



ADVENTURER

BOOK III REALMS AND RACES



FANTASTIC LOW TECH ADVENTURE
IN A WORLD OF SWORDS AND SORCERY

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Perilous Inhabitants, Fearsome Creatures, and Cunning aliens.

In which we learn what lives outside one's garden fence.

Humans, Near Humans, Sub-humans

A sword and sorcery world can be human centric, and indeed, the classic ones follow this path. However, there are quite a few examples of worlds that present with numerous fantastic species. These are the inhabitants that tend towards the basic human form –however hands and a humanlike visage are more important than the number of feet. They can be fully natural and coequal to humans, different evolutionary tracks, magical hybrids, or embodied spirits. These can take a wild variety of forms, easily the equal of any Traveller style SF aliens. Indeed, many of the examples below are blatantly adapted from Traveller or various earthly mythologies.

Humans

Sword and Sorcery humans are traditionally defined by their race, but this really boils down to their nation (loosely defined) measured along three axes: Culture, technology and society.

Culture is defined as Savage, Civilized or Decadent; Technology as Physical, Intellectual or Mystical and society as Tribal, Urban or Solitary.

The baseline generic central-casting culture type is civilized/physical/urban. Note that for this combination, all modifiers cancel out. In literature, Cimmerians would be Savage/Physical/Tribal, Aquilonians as Civilized/Physical/Urban, Modern man as Civilized/Intellectual/urban, and Melniboneans as Decadent/Magical/Solitary.

If allowed by the game master, beginning characters or non-players have the cumulative modifiers listed, and **one** of the skills noted for their type. Players in campaigns using the above variants choosing the baseline culture (Civilized/Physical/Urban) will have no modifiers, but do gain one of the skills and a free roll on the cash table when mustering out.

Cultural Effects:

Savage	+1 END	-1 SOC	Survival
Civilized	+1 EDU	-1 END	Admin
Decadent	+1 SOC	-1 END	Courtly Graces
Physical	+1 STR	-1 EDU	Trade or farming
Intellectual-1			Any one non-combat non-spellcasting
STR	+1 EDU	-1 STR	skill.
Mystical	+1 INT	-1 STR	One Cantrip spell
Tribal	+1 END	-1 EDU	One weapon skill
Urban	+1 END	-1 STR	Streetwise
Solitary	+1 EDU	-1 SOC	One mystery spell

Note: Urban doesn't mean that all members are city dwellers, but, rather, a culture that has the infrastructure to support cities.

Non-Player Human cultures

These rules can be used to give a quick sketch of the basic skills and attribute differences of non-player characters and hirelings. Typically, non-player characters will have all the modifications and some of the three skills:

Roll	Skills
1-3	1
4-5	2
6	3

The Technarchs:**Example Human race #1**

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Dwelling in a small, isolated kingdom or city, the Technarchs are the remnant of an advanced human civilization, long since fallen into ruin elsewhere. Complete dependence on their machines has allowed them to retreat into simulated technological utopia created in their minds. Few are awake at one time, generally chosen by lot to make such repairs and monitoring of the cities defenses that their robots and computers cannot do for them. Characters are assumed to be bored sophisticates seeking new thrills or exiled criminals.... or both.

Technarch Culture is Decadent /Intellectual /Urban with net mods of +1 SOC -1 END, +1 EDU, and -2 STR. They may choose from Courtly graces, streetwise or any one non-magic/non weapon skill.

The Firbolg: Examples of Human race #2

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Firbolg are the archetypical feral race of the mountain and deep forests. The Firbolg may or may not have been driven off of land now ruled by more advanced, civilized folk, but they damn sure ain't movin' no further, despite living in very inhospitable dangerous areas.

If they kept to raiding each other, no one would care, but that's mainly for practice; the farmers have all the cool stuff. In general, the civilized plainsmen and farmers lack any interest in conquering the howling wilderness of the Firbolg beyond trying to keep them from raiding and thieving. Nonetheless, the Firbolg are too proud to knuckle under to decadent civilization by stopping killing foreign people and stealing stuff.

Firbolg Culture: Savage/Physical/Tribal: +2 END, +1 STR, -2 EDU, -1 SOC. Players choose one skill of Survival, Trade or farming, or one weapon.

Near Humans

Near humans are pretty much any cosmetic variant of standard humans found on earth. A good coat of paint, a prosthetic forehead or fake ears, and possibly lifts in ones shoes are about all that is needed to pass as one. Near-humans typically have one culture regardless of dispersion or range, defined as for humans. As characters, they are treated as non-baseline humans discussed above. The outer edge of near humans may also have one enhancement from the altered animals traits, but also take a -2 to SOC and reaction from all "normal" races, or one trait that is a clear disadvantage. Any such should be designed by the referee, consistent with the campaign.

Blue Thoobians: Examples of Near-Human race #1

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Blue-skinned stocky pale-haired nomadic philosophers of the Ice flows, Thoobians are introspective and fiercely philosophical, easily turning to violence to solve unresolved theoretical or religious discussions.

Thoobian culture is Barbarian/Mystical/Tribal. In addition to cool skin and hair colors, they have -1 SOC, +1 END, -1 EDU and +1 INT. Character skills: choose one of: Weapon, Cantrip spell or Survival.

The Cloaked Ones: Examples of Near-Human race #2

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Mysterious remnant of a race of mages, dwelling in deep underground caves. Cloaked ones are pallid albinos, spurning the outside world. Occasional members will sometimes venture forth, often to trade inhuman knowledge for some vital resource, or to advance a specific goal.

Cloaked one culture is Civilized /Mystical /Solitary. In addition to Emoesque appearance and cloaks and capes, they have -1 STR, -1 SOC, +1 INT +1 EDU.

Characters may choose one of: Courtly graces, one Cantrip spell or one mystery spell

Gnome folk of Complacent Valley. : Example of somewhat further near-Human race



This is how we do it in the shire, MoFo

Gnome folk are small stout humanoids living in densely populated agricultural and rural communities. They are generally insular, and while not xenophobic, prefer to avoid contact with other races. They are generally calm and placid, but, as benefits a small folk successfully living on good land, can be quite dangerous when riled up, resorting to vicious ranged ambush, insurrection and guerilla warfare. Trait: Small. (3d6 DEX, 1d6 STR & END).

Culture: Civilized/Physical/Tribal, net modifiers; +1 STR
Character skills: Choose one of Admin, Farming or Trade, or weapon (usually ranged)

Sub-humans

Sigh. Okay, here it is. Sub-humans are an integral part of the population of most Ur-S&S worlds, and they often are shorthand for some rather obvious racist stereotypes. Without getting into ethical and cultural issues, I simply say that inclusion of such tropes is lazy and uncreative, as well as unattractive, so basically I'm going to ignore the most blatantly obvious examples based on modern populations or ancestral wish-fulfillment. What this leaves, though is a rather fascinating group best defined as creatures on the verge of sentience, or races that have stepped back from sentience for whatever reason (this aint Sci fi, so no discussions of retrovirus recoding and ancestral devolution, okay?). Generally one can take any race already in place, and apply the basic law of pulp evolution: as you get smarter (or more civilized), you get weaker.

The Wandering People: Example Subhuman Race



They make a dumb human, but a badass ape...

A remnant Homo erectus population, AKA “the missing link”. Wandering Folk have 3d6 (END) and 1d6 EDU; STR is Notable and INT is weak. Their main weakness is in inventiveness, abstract thought and creativity; in the wild, tool use and culture is low tech 0, but when in contact with civilization they can be trained to use more advanced tools and techniques, even gaining crude language beyond relying on song, hand gesture and limited verbalizations. They live in constantly migrating bands, and generally create all tools and shelter anew when they stop. The only ranged weapons usable are hand thrown stones.

Players wishing to play one of the wandering folk should have a thorough psychological assessment, and if no dementia or delusional content is identified, or a history of playing Creeks and Crawdads is deemed likely, they can be assumed to come from those Wanderers that make contact with civilization; they can be Barbarians or Commoners, and can never roll on advanced or eldritch education, and can take no more than one roll on the money benefits table. (They ain’t good at math, these guys). When interacting with these people, keep in mind that while they do make awfully slow humans, they are ferociously smart animals...

Non-Humans of varied and oft terrifying forms

Non-Humans

Non-human characters are optional, and somewhat of a deviation from the norm of sword and sorcery campaigns. Nonetheless, players invariably want to try out every possible combination, some for the variety of roleplaying experience, some to maximize advantages. Accordingly, Non human examples suitable for play are presented in part II; these are simply those used in a suggested baseline campaign, and the game master, if interested in using nonhuman characters, is encouraged to create such species as fit best with their own campaign.

Non-humans do not use the cultural modifiers; as we know, while Humans and Human varieties have a wide variety of cultural types, aliens and non-humans are invariably culturally and racially homogenous; thus their baseline is the only culture available.

Vargnolls

Vargnolls (aka Vargs) are a race created by powerful sorcery rather than the gods. At some point in the past, they were created as slaves and slave warriors by a long forgotten likely non-human civilization.

Other than during breeding and egg laying time, there is no differentiation between males and females, both sexes performing all social functions, and, unless raising the young, all are warriors to some extent or another.

Physically Vargs are generally a bit smaller than the typical humans of the world, and resemble upright wolves with four fingered hands (one of which is opposable) on their upper limbs. Some are furred, some are not, but while all are warm-blooded, the females, once fertilized, lay a clutch of soft-shelled egg like sacks in which the young mature in about six months. The eggs are capable of bringing the embryo to hatching by internal resources, but are semi permeable, and if kept in a pool of replenished nourishment (regurgitated or liquefied food in general, although blood or carrion will do at a pinch) the young will be much larger and stronger. The young are raised in packs, with a few teachers who are past reproduction age or unable to fight.

A Vargnoll hatches after six months (regardless of nutrients), is fully adult at four years, old by twenty, and seldom live much beyond thirty years.

Note that by virtue of their creation, Vargnolls have no religion or connection to gods; and thus have no access to spiritual spell casting whatsoever.

As regards magic, they are by design vulnerable to spells of control and compulsion, and take a -2 on all tests against such. Also, they are unable to learn any spells from mesmerism. Being a created race, their physical form is fixed, if variable, and they may never be shape changers.

On the whole, Vargnolls very seldom learn magic, not least because, as a race, they deeply hate spell casters.

Vargnolls are invariably tribal, and use the PACK stat instead of SOC

Vargnoll have Notable STR (+2) and Weak END (-2), and have an EDU They do +2 damage in unarmed HTH combat. They automatically gain Brawling-1. All limitations and benefits of the species apply to characters Character professions allowed are Barbarian, Other and Commoner. The fighter profession can be entered if EDU is 9+, and the mage profession can be entered if SOC is 3-. All professions except mage are resolved in two-year terms, with aging beginning after term four. Vargnolls who become mages still use four-year terms, begin aging rolls after term 2, and make two aging rolls per mage term thereafter.

Leonids

Leonids are a deity created race, using a variety of predatory cats, spirits and humans as raw material. Unlike standard traveler, Leonids are explicitly lion-like, although a variety of subspecies exist, with similarity to various cat species. It is conjectured that they were originally normal large felines used to embody particular servants of the god or gods in some prediluvian conflict. As things happen, these servants remained behind after the conflict, and, as spirits often do, bred with both humans and other members of the feline species.

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While the original embodied spirits are long departed (or destroyed) their essence gave the spark of intelligence to their kin, and their descendants' form converged upon a mix of the two races, and bred true. Leonids inherit characteristics and form from both species.

As with humans, they are intelligent bipeds with manipulative forepaws, and possess culture, social

constructs, tools and language. Like Lions, they have a pack orientation, claws and fangs, and are largely carnivorous and highly territorial. They have several limitations due to their unique heritage, though. First, as they are directly descended from spiritual servants, they can only use spiritual spells. No Leonid is ever able to learn use a magic spell. While intelligent, much of their intellect is tied up in instinctual patterns of stalking and hunting, and as a result, are less flexible and adaptable than humans in other areas. Their sexual ratio is similar to lions.

The majority of females can be found in any profession and position, and are generally much more cooperative and gregarious than the males, and although smaller are much more aggressive. They tend to be less skilled verbally, but far more skillful and creative in crafts, technology and physical professions.

