

DR. SKULL'S

RAMPAGE AMID THE RUINS

2nd Edition

**BOOK 4: THE TOME OF MIGHTY
JUDGMENT**

By David L. Nelson

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CHAPTER ONE: CAMPAIGNING

1.1—GENERAL SYSTEM METHODS

When mortals or monsters, controlled by the players or the judge, need to determine the outcome of an event which is in doubt, there are 4 systems to use.

Attack Roll: This type of roll is used only to make missile and melee attacks in combat. Look at the opponent's Armor Class—AC—this is number or higher to score a hit and inflict damage. The attacker rolls 1d20 and adds applicable modifiers, usually the Attack Bonus derived from the Class Progression Tables (Book 1) or the Monster Hit Die attack table (Book 5), sometimes an Ability Score Bonus, Bonuses from Weapon Features, Tactical Situations, Magic Weaponry bonus and/or help from Spells. If he equals or exceeds the AC on the total, he scores a hit and inflicts damage. A "20" rolled on the die, not including bonuses, always hits, a "1" rolled on the die, regardless of bonuses, always is a miss.

Saving Throw: This type of roll is used to avoid a magic spell effect, dragon breath, energy drain or similar devastating attack like poison or being knocked off a horse by a polearm. In other words, if something other than damage from a fighting attack harms a target, it may get a chance to roll a Saving Throw (or Save) to save himself from it. Find the character's Saving Throw number from the Class Progression Tables (Book 1) or a monster's number from its description in Book 5. Roll 1d20 and add any bonuses that apply (usually class or species related or from magic items or spells), if the roll equals or exceeds the Saving Throw number, the effect is either avoided or halved (see effect description). If a saving throw is successful, but the victim still takes half damage (like from a fireball spell or dragon breath), he will never fall below 1 hit point as a result of that damage. Natural roll of 19 or 20 always succeeds at a saving throw and a natural 1 or 2 always fails a save.

Jack Skill and Turn Undead: members of the Jack Class have skills that other characters do not. Jacks will roll 1 die, determined by experience level (see Book 1 for details), and roll a 3 or better to succeed. The chance for non-skilled people to detect secret doors, find pits and hear noise is a gimped version of this method, requiring a "6" on 1d6. If a character gains a Jack skill from his species description, he always uses a d6 to resolve the check, unless he himself is a Jack. The Cleric class uses this method to attempt to turn or command undead, lycanthropes or elementals, as detailed in the Cleric section of book 1. The surprise check is a similar roll, roll 1d6 and fail on a 1-2, but it is one roll for the whole side of the combat.

Ability Check: When a player character attempts a task that is not covered in the rules and that most people would have some chance to overcome, regardless of training or experience, the Judge will pick one of the Ability Scores that is appropriate and instructs him to roll 1d20. If he gets his Stat in that Ability Score **or Less** on a d20, he has succeeded. If the circumstances are very difficult, the Judge may call for a roll on 1d100 instead of 1d20 to succeed. Morale follows this system, with NPC's having a Morale Score, sort of a 7th ability score.

Example: Frank wants to lift the heavy iron cover off a stone box. STR is most germane to lifting, so the Judge tells him to roll a STR check. Since Frank has a STR of 13, he must roll 13 or less to lift the cover. Later he wants to push a wagon out of the way of a charging rhino. The Judge thinks "Well, it's got wheels, so he might move it, but seems very difficult." So, he says "Roll STR on 1d100." Frank has to roll 13 or less on 1d100 to succeed.

Since most Monsters and Mortals controlled by the Judge do not have Ability Scores listed or rolled, if it becomes absolutely necessary for the creature in question to make such a roll, the Judge either sets the Ability Score as he likes, or rolls it on the spot with either 3d6 or best 3 of 4d6, depending on the importance of the creature.

1.1.2 Things Everyone Can Do

There are things that every character, or most every character can do. Some of these will be ability checks, some will special rolls.

Bind Wounds: when a comrade is below 0 hit points and suffering the loss of 1 hp per round due to blood loss, any character can attempt to staunch the wound. He needs some sort of cloth as a bandage and must roll his WIS or less on a d20 to stop the blood. Only one attempt may be made per round per any one bleeding person. This action takes the attack action of the character.

Hear Noise, Search for Secret Doors, Probe for Pits: any character may attempt any of these detection actions, taking 1 turn and rolling 1d6, success equals rolling a 6.

Ride a Horse, Drive a Wagon: all player characters (unless barred by their species descriptions –like orcs, lizardo and large-sized mortals) can be assumed to be able to ride a horse or drive a wagon or cart under normal conditions. Trying fancy maneuvers requires a DEX check (usually d20 for horses, d100 for carts/wagons) to avoid a mishap.

Sneak Up on Someone: all characters are assumed to be trying to sneak up on their enemies unless they make some loud noise (attempting to break down a door, for example). The chance of sneaking up is covered in the regular Surprise Check (a side is surprised on a 1-2 on 1d6 at the beginning of each combat). A character taking special pains to sneak up and who does not have some sort of Skill, Training or magic to help him, can be given a chance to do so outside of the surprise check by the Judge asking for BOTH a WIS and a DEX check either at d20 or d100 based on the circumstances.

Climb: all characters can attempt to climb a rope, ladder, cliff or tree. The Judge assigns either a STR d20 or d100 check if there is a chance of failure. The particular equipment and circumstances should inform the Judge which dice to use. Examples: guy climbs a regular ladder on the side of a house—no check needed. Guy climbs a rope on a swaying ship—d20 STR. Guy climbs a crumbly cliff as kobolds throw wads of dirt at him—d100 STR.

Lead Others: any player character can lead up to 1 underling (henchmen, mercenaries, followers, allies etc.) per point of CHA and thus be able to Rally them in combat and “give” one of them his attack action in a round.

Do Manual Labor: all characters can dig holes, carry stuff or pick stuff up around the farm or in a shop. You need the Jack Skill Occupation(farmer) to run your own farm, but you can still do basic work.

Tie Someone Up: if a target is unconscious or asleep, or is **both** Stunned and Prone any character with a Rope can tie them up as an attack action, he must make both a STR and a DEX d20 check if the target is the same size or smaller than he, a d100 check for each if it is larger. A jack with Knot Expert has an easier time of it and produces better knots.

Escape from Being Tied Up: if tied by rope, characters may make a single attempt to escape by rolling either a DEX or STR d100 check. If tied by a Jack with Knot Expert, this will always fail.

1.2—DUNGEONEERING

1.2.1—EXPLORATION TURNS

exploring the dungeons is managed in 10-minute periods known as exploration turns, or simply turns. Since in combat each combat round lasts 6-seconds, there are 100 rounds in an exploration turn. In each Exploration Turn, each person or party decides if it is Moving Rapidly or Exploring.

Moving Rapidly: the party can move about 1000 feet while underground in a dungeon in 10 minutes, because of the poor visibility and the stops and turns. Outdoors in good light or in a large, well-lit and straight passage underground the party can conceivably move about 2500 feet in 10 minutes (about a half mile). However, while Moving Rapidly, the party cannot search, look for traps or secret doors, be stealthy, or gain surprise on any enemies. If there is a trap or ambush and the party moves rapidly, it will automatically trigger the trap or be surprised by the ambush.

Exploring: the party can move about 100 feet during a 10-minute turn while exploring. However, each party member can make 1 search roll **or** 1 breaking/entering check during this time (see 1.2.2, Searching and 1.2.3 Breaking and Entering below) and the party makes standard surprise rolls for itself and others. Characters with Move Silently skill can use this skill as they are moving.

Wandering Monsters: one of the hazards of spending time completing tasks in a dungeon is the risk that a wandering creature or a patrol might find you. Each and Every Turn spent requires the Judge to roll 1d6. If the result is a “1”, then some sort of Monster has stumbled upon the party. The chance increases if the party makes noise, for example, if anyone attempts to break down a door, break open a chest or smashes a pottery vessel of some kind. Whatever the noise that is made, the Judge immediately rolls 1d6 and a monster appears on a 1-3 on the die. Each dungeon level should have its own wandering monster chart to determine what monsters appear or the forthcoming product “Cornucopia of Monsters and Treasures” can be used.

1.2.2—SEARCHING

One of the activities that characters do during Exploration Turns is to Search. Broadly, this is divided into Check for Poison, Hear Noise, Search for Pits, Search for Secret Doors, Search for Tracks, Search for Traps, Search for Worms, Search through Garbage, and Sniff the Air. Any one character can attempt one of these searches per turn.

Check for Poison: this is an attempt to discover whether contact poison is present on a chest, door or other feature, or whether a trap is poisoned, or whether food or beverage is poisoned. Only Jacks with the Detect and Treat Poison can attempt this, and it is a regular skill check.

Hear Noise: A character can place his ear on a door to hear what is on the other side, or creep to a corner and try to hear what is around it. He rolls 1d6 and hears something on a result of 6. However, Hobgoblins and some Jacks with Hear Noise Skill rolls the Skill Check Die for his level and succeeds on a 3+.

Search for Pits: this is an attempt to find pit traps, deadfalls, rolling boulders or sliding panels in walls, ceilings or floors. A character with a 10' pole can search one 20' section of wall or hallway per turn for traps by rolling 1d6 and getting a 6+. Those with Stonework skill,

including Dwarves, Gnomes and those Jacks who chose the skill, do not need a pole, instead use the Skill Check die for their level, getting a 3+. Discovering or not discovering the pit etc., does not activate the pit.

Search for Secret Doors: A character can search for a secret door or a hidden compartment in a wall, floor or piece of furniture. Any character can search a 20' section of wall or floor, or 1 desk, bookcase or chest, during 1 turn rolling 1d6 and finding the hidden door or compartment on a 6+. Jacks with the Secret Door Expert Skill instead of rolling 1d6, rolls whatever Skill Check Die his level indicates and finds the door/compartment on a 3+.

Search for Tracks: this is an attempt to find the traces of someone who has come before you, whether deliberately fleeing you or not. Only Jacks who have chosen Tracking Skill or those from a species that Tracks by Scent (Doggers, Badgermon) can attempt this. The attempt uses the Skill Check die for the level of the tracker, getting a 3+.

