

Lost Virkon Campaign Guide

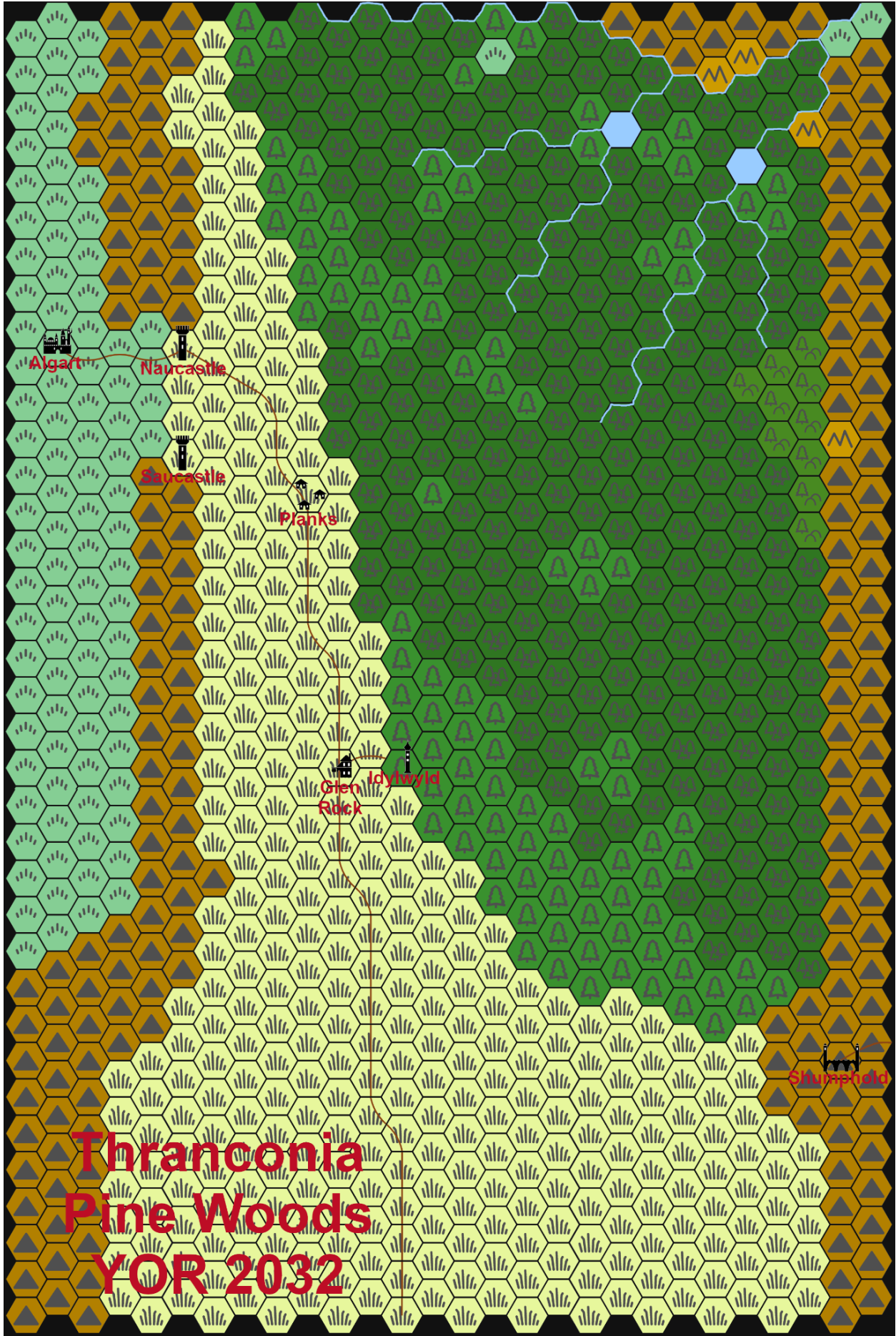
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This document includes all the game information and rules addendum for the online Lost Virkon campaign. I've tried to note any specific rule changes using footnotes.

Game Pitch

Deep in the [Pine Wood](#) lies the lost capital of the [Dukedom of the Great Vale](#), the city of Virkon. Destroyed centuries ago, the city was once the capital of everything between the [Ostkrag](#)s and the Vestkrags but north of the desert. Today, the Pine Wood is littered with ruins of high elven castles, gnomish towns and changeling villages. It is rumored to be stuffed with lost treasure and magic and haunted by hags, lycanthropes, and demons, but ruled by clans of berserk orcs, swarms of cunning ratters, covens of trickster sprites, and defiant tribes of wood elves.

