

white BOX: UNEARTHED TROVE

additional classes & rules for
white BOX fantastic medieval adventure game

Unearthed Trove

Additional Classes & Rules for *White Box Fantastic Medieval Adventure Game*

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Compatible with *Swords & Wizardry: WhiteBox*

Designed for *White Box* by Charlie Mason

Version 1.3

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Introduction

This little book is the product of several things. One would be a lifetime of adventure gaming inspired by the world's first fantasy roleplaying game. There's the freshness and charm of Charlie Mason's *White Box Fantastic Medieval Adventure Game*. There is also the excitement of Simon Piecha's *Expanded Lore* supplement, which I urge readers to seek out if they haven't already. This book offers additional character classes that should be deeply familiar to veteran fantasy roleplayers – the Assassin, Illusionist and Ranger – along with house-rules for Tactics, Psionics and Trauma.

I will be adapting the simple and elegant system of Feats that Simon Piecha introduces in *White Box: Expanded Lore* and direct readers to that excellent book for further explanation.

The material in this book, and much more, was created for my own fantasy RPG campaign and can be found on the Fen Orc website and Facebook group. A further supplement, *White Box: Eldritch Whispers*, will follow.

Fen Orc

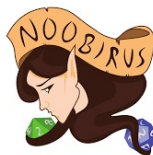


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with gratitude and thanks to

Simon “Noobirus” Piecha



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CHAPTER ONE – NEW CHARACTER CLASSES

THE ASSASSIN

Assassins are paid killers with skills of subterfuge and murder. They excel at the use of poison and can receive large payments for their services.

Assassins can advance to 10th level. They can use any magic items usable by Thieves. Assassins are usually Human but at the Referee's discretion Half-Orcs may also be Assassins. Assassins are usually Chaotic but some may be of

Neutral alignment. Their profession means they cannot be Lawful in most societies.

Armour & Weapon Restrictions

Assassins may use any weapons but are limited to leather armour; they may use shields.

Level	Experience	Hit Dice	To Hit	Saving Throw	Assassinate
1	0	1	+0	14	2
2	1,500	2	+0	13	2
3	3,000	3	+1	12	2
4	6,000	3+1	+1	11	3
5	12,000	4	+2	10	3
6	24,000	5	+2	9	3
7	48,000	6	+3	8	4
8	96,000	6+1	+3	7	4
9	192,000	7	+4	6	4
10	384,000	8	+5	5	5

Back Stab

Assassins can back stab an opponent who is unaware of their presence (usually because of surprise), receiving +2 on their roll to hit. The Assassin is even more deadly at back stabbing than the Thief, rolling the damage die **three** times on a successful hit.

Assassination

Assassins can carry out assassination plots to murder their target. The player needs to describe the plot and roll 1d6: the range of success is given for the Assassin's skill at this.

On a successful roll, the plot works as planned. The victim still needs to fail a saving throw vs Poison or Traps to be killed.

If used in combat, successful use of Assassinate enables the Assassin to

position herself for a Back Stab with a melee weapon on the following round.

The Assassinate ability may only be used on a target once. If the target survives, the Assassin cannot use Assassinate on them again until he has advanced a level.

The Assassinate ability can also be used to detect a trap or remove a trap. Traps created by Assassins can do **one** of the following if the Assassinate roll is successful when they are triggered: deal 1d6 damage, make the target save vs Poison or die or cause the target to be captured for 1d6 rounds.

***Hint:** The Referee should roll a d6 and compare it to the Assassinate skill and only inform the player whether the trap was set up successfully after it has been triggered.*

Assassins get paid for successful missions and may gain XP equal to the fee instead of the level/Hit Dice of the target. However, they are expected to give half the gold they earn to their Guild.

Level	Fee
1-2	100/mission
3-5	500/mission
6-8	1000/mission
9-10	5,000/mission

At 9th and 10th level, the Master Assassin will usually send lesser Assassins on missions and collect half their fees.

Poison

Assassins can acquire and use Poison. A dose of Poison costs 50gp.

Poison can be put in food or drink or applied to a sharp weapon (including arrows and quarrels). If a target takes any damage from a poisoned weapon, they must save vs Poison or die. The Poison is removed from the weapon, whether the target dies or not.

Hint: Poison only stays 'fresh' on a weapon for a ten-minute turn, so the Assassin must use it soon after applying it. No carrying pre-poisoned weapons around 'just in case'.

Undead, golems, demons, elementals and fey creatures are not vulnerable to Poison.

Saving Throws

Assassins gain a +2 bonus against Poison and Traps.

Establish Guild

At ninth level, an Assassin may build a secret hideout in a town or city. She becomes a Master Assassin and attracts the services of a band of lower level assassins who learn from her and pay her some of their earnings in return for protection from the law.

Disgust

The use of Poison is deplored in civilised company. **Every time the Assassin uses Poison, any adventuring companions gain a Disgust point.** At the end of an adventure, PCs lose -05% from all earned experience per Disgust point.

The Assassin may try to use Poison secretly: the Assassination skill can also be used to prevent companions from gaining Disgust when Poison is used (this is a separate roll from the roll to assassinate a target). However, secret poisoning is even more disturbing for companions, so if this ploy fails the other adventurers gain 2 Disgust points.

Hint: If you use the optional Trauma system in *Chapter 5*, Trauma points replace Disgust points. Don't allow players with Chaotic characters to insist they are 'fine with poison'. No one is fine with poison being used around them except for other Assassins and, of course, Half-Orcs.



Assassin Feats

At 3rd, 5th, 7th and 9th level, Assassins may choose from these Feats instead of the General Feats:

- **Apothecary:** You can concoct your own Poisons and start each game with 1d6 ready. Your Poisons can paralyse for 1d6 turns or kill over 1d6 days rather than killing immediately. You can make antidotes to your own Poisons.
- **Deadly Traps:** Your Traps deal a number of six-sided dice in damage equal to your Assassinate score.
- **Master of Disguise:** You can spend 1d6 rounds disguising yourself to appear as any class, gender or race of your approximate build. If onlookers try to see through your disguise, use your Assassinate skill to fool them.
- **Sniper:** You gain your Backstab bonus when striking unseen in missile combat; you can assassinate using missiles.
- **Strangler:** You can use your Assassinate ability to kill with your bare hands. If you succeed in your plot, you can roll to hit at +2 and instead of doing damage, you can throttle the target to death but this takes 1d6 rounds, during which time they are helpless to attack or cast spells.
- **Toxin Resistance:** You dose yourself with Poison to build up a resistance and re-roll failed saving throws, taking the best result.

Advice for Referees

You have to rule on assassinations on a case-by-case basis.

The Assassination skill **does not kill a target**. It sets up a situation where the target **could be** killed.

It can be used to put Poison in someone's food or drink successfully (but they still get a save vs Poison).

It can create a Trap that the target will walk into (but they might survive the damage, make their Saving Throw or escape).

In melee combat, it enables the Assassin to attempt to Backstab (but they must still roll to hit and roll damage normally).

Targets with magical defences (e.g. wearing a **Medallion of ESP**) might be immune to assassination attempts.

Poison is expensive for low-level Assassins and is illegal in most towns and cities. The Referee can rule that it is **not available for purchase** or ask the Assassin to succeed in an Assassination roll just in order to source Poison for sale.

Other adventurers do not have the skill to use poisoned weapons safely. If another adventurer tries to use a weapon that an Assassin has poisoned, they gain 1 Disgust/Trauma for doing so and also must save vs Poison themselves every round that they use it. This also applies if non-Assassins try to handle an Assassin's Poison for other uses.