Search for Traps: this is the attempt to find mechanical and magical traps on doors and chests. A character can search one chest or door per turn for traps by rolling 1d6 and getting a 6+. Jacks with Trap Work skill instead use the Skill Check die for their level, getting a 3+. Searching for Traps will also reveal whether the chest or door is stuck or locked without a separate roll or more time. Discovering or not discovering the trap does not activate the trap.

Search for Worms: one insidious hazard in dungeons is the difficult to detect Book Worms, Ear Worms, and Rot Worms (see Book 5). A Jack with Bibliophile Skill can make a standard Skill check, or Magic-Users making an INT-d20 will detect book worms if a search is made. A Searcher Skill check is the only way to detect Ear Worms on a door or Rot Worms in dungeon garbage.

Search Through Garbage: this is an attempt to search through a pile of dungeon garbage or gauge what might be in a cloth or leather bag without risking danger. Most characters just have to paw through the garbage or open the bag and take what comes. Those with the Searcher Skill (kobolds, orcs and those Jacks with the skill) instead roll a standard skill check and if successful they avoid any negative consequences of the garbage (say, poison or disease) or any surprises in the sack (say, bugs).

Sniff the Air: this is an attempt to sniff a door or creep to a corner and sniff to determine what might be around the corner or on the other side of the door. Only those from a species that Tracks by Scent (Doggers, Badgermon) can attempt this. The attempt uses the Skill Check die for the level of the tracker, getting a 3+.

1.2.3—BREAKING AND ENTERING

Oftentimes doors and chests in dungeons are locked, stuck or barred. Each exploration turn each character can attempt to open one such locked/stuck door or chest. Multiple characters cannot attempt searching or breaking/entering tasks on the same chest or door on the same turn.

Stuck Dungeon Door or Chest: dungeon doors and treasure chests are often stuck, if you want to open them and still have a chance for surprise, one character can try to force it open. Roll 1d20 and get STR or less to succeed. If the first attempt fails, you may try more times, but there is no chance to surprise an enemy behind the door.

Open a Lock or Barred Door: if a door, chest, or other container is fastened by a lock. There are two non-magical methods of attempting to overcome the lock: lock picking and acid. Lock Picking: A skilled Jack can open a lock on a successful Open Locks skill check, provided he has Burglary tools (or a selection of wires can be improvised). Barred or Latched doors are easier Skilled Jacks get the better of 2 Open Locks checks to lift a bar or latch from the other side using Burglary tools. However, this presupposes that there are cracks and seams in the door. If it is a

type 3 or 4 door (metal or stone) and not in disrepair, it may be impossible to open a bar or latch from the wrong side (Judge's decision).

Acid: To open a lock using acid, 1 dose of acid is used (see Book 3). The character attempting the acid rolls 1d20 and must get his DEX score or less to burn the lock open. If he fails, the lock is jammed permanently and no further attempts to use acid or skills will ever open it. Acid is ineffective against barred or latched doors.

Magical Lock: some doors and chests are locked by a Magical Lock (using a spell such as Hold Portal or Wizard Lock, or some other arcane means). A Jack's open lock skill and acid are useless against such locks. They can be opened with a Knock Spell, or Dispel Magic, or by physical breaking of the chest or door (see below).

Physical Breaking: if a skilled Jack isn't there to get the job done, characters can attempt to PRY or BREAK a door or container. Each requires a certain number of successful attempts, as detailed in the chart below. Each attempt is a check against the character's STR ability score on a d20. To pry a container, one must have a crowbar or one cannot try it at all (with exception of a Clay urn, for which a dagger or knife is actually preferable). To break an item requires the use of an Axe, Pick or Sledgehammer and if one is not to hand and some sort of makeshift instrument like a Sword or Shovel is used instead, apply a 4 point penalty to each STR check. Each attempt takes 1 exploration turn (10 minutes) and only 1 attempt per item can be made during the same turn.

Container	a.k.a.	Pry successes	Break Successes
Clay Urn	Jar	3	automatic on first try
Wooden Crate	Chest 1	1	1
Wooden Chest	Chest 2	1	2
Iron Bound Chest	Chest 3	3	4
Strong Box	Chest 4	5	5
Stone Coffin or Trunk	Chest 5	2	5
Iron Strong Chest	Chest 6	5	5
Wooden Door	Door-1	1	2
Reinforced Door	Door-2	2	3
Metal Door	Door-3	4	6
Stone Door	Door-4	6	4

Consequences: if a prying attempt fails, or if a breaking attempt succeeds, any fragile contents of a container, such as a potion bottle, or delicate jewelry will break. Each turn attempting to break or pry requires a Wandering Monster check, at the "Noisy" level (1-3 on d6).

Buster Skill: a character with the BUSTER skill or training will succeed in breaking or prying open an object in a single skill roll, rather than needing multiple attempts.

Fortress Door: the strong door, gate or portcullis of a fortress or castle requires either a siege engine, like a battering ram, or magic to open it (see section 1.11.3 of this book and also Book 3).

1.3—EARNING EXPERIENCE

Experience is earned from facing danger and acquiring treasure. When adventurers face real danger from enemies or hazards, the Judge will award each member who participated a number of experience points equal to the XP per adventure session based on the Encounter Difficulty Level of the dungeon or adventure (see the table in section 2.2 below). Henchmen and squads of mercenaries receive half the award indicated, since they are acting under the direction of the players.

Adventurers, henchmen and mercenaries also receive a number of experience points equal to the amount of treasure that each one individually takes from an adventure and returns safely to his home base. They don't receive any XP from income from a business or land-holding or from Livery and Maintenance paid by someone else.

1.4—Common Traps

If a trap is needed on the fly, roll 1d12 and use one of these.

1—Pit: there is a pit trap in front of the door or chest. Each turn spent dealing with opening it has a 1-2 out of 6 chance of the pit opening, causing character to fall for 2d6 damage, roll a save to take only half damage.

2—Spiked Pit: there is a pit trap in front of the door or chest. Each turn spent dealing with opening it has a 1-2 out of 6 chance of the pit opening, causing character to fall for 3d6 damage, roll a save to take only half damage.

3—Poison Spike Pit: the same procedure as a regular pit, only it's filled with spikes, so the base damage is 3d6. If you fail your save for half damage you must then make a second poison save or be killed by the poison on the spikes.

4—Sleep Gas: when the door or chest is opened, roll 1d6, that's the radius of effect of the gas in Inches (multiply by 5 for feet in game) of a cloud of gas that erupts, make a save or fall asleep for 1d6 turns in which you can only be awakened by neutralizing the poison.

5—Poison Gas: same procedure as the Sleep Gas, only the effects are lethal.

6—Darts: when the door or chest is disturbed in any way, 1d6 darts are launched from hidden devices in a nearby wall, they attack random targets, rolling to hit with a +3 attack bonus, damage is 1d4 per dart.

7—Poison Darts: when the door or chest is disturbed in any way, 1d6 darts are launched from hidden devices in a nearby wall, they attack random targets, rolling to hit with a +3 attack bonus, damage is 1d4 per dart, plus roll a Save or die of standard poison.

8—Blade: a cutting blade swings from the door frame or across the chest, doing 2d6 damage, unless a Save is made, which avoids the damage altogether.

9—Poison Needle: whoever opened the door or chest is stabbed with a poison needle, save vs. poison or die.

10—Acid Spray: a random target within 10' of the trap is sprayed with acid for 1d6 points of damage. Roll a save and if it fails, your armor, shield and 1 non-magical weapon is destroyed as well.

11—Stone Drop: whoever opens the door or chest will have a chunk of stone fall upon him. It will inflict 2d12 points of damage, save for half damage (unless not wearing a metal helmet—gambeson, scale, chain, brigandine or plate all have metal helmets).

12—Cling Fire: whoever opens the door or chest is sprayed with Cling Fire, taking 1d6 points of damage for 6 rounds or until extinguished (see Book 3, Alchemical Products).

1.5—LIVING EXPENSES

In the time between expeditions, adventurers will spend a portion of their treasure on living expenses for themselves, their henchmen and their animals.

Living Expense Cost: For each experience level for the player character and any henchman, mercenary or other employee, the player character must spend 1gp per day. Likewise, for each Hit Die of any animals or monster he keeps and feeds, he must spend 1gp per day. Level-1 Jack NPC's cost only 1/2gp per day. The player character subtracts his WIS score times his level from his (and only his, not henchmen, other underlings or animals) living expenses total 1 time per 30 days, before halving for the home ownership benefit.

What is included: the living expenses for each person includes renting rooms, stabling, daily food expenses, minor taxes and tolls, replacing any of the starting equipment such as clothes,

packs, belts, etc. that have worn out or been damaged, repair and maintenance of ordinary weapons, armor and tools, and replenishing iron rations from starting kit.

What's Not Included: dues to a Magic Guild are not included, nor is the 10% tithe clerics must make to their organization. Likewise, adventuring supplies and equipment beyond refilling the standard package are not included.

What happens if I don't pay? If you can't pay, you're just broke. If you object to paying, too bad, the money is spent by the character not the player. Underlings for whom Living Expenses are not paid will leave your service. Animals for whom living expenses are not paid will die.

Property Expense Reduction: if you own a building (see Book 4, chapter 8) each person or animal that is housed within it has his living expenses reduced by half. Each building type indicated how many people or horses can be housed within for expense purposes.

Payment Schedule: generally speaking living expenses must be paid at the beginning of each month (subtracting the WIS score of course).

Example: Sir Frank is a level-6 fighter with a WIS of 10, he has a squire F1, 3 lackeys J1 and squad of 10 soldiers to guard his manor (F-2 each). He has 2 Heavy warhorses (3-HD each), and 4 light riding horses (2-HD each). That's a total of 40 levels/HD, so his living expenses would be 40gp per day or 1200gp per month, from which he subtracts 60 for his WIS times level, bringing it to 1140gp for the month. But, he owns a stone house (up to 12 occupants), wooden bunkhouse (up to 30 occupants), and a wooden barn (up to 8 horses). Since he has far more occupancy space than he has men and horses, his living expenses for each day are cut in half for a monthly total of 570gp.

