

Into the Wild

A high-level resource for OSR games



Todd Leback

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**



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Into the Wild – A high-level resource for OSR games

This book provides options primarily geared towards higher-level OSR-style play. It is written for Old School Essentials but can easily be adapted to any OSR fantasy game.

The book is divided into three main sections:

- Hexcrawling and Exploration
- Ruling a domain
- Optional Rules and Expansions

For those familiar with existing Third Kingdom Games products, this book combines and expands upon the following publications:

- Hexcrawl Basics
- Domain Building
- Random Weather Generation
- Wealth by NPC Level
- Classing Up the Joint
- OSR Alternative Classes

It also references another work, *Filling in the Blanks*, that is specifically geared towards populating wilderness hexes. These two products are complementary.

The first part of this book examines wilderness exploration, providing mechanical rules for how to explore the wilderness, as well as auxiliary information including random weather generation and expanded wilderness encounter tables designed specifically to help Referees generate and place wilderness lairs instead of just generating random encounters.

Part two of the book details systems for domain-level play. If dungeon exploration is the first tier of gameplay, and wilderness exploration is the second tier, then domain building is the third. One natural outgrowth of wilderness exploration may be the founding of a domain. Assuming the adventurers are not being granted – or taking over – an existing domain, they will

need to discover unclaimed land, clear it of threats, and found one of their own.

The third section provides general rules for expansion of your OSR game. Included are rules for creating new classes as well as new (and old) classes that have been tweaked with options to allow for customization.

Glossary of Terms

Civilization Rating. A measure of how civilized a hex is. This determines the population it can support, the number of random encounters that occur, and a few other things. There are three categories: Wilderness, Borderlands, and Civilized.

Domain. A given amount of land ruled by a single individual, or the overall land ruled by a single individual and those owing fealty to her. The maximum size (in 6-mile hexes) of the domain a single individual can control is equal to their Hit Dice plus their Charisma modifier.

Garrison. A permanently stationed military force (usually composed of mercenaries) that patrols a given hex. Without an appropriately-sized garrison the population is in danger of wandering monster attacks and increased crime.

Infrastructure. Any form of improvement made to an area. Infrastructure investments can be made to hexes (required to improve the Civilization Rating) or urban centers (required to improve the Market Class). Infrastructure improvements can be paid for with cash, or by designating resources to be used for them.

Land Value. The total amount of income generated for the domain ruler from resources that exist within a hex. There are two types of Land Value: Inherent, which is determined by the dominant terrain type within a hex, and Additional, which is determined by a die roll (see p. 90) and varies from hex to hex.

Market Class. A measure of an urban center's size,



Into the Wild — Introduction

availability of goods, and population. There are ten different Market Classes, with 1 being the smallest and 10 the largest. A hex without an urban center is one without stores, taverns, or craftsfolk. An urban center is typically needed to conduct any sort of business.

Resources. A given hex will contain a mixture of six Resource Types (two animal, two mineral, two vegetable). These resources contribute to the hex's land value.

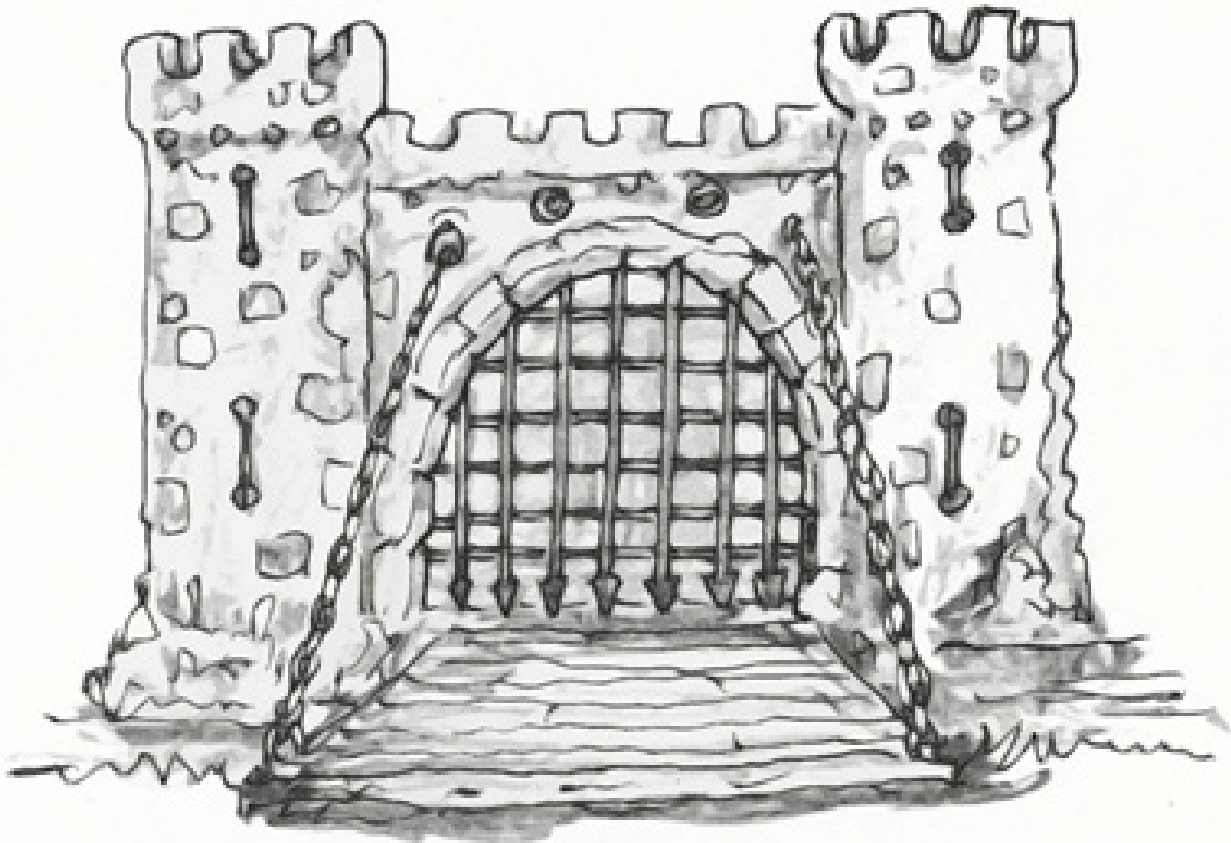
Resource Step. A rating of the size and value of Additional resources found within a hex, distinct from the hex's base land value. There are five steps, with 1 being the smallest and 5 being the largest. These additional resources can be extracted instead of added to the Land Value, and once a certain amount is extracted the Resource Step is reduced by 1.

Retainers. Loyal associates of a PC, the number of

retainers a character can have is based upon their Charisma score. Retainers will adventure with the PC for a share of treasure, and can also be run by the player if the main PC is not present or is incapacitated. PCs can have multiple tiers of retainers, similar to the ranks of feudal nobility. **Hirelings** are individuals hired, typically on a short-term basis, who are *not* willing to delve within a dungeon.

Subhex. A unit of area within a larger hex. This book divides each 6-mile hex into smaller 1.2-mile hexes.

Urban Center. A hamlet, village, town, or city, more densely populated than the surrounding countryside. Urban centers are notable for adventuring purposes chiefly because things can be bought and sold there with relative ease. Each urban center has a rating, expressed as the Market Class.





Chapter 1: Hexcrawling

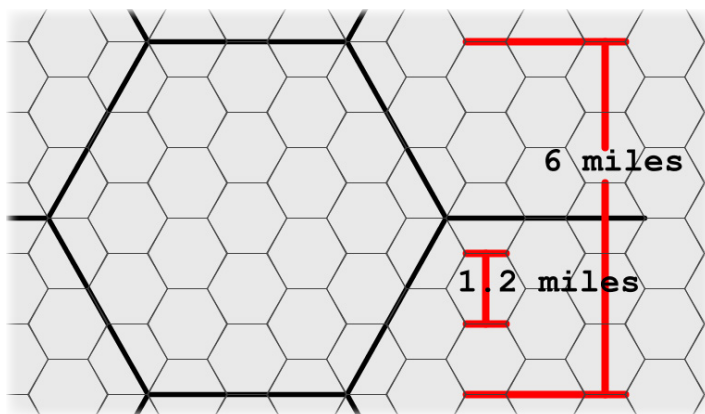
What is hexcrawling? It is a gameplay term that has been written about in numerous forums, blogposts, and chats, and yet there still seems to be some confusion about both the term and the style of play. Simply put, hexcrawling refers to role-playing scenarios that take place primarily in the outdoors – instead of in a dungeon – and has at its core a theme of exploration and discovery. There may be a main plot – perhaps the adventurers must scour the wilderness to discover certain items, or secrets – multiple hooks provided to the players that they may then choose to pursue, or even no structured plot at all.

The beginning of this book focuses on explaining the mechanical aspects of hexcrawling: how to model exploration and travel in this style of play.

Travel in the wilderness takes two forms:

- Towards a destination.
- Exploration.

The following section assumes that the wilderness map uses hexes. All of the calculations and descriptions are made assuming hexes measuring 6 miles face to face, although hexes of other sizes can be used. It also assumes that for exploration purposes each six-mile hex is broken into smaller subhexes, each measuring 1.2 miles face to face, as shown below.

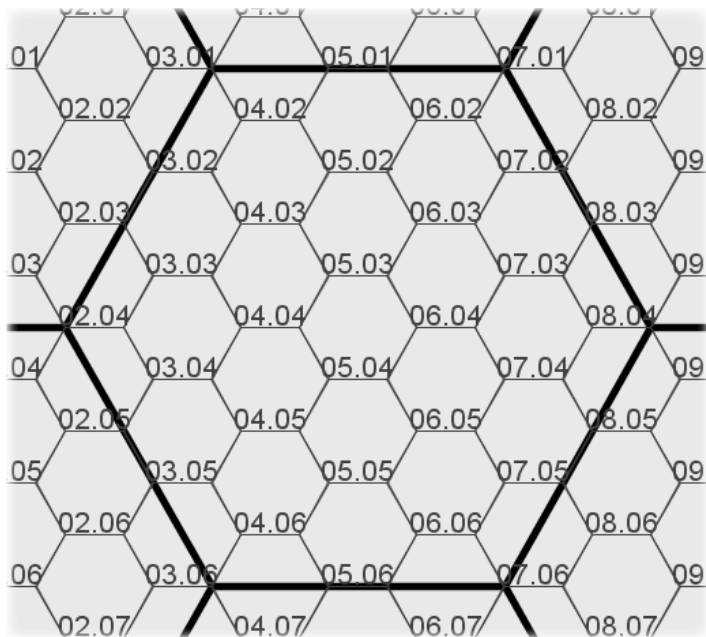


Into the Wild — Chapter 1: Hexcrawling

For ease of making calculations, 6-mile hexes are a good choice for a number of reasons:

- Whole numbers: the hex measures 6 miles face to face and 7 miles from vertex to vertex.
- On flat, clear ground a human-sized creature can see for three miles, or half the hex.
- Each 6-mile hex contains roughly 31 square miles, while each 1.2-mile subhex contains roughly 1.9 square miles.