The new campaign is set in the fall of YOR 2032, about eight years after the last Thranconia campaign. Your party, funded by conflicting interests in the decadent city of [Algart](#), will interact with the denizens of [Naucastle](#) and [Saucastle](#) as you explore the Pine Wood in search of artifacts and history that can be returned for XP. Player characters for this game will start with a debt that must be paid off. Your starting XP equals that debt in gold pieces, and may start as high as 15,000XP and 15,000GP in debt.



**Thranconia
Pine Woods
YOR 2032**

Game Rules Addendum

The rules in this document will be used for the Lost Virkon campaign. For the purposes of this online campaign, these rules overrule those in **BOOK 1: HACKLORDS AND HEXMASTERY**.

1.0 CREATING A LEVEL 1 CHARACTER CHECKLIST:

Step 1: Roll Ability Scores. Roll 4d6, total the highest 3 of the dice. Record that number. Repeat this until you have 6 numbers, each ranging from 3 to 18. Considering the class you want to play, arrange these 6 numbers as you will among Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Step 2: Choose a Species from among the Mortals found in the table below. Adjust the ability scores by the modifications given in the species description. Note any other special advantages of the species, the species size/HD and base movement. If you would prefer to play a species not found on the table below, please consult with the Judge.

Step 3: Choose a Class from among Fighter, Magic-User, Cleric, Jack or a Multi-class combination of several of them. Not all classes are available to all species, so check the species description. If your class has variants (Clerics and Magic-Users) make sure you pick the variant.

Step 4: Record the character's number of Hit Points at first level. This is the maximum number you could roll on 1 die of the type determined by your species' size. So small species begin with 4 hp, medium 6hp, large 8hp. Fighter class characters add 1 hit point. And a high CON score might add more.

Step 5: Choose an alignment. The choices are Lawful (on the side of Civilization), Chaotic (opposing Civilization) and Neutral (not worried about the triumph of Law or Chaos). Chaotics are generally speaking just bad people who value their own whim over the suffering of others.

Step 6: Choose a deity, or no deity. Clerics must choose a particular god's cult into which he will be initiated. Other characters may or may not do so at their whim. Most people choose a god with the same alignment as their own, but only clerics must do so. Becoming initiated, gains you a +1 on one particular ability score, noted in the god's description, but makes you liable to commands by his priests.

Step 7: Choose your character's Combat Trainings and/or Skills. Those who chose the Fighter Class may select 3 Combat Trainings and those who chose the Jack Class may select 5 Skills. If a character is human, he gets 1 more selection from either list he wishes as a species bonus, regardless of his class.

Step 8: Choose your spells. Magic-Users record the spell they have in their spell book (typically 4-7 spells, see the class description for complete details).

Step 9: Record the languages your character knows: All characters speak the Common Tongue, their species language and 1 extra language per point of INT over 9.

Step 10: Record your character's starting cash: Find your WIS ability score, multiply that number by 30, and that's the number of gold pieces you have to spend on starting equipment.

Step 11: Record your character's movement rate. Check your base movement rate (from species description), encumbrance (STR score) and the items you are carrying to arrive at your current movement speed.

Step 12: Choose a patron.¹ A player characters' patron affects who they owe money to, what extra features they may purchase, and what sorts of "secret orders" they might be asked to perform in exchange for rewards.

Step 13: Record debt and advance your character to the appropriate level.

1.1 STEP 1: ABILITY SCORES

Roll 4D6 to generate six ability scores and arrange them in the six attributes as you wish for your player character.

STRENGTH (STR)

Direct Score, all characters: each point of strength is 1 item that can be carried

- 15-17: all characters: +1 damage with melee and hurled weapons
- 18+ all characters: +2 damage with melee and hurled weapons
- Fighters: +1 combat training if STR is 15+

Typical Checks: open a stuck door, pick up heavy object, climb a tree/cliff

INTELLIGENCE: (INT)

Direct Score, all characters: each point of INT over 9 means 1 bonus language

- 15-17: all characters get +1 damage with bows, slings and crossbows.
- 18+: all characters: +2 damage with bows, slings and crossbows
- Magic-Users: one bonus level 1 spell at first level if INT is 15+

Typical Checks: decipher a coded message, strange dialect.