1.6—RUNNING A BUSINESS

Sometimes players will want to spend treasure on setting up a legitimate business. The player must describe the business, spend the initial capital investment and then make a success or failure roll each in-game month to see if he makes a profit.

Setting Up a Business

To begin a business, one must shell out an initial capital investment depending on the size of the business. You must also submit a written description of the business.

- Small: 250gp (includes renting a storefront or purchase of a handcart) Employees: 0-5, 1 month of preparation.
- Medium: 1500gp (includes renting a wooden building) Employees 5-20, 3 months of preparation.
- Large: 20,000gp (includes purchasing 4 wooden buildings) Employees 20-200, six months of preparation.

Success or Failure Roll

Each month you must check to see if your business succeeds or fails. Roll 1d6, if you get a 5-6 the business succeeds for the month, your employee salaries are covered and you gain the profit indicated in section 3. If you fail the roll, you must pay out 5gp per employee in the business. There are several modifiers to the roll:

- If the PC personally oversees operation for more than half the month +1
- If the PC personally oversees operation for more than half the month and has either INT or CHA of 15+, additional +1
- If PC has notable "good press" for the month in question +1
- If the PC has notable "bad press" for the month in question -1
- If the PC spends less than 5 days overseeing the business in person -1
- If the PC spends no time overseeing the business in person -2.

In person/personally supervising the business means spending the entire day on the business, no research, shopping, recruiting etc.

If a business fails 3 months in a row, it goes under and can only be saved by spending the initial capital investment again immediately (though no new prep time is needed).

Potential Monthly Profit

Small: 3d6 gp plus 1gp per employee

Medium: 2d6x10gp plus 1gp per employee

Large: 2d8x100gp plus 1gp per employee

1.7—INJURY AND HEALING

1.7.1—REACHING 0 HIT POINTS:

When a mortal or monster reaches 0 or below hit points, it indicates that he is in severe jeopardy. The character is Critically Injured and will lose 1 hit point per round through blood loss until cured by the First Aid skill or training, or Bind Wounds (WIS d20), a Treat Critical Injury skill check, or magical healing. He can stay alive, but critically injured if he does not fall below his CON score in negative hit points. For example, Fighting Frank, who has a CON of 13, is still alive at -13 hit points, but dead at -14.

The application of a dose of Healing Salve (see Herbals, book 3) will prevent further blood loss from a critical injury. Also, if the character was at 0 to -4 hit points when the Salve was applied, it will restore the character to 1 hit point and functionality (after one hour).

If the character is exactly 0 hit points, he will not suffer blood loss, is conscious but foggy. Such a character will NOT be able to cast a spell, use a scroll, use a wand/staff or rod, make a melee attack, make a missile attack, or re-load a crossbow. He may: use an herbal, salve or take a potion, use a magic item that does not require a command word, drink a beer/wine, eat a healing food. He may move, but only to crawl 5'. Healing such a character to 1 hp by any means, will restore him to action. Judge has final over-ride on any action taken when at 1 hp.

A critically injured character must make a CON check on 1d20, or will lose 1 point permanently from 1 Ability Score, rolled at random. Some magic spells (see descriptions) can return a Critically Injured target to 1 hit point, as can the Treat Critical Injury Skill, in either case, the injured person still needs to check for ability loss. For monsters and NPCs without a CON score, most of the time, just consider them dead at 0 hit points. If the players try to save one, make a saving throw for the creature, if it passes, roll 2d6, that's how many rounds they have to attempt to stabilize the critical injury.

1.7.2—HEALING HIT POINTS

Magic spells (Book 1) and **potions (Book 6)** and **Magic Items (Book 6)** heal hit points as indicated in their descriptions. Spells, potions and magic items are the nearly the only way to heal a character when a battle is still underway (see Book 2 *Battle Medic* for exception). The other means, listed below (rest, food, skills, herbs, foods and beverages) all require too much time and attention.

Healing by Rest: Resting without traveling or fighting, with some food and shelter, heals 1 hit point of damage per day. Each day a resting character is treated with a dose of *Woundwart* (herbals, Book 3), he heals an additional 1 hp.

First Aid: A character with the *First Aid Skill* (Jack Skills, Book 2) can heal 1d4 hit points of damage. This must take place within 1 hour of the damage being taken and only one attempt can be made per person per battle.

Beer or Wine: Immediately after a battle, drinking 1 pint of beer, wine or other alcoholic beverages (one half a skin) will heal 1 hit point of damage (Book 3).

Special Foods there are a series of Special Foods (*Awesome Pie, Gnome Cakes, Graped Nuts, Mighty Haggis, Ogre Sammich* and *Porridge Supreme* etc.) in Book 3 each of which can heal a certain amount of damage under certain circumstances, however, an individual can only be healed

by 1 of those foods once per day (so if you eat an *Ogre Sammich*, having another or having an *Awesome Pie* later that day will not heal hit points).

Comfrey Root (Book 3) applies to a wound immediately after battle can heal 1d4 hit points as well (once per day).

Healing Salve (Book 3) cures 5 hit points of damage, but puts the patient into a deep sleep for 1 hour. Only 1 dose of Salve will work at one time.

Hercu-Beer: (Book 3) Those who have fallen under the effects of *Hercu-beer* regain 10 hit points over the 8 hours they are unconscious.

Herring Divine (Book 3) heals all lost hit points.

Owlbear Punch (Book 3): heals 1d6 hit points, but there is a risk of blindness.

Orc Liquor (Book 3): heals some hit points with other side effects.

1.7.3—FALLING: If a character falls, he suffers 1d6 points of damage for each 10' fallen. If he falls 20' or more he must make a saving throw or suffer a broken bone (50% arm 50% leg). If he falls 50' or more, he must make 4 saving throws, 1 for each limb, to avoid up to 4 breaks.

1.7.4—BROKEN BONES:

Broken bones can result from specific traps designed by the Judge, or as a result of Falling.

Broken Leg: means leg must be securely bandaged and he can move only with a crutch (movement 10')

Broken Arm: A broken arm means no 2-handed weapons, no shield, no lock picking, and no spell casting.

Healing: A broken bone is healed by any magic healing or 4 weeks of rest.

1.7.5—LIMB LOSS, ABILITY SCORE LOSS AND LEVEL LOSS

The loss of a limb, the loss of an Ability Score point or points, and the loss of a level due to energy drain are permanent unless noted (*Shadows* and *Lamiae*, for example, note that the ability score loss they inflict returns in time).

Regaining a Lost Limb: a *Regeneration* spell (CI-6) will regrow a lost limb. Wearing a *Regeneration Ring* for 1 week will likewise regrow a lost limb.

Regaining Ability Score Loss: a *Regeneration* spell will return a lost point of STR, CON or DEX and a *Restoration* Spell will return a lost point of INT, WIS or CHA. A *Limited Wish* spell can also restore one of these points, provided it was lost within the last 24 hours. A *Wish* spell will restore a lost point beyond 24 hours. Personal development can eventually restore ability scores as well.

Regaining a Lost Level: a level lost to energy drain can be restored by a *Restoration* spell or a *Wish* spell. A *Limited Wish* spell will also restore a lost level, but only if it were lost within the last 24 hours. Otherwise, a character can regain the lost level by means of earning sufficient experience.

1.8—DEALING WITH NPC'S

NPC's (Non-Player Characters) are those beings who are not out-and-out monsters and are under the control of the Judge. While most interactions with them belong to the Role-playing end of things, there are some interactions which require rules. These include negotiating with armed bands of creatures who may or may not be helpful or hostile, questioning prisoners, hiring Henchmen to join your party and hiring mercenaries as guards or soldiers or to support your adventuring.

1.8.1—Encounter Reactions

When players encounter other beings that can communicate, they can attempt to negotiate. First the Judge must determine whether the other party is Presumed Hostile (PH), Neutral (N), or Presumed Friendly (PF). Sometimes the alignments involved might be enough (Lawfuls and Chaotics would be PH to each other, Lawfuls and Lawfuls would be PF, many

other mixes would be Neutral). So, a Lawful Cleric and his retinue, resplendent with the emblems of their Lawful God, encounter a band of Chaotic Trolls. The trolls would be Presumed Hostile. Likewise, a band of dwarves encountering a band of gnomes would be Presumed Friendly. The Judge has final say on what presumption to use.

Presumed Hostile (PH): unless the PC's initiate negotiations, these npc's will attack. If the PC's do initiate a negotiation, roll on the reaction table below.

Presumed Neutral (N): roll on the N reaction table below for what the NPC's are likely to do.

Presumed Friendly: these will be willing to talk, will not initiate violence, and are willing to do minor business. If you ask a big favor, roll on the reaction table below.

Make an Offer: the offer should be food or treasure worth at least 5gp per HD of the creatures involved. This requires the negotiator to speak the other side's language, and to roll a CHA d20 check.

Modifiers to the Reaction Charts:

Dice roll 2d6	Attitude: PH	Attitude: N	Attitude: PF
2	Immediately Attack, +2 on their morale score	Turn violently hostile	Re-roll on N column
3-5	Immediately Attack	Begin attack, unless stopped	Will not do favor, part peacefully
6-8	Immediately Attack	Make an Offer and roll a CHA check to part ways peacefully	Make an Offer and roll CHA check to do favor
9-11	Make Offer and roll CHA check to part peaceably	Will be peaceable	Will do favor
12	Re-roll on N column	Re-roll on PF chart	Will join you and help all they can.

Recruiting Skill: Jacks or Fighters who have the Recruiting skill or training can attempt to recruit a band of mortals encountered in a dungeon to join with the party. The recruiter must be able to communicate, and the other side must not have begun an attack. The recruit must make a recruitment skill roll and the party must pay at least 10gp per HD of the band, at which point, treat them as mercenaries (see below).