The book *Filling in the Blanks* describes how to populate a hex with lairs and encounters, placing areas of interest in various subhexes, which are numbered as follows:



This allows the Referee to quickly determine where in a hex an area of interest is located.

Note: For those Referees that prefer a less granular style of game, each 6-mile hex can be assumed to have only a single lair or area of interest, which is automatically discovered once a hex is entered.

If using the more granular method described herein the following applies:

- Draw a line describing the path the adventurers take through the hex. If a lair or feature lies along this path the encounter will occur.
- If the lair or feature does not lie along the path – but can be seen by the adventurers – the encounter will occur.
- If the lair or feature cannot be seen from the adventurers' path the encounter will not occur.
- If the adventurers are exploring a hex rather than

just passing through, they will encounter lairs and features as subhexes are entered.

When the adventurers first venture out into the wilderness their travel will most likely be purposeful, going from point A to point B, with little interest in what lies off the beaten path. They will be traveling from their home base to a dungeon, or perhaps a larger city. As the adventurers grow more experienced and confident in their abilities they will want to begin to discover what lies off the familiar trail and will venture into the uncharted wilderness. As their thoughts turn to settling down and establishing a domain to rule over, the need to explore territory takes the place of exploring dungeons; the land to be claimed must be thoroughly explored and cleared of threats. It will not do to have the subjects of the nascent domain carried off by giant spiders or marauding hordes of humanoids.

Rules for wilderness travel begin on p. 110 of the OSE core rulebook. Additional information can be found on p. 114 (encounter distance in the wilderness), p. 116 (evasion and pursuit), and p. 206 (wilderness encounter tables). Other relevant information can be found on p. 106 (climbing, getting lost, starvation, and swimming).

It is also important to remember that when adventuring in the wilderness all units of measurement – except for area-of-effect spells – are converted from feet to yards.

Example. A fireball spell cast in the wilderness has a range of 240 yards, but still only has an area of effect equal to a 20' radius. A character with a movement rate of 60' (20') moves that distance in yards, rather than feet.

Venturing out into the Wilds

Any wilderness travel is typically handwaved away at lower levels of play (chiefly levels 1-3) and is largely used as a backdrop for traveling to and from the dungeon. This is because wilderness travel is more challenging, both from a logistical and safety point of view.

In a dungeon, encounters are often limited in number and, when monsters are encountered, the adventurers can typically count on them presenting a challenge roughly equivalent to the dungeon level; a group of level-1 adventurers exploring baby's first dungeon would not expect to encounter a nest of trolls on their first delve.

When exploring the wilderness, however, there are no such restrictions, either in the number of monsters encountered or the strength of the PCs' opposition; adventurers can just as likely stumble across a village of 50-300 orcs, 10-40 hill giants, or 10-80 ghouls with no regard for the strength of the party.

Once the adventurers have reached roughly fourth level they should have explored most if not all of the dungeons within a day or two of travel from their home base and have more gold than they know what to do with. They will likely, at this point, begin to feel the pull towards something greater: exploration of the wilderness and a desire to found a domain to call their own. The party's gaze will likely begin to extend beyond the safe bubble of the starting setting.

One of the first things a party flush with cash will do is seek to employ mercenaries; p. 59 of this book details the rules for finding and hiring them. It is not unusual for a successful party that has reached what are traditionally referred to as the "Expert" levels to travel with an entourage of mercenaries that serve as guards and additional firepower during wilderness exploration. This whole party – the adventurers and retainers, hirelings, mercenaries, and mounts – is referred to as the *expedition*. It is an assumption of old-school play that by the time the adventurers begin venturing into the wilds they will be accompanied by a number of NPCs. It is certainly possible, of course, that the players and Referee decide not to do this, instead choosing to run wilderness exploration with the same numbers they would dungeon exploration. The rules presented in this book can be easily modified to support this style of play.

Running Retainers

According to p. 126 of the OSE core rules, "retainers are NPCs that are hired by characters to accompany them on an adventure." Traditionally, they are used as hired muscle and replacement PCs should any of the original PCs die. This book, however, takes the view that retainers can be used in a manner that greatly increases the scope of play and allows each player to control multiple characters, each working on different tasks. This is referred to as a *retainer tree* (similar to a structure commonly known in roleplaying as *troupe play*), and at high levels can get somewhat involved, as the adventurers' retainers hire retainers of their own. It can best be thought of as having a vassalage-like structure. This concept will be explored later in the book, starting on p. 56. When a retainer is controlled as a PC they do not make morale checks.

All that needs to be known for now, however, is that when a PC and their retainer are together the retainer is treated as an NPC: controlled by the Referee, subject to morale rolls, etc. When the two are separate, both are controlled by the player. For instance, let's say the party consists of 4 main PCs, each of whom has two retainers. The party heads out on a journey which will see them

returning in two weeks. Two retainers are left behind: one a magic-user involved in spell research, the other a fighter tasked with searching for mercenaries. These two retainers, while separated from their main PCs, are run as PCs by their respective players while the party is off doing other things.

Establishing a Camp

The travel day of eight hours presumes to leave time at the end of each day to establish a camp for the night, and time in the morning to break camp. If the adventurers force-march, they do not leave themselves this possibility and must camp wherever they end up without fortifying or taking any additional precautions.

Spending the standard eight hours traveling allows the adventurers to do the following:

- Set up camp in the most defensible location that can be found in a quick search of the area where they stop for the night.
- Erect any tents or crude, quickly assembled dwellings.
- Gather firewood and start a campfire.
- Establish a watch and watch rotation.
- Injured individuals do not regain hp (see p. 104, OSE Core) for bedrest.
- There are no other benefits/penalties.

If the adventurers reduce the amount of time they travel by one hour – traveling only seven hours per day instead of eight – they gain the following benefits:

- Set up camp in the best location possible, gaining (1-3) a +1 bonus to avoiding being surprised, (4-5) the effect of partial cover for those standing watch, or (6) both. Roll only once per campsite.
- Erect any tents and semi-permanent dwellings. Establishing a base camp requires the adventurers to have some sort of shelter (see below) for at least half of the expedition's members, not counting mounts.
- Gather firewood and start a campfire. If the party is traveling with a cook (see below) they are able to set up and prepare a hot meal.
- Establish a watch and watch rotation.
- Injured individuals do regain hp through bedrest (see p. 104, OSE Core).
- Any mounts/pack animals that are traveling with the party can be cared for and secured in such a manner that they cannot be easily stolen.
- When a base camp is finally broken it reduces



available travel time of the subsequent day by 1 hour.

This is referred to as a *base camp* and can be maintained for an extended period of time. However, in order to maintain a base camp the adventurers must leave a nominal force behind at all times. This nominal force usually consists of non-combat hirelings, some or all mercenaries, and at least one PC or retainer left behind to oversee the hired help, who tend to slack off and misbehave without guidance. More than one adventuring party has left hard-won treasure with their mercenaries while delving back into the darkness, only to find their retinue – and the gold they were “guarding” – gone when they emerge back into the sunlight.

Food, Gear, and Supplies

In order to be successful, an expedition must be properly equipped and supplied. Expeditions that run out of food or water, or that lose tents, wagons, etc., begin to have issues with the morale of their members, and if things get serious, can begin to suffer losses from disease, hunger, and dehydration.

A broad assumption can be made that most types of terrain the adventurers will be traveling through will contain enough potable water sources to keep the expedition hydrated. Unless it occurs as a hazard of exploration (see *Filling in the Blanks*) water located in the wild is assumed to be drinkable. Note that unless otherwise stated, “water” includes milk, wine, ale, coffee, etc., but not hard liquor.

The following types of terrain will likely require the adventurers to bring their own water when exploring: badlands, desert, and arid grasslands/steppes. When exploring, human adventurers will each need 1 gallon (8 pints) of water per day. Elves and dwarves require 6 pints per day, and halflings and gnomes 4 pints per day. Horses require 8 gallons of water per day. Mules require 5 gallons per day, while camels require 1 gallon per day.

Water requirements are halved on days when there is no significant activity, and increased by 50% on hot days.

A gallon of water weighs 80 cn; one pint weighs 10 cn. For carrying larger quantities of water, barrels are typically used. The standard barrel size contains 25

gallons. A 25-gallon barrel weighs 500 cn empty and measures roughly 30" tall and 18" in diameter at the widest point. When full, a 25-gallon barrel weighs 2,500 cn. Casks are smaller barrels that hold 10 gallons of liquid and weigh 250 cn empty. They measure about 20" in height and 16" at the widest diameter. When full, a cask weighs 1,000 cn.

Both barrels and casks are constructed of stout wood and will not leak unless subjected to physical force (such as falling off a wagon or being attacked). Each is treated as having an AC of 7 [12] and 6 hp. If subjected to great force (a thrown boulder, *lightning bolt* spell, etc.) they save versus death as a 1st-level fighter to avoid shattering.

Humans, elves, halflings, and most mounts can only go for three consecutive days without drinking at least the minimum amount of water before they begin to suffer serious consequences. Dwarves, gnomes, and half-orcs can go for four days, and camels for a full week. This is referred to as the creature's *tolerance period* and is charted on the below table.

Creatures that go without water for a given period of time begin to suffer deleterious effects, as follows. Effects are cumulative. Note that the amounts below are abstracted for a range between "not drinking anything" and "drinking less than the minimum required per day". It is suggested that if the creature doesn't drink anything, or is operating in an extremely hot environment, that the tolerance period be reduced by up to one half.

After one period the creature:

- Does not heal naturally (p. 104, OSE Core).
- Suffers a –1 penalty to surprise and initiative rolls.
- NPCs suffer a –1 penalty to morale checks.

After two periods the creature:

- Suffers a –1 penalty to attack, damage, and saving throws.
- Loses 1d4 hp per day.
- Has their movement reduced by 25%.
- NPCs suffer an additional –1 penalty to morale checks.