Blade Venom (covered in *Eldritch Whispers*) is different from Poison, in that it deals extra damage rather than killing outright. It does not cause Disgust/Trauma.

THE ILLUSIONIST

Illusionists are Magic-Users who specialise in illusions and mind-control. This gives them access to more spells than ordinary Magic-Users but many of their spells can be seen through as mere illusions.

Illusionists can advance to 10th level. They can use any magic items that pertain to detection, ESP, mind control or illusions.

Illusionists are usually Human but at the Referee's discretion Gnomes may also be Illusionists.

Armour & Weapon Restrictions

Illusionists may not wear armour and are limited to using daggers and staves in combat.

Level	Experience	Hit Dice	To Hit	Saving Throw	Spells					
					1 ST	2 ND	3 RD	4 TH	5 TH	6 TH
1	0	1	+0	16	2					
2	2,750	1+1	+0	15	3	1				
3	5,000	2	+0	14	4	2				
4	11,000	2+1	+0	13	5	2	1			
5	22,500	3	+1	12	5	2	2			
6	47,500	3+1	+1	11	5	3	2	1		
7	92,000	4	+2	10	5	3	3	2		
8	175,000	4+1	+2	9	5	3	3	2	1	
9	350,000	5	+3	8	5	4	3	3	2	
10	700,000	5+1	+3	7	5	4	3	3	2	1

Spell Casting

Illusionists cast Magic-User spells but have access to more spells (they are treated as one level higher – but see **Illusory Spells** below).

Illusory Spells

Many Illusionist spells work normally but some are illusory versions of the ordinary Magic-User spells:

Animate Dead, Conjure Elemental: creates an illusory monster that deals illusory damage

Control Weather: creates illusory weather conditions

Death Spell: causes illusory 'death' (i.e. the victim is knocked out)

Dispel Magic, Remove Curse: will only dispel illusions or mind-control

Fireball, Lightning Bolt, Cloudkill: deal illusory damage and only appear to

damage objects

Hold Portal & Wizard Lock: create an illusion that the door remains intact even when it is open

Polymorph: creates an illusory change in appearance

Transform Rock, Mud, Stone or Flesh: creates an illusory transformation

Wall of Fire, Ice, Stone or Iron: creates an illusory barrier that causes illusory damage

Web: creates illusory webs that only appear to trap people

Illusions are cancelled and disappear if they are touched by someone who disbelieves in them (achieved by saving vs Spells) or if the Illusionist is unconscious. Illusory side-effects (e.g. things on fire, footprints, bloodstains) last for 1d6 rounds after the illusion disappears then they fade too.

Illusory damage causes a creature on 0 HP to be knocked out for 1d6 rounds. When they recover they will regain **all** HP lost to the illusion.

Unavailable Spells

Illusionists cannot bring about real change in the world so these spells are unavailable to them:

Alter Time, Animal Growth, Dimension Door, Disintegrate, Fly, Knock, Levitate, Move Earth or Water, Passwall, Plant Growth, Reincarnation, Telekinesis, Teleport, Transform (rock, mud, flesh, stone), Water Breathing

Minor Glamour

Illusionists can alter their own appearance at will, changing dress, age, facial features, gender, height and build. They cannot appear to be a different race and something of their appearance must remain constant – normally voice, the colour of their robes, the smell of perfume or a distinctive brooch.

The Illusionist can alter the appearance of anything held in hand, although it reverts to its true appearance when they let go of it.

Hint: This ability replaces the **Familiar** that ordinary Magic-Users may summon according to **White Box: Expanded Lore**.

Saving Throws

Illusionists gain a +2 bonus against illusions or trickery.

Establish Retreat

At ninth level, an Illusionist may build a hidden retreat, often concealed by permanent illusions or on the borders of Faerie. The character may choose to attract a body of loyal apprentices and guards which may include fey creatures (Dryads, Gnomes, Sidhe) at the Referee's discretion.



Illusionist Feats

At 3rd, 5th, 7th and 9th level, Illusionists may choose from these Feats instead of the normal Magic-User Feats:

- **Charming Mien:** Your Glamour can add +2 to your Charisma
- **Convincing Illusions:** -3 to saving throws to disbelieve your illusions.
- **Fatal Illusions:** Your illusions cause actual damage and kill if not disbelieved.
- **Gesture Magic:** You don't need to speak in order to cast your spells.
- **Illusory Armour:** Improves your AC by 2, although it vanishes for 1d6 rounds if it is disbelieved.
- **Illusory Weapon:** You can use Glamour to equip yourself with an illusory weapon that deals 1d6+1 illusory damage and strikes with +1 to hit
- **Permanent Glamour:** You can make one illusion permanent per level. The illusion reforms in 1d6 turns if destroyed/killed or disbelieved.

Additional Spells

Here are six additional Magic-User spells that Illusionists can make use of.

Audible Glammer

Level: M1

Range: 120ft

Duration: Until negated or dispelled

This spell creates an audible illusion. It can last up to a minute, contain up to a dozen spoken words, be as loud as a barn door slamming and can recur daily at a certain time or repeat continuously.

Hypnotic Pattern

Level: M2

Range: 120ft

Duration: Concentration

The caster creates a mesmerising pattern of lights that holds onlookers entranced while she maintains it. There is no save and the spell affects 4d6 creatures up to 1HD, 2d6 creatures up to 4HD or 1d6 creatures up to 6HD.

Improved Invisibility

Level: M3

Range: Touch

Duration: 1 hour

The recipient of this spell becomes invisible for an hour and remains invisible even if they cast spells or attack opponents. Attacks against the invisible character are at -4 To Hit and the invisible character saves at +4 against attacks that target them or which can be dodged.

Summon Shadows

Level: M4

Range: 30ft

Duration: 1 day

The caster summons 1d4 Shadows that will do his bidding then depart. The Shadows are dispelled by the touch of sunlight.

Chaos

Level: M5

Range: 120ft

Duration: Until negated or dispelled

All creatures within a 30ft x 30ft area become *confused* until they leave the area.

Spectre

Level: M6

Range: Touch

Duration: Indefinite

A recently dead person is returned as a Spectre with their personality and memories intact. They must have died within 1 hour per level of the caster. The Spectre has HD equal to half the dead person's level.

Advice for Referees

You have to rule on illusions on a case-by-case basis.

Illusions are not real: illusory objects won't bear weight. However, creatures who believe in an illusion (failing their saving throw when they touch it) will not be able to walk through it and it will feel to them as if they rebounded from something solid.

If a person takes damage from an illusory effect (e.g. falling because they believe their balcony has collapsed or thinking an illusory branch has dropped on them), deal illusory damage for a normal fall or blow (1d6, usually) and this damage is healed 1d6 rounds after the encounter ends or the Illusionist leaves or is knocked out.

Illusory monsters have their normal Hit Points and attacks but deal illusory damage. If they are 'killed' they become illusory corpses but these fade away after 1d6 rounds, which will alert observers to their illusory nature and cause those who took damage from the illusion to regain all their HP.

Mindless undead, golems and fey creatures (including Gnomes) are immune to illusions. Animals are affected by illusions, since illusions work on whatever senses a creature tends to use.

THE RANGER

Rangers are frontiersmen and scouts who protect the people of the peaceful realms from the dangers of the wilds. Rangers are attuned to Nature just as Paladins serve their Lawful gods. Rangers must always be Lawful, although Chaotic Wildlings (Anti-Rangers) do exist and may be created if the Referee agrees.

Rangers are usually Human but at the Referee's discretion Elves or Half-Orcs may also be Rangers.