Males are much less gregarious with regards to other males, and tend towards roles where their initiative, verbal ability and size are maximized. Beyond being champions and war leaders, they also are overrepresented in careers stressing competition in theory and disputation, such as religion and scholarship. . A wide variety of social structures, many not relying on gender divisions are found in Leonid cultures, and in most cases the popular image of a Male lord/female harem pack is of dubious accuracy.

Players choosing Leonids must indicate a gender for their character.

Males have a +2 to STR and females a +2 to DEX. Both take a -2 to INT. males must have EDU greater or equal to INT, and Females must have INT greater than or equal to EDU.

Leonids are highly civilized and even when feral have rigid and elaborate codes of behavior, manners and hospitality. Use SOC rather than PACK.

Careers: Male Leonids may be Fighting Men, Nobles, Commoners or Priests. They have a +1 Survival and reenlistment mod as fighters or Nobles. Female Leonids may be Fighters, Commoners or Other. They have a +1 Survival and reenlistment mod as Priests, Commoners or Other

Kentaurii

Kentaurii are intelligent creatures that share the body of a horse (or Pony) and the torso and upper parts of a human. Kentaur is both a generic name for a non-human species, and the name of one of the two branches of the species: these are civilized and agricultural Kentaurians and the barbaric and nomadic Lapyths. While both varieties are entirely of the same species, their physical and cultural differences usually result in the more appearance focused humans seeing them as two separate creatures –indeed, the Lapyths are often considered little more than beasts. Kentaurians have adopted agriculture and pastoral herding, and build settlements and cities much like humans,

whereas Lapyths live a nomadic herd based life, using almost no tools but simple weapons. Even fire use is unusual by Lapyths, although they are well aware of it and able to make it if the need arises. .

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In appearance, a Kentaure looks like a well groomed and curried, closely trimmed pony of natural colors with the human torso wearing humanlike clothing, generally of a style similar to slightly archaic versions of local human fashion. . Lapyths, on the other hand, are often larger, and present a much wilder appearance, including patterned and speckled coats, long and profuse hair, sometimes partially braided or styled fantastically, and typically wear no clothing at all. The two branches do not get along at all, and interbreeding is (culturally) unusual. Members of one type who more resemble the other will go to pains (including dyes, tattoos and shearing) to hide these features.

Despite their great cultural differences and mild physical differences, all Kentaurei do share common traits.

First, as a result of their hybrid digestive systems, that they are biologically unable to eat any form of flesh without becoming extremely ill, and possibly dying. They are able to eat all vegetable, grain and fruit products, as well as milk and some dairy products such as cheese. They could potentially consume eggs (at least raw), but seldom do so, generally finding the taste repulsive. It should be noted that they are able to consume blood if reasonably fresh, and many of the Lapyth tribes do so with great relish.

Secondly, all Kentaurei are very vulnerable to the effect of intoxicating beverages; the typical result of a few cups of wine being a wild, impulsive or even murderous rampage; not at all a good thing in polite society, especially when one weighs close to half a ton. Elder, more experienced

Kentaurei *may* be able to drink a few beers or a single goblet of wine before becoming wildly intoxicated, but even that is risky as the taste of such is wildly appealing to them. Almost all Kentaure settlements and many Lapyth herds are dry as a bone, and woe unto the foreigner attempting to sneak in firewater...

Finally, all Kentaurei are extremely phobic of predators, and made nervous by any creature that eats meat. Settled Kentaurs tend to obsessively "harmonize" their lands, exterminating all predatory species and pests, and manicuring the land. Lapyths do not create the garden like landscapes of the Kentaurs, but are quite ruthless in removing threats to the herd, animal, human or otherwise. A typical response to a human hunter accidentally shooting a young Lapyth is likely to be a stampede of drunken enraged spear and bow armed relatives and related clans destroying all local human settlements.

Kentaurei are quadrupeds, and have the traits *large* (3d6 STR and END, 1d6 DEX) and *fast metabolism*. All Kentaurei have a -2 reaction to any creature that eats meat as part of its diet, and -4 reaction to carnivores. They use PACK stat rather than SOC. Basic move is double normal when walking, and running. HTH damage is based on STR, and encumbrance 50% greater than their STR would normally allow. Character Lapyths may be Barbarians (+1 enlistment and survival), Priests; Nobles or commoners; Kentaurs may be Fighting men, Nobles, Priests or Commoners. Kentaurs may be Mages if INT is 9+ and PACK is 4-.

Crinoids

Crinoids are strange creatures from ages past, and either evolved from primitive sea life or an alien species stranded on the current world. They are highly intelligent and scientifically advanced, blending biology, technology and magic to create their tools and servants. Many suggest that they are responsible for the evolution of life on this world perhaps by accident. Individually and as a race, they are highly insular, culturally self obsessed, gregarious (with their own kind), logic driven and passionless, although the last is more the result of cultural training than genetics.

Crinoids are rare in the current world, and certainly hidden. The fundamental unit of culture and organization is the nest, which may have many dozens of members. Regardless of actual genetics, all nest mates live as communally cooperating siblings and spouses; decisions are by consensus, with absolute acceptance by all members once a dispute is resolved. Their larger communities are a combination of many nests and it is rumored that but one city that remains from their civilization at the dawn of the world. Within a community individuals and whole nests will often be highly specialized by function and interest, and in many cases, by physical structure. Crinoids are often as willing to alter their bodies as humans may be to alter their clothing, although it is generally more efficient and convenient to alter other life forms as needed for whatever task needs to be carried out.

Atavistic (or extremely stubborn) crinoids do occur, known as sojourners. Sojourners are consumed by curiosity about the outside world and leave the nest to explore and experience. They are regarded as dead to the nest, though if they return, free of their compulsion, they are accepted back, and become a useful source of insight into the outside world. Sojourners may well seem more alien than simple atavistic crinoids, as they are motivated by a drive that will often make their behavior seem quite random and chaotic to non-crinoids; additionally, they can be very single minded in pursuit of their curiosity, often submerging their atavistic emotions and personalities.

It is important to remember that they are civilized crinoids and as such know Crinoid culture, history, language, and the locations of many nests; and share many of the cultural values and prejudices of their race; thus they may still be supremely unwilling to communicate with or help lesser life forms, and will always place their own agenda at as top priority; they are often aloof and condescending, treating other beings (when needed) as talking tools or trained pets. Sojourners are invariably solitary, and ignore other Sojourners. They may have some access to Crinoid biothaumitechnology, although they will be unable to replace it, and will understand higher tech items with relative ease. Sojourners are appropriate for Character play though difficult.

Crinoids are not really appropriate for player characters, but, hey. Don't listen to me, do what you want!

Fey

The fey are typified as long-lived, highly intelligent, magically proficient humanoids, often more slender and sometimes taller or shorter than mundane men. While it may be simply Fey propaganda, they are usually more intelligent graceful and beautiful than mundane man, often having much higher technology (or magic) than is available to mankind. They can be an alternate evolutionary track that evolved in a high magic environment, dwellers in or from an alternate plane, decadent survivors of an earlier race, or embodiments of nature or sprits of the air (or some such).

They tend to be aggressively secretive, dwelling in magically hidden refuges from the grubby, human infested world. Their homelands are very dangerous to the uninvited, combining cunning illusions, traps, and good old arrows to the liver from ambush. Those few that do venture out into the world are often aloof, and always have their own agendas and goals, which will dominate their behaviors. Humans and other such are either treated as annoying pests, barely sentient savages or, at best, cute, but none to bright pets.

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Being extremely long lived, they are certainly possessed of far more skills and spells than a typical human could ever learn. Despite these advantages, they suffer from some weaknesses: they cannot break a promise, harm their guests or enter a house uninvited, nor can they abide priests or holy artifacts; taking a -3 on all rolls while within sight of a holy artifact, and 1 point of damage each round they are touching either.

They cannot be magically healed by priests, and can never be resurrected. Finally, they are traditionally unable to tolerate iron and take 1d6 from any contact with iron, and double damage from any iron weapon. Alloys of iron (such as steel) may or may not reduce or retard this effect at the game master's discretion.

Fey player characters must be assumed to be very young members of their race, perhaps outcasts, or youths on a walkabout before settling down. Any fey character is rolled with a +2 DEX, -2 STR and a minimum INT of 8. Available careers include Fighter Mage or Other. Fey may always choose to make one skill roll per term on the Mage tables. Fey that fail enlistment automatically spend a term in Nobility. All have an indeterminate age, do not Suffer from aging, but may not spend more than 5 terms in their career. For a variety of literature related reasons, all elves gain *Notable (spellcasting)* and *Notable (weapon: sword or bow)*

For a less elf-welfy nicey-nice earth-spirity view of the Fey, add the following ability to either the Lords of the Fey, or to all Fey (for maximum effect). Fey are natural, but limited shapeshifters. They can take the shape manners and voice of any creature they know of or imagine, gaining all of its basic physical abilities within certain specific limits. They may be as small as a (human) thumb, or as large as three times normal human size. Their mass and strength remain the same regardless, and as a result most forms tend to human size or smaller. The Fey gains any ability or skill that is based on physical structure, subject to

the physics or lack thereof in the campaign world. Thus, wings let you fly regardless of mass (in most fantastic realms), and stingers produce poison, but invisibility is not possible.

Additionally, while any type of form may be chosen, they may never take the form a specific creature. Thus, the form of a huge tiger might be chosen, but not the specific one-eyed tiger-king of the local jungle; likewise an inhumanly beautiful human or humanoid may be taken, but not the specific form of the king, or an adventurer. Essentially, their inherent self-centered ego and lack of empathy makes it impossible for them to take the form of any recognizable individual other than themselves.

Finally, while they are able to switch forms as humans do clothing, they definitely have a favored form, which is highly individualistic, and in many ways, intended to distinguish them from other Fey. Note that fey forms are treated as a unique possession of a particular Fey –much as with Coats or Arms, or less majestically, clown faces. The prohibition on imitating another individual applies to the favored form of another Fey.

If the shapeshifting option is used, players should not have access to it; this may or may not rule out player character Fey, or it may limit it to very specific areas or situations if the GM so desires. An example would be only to allow Fey shapeshifting only in their home forest (or other very local home area), or perhaps requiring players to renounce it so as to be able to wander the world and not be bound to their home.

Svartalfar

Also known as Dwarves or Kobolds, Svartalfar are the descendants of earth spirits that have traded much of their power for the ability to remain free-willed and active on the material plane. Svartalfar are descended from kobolds –earth spirits able to move thru matter much as a fish does, but having very limited ability to influence or manipulate it.

Ages past, some Kobolds became so enamored of the gems and precious minerals of the earth, as well as the possibility of creation, that they became material themselves, albeit with some remnant of their elemental heritage. Svartalfar (or Svarts) are their descendants; and are material creatures, with most of the material world's limits, but unusual rules and abilities. They have retained some of their ancestors' resilience and endurance, and all, if not more, of their lust for wealth and craftsmanship. They are still attuned to the deep earth in ways that are mystical and amazing, and are always more comfortable living underground as did their forefathers.

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Svarts are genderless, but reproduce when a group of Svarts enact a particular and secret ritual, which brings forth a new adult Svart from the combination of their physical material, their wealth, and the surrounding earth. The Svarts in the ritual are physically diminished, and generally impoverished (more wealth equals less physical loss, but there is always some of both) so they increase their numbers very, very slowly.

They have a long lifespan, and are far more resilient to the slings and arrows of the material world than purely mundane inhabitants. They are also secretive, few in number and fiercely possessive. Their magical nature allows them to see in total darkness, intuit depth, find gems and raw metals by smell and taste and spot things hidden in and by stonework, and generally note slopes and changes in construction and the natural forms of the earth.

Their tools are primarily raw metal or stone, but when crafted by a Svart, exceed the quality of the most cunningly built or alloyed tools of mankind.

All non-magical physical attacks against Svarts do half damage and are at -2 difficulty; this does combine with any armor effects, although only Svarts that associate with the outside world will wear such. Magic, especially that of the Fey is dangerous to the Svartalfar, and such weapons and attacks take not difficulty, and do +1d6 damage.