After three periods the creature:

- Suffers a further –1 penalty to attack, damage, and saving throws.
- Loses 1d6 hp per day.
- Has their movement reduced by an additional 50%.

Example. A human adventurer becomes lost in the desert and wanders about aimlessly. After the third day of not

drinking enough water they stop regaining hit points through natural healing and suffer a –1 penalty to all surprise and initiative rolls. After six days of not drinking enough water they suffer a –1 penalty to all attack, damage and saving throws, have their movement reduced by 25%, and begin to lose 1d4 hp per day. After nine days they suffer an additional –1 penalty to attack, damage, and saving throws, have their movement reduced by a total of 75%, and begin to take 1d6 points of damage per day.

For every two consecutive days a creature is able to consume the minimum amount or more, they are able to erase one period's worth of penalties.

Example. A human adventurer goes 6 days drinking less than the minimum amount of water. They suffer the penalties of two periods. On the 7th and 8th day they find a small spring and are able to drink the minimum amount each day before they set back out into the wilds. They are now treated as being penalized for one period. If they go without enough water for three more days they are back to suffering the penalties from two periods.

Lack of food is less of a concern than lack of water. Going without food incurs the same tolerance penalties, as above, but with greater time intervals. Table 1 gives the tolerance periods for food and water for the different races and common mounts:

Table 1 — Drink and Food Tolerance Periods

Species	Tolerance Period (days)	
	Food	Water
Dwarf	6	4
Elf	5	3
Halfling	5	3
Human	5	3
Horse	5	3
Camel	7	7

Dwarves and humans need to eat one pound of food per day at minimum to survive. Elves need 3/4 of a pound, and halflings need half a pound (though will gladly eat more!). There is no reduction in the amount needed for low activity, but adventurers engaging in high activity – forced marching or traveling in extreme climes – will need to increase their food intake by 50%. Those unable to eat this amount suffer the same effects as dehydration, albeit with a longer tolerance period.

The rules for encumbrance in OSE Core do not provide an encumbrance for rations – whether fresh or iron – instead incorporating this into the miscellaneous encumbrance rating of 80 cn (see p. 103 of OSE Core).

It is assumed that at most an adventurer can carry one week's worth of rations under this rubric; additional weeks of supplies add to encumbrance, as do weapons and armor.

Mostly, however, rations purchased for expeditions into the wilds will not be carried by individuals but instead will be carried by beasts of burden. Regardless of who is carrying the rations, they have the following weight:

- Fresh rations weigh 150 cn per seven days, but will only last for one week before spoiling (and will spoil overnight in a dungeon).
- Iron rations weigh 75 cn per seven days.
- Ingredients (see below) weigh 100 cn per seven days and remain good for one month. Ingredients cost 2 gp per seven days of food.

Fresh rations are inexpensive but heavy, and spoil quickly, especially if exposed to the foul air of dungeons deep and dank. Iron rations are lighter by far and last forever, but are relatively expensive. Also, hirelings eating nothing but iron rations tend to become grumpy and rebellious. If forced to eat iron rations for more than one week apply a –1 penalty to all morale checks that NPCs make.

The third alternative to fresh and iron rations would be to purchase ingredients and hire a cook to prepare meals for the expedition. This has multiple benefits:

- The overall weight is less than fresh rations but more than iron rations.
- The ingredients last four times as long as fresh rations.
- The ingredients cost the least of all three options.
- Having a cook employed by the expedition does not incur a morale penalty.

Trained cooks cost 25 gp per month and can feed up to 30 individuals. They can increase their output by overseeing up to three helpers, each capable of cooking for an additional 15 individuals and costing 10 gp per month. If they are managing helpers, the cook is only capable of feeding 27 individuals instead of 30.

Mounts need to eat roughly 10 pounds of food per day, depending on size. Herbivorous mounts tend to need to eat more than that, especially larger creatures, while carnivorous mounts need to eat about half that. Additionally, carnivorous creatures can typically skip a day or two between meals.

Herbivorous mounts are assumed to be able to find

enough roughage to eat while traveling/penned for the night in most terrain. When traveling in the arctic, desert, swamps, or other difficult terrain the mounts must be supplied with food. In other conditions they can find most of the food they need to graze on.

Horse feed costs 1 gp per 25 pounds (250 cn).

Mounts that do not get proper feed suffer the same penalties as detailed above.

Foraging and Hunting

As the adventurers travel they can forage for food or hunt. This works best for relatively small parties; a traveling army will strip the landscape as bare as would a swarm of locusts. Page 111 of OSE Core states that “the party has a 1 in 6 chance of finding enough food for 1d6 human-sized beings”. This can be done at the party's standard movement rate, although it cannot be done when forced marching. If foraging while exploring a hex, this chance is increased to 1-3 in 6. If a barbarian, druid, or ranger (see *Advanced Genre Rules*) is with the party, the base chance is increased by two (to 1-3, or 1-5 in 6 while exploring) and the number of people that can be fed is doubled (to 2d6). These numbers can be changed as needed by the Referee; the chance of finding food for 1d6 people in a desert environment would usually be much less than in a tropical environment.

For larger parties, roll the chance to find food for every five individuals, to a maximum of 6 chances per party per day.

There also exists a chance that foraged foodstuffs are, in fact, poisonous to humans and/or demi-humans. If the adventurers are traveling in unfamiliar terrain there's a 1 in 10 chance a foraged foodstuff is toxic. This roll should be made by the Referee in secret. Those eating must roll their Constitution or lower on (1-3) 3d6, (4-5) 4d6, or (6) 5d6. Barbarians, dwarves, and half-orcs always get to roll with Advantage (rolling twice, taking the best result). The possible effects of a failed Constitution roll include:

- 1-3. Those failing become nauseous for 1d6 hours, suffering a –1 penalty to attack and damage rolls.
- 4-5. Suffer effects similar to giant centipede poison, except for 2d12 hours.
- 6. Die in 1d4 turns.

If foraged food does turn out to be toxic the party is allowed to make Intelligence checks to realize this before eating. The base roll is made using 3d6. If the party is in unfamiliar terrain increase this by one die (to 4d6). Barbarians, druids, and rangers reduce the



difficulty by two dice; elves, halflings, and those with herbalism skills by one die.

Example. The adventurers are traveling unfamiliar terrain and accidentally forage a small, red berry that looks delicious but is actually toxic. All those looking to eat it must roll their Intelligence or less on 4d6. Any barbarians, druids, or rangers with the party would roll 2d6. Elves, halflings, or those with herbalism skills would roll 3d6.

If the party hunts for game they cannot travel for a minimum of one day; traveling or resting is not possible. During this time there is a 1-3 in 6 chance of encountering animals suitable for hunting. This chance is in addition to the standard chances and intervals for encountering wandering monsters – which may also be animals suitable for hunting. Barbarians, druids, and rangers increase this chance to 1-5 in 6; elves and halflings have a 1-4 in 6 chance. Simply encountering the animal(s) does not imply that hunting is a success; once encountered, combat is run as normal. If any

animals are slain they can be harvested for meat and potentially other useful parts. When hunting from a stationary camp it is assumed that any assorted activities entailed by hunting – skinning, salting the meat, etc. – are accomplished during this day of no other activity.

If animals are encountered while traveling, either because the adventurers stumble across a lair or as a result of random encounter, they may be “hunted”; that is, killed and prepared for food. As above, in such instances combat is run as normal, and any slain animals can be prepared for food.

As a general rule, large animals – such as deer, bear, boars, etc. – yield about 25 pounds of meat per HD, and it takes one person three turns to dress one Hit Die worth of meat. Hunting smaller animals, such as squirrels, rabbits, etc., is assumed to take place under the foraging rules. There’s a base 1-2 in 6 chance per animal that the hide can be harvested and saved to be sold or used later (refer to xx for rules on mercantile trade). This chance is increased to 1-4 in 6 if a barbarian, elf, halfling, or

ranger is doing the skinning. Unpreserved hides last for one week before spoiling.

It is up to the Referee to determine what animals are suitable for eating. Can giant versions of animals be eaten? How about various monsters? While there is a small chance that the meat of an animal is toxic to humans, there's a better chance that various creatures simply aren't palatable and taste foul, while not being actually toxic. Assume that dwarves and half-orcs have a greater tolerance for eating unpleasant food.

Shelter and Weather

Under most circumstances it is assumed that when camping outside adventurers sleep under the stars; bedrolls are not on the equipment list. This is typically fine, but when weather becomes inclement having some form of shelter is necessary. The two main types of conditions that require shelter are:

- Precipitation.
- Cold (and, to a certain degree, heat).

When camping in these conditions without proper shelter the expedition suffers the following penalties:

- They are unable to get restful sleep and do not recover from exhaustion (from forced marching, for instance) or heal naturally (see p. 104, OSE Core).
- NPCs suffer a -1 penalty to morale checks while the adverse conditions last.
- Any saving throws made to avoid illness (see below) are made with a -1 penalty to the roll or have their dice increased by one.

When the weather is decent but cold, blankets will keep the expedition warm when used in conjunction with a fire. A good quality woolen bedroll costs 1 gp. Otherwise, the adventurers are going to want to purchase tents. Tents that house a single individual cost a base 10 gp and weigh 400 cn. For every additional person the tent can hold the cost is increased by 15 gp and the weight by 150 cn. For the purposes of this book the largest tent that can be easily transported and set up will hold 10 individuals, costing 145 gp and weighing 1,750 cn.

Tents are assumed to be waterproof but, unless magically treated, are not fireproof or resistant to damage. The Referee may wish to assess a monthly maintenance charge of 1 gp per person the tent sleeps that covers repairs, re-waterproofing, etc.

As mentioned above, in order for a camp to be considered a "base camp" for the purposes of resting, healing, etc., there must be enough sleeping space inside tents or

other shelter for at least half the expedition.

Fires can also be used to ward off cold and have the added benefit of providing illumination to those adventurers that cannot see in the dark. Campfires are also needed in order to establish a base camp and reap the benefits enumerated above. However, fires have the drawback of increasing the likelihood the expedition is spotted. If campfires are used, increase by 1 the chance of a wandering monster during the night.

Additionally, lack of a campfire can be demoralizing to the troops. If the expedition goes for two or more consecutive nights without a campfire all NPCs with the party make morale checks with a -1 penalty. This is not cumulative.