Armour & Weapon Restrictions

Rangers may use any weapons and wear leather armour or chain mail but not plate mail, which is impractical for their wilderness lifestyle.

Level	Experience	Hit Dice	To Hit	Saving Throw	Survival	Druidic Spells			
						1 ST	2 ND	3 RD	4 TH
1	0	2	+0	15	2				
2	2,750	3	+0	14	2				
3	5,500	3+1	+1	13	2	1			
4	11,000	4	+2	12	3	2			
5	22,000	5	+3	11	3	2	1		
6	44,000	6	+3	10	3	2	2		
7	88,000	6+1	+4	9	4	2	2	1	
8	176,000	7	+4	8	4	3	2	2	
9	352,000	8	+5	7	4	3	2	2	1
10	704,000	9	+6	6	5	3	3	2	2

Spell Casting

Rangers cast Druidic spells but do not acquire spell-casting power until they reach 3rd level.

Survival

Rangers roll 1d6 to test their Survival skill, looking to roll their target number or less. Survival allows Rangers to recognise and follow tracks in the wilderness. If they attempt this in a dungeon or town setting, the target number is reduced by -1. They must test their Tracking skill again if the tracks go through a door or cross a river.

Survival can also be used to forage for food to feed 1d6 people, to detect pits and snares in the wilderness (but not in dungeons) and to identify herbs and fungi and their properties.

Alertness

Rangers are only surprised 50% of the time (i.e. on a roll of 1 on a d6 rather than 1-2).

Saving Throws

Rangers gain a +2 bonus against the powers of wilderness monsters (e.g. giant animals, poisonous plants, fey creatures, lycanthropes)

Establish a Stronghold

At ninth level, a Ranger who chooses to build a fortress is considered to have reached the rank of "Ranger Knight". The character may choose to attract a body of loyal Humans and Elves and may include fey creatures (Centaurs, Lawful Lycanthropes, Treants, Unicorns) at the Referee's discretion.



Solitary Wanderers

Rangers may only own goods that they can carry on their person. They should give away extra treasures to worthy causes. No more than two Rangers can adventure together in a group.

Ranger Feats

At 3rd, 5th, 7th and 9th level, Rangers may choose from these Feats instead of the General Feats

- **Corner the Quarry:** If you successfully managed to track down monsters using **Survival**, you and your party receive a +1 To-Hit and damage bonus while fighting them.
- **Far Seer:** The Ranger can use scrolls and magic items that confer *detection* abilities, *clairvoyance*, *clairaudience*, *telepathy* and *ESP*. They do not need to use *Read Magic* to identify and use these spells on scrolls and automatically understand the commands needs to activate magic items with these powers.
- **Herbalist:** The Ranger heals 1d6+1 HP when binding wounds and when treating Fatal Wounds the patients receives a bonus to their saving throw equal to the Ranger's Survival score. With the right herbs, the Ranger can treat any disease in 2d6 days.
- **Land Lore:** Choose a type of terrain (hills, forests, mountains, deserts, swamps); in this environment you enjoy the benefit of TWO other Ranger Feats (e.g. Herbalism and Wild Stealth) but you do not have these Feats in other environments unless you select them normally.
- **Shadow Wanderer:** The Ranger leaves no trace when he travels and can confer this on a number of other followers equal to his level. The Ranger and his followers can become invisible in wilderness settings when camped.
- **Trapper:** You may use your Survival skill to create a trap in a wilderness setting; if successful, the trap targets a single creature for 1d6 damage and stuns them for 1d6 rounds. It takes a turn to create a trap.
- **Tracker:** The Ranger's range of success on Survival rolls is increased by 1.
- **Vigour:** +2 to all saving throws.
- **Wild Stealth:** You and your party surprise enemies on 1-3 (rather than 1-2)

CHAPTER TWO – PLAYER CHARACTER RACES

In addition to Dwarves, Elves and Halflings, Referees might consider allowing PCs from two more races: **Gnomes** and **Half-Orcs**. There are also three new multi-classed options for non-human characters, similar to the Elven Fighter-Magic-User.

GNOMES

Gnomes are half the height of Dwarves, shorter even than Halflings. They may or may not be bearded but always possess almost comically exaggerated features (long noses, bushy eyebrows, curved chins, wide ears) that can look either adorable or grotesque. They are fey creatures, not entirely of this world.

Character Advancement

Gnomes can advance as Fighter or Magic-Users up to 6th level or Thieves or Illusionists up to 8th level.

Hard To Hit

Gnomes take half damage from attacks by larger than man-sized creatures.

Illusions

Gnomes can cast *phantasmal force* once per day. The illusion always has a distinctive feature the player chooses at character creation (e.g. tartan pattern, silver bell attached, smells of elderberries, coloured red and white) and if it is touched with disbelief or cold iron it vanishes with no saving throw required (**optional**: the Gnome gains 1 Trauma when an illusion is disbelieved).

Fey Heritage

Gnomes have odd compulsions and rituals, whether it is cleaning messy rooms, setting riddles for people who ask things of them or never revealing their names. They gain a +10% experience bonus when they manifest these oddities during an adventure.

Saving Throws

The fey nature of Gnomes makes them resistant to magic; they save at +4 vs

Spells. They are entirely immune to illusions.

Languages

Gnomes speak Gnomish, Dwarvish, Elvish and the language of Kobolds. Gnomes can communicate with all burrowing animals.

HALF-ORCS

The Half-Orc can be a ferocious and savage warrior or a troubled creature struggling to find noble purpose. Half-Orcs are shunned by most communities, including orcish tribes.



Character Advancement

Most Half-Orcs are Fighters, but they may advance as Rangers, Thieves, Clerics or Assassins. They cannot advance higher than 6th level.

Brute Strength

Half-Orcs gain a +1 to damage rolls in combat, even with missiles or magic. They also can Open Doors/Bend Bars more easily – their range of success is increased by 2 (1-4 instead of 1-2).

Saving Throws

Half-Orcs gain an extra +2 to all saving throws vs Poison. They do not gain Disgust/Trauma from an Assassin in their party using Poison.

Languages

Half-Orcs usually speak Orcish as well as Common.

THE CLERIC-ASSASSIN

Half-Orcs (and **Dark Elves**, if the Referee allows them as PCs) can be multi-classed Cleric-Assassins. They are limited to 6th level.

Armour & Weapon Restrictions

Cleric-Assassins can wear leather or chain armour (but not heavy plate mail) but are limited by clerical weapon restrictions.

Level	Experience	Hit Dice	To Hit	Saving Throw	Assassinate	Spells		
						1 ST	2 ND	3 RD
1	0	1	+0	14	2			
2	3,000	2	+0	13	2	1		
3	6,000	3	+0	12	2	2		
4	12,000	3+1	+1	11	3	2	1	
5	24,000	4	+1	10	3	2	2	
6	48,000	5	+2	9	3	2	2	1

Clerical Abilities

Cleric-Assassins can cast clerical spells and turn Undead. In addition to clerical weapons they can nominate one **Assassination Weapon** that their god favours. They can use this freely in combat, receiving +1 To Hit and damage.

Assassinate, Back Stab & Poison

Cleric-Assassins can carry out assassinations and use Poison. They can

Back Stab just like Thieves with any melee weapon, but roll three dice for damage.

Saving Throws

Cleric-Assassins gain +2 for all saving throws against Paralysis, Poison or Traps.

Hint: These aren't cumulative: the saving throw against a poison trap is still only +2.

THE FIGHTER-THIEF

Dwarves, Elves, Gnomes, Halflings and **Half-Orcs** can be multi-classed Fighter-Thieves. They are limited to 6th level.