WISDOM (WIS)

¹ Steps twelve and thirteen of the character creation process are unique to the Lost Virkon Campaign.

Direct Score, all characters: starting cash equals Wisdom x10 gold pieces, and each 30 days, reduce maintenance costs, for PC only, by a number of g.p. equal to Wisdom Score x level (before housing)

- 15-17: all characters: +1 to hit with melee weapons
- 18+: all characters: +2 to hit with melee weapons
- Clerics: one bonus level 1 spell if WIS is 15+

Typical Check: keep your cool in strange situation, bind bleeding wound

DEXTERITY (DEX)

Direct Score, all characters: +1 AC for every 2 full points of DEX over 10 when not in heavy armor, and not surprised.

- 15-17: all characters: +1 to hit with all missile weapons
- 18+ all characters: +2 to hit with all missile weapons
- Jacks: +1 Jack skill at first level if DEX 15+

Typical Checks: leap onto a horse, catch an object thrown to you

CONSTITUTION (CON)

Direct Score, all characters: score equals the number of hit points below 0 before dying.

- 15-17: all characters: +1 hit points per hit die
- 18+ all characters: +2 hit points per hit die

Typical Checks: survive critical wound without Stat loss, hold breath

CHARISMA (CHA)

Direct Score: all characters, 1 bonus henchman per point over 8 (added to base of 1 for all characters), also you can directly lead up to 1 soldier or subordinate ally per point of Charisma (or 10 whichever is higher).

- 15+: all characters: +1 to all saving throws
- 18+ all characters: +2 to all saving throws

Typical Checks: rally fleeing troops, convince informants to give information, give your attack action to a subordinate.

ABILITY CHECKS: When the rules call for an Ability Check or the player tries to do something outside of the rules, most of the time this means roll 1d20, and if the player rolls a number that when added to the Ability Score in question greater than or equal to 20 he has succeeded. ²

² The rules for ability checks have been altered to favor rolling high rather than rolling low. That makes an ability check a "roll high" check just like an attack or saving throw.

If the Judge decides that the task is especially difficult, then the player might need to roll percentile dice added to his Ability Score. In this case, the value must be greater than 99 to succeed.

ABILITY SCORE DEVELOPMENT: Spending 1 week and 100gp (beyond normal living expenses) exclusively in physical or mental development (no other activities, like shopping, research, recruiting or magic item creation permitted) can gain 1d6 development points. When 100 development points are accumulated, they can be spent to permanently increase 1 of the 6 ability scores by 1 point.

1.2 STEP 2: THE MORTAL SPECIES

Mortals or Persons are the human-like intelligent creatures that are on roughly the same physical scale as humans and are capable of living in communities and making civilizations in the fantasy worlds. Mortals all have character classes and can be used to make player characters and can be encountered as adversaries and friends. Book 5 has full descriptions of each species. The species below are East Algart natives and can receive the full XP bonus.³

Species	Dogger	Dwarf	Half-Elf	Half-Ogre	Halfling	Human
Classes ⁴	C,F,M,J	C,F,M,J	C,F,M,J	C,F,M,J	C,F,M,J	C,F,M,J
Size / HD	M 1D6	M 1D6	M 1D6	L 1D8	S 1D4	M 1D6
Move	30'	25'	30'	30'	25'	30'
Stat Mod	+1 WIS, +1 CON, -1 INT, -1 CHA	+1 CON, -1 CHA	+1 CHA, -2 CON	+2 STR, +1 CON, -2 INT, -2 CHA, -1 DEX	+1 DEX, -1 STR	None
Vision	Normal	Darkvision	Normal	Normal	Normal	Normal
Special Ad	Track By Scent	+2 save mag/poi	Observer Skill	Buster Skill	+2 missile attack	+1 Skill / Training
Special Ad 2		Stonework	+2 vs Enchant		Move S / Hide F	

DESCRIPTIONS (see Book 5 or the Campaign setting for more complete descriptions)

Doggers are a species of dog-like humanoids.

Dwarves generally look like short, thick bodied humans.

Half-Elves are those with human and elf ancestry.

Half-Ogres are large ill-tempered people with ogre and other humanoid ancestry.

Halflings are the cousins of humans, but they are much smaller and have hairier feet.

Humans are the same sort of beings you see all around you every day.