Bad weather will, in addition to reducing visibility (see below), reduce the distance the adventurers can travel in a day. Light to medium precipitation reduces the number of miles the adventurers can travel by 25%; heavy precipitation reduces this distance by 50%. Snow acts to reduce travel distances by this amount for 1d2 days after it has fallen for light snow, 1d4 days for moderate snow, and 1d6+2 days for heavy snow. Additionally, for this time period the terrain is considered difficult for wheeled conveyances (see p. 76) More information on weather can be found in Chapter Two.

Characters exposed to cold run the risk of hypothermia, especially if unprotected. For every time interval (see the following table) a character is exposed without proper gear they must roll equal to or under their Constitution on 3d6. If the adventurer is wearing metal armor add +1; if they are wet without a change of clothes add an additional d6 to the roll; and if the wind is high (see p. 43) add an additional +1 to the roll. Failure indicates they lose 1d2 points of Constitution – adjust hit points as needed. If more than three consecutive time intervals elapse without intervention – shelter, or fire, or other such remedy – subsequent Constitution loss is permanent. Otherwise, lost CON is regained at a rate of 1 per day of bedrest.

Exposure to extremely hot temperatures is handled in a similar fashion, except that the only modifier to the CON check is if the character is wearing metal armor an additional 1d6 is added to the roll.

Table 2 lists the time intervals by temperature. Note that the temperatures are given in Fahrenheit and are approximate. Chapter Two, which discusses random weather generation, gives very ballpark guidelines for determining temperatures.

Table 2 — Cold and Heat Time Intervals

32 to 40/90 to 100	1 day
10 to 31/101 to 105	6 hours
-10 to 9/106-110	3 hours
-30 to -11/111-115	1 hour
below -10/above 116	1 turn

Cold weather clothes protect against cold weather and come in two grades: moderate and severe. Moderate cold weather clothes cost 5 gp and weigh 100 cn, and will offer protection in temperatures down to -10 degrees, or colder in conjunction with shelter or a fire. Severe cold weather clothes cost 15 gp and weigh 200 cn, and offer protection below -10 degrees for a maximum of one day without shelter or a fire. After that point the character runs the risk of suffering exposure damage, although the time interval when wearing severe cold weather clothing is treated as being two ranks less severe (6 hours rather than 1 hour, for example).

Disease and Illness

Travel is also not without health risks, especially in bad weather or areas where insects may carry diseases the expedition is unused to. There are two methods to determine if an adventurer contracts a disease when the situation calls for it. First, it must be determined if there is a chance that the expedition risks disease. This should be based upon the circumstances:

Example 1. The party enters a hex the Referee knows carries the risk of disease. For each day they spend in the hex there's a 1 in 10 chance someone contracts a disease.

Example 2. The party makes a cold camp in light rain in the late autumn. The Referee rules there are three risk factors (no fire or shelter, light rain, cool temperatures) and assigns a 1-3 in 8 chance that someone gets sick.

Once it is determined there is the potential for someone to get sick all members of the expedition must roll to determine who, if any, in the party gets sick. There are two ways of doing this:

- Everyone in the expedition makes a saving throw. There is no specific saving throw designated for diseases, so it is recommended to save versus death. The advantage to this is that everyone in the expedition will have a target saving throw number.

- Alternatively, everyone in the expedition needs to roll their Constitution or lower on 3d6. This takes personal attributes into account, but is not easy to adjudicate for NPCs that likely don't have Constitution scores assigned. When in doubt, however, the Referee can assume NPCs have a 9 in this Attribute. It is also suggested that dwarves subtract one die from the roll.

Example 1. The adventurers enter a miasmal swamp that carries the risk of disease. Everyone in the party must make a saving throw versus death. Those failing contract the disease and fall ill. If there are additional risk factors – the party is camping outside without shelter, for instance – a penalty may be assigned to the roll.

Example 2. The adventurers enter a wood swarming with disease-carrying mosquitoes. Everyone in the party must roll their Constitution or lower on 3d6. Any dwarves in the party roll 2d6. If there are additional risk factors – the party is camping outside without shelter, for instance – the Referee might add another d6 to the roll, so dwarves roll 3d6 and everyone else rolls 4d6. All who fail fall ill.

Diseases can range from mildly inconveniencing (a small penalty to one or more rolls) to deadly (death unless treated). If not treated, diseases will either resolve themselves in a given period of time or remain until cured (or the victim is dead). Diseases can be treated with the cleric spell *cure disease*, bedrest, or care given by a trained healer (if using a skill system such as that presented in *Hex 17.23 – The Lake of Abominations*).

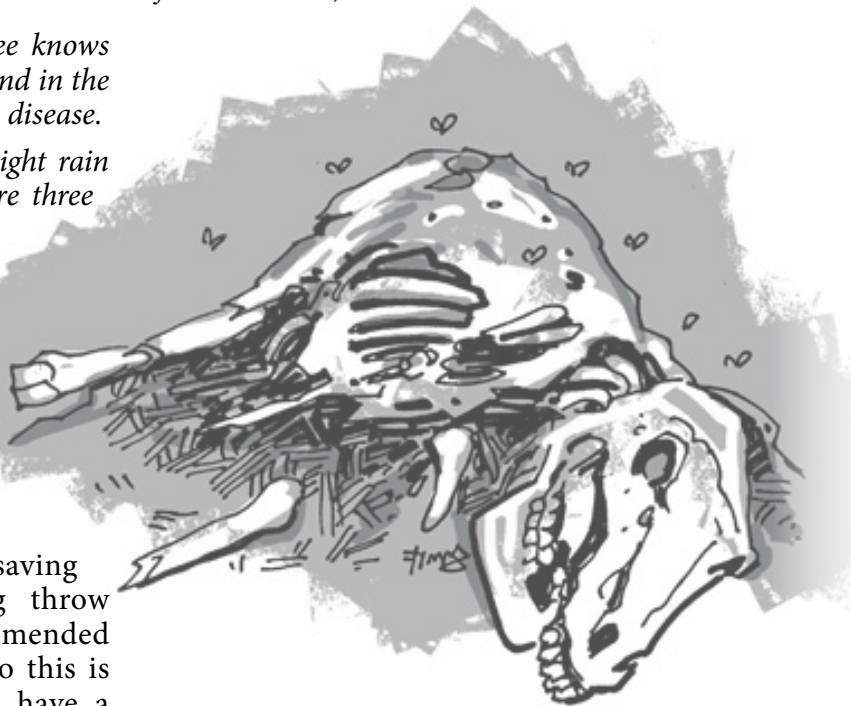


Table 2 gives some example diseases and recovery times; roll separately for the effect and recovery time. Each disease is going to have an onset time of 1d4 days after infection. 1 in 20 diseases are progressive, meaning that effects are cumulative and recur every 3d6 days, or until recovery. For diseases that cause “death” the death occurs 1d8 days after onset of symptoms.

Table 3 — Diseases

1d100	Effects	Recovery
1-20	-1d4 to one type of roll*	1d4 days
21-40	-1d4 to one Ability score	1d6 days
41-55	-1d4 to 1d4 types of rolls*	2d4 days
56-70	Effect (blindness, etc.)	2d6 days
71-80	-1d4 hp per day†	3d6 days
81-85	-1d4 to 1d4 Ability scores	1d4 weeks
96-90	Death	1d4 months
91-97	Roll twice	Permanent
98-99	Roll three times	**
100	Disease carries a benefit. Roll again to determine detriment	***

*For non-d20 rolls apply (1-4) -1 penalty or (5-6) -2 penalty

**Can only be cured via magic.

***Can only be cured via specific magic: drinking the water from a specific magical fountain, etc.

†Roll hp damage each day.

When creating diseases the effect is static and predetermined; a disease that reduces the sufferer’s Dexterity will reduce it by a fixed amount (determined when the disease is created). The only exception to this is hp damage, which is rolled each day the sufferer is afflicted. The Recovery time is variable and rolled each time someone is infected.

Example 1. The Referee comes up with a disease called “swamp fever”. Rolling 1d100 twice the results are 9 and 13. The Referee decides it makes the sufferer sluggish, reducing initiative rolls. Since it is a 1d6 roll instead of a 1d20 the Referee rolls 1d6 to determine the penalty. The result of the 1d6 roll is a 4, meaning it imposes a -1 penalty to initiative rolls. The disease itself lasts for 1d4 days, rolled separately for each sufferer.

Example 2. A tribe of goblins is infected with goblin pox and spending more than an hour in their lair carries the risk of infection. The Referee rolls a 100 and a 90, indicating that the pox carries a benefit in addition to lasting for 1d4 months. A third roll results in a 30. The Referee rolls 1d4, coming up with a 3, and determines those suffering from

goblin pox have a -3 penalty to Wisdom but gain a +1 bonus to all morale rolls.

Visibility and Encounter Distances

As a general rule of thumb a person can see a distance in miles equal to the square root of their height times 1.22. Therefore, a 6’ tall character can see roughly 3 miles. A character that has climbed a 50’ tree can see for 8.5 miles.

Visibility is reduced by several factors:

- Terrain
- Light
- Weather

Assume that range of vision is unaffected in clear, desert, and grassland hexes. In light forests the range of vision is reduced by half. In jungles, swamps, and heavy forest the range of vision is 10% of normal. Mountainous and hilly terrain is difficult to judge. If the adventurers are atop a promontory they can see for miles to the horizon, but will likely be unable to spot anything except features that a) face them and b) are located high enough to be unobscured by other terrain. Therefore, when in either of these types of terrain treat the encounter distances as normal (see below) but the max range of visibility as per the characters’ elevation.

Note that range of vision is determined by how barren the terrain is. A character on a forested mountain has the max range determined by the trees, not the character’s elevation, unless they were somehow able to climb above the tree-line (but would then be unable to see features concealed *below* the canopy).

The rules below provide guidelines for modifying the encounter distance. The base encounter distance in the wilderness is 4d6 × 10 yards, but can be modified by a number of dice due to certain factors. If these would reduce the encounter distance to less than 1d6 × 10 yards, make the following modifications to die size and multiplier (in the given order) instead of further reducing the number of dice for each factor:

- 1d4 × 10 yards
- 1d4 × 5 yards

When encounters occur in the wilderness they occur at a range of 4d6 × 10 yards. This distance is increased to 6d6 × 10 yards for plains and grasslands, reduced to 3d6 × 10 yards for light forest and swamp, and 2d6 × 10 yards for heavy forest and jungle. Other modifiers can apply based upon the particular use of terrain (foes crouching in tall prairie grass, for instance).

If the encounter occurs at night with visible moonlight reduce the encounter distance by one die. If it occurs at night with no moonlight reduce it by two dice.