1.8.2—Questioning Prisoners

In order to find information from captives, the character must pick one of three methods: Brutal, Persuasive or Cunning. In any case the questioner and the captive must share a common language, or have an interpreter.

Brutal: after 1-turn of brutal questioning, the questioner must roll a STR d20 check, and then the captive makes 2 Saving Throws. If he fails the first, he dies. If he fails the second, he reveals the desired information. However, roll 1d6, if it is 1-3, then the death check happens first, if it is 4-6, then the information check happens first.

Persuasive: after 1 turn of talk, the questioner makes a WIS d20 check to determine what would be an effective offer (good treatment, freedom, bribe etc). He then makes a CHA d20 check. If both of those succeed, the captive must make a saving throw or reveal the desired information.

Cunning: after 2 turns of in depth conversation, the questioner makes an INT d20 check and the captive makes a saving throw. If the INT succeeds and the save fails, the captive has been tricked into revealing the desired information.

1.8.3—Henchmen

Henchmen are lower-level adventurers who have agreed to join a player character's retinue rather than adventuring on their own. Each character can have 1 henchman plus 1 for each point of CHA over 8. (So, if Ugly Stan has CHA of 7, he can only have 1 henchman at a time, but if Sir Frank has CHA 13, he could have 6 henchmen at a time.)

Henchmen advance in levels the same way player characters do. They get half the session experience as player characters do and get experience points from whatever treasure the player decides to give them (henchmen treasure comes out of the boss player's share). Henchmen must be of a lower level than the player character. A first level player, therefore, cannot yet recruit henchmen. If henchmen ever equal their boss in level, he will leave his employ and strike out on his own. A former henchmen might continue to adventure with the former boss but will expect to be treated as an equal partner and full member of the party.

Henchmen will go into dungeons, fight dangerous monsters etc., just as a player adventurer does. However, henchmen do have a MOR score. When recruited, roll 3d6 for the henchman's MOR. Add 1 to the score after the first adventure the henchman takes part in without being critically injured (but only the first one). Add 1 to the MOR score each time the henchman gains a level. Add 1 MOR the first time a henchman is given a magic weapon, armor or other permanent magic item. If the henchman and boss have the same alignment, add 1 MOR. If they henchmen and boss have opposite alignment (one Law, one Chaos) subtract 2 MOR. If the henchmen and boss are the same species add 1 MOR. If one is an elf, half-elf, gnome or dwarf and the other an orc, half-orc, goblin, hobgoblin, kobold or bugbear, subtract 3 MOR. If one is a Catter and the other a Dogger or Ratter, subtract 4 MOR. If the player ever sees to it that the henchman is raised from the dead or returned to flesh after being petrified, add 4 to MOR,

Henchmen must have their Living Expenses paid for by their boss. This is called "Livery and Maintenance" and is not considered as a share of the treasure or as some kind of bonus, rather the price paid for acting as a retainer and following the boss's orders. If Livery and Maintenance is not paid, the henchman will leave the boss's service.

To recruit henchmen, you must be in a town or city. Spend 1 week posting notices and spreading the word. For each 100gp you spend, 1d6 candidates will show up, to a maximum of 1d6 per 1000 inhabitants of the town/city up to 10d6. The offer of Livery and Maintenance, usually some additional upfront equipment and a treasure share is required and then the PC must make a CHA d20 check, which, if it passes means that the henchman joins up with the PC. For each 50gp in cash (which they will immediately spend on debts and family obligations if they accept) you offer, add +1 to your CHA for the recruiting roll. Those with Recruiting Skill can take 1 week, spend no recruiting money, make a skill check and choose from any of the henchmen in the Judge's deck. They will come with minimal equipment, typically leather armor and one cheap weapon. Clerics will have a wooden holy symbol and Magic-Users a spellbook, but no component bag. They are poor, that's why they're working for you.

Henchmen expect a share of treasure taken. Generally, a PC is never expected to give up more than half his treasure share to his henchman, no matter how many he has. Apart from that limit, henchmen expect at least a 10% share of the boss's take.

1.9.4—Mercenaries

Mercenaries are professional soldiers hired either to complete a particular mission or as part of a lord or adventurer's retinue. They are often very useful for guarding the player's camp,

home, or headquarters. Mercenaries usually are J1, F1, F2, or F3, although J2 or J3 not rare. They often come in a squad of 10, one of whom is their sergeant (with maximum hit points for class/size/level) and counts as a Leader for morale purposes.

Mercenaries on guard or garrison duty are paid Livery and Maintenance (Living Expenses). However, if they are led into battle or into a dangerous wilderness, they receive an additional 5gp per level per day (Combat Pay). They are reluctant to go into dungeons or face supernatural foes, and so must be paid 10gp per level per day of such employment (Double Combat Pay). J1 mercenaries are counted as one half level for Livery, Combat and Double Combat pay. Take note that the Livery and Maintenance must also cover the expenses for the soldiers' horses. While the Livery and Maintenance can be covered by owning a freehold, the employer must pay Combat and Double Combat Pay in cash.

To recruit mercenaries, you must be in a town or city. Spend 1 week posting notices and spreading the word. For each 100gp you spend, 1d4 groups of mercenaries will show up, to a maximum of 1d4 groups per 1000 inhabitants to a limit of 10d4. The offer of Livery and Maintenance is required and then the PC must make a CHA d20 check, which, if it passes means that the mercenaries join up with the PC. If the group comes equipped with horses then an additional 10gp per horse signing bonus is required. If the group comes equipped with chain, scale or brigandine armor an additional 10gp per person signing bonus is required. A character with the Recruiting Skill can spend a week and find exactly the species and type of mercenary desired instead a wider draw.

1.8.5—Henchman and Mercenary Types

While it is probably best for the Judge to create a selection of Henchmen and mercenary squads on index cards to be dealt out when recruiting occurs, the following guidelines can also be used.

Species: roll 1d6. If the result is 1-5, then the henchmen or mercenary squad is of the same species as the dominant species of the town in question. If it is a 6, then the Judge picks any species he likes.

Henchmen Class: roll d12: if class not allowed for species, roll again

1: Cleric

2: Magic-User

3-4: Fighter

5-11: Jack

12: Multi-class, re-roll twice ignoring repeats. If another 12 appears, he has 3 classes.

Mercenary Class and Level: 1d20

1-5—J1

6--16--F1

17-19—F2

20—F3

Henchman Level: (1d20)

1-17: Level 1

18-19: Level 2

20: Level 3

Mercenary Types (1d200)

1-2--Light Foot:

3-5--Heavy Foot:

6-7--Pikemen:

8—Slingers:

9--Archers:

10--Longbow Archers:

11-12--Crossbowmen:

13-14 Heavy Crossbowmen:

15-16 Light Horse:

17-18--Medium Horse:

19--Heavy Horse:

20--Horse Archers:

Henchmen and Mercenary Alignment: (1d6)

1-2: Lawful

3-5: Neutral

6: Chaotic

Elves, Dwarves, Halflings -1 to Alignment Roll
Orcs, Ogres, Goblins, Kobolds, Hobgoblins,
and Bugbears add +2 to the roll

1.8.6--Followers:

If a character reaches 8th level, he may be eligible for followers. The numbers and types depend on the class of the character and usually require some sort of building or buildings or other requirements.

Cleric: if a 8th level or greater cleric builds a temple (see Temples and Shrines, below) he will attract a group of 2d4 first level clerics and 1d6 second level clerics of his god and 2 squads of 2nd level fighters who will serve him and have all their Livery and Maintenance covered by temple operations. These will all be zealots with 5d6 morale. Any followers lost will be replaced in 1d6 months.

Fighters: if a 8th level or greater fighter has his own Freehold, he will attract a band of 50-first level fighters, 20-second level fighters, 30-J1 recruits and 2 level-4 fighter captains, all eager to work for him. Livery and Maintenance will be covered by the Freehold, but Combat Pay and Double Combat pay must still be paid as for mercenaries. These will be high morale troops, rolling 4d6 dice for MOR. There will be 1d6 J1 recruits joining the followers any month that the lord leads them in battle.

Magic-User: if a level 8 Magic-User or Specialist Mage (not natural talents, bards or witches who must make do with henchmen and mercenaries) acquires an Advanced Library and a stone Inn building to house it, he will attract 1d6 2nd-level magic-users, 2d4 1st-level magic-users, and 10 apprentices whose Livery and Maintenance will be covered by allowing other magicians to consult the library for a fee.

Jacks: if an 8th-level or higher Jack acquires a freehold or an inn building in a town or city, he will attract a gang of 4d6 1st level jacks, 3d6 2nd-level jacks, and 2d6 first level fighters

to work as his gang, merry band, company etc. Their Livery and Maintenance will be covered by normal honest or dishonest operations, but they can be used by the boss for missions (they have to get a cut).

1.9—MAGICAL RESEARCH

Magic Research Materials

Item	Cost	Use
Basic Library	4000gp	To research level 1-3 spells; potion formulae
Intermediate Library	25,000gp	To research level 4-6 spells; permanent item formulae
Advanced Library	81,000gp	To research level 7-9 spells
Basic Dues	20gp/month	To access guild basic library
Intermediate Dues	100gp/month	To access guild intermediate library
Advanced Dues	500gp/month	To access guild advanced library
Spell Supplies	100gp/week	For making attempts to create new spell
Spell Laboratory	1000gp	Needed to create new spells

Magic-Users (including Specialist Mages) can use research in magical lore in order to achieve certain tasks:

Learn a Canon Spell that they don't have in their spell book: sometimes a magic-user desires to have a spell of a particular level in his book, but hasn't been able to find a copy on an adventure, and it will be a long time before he can gain a spell by advancement. He can research to figure out the specifics of the spell and add it to his book in a library. It will take 2 weeks per spell level to complete the research. After each week, roll INT d20 to see if the week is successful and the week "counts" counts toward the research total. When the entire research process is complete, he must roll 1 final INT d20 roll to see if he can "know" the spell or not. If he fails, he cannot try again until he advances an experience level. If the spell is level 1-3, he needs a basic library; level 4-6, an intermediate, level 7-9 an advanced.