Finally, all Svarts are under an unbreakable geas –they may never renege on a deal or an oath, nor forget vengeance for a slight. They may lie, fantasize, imagine, and whatever, but once they agree to a deal, swear an oath, or call for vengeance, the terms must be followed exactly and completely. . Note that a Svart cannot be released from these under any circumstances except completion. If the partner dies or the exchange becomes impossible, the Svart will continue trying to complete it, slowly going mad and becoming an undead spirit in constant torment. One must remember that Svart are neither stupid nor naive and they have developed many ways to interact with the world that do not call this geas into effect. For instance, elaborate contracts with escape clauses are insisted upon for the simplest deals, and, a vengeance oath may be simply to “see the person dead, if not by my hand “. Still, they can

be tricked, fooled or mislead by their pride, strong emotions and tempers.

A less fantastic origin for the Svart is as a further evolved Homo Neanderthalensis, driven to live in desolate and underground realms by the faster breeding human races, and selecting for a reduced stature in addition to the typical stocky Neanderthal frame.

Svartalfar have notable END (+2) but weak SOC (-2). All Svartalfar have two levels of the trait *natural armor* (2 points) and *slow metabolism*. All noted benefits and limitations (especially as regards deals and oaths) also apply to characters. Svarts all have Trade (mining)-1 such as and mineral composition/stability of underground works. When chargin is complete, add 1 level to any Trade (metal smith), Trade (jeweler) and profession (Miner) skills received and can use them to intuit non-standard information; when underground Miner can be used to assess depth, slope, and traps and secret constructions; Metal smith or Jeweler can accurately determine value, identify magic spells, composition by taste, and history by extensive observation. When using the skills in standard fashion, assume that all tasks times are reduced by half, and all effects for success are increased by 2. These effects specifically are cumulative with normal skill options. Characters may choose careers from Fighter, Other, Noble or Commoner. Svarts count total terms as halved for aging, but are limited to five terms of chargin.

Goblins, Gargoyles and Great Old Ones

These races are, unknown to even the wisest sages, three life stages of the same creature. In order to advance to the next stage, specific spells and nutrients are needed, as well as time in a cocoon which they naturally spin as part of the transformation. Without the catalysts, each stage is unable to advance, and non-goblins are unable to reproduce.

Goblins. Goblins are small reptilian creatures with limited intelligence but prolific fecundity. Some are born with vestigial wings, but these are invariably amputated when noted. Goblins have the trait *small* and *fast metabolism*, as well as two levels of *weak INT*. Goblins also have the traits *feral*, *No fine manipulators* and *special senses (smell and night vision)*.

They have limited linguistic abilities, but are able to understand gargoyles and Old ones, and have a form of telepathy that allows masses of them to coordinate behavior; this makes them very quick to attack when enthusiastic, and quick to flee when thwarted. They are aggressive, quarrelsome, constantly hungry and cannibalistic at need. As a result, goblin mortality is quite high. A Goblin typically has about a twenty year lifespan but seldom make it to that age; they are fair targets to be food once they are mature, which is at about five years of age.

Culturally, goblins take their cures and leadership from Gargoyles or if feral, Hobgoblins. Feral goblin

communities are generally TL 0, but can use more advanced weapons if trained to do so, usually by Gargoyles or Hobgoblins. Goblins use the PACK stat instead of SOC.

Hobgoblins If a goblin manages to reach twenty years of age and fails to begin the transformation into a gargoyle, they partially transform into a larger, tougher, smarter goblin, known as a hobgoblin. Note that this transformation is *either* to hobgoblin or to Gargoyle, one way, and invariably occurs shortly after the twentieth birthday

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Hobgoblins often remain with the goblin band they were born into, becoming leaders with their own hierarchy; otherwise, they move far away and either live as isolates, or form bands of wandering hobgoblins, occasionally raiding goblin bands for older members as reinforcements are needed.

Hobgoblins are suitable for player characters. A hobgoblin loses the traits *small*, *No fine manipulators*, and one level of *Weak INT*. Hobgoblins retain the trait *special senses (smell and night vision)* and *fast metabolism*. Otherwise, hobgoblins have all the benefits and limitations otherwise noted, use the PACK stat in relations with goblins, and ½ PACK as SOC among other races and a gain +2 reaction from Character Hobgoblin careers may be Barbarian or Other, defaulting to commoner if enlistment failed (assume he tries to go straight....)

Gargoyles are the intermediate form of the species, and look much like larger goblins (or hobgoblins) with functional wings (*flight*), *fast metabolism* and stony skin giving them two levels of *natural armor*. INT and EDU are rolled normally. Gargoyles will always be found in the

vicinity of Goblins, though the association will not always be obvious. Some gargoyles integrate with goblin bands as their leaders, other simply use them as a source for new gargoyles as needed. Goblins will not attack or eat gargoyles, and are predisposed to be controlled by them.

Gargoyles *can* be player characters, but are clearly more powerful than other character races. Gargoyles have the traits flight (wings), Notable STR and DEX, two levels of *natural armor* and *No fine manipulators*

Animals, Alien horrors and Abominations

Non-humans are specifically defined as more or less intelligent non-unique creatures with some form or society, culture, language and tool use, and specific examples from the authors campaign are presented in the previous section. However, Heroes regularly encounter wild and dangerous animals of normal (and unintelligent) nature, often far from their normal environment. Too, they will encounter huge and extra cunning examples of normal creatures (spiders and Snakes being perennial favorites), and also strangely mutated and warped versions of the same. Finally, mind sapping horrors from other dimensions, planes and universes are apparently easily summoned to our world (or can easily sneak in) and require action by heroes to set things right. The following rules can be used to model, modify and create creatures of all description and nature, from unintelligent mundane beasts to super intelligent aliens.

All creatures have a similar range of characteristics to humans and non-humans, but there are several differences:
Instinct: Instinct is the animal equivalent of Education. Animals apply their Instinct DM to tasks such as sensing prey or solving problems.

Pack: Pack is the animal equivalent of Social Standing. The higher a creature's Pack score, the larger the group that it is associated with, and the more standing the creature has in that group.

A short list of potentially dangerous animals is provided below.

Altered Animals

Many of the terrors fought in Swords and sorcery are giant or mutated versions of normal (if exotic) animals. Typically, one can use the stats for a normal animal and apply various characteristics to it. Typical characteristics appropriate to mutated, fantastic or magically enhanced animals are listed below.

Armored: The alien possesses thick fur, scales, a bony exoskeleton or other natural protection that gives it one point of natural armour.

Fast Metabolism: Creatures with a fast metabolism require more food than most species, and their life support costs are doubled. In combat, fast-metabolism creatures gain a +2 initiative bonus. Fast-metabolism creatures halve their Endurance for the purposes of determining fatigue.

Feral: Feral species are uncivilised, regardless of their technological knowledge. Feral species roll Education on 1d6 only.

Flyer: The species can fly using wings, glider membranes, gasbags or other means. Characters of this species gain the Athletics (flying) skill at Level 0 and can travel at a speed noted in their description. Flying creatures that are aloft must spend one minor action every round on movement or stall and fall out of the air.

- Winged flight is tiring and can only be sustained for a number of rounds equal to the creature's Endurance before requiring a like amount of rest. Some specialised avians can increase this to minutes or even hours equal to Endurance.
- Species with glider membranes cannot gain altitude while flying. They descend one metre every time they move forwards and cannot use more than one minor action for flying movement in a round.
- Species that float using gasbags or some other method do not need to move to remain aloft.

Large: The species is considerably larger than the average for humanoids. Large creatures generally have Strength and Endurance of 3d6 or even 4d6, and Dexterity of 1d6. Life support requirements for large creatures are doubled.

- Some Large creatures are described as Huge. Attacks against Huge creatures receive a +1 DM to hit.

Natural Weapon: The species has a natural weapon, such as claws, a strong bite or a poisonous stinger. Such weapons are usable at Personal range and deal +1 damage. The creature gains Melee (natural weapons) at level 0.

Notable (Characteristic): Some species are notably dextrous, intelligent, tough or strong. Characters from such races have a positive Dice Modifier when rolling for that characteristic (+2 unless otherwise specified), and their racial maximum for that characteristic is increased by the same amount.

Psionic: All members of the species are Psionic, and have inherent access to 1d3 of the following spells: ESP, Scry or Mesmerism. The creature can use one such spell per turn with no casting roll, but must still pay casting costs.

Magical All members of the species have access to or training in magic, and may inherently cast 1d3 spells without memorization, limited only by cost. Alternately, assume that all members act as mages from book 2, having 1d3 levels in each of 1d3 circles and/or mysteries.

No Fine Manipulators: The species has no fingers or other prehensile appendages, preventing them from easily picking things up, pushing small buttons, reaching into tight spaces, and so on.

Small: Small species generally have a Strength and Endurance of only 1d6, and Dexterity of 3d6. The minimum size for the creature is about half that of a human,

- Some Small creatures are described as Tiny. Attacks against Tiny creatures receive a –1 DM to hit.

Slow Metabolism: Creatures with a slow metabolism require less food than most species, and their life support costs are halved. In combat, slow-metabolism creatures suffer a –2 initiative penalty.

Created: This species was originally non-sentient, but has been raised to a higher intelligence by another species, god, or arcane sorcery. Created races generally become slaves of their patron, who may or may not still exist. Vargnolls and many varieties of humans are examples. Others are suggested below.

Created Ape-men have Notable Strength and Endurance (+2) but all other characteristics are Weak (–2).

Created Merfolk have Notable Strength (+4) and Notable Endurance (+2) but Weak Intelligence, Education and Social Standing (–2). They have the Aquatic (fully aquatic, air-breathers) trait.

Weak (Characteristic): The opposite of Notable (Characteristic), some species are weaker, less resilient or less well educated than others. Characters from such races have a negative Dice Modifier when rolling for that characteristic (–2 unless otherwise specified), and their racial maximum for that characteristic is decreased by the same amount.

Special attack This is probably the hardest trait to quantify for adventure settings, but the following rules of thumb will help. Modification of creatures attacking ability generally costs one trait per significant modification; as examples, any of the following would count as one trait.

- Extreme range (up to triple range relative to normal)
- Extra damage d6 for whatever reason
- Extra to hit bonus (+3) against armor
- Noncorporeal attack type (ignores all normal armor)
- Attack ignores a specific defence.
- Extra attacks – per two if less damaging than the main attack, per extra if the same.
- Conditional attack. Extra damage if specific criteria are met (examples: all normal attacks hit, by surprise, etc.)
- Special damage (continuous effect per round; wounds putrefy taking 10x normal time to heal; poison)

Note that many legendary special attacks can effectively be treated as spells available to the creature, rather than traits.

Special defence As with special attacks, this is difficult to quantify. As examples, any of the following would count as one trait.

- Extreme armor (equiv. to plate or greater, or substantially greater than a typical member of the species)
- Reduction of all damage by 1d6. Each extra dice should count as an additional trait.
- Complete immunity to one specific source of damage (iron, fire, stone as examples). Multiple examples can be added, each counting as a separate trait.
- The ability to ignore all physical damage at will during a combat round, while also being unable to do any physical damage. The definition of physical is left intentionally vague for the GM to decide, likely on a case-by-case basis.
- Extreme difficulty to hit (–3). Can be due to dexterity, glamor, size, etc.

As with attacks, consider that many examples of legendary defences can be treated as spells.

Enhanced Movement This generally grants the ability to move at full speed thru specific terrain that would normally greatly hamper or even deny normal passage (such as dense forest or even stone, as per Kobolds). Alternately, extreme increases in speed would count, as would modes of movement normal not available to similar creatures (the amazing jet propelled horizontal flying squid would be an excellent example)

Special senses The creature has sensory abilities far beyond the norm of most normal humans or animals of a similar type. Examples would include the ability to see clearly by starlight, to see in total darkness (by the light of the great underground sun, no fancy schmancy infra-red techkteck here, boyo), to see great distances or to ignore illusions, glamor and changes of shape.

Alien Horrors

Many S&S adventures take place on distant (and fantastic) planets or dimensions, and have appropriately alien life forms. In these cases, the referee will need to generate a selection of alien horrors, wild or domesticated, taking into account terrain, climate, etc. To assist in this task, the following tables allow generation of creatures based on habitat and eating habits.