If the encounter occurs during light to medium precipitation or light fog reduce the encounter distance by one die. If it occurs during heavy precipitation or fog reduce it by two dice.

These encounter distances are based upon encountering a group or object roughly the size of a standard adventuring party. If one group is significantly smaller than the other, reduce the distance by one or more dice for the larger party, and increase it by the same number for the smaller.

Example One. A party of adventurers encounters a group of pixies. The pixies spy the adventurers at a range of $6d6 \times 10$ yards while the adventurers spy the pixies at a range of $2d6 \times 10$ yards.

Example Two. A party of adventurers encounters a gang of hill giants. The adventurers spy the giants at a range of $6d6 \times 10$ yards while the giants spy the adventurers at a range of $2d6 \times 10$ yards.

Example Three. A party of adventurers encounters a group of pixies at night, in light woods, in foggy weather. Since the distance at which the PCs would notice the pixies is already $2d6 \times 10$ yards due to the pixies' size, the distance is further reduced as follows:

- to $1d6 \times 10$ for night-time.
- to $1d4 \times 10$ for the terrain.
- to $1d4 \times 5$ for fog.

The adventurers only notice the pixies when they are $1d4 \times 5$ yards away from them (assuming the pixies do not act sooner).

When one side is surprised and the other is not, the non-surprised side has the chance to automatically evade the encounter, if desired. If they choose not to evade, assume they have a number of rounds to act before the surprised side notices equal to the difference between the two rolls.

Example One. The PCs come across a gang of orcs. The orcs roll a 2 for their surprise check and the PCs a four. The adventurers have two rounds to act before the orcs can respond.

Example Two. The adventurers come across a gang of orcs. The orcs roll a 4 for their surprise check and the adventurers roll a 2. One of the adventurers is a ranger, surprised only on a roll on 1, so they are not surprised even though the rest of the party is. The orcs can act for two rounds before the adventurers can, with the exception of the ranger, who is not surprised.

It is suggested that this rule only be used in the

wilderness where the greater tactical flexibility afforded by encounter distances allows for more actions.

As an optional rule the Referee can give the smaller party two chances to avoid being surprised: once when the larger party comes within their encounter distance and once when the larger party can potentially spot the smaller.

Example. The Referee determines that the party spies the hill giants at a range of 200 yards and the giants spy the party at a range of 120 yards. If the adventurers do not see the hill giants on their first roll (i.e. the surprise result is a 1 or 2 when they first come within 200 yards) they can roll for surprise again once they come within 120 yards.

This optional rule only applies when the sizes of the two parties/objects are different.

Traveling through a Hex

The most basic way to travel through the wilderness is going from point A to point B. Movement rates for wilderness travel are equal to a creature's base movement rate divided by 5; this is the number of miles that a creature can travel in an assumed 8-hour day.

Creatures that do not tire – such as undead, constructs, etc. – have their daily travel rate multiplied by 3 to determine the maximum distance they can cover.

Flying creatures have their travel rate effectively doubled and are not affected by terrain modifiers.

Example. A creature has a movement rate of 60' (20'). This means they can typically walk 12 miles per day, or 1.5 miles per hour. If this creature had a fly speed of 60' (20') they could fly 24 miles per day.

Terrain affects the distance a creature can travel per day, as follows:

- Reduced by 1/3 when traveling through broken lands, deserts, forests, and hills. If using a non-maintained road or trail the penalty is 1/4.
- Reduced by 1/2 when traveling through jungle, mountains, and swamps. If using a non-maintained road in this terrain, the penalty is 1/3.
- While traveling on a maintained road increase the base movement rate by 50%. Apply this modifier first.

Example One. A creature that can travel 12 miles per day has their movement speed reduced by 1/3 when traveling through a forest, to 8 miles per day. If they are traveling on a well-maintained road through a forest they would be able to travel 12 miles per day.

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Example Two. A creature with a movement rate of 12 miles per day is traveling through hilly terrain on an unmaintained road. Instead of a 1/3 penalty, reducing their movement rate to 8 miles per day, a 1/4 penalty is applied, making their overall movement rate 9 miles per day.

When traveling overland through hexes, the Referee should draw a line from the party's origin to their destination if they are not following a road or landmarks, or follow the established road/landmarks if they are. Examples of landmarks the adventurers could follow might be a ridgeline, river, coastline, etc. Adventurers that are following a road or clear landmarks do not need to roll for getting lost (see p. 16).

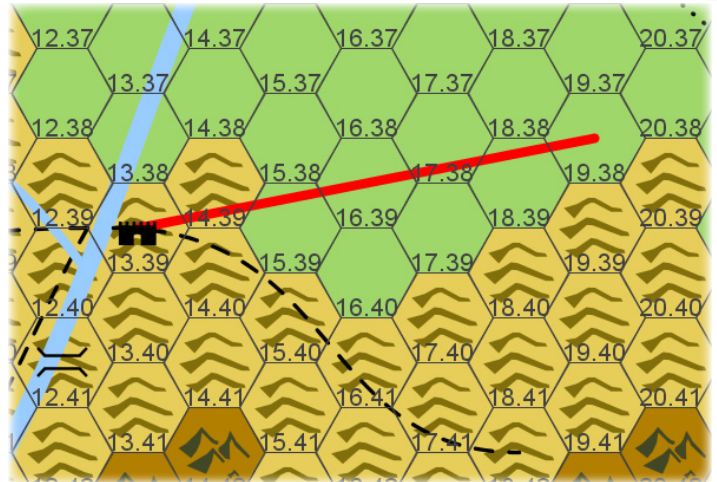
The distance between the point of origin and destination can be estimated as closely as possible. The following is an example.

The solid red line passes through a total of 7 hexes as follows:

- Two half hexes, at the beginning and end (13.39 and 19.38). Assume 3 miles per half hex.
- One full hex, roughly vertex to vertex (16.39), for a distance of 7 miles.
- Four partial hexes (14.39, 15.39, 17.38, 18.39). The Referee estimates each of these sections is roughly 4.5 miles.
- The total distance covered is 31 miles.
- Since the adventurers are not following a road they have a chance of getting lost.

The dashed line represents an unmaintained road and goes through a total of 6 hexes as follows:

- Two half hexes (13.39 and 18.42), assuming 3 miles per hex.
- One full hex (15.40) vertex to vertex, for a total of 7 miles.
- One full hex (16.41) almost vertex to vertex, for a total of 6 miles.
- One full hex (15.40) essentially face to face, for a total of 6 miles.
- Two hexes (14.40 and 17.41) that are partial, roughly 4 miles each.
- The total distance covered is 33 miles.



- *The adventurers are on a road, so there is no chance they get lost.*

Obviously, it is also possible to simply count the number of hexes a path crosses and roughly estimate the distance to be traveled.

When a path crosses varying terrain there are two options for determining modifiers to movement rates. The first method is to simply eyeball it. In the first example, above, the path the adventurers are taking crosses one and a half hexes (or about 7.5 miles) of hilly terrain (1/3 reduction to movement) and the rest is over flat grassland. Assuming the party moves twelve miles per day, they can cover two hexes of flat grassland per day. The Referee can simply eyeball the hilly terrain; noticing it is less than two hexes, they rule that it takes a full day to travel through the hill country.

The other option would be to calculate more exactly the distance traveled. For this example, assume the party has a movement rate of 24 miles per day, or six full hexes. This translates to a movement rate of three miles per hour of unhindered movement. Moving through hilly terrain reduces that by 1/3, to two miles per hour. Assuming they have 7.5 miles to cross, it takes the party 3 and 3/4 hours before they leave the hill country, and they have 4 and 1/4 hours of travel time remaining. With their speed back up to three miles per hour, they can travel an additional 12 and 3/4 miles before needing to stop and rest.

One reason why it may be important to have a more granular view of how long it takes to pass through certain terrain is because of encounter tables. If the Referee rolls a positive result for an encounter while the adventurers are traveling, they will roll 1d8 to determine during which hour of travel the encounter occurs. This can be used to determine where the encounter occurs, and which encounter table is used; the table for hilly terrain

is not the same as the one used for clear grasslands!

Example. The Referee has determined that a random encounter will occur. Rolling 1d8, the result is a 3. Using the example above, this means the encounter occurs in hilly terrain, so the Referee uses the appropriate table (either one from the Core rulebook or a custom table).

Obviously, the granularity of travel times depends on the game itself. If it's happening around a table in real time the Referee might not want to spend the time calculating exact travel times and distances, and so may prefer to eyeball these to keep the game moving.

Mounts

As the adventurers move out into the wilderness, and as they grow wealthier, they will cease walking and start riding mounts, increasing the distance they can travel. However, the following applies to the party when mounted:

- Spellcasters can cast from horseback but only if the horse remains still during the round.
- Cannot use long bows from horseback.
- Opponents are only surprised on a roll of 1 in 6, rather than 1-2 in 6.
- As an optional rule, combat on horseback is not allowed unless the adventurer has the Riding skill. If the group is not using the skill system, assume only acrobats, barbarians, knights, paladins, and rangers are skilled at fighting from horseback. Alternatively, instead of restricting mounted combat to these classes, assume all other classes make attack rolls with disadvantage (roll twice, taking the worse result) while fighting mounted. This penalty goes away after 1d4 levels.

Forced Marching

The adventurers can cover more distance by forced marching: extending their travel time by 50% from 8 hours a day to 12 hours per day. This increases their movement by 50%, as well. However, the following rules apply when forced marching:

Rest. The adventurers must either rest for a full day after forced marching *or* suffer a -1 penalty to all attack, damage, saving throw, and skill check (if using skills) rolls. Thieves' abilities suffer an equivalent penalty converted to percentiles (-5). This penalty is cumulative for every day spent forced marching and remains until the party rests. Additionally, those forced marching suffer a non-cumulative -1 penalty to surprise and initiative checks.

These penalties last until the adventurers are able to rest for one full day (no adventuring or combat during this time) for each day they force march. Each day spent resting removes one day of exhaustion.

Example. The adventurers force march for two days before reaching their destination. They suffer a -2 penalty to all of the above rolls, and a -1 penalty to initiative and surprise checks, until they are able to rest for two days. If they decide to go adventuring after one day of rest they still suffer a -1 penalty to all the above rolls.

Note that these penalties are cumulative with the requirement that travelers rest for one day for every six days traveled (p. 111, OSE Core). If the adventurers are forced marching while mounted, both they and their mounts suffer the penalties, although the adventurers use their mounts' movement rates.