Armour & Weapon Restrictions

Fighter-Thieves can wear leather and carry shields and may use any weapons.

Level	Experience	Hit Dice	To Hit	Saving Throw	Thieving
1	0	1+1	+0	14	1
2	4,000	2	+0	13	2
3	8,000	3	+1	12	2
4	16,000	3+1	+1	11	2
5	32,000	4	+2	10	3
6	64,000	5	+2	9	3

Combat Fury

Fighter-Thieves gain **Combat Fury** like a Fighter when attacking creatures with 1 HD or less.

Thievery

Fighter-Thieves possess the **Thievery** power. They can **Back Stab** just like Thieves with any melee weapon.

Saving Throws

Fighter-Thieves gain +2 for all saving throws against death, poison or traps.

Hint: *These aren't cumulative: the saving throw against a poison trap is still only +2.*

THE THIEF-ILLUSIONIST

Gnomes can advance as multi-classed Thief-Illusionists in the same way as Elves combine Fighter and Magic User. They are limited to 8th level.

Armour & Weapon Restrictions

A Thief-Illusionist can wear Leather Armour and wield any weapon.

Level	Experience	Hit Dice	To Hit	Saving Throw	Thievery	Spells			
						1 ST	2 ND	3 RD	4 TH
1	0	1	+0	14	2	1			
2	5,000	1+1	+0	13	2	2			
3	10,000	2	+0	12	2	2	1		
4	20,000	2+1	+1	11	3	3	2		
5	40,000	3	+1	10	3	4	2		
6	80,000	3+1	+2	9	3	4	2	1	
7	160,000	4	+2	8	4	4	3	2	
8	320,000	4+1	+2	7	4	4	3	2	1

Thievery & Back Stabbing

Thief-Illusionists perform Back Stabs and learn Thievery just like Thieves.

Illusions

Thief-Illusionists learn Illusionist spells and **Glamour**.

Saving Throws

Thief-Illusionists receive +2 to saving throws against Spells and against Traps.

Hint: *These aren't cumulative: the saving throw against a magical trap is still only +2.*

CHAPTER THREE - COMBAT TACTICS

These **Combat Tactics** are actions a PC can take *instead of* rolling to hit in combat or casting a spell. They involve taking a moment out of the hurly-burly of melee to look around, see what the enemy is doing, what your friends are doing, and make yourself useful in some way other than attacking or using your powers. These Combat Tactics are especially valuable for non-combatant characters like Magic-Users, etc. and also for other characters stuck at the back of a corridor, unable to engage the enemy, or hanging back deliberately because of low Hit Points or Injuries.

Combat Tactics must be declared *before* initiative is determined. The effects take place immediately. The character takes no other action in the round..

1. **Covering Fire:** use missile weapons to cause **one enemy** to go last next round, regardless of initiative order
2. **Defensive Blocking:** two allies fighting side-by-side to give each other +1 to AC for a round
3. **Point out a target:** an ally can make a missile To Hit roll on **one enemy** without risking hitting another ally in the melee
4. **Shout out a warning:** an ally gains +2 to AC *or* saving throws against **one enemy**
5. **Shout encouragement:** an ally gains +1 To Hit and +1 damage against **one enemy**
6. **Stay alert:** nominate yourself or an ally to gain +1 to initiative next round

NB. These benefits do not stack.

Veteran Monsters: Some monsters (e.g. Hobgoblins, Kobolds, well-led Orcs) are effective tacticians. For every two non-combatant monsters, **one** of these effects will be used (roll d6).

CLASS COMBAT TACTICS

Different character class have different uses when offering tactical help from the sidelines. I include some suggested Tactics for the character classes from *White Box: Expanded Lore*.

- **Assassins: Spy** – an Assassin may make an Assassination test on behalf of another character; if successful, that character may Back Stab (if a Thief or Assassin) or attack at +2 and roll the damage die twice, choosing the better result (for other classes)
- **Bards: Victory Anthem** - this round, all allies make one To Hit roll at +1
- **Clerics: Battle Prayer** - another Cleric turning Undead rolls 4d6 and chooses the best 3 *or* an ally receives +2 to a saving throw
- **Druids: Herbal Remedy** - another non-combatant ally forfeits any action in order to receive binding from you (1d6-1 HP)
- **Fighters: Shout Orders** – one character in melee can make one roll To Hit using your bonuses instead of their own
- **Hunters: Slayer's Tips** – the Hunter may confer a +1 damage bonus to another character against an enemy for whom she is a Slayer (+2 if an Expert Slayer)
- **Illusionists: Befuddle** - cause **one** enemy (whose Hit Dice cannot be higher than your level) to miss their attack before rolling To Hit
- **Magic-Users: Counter Spell** – another character affected by a spell last round or this round receives a second saving throw to cancel its effects

- **Monks: Martial Meditation** - meditate for a round and roll 1d6; next round the party's initiative can be based on their roll or your roll, whichever is higher
- **Paladins: Rousing Hymn** - loyalty checks and saving throws vs fear at +2 for all allies this round
- **Rangers: Rally** - this round, all allies receive +1 to AC and saving throws
- **Thieves: Hide in Shadows** - make a Thievery test, if successful you can Back Stab next round



CHAPTER FOUR - PSIONICS

Psionic Potential is a new General Feat that any character can choose instead of the normal Feats available at 3rd, 5th, 7th or 9th level. This marks the awakening of the character's Psionic powers.

Hint: Human characters can take a Feat at first level and choose *Psionic Potential* right at character creation.

Psionic Potential gives the character access to one Psionic attack mode and one defence mode:

- **MIND BLAST:** a raw shriek of mental force that is capable of affecting even non-Psionics, inflicting *confusion* (as the Magic-User spell) for 2d6 turns
- **MIND SHIELD:** a basic mental defence that is effective against all the Psionic attack modes, offering the newly-awakened psionist all-round protection

The player can choose their **Intelligence**, **Wisdom** or **Charisma** to be the Attribute that provides bonuses or penalties for these two modes.

PSIONIC FEATS

Whenever a psionist would be eligible for a new Feat, they may choose a Psionic Feat from this list.

- **Discipline** - Psychokinesis
- **Discipline** - Psychosomatica
- **Discipline** - Psi-portation
- **Discipline** - Telesentience
- **Multi-task:** You can concentrate on two powers at the same time and do not lose concentration during Psionic Combat
- **Train the Mind** - gain a Psionic Science based on a Talent you already have
- **Untap the Mind** - increase your Stress Die from 1d6 to 1d8; you may take this up to two more times to increase the die to 1d10 and 1d12

The Stress Die

When you use a Psionic Talent, you gain a point of Psionic Stress and roll the **Stress Die** (usually a d6). If you roll equal to or higher than your current Psionic Stress, all is well. If you roll less than your current Psionic Stress, you have lost control of your Psionic powers and a **penalty** will follow, which might be:

- **Alarm:** A Psionic Wandering Monster (or psionist NPC in the dungeon) detects your presence and location and moves to encounter you
- **Exhaustion:** Your Psionic powers go dormant and you are no longer treated as a psionist until you recover them
- **Insanity:** You suffer from insanity

The good news is that when you fail a Stress test, you remove some of your current Psionic Stress equal to the number you rolled, putting you in a better position to use your powers in the future.

Removing Psionic Stress

Triggering a Stress Penalty removes some of your Psionic Stress as does losing in Psionic Combat, but those are bad things. A psionist removes a point of Psionic Stress from a good night's sleep (uninterrupted, no watch duty) and a good day of ordinary (non-adventuring) activity. This means, at home, most characters will remove all their Psionic Stress in three days.