After any basic traits are selected, the creature is further defined by terrain, diet, feeding patterns, size, weapons and armor. For each creature, roll 2d6 for its Size and apply any Dice Modifiers from its Terrain or Movement category. The creature's Size determines its Weight, Strength, Dexterity and Endurance – for example, a roll of 7 means that the creature

has Strength of 3d6, Dexterity of 3d6 and an Endurance of 3d6.

Roll 2d6 separately for the animal's Weapons and Armour. Add a +8 DM when rolling for weapons if the animal is a Carnivore, and a +4 if it is an Omnivore; subtract a -6 DM if the animal is an Herbivore. Scavengers automatically have Teeth in addition to any other weapons. If a number is present

after the Weapons type, then add that number to the number of damage dice the creature rolls.

Roll 2d6+DMs for the animal's Instinct and Pack. Intelligence for most animals is 0 or 1.

All animals have at least Survival 0, Athletics 0 and Recon 0, and most will have 1d6 ranks split among these skills, Melee (natural weapons), and any skills listed in their behavior.

Step one: Determine terrain modifications and movement

Habitat	DM		Roll for Creature Movement					
	Type	Size	1	2	3	4	5	6
Clear	+3	-	W	W	W	W	W+2	F -6
Plain/ Prairie	+4	-	W	W	W	W +2	W +4	F -6
Arid	+3	-3	W	W	W	W	F -4	F -6
Hills, Foothills -		-	W	W	W	W +2	F -4	F -6
Mountain	-	-	W	W	W	F-2	F -4	F -6
Forest	-4	-4	W	W	W	W	F -4	F -6
Woods	-2	-1	W	W	W	W	W	F -6
Jungle	-4	-3	W	W	W	W	W +2	F -6
Rainforest	-2	-2	W	W	W	W +2	W +4	F -6
Rough, Broken	-3	-3	W	W	W	W +2	F -4	F -6
Swamp, Marsh	-2	+4	S -6	A +2	W	W	F -4	F -6
Beach, Shore	+3	+2	S +1	A +2	W	W	F -4	F -6
Riverbank	+1	+1	S -4	A	W	W	W	F -6
Ocean shallows	+4	+1	S +4	S +2	S	S	F -4	F -6
Open ocean	+4	-4	S +6	S +4	S +2	S	F -4	F -6
Deep ocean	+4	+2	S +8	S +6	S +4	S +2	S	S -2

Step two: Determine basic creature diet

2d6	Creature Type
2	Scavenger
3	Omnivore
4	Scavenger
5	Omnivore
6	Herbivore
7	Herbivore
8	Herbivore
9	Carnivore
10	Omnivore
11	Carnivore
12	Carnivore

Step three: Determine creatures feeding patterns

Animal Type	Herbivore	Omnivore	Carnivore	Scavenger
1 or less	Filter	Gatherer	Pouncer	Carrion-Eater
2	Filter	Eater	Siren	Reducer
3	Intermittent	Gatherer	Pouncer	Hijacker
4	Intermittent	Eater	Killer	Carrion-Eater
5	Intermittent	Gatherer	Trapper	Intimidator
6	Intermittent	Hunter	Pouncer	Reducer
7	Grazer	Hunter	Chaser	Carrion-Eater
8	Grazer	Hunter	Chaser	Reducer
9	Grazer	Gatherer	Chaser	Hijacker
10	Grazer	Eater	Killer	Intimidator
11	Grazer	Hunter	Chaser	Reducer
12	Grazer	Gatherer	Siren	Hijacker
13 or more	Grazer	Gatherer	Chaser	Intimidator

Step Four: Creature Sizes and Weapon and armor Characteristics

Size Table				
2d6	Weight (kg)	Strength	Dexterity	Endurance
1 or less	1	1	1d6	1
2	3	2	1d6	2
3	6	1d6	2d6	1d6
4	12	1d6	2d6	1d6
5	25	2d6	3d6	2d6
6	50	2d6	4d6	2d6
7	100	3d6	3d6	3d6
8	200	3d6	3d6	3d6
9	400	4d6	2d6	4d6
10	800	4d6	2d6	4d6
11	1600	5d6	2d6	5d6
12	3200	6d6	1d6	6d6
13	5000	7d6	1d6	7d6

Weapons Table		Armour Table	
2d6	Weapons	2d6	Armour
1 or less	None	1 or less	0
2	Teeth	2	0
3	Horns	3	0
4	Hooves	4	1
5	Hooves and Teeth	5	1
6	Teeth	6	2
7	Claws +1	7	2
8	Stinger +1	8	3
9	Thrasher +1	9	3
10	Claws and Teeth +2	10	4
11	Claws +2	11	4
12	Teeth +2	12	5
13+	Thrasher +2	13+	5

Damage from attacks depends on the creature's Strength score and is determined from the below table.

Damage by strength		Number Encountered	
Strength	Damage	Pack Score	Number Encountered
1–10	1d6	0	1
11–20	2d6	1–2	1d3
21–30	3d6	3–5	1d6
31–40	4d6	6–8	2d6
41–50	5d6	9–11	3d6
51–60	6d6	12–14	4d6
		15+	5d6

Animal Reactions

When characters disturb an animal or otherwise draw attention to themselves while within its territory roll 2d6 and consult the following table. If the result on the table is neither attack nor flee, then the animal stands still until provoked again, in which case roll again.

Type	Attack	Flee
Herbivore		
Filter	10+ if possible	5-
Intermittent	10+	4-
Grazer	8+	6-
Omnivore		
Gatherer	9+	7-
Hunter	If the hunter is bigger than at least one character, then it attacks on a 6+. Otherwise, it attacks on a 10+	5-
Eater	5+	4-
Carnivore		
Pouncer	If the Pouncer has surprise, it attacks.	If the Pouncer is surprised, it flees.
Chaser	If the chasers outnumber the characters, they attack.	5-
Trapper	If the trapper has surprise, it attacks.	5-
Siren	If the siren has surprise, it attacks.	4-
Killer	6+	3-
Scavenger		
Hijacker	7+	6-
Intimidator	8+	7-
Carrion-eater	11+	7-
Reducer	10+	7-

Description of Feeding Behaviours

Creatures that exemplify these behaviours are noted in brackets after the name. Characteristic modifiers and skills are noted after the description – the exact level of skills varies depending on the particular creature.

Carrion-Eater (vulture): Scavengers which wait for all other threats to disperse before beginning. Carrion-eaters have Recon. Instinct +2.

Chaser (wolf): Animals which kill their prey by attacking and exhausting it after a chase. Chasers have Athletics (co-ordination and/or endurance). Dexterity +4, Instinct +2, Pack +2.

Eater (army ant, crawdad): Eaters will eat anything they encounter, including characters. Endurance +4. Pack +2.

Filter (earthworm): Herbivores which pass their environment through their bodies are termed filters. Unlike grazers, which move to food, filters move a flow of matter through themselves and filter out the food. Endurance +4.

Gatherer (raccoon, chimpanzee): Gatherers are herbivores that collect and store food. Gatherers have Stealth. Pack +2.

Grazer (antelope): Grazers move from food source to food source, often in large packs. Their primary form of defence tends to be fleeing danger. Instinct +2, Pack +4.

Hunter (baboon): Opportunistic predators that stalk easy prey. Hunters have Survival. Instinct +2.

Hijacker (lion): Scavengers which steal the kills of others through brute force or weight of numbers are hijackers. Strength +2, Pack +2.

Intimidator (coyote): Scavengers which establish their claim to food by frightening or intimidating other creatures. Intimidators have Persuade.

Killer (shark): Carnivores that possess a raw killing instinct, attacking in a frenzied manner. Killers have Melee and either Strength or Dexterity +4, Instinct +4, Pack –2.

Intermittent (elephant): Herbivores that do not devote their entire time to searching for food. Intermittent have Pack +4.

Pouncer (cat): Pouncers kill by stalking and ambushing their prey. Pouncers have Stealth, Recon and Athletics. Dexterity +4, Instinct +4.

Reducer (vermin): Reducers are scavengers that act constantly on all available food, devouring even the remains left by other scavengers. Pack +4

Siren (Venus Fly-Trap): Sirens create a lure to attract prey. Usually, this lure will be specific to the species the siren preys on, but some rare lures are universal. Sirens have Deception. Pack –4

Trapper (spider): An animal which allows its prey to enter a trap. Generally, any creature surprised by a trapper is caught in its trap. Pack –2.

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Realms and Riches
or
Lands of adventure and peril!
In which we learn how to construct a campaign

THE WORLD

Crucial Rule, read carefully !!!

**You There! Yes, You! You know who I'm talking to!
READ THIS NOW!**

The following rules are presented as an aid for the GM when inspiration fails. As in world generation for standard traveller, this is not, repeat, not intended as a foolproof, unsupervised generation system.

It is strongly recommended that the GM decide the details wherever possible, and that they not limit themselves to the choices presented or generated below; *if one generates seemingly incompatible or personally illogical results, or one is not enamored of creative challenges, simply change the results or reroll*. It is possible to generate an entire campaign randomly, based on the below tables and procedures, but considerable exercise of creativity and imagination will be required if one wants to interpret the results as an actual logical (or at least consistent) world. Ahem. To continue

Mapping the lost continents: how 'tis done.

Well, ideally, draw it yourself. It doesn't have to make massive amounts of sense unless you want it to. Remember, players will seldom get a look at the maps of the world that you draw, and will seldom attempt, or be able to gain a detailed sense of it. So...deserts may be in odd places, and hardwood forests too far south. (Big hairy deal, says I to the persnickety player, worry about that *after* the spineworm is dead).

Alternately, I recommend finding a map of an odd place, real or imagined, and figuring it out. In case such maps are unavailable, or for an even more amusing exercise, one can randomly generate a campaign map to make heads or tails of. The geography of S&S adventure is usually described and mapped at a fairly high level; time is seldom spent upon the pedestrian details of travel between plot points, save that some obstacle is encountered and overcome along the way. In most useful examples of the genre, details jump from a city level map to that of a mighty continent with many mysterious realms, be they kingdom or wilderness. For actual travel a detailed approach is seldom taken in S&S literature, generally defaulting to "after many weeks or hard travel, Bronan arrived at the tower of Xylarthen."

Accordingly, *Adventurer* supplies details for the city, and above that, for the continent. The standard 8x10 hex map, is

used as the main building block of a campaign's setting, and is defined as a *Region*.

If we consider that the week is a natural unit of travel, we can find that afoot, a reasonably healthy, equipped and trained man can cover perhaps 100 Standard English miles in a week at a reasonable pace, including breaks, rest and some hunting as needed. Thus, within a region, each hex is one week's travel by an unremarkably skilled traveler afoot without roads but also without impeding terrain. Defining scale below this rough estimate (that of a days march) is not recommended as being anachronistic and deleterious to the flow of narrative,

In general, an adventurer or adventurers will have the following basic movement rates, designated as M1-6.

Foot	M1
Mounted	M2
Raft/river	M3
Oared	M4
Sail	M5
Flight	M6

Roads, trails and tracks.

Any Pastoral hex (see below) can be assumed to have a network of trails, tracks and poorly maintained roads linking the settlements and forts, and at least one major (relatively)

road leading out from the city to its trade partners. Historically, rivers were often the main communication routes although this seems to be often overlooked in literature. In this period or setting, roads mainly allow a constant pace to be kept and reduce the chance of getting lost or taking roundabout ways. Too, there are often convenient sources of food and drink, which eliminates hunting or whatnot when in trackless wilderness. Thus, roads enable rapid movement, more than they increase movement in general.

Moving through a settled hex, characters can gain a speed bonus by using the roads and trails, or keep to the countryside to avoid (much) attention. Actual roads also speed up travel, but make detection almost certain. Such hexes increase base movement afoot or mounted by 1, but mainly due to enabling rapid marches. Foot movement can be increased from M1 to M2, and mounted movement from M2 to M3, but at the cost of greater exhaustion.

Bad Going

Bad going covers all hexes that potentially take longer than one week to cross by a man afoot. Mounted parties move at foot rate, and coastal or riverine, or road movement may ignore or ameliorate the effects of bad going. Examples are mountains, badlands, glaciers, volcanic wastes, extreme desert, deep snow, thick jungle, forest, swamp or hedgerow country and so forth. Hostile armies should also be treated as bad going, as would hostile cities with active patrols. In the latter two cases, roads and rivers would not be exempt.