Because forced marching adventurers are traveling through more terrain per day, the chance for a random encounter is increased, as follows:

- If the adventurers make the decision to force march at the beginning of the day, increase the chance of a random encounter by two and the die size by one.

Example. There's a 1 in 6 chance of an encounter occurring in grasslands. If forced marching, this chance is increased to 1-3 in 8.

- If the adventurers make the decision to keep forced marching after a full 8-hour day of travel, make a second check with half the normal chance of success.

Example. After traveling for eight hours the adventurers realize they are three hours away from their goal and decide to keep going. The Referee rolls for a second encounter. Since they're in grasslands, the chance is halved, for a 1 in 12 chance.

Encounters and Travel Time through Hexes

If an encounter occurs while traveling it will take up time that would otherwise be spent on movement. Non-combat or evaded encounters take no appreciable time, unless otherwise stated. For instance, if the adventurers encounter an NPC party and spend time parleying, the Referee might rule that a half-hour or an hour passes as the two groups exchange information.

Combat encounters, while the action itself is relatively brief and measured in seconds rather than hours, take one full hour per combat to resolve. This period assumes taking time to:

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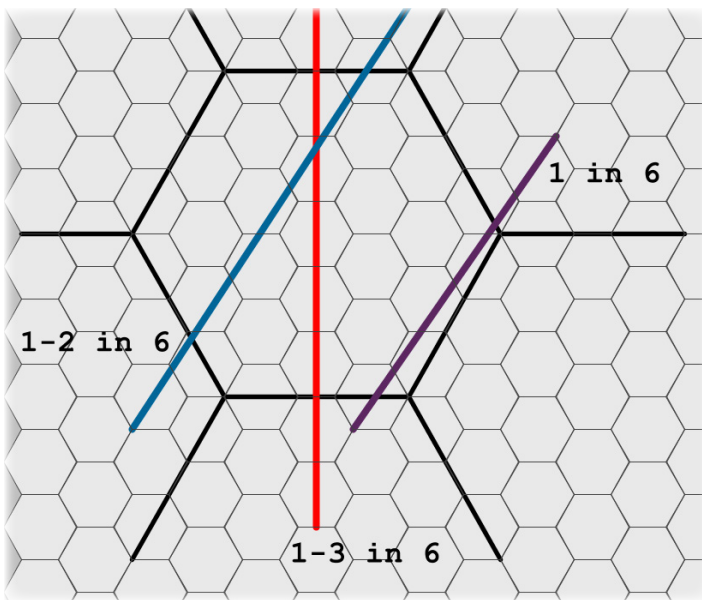
- Resolve the actual combat.
- Bandage any wounds and heal the injured.
- Search the enemy.
- Question any living enemies.
- Harvest any applicable monster parts.

At the Referee's discretion it may take longer than an hour to resolve matters before the party can begin moving again.

What's in the Hex?

There are two main ways to determine what the adventurers encounter while traveling through a hex. If the game is using abstracted hexes that are not divided into subhexes the Referee has two choices:

- Assume that whenever the adventurers enter a hex they encounter what is in the hex.
- Assume there's a base chance that the adventurers encounter the lair or area of interest in the hex, based upon the amount of time they spend in the hex, as illustrated in the following diagram:

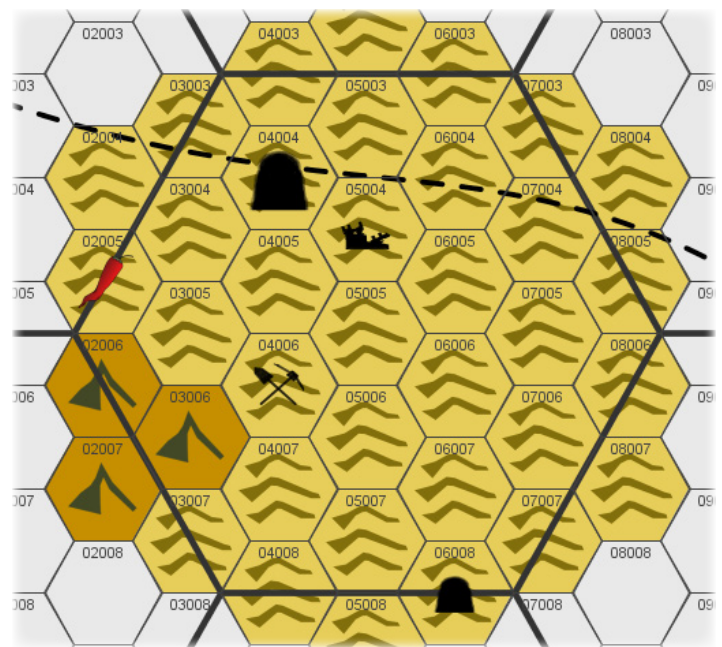


Only roll once for each path the adventurers take through a hex. If the result is successful the adventurers discover the lair or area of interest. If not, the feature remains undiscovered. Note that in some cases the feature may be *visible* from the path the adventurers take (see Encounter Distances, above). Whether or not the adventurers see a feature from a distance is dependent upon the nature of the feature, visibility, etc.

Example. The Referee knows there is a dungeon located in a hex the adventurers are passing through. The first time they

pass through it is on a route approximating the red line (through the exact center of the hex), with a 1-3 in 6 chance of finding the dungeon. The roll is a 4, so they do not stumble across it. The second time is on a route approximating the purple line (skirting the right-hand border), with a 1 in 6 chance. The result is a 4 again, so no luck. The third time they pass through on a route approximating the blue line (through the upper left of the hex), with a 1-2 in 6 chance. The result is a 2, so they discover the dungeon. If this result had also been a failure they would only discover the dungeon on a thorough survey of the hex (see p. 22).

If using subhexes it is easy to determine if a feature is encountered. If the path touches any portion of a subhex containing a feature assume the feature is discovered. Take for example the path through the subhex map below (this is a detail of Hex 14.40). As can be seen on the map, the party will encounter the features in both subhexs 0404 and 0504. With the hilly terrain, though, they will not be able to see features in any of the other hexes.



Getting Lost

When the party is traveling on a road, path, or following clear landmarks there is no chance of them getting lost... although they may not know exactly where they are going! If the party is traveling overland through the wilderness there does exist a chance for them to get lost.

The chances of getting lost are primarily determined by the terrain the adventurers are traveling through, modified by several factors:

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- Forced marching. If the adventurers are forced marching the chances of getting lost increase.
- Traveling at night increases the chance of getting lost.
- Traveling while it is raining/snowing/foggy increases chances of getting lost.
- Evading the enemy (p. 116, Core).
- Woodswise. Characters with a connection to nature – druids, rangers, and potentially other classes/races – gain a bonus to avoid getting lost.
- Aerial spotter. If the adventurers are airborne or have an aerial spotter the chance of getting lost is reduced provided the terrain is not forest, jungle, or swamp.

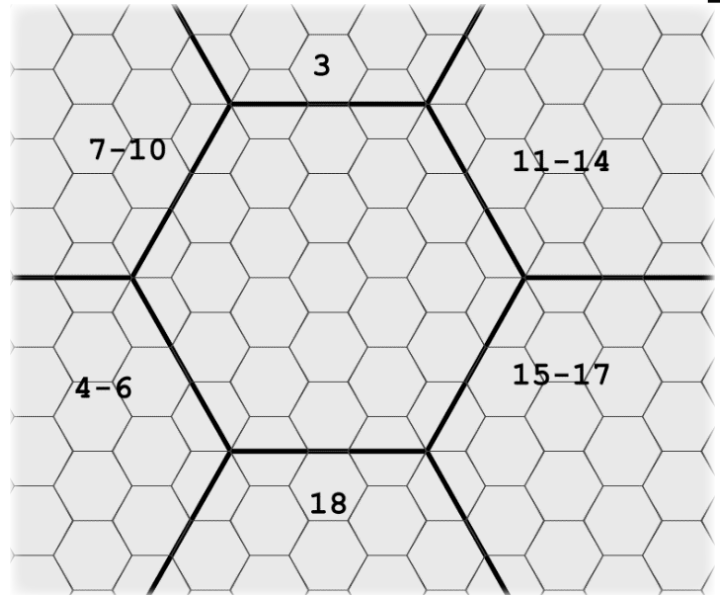
Example. The party is traveling through forested terrain, giving them a base 1-6 in 20 chance of getting lost. They are forced marching (+2) during a heavy rainstorm (+5). The total chance of getting lost is 1-13 in 20.

Regardless of the actual chances of getting lost a roll of 1 indicates the party automatically does so, while a roll of 20 indicates they automatically succeed at not getting lost (or are able to realize they are lost).

Ordinarily the chance to get lost is rolled for at the start of travel. If the party is forced marching or traveling during a period that spans both daylight and night-time, the roll is made twice. During a forced march the second roll is made at the beginning of the 9th hour of marching. If travel continues after sunset, the roll is made once night falls and it gets dark.

If the adventurers do get lost, roll 3d6 to determine which direction they head in, as shown in the adjacent column.

The party will continue in the new direction until one of the following occurs:



- They encounter a terrain feature that alerts them they are going in the wrong direction.
- At the start of a new day the roll result indicates they are no longer lost.
- The adventurers do something that will alert them they may be lost: take bearing on stars, use magic, etc.

Note that getting lost does not necessarily have anything to do with not knowing which direction the adventurers are traveling in, but more to do with where they are relative to their destination.

Once the party figure out they are lost it is up to the Referee to ask them how they would like to proceed and work from there: does the party want to try and backtrack along their trail, take new bearings and try to hit their original destination, or some other solution.

Table 4 — Getting Lost

Terrain	Base (1d20)	Forced	Night	Weather*	Evasion	Woodswise**	Aerial
City/clear/grasslands/settled	1-3	+1	+2	+2/3/5	+2	-3	-4
Barren/desert***/forest/hills	1-6	+2	+3	+2/3/5	+3	-3	-4
Jungle/mountain/swamp	1-10	+3	+3	+2/3/5	+4	-3	-4

*Refer to p. 40 for information on weather. The +2 modifier is applied to the equivalent of mild precipitation, +3 for moderate, +5 for heavy.

**Cumulative with multiple party members. If the party has a ranger and a druid, for example, the chance of getting lost is reduced by -6.

***Includes arctic and tundra.

Tracking

The ranger class in the OSE *Advanced Fantasy: Genre Rules* supplement provides rules for tracking in the wilderness. The skill system presented in the **Populated Hexes** series can be used as well.