Talents & Sciences

When you acquire a new **Psionic Discipline**, you gain a new attack and defence mode, giving you more options in Psionic Combat. You also acquire a **Talent** which is a Psionic power that you can call upon at will, at the cost of taking a point of Psionic Stress and making a Stress Test.

If you use **White Box: Expanded Lore**, when a character reaches an even-numbered level they may choose two attributes and increase them by +1 each. A psionist may forego this and instead choose another Talent from a Psionic Discipline they already know.

A Science is a much more powerful Talent. A player who takes this Psionic Feat can suggest a Science to the Referee. It should be a more powerful version of a Talent they already possess. If the Referee approves it, the PC gains the Science. Using a Science **always** counts as failing a Stress Test, triggering alarm, exhaustion or insanity. The good news is that, after using a Science, the psionist gets rid of **all** his Stress.

Some Rules For Psionic Talents/Sciences

1. **Simultaneous:** Psionics occur at the speed of thought - literally! Treat them as simultaneous and there is no limit to how many Psionic Talents a psionist can use in a round, subject only to restrictions on concentration and the need to make a Stress Test after each one.
2. **Concentration:** You can only concentrate on one Psionic power at a time. In a peaceful and safe setting, a character could concentrate all day until they need to sleep. In a dangerous or insecure setting (e.g. any dungeon or adventure), concentration can be maintained for a turn plus one turn per bonus from Intelligence. In a confusing and distracting setting (e.g. any combat), concentration can be maintained for 1d6 rounds, plus your Wisdom bonus. Taking physical damage **does not** break concentration but engaging in Psionic Combat or being affected by mind-alteration (spell, Psionics or monster power) **does**.
3. **Perception & Familiarity:** Most Psionic powers require you to **perceive** the target as a mind; that is, see them acting or hear them speaking. Psionic powers that detect minds directly count as 'perceiving' and, once that connection is made, other powers can be used. Some powers affect a person or place that is **familiar**. 'Familiarity' is quite demanding: you must be able to visualise a place in great detail or know personal details about another creature. A room you once searched or a monster you once fought do not count as 'familiar': this usually limits powers to friends and homes but it could include personal enemies and places you were imprisoned. Perceiving something through magic (e.g. the *detect chaos* spell) or becoming familiar through magic (e.g. *clairvoyance*) does **not** count as establishing a Psionic connection (see optional rule below).
4. **Saving Throws:** Most Psionic effects do not allow saving throws. If the psionist takes Psionic Stress and concentrates then the effect occurs. The limitations of Psionics are the stress and the concentration, not the unreliability of the outcome.
5. **Magic (optional):** Psionics are not magical and do not interact with magic. Psionic effects only work on physical beings, not spirits or energy creatures or entities without discernible minds. Psionics are not blocked by magical barriers and magical powers are not blocked by Psionic protections. Magical scrying (e.g. a Crystal Ball) does not count as 'perception' for purposes of launching a Psionic attack and Psionic scrying (e.g. Telesentience) does not enable spells to be cast at the target.

DISCIPLINE – PSYCHOKINESIS

Psychokinesis involves moving things with your mind, but really this is the mental control of energy so it includes creating and suppressing fire, electricity and even sound or sight.

Attack Mode: Id Insurgency

Defence Mode: Psychic Barrier

The Id Insurgency is a similar attack to Mind Blast (though it only works on other psionics) and mental dominates opponents but it is less effective on the insane. Psychic Barriers are another all-purpose defense mode. Both modes involve **Wisdom** bonuses or penalties.

- Cause a weapon to fight as if you were wielding it for as long as you concentrate (use your Wisdom bonus for To Hit and damage)
- Break open a non-magical dungeon door or lift a portcullis
- Levitate (slowly) an object that weighs less than you do for as long as you concentrate
- Throw objects you could pick up with one hand for as long as you concentrate, possibly as missile weapons (use your Wisdom Bonus for To Hit and damage)
- Freeze water or snuff out a non-magical fire, dealing 1d6-1 damage to an affected creature and granting

+4 to saving throws against magical fire attacks

- Cause 1d6+1 internal damage to a physical creature (no roll To Hit or saving throw)
- Freeze a physical creature up to twice your size for as long as you concentrate
- Block an incoming physical attack after To Hit has been rolled but before damage - or cause such an opponent to attack themselves or someone else in range before they roll To Hit
- Become invisible for as long as you concentrate (but only to physical creatures that rely on sight)
- Boil water or heat metal or cause fabrics and wood to burning point, dealing 1d6-1 damage to an affected creature or offering +4 to saving throws against magical cold attacks

Psychokinetic Sciences might include breaking down walls or fortifications, throwing multiple objects (perhaps 1d6 + Wisdom Bonus in number), outright cancelling magical fire or cold damage, creating fireballs or ice storms that deal lots of damage (perhaps 1d6 plus an extra d6 per Wisdom Bonus).

DISCIPLINE – PSYCHOSOMATICA

This is the power of mind over body - initially your own body but Sciences might let you alter other people's bodies too.

Attack Mode: Psionic Crush

Defence Mode: Mind Void

The Psionic Crush is much feared because it can kill an opponent outright. The Mind Void is an effective defence mode against all attacks. Neither mode receives Attribute bonuses or penalties.

- Heal 1 HP per round in yourself for as long as you concentrate

- Heal an Injury in yourself (the mildest one you currently have)
- Purge your body of poison or drugs
- Shut down brain and body, becoming a corpse for until a trigger event of your choosing wakes you (no more than 24 hours); check for Stress when you awaken
- Derive a day's worth of food and water from breathing for one turn
- +4 to saving throws vs Petrification, Paralysis or Polymorph for as long as you concentrate

- +4 to AC for as long as you concentrate
- Increase Strength by +1d6 for as long as you concentrate
- Increase Dexterity by +1d6 for as long as you concentrate
- Gain a new sense (infravision, echolocation, etc) for as long as you concentrate

Psychosomatic Sciences might include healing others, rendering yourself immune to petrification etc., granting someone else enhanced Attributes, going into suspended animation for years, purging yourself of magical bodily effects.

DISCIPLINE – PSI-PORTATION

Psi-portation is the manipulation of space (and perhaps, as a Science, time as well). It commonly involves teleporting but also includes speeding up or slowing down movement as well as astral travel.

Attack Mode: Ego Flail

Defence Mode: Citadel of the Mind (10'r)

The Ego Flail is a dangerous attack, putting opponents into comas, but it is easily countered. The Citadel of the Mind is the most potent defense and extends its benefits to all allies within 10'. Both modes receive **Charisma** bonuses or penalties.

- Move at twice your normal speed or double your attacks for as long as you concentrate
- Teleport an object you are familiar with into your hand from anywhere
- Teleport an object you can perceive into your hand
- Teleport a weapon into an enemy you perceive (roll To Hit using your

Charisma Bonus and ignoring armour and range, deal normal damage with Charisma Bonus)

- Teleport yourself to a place you can perceive
- Teleport yourself to a place that is familiar
- Walk on water or other fluids or fragile surfaces, without leaving prints or breaking the surface
- Pass through a solid object up to 10' thick
- Astrally project for as long as you concentrate
- Move yourself out of the way of an incoming attack, after To Hit has been rolled but before damage has been determined - or gain +4 on a saving throw vs an area affect attack

Psi-portation Sciences might include moving at triple speed, teleporting to areas only seen on a map, transporting other people, moving groups of people out of harm's way.