In general, a party must always roll to enter and leave a bad going hex. A typical mild mountain or basic forest hex or hostile city would require a 3-6 to enter and leave; a hostile moving army, major mountains or a thick forest/swamp, snowfield would require a 4-6, and heavy jungles, crags and glacial would require a 5-6.

Parties unable to enter a bad going hex remain in and are effected by their last hex traveled for purposes of survival, food and encounters. Parties unable to leave a hex stop all movement and stay in the hex in question.

Small rivers require a 2-6 to cross, navigable rivers 3-6, and major waterways a 4-6. Obviously this only affects land travel, and bridges or ferries negate all penalties, except for tolls.

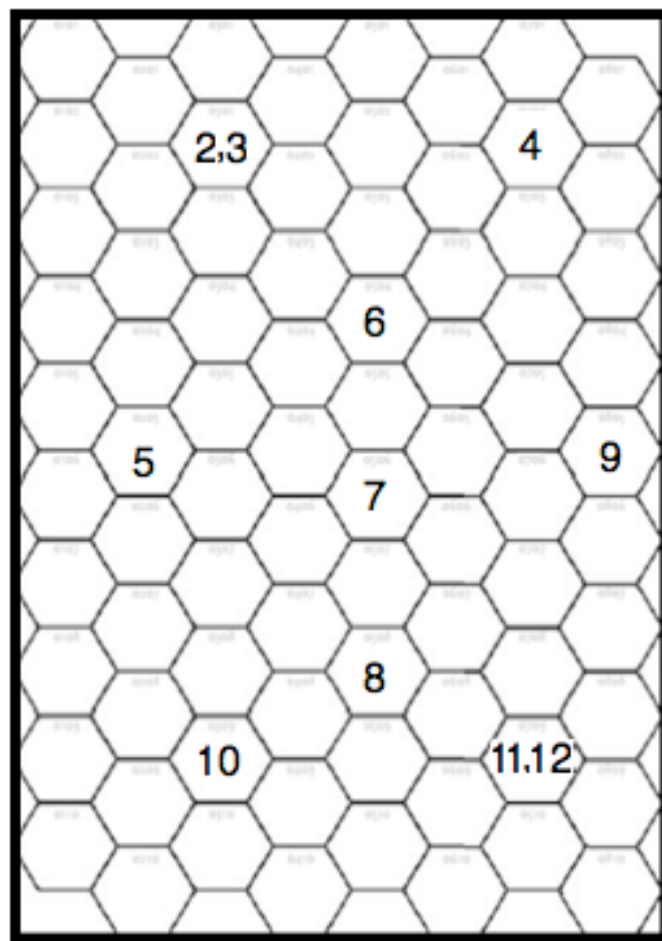
Bonuses

Roads/trails thru such areas will generally give players a +1, and rivers a +2 except when armies or cities are involved.

Raft/river movement is unaffected, sailing ignores the land features (but, consider the fictional Sargasso or maelstrom!), and flight ignores all except storms, which should require a roll based on severity.

Character skills such as recon or survival may allow a +1 modifier to entry/exit rolls if a successful task roll is made, and a -1 if failed. A second roll after a successful first roll will give a +2, but failure cancels the first roll. A good map or guide will serve the same purpose (+1), as might extensive local knowledge (+1).

In no case may the bonus exceed +2; nor should penalties make **leaving** a hex impossible.



REGIONS

Defined on a scale of 1 hex= 1 week, a single 8x10 Region can easily encompass Western Europe, from Rome to Copenhagen, and from Paris to Warsaw. For further comparison, the Ur map of the swords and sorcery world by Robert E. Howard is easily encompassed by 12 Regions. Thus, it is recommended that the beginning Adventure Master need only start with from two to four such adjacent maps, a number which will allow for both development, and immediate use in suitably epic scenarios. Using said map as a yardstick, with some nod towards actual historical Europe, a given 8x10 week map will accommodate 1-3 independent realms in their entirety, with the larger of the kingdoms being mapped by one, medium sized kingdoms fitting two to three per map, and a few maps having none or 4 or more.

It is suggested that should random generation be decided upon, each such map should have 0-5 independent Realms, generated by rolling 2 D6, and subtracting the low roll from the high result (referred to as **Hd6-Ld6**). Each will have a capital city, and borders placed according to influence modified by proximity. Most terrain will be Empty, and is considered wilderness, the fundamental area to traverse on adventures. For more medieval flavored campaigns, a somewhat more populated area is defined, but for the classic

Epic style of Swords and Sorcery, a more concentrated population is produced. Finally, some very basic tables for adding terrain features are presented, although it is strongly recommended that the referee should alter results as necessary to achieve the final desired flavor.

Terrain

Each region will have a variety of land and water features.

Roll (Hd –Ld) +1 to determine number of major features.

For each, roll to determine the overall type of terrain

2 Swamp

3 desert

4 Mountainous/Badlands

5 Rough

6 Plains/Steppe

7 Mixed wilderness

8 Riverine/Lake

9 Forest

10 Tropic /Arctic

11 Coastal

12 Seascape

For rolls with two results, the second applies if the two dice are doubles. Otherwise, use the first result.

Each terrain result should be further located by another 2d6 roll, and consulting the map provided. This is the center of the terrain in question.

The first terrain feature rolled is the dominant terrain. For all but coastal, riverine, and Tropic/Tundra, the terrain area takes up 1d6 *1d6 hexes around the center. The second Covers 2d6 hexes, and any other 1d6.

Riverine and Coastal cross 6 +1d6 hexes from one edge to another and include the hex rolled. Coastal hexes also define one side as sea; generally, this should be the smaller area. Both should be placed last and cross through other terrain types as needed.

The tropic/Tundra result simply modifies the overall temperature of the region. If this is the first result, apply the effects (below) and reroll for main terrain. Otherwise, note the result and continue with the next type.

As second roll in any situation increments the first to sweltering or glacial as appropriate, and, if the first terrain type, is rerolled. Thereafter, ignore it and reroll until a terrain result is obtained

Mixed wilderness is the default terrain type, and consists of unimproved scrubland with a mixture of hills, woods and flatlands. Note that once cities are added to the terrain, many of these hexes will be converted to pastoral or borderland hexes, and may be crossed by roads.

Forest represents temperate hardwood forests of ancient old growth with tangled uncleared undergrowth; hexes surrounded by other forest hexes are especially dark and dense. Tropic terrain will convert it to jungle or rainforest whereas

sweltering converts it to especially pestilential heavy jungle. Arctic or glacial converts it to mixed conifer forest or highline evergreen forest respectively.

Lake hexes are continuous if in adjacent hexes, and can be inland seas. A lake hex has a 1/6 chance of also having small islands. Seascape is deep sea, and will include 2d6 small islands at the game masters discretion.

Mountains are self explanatory, and are assumed to have a general ridgeline running along the length of the formation. Mountain hexes surrounded by other mountain hexes can be assumed to be especially high and rough crags. Badlands are extremely arid and weathered mountainous areas with chaotic terrain. Rough terrain includes hills and downs as the majority of the terrain. If next to mountains or badlands they will often increase in height as they approach. Plains are flatlands, generally with small wooded areas and potentially heavy scrub and undergrowth. Steppes are arid grass plains. Swamps include tidal flats and marshland, becoming true creepers, quicksand and croc swamps in tropic or sweltering climates.

Once the terrain has been added, human habitation must be considered.

Cities

A key element in any tale of adventure is the city. Exotic, decadent and corrupt, from its glittering towers to its pestilential slums, the city is both a source of adventure and a base of operations.

Typically, the sword and sorcery campaign has human habitation much more tightly clustered than in actual history. Cities are larger, towns rarer and the areas between cities are often large and uninhabited, left to marauders and monsters. A somewhat more historical version would use a European medieval landscape of about 1000AD –smaller towns and villages abound, with most hexes having some human presence. Then, obviously, adding lots of evil lords, noble tribesmen or peasants, dragons, wizards, evil inquisitors, witch finders, and noble bandits.

Two approaches are possible. One simply rolls for each hex, regardless of terrain, and makes up reasons for cities in mountain passes or deep swamps. Given the genre of the setting, this should not be seen as a hardship, or unreasonable. Alternately, one may simply roll on only those hexes containing: Rough, Plains/Steppe Lake or Mixed wilderness.

For convenience as one rolls, mark cities with an open square, town/villages with an open circle, and sparse hexes with an open triangle.

If the city town or hex is rolled with Pop>0, fill in the symbol. An open symbol indicates a ruin or wilderness that is no longer populated.

Any wilderness or plains hexes directly adjacent to a city are assumed to be pastoralized –in other words, containing farms, small settlements and outposts. Assume that any hex with a town or village is a pastoral hex itself

Roll for each Hex

If Medieval style campaign

1 empty

2-3 sparsely inhabited: no major city or town: (total population of hex = $1d6-1$)

4-5 town or villages (population $1d6-1$)

6 standard city.

Hexes keyed as “sparsely inhabited” will have some obvious human improvements, but will still be mainly the noted terrain.

If a Literary/Epic style campaign

1-3 empty

4 sparsely inhabited (total population of hex = $1d6-1$)

5 towns or village (population $1d3+2$)

6 standard city.

More details than you probably need.

Sparsely inhabited hexes in Epic campaigns will have a number of inhabited forts or castles equal to the population roll.

These hexes will contain fortifications/castles built by the city equal to the cities population number, and at least one village or town equal to the cities population number-3. Medieval settings will have a rig of outlying villages and hamlets, epic settings will not, but may have forts as noted for pastoral hexes equal to the size rating of the village.

The chance of encountering a patrol or other official group in a city adjacent hex is equal to the population number or less on $2d6$.

It is important to note that a city is not just another terrain feature on a map, and will often be expanded into its own campaign element. More detail on the actual makeup and nature of cities is presented in its own section (below).

REALMS

The final element of a campaign map is the placement of realms. For purposes of this game (absent the UN declaration of sovereignty and statehood) a realm is defined as any organized state consisting of more than one city. While the below system will assist a GM in drawing boundaries, one should never make the mistake of seeing such as their modern equivalents.

It is strongly recommended that the GM decide the details wherever possible, and that they not limit themselves to the choices presented and/or generated below! Furthermore, if one generates seemingly incompatible results, and one is not enamored of creative challenges, simply change the results or reroll. It is possible to generate an entire campaign randomly, based on the below tables and procedures, but considerable exercise of creativity and imagination will be required if one *wants* to interpret the results as an actual logical (or at least consistent) world.

Note, however, that logical construction is not always a given in this style of adventure story; excursions into dreamlands, magical dimensions, and even alien realities are all possible settings. Just warn players beforehand that this isn't historical classical Rome.

Procedure

Once all Cities are placed and defined, determine the number of realms and their borders:

Realms per region = $Hd6-Ld6^*$

** In case I haven't mentioned it earlier, $Hd6-Ld6$ means roll two $d6$, subtract the lower one from the higher one.*

Realms are the varied independent countries of the Region, and consist of a capital city, and a variable number of hexes surrounding it, which may or may not contain other cities. If an area has 0 realms, all cities generated are independent.

Otherwise, each Realm will have a capital city –allocate these from the six cities with highest Influence by rolling $1d6$: if already allocated, choose the next lower available city.

Defining the Borders of the Realms

Generally much of the land in any map will be claimed by someone (as with the mundane world), but, in the swords and sorcery world, there are *always* areas where the rule of man has never touched or has failed. This is perhaps less than logical, but it does provide a key element in adventure stories, and thus these rules. Also, in addition to unclaimed and unexplored lands, remember, that in any world, a nation's claim may exceed what it can actually control. Many a realm claims more than it can police and patrol, and such areas are de facto lawless or under local rule. Finally, borders can be disputed, and disputes tend to erode both organization and rule of law. In many ways, the further one gets from the capital, national boundaries are simply a convenience for cartographers.

Conveniences for cartographers

Each realm is defined by its capital city. Each realm directly controls an area in addition to the hex of the capital city equal to the capital's Influence statistic - $1d6$. This is the capital's control range, and defines the borders of the realm. Note that the cities influence will always exceed its control.

Consider each pair of capital cities and their control range. If the combined control ratings are less than or equal to the actual number of hexes between any two cities, simply mark the final controlled hex for each city...