Create a New Spell: to create a brand new spell takes a longer period of research and experimentation. The background research is the same as for learning a Canon spell in time and library requirements. When the background research is complete, the magic-user must then have a spell laboratory (1000gp) and then begins the experiment process. He must experiment in 1-week intervals which cost 100gp per week. At the end of each week he rolls an INT d20. When he has completed a number of successful weeks equal to the spell level, he makes an INT d100 check. If he passes the check, he adds the spell to his book, if he fails, he can keep trying by experimenting another week and spending 100gp. When he finally passes the INTd100 check, he adds the spell to his book, if he ever rolls a "00" on his roll, he gives up the process forever.

The exact nature of the new spell must be worked out with the Judge ahead of time and all the details settled and agreed upon before the process is begun.

Find a Formula for a Special Potion, while those potions which are created from a spell (e.g., Invisibility) do not require a specific formula, just the Brew Potions spell and the spell in question, the potions called "Special Potions" (e.g. Dust of Appearance) need a formula. It takes it takes two weeks per level of the potion (see Magic-Item section) in a basic level library to discover the formula. After each week, roll INT d20 to see if the week was successful and the week "counts" toward the research total. A jack with Potion Maker can do this sort of research as well.

Find the Formula for a Permanent Magic Item: while scrolls and wands do not need formulae to create, just the materials and the creation spells and the spells to be stored, other items, such as crystal balls, sweater vests of the Halflings, magic swords etc., do indeed require a formula. To work out the formula, it takes a number of weeks of research in an intermediate library equal to the number of months it takes to create the item (e.g., a Tier E magic item takes 3 months to create, so it would take 3 weeks of research to find the formula). Each week the researcher must make an INT d20 check to succeed and have that week “count” toward the research total.

1.10—TEMPLES AND SHRINES

A building of at least 700 square feet ground-foot print can be consecrated by a cleric of Level 7 or higher as a temple to the cleric's god. He must cast Commune Spell first, for permission from the god, then casts a Bless spell on the properly cleaned building.

- Any person can pray at the temple once per month for a divine intervention. This can only be in reference to the god's area of interest, and takes the form of a 1 in 12 chance for the god to allow the person to cast one appropriate spell of level 6 or less to help solve the problem.
- Any initiate of the god can pray at a temple once per week for a divine intervention. This can only be in reference to the god's area of interest, and takes the form of a 1 in 6 chance for the god to allow the initiate to cast one appropriate spell to help solve the problem.
- A cleric of a god can pray at a temple once per day for the god to restore all used spell slots for the day. There is a 1 in 6 chance of the prayer being granted.
- Healing potions made at a temple gain a 10% reduction in ingredient costs and 1 day less in manufacture time.

A smaller building or even an outdoor altar, statue or cairn of stones may be consecrated as a shrine in a similar fashion by a 4th level cleric. The cleric casts Augury to see if there is some divine objection, and if not, casts a bless spell on the shrine.

- Any person can pray at the temple once per 2 months for a divine intervention. This can only be in reference to the god's area of interest, and takes the form of a 1 in 20 chance for the god to allow the person to cast one appropriate spell of level 2 or less to help solve the problem.
- An initiate of the god can pray at the shrine once per month for a divine intervention. This can only be in reference to the god's area of interest, and takes the form of a 1 in 6 chance for the god to allow the initiate to cast one appropriate spell of level 4 or lower to help solve the problem.
- A cleric of the god can pray at a shrine once per week for the god to restore all used spell slots for the day of level 4 or lower spells. There is a 1 in 8 chance of the prayer being granted.

1.11—CASTLES AND FREEHOLDS

1.11.1—Buildings: A character can build civilian buildings within an organized nation by purchasing the land and engaging a building company. The advantage of owning your own house and barn/stable is that the Living Expenses for those housed within them are cut in half (see Living Expenses section above).

1.11.2—Castles: a character with sufficient wealth might also want to build a true castle. This usually requires the permission of the rulers of the land if it is to be built in a settled nation. Without being made a noble with a grant of land, simply owning a castle inside settled area does not come with an automatic income. The acquisition of populated, tax-paying land must be handled by the Judge based on his campaign, but the income would be about 1gp per person of the fiefdom, with about 50 people per square mile, per month, less a cut sent up the ladder to the overlord. Details of Castle items are found in Book 4.

1.11.3—Siege Damage

In Book 4, each of the buildings available for purchase is rated with a number of Siege Points. These are building analogs for the Hit Points of creatures, operating at a different scale. Catapults, Rams and Ballistae are rated with Siege Damage effects for each hit (also found in Book 4). Since siege engines typically can only attack once per (exploration) Turn, or 10 minutes, it takes a long time to batter down stone fortifications with them. Also, certain spells in Book 1 also can do siege points of damage, as is indicated in their descriptions. When a building is reduced to 0 or fewer Siege Points due to damage, it will collapse, generally requiring the occupants to make a saving throw to escape or else suffer some consequence decided upon by the Judge.

1.11.4—Freeholds:

Establishing a lordship of one's own is an attractive option for some characters. After finding a location in the wilderness, the character must build a castle of some sort (at least a tower and house, surrounded by a palisade) and then get control of a 5-mile hex and the 6 hexes surrounding it (or if not using 5-miles hexes, an area between 120 and 200 square miles). The Judge will establish the lair of 1d4 monsters or mortal bands in each of those 7 hexes (or in each 20-25 square mile area if not using hexes). Once the monsters and mortals have been destroyed, driven off or convinced to swear allegiance, the character can claim the area as its lord, taking whatever title he desires (although Lord, Baron, Thane or Chief are more appropriate than King or Emperor for the size of the new realm).

Over the first year after the clearing of the land, settlers will arrive and swear allegiance to the new lord. 1d4 villages will be founded, each with 1d4x100 inhabitants. Each inhabitant will pay 1gp per month to the lord in rent, taxes, tolls, fees etc. The lord can double the taxes during any month, but must make a CHA d20 check or face a revolt by the settlers. The settlers will usually come from the same species as the character. Changelings, however, will get human settlers. Ogres will get only one fourth the usual number of settlers. Settlers on bugbear freeholds will be 50% goblins, 40% hobgoblins and 10% bugbears. Half-orcs and Half-ogres get a mixture of humans and half-orcs if they are lawful, or a mixture of half-orcs and orcs if they are neutral or chaotic.

Once the freehold is established, the player gets, in addition to the tax revenue, several other benefits. First, he, his henchmen and mercenaries and their horses will have their Living Expenses (livery and maintenance) paid from by the freehold, to a number of people and/or horses equal to a number equal to 5% of the total population of the freehold (any combat pay or double combat pay must still be paid in cash). Second, if he is human, half-elf or high elf, he can establish a number of knight-vassals equal to 1% of the total population of the freehold. Each knightly holding must provide 1 armored heavy-horseman to serve, payment-free for 2 months of military service per year. Other species replace the knights with armored infantry (except for Catters, Kobolds, and Ratters who do not get this benefit).

The freehold will naturally increase in population each month by a number of people equal to the highest of the player's CHA, WIS or INT. The player may allocate these new people among any of the villages of the hold.

The player may make improvements to the holding by spending additional money. You may have a maximum of 1 of each type of improvement in the freehold. The Investment is the upfront cost to create the improvement. Population Increase is the number of people added to one village's population each month. Monthly income is the amount of money the lord receives each month for having this improvement. Construction Time is the time between the paying of the investment and the beginning of the monthly income and population increase benefits beginning. The additional population can be placed in any of the villages of the hold.

Type	Investment	Population Incr.	Monthly Income	Construction Time
Iron Works	5000gp	1 per month	100gp	6 months
Agricultural Improvement	1000gp	1d6 per month	20gp	2 months
Mines	3000gp	1d4	60gp	6 months
Market	2000gp	1d6 per month	40gp	2 months
Roads/Bridges	3000gp	1d8 per month	60gp	6 months
Animal Herds	1000gp	--	20gp	1 month
Ship Building	4000gp	1d6 per month	80gp	6 months
Mill	1000gp	1d4 per month	20gp	3 months

The settlers in the villages will build their own homes and other normal businesses (Taverns, blacksmith shops, etc.) The player is responsible for building any defenses such as walls, towers or palisades around the villages. About 20% of the population make up the militia or posse of the settlement. Their presence is enough to keep monster lairs from being created inside the freehold. The lord can either require all such militia to keep arms (typically, a shield, spear and gambeson, but bows and other hand weapons could be required). He could, alternatively, forbid them from owning weaponry. The militia can be called out to put down outlaws and defend against raiders, monsters or invaders, but are not required to leave the freehold to attack others. A lord can raise bands of volunteers from the militia to raid outside the freehold, but has to make CHA checks as assigned by the Judge and give them mercenary combat or double combat pay as if they were mercenaries.

The Judge can adjust the freehold requirements to match certain species traits (dwarves, for example, might need to have their freeholds in hills or mountains, and their villages might be underground).

Population growth will stop when there are 100 people per square mile of the freehold. The lord can either increase the size of the freehold by clearing additional land of monsters, or can found a town, to hold more urbanized population. To upgrade a village to a town, the player needs to spend 10,000gp on general infrastructure, and may want to build a palisade or curtain wall to defend it. The town can house up to 5000 people beyond the 100 people per square mile limit

1.12—REGIONAL MAPPING AND DEMOGRAPHICS

1.12.1—MAP SCALE

1 hex on a regional map will equal 5 miles, approximately 22 square miles (math is too hard for hexagons, so that's really an approximation). Each 40x40 hex map will be approximately 40,000 square miles which equals about the size of Pennsylvania or Hungary.

A world map might have 30-mile hexes (maybe 800 square miles?) or about smaller hexes?

1.12.2—POPULATION (these figures might diverge extremely in published settings)

Hamlets have a population of less than 200 people—will not appear on main map

Villages have a population of 200-900 people—will not appear on main map

Towns have a population of 1-9 thousand people (but mostly 1-6 thousand)—will appear on main map.