DISCIPLINE – TELESSENTIENCE

Telesentience is the 'expanded awareness' that lets the psionist perceive things without the use of the five senses. By establishing a perceptual link to a person or object, it can be a great enabler of other Disciplines. It includes projecting thoughts or feelings onto others.

Attack Mode: Mind Scalpel

Defence Mode: Fortress of the Will (3'r)

The Mind Scalpel is a more subtle attack than Mind Blast and stuns opponents, rendering them helpless. The Fortress of the Will is a powerful defensive mode and extends its benefits to all allies

within 3'. Both modes involve **Intelligence** bonuses or penalties.

- Hold a telepathic conversation for as long as you concentrate with someone you perceive
- Hold a telepathic conversation for as long as you concentrate with someone you are familiar with, wherever they are
- Gain +4 to saving throws vs mind-control, madness or possession for as long as you concentrate
- Sense danger approaching (none, mild, strong, catastrophe) and a sense of its direction for as long as you concentrate
- *Charm person* on someone you can speak to uninterrupted for a full minute, lasting as long as you concentrate

- *Charm* an animal you can touch and interact with playfully for a minute, for as long as you concentrate
- Instil a strong emotion (fear, desire, hatred) in a person or animal that you perceive for as long as you concentrate
- Perceive the minds of plants (useful for Psionic Combat with Yellow Mold!)
- Inspect what is on the other side of a door or wall that you perceive
- Inspect what is happening to someone you know well or in a place that is familiar to you

Telesentience Sciences might include telepathy with anyone you know by sight, inspecting areas seen on a map or from a distance, dominating other minds, healing derangements, total immunity to mind-control or conferring these benefits to others.

PSIONIC COMBAT

Psionics automatically become aware if another creature that they perceive uses Psionic powers. Most monsters automatically identify psionics, whether they are using their powers or not. Any psionics can engage in Psionic Combat with another psionics they can perceive. Range is unimportant. If a psionics is attacked, they automatically perceive their attacker and can retaliate.

Player characters can launch 'speculative' Psionic attacks on NPCs who ***might*** be Psionic but haven't revealed it yet. If the NPC or monster is ***not*** Psionic then this accomplishes nothing (unless the **Mental Blast** attack mode was used) and the PC gains a point of Psionic Stress for the wasted effort.

Psionic Combat is simultaneous and lightning fast. A Psionic Combat exchange takes place at the start of a melee round, before initiative is rolled.

Attack Modes	Defence Modes
A Mental Blast	F Mind Void
B Mind Scalpel	G Mental Shield
C Ego Flail	H Psionic Barriers
D Id Insurgency	I Citadel of the Mind 10ft r
E Psionic Crush	J Fortress of the Will 3ft r.

The psionics may take normal melee actions after their Psionic Combat exchange is resolved. Psionic Combat automatically breaks concentration, ending other effects the psionics may be maintaining.

Each combatant chooses one of the attack modes available to them.

Hint: Monsters choose the first attack mode listed for them and move onto the next on the list if last round's attack didn't work.

The combatant then chooses the best defence they have against the attack

aimed at them. If there are several attacks, the defender must choose one defence and apply it to all of them. A surprised combatant must choose the **worst** defence mode available, if possible.

	F Mind Void	G Mental Shield	H Psionic Barriers	I Citadel of the Mind	J Fortress of the Will
A Mental Blast: confusion	5 [14]	9 [10]	7 [12]	5 [14]	X
B Mind Scalpel (Int): stun	3 [16]	7 [12]	9 [10]	X	7 [12]
C Ego Flail (Cha): coma	9 [10]	7 [12]	X	X	X
D Id Insurgency (Wis): dominate	7 [12]	7 [12]	3 [16]	7 [12]	5 [14]
E Psionic Crush: death	9 [10]	3 [16]	9 [10]	9 [10]	9 [10]

The chart shows the DAC [AAC] created by each defence to each attack. X indicates that this attack can NEVER penetrate this defence. **Insane characters gain -4 [+4] to AC versus Id Insurgency** and Demons are always treated as if they were insane for this.

Characters add their normal To Hit Bonus and may add a bonus or penalty based on an Attribute. **Mental Blast** uses Intelligence, Wisdom or Charisma as its Attribute Bonus - whatever the player chose when they first acquired Psionic Potential - and **Psionic Crush** never uses **any** Attribute Bonus. Monsters use their Hit Dice as a bonus To Hit.

When a target is 'hit' in Psionic Combat, **they acquire a point of Psionic Stress** and after that the Referee has two options.

Option 1: Psionic Sudden Death

After gaining a point of Psionic Stress, the psionicist must make a **Stress Test** (usually on a d6 although powerful monsters roll 1d8 or 1d10; roll above your current Stress) and if they fail this they suffer the effect of the attack.

Option 2: Psionic Duel

After gaining a point of Psionic Stress, the psionicist checks to see if they have reached the **maximum stress points**, based on their Stress Die (usually 6, but 8 or 10 for powerful psionicists). If so, they suffer the effect of the attack mode. If not, the duel continues.

Defeat In Psionic Combat

The loser remove Stress equal to the result of their Stress Die. In addition, the attack mode used by the winner takes effect:

- **Coma (Ego Flail):** the victim falls into a vegetative state for 1d6 days; on a roll indicating 1 day, roll again and the coma lasts 1d6 weeks
- **Confusion (Mind Blast):** the victim is *confused* (as the Magic-User spell) for 2d6 turns
- **Death (Psionic Crush):** the victim is reduced to 0 HP and dies.
- **Dominate (Id Insurgency):** the victim becomes the mental slave of the victor (treat as *charm monster* with no concentration needed); if the victor is not able to exert control (because the victor is incapacitated

or killed) then the victim goes insane. Monster 'slaves' go insane if they are forced to leave the dungeon.

- **Stun (Mind Scalpel):** the victim collapses unconscious for 1d6 turns and when they awake their Psionic powers are **exhausted** (see below).

Mental Blast Vs Non-Psionicists

Mental Blast is the only Psionic attack that affects non-psionicists. It automatically cause *confusion* for 2d6 turns in monsters that are less intelligent than the psionicist and *stuns* more intelligent creatures for 2d6 rounds (normal restrictions: creatures must have living minds). However, it is stressful to use this way: the attacker gains **two** Psionic Stress Points and makes a Stress Test.

STRESS PENALTIES FOR PSIONICISTS

Referees need to decide on the Stress Penalties for over-using Psionic powers. This could be based on the campaign setting. For example, in your campaign perhaps all Psionic powers are the result of having tainted demon blood and the Stress Penalty is **insanity**. Alternatively, the player can choose the stress penalty based on their character's background and the rationale for why they possess Psionics.

Option 1: Alarm

Psionic Stress sends out a psychic shriek detected by psionic predators attuned to such things. The Referee may choose a Psionic Monster in the dungeon to alert or roll on the Psionic Wandering Monster table. The monsters will arrive in 1d6 rounds.

Hint: This table doesn't scale for character level. Maybe you want it that way: it's a dangerous world and Psionicists should think twice before announcing themselves with their powers.

Roll 1d20	Psionic Predator
1-4	1-3 Brain Burrowers
5-6	3-12 Psionic Parasites
7	1 Giant Grey Ooze
8	1 Yellow Mold colony
9-12	1-12 Succaraths
13-15	1-3 Mind Eaters
16-18	1-2 Intellect Ravagers
19	1 Demon: Succubus
20	1 Demon: Balor

Hint: You can scale the table by rolling 1d10 for early dungeon levels (1-3), 1d10+6 for mid dungeon levels (4-6) and 1d10+10 for the furthest dungeon levels (7+). A d12 Succaraths is quite deadly enough for low-level characters!