Otherwise, if the control ranges overlap:

- Find the hex midway between the two (odd results shift *towards* the city with the *smaller* population).
- Subtract the greater influence from the lesser; then

- Shift the border hex *towards* the city with the *lower* influence by that number of hexes with the initial midpoint hex counting as 1.
- Stop if the next hex contains a capital city.

Capital cities influence can and will overlap into adjacent realms, representing everything from trade to and cultural influence, to political manipulation and immigration.

All cities have an influence rating: for non-capital cities this tends to be more cultural and trade based influence. If relative opposing interest needs to be assessed, simply note subtract the range from the influence of cities in question to any given hex, with any hex within a Realm having +3 added to the total. The higher number is currently the main influence. For absolute purists, and you know who you are, the ratio of the opposing influences determines the extent of the difference.

[Art goes here]

CITIES

Many adventures will begin and end at a city; most will involve one at some point. The primary fact about any city, and likely what distant folks will know of it, is its *reputation*. Reputation both defines what is expected from such a city (such as maintenance and public works), and shapes the

results of its other characteristics (such as law and the personality of its rulers and their servants). Additionally, a city's reputation provides some direct modifiers when rolling for its other characteristics

Code	A	B	C	D	E	X
Reputation	<i>Lawful</i>	<i>Pragmatic</i>	<i>Corrupt</i>	<i>Decadent</i>	<i>Chaotic</i>	<i>Evil</i>
	2,3,4	5,6	7,8	9,10	11	12
	Wealth +1		Wealth -1	Size +1*	Law -2	Ruler +3
	Law +1			Wealth+1	Wealth-1	Law +3

<i>Lawful</i>	<p>Rule of law, consistently, if often obsessively, applied; trade is protected, organized and static reliable. Traditions are clung to, respected and enforced. Authorities are generally obeyed respected or feared equally. Little change can be expected between visits, and is extremely hard to bring about. Upkeep, repair and hygiene are major and constant priorities for the rulers. Often the last to accept widespread changes in culture or technology. A few ancient guilds generally dominate trade and industry, and seldom change. Slavery, indenture, and caste related rules strongly enforced and very seldom altered. Little social mobility. Banishment is a common punishment, as is quick and clean execution to encourage public order. An elaborate system of fines and repayments are also generally enforced.</p>
<i>Pragmatic</i>	<p>As Lawful, but greater priorities, or important immediate issues may take precedent. Trade is generally protected, somewhat organized and open to innovation. Law may differ for different populations or classes, or be altered to reflect major changes with moderate effort. Moderate change between visits; Traditions respected, and generally followed but not necessarily enforced as law. Upkeep repair and hygiene. Established trade and industry controlled by numerous guilds, with newer enterprises often unregulated as they grow. Slavery, indenture, and caste related rules are enforced but can be altered. Some social mobility is possible. Criminal penalties geared towards public education, including public execution, mutilation and public humiliation.</p>
<i>Corrupt</i>	<p>As pragmatic, but with money and political gain as the main priorities. The main goal of the rulers and servants, and much of the population, is personal gain. The wealth of the city is slowly being sucked into the rulers' hands, and those of their minions. Trade is protected to the extent that it pays for it. Bribes for service often institutionalized. Laws can be altered by bribes, as can nearly an official decision; often de facto bidding decides cases in courts. Public works tend to suffer due to bribery, graft and corruption, or are essentially private money making schemes. Slavery, indenture, and caste related rules are enforced insofar as they are profitable. Criminals are generally treated as cheap resources rather than executed or imprisoned. Slavery, forced labor and huge fines are typical penalties. Social mobility is possible if one has the money</p>
<i>Decadent</i>	<p>Laws exist, but not the motivation to enforce them. Pleasure and novelty are major motivators for all. Laws may well be ignored or enforced as convenient or amusing. Traditions less important unless they directly affect an individual. Public maintenance generally ignored. Elaborate and multilayered political scheming is the norm, often to no discernable goal. Change very likely as regards fads, fashion and hobbies; little attention is paid to much else. Criminals are often banished or immediately executed as an annoyance; equally likely they are used as entertainment. Social mobility is possible, but often fleeting and dependent on fame or fashion.</p>
<i>Chaotic</i>	<p>While it may well have official rulers and servants, actual control is constantly shifting, and open conflict is common. Laws might exist but are applied arbitrarily or unevenly, or are invented at whim. Unlike a corrupt city, power is the key factor in all decisions. Feuds and vendetta may predominate, or an elaborate set of old boy networks, generally at odds. Public works depend entirely on the local users for the local users benefit to the city as a whole, is generally ignored. Punishments are swift and final, as befits a system where tomorrow may bring a totally different social arrangement. Social mobility beyond ones local party is negligible.</p>
<i>Evil</i>	<p>Laws exist only to benefit and protect the rulers, and to promote some evil agenda. The rulers of a city are only motivated by their own base agenda; the city is either ignored or ruthlessly exploited for the final goal. Often, the city is treated as an ultimately expendable resource in pursuit of a greater goal, and thus decisions may be extremely short sighted as regards effects upon the city. Little or no attention is paid to anything that does not further the rulers' plans; anything that impedes it is ruthlessly crushed. Laws are either ignored or crushing, depending on the above. Sacrifice and gruesome public execution are common penalties for most offences, as is enslavement at unspeakable labor. Social mobility is impossible.</p>

Cities are further defined by their primary and secondary characteristics.

Primary characteristics define basic demographics of the city, which are then given a range of expression by a secondary characteristic. Primary characteristics are generated by a 2D6 roll, in many cases modified by previous primary rolls.

Population is the maximum number of hearths (families). Actual value can range down to just above the maximum of the previous category. *Generated by 2d6-2*

Wealth measures what the middle class or higher citizen would be described and affects the value of treasures and caches in the city. *Generated by 2d6-7+Pop*

Size indicates the number of hexes or squares on a city scale map. 0 suggests that it is hidden, lost or buried, or destroyed except for some artifacts. *Generated by 2d6-7+Pop*. Size defines the general area occupied by the site.

Ruler is described separately.

Generated by 2d6-2

Law is the strictness that an outsider has face; the basic throw to avoid trouble with the law, enter the city secretly, to escape or receive justice. *Generated by 2d6-7+Ruler*

Influence effects the number hexes around and including the polis that are under the cities' influence. Actual rule by the city is 1d6 less *Generated by 2d6-7+Ruler*

	Population*	Wealth**	Size***	Ruler	Law	Influence
0	0/ruins	None	1d6*1d6 acres	None	None	Powerless beyond walls
1	10	Impoverished	2d6 * 2d6 acres**	Family		
2	50		1d6*1d6 acres in 2d6 levels	Tribal		
3	100	Poor	2d6 *2d6 acres in 1d6 levels	Council		
4	500		2d6 * 1d6 acres in 1d3*1d6 levels	Oligarchy		
5	1000	Unremarkable	d6*d6 *2d6 structures	Autocracy		
6	5000		((2d6*d6)) ^2	Factional		
7	10,000	Well off	(d6*d6)^2 in 1d6 levels	Conquered		
8	50,000		((d6*d6)) ^2	Dictator		
9	100,000	wealthy	Frikkin huge 100-600 sqft x Denizens	Tyrant		
A	500,000			Dynastic		
B	-	rich	1d6*1d6 acres	-		
C	-		2d6 2d6 acres** in 1d6 levels	-	Total	
D	-	Opulent	1d6*1d6 acres in 2d6 levels	-	-	
E	-		2d6 *2d6 acres in 1d6 levels	-	-	
F	-	Staggering		-	-	Domineering

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Ruler

None	Might makes right; the strong do as they will, and the weak do as they must.
Family	Rule and law applied on a family by family basis
Tribal	Clan based, families have common rule and decision making
Council	A small group of rulers make laws and policy. Membership is generally quite open, and terms limited.
Oligarchy	As Council but membership is limited to a small subgroup of the demos. Entry into the subgroup is possible, but limited or difficult. May be obvious or covert, defined by law or custom.
Autocracy	As Oligarchy, but the subgroup is generally small, socially defined, and closed to new members;
Factional	Terms are often defined by the members. Invariably obvious, generally legally defined
Conquered	No one authority controls the polis. The Polis is a conquered possession of another; rule is imposed by the conqueror with little input locally.
Dictator	Rule by a single person, generally chosen to deal with a crisis, with limited term but unquestioned power and support. Ruler type should be rerolled at +2 once term ends.
Dynastic	As dictator, but it has become inherited, either thru families (as with a king) or institutionally (as with a theocracy), and potentially of unlimited term
Tyrant	As dictator, but with unlimited term, and support is irrelevant; often replacing a Dynasty, and/or the start of a new one.

Secondary characteristics are always rolled with an unmodified D6, and represent ways the primary characteristic can be expressed.

Primary	Secondary
<i>Population</i>	<i>Openness vs. Insularity</i> <i>Religion: Few vs. Many</i> <i>Morale: defeated vs. jingoistic</i>
<i>Wealth</i>	<i>Source: Trade vs. Treasury (wealth is mobile/situational vs. hoarded)</i> <i>Military quality: Poor vs. elite</i>
<i>Size</i>	<i>changes in size: Declining vs. Expanding</i> <i>Age: Ancient vs. new</i>
<i>Ruler</i>	<i>Consistency: arbitrary vs. absolutely codified and inflexible</i> <i>Allegiance: local vs. distant</i>
<i>Law</i>	<i>Ruler: stability vs. instability</i> <i>Consistency: arbitrary vs. absolutely codified and inflexible</i>
<i>Influence</i>	<i>Diplomacy vs. Military means of control of neighbors</i>

Secondary characteristics should only be used when one does not have a clear idea of the characteristic in question, AND have a need for its expression in the game. If needed, each primary characteristic has several additional descriptors, with each having a range of values; for example, Population can have the additional descriptor of Morale: defeated vs. jingoistic. If this is needed, simply roll a d6 to determine where on the range the city is for that secondary characteristic. A roll of 2 might indicate a sullen, pessimistic general mood, whereas a 5 might indicate extreme patriotism and belief in their cities superiority. Optionally, if this is not granular enough, roll 2d6-2; this gives a more detailed range, but also usually produces middle values, which, while likely more realistic, for me isn't very helpful, nor in keeping with the goal, which is generating cities for adventure, not sociological description.

Population characteristics:

Openness vs. insularity: Low scores indicate a more xenophobic culture, one allowing or desiring almost no mingling with the outside world. Foreigners' quarters, with limited access to the city at large are typical of such. Also,

stay away from the women. High openness means not only a society that allows outsiders free reign, but actively encourages or enforces it.

Religion this factor indicates how many religions exist within the walls, or the diversity of similar religions. The extent to which they are all tolerated would be an interaction with openness.

Morale As much as anything, a measure of the vibrancy and optimism of the city, crossed with civic pride and the extent to which the polis identifies the city as more than a handy place to eat lunch and change horses.

Wealth characteristics:

Trade vs. Treasure measures how much of a cities wealth is at hand. A low rating suggests a city where the bulk of the wealth is situational (specific seasons) or invested elsewhere; high values suggest a preponderance of socks full of gold coins hidden in mattresses.

Military quality A basic measure of the resources a city dedicates to it main armed forces. This need not include general morale or enthusiasm –an enthusiastic militia owning their own weapons may require very little expense on the part

of the city. Note that there will always be units that are exceptions.

Size characteristics:

Declining vs. expanding. Low values indicate that the city was once larger than it is now, whereas high values suggest

the opposite arrangement. Coupled with morale, one could differentiate a squalid hive from a bustling boomtown.

Ancient vs. new relative to its neighbors, is the city older or newer ?

Towers, Temples and Terrors

What is the point of realms and cities if there is no room for profitable adventure free from city guards and the king's army? What hero of worth in a sword and sorcery yarn has failed to delve into a wizards tower for forbidden gold or treasure ? Labyrinthine hallways, locked portals, magical constructs, terrible monsters of myth and legend, all await within. And, as ever, the nemesis! The mage at the center of his construct, the spider in the web! But that's not all! When the wizards tower is missing, or looted, there are the ruined cities, hidden lairs (of thieves, pirates and bandits), lost dungeons deep beneath the earth along with caves caverns and the underworld all draw the hero like a magnet. Glory, gold and artifacts of unspeakable power all await amidst terrible guardians, and cunning traps. Evil cults and pretenders to thrones must be ferreted out and overthrown –or contacted and joined!