Cities have a population of 10-60 thousand people—will appear on main map

Castles: population is included in the countryside population—will appear on main map.

Countryside Population: each hex of settled, farmed countryside contains 1000-5000 people.

This population includes hamlets, villages and castle population, but not town or city population.

Wilderness Population: each hex of Wilderness should have between 50 and 1000 people (or elves, orcs etc).

1.12.3—FORCES

As a general rule the population breaks down as follows:

1% Elite—fighters of level 2-7 (half level 2, the rest random)

4% Soldiers—full time soldiers, usually garrison or guards of important places, majority are fighter class, most are level 1, but many could be higher.

20% Militia—the respectable adult men in the town, most are J1, some may be fighters, as area, traditions and conditions allow. In towns and cities they make up the Night Watch, and are trained to man the walls during attacks. In the country they are the posse called upon to defend villages and hunt down outlaws

4% Dirtbags—thieves, con-men, beggars, drunks, smugglers and the rest

1% Specials—wizards, priests, shape shifters and other powerful weirdos. This percentage is halved in the countryside.

70% Others—women, children old folks

1.13—Overland Travel:

1.13.1—Travel Rates:

Foot: Loaded or Encumbered: 10 miles per day

Foot: Normal: 15 miles per day

Cart/Wagon: 15 miles per day

Horseback, no spare horse: 25 miles per day

Horseback, spare horse: 30 miles per day

Modifiers:

	Foot	Horse	Cart
Road	+5 miles	+5 miles	+10 miles
Forest	–	-5 miles	-10 miles
Desert	-5 miles	-5 miles	-5 miles
Hills	-	-5 miles	-5 miles
Mountains	-5 miles	-20 miles	-10 miles
Swamp	-5 miles	-10 miles	-10 miles
Tundra	–	-5 miles	-5 miles
Forced March	+5 miles	+10 miles	+5 miles

Boat: 60 miles per day (half if weather bad)

Ship: 100 miles per day(half if weather bad)

Forced March: travelers can increase their speed by a forced march, however, each person or animal making the forced march takes 1 point of damage and animals each have a 1 in 20 chance of dying from exhaustion or breaking a leg.

1.13.2—Food and Water:

Each day spent without food requires a saving throw or the loss of 1 hit point. Each day without water automatically results in the loss of 1 hit point, 1d4 if in a hot desert. Any day without food or water makes any healing, except from clerical spell or potion, impossible (i.e., no natural healing, no special food or beverage healing, no herbal healing).

CHAPTER TWO: TREASURE AND MONSTER PLACEMENT

2.1—IDENTIFYING AND APPRAISING TREASURE

While Detect Magic Spell is very useful for determining whether items are magical or mundane, finding out the full information usually requires some other magic (usually Read Magic Spell for Magic-users or Commune Spell for Clerics).

2.1.1—SCROLLS

- Cleric Scrolls: a cleric will immediately be able to read and use cleric scrolls, magic-users cannot use cleric scrolls.
- Magic-User Scrolls: a magic-user must cast Read Magic to decipher a magic-user scroll. Once he has done so, he can re-read to cast the spell from the scroll at any point in the future. Clerics may not use magic-user scrolls.
- Jacks' "Read Scroll" and "Mummery" Skills: A skilled Jack can use the Read Scroll skill to cast a magic-user spell off of a scroll without Read Magic. He might also be able to use "Mummery" to cast a cleric scroll of his own alignment. He must roll a skill check to identify the spell contained (if it is not known), and then make a skill check to cast the spell. If he fails the skill check, the spell is ruined.

2.1.2—POTIONS

Any character can identify a potion by tasting a small amount. However, if the potion is poison or some sort of curse, the effect falls full-power onto the taster. If a Jack uses the Alchemy Skill, he can identify the potion on a skill roll without risk.

2.1.3—ARMS AND ARMOR

- A character can deduce the basic +1 to hit, damage or AC of any magic weapon or armor by using it in combat, however, this will not reveal any special powers or effectiveness against specific creatures.
- A magic-user can use Read Magic to fully identify all the powers of magic weapons or armor.
- A cleric may use Commune to fully identify all the powers of magic weapons or armor.
- Captured non-magic arms and armor can be sold for 1/3 list price.
- Captured silver, masterwork and magic arms and armor can be sold for full list price.

2.1.4—OTHER MAGIC ITEMS:

A magic-user can use Read Magic or a Cleric can use Commune to fully identify all the powers of other sorts of magic items including command words.

2.1.5—NON-MAGIC BOOKS

A successful skill roll with the Bibliophile skill will appraise the fair market value of a book discovered in the dungeon. If you can't appraise the book, it will be sold for a flat 50gp price.

2.1.6—APPRAISING GEMS, JEWELRY, ART OBJECTS ETC.

Jacks and Fighters are assumed to know their way around the valuation and disposal of loot and plunder. Therefore, if you have at least one character or henchman in the party of either class, the Judge will reveal the basic market value of all items such as gems, jewelry and art objects found.

2.1.7--SELLING THE LOOT When you have gathered treasure, various items such as gems, books etc., will have a cash value. You may sell them only at a Castle, Town or City. Selling them at a castle will only yield 50% of cash value, a town 75% and a city 100% of the price. The Judge can impose a period of 1d6 days to dispose of loot in a city, while in a town or castle it will only take single day. If you don't happen to have a Jack or Fighter to appraise things, you'll only yield 25% of the market price no matter where you sell things.

2.2—ENCOUNTER DIFFICULTY LEVEL

One of the keys for players being able to judge what adventures they might want to attempt, is the Encounter Difficult level of the dungeon or zone in which it lies.

EDL	HD range per encounter	Average HD per encounter	Solo/Group Max	XP per session	Chance for magic treasure per encounter	Average Treasure
EDL-0	1d4	2.5	3/1	100	2%	3d6x10gp (105gp)
EDL-1	2d4	5	4/2	250	5%	1d4x100gp (250gp)
EDL-2	4d4	10	6/3	250	8%	1d8x100gp (450gp)
EDL-3	4d6	15	7/4	500	11%	3d6x100gp (1050gp)
EDL-4	6d6	21	8/5	1000	14%	4d6x100gp (1400gp)
EDL-5	7d6	24.6	9/6	1000	17%	5d6x100gp (1750gp)
EDL-6	9d6	31.5	10/7	1000	21%	6d6x100gp (2100gp)
EDL-7	10d6	35	11/8	1000	24%	7d6x100gp (2450gp)
EDL-8	9d8	40.5	12/9	5000	27%	1d6x1000gp (3500gp)
EDL-9	10d8	45	15/10	5000	33%	1d8x1000gp (4500gp)
EDL-10	9d10	49.5	16/11	5000	37%	1d10x1000gp (5500gp)
EDL-11	10d10	55	17/12	5000	40%	1d12x1000gp (6500gp)
EDL-12	11d10	60.5	18/13	5000	43%	2d6x1000gp (7500gp)
EDL-13	12d10	66	20/14	10,000	46%	2d8x1000gp (9000gp)

EDL defined: each dungeon level or outdoor zone has an EDL assigned to it. EDL is roughly equal in hit dice to 5 times the set level. So, if you have a smaller party than 4-5, you might want to seek out a lower EDL zone or dungeon.

HD Range: The average encounter will contain approximately a number of hit dice of monsters equal to 5 times the EDL rating, but with a range reaching higher and lower.

The Solo Max column indicates the highest HD that a creature can have at this EDL, if encountered alone, So, a EDL-2 dungeon might have 1 Troll (6-HD) as an encounter, but it would have to be alone.

The Group Max column refers to the highest HD encountered if they are encounter in a group. So, that same EDL-2 dungeon, even if the encounter roll was “16-HD”, a group could not be made up of higher than 3-HD monsters.

Modifications to HD value: Creatures with less than 1d6 hit points count as half a HD. Monsters with poison, petrification, breath weapons, magic spells, paralysis, invulnerability, energy drain or similar powers count as 1 HD higher than their actual total, additionally any creatures with d10 or d12 HD types count as 1 HD higher than their actual total.

Experience Per Session: this indicates the number of experience points each character gets for completing a standard game session of 3-5 hours of play at the table and reaching the session goals. It roughly equals 1/10 of the XP points for a character of XP level equal to the EDL needs to reach the next level. Henchmen or other NPC's receive 1/2 the indicated total. A shorter session of 1-2 hours should yield 1/2 the indicated amount. The Judge can half the total award for the session if the party fails to achieve the session goals. There is no award directly for killing monsters, but rather for completing the session and for taking treasure.

Chance for Magic Treasure Per Hoard: when a treasure Hoard is discovered (not Incidentals) this is the percentage chance that there is a magic item or more included. If there is magic treasure roll 1d4. 1 means 1d3 potions. 2 means 1d3 scrolls, and 3-4 means 1 roll on the Master List from book 6.

Average Treasure Amount: When a treasure hoard is discovered, guarded by a monster or hidden, the average amount of gold taken will equal the rolls indicated. The main hoard of a dungeon level can be roughly twice the maximum of a random roll. See the Treasure section below for further information. If not using the chart in 2.3, there is a 1 in 3 chance that there is a treasure hoard in the chamber and a 3 in 6 chance that there are incidentals worth 10% of the normal hoard amount.

2.3—Populating a Dungeon

From experience a single level of a dungeon, having up to around 30 encounter areas (rooms, corridors, caves etc.) can take from 2-3 sessions to complete. So, if the dungeon is meant to be finished in single session, it should be a single level of 10-15 areas. When the map is completed, figure about half the areas have monsters, about half the rooms have a treasure hoard, but corridors do not, about 1/4 of the areas have non-monster challenges (traps, tricks, geographic features) and about 1/4 have no real encounter. For a random distribution consult the following table:

D8 Die Result	Room	Corridor
1	Monster; Hoard	Monster, Incidentals
2	Monster, Hoard	Monster, Incidentals
3	Monster, Incidentals	Monster
4	Monster, Incidentals	Monster
5	Challenge, Hoard	Challenge
6	Challenge, Incidentals	Challenge
7	Incidentals	Empty
8	Empty	Empty

Use the Encounter Difficulty Level chart above to determine the strength of the Monsters and the cash value of any hoard discovered. The encounters by Hit Die from Book 2 can be helpful in choosing monsters. The up-coming product: *Treasure and Monster Cornucopia* gives a fast and convenient method of choosing EDL appropriate treasure hoards and monster encounters.