If the Referee places Psionic Monsters on an ordinary Wandering Monsters Table, then it will be **these** monsters who seek out the psionist. If some of these monsters turn up as ordinary Wandering Monsters, why not allow the PC psionist to detect **their** use of Psionic powers and know their direction and distance (but not exactly what they are).

Option 2: Exhaustion

Psionic Stress flips a circuit-breaker in the brain and the psionist loses all

their powers, effectively becoming a normal, non-psionic character.

Psionic powers come back once a character is on full Hit Points and rests for an additional week.

Option 3: Insanity

Psionic Stress drives you crazy. Perhaps psionism *is* insanity. Either way, the psionist suffers a breakdown. You could roll on a Random Insanity Table (there are many online) or use the Trauma rules in Chapter Five.

PSIONIC MONSTERS

Balor Demon

These demons are described in **White Box**, p85. They are also deadly psionists. Their Talents include causing *fear*, *telekinesis* up to 600lbs and *detect invisible* creatures/objects. Their Science is to spread *darkness* at which only they can see through and which magic cannot dispel or lighten. They have attack modes A, B, C and E (all except Id Insurgency) and defense modes F, G and H (**Mind Void**, **Mental Shield** and **Psychic Barriers**) and they roll a **d10** Stress Die.

Brain Burrower

Armour Class: 9 [10]
Hit Dice: 1/2
Attacks: None
Special: Mind burrowing
Move: 1
HDE/XP: 1/10

These rodent-like creatures are attracted by psionic activity and if they come within 30ft of a psionist they will feed by launching a **Mind Scalpel** attack every round. The only way to escape the attack is to kill the Burrower physically or to escape from its range. They cannot be attacked in Psionic Combat.

Psionic Parasite

Armour Class: -
Hit Dice: -
Attacks: -
Special: Parasite
Move: -
HDE/XP: -

These creatures are not visible to the human eye and can only be detected psionically. They can be removed by *cure disease*. If a psionist comes within 10ft of Parasites, they will infect him without being noticed. Whenever psionic Talents are used, each parasites will add 1 Psionic Stress as they feed. They cannot be psionically attacked but can be starved to death if the infected character refrains from Psionic activity for a month.

Grey Ooze

Grey Oozes are described in **White Box**, p98. Exceptionally large Oozes (15-18 Hit Points) can have Psionic potential. They can detect the use of Psionic powers within 60ft and deliver a single **Psionic Crush** attack. After using its psionic attack the Ooze is psionically dormant for several hours. It cannot be engaged in Psionic Combat.

Intellect Ravager

Armour Class: 4 [15]

Hit Dice: 6

Attacks: Claws

Special: Psionic attack

Move: 15

HDE/XP: 7/600

These headless monsters have four clawed limbs. They feed on pain and anguish. If psionic powers are used within 60ft, they will stalk the user, attacking with surprise (on a roll of 1-5). They attack with raking claws and psionically using **Ego Flail** or **Id Insurgency**. If victorious, the Ravager possesses the victim's body and assumes their identity. Magic will not reveal this deception. Normal weapons have no effect on these monsters. Magical weapons cause 1 point of damage. Bright light or a *protection from chaos* will keep them at a distance. *Lightning bolts* inflict 1 point per die. A *death spell* will kill them. Their Psionic Stress Die of **1d6** makes them easy to attack psionically.

Succubus

This female Demon is described in **White Box**, p85. They also have psionic powers and a **1d10** Stress Die. They only attack with **Id Insurgency** but they have **Mental Shield** and **Citadel of the Mind** to defend themselves. Their *charm* ability is a Psionic Talent rather than a magical effect and is effective on Elves too. Their other Talents include *ESP*, and *shapechanging* and they can open a *gate* for a more powerful demon as their Science but other demons only respond 40% of the time.

Succarath

Armour Class: 6 [13]

Hit Dice: 4+1

Attacks: Bite

Special: Psionic attack

Move: 9

HDE/XP: 4/120

These evil things resemble hounds with the heads of gorillas. All four feet are

armed with sharp nails. Succaraths lurk for prey by hanging upside down. They have a latent psionic ability and deliver a random psionic attack once per day if psionic activity is being used within 120ft of them; roll a d8: 1-2 = **Psionic Crush**, 2-4 = **Mental Blast**, 5-6 = **Mind Scalpel**. Psionic defense is not necessary as the Succarath is immune to psionic attack.

Mind Eater

Armour Class: 9 [10]

Hit Dice: 3

Attacks: None

Special: Drain mind, ethereal

Move: 6

HDE/XP: 3/60

The Mind Eater looks like a sickly grey platypus that floats in the Ether and it can only be perceived and attacked only by other extra-planar creatures. It senses the physical world and psionic activity attracts its attention. If it comes within 60ft of any creature, it will be able to absorb their mental energy. Each round it drains any Talent or spell they use; at a range of 10ft the thought eater drains points of Intelligence even from non-psionic and this Intelligence-loss is permanent. The **Citadel of the Mind**, **Fortress of the Will** and the *mind blank* spell thwarts attacks of these horrid things.

Yellow Mold

Yellow Mold is described in the **White Box** rules, p120. Giant colonies of Yellow Mold occasionally (1 in 6) form a collective intelligence that attacks by spore cloud if it senses life up to 30ft away or psionically if Talents are used within 90ft. Its only psionic attack mode is **Id Insurgency** and it cannot be counter-attacked unless the psionist has a Talent to communicate with plants. Otherwise, the Mold must be physically attacked and destroyed. The colony can make 1d10 psionic attacks and then must rest 1d6 days to regain this power.

CHAPTER FIVE – TRAUMA

These optional rules simulate the anxiety of dungeon delving. How much of them (if any) that you use depends on the tone you want to establish for your game. In a high fantasy romp, you might ignore Trauma altogether or only apply it for character deaths and Assassins using Poison. In a more gritty game, lots of nerve-wracking experiences will generate Trauma.

Trauma Points are gained whenever your character experiences grievous distress:

- **The death of an adventuring companion:** 2 points for a friend; 3 points for a lover, relative or sworn-friend
- **Injuries:** taking damage past OHP
- **Being poisoned** or experiencing **mind-altering drugs or poisons** (if the saving throw fails)
- Being **petrified** and **polymorphed** (2 points if it's against your will)
- **The appearance of some undead/fey:** fear/awe-inducing types (e.g. Banshees, Ghosts, Mummies, Sidhe) impose Trauma with **every** sighting
- Manifestations of **gods, greater demons, extra-planar entities** or **legendary beings**
- The effects of some **distressing spells** (e.g. *Confusion*, *Cause Fear*, *Contact Other Plane*)
- Realising you are **lost in a dangerous place** or being **plunged into darkness**
- **Searching corpses** or exploring through **body parts or filth**
- **Keeping watch alone** (either at night or in a dangerous area): 2 points if foes are known to be nearby or pursuing
- **Negotiating with monsters** if not in a position of strength
- **Wilderness travel during extreme weather** (torrential rain, lightning storm, blizzard, sand storm, dense fog)
- **Testing unknown magic:** sipping potions, trying on rings, reading grimoires, etc
- **Entering the dungeon or descending to a deeper dungeon level** for the first time
- **Psionic Stress:** Psionicists might gain Trauma instead of Stress
- **Assassins:** Companions gain Trauma when an Assassin uses Poison.
- **Racial Tension:** Non-Half-Orc companions each gain Trauma at the start of an adventure with Half-Orcs in the party. At the Referee's discretion, Elves and Dwarves each gain 1 Trauma at the start of an adventure with the other race in their party.
- **Illusionists:** Illusionists and Gnomes gain Trauma when their illusions or glamour is disbelieved

Breakdowns

Every time your character gains Trauma, roll **1d20** and **add/subtract your Wisdom Bonus/Penalty**; if you roll **equal to or less than** your Trauma, you suffer a Breakdown for 1d6 rounds.