The cunning GM must always consider that a well-stocked ruin is a far better investment of time than a detailed exposition of a ruler's family in a distant realm.

In general, one cannot go far wrong with a wizard's tower or ancient ruin (subterranean or not). The Tower may have an active plotting inhabitant, with organized patrols, reset traps, and well hidden treasures, or the master may be gone, and the keep simply a convenient lair for his surviving minions and lesser evils. Ruins will be inhabited by survivors or squatters, and make excellent lairs for fantastical creatures (which may

well be the cause of the ruin). Tombs too should abound in plenty, stocked with the grave goods of dead kings wizards and conquerors; protected by fiendish traps, hidden areas and terrible spirits.

Several such sites should be pre-mapped, generally at least one each of tower, ruin and tomb. Practically, it is recommended each level or specific area be limited to a single piece of paper, with maps and encounter keys all upon one side.

Generally, such adventure havens come in two types: organized and haphazard. Organized sites generally have a well-defined overall purpose, and inhabitants and contents that support this mission. The inhabitants and contents (traps, treasures, and access) tend to cooperate towards a specific goal –although factions may exist! Traps are often complex and well maintained, and generally make allowance for safe passage for those who have the authority.

Haphazard sites tend to be abandoned and generally anarchic, with random inhabitants that may or may not cooperate, compete or ignore each other. Much is simply the detritus of absent inhabitants, or loot from deeper in. The stronger monsters will tend to have the best and most isolated lairs, seeing the lesser as cheap protection. Traps will tend to be very long lasting and self-resetting, or simple and crude, set by the new inhabitants.

Challenge

Code	A	B	C	D	E	X
Theme	Epic Foe	Tribal; unified	Tribal, balkanized	Horde	Undead	Beasts
x/36	3	7	11	5	4	6
2d6 Roll	2-3	4-5	6-7	8	9	10-12

Epic Foe	The Site is inhabited by a single foe of great power , possibly with very low power but annoying minions.
Tribal, Unified	The site is inhabited several (1d3*1d3) unified cooperative groups
Tribal, Balkanized	The site is inhabited by a several hostile or at least uncooperative groups equal to 1d6*1d3
Horde	The site is inhabited by a large and shifting number of groups equal to 1d3 *2 with little or no overall organization or interaction
Undead	The site is inhabited by leaderless undead, summoned and bound abominations or unspeakable constructs, all acting entirely reactively and without regard to the other inhabitants.
Beasts	The site is inhabited by a variety of beasts and/or dangerous pests.

Once the Theme of the Site is determined, generate the key variables to guide its design: Denizens, Size, Type, Reputation, Protection, Strategy and finally, Hoard,. The series of values coded from 0-A make up the UDP, or universal dungeon profile. The below table includes suggestions as to how to generate the value, and in some cases, vague real world (ort of) examples to help visualize the result.

	Size 2d6 -2	Denizens 2d6-7+size	Type 2d6-7 +Denizens	Reputation (example) 2d6-2	Protection (example) 2d6-7 + Reputation	Strategy 2d6-7+Protection
0	300-1800 sqft	1*	Lair	Pwell'k'arn-deloth* (I made this up)	Wide open	None
1	1d6*1d6 acres	2-4	Cave	Rhyleh	Sock under mattress	Passive
2	2d6 * 2d6 acres ** in 1d6 levels	5-10	Tower or temple	Atlantis	Buried in back yard	Guerilla
3	1d6*1d6 acres in 2d6 levels	11-20	Tower or Temple, buried	Dragons Horde	Average Bank	Reactive
4	2d6 *2d6 acres in 1d6 levels	21-50	Tower or Temple, Ruined	Shipwreck	State Prison	Indomitable
5	2d6 * 1d6 acres in 1d3 *1d6 levels	51-100	Catacomb, tunnel complex, Dungeon	Lost Dutchman's mine	Coldiz	Aggressive
6	d6*d6 *2d6 structures	100-250	Necropolis	Local wizards tower	Supermax facility	Berserk
7	((2d6*d6)) ^2	251-500	City, Ruined	Mint building	Titan II Missile silo	Cunning
8	(d6*d6)^2 in 1d6 levels	500-1000	City, Buried	Kings castle	Bond/Supervillain lair	Tactical
9	((d6*d6)) ^2	1001-10,000	City, Lost	Part of general creation myths/literature	Area 51 secret labs	Relentless
A	Frikkin huge	10,000 +	Lost Kingdom	False story	Gates of hell	Vengeful

** Yes, square it. This actually covers the range from troy (~4 acres) to 50% bigger than ancient (Augustinian) Rome. Yes, this means that the *average* size is bigger than would be reasonably expected from a survey of classical cities, but, 1. It's a ruin, and 2. For adventure, the bigger the better.

Explanation of results and obligatory subtables

Size Size defines the general area occupied by the site: this differs depending on actual type, mainly based on being underground, a single structure, or more spread out types such as ruined cities and catacombs. While complicated metrics for generating an actual value for the size, just remember that bigger numbers equals bigger areas, and more levels.

Denizens A rough guide to how many opponents are inhabiting, and often, but not always guarding the site. Note that more powerful creatures can count as multiple inhabitants. Thus while a huge ancient dragon would most likely be rating 0 denizen (1), it could also be as strong as a hundred men and count as a rating 6 denizen. This is useful to keep in mind when considering the Theme of the Site in relation to its population.

Type is further described in its own table, below. More denizens imply bigger and more complex sites.

0 Lair	Anything from a hollow tree with a small bear living in it to a hollow mountain full of hive mind carnivorous bats to a desolate ruined city full of graves that spew forth zombies every new moon. A lair is generally small, unimproved, and mainly inhabited by one particular encounter thingie. Generally, this is what you need to find after you have killed the monster, but proactive stalking is always a good idea (Re: Beowulf). Hard to get lost if one keeps to the adventure relevant area.
1 Cave	Caves are similar to lairs, but are invariably naturally formed and unimproved, have a more varied set of inhabitants, and are more complex in terms of layout and the actual adventuring parts. Insofar as there is any sane ecosystem in a S&S world, caves tend to have rudimentary ones, or at least hierarchical ones. Easy to get lost in, period.
2 Tower or temple	A single constructed structure or complex, generally built for a specific purpose: often this is defense of an area, OR the defense of its interior. Also good at terrifying the locals into submission and serving as a status symbol. It specifically has contact with the outside world, if only for supplies, if not streams of tithe-bearing vacant-eyed shuffling worshippers. These sites are often surprisingly easy to find. This is not always.... <i>unintended</i> . Very often either is inhabited by the original builder or agents thereof, but also too good to leave abandoned by later tyrants, bullies and general hierarchically organized types. Both varieties are invariably currently inhabited, in working order and dedicated to a specific purpose, and generally well organized.. Temples contain cults, alien and unspeakable gods, and deluded priests who may or may not have the god in question under any kind of control. These can range from small (tiny baroque chapel OF EVIL in the dark woods) to huge (giant serpent encrusted bloodstained ziggurat). Typically the big guy lives at the center, on top of his treasure and or god(s). Towers are fundamentally non-denominational temples, based around one inhabitant's wishes. They seem to have a rich Freudian fascination for magic users. Typically, the big guy lives at the top, the safest place, and makes everyone else bring him (or her or it) fool and water and various unspeakable necessities. Either may also include a dungeon, which will often be the more traditional type with leg irons, chains and torture cells
3 Temple, buried	Fundamentally, this covers all sealed type structures, although being buried is a common way to achieve this. Take a tower or temple, cover it with dirt; or turn it upside down and ram it into the ground. Add deathless servants and undying big guy, alternately a superscience foodthing (a Sampo ?) and some lighting. Inhabitants will need to be either self sufficient, or have no need of outside supplies. These tend to be much harder to find (possibly part of the motivation) and to have accumulated lots of money and knickknacks as there is not contact with the outside world, and once in, you stay in. As with the previous entry, they are inhabited, generally highly organized, and always have a basic purpose.
4 Temple, Ruined	A tower or temple that has been visited by adventurers, catastrophic decision failures or a visit from its gods or true owner (or all of the preceding). The original owners are gone, but their constructs (traps and deathless servants) are not. Plus, other things can be expected to move in and accumulate across time.
5 Catacomb, tunnel complex, Dungeon	These are the most puzzling of encounters, as there seems no overall reason to exist. In many cases these are simply complexes of rooms and corridors, some with natural components, that seem randomly full of inexplicably mixed monsters and baddies. In some cases, these dungeons may be the monsters response to humanities spread on the surface, and are effectively a monster city; in others, they may be some kind of underground races defense perimeter to keep the monkeys out by filling the entry way with easily replaced/created guard things and baubles to get them to go home, imagining they've found something important. Others seem to be some form of opening into a netherworld, possibly hellish, certainly chaotic where the fears of those who enter are given form and remain afterwards. Oddly, the strongest monsters are invariably found at the deepest level, possibly supporting the theory that they are the defenses of a =n underground civilization or race. Regardless, they have vague overall theme (if any), and are seldom organized at more than a very local level. Indeed, one has been shown to simply be a huge food trap for an unspeakable godlike being that feeds on violence; another, the result of a mad demi-liche and its obsession with testing heroes unto death.
6 Necropolis	This is similar to a temple but dedicated to storing the dead and their grave goods. Mostly empty of the living, it may have guards to protect the dead from desecration (by you lot); occasionally funerals and a current interment will fill it up with the builders, unless, of course, they are long gone, and unable to propiate the restless and hungry spirits of the dead within. Basically an empty or poorly attended mostly sealed temple in surprisingly good upkeep. May be above or below ground, but should always be actively and intentionally difficult to enter. Generally full to the top with undead and horrible traps, but unsleeping animate statues or mechanical superscience guardians should not be ruled out.
7 City, Ruined	Buried cites are multiple structure sites which have suffered too many visits by conquerors, raiders, evil powers, and heroes. Ruined cites may well contain some of the (debased) builders, possibly living amidst rubble, occasionally living in a small better maintained sub area. The ruins and will often, but not always have other squatters: perhaps beasts or wanderers, perhaps the conqueror or destroyer. Often, what inhabitants there are will be unable to understand the creations of the builders, or only to operate them by rote memorization, often with curious results. Alternately, a city can simply be abandoned and overgrown, not necessarily reduced to rubble and topless towers.
8 City, Buried	A buried city is a city that is cut off from the outside world by choice or not; it is still inhabited and still in working order to at least some extent. The inhabitants are often the builders, but need not be (see: Red Nails by Howard). Ancient prehuman races often have their final redoubt in such sites, and alien colony bases for inscrutable activities will also qualify. Neither are they fond of monkeys except as a delicacy, or dissection subjects, so watch out.
9 City, Lost	A lost city is one that for whatever reason has been cut off from the events of the world for a significant amount of time. The inhabitants are generally an anachronistic culture, possibly nonhuman, possibly an ancient subspecies invariably using ancient garb and speech. Alternately, if the surrounding culture has suffered a devolution, they may be the remainders of the advanced inhabitants (and invariably supremely decadent and scornful of the outsiders). Lost cities run the gamut from almost ruined through neglected and decadent all the way to shiny and new. Intruders may be welcomed or not, certainly not if they start ripping stuff off, but they will not believe that returning to the outside world is possible; indeed, they may not even be aware the outside world still exists.
A Lost Kingdom	Often this will be the location of an entryway into some much larger area, possibly extradimensional, possibly well hidden by virtue of being enclosed, underground or floating on clouds or flying cities. Otherwise, very much as a lost city, with greater opportunities for extinct mega fauna and prehuman inhabitants. Often humans and near humans are very primitive and/or physically warped by adaptation to their environment (gills, huge eyes, pallid or, blue skin, etc.). Languages may be either ancient or unique, as can the cultures found within. Typically, the inhabitants either have no idea that there is an outside world, or, less frequently, fear and avoid it (probably for good reason). Lost kingdoms are often due to fantastic geography, but can be due to a magical encystment or a natural disaster. Note that these need not be on the surface of the world – huge caverns a hollow mountain and undersea are

all possibilities.