Regardless of the actual method used to determine the chance of success, movement rates are cut in half while tracking, with the following modifiers:

- For each speed category by which the tracker wants to increase their movement rate apply a –15% penalty to the tracking roll.

Example. A character with the tracking ability has a base movement of 120'. When tracking a quarry this movement rate is reduced to 60'. The ranger is in a hurry, however, and wants to move at their normal movement rate, an increase of two categories (from 60' to 90' and from 90' to 120'). Doing so penalizes the chance of success by –30%.

- If the tracker is mounted apply a –10% penalty to the roll.
- If tracking while exploring within a hex (see p. 19) there is no penalty; it is assumed the adventurers are moving slowly enough to track at the same time they explore.

Mounts, Riders, and Movement Rates

Table 5 — Unusual Mount Encumbrance Limits

Creature	Unencumbered	Encumbered	Barding
Ankheg	500 x HD	1,000 x HD	+ .25/HD
Bat, giant	500	1,000	x1
Bear	500 x HD	1,000 x HD	+ .25/HD
Beetle	250 x HD	500 x HD	x.5
Boar	1,500	3,000	x2
Bulette	6,000	12,000	—
Cat, great	250 x HD	500 x HD	x1
Centaur	As warhorse	as Warhorse	x1
Chimera	4,500	9,000	x5
Dolphin	1,500	3,000	—
Dog, war	250	500	x.25
Dragon	1,000 x HD	2,000 x HD	HD X 1*
Dragonne	4,000	8,000	x2
Elephant	9,000	18,000	x5
Griffin	3,500	7,000	x3

Table 5 — Unusual Mount Encumbrance Limits

Creature	Unencumbered	Encumbered	Barding
Hellhound	250 x HD	500 x HD	3-5 HD x1 6-7 HD x2
Hippocampus	1,500	3,000	x1
Hippogriff	3,000	6,000	x2
Leucrotta	1,000	2,000	x1
Lizard, giant	500 x HD	1,000 x HD	x2
Manticore	3,000	6,000	x3
Mantis, giant	1,500	3,000	—
Mastodon	7,500	15,000	x3
Nightmare	2,500	5,000	—
Pegasus	3,000	5,000	x1
Pteradon	2,000	3,000	x1.5
Pterodactyl	4,000	7,000	x3
Rhinoceros	6,000	12,000	x3
Roc, small	1,000 x HD	2,000 x HD	HD x3
Roc, large	1,500 x HD	3,000 x HD	HD x5
Roc, giant	2,000	4,000	—
Scorpion, giant	2,000	4,000	—
Sphinx	6,000	12,000	—
Triceratops†	10,000	20,000	1.5**
Unicorn	2,000	4,000	x1
Weasel, giant	2,000	4,000	x1
Wolf, normal	500	1,000	x.5
Wolf, dire	1,000	2,000	x.75
Wolf, winter	1,500	3,000	x1
Wyvern	3,500	7,000	x3**

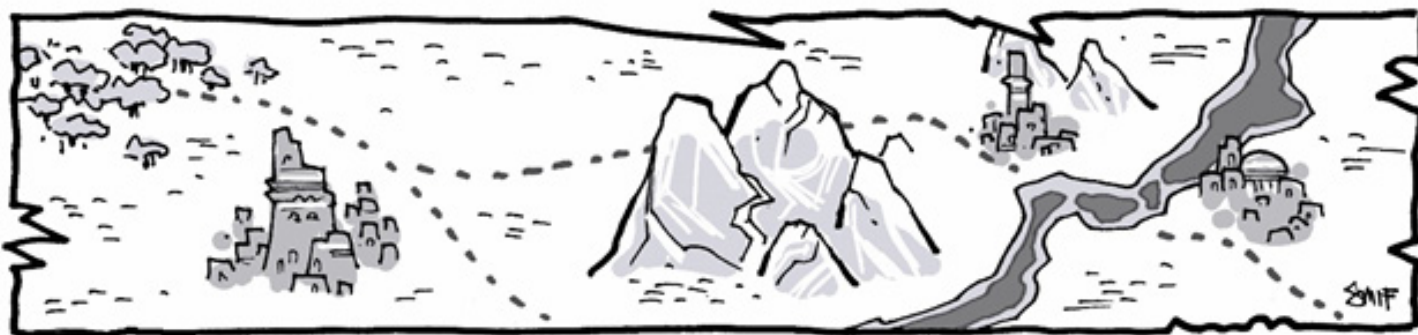
*Barding provides an AC 2 better than natural armor, with a minimum AC of 2 [17].

†Includes titanotheres, stegasauri, and other similar creatures.

**Barding provides an AC of 2.

At a certain point – usually as soon as the party can afford it – they will purchase mounts and explore from horseback (or from whatever type of creature their mounts are).

The encumbrance limits for various mounts are given on p. 49 of OSE Core. It lists the movement rates of encumbered versus non-encumbered beasts and the weight limits for each. A draft horse has a movement rate of 90' (30') when carrying up to 4,500 cn and a movement of 45' (15') when carrying 4,501 cn to a maximum of 9,000 cn.



Assume that adventurers loaded with standard gear weigh the following:

- Halflings. 1,000 cn
- Elves. 1,750 cn
- Humans (thief and magic-user). 2,000 cn
- Humans (fighter and cleric) and dwarves. 2,500 cn.

Any treasure or excessive gear that is carried is added to this total.

Non-standard mounts have encumbrance limits as shown on Table 2. Assume that when unencumbered the creature moves at their normal speed; when encumbered they move at half their normal rate.

Mounts that can be fitted in barding have a multiplier. This is applied to the base cost of barding (150 gp as per p. 49 of OSE Core). Note that except in extremely rare circumstances barding for non-warhorse creatures requires a commission and cannot be purchased off the shelf.

The weight of barding is applied towards the mount's encumbrance limit: a riding horse equipped with barding can carry an additional 2,400 cn of weight and still be unencumbered, to a maximum of 5,400 cn with encumbrance. Multiply the standard encumbrance of barding (600 cn) by the barding multiplier to determine the encumbrance of the custom barding.

Roads

Roads encompass trails, paths, wagon tracks, and highways. Unmaintained roads are any of the following:

- Unpaved and muddy/excessively potholed.
- Overgrown with brush/shrubs.
- Paved, but the pavers are in poor condition/rough surface.

A maintained road is any of the following:

- Paved with stones, logs, or other materials.
- Dirt, with potholes filled in and no mud.

- Otherwise maintained by the domain it passes through (see domain rules for roads on p. 71).

Roads are divided into the following size categories:

- Game trail. Characters must travel single file, no carts or wagons in difficult terrain.
- Trail. Characters can travel double file, no carts or wagons in difficult terrain.
- Lane. Carts can use in difficult terrain, wagons cannot. Individuals can travel three abreast on foot and two mounted.
- Wide Lane. Carts and wagons can use in difficult terrain, characters can walk four abreast on foot or two mounted.
- Road. Wide enough for two wagons to pass.
- Wide road. Wide enough for four wagons to pass.
- Highway. Wide enough for six or more wagons to pass.

Difficult terrain for the purpose of road usage includes badlands, desert (soft sand), forest, hills, jungles, mountains, and swamps. Unless otherwise stated carts and wagons (except for large wagons; see p. 18) can travel through other terrain types at their normal speed. Large wagons can only be used on roads.

Roads that are not paved become difficult terrain during and after rain due to mud. Ironically, this is worst in Civilized hexes due to increased traffic. The movement bonus granted by traveling along a road is removed after a rain for a period of time equal to:

- 1d2 days in Borderland hexes.
- 1d4 days in Civilized Hexes.

Exploration within a Hex

It is assumed that every hex has a certain number of interesting features such as ruined buildings, toppled monuments, caves, and so forth in addition to monster lairs. Traveling *through* a hex only reveals those features

on the adventurers' direct path; traveling *within* a hex can uncover all of the secrets it contains.

Adventurers can explore the land within a hex, as opposed to merely passing through. Again, there are two options, depending on how populated a hex is with features. If there is only one point of interest within a hex, and the hex is not divided into subhexes, it merely takes a given number of days to search the hex, and a roll is made to determine when the point of interest is encountered. If there are multiple features within a hex it is recommended that the hex be divided into subhexes, and the exploration rate given in terms of subhexes. In both cases the speed of exploration is based upon terrain and not the party's movement rate.

The amount of time it takes to fully explore a hex is dependent upon the terrain, as follows:

- Plains/Grassland/Desert: 8 subhexes per day (three days to explore an entire 6-mile hex), or 1 subhex every 60 minutes (1 hour).
- Hills/Broken/Light Forest: 4 subhexes per day (six days to explore an entire 6-mile hex), 1 subhex every two hours.
- Mountain/Heavy Forest: 3 subhexes per day (eight days to explore an entire 6-mile hex), or 1 subhex every 160 minutes (2 and 2/3 hours).
- Jungle/Swamp: 2 subhexes per day (twelve days to explore an entire 6-mile hex), or 1 subhex every four hours.

If a hex consists of multiple terrain types simply determine the length of time it takes per subhex and total those times daily to determine how much the adventurers are able to explore.

Hex exploration can be sped up if the party has an aerial spotter, adjusting exploration times as follows:

- Plains/Grassland/Desert: 12 subhexes per day (two days to explore an entire 6-mile hex), or one subhex every 40 minutes.
- Hills/Broken: 6 subhexes per day (four days to explore an entire 6-mile hex), or one subhex every 80 minutes.
- Forest: No reduction in time, although tall features that break the tree-line or gaps in the tree cover will be spotted automatically.
- Mountain: 4 subhexes per day (six days to explore an entire hex), or one subhex every two hours.
- Jungle/Swamp: No reduction in time, although tall features that break the tree-line or gaps in the tree cover will be spotted automatically.

In order to gain the benefits of an aerial spotter, however, at least 3/4 of the party must be on the ground, whether mounted or on foot. There must, in other words, be boots on the ground.

Hex exploration cannot be sped up by forced marching or increasing the movement rate of the searchers. However, the adventurers could certainly split into multiple parties to increase the area that can be searched, provided they have the numbers to do so.