Breakdown	1	2	3	4	5	6
Lasts 1d6 rounds	Shock – freeze in place	Alarm – cry out loud	Confusion – act randomly	Fear – try to get away	Disgust – you try to purge yourself	Dazed – cannot make decisions

The player and Referee can decide the precise effects: shock can be paralysis or stumbling away in horror; alarm could be screaming in fear or shouting in rage but it always causes a check for wandering monsters each round; disgust might involve washing or vomiting or just refusing to touch something; a dazed character will fight on in combat, continuing to strike a dead opponent.

Derangement

Instead of suffering a Breakdown, **a player can choose** for their character to acquire a **Derangement**. Derangements are more permanent than Breakdowns but they don't incapacitate you straight away. Moreover, **when a character acquires a Derangement, they remove 1d6 Trauma points.**

The player can choose a Derangement, the Referee can assign it or there are many tables online to generate 'random insanity'.

Derangements are on a 6 point scale:

1. A troubling quirk that inconveniences a character once per game (e.g. stressing about darkness)
2. A destructive quirk that interferes with adventuring (e.g. refusing to go into dark places first)
3. A minor form of insanity that crops up occasionally (e.g. having a panic attack when lights go out)
4. A major form of insanity that disrupts ordinary activities (e.g. panic attacks every sunset or rage whenever lights are doused)
5. An ongoing form of insanity in evidence all the time (e.g. insisting on carrying a lit lantern everywhere and never putting it down)
6. A debilitating form of insanity – characters cannot normally go adventuring if they are this deranged

Each time the character gains a Derangement, they either **increase an existing one** or **gain a new type at level 1.**

***Hint:** The emphasis of these rules is on player autonomy and choice. Derangements are things players **choose** to explore with their characters, not things Referees inflict on them or punishments for failure. If players accept Derangements but don't roleplay them, Referees should assign extra Trauma but a well-roleplayed Derangement should be rewarded with an XP bonus.*

Spiritual Comfort

Trauma: Trauma disappears at a rate of 1 point per **week** of rest while not adventuring. Trauma disappears twice as fast if **Spiritual Comfort** is on hand from a Cleric or Druid.

Derangement: Removing a Derangement requires **Spiritual Comfort** from a Cleric or Druid and makes a Derangement drop by 1 level after a month. A patient must be in good physical health and must not be adventuring. The treatment involves prayer, meditation, fasting, rest, structured discussion and possibly the guided use of soothing or consciousness-expanding drugs.

Safe Havens

A **Safe Haven** is a location where a character feels at peace and secure: their home town, surrounded by family, or perhaps a place of religious retreat. If a character rests in a Safe Haven, **their Trauma halves (round down) every week** and **they recover 1 level of Derangement** at the end of the week.

At the end of each restful week, the character must make a Trauma check based on their new score and if they roll equal to or under their Trauma they must **retire from adventuring** and become a NPC.

A character in a Safe Haven does not **have** to take advantage of it if they have no wish to retire.

Adrenaline Bursts

Once per day, a character can unleash an adrenaline burst, which lasts 1d6 rounds plus Trauma. The PC gains a **pool of Stress Hit Points equal to their Trauma**. These are the first HP lost to damage and any that remain vanish when the adrenaline burst ends. The PC **gains 1 Trauma** at the end.

Spells and Trauma

- **Bless** removes a point of Trauma; **Curse** adds a point of Trauma
- **Charm Person** imposes a point of Trauma when it wears off
- **Contact Other Plane** imposes a Derangement with a rating equal to the depth of plane contacted
- **Hold Person** imposes a point of Trauma if the target is paralysed in the midst of combat
- **Polymorph** causes an unwilling target to gain 1-3 Trauma; even a willing target gains 1 Trauma every week they spend in a form that is not their own
- **Quest** causes the target to gain a Trauma every time they avoid or delay fulfilling the quest

Character Classes - New Trauma Abilities

These abilities apply to the *White Box* original characters and I have included the character classes from *White Box: Expanded Lore*:

Assassins

Bards do not gain Trauma from the death of companions or from searching corpses. They can use Poison.

Bards

Bards do not gain Trauma from negotiating with monsters or manifestations of legendary beings. Bards can use their art to cancel the effects of a Derangement for 1d6 hours, once per day.

Clerics

Clerics do not gain Trauma from sighting undead (or fey, depending on their religion) or demons/gods of their religion. Clerics offer Spiritual Comfort.

Druids

Druids do not gain Trauma from wilderness travel through extreme weather. Druids never gain Trauma while in their animal forms. Druids offer Spiritual Comfort.

Fighters

Fighters do not gain Trauma from the death of (ordinary) adventuring companions, from testing magical armour or weapons or from searching corpses.

Hunters

Hunters do not gain Trauma from the powers of creatures that they are Slayers of.

Illusionists

Illusionists do not gain Trauma from spells or monster abilities that control the mind or the emotions, such as fear or *charm*.

Magic-Users

Magic-Users do not gain Trauma from the effects of spells (e.g. *Polymorph*, being *Charmed*, etc.) or from testing miscellaneous magic items, rings and books.

Monks

At the start of an adventure, a Monk can choose to be immune to one source of Trauma.

Paladins

A Paladin is immune to Breakdowns until Trauma equals her Pride.

Rangers

Rangers do not gain Trauma from extreme weather, searching corpses or being alone in dangerous places (including keeping watch).

Thieves

Thieves do not gain Trauma from negotiating with monsters, searching corpses or testing potions.

Races - New Trauma Abilities

Dwarves

Dwarves are stoic and tough-minded. They add +4 to all Trauma checks.

Elves

Elves have serene dispositions. Once per week they can compose a song, melody or dance that sublimates 1d6 points of Trauma. If they roll "6" they may instead remove a Derangement.

Gnomes

Gnomes are fey creatures. Every Gnome has a mystical prohibition (like revealing their true name or entering holy ground) or compulsion (like speaking in rhyme or obeying orders from maidens) and gains Trauma if they break this.

Halflings

Halflings are jolly folk. They remove a point of Trauma once a day whenever they share a hearty meal with friendly company.

Half-Orcs

Brutal Half-Orcs remove a point of Trauma once per day when they kill an opponent in combat who has more HD than them.

Humans

Humans are adaptable and can choose a Stress Feat (below) at character creation.

New General Feats

If you use the rules in *White Box: Expanded Lore* for Feats, these can be chosen in place of any of the General Feats.

- **Guiding Light:** You always count as receiving Spiritual Comfort and can heal Derangements with ordinary rest.
- **Hardened to Horror:** You are unaffected by one source of Trauma that you choose when acquiring this Feat.
- **Homeless Heart:** Even in a Safe Haven, you will never retire.
- **Nerves of Steel:** Once per day, you can ignore the effect of a Breakdown or cancel the effect of a Derangement for one hour.
- **Pain Magic:** Once per day you can gain a point of Trauma and recall a 1st level spell that you have already cast
- **Sunny Disposition:** You can remove a point of Trauma if you enjoy a joke or a song or a beautiful spectacle, once per day.
- **Wildling:** You can use the Adrenaline Burst ability twice a day.

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