1.12 STEP 12: CHOOSE PATRON

Player characters for the Lost Virkon game will start with a debt that must be paid off. There are three concerns based in the city of Algat that hold the debt on members of the adventuring company. Each provides unique benefits for those in their debt, and each may give player

³ Players who wish to play a species other than those on this list may consult with the Judge.

⁴ To make up for the lack of variety, I've allowed all species to be any class they wish.

characters unique “special orders” that may or may not be confusing or contradictory in exchange for payment on the debt.

The debt may be paid off to one of the following concerns in the city of Algart:

Brotherhood of Victory

The Brotherhood is a mercenary company led by one of the most notorious knights of Algart, Sir Wymer the Stranger. Seen by many of the city luminaries as the most “talented soldier in the nation,” Sir Wymer’s personal assets include this company of mercenaries made up of soldiers with unique skill sets for various missions.

Player characters who choose the Brotherhood of Victory as their patron may use their connection to commission specially designed combat drills. Weapon and damage drills only cost 75gp and 200gp respectively, while hit point and defensive drills may be completed in only a single week by paying double the cost.

Player characters who choose the Brotherhood of Victory as their patron may use their connection to commission unique Jack skill practice as well, with the cost of completing the training in half the time 25% less costly.

Those who choose the Brotherhood as a patron may also hire a novice 1st level fighter as a henchman. A selection of D6 Soldiers in training may be made available for hire for no charge, but the player character must still negotiate the terms of their engagement.

Occasionally, magic arms and armor may become available for purchase. These items can be quite pricey. Of course, player characters who are already in debt to the Brotherhood of Victory may choose to put these items “on their tab.”

Mystic Union

The Mystic Union is a guild of magic-users. Members are easy to recognize by their purple robes. They have a guild hall and library in Algart. They are known to require members to know the Fear Spell and to often say that the Union Lives on Fear.

Player characters who choose the Mystic Union as their patron may use their connection to buy a scroll to copy into a spellbook at the cost of 150gp for first level spell and 300gp for 2nd level spell. Player characters may buy an Invisibility potion for 450gp or a potion of Haste for 650gp. For a small fee tacked onto the debt, player characters may spend time in the Union library to copy any canon spell into their spellbook.

Those who choose the Union as a patron may also hire a novice 1st level magic-user as a henchman. A selection of D6 Apprentices may be made available for hire for no charge, but the player character must still negotiate the terms of their engagement.

Occasionally, magic items may become available for purchase. These items can be quite pricey. Of course, player characters who are already in debt to the Mystic Union may choose to put these items “on their tab.”

Temple of Mighty Atlas

The temple of Atlas in Algart is the headquarters of the Sons of Atlas, a proud society of mighty warrior-poets who are rebuilding following an attack by an unknown entity. High Priest Hasamon Rabz oversees the operation, and welcomes the help of his new companions.

Player characters who choose the Temple of Mighty Atlas as their patron may use their connection to buy potions of Heal Wounded for 150gp, Neutralize Poison for 250gp, and Cure Disease for 350gp.

Those who choose the Union as a patron may also hire a novice 1st level militant cleric as a henchman. A selection of D6 Oblates in training may be made available for hire for no charge, but the player character must still negotiate the terms of their engagement.

Occasionally, magic items may become available for purchase. These items can be quite pricey. Of course, player characters who are already in debt to the Temple of Atlas may choose to put these items “on their tab.”

1.13. STEP 13 RECORD DEBT AND ADVANCE XP

Your starting XP reflects that debt in gold pieces. Your debt/XP bonus may start as high as 15,000XP. Feel free to choose a lower bonus if you wish, particularly because single classed characters gain 4th level at 10,000XP and dual-classed characters gain 3rd level at 12,000XP. Any other mortal species who are not East Algart natives may start with a debt and XP bonus no greater than 10,000XP.⁵

In exchange for the party’s service on their debt, the party is arranged into an adventuring company. The entire party receives the following benefits at the beginning of the campaign:

- The adventuring company will be provided humble headquarters in both Algart and The Crossroads, so the upkeep values are immediately halved.
- Before each adventuring enterprise (game session), the adventuring company may choose to hire one or more 1st level jacks as a henchman. A selection of D6 Specialists will be made available for hire for no charge, but player characters must still negotiate the terms of their engagement. Additional help may be recruited as normal.

⁵ Also, please consult with the Judge if you choose a species not in the list.