The following assumptions are made when exploring a hex:

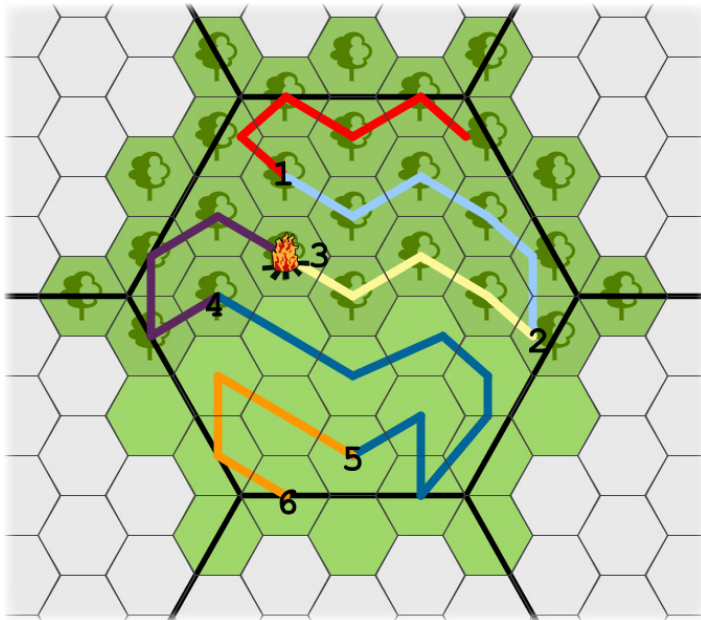
- The party starts exploring wherever they enter the hex, and travel in a manner that allows them to pass from sub-hex to sub-hex in the most efficient manner – usually by moving left to right to left, or up then down then up. Of course, the party can declare they're exploring the hex in any manner they see fit.
- Entering a sub-hex is enough to discover whatever feature or lair is to be found within it, unless it is cunningly concealed, invisible or otherwise difficult to perceive. In such cases there should be some condition that must be met for discovering the feature ("the Ossified Pyramid is only visible in the light of a full moon"). It is also possible that certain features, especially those of a magical nature, are not noticed until the proper conditions are met.
- The adventurers are moving at a rate generally equivalent to cautious dungeon movement; they've got decent chances to notice tracks, avoid ambushes, etc.
- As a general rule, creatures that lair within a given sub-hex will leave signs of their presence in the ring of sub-hexes immediately surrounding their lair.
- For every day spent searching roll for random encounters as per the terrain.
- If the party engages in combat reduce the number of sub-hexes that can be explored for the day by one for each encounter, regardless of injuries.
- It is assumed that the adventurers camp in the final sub-hex they search for the day. Otherwise, they may, if desired, establish a base camp guarded by mercenaries to use as a relatively safe place to stay (and a place for injured characters to recover). If the party is retreating to a base camp established elsewhere reduce the number of sub-hexes explored per day by 1. The base camp must

either be in the hex being explored *or* within three miles of that hex.

- A base camp is a stationary location to which the adventurers return every night. It allows the party to fortify a single location to be as defensible as possible, as well as provide a location where any injured can recover from wounds through rest, if needed.

Characters have a 1 in 6 chance of discovering any monster tracks when they enter a new sub-hex (rolled once for the party, not each character). If a member of the party is an experienced outdoorsperson or elf this chance is increased to 1-2 in 6. This assumes that there is, in fact, a monster lairing within that specific subhex and that the monster can leave some sort of tracks; it serves to give advance warning that a threat may be lurking within.

If a hex is being cleared to found or expand one's domain the hex must be kept cleared by regular patrols, or else empty lairs or suitable features may become inhabited again by monsters (see below). Refer to p. 22 for more information on this.



*Example. This example assumes no encounters that result in combat. A party starts out exploring a hex that is mostly forest. They explore four subhexes (two full subhexes and four half subhexes) the **first day**, another four subhexes (three full subhexes and two half subhexes) the **second day** and another four subhexes (four full subhexes) the **third day**. At this point they decide to establish a base camp (in subhex 0405), so their explorations thereafter are reduced in scope by one subhex per day since they need to return to base camp at the end of each day. In*

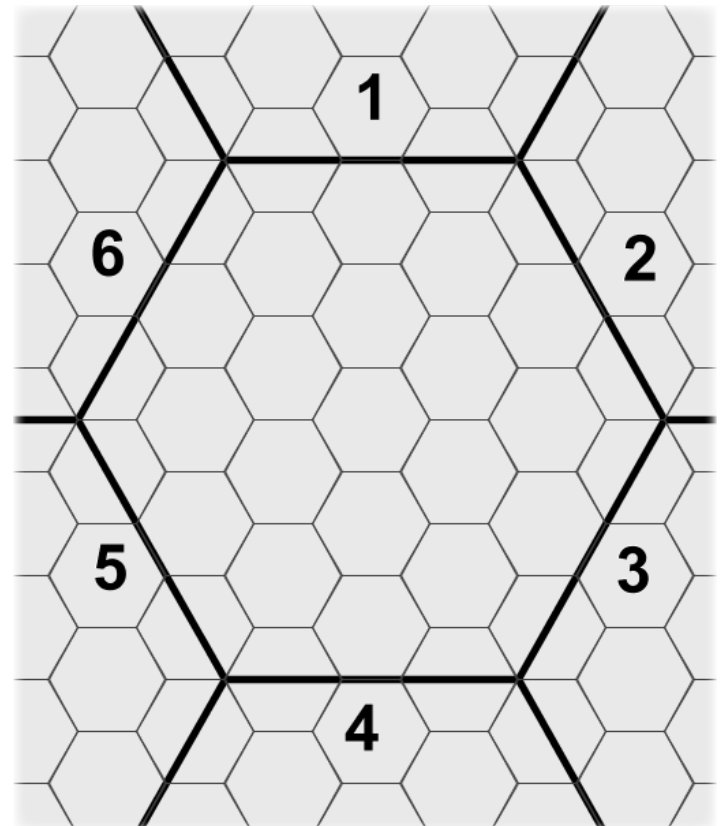
***day four** they explore three subhexes (two full subhexes and two half subhexes). The terrain then opens up into grasslands, and they are able to explore seven subhexes on **day five**, leaving two full subhexes and two half subhexes for **day six**. The party finishes exploring the hex with five hours left in the day.*

Getting Lost While Exploring a Hex

There still exists a chance to get lost while exploring within a hex, but it is treated differently than getting lost while traveling overland. The assumption is that when a hex is being explored the adventurers are moving at a slower pace, paying close attention to landmarks, notable features, and surveying as they go.

The chances of getting lost while exploring within a hex are half what they are when traveling overland, rounding down. Do not apply modifiers for forced marching or traveling at night, as neither of these can be done during exploration. If the adventurers are being pursued and attempting to evade a foe treat it as normal movement, not exploration.

If the result indicates the adventurers do get lost, this manifests in one of two ways: getting lost, and getting delayed. Actually getting lost while exploring within a hex only occurs on a roll of natural 1. If this occurs roll 1d6 and reference the diagram below to determine which direction they travel in.



If the path the adventurers take brings them to a subhex

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Table 6.1 — Lairs by Terrain

1d20	Swamp/Jungle	Hills/ Mountain	Clear/Grassland/ Settled	Forest	Ocean	Lake/River	Arctic/Barren/ Desert
1	Human	Giant	Giant	Giant	Humanoid	Humanoid	Human
2	Giant	Animal	Animal	Animal	Giant	Giant	Giant
3	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon
4	Flyer	Flyer	Flyer	Flyer	Unusual	Unusual	Flyer
5-6	Insect	Human	Human	Human	Human	Human	Undead
7-8	Animal	Insect	Insect	Insect	Insect	Insect	Unusual
9	Undead	Undead	Undead	Undead	Undead	Undead	Plant
10	Unusual	Unusual	Unusual	Unusual	Plant	Plant	Fey
11-12	Plant	Plant	Plant	Plant	Swimmer	Animal	Flyer
13	Fey	Fey	Fey	Fey	Fey	Fey	Fey
14	Ooze*	Ooze*	Ooze*	Ooze*	Ooze*	Ooze*	Ooze*
15-17	Animal	Animal	Animal	Animal	Animal	Animal	Animal
18-19	Humanoid	Humanoid	Humanoid	Humanoid	Flyer	Flyer	Humanoid
20	Random	Random	Random	Random	Random	Random	Random

* (1-3) Ooze table, 4-6 Subterranean Column Table 6.14

they have already explored, have the party guide (or most woodwise character) make an Intelligence check. In most instances they must roll their Intelligence or lower on 3d6. In heavy woods, jungles, swamps, and deserts use 4d6. If the check succeeds the adventurer realizes they are lost.

If the adventurers do not realize they are lost upon entering a previously explored subhex roll again to determine the direction in which they head. If they enter *another* previously explored subhex they can roll again, as above. Otherwise, it is handled as below.

If the adventurers enter a subhex that has not yet been explored they do not get a chance to roll to determine if they realize they are lost until the following morning. Note that they may realize this sooner if they have established a base camp and discover they cannot find their way back to it.

Likewise, if the adventurers, in the course of their stumbling about, come upon an easily recognizable feature – such as a structure, road, lake, etc. – they should be able to determine they have gotten turned around.

The other result of a failed roll – the one that happens on any failed result other than a natural 1 – is that the adventurers get delayed. Roll 1d8 to determine how many hours the adventurers lose off of the adventuring day.

Lairs and Features

The *Filling in the Blanks* supplement deals specifically

with the generation and placement of features and touches generally on the generation of lairs. This book goes into more detail about the generation of lairs, populating them with creatures, and how monster lairs interact with their surroundings.

For the purposes of this book a “lair” is a fixed encounter location containing a roughly homogeneous collection of monsters (or humans). Lairs are considered distinct from dungeons, which tend to contain multiple encounters with traps, many different types of creatures, and require exploration of their own.

Note that some monsters – especially more intelligent ones – may have lairs containing more than one type of creature: a goblin village may have wolves or dire wolves that act as mounts and guards. Orc villages have a chance to contain ogres and trolls. Additionally, as distinct from dungeons, lairs tend to be on the surface, although many creatures make use of small cave systems (which may themselves tie into larger dungeon complexes). Finally, a dungeon is often considered a distinct and somewhat insular ecosystem, with inhabitants rarely leaving for the outside world. The residents of lairs are much more likely to venture out into – and be encountered in – the outside world.

When determining the number of lairs in a hexcrawl that uses subhexes assume there are 1d6 lairs in every 6-mile hex. As an optional rule, the following can be done with certain terrain types:

- Roll 1d4 or 1d6–1 for plains, grasslands, clear, and settled terrain.

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Table 6.2 — Humanoid Encounter Table

1d12	Arctic (1d8)	Desert	Forest	Grassland	Hills	