When setting encounters and treasure, the Judge can vary the EDL from the expected numbers to a moderate degree. Typically, roll 1d6, and if the result is a "1", the EDL of the encounter is 1 Level lower than the dungeon indicates, and if the result is a "6" it is 1 level higher. The Judge should put 1 hoard, well hidden, guarded and/or trapped per level that is double the maximum expected value for the EDL.

2.4—Hoards and Incidentals

There are two types of treasures discovered, the Hoard and the Incidentals. The hoard will have a value indicated on the EDL chart above and represents either treasure gathered by a monster or mortal group, or relic treasure left by previous inhabitants of the dungeon, or the remains left by previous adventurers who were slain in the dungeon. Incidentals are equipment, useful items, supplies and pocket change (usually in silver) either being used by the monsters or left by some other mortals. The incidentals are usually worth 10% of a hoard's value for the EDL. On the room/corridor chart above, if the result "Challenge/Hoard" occurs, the challenge is more than the usual lock or trap indicated by the container types chosen below.

2.5—Containers

2.5.1—INCIDENTAL CONTAINERS:

Incidental treasure is either carried in belt pouches or sacks carried on the persons of the enemy, or found in barrels, casks, urns or crates if they are supplies, on weapon racks if they are ready arms, or are hidden in piles of dungeon garbage if associated with animals or true monsters.

Crates: crates are simple wooden boxes that have to be pried open and nailed shut (chest-1). They are used to hold all sorts of dry supplies for an expedition or band. They are never trapped or locked. Count as "big" for encumbrance.

Sacks: a leather or canvas bag used to carry manageable amounts of supplies. They are never locked or trapped, although they might contain hazardous materials. Their encumbrance is usually 1 item.

Barrels/Casks: 50 or 10 gallon containers that are used to hold liquid and bulk items like flour or food for an expedition. They can be simply pried open with no check made. They are never trapped or locked. Barrels count as "too big" and casks as "big" for encumbrance.

Jars: these are clay jars, amphora or double amphora which are sealed shut and must be pried open or broken. They aren't "locked" but may be trapped (6+ on 1d6). A jar is 1 item, an amphora or double amphora are "big".

Dungeon Garbage: this is a pile of dirt, droppings, rotted lumber, bones, scraps etc., left by the dungeon inhabitants. Roll 1d6, on a "6" there is a rot worm, poisonous centipede, spider or snake hidden in the garbage, on a "5" roll a save or become infected with a disease.

Arms Rack: this is an open rack with its contents visible, never locked or trapped.

2.5.1--HOARD CONTAINERS:

Treasure Hoards, on the other hand, will be found in more purpose-built containers (although some monsters, like dragons, might just have the treasure piled up). Choose containers as appropriate from the following.

Jars: these are clay jars, amphora or double amphora which are sealed shut and must be pried open or broken. They aren't "locked" but may be trapped (6+ on 1d6). A jar is 1 item, an amphora or double amphora are "big".

Bookcases: these are old shelves filled with papers and books in various states of decay. They aren't locked, but may be trapped (6+ on 1d6). These are "too big" for encumbrance.

Coffers: these are small metal boxes (chest-4), they are always locked. They might have a trap (5+ on 1d6).

Chests: these are wooden, bound, metal or stone chests (chests 2,3,4,5,6). They might be locked (3+ on 1d6) and might be trapped (5+ on 1d6). If they are not locked, they will be “stuck.” They are either big or too big for encumbrance (see Book 4)

Sarcophagi: these are large stone coffins (chest 5). They might be locked (5+ on 1d6), they might be trapped (5+ on 1d6). They are considered “too big” for encumbrance.

Treasure Piles: this is just a pile of treasure lying on the floor. It is never locked, but there might be some dangerous creature hiding inside (10+ on 1d10).

Secret Compartments: these are hidden spaces in walls, floors or ceilings. Use Searching For Secret Doors procedures to find one. They might be locked (5+ on 1d6) or trapped (6+ on 1d6).

CHAPTER THREE: DOWNTIME ACTIVITIES

For various reasons, there may be a significant amount of game time that passes between adventures. There are various ways to spend that game time profitably, or at least to defray the costs of Living Expenses while someone else spends downtime profitably. Some entries here will redirect you to other books, others will be explained here.

Unless the description below clearly states otherwise, the character following the downtime activity will still have to pay Living Expenses for himself and Livery and Maintenance for his employees and animals for the time spent on these activities.

3.1—Ability Score Development (all characters): The ability score section of Book 1 explains how any character can spend 100gp and 1 week to acquire 1d3 development points to increase an ability score. When 100 such points are accumulated, the character can increase an ability by 1 point.

3.2—Drills: (Fighters and Jacks): in Book 1 under the Fighter and Jack class descriptions, it is explained how those two classes can spend time and money to give themselves temporary boosts in combat or skills. Again, the character still pays maintenance for themselves and dependents while these drills take place.

Skill Drills (Jacks)

3.3—Creating Magic Items (Clerics and Magic-Users): one of the chief player-caused sources of downtime occurs when clerics or magic-users spend time making magic items. The times and costs are found in Book 2 under the appropriate spells, including: Scripture (CL-1), Sanctify Potion (CL-1), Sanctify Talisman (CL-4), Sanctify Permanent Items (CL6), Read Magic (MU-1), Brew Potion (MU2), Prepare Spell Book (MU-3), Create Wands (MU-4), and Create Permanent Items (MU-5). Additional details can be found in Book 6 in the section on Making Magic Items.

3.4—Creating Special Items (Jacks): Jacks can spend time creating masterwork, alchemical and special items using skills like Master Craftsman, Advanced Alchemy, Herbalism, Brew Master of the Mysteries and Chef of the Mysteries that are found in Book 2. The skills and spells in question describe the time and money needed to make these items. Many of them take a single week and some fraction of the retail cost of the item, but consult the skill descriptions.

3.5—Magical Research (Magic-Users): see section 1.9 of this book for details of time and costs.

3.6—Recruiting Henchmen and Mercenaries: (all characters) section 1.8 of this book describes how much time and money it takes to recruit henchmen and mercenary soldiers. Typically, this takes a week of time, but can take longer if the results aren't to the recruiter's liking, and also it will cost multiples of 100gp.

3.7—Honest Work (all characters, especially Jacks): any character can get day-laborer work which will generally earn them enough to pay half their Living Expenses, but nothing for underlings or animals. Those with Occupation skill (usually Jacks) can work a more skilled

temporary job that will cover all their personal Living Expenses but not Livery and Maintenance for the downtime covered.

3.8—Garrison Duty (Mages, Clerics, Fighters): Magic-Users who belong to a guild, Clerics who have a temple in the town they are located, and Fighters who are native to the area can spend a month a year manning library desk of the guild, the altar-service of the temple, or the walls of the town. This will cover their personal Living Expenses, and for Fighters only, the Livery and Maintenance of 1 horse. If you wish to take this option, you must apply (CHA d20) and must serve a full month.

3.9—Hermitage Retreat (all characters): a character can wander off to a mountain cave or secluded grove to think about what he's done. He survives on nuts and berries for the time and pays no Living Expenses. Unless he wants to lose his henchmen and animals he still has to pay Livery and Maintenance. For each week he hermits, roll 1d6, each 1 indicates that his hit STR decreases by 1 for the next adventure session, each 6 indicates that his WIS increases by 1 for the next adventure session.

3.10—Raise Troops (Fighters with Captain): A fighter trained as a Captain can use down time to create new squads of troops. He can train 10 men per EXP level at a time. If he has access to a large farming population or town, he can gather level-1 Jacks and Apprentices for training (Judge's decision). It takes 3 months to train a batch of recruits into level-1 fighters,. After the training, they gain 3 combat trainings and the other first level fighter benefits, but he can't give them in trainings he doesn't have himself. He must pay them Livery and Maintenance during the training, but it is only ¼ a gold piece a day. Any equipment they need he must purchase. At the end of the three months they become a company of his soldiers, paid the same as mercenaries. Their MOR will only be 2d6 until their first fight, after which it becomes 3d6.

Alternately, he can make a like number of Jacks into a Militia unit by a 1-month course, after which they receive the Militia Trained skill in place of one they already have. If they are farmers on his lands, he needn't pay them Livery and Maintenance unless he takes them on offensive operations off the fief.

3.11—Find Your True Sidekick (Fighters and Jacks with Recruitment)): Also known as "Build-A-Hench Workshop", this activity allows a character with Recruiting to find the perfect henchman. The player creates a character exactly as he would a player character, with all the spells/skills etc, he would want the henchman to have. The henchman can then be advanced to a particular level, based on the time and expense the player character would want to spend finding this perfect vassal. The character must still have sufficient CHA to have another henchman, of course. After the time is elapsed, the character finds the henchman and still must make a recruiting skill check of CHA check, whichever is better to convince the henchman to join his service.

Level of Henchman	Cost to Find Him	Time to Find Him
2	300gp	1 month
3	600gp	2 months
4	1200gp	2,5 months
5	2400gp	3 months
6	4800gp	3.5 months
7	96,000gp	4 months

The character must be higher level than the henchman, of course. The Judge is free to add quirks or flaws to the henchman's personality or personal life, and the Judge and player should agree upon a name together.

3.12—Abstract Adventure Table (all characters): Sometimes, while the Wizard is crafting a wand, and the Jack is searching for the perfect henchman, the Fighter just wants to compete in a tournament, or join a border war, or make some coin guarding a caravan. The player must describe the nature of his side-adventure and roll 1d20 consulting the results below. Each Abstract Adventure takes at least a week, but at most a month, filling all time between those limits. So, if he only has 3 days to kill, Mystic Stan couldn't do an abstract adventure, if he had 3 weeks he could do 1, but if he had 3 months, he could do up to 3.