Reputation A general measure of how easy it is to find out facts about the site, hear about it at. Half the Reputation is the equivalent of a players reputation for determining how well known the site is, and also the Positive DM applied to attempts to locate the general location of the site, typically the standard 1 week campaign hex. The specific location is modified by access. If the rating is A, however, the site does not actually exist, although rumor and myth have its stats as otherwise rolled. Reroll Rep as 1d6 for purposes of hearing the false leads and finding the (purported) general location of the non-existent site.

Protection How hard it is to get into, and to locate the site itself once the correct wilderness hex is found. Once the hex is located (by Reputation) the site must be found, either by game play with higher values of Protection being harder to find. Alternately, an appropriate task check can be made (using Recon, Knowledge or similar) with Half the Security rating (round down) as the negative DM to locate the site within the campaign hex. Note that if the site doesn't exist (see above) a successful location roll simply means you've figured out the joke.

Entering the site can be handled by a 2d task throw using stealth type skills as modifiers and half the security rating as a negative modifier(round up). Alternately, and preferably, use the Access as a guide to setting up security, with higher values being harder **and** more dangerous. The assumption linking this to Reputation is that well known sites need tight security to survive, and for lost sites, protection is slacker.

Strategy An approximation of how the denizens protect the site it is a complicated enough topic to deserve its own section (below) The strategy rating determines the chance to encounter random denizens each turn (see below).

The assumption linking this to protection is that draconian security tends to make more well trained and aggressive guards.

Strategy

		Description	Followup	Trail	Recon/ Encounter	Investigate	Flee/ surrender/ avoid
0	None	Alas ! Someone got there first. That tool, Conan, probably. Reroll as 2d-1 and lie accordingly to the players The site is real, but a burned out wreck.	No	No	No	No	No
1	Passive	Mainly mechanical or magical traps; undead or constructs that only animate if predetermined conditions met.	No	No	No	No	No
2	Guerilla	Denizens use ambushes and sniping, mobile and improvised traps as first option mass attacks used only once victory very likely.	No	Yes	Passive/11+	Passive	If morale fails or become disadvantaged. Surrender if cannot flee. Avoid if overmatched.
3	Reactive	Attack only if disturbed.	Until out of sight	No	No/11+	No	Flee If morale fails or become overmatched Surrender if seriously overmatched and cannot flee.
4	Indomitable	As Reactive except they cannot be made to flee or retreat	No	No	Passive/10+	Passive	Do not flee or retreat. Will surrender after repeated beatings
5	Aggressive	Actively seeks out and attacks where possible as first option. Flee and regroup wherever possible for later attack when beaten	Unless overmatched	If overmatched	Passive/10+	active	As reactive,
6	Berserk	Attacks all intruders regardless, as first and only option. flee if broken.	Always	never	Passive/10+	aggressive	Never flee Never surrender.
7	Cunning	As aggressive, but will use flank attacks and ambushes as needed or if overmatched. Will actively counterattack when intruder seems overmatched	If advantaged	If not advantaged	Active/10+	passive	As aggressive, except will retreat if become overmatched will avoid if initially overmatched
8	Tactical	As aggressive & cunning , but will adapt techniques to respond to successful attacks: Will bargain and/or will avoid to survive.	If not overmatched	If overmatched	Active/9+	active	As cunning
9	Relentless	As tactical, but will always regroup to continue fight if possible; Treat as berserk if they have a significant perceived advantage over the intruders, indomitable if defending. Harass as guerilla if overmatched until no longer overmatched until intruders leave or die. Will actively counterattack when advantaged. Will not negotiate or bargain	If not overmatched	Only if overmatched	Active/9+	aggressive	Will retreat if beaten, flee if beaten and overmatched. Will not surrender, or Avoid
A	Vengeful	As relentless, Takes the fight to your home if at all possible; likely to have active recon and defense in depth outside of site. Will counterattack directly, or at source where possible. Consider Smaug and his reaction to theft.	If not overmatched	If not advantaged	Passive/8+	aggressive	As Relentless

Trail: If the intruders are detected, the denizens will not immediately attack, but will attempt to follow and assess them secretly, and determine the best time to attack. If no trailing indicated, denizens will apply their strategy on first encounter/discovery or intruders.

Follow-up. If the intruders flee or retreat, the denizens attempt to maintain contact and continue the fight. If no follow up, denizens return to lair and lock the door; after, obviously, yelling insults , mooning and flipping off the intruders.

Flee. Denizens scatter and regroup at local lair if possible (otherwise remain scattered until lair available) if the conditions are met. .

Retreat Orderly withdrawal if the conditions are met, –or when the Commander fails a morale roll.

Avoid The denizens will check out the intruders and leave them alone if the conditions are met.

Surrender Intelligent denizens attempt to surrender if the noted conditions are met, unless the intruders are known to kill prisoners.

Active vs. passive recon: Active recon includes patrols or moving wards/constructs with alarms. Passive consists of sentries and non-moving wards and alarms. No recon indicates that they sometime look around on their way to the privy or on beer runs.

Passive vs. active vs. aggressive investigation: For passive investigation, denizens get ready for a fight where they are, when alarms sound or odd things happen. Active investigation will send patrols out to investigate odd happenings and alarms, otherwise respond join fight if allies are determined to be under attack. If aggressive, treat as active, but all denizens in group respond to alarms or signs of hostilities (fighting, screaming, etc.).

Advantaged The party in question thinks it has the edge on its opponents. (disadvantaged is the opposite)

Overmatched The party in question thinks it cannot win in a stand up fight

After generating, tweaking and fudging the basic UDP, generate the Peril level. Roll 1d6 and add the following modifiers.

Peril							
	Challenge	Denizens	Size	Type*	Reputation	Protection	Strategy
0			+1	-2	+1	-2	-3
1				-1	+1		-2
2							-1
3				+1			
4							
5				+1			
6				+1			
7							+1
8		+1		+1	+1		+1
9		+1		+1	+1	+1	+2
A	+4	+1	+1	+2	+3*	+1	+2
B	+2						
C	+1						
D							
E							
X	-2						

Peril is a very subjective rating of the average danger of a typical member of the protection team. Assuming that it isn't a fish story, peril ranges from -6 (the minimum value) to 18.

At a very rough quantification, the peril level corresponds to a normal person with the given number of terms in an appropriate career –such as , say, barbarian, soldier or mage. As a rule of thumb, use the peril as the total number of skills and stat advances added to a normal human (777777). Negative values subtract from stats, but regardless of the peril rating, all denizens have enough level-0 skills to be able to act appropriately. In general, no more than half the adds should be applied to skill levels. Note too, that the actual d6 roll is the maximum possible skill level for one skill –which may or may not actually be achievable. All other skills must be less than the maximum, no matter how many.

As an example, consider an average dungeon (C-556555). A series of catacombs sheltering the remnants of an unspeakable snake cult, which has broken up into several mutually opposed sects, each defending their own turf against all comers.

Given a roll of 4, it would be peril 5, and would have a typical denizen (let us say evil human cultists minions) with stats of 987777 (three advances) and one key skill at 2, or two at level 1. All would have “worship huge-ass snake god” at level -0. Some acolytes would have access to one or two spell levels (say, dwemomer-1 and mesmerism-1, or perhaps skinshifting -2; both options would also would have dagger-0).

A truly epic campaign ending dungeon site might be AAA99A: An underground lost kingdom ruled by the terrible sorcery-using dragon that destroyed it. A roll of 6 gives a final peril of 18; good luck ! A dragon the size of 18 men, with appropriate stats lurks deep in the ruins of the elven kingdom it destroyed; it has 9 levels of magic: mesmerism-5 and several others at one or two. Its stats would be determined by its size rather than by upping a human, and the creature building tables should be consulted, using appropriate modifiers. Possibly, (as per challenge level A) it also has the disturbing spirits of grief stricken dead elves, physically harmless, but importantly, *loud*; with a few being insane and violent. Some few enslaved goblins may be on hand to run errands and get groceries (such as adventurers). As I said, good luck.

Obviously, not all denizens will be human, or directly comparable, so considerable input from the DM will be required for this to work in a sane manner –although pure gonzo is also a possibility.

The Hoard

Finally, *the reason we are here !* The site's horde rating is the final measure of its value, both in the main cache of the biggest boss,, and spread around and hidden throughout. Basic procedure is: roll (1d3-1d3) and add the peril. The below table suggests some modifiers based on some of the authors favorite S&S tropes; feel free to ignore or modify them. Indeed, the horde should always be modified if the reward is inappropriate to the danger level and/or the type of campaign. ALWAYS.

Hoard							
	Challenge	Denizens	Size	Type*	Reputation	Protection	Strategy
0						-2	-1
1						-1	
2						-1	
3							
4							
5							
6				+1			
7						+1	
8						+1	
9				-1		+2	
A	+2			+1	+2		
B							
C							
D							
E	+1						
X	-2						

*Remember, *it's a fish story*.....

The main horde consists of final number on the Hoard table; this result is in one place, or at least in a concentrated sub area of the site. This is the big one, the one the whole thing may be protecting – or the main dumping ground for undead who dislike silver (say).

Final reward

1d6 + mods	Metal	Gems : d6 x (rating+1)	Jewelry: d6 + rating	Minor magic: d3	Magic item: H -L	Artifact: 1
0	Copper 2d6 *10	10+	12 +	10+	12 +	12 +
1	Copper 2d6 *100	10+	12 +	10+	12 +	12 +
2	Bronze 2d6 *100	9+	11+	10+	12 +	12 +
3	Silver 2d6 *100	9+	11+	10+	12 +	12 +
4	Bronze 2d6 *1000	8+	10+	9+	11+	12 +
5	Silver 2d6 *1000	8+	10+	9+	11+	12 +
6	Gold 2d6*100	7+	9+	9+	11+	12 +
7	Silver Talents 2d6	7+	9+	9+	11+	12 +
8	Silver 2d6 *10000	6+	8+	8+	10+	12 +
9	Gold 2d6 *1000	6+	8+	8+	10+	12 +
A	Silver Talents 2d6 *10	5+	7+	8+	10+	12 +
B	Gold Talents 2d6	5+	7+	8+	10+	12 +
C	Gold 2d6 *10000	4+	6+	7+	9+	12 +
D	Silver Talents 2d6 *100	4+	6+	7+	9+	12 +
E	Gold Talents 2d6*10	3+	5+	7+	9+	12 +
F	Silver Talents 2d6 *1000	3+	5+	7+	9+	12 +
G	Gold Talents 2d6 *100	3+	4+	6+	8+	12 +
H	Silver Talents 2d6 *10000	3+	4+	6+	8+	12 +
J	Gold Talents 2d6 *1000	3+	3+	6+	8+	12 +

All lower coin values are also found, but spread out through the rest of the dungeon and its denizens. Thus, a hoard type 5 also contains loot equal to hordes 4, 3, 2, 1 and 0-. Whereas the main treasure trove will tend to be concentrated, the remainder will tend to be spread out throughout the site, some guarded by lesser foes, some simply hidden or lost.

Similarly, roll once more on the gems, jewels and magic items at Hoard -1, and distribute any that result as with coins. Now that's a place worth getting you neck snapped for, right ? Hmmmmm. Your *characters* neck. Sound better ?

Gems typically have negligible weight and value d6xd6 xd6 coins: 1 bronze coins, 2-4 silver coins, 5 gold coins, 6 Special, reroll: 1-5 gold, 6 determine the value as if jewelry (below); this result represents the ruby the size of a mans fist, the mountain of light diamond, or the pearl the size of a plovers egg.

Jewelry has a value per piece of d3 talents: 1-3 Bronze talents, 4-5 Silver Talents 6 Gold Talents. Remember, 1 Talent = 6000 coins of that type.

Minor magic: this covers a variety of helpful but not decisively powerful items. As a rule, they should never approximate or contain spells of greater than second circle or equivalent mystery spells; nor should they have more than 1d3 specific powers, with 1 such power being the most common. Only the weakest should have constant effect or unlimited use. A rough guideline is that number of spells + circle of highest spell must be no greater than 3. And yes, that is very limited. Spells with expendable charges or single use can have more spells and power, such scrolls of d3 spells of 1-2nd circle; potions; small weapons; item bound spells of 1st circle.