You must decide before you roll which, if any, of your henchmen is coming along. The ones that do can win XP directly or from treasure you distribute, but also risk death, injury, gear loss or capture.

Roll:1—Disaster. You were overwhelmed by unsuspected enemies. Roll a Saving Throw, if you succeed, you narrowly escape, greatly battered, losing your horse or other mounts. You lose 100 gp per level in damaged or discarded equipment. If you fail, you were critically injured and captured alive, losing all your gear and 1 point from one random ability score. You are imprisoned and your friends must rescue you. Each of your henchmen must make the same roll. Learning from adversity, you and your henchmen get the standard level award in XP.

Roll 2-5: Defeat: You chose poorly and were faced with constant set-backs. Roll a Saving Throw, if you succeed, you return home a little beaten up and with a bitter taste in your mouth. If you fail, you lose 50gp times your level in broken or discarded gear. and then each of your henchmen and horses rolls a save or has been captured or wandered off. Learning from adversity, you and your henchmen do gain the standard level award in XP.

Roll 6-10: Dead Boring: You sat around scratching yourself on what was supposed to be a grand adventure. At least you made enough money to cover your Living Expenses, Livery and Maintenance. You gained no valuable experience along the way.

Roll 11-15: Action, Action, Action: it was a non-stop thrill ride. Roll a Saving Throw, if you succeed, you and your retinue suffer no ill effects, if you fail, the Judge takes away one piece of valuable gear from each of you from the battle damage, and each henchman must make a save or lose 1 random ability score point. Your Living Expenses, Livery and Maintenance is all covered. You win the standard level award in gold pieces.

Roll 16-19: We Win Again: you trounce your foes like marshmallows in a pineapple can. You are just fine, but each henchman must make a save or lose 1 piece of valuable gear. If the saving throw was a "1", he also loses 1 random ability score point. Your Living Expenses, Livery and Maintenance is all covered. You win twice the standard level award. Plus, you even win a random potion.

Roll 20: Treasure, Just Lying Around on the Ground: you find no opposition and a pile of good stuff. You win three times the standard level award plus 1 random magic item. All your Living Expenses and Livery and Maintenance are covered.

STANDARD LEVEL AWARD: The player character's level will govern the "Standard Level Award" mentioned in the descriptions above. If the Standard Level Award is given in XP, the PC gets full award and the henchmen get one half of that amount. If the Standard Level Award is given in gold pieces, then the PC distributes the gold to himself and his henchmen, each gaining XP from the gold received. The PC may not give gold to henchmen who were not on the adventure (well, he can, but they get no XP from it)

Player Character Level	Standard Level Award
1-2	125
3	250
4-7	500
8+	2500

Example:

Incredible Jack Higgins, Jack level 5, takes his 2 henchmen Barfo (J-2) and Chester (F-1) and three horses on an abstract adventure lasting 1 month, while his Fighter friend is organizing a militia and his mage friend is making scrolls. He declares that he will go to the Temple of Osiris and steal the Ruby of Pantheos from the front lobby.

He rolls a "2" on a d20, indicating a "defeat". The judge declares that the High Priest was particularly wary and had stationed extra watchmen, causing Jack and his henchmen to have to fight their way out. Jack rolls an 11 for a Saving Throw, but since he needed a 15, this is a failure. Jack loses 250gp due to lost gear he must replace. Barfo must roll a saving throw and gets a 3, fails, and is captured by the temple guards. Chester must roll a saving throw, rolls a 7 and also is captured by the temple guards. Jack rolls 3 saves for the horses, getting a 17, 10, and 7 indicating that all three horses were taken by the guards as well. On the upside, Jack gets 500xp, and his two henchmen, stuck in prison, get 250xp apiece, and the party has an adventure goal for next session. And, while Jack has to pay expenses for himself this month, he doesn't for his henchmen and horses, that's Osiris' problem.

APPENDIX

Forbidden Spells of Blood-Binding Magic

While Necromancy and Summoning can allow the spirits of the Abyss access to the upper world, nothing is as shocking as the realm of magic known as Blood-Binding. These spells have been altogether banned by all magic guilds in the world. They are preserved and taught, however, by the Greater Hags and so refuse to disappear completely.

Create Blood Imps (MU-1)

Casting Time: 1 turn	Realm: Blood-Binding
Save: No	Range: 10'
Target/AOE: 1 cauldron	Duration: Immediate

The caster must fill a cauldron with the blood of up to 4 black-haired sheep or goats, which he has freshly sacrificed with his own hand. He then must cut his own hand (1 hit point of damage) and let the blood drip into the cauldron. After a ritual incantation of 10 minutes, the cauldron will produce 3 blood implings for each animal sacrificed. See Book 5 for details in the blood imps. The caster will have full control of the imps, no matter how often they grow or split, but on his death they will be free agents for chaos in the world. Each time the caster uses this spell, he must make a saving throw or become Chaotic in alignment, if not so already. Blood Imps are not considered summoned, but rather created.

Chill the Blood (MU-2)

Casting Time: 1 action	Realm: Blood-Binding
Save: Yes	Range: 90'
Target/AOE: 1 target per 3 levels	Duration: 1 round per level

Each target chosen by the caster feels an intense cold in his veins for the duration of the spell. At the start of each round he must Save or take 1d4 points of damage, which may disrupt spell casting. This damage is considered Cold damage.

Create Ferox (MU-3)

Casting Time: 1 turn	Realm: Blood-Binding
Save: No	Range: 10'
Target/AOE: 1 cauldron	Duration: Immediate

The caster must fill a cauldron with the blood of 4 black-haired pigs, which he has freshly sacrificed with his own hand. He then must cut his own hand (1 hit point of damage) and let the blood drip into the cauldron. After a ritual incantation of 10 minutes, the cauldron will produce 1 Ferox. See Book 5 for details on the Ferox. The caster will have full control of the Ferox, as long as both live. On the death of the caster, the Ferox becomes a free willed monster of Chaos. Each time the caster uses this spell, he must make a saving throw or become Chaotic in alignment, if not so already. Feroxes are not considered summoned, but rather created.

Face Melter (MU-4)

Casting Time: 1 action	Realm: Blood-Binding
Save: Yes, half	Range: 90'
Target/AOE: 1 living creature	Duration: Immediate

The target of the spell takes 1d6 points of damage, save for half, as blood pours out of his ruined face. If the target will drop to CHA 3 and cause NPC's to lose their composure and leave the person's presence, unless they make a d20 MOR check. If the save was failed, the ruin of the person's face is permanent (barring wish, limited wish within 24 hours, or regeneration spell), if the save was successful, the face is gradually restored at 1 point of CHA per month.

Create Hell Stalker (MU-5)

Casting Time: 1 turn--PD	Realm: Blood-Binding
Save: No	Range: 10'

Target/AOE: 1 cauldron

Duration: Immediate

The caster must fill a cauldron with the blood of 4 black-haired pigs, which he has freshly sacrificed with his own hand. He then must cut his own hand (1 hit point of damage) and let the blood drip into the cauldron. He must plant the severed head of a Lawful Cleric in the ground and pour the simmering contents of the cauldron over it/ After a ritual incantation of 10 minutes, the cauldron will produce 1 Hell Stalker. See Book 5 for details on the Hell Stalker. The caster must name the target that he wishes the Hell Stalker to destroy, and the Stalker will immediately set of to hunt down and slay the target, after which it will be its own monster, picking new targets to destroy.. Anyone casting the spell immediately changes his alignment to Chaos. Hell Stalkers are not considered summoned, but rather created.

Symphony of Blood (MU-6)

Casting Time: 1 action

Realm: Blood-Binding

Save: Yes, half

Range: 0

Target/AOE: 100' in all directions of caster

Duration: Immediate

All living creatures within 100' of the caster when the spell takes 3d6 damage when blood burst from various veins, save for half. But, each of the 3d6 that is a "6". adds an additional 1d6 damage, which adds still another 1d6 if another 6 is rolled, which increases continue until no more 6's are rolled.

Create Banderhobb (MU-7)

Casting Time: 1 turn--PD

Realm: Blood-Binding

Save: Yes, special

Range: 10'

Target/AOE: 1 large cauldron

Duration: Immediate

The caster must fill a large cauldron with the blood of a size-L or G huge toad, which he has freshly sacrificed with his own hand. He then must cut his own hand (1 hit point of damage) and let the blood drip into the cauldron. After a ritual incantation of 10 minutes, the cauldron will produce 1 Banderhobb. See Book 5 for details on the Banderhobb\ The caster and the Banderhobb must each make a saving throw. Banderhobbs are not considered summoned, but rather created.

If the monster fails and the caster succeeds, the monster is a live-time slave of the caster's will

If the monster and caster both fail, the monster flees into the wilderness and doesn't return.

If the monster succeeds and the caster fails, the monster will immediately attack the caster.

If the monster and the caster both succeed, then the monster is forced to complete one task that could be completed within 1 month and then is free.

Blood Storm (MU-8)

Casting Time: 1 action

Realm: Blood-Binding

Save: No

Range: 240'

Target/AOE: Cascade

Duration: Immediate

The caster choose 1 target who takes 1d6 points of damage per level of the caster, with no saving throw, spraying blood onto the 6 closest targets within 60' of the first, each of whom takes half the damage that the first target took, no save. Each of these secondary targets sprays blood on up to 6 more targets within 60' of it, all of whom take one quarter the damage that the first target took, no save.

Create Coven (MU-9)

Casting Time: 1 turn--PD

Realm: Blood-Binding

Save: Yes, Special

Range: 10'

Target/AOE: 1 large cauldron

Duration: Immediate

The caster must fill a large cauldron with the blood of three female Lawful clerics whom he has freshly sacrificed with his own hands. Then after a 10-minute long incantation the cauldron will produce 13 Hags (see book 5). Each Hag makes a saving throw, if she succeeds she will do one service for the caster, if she fails she will become a permanent follower of the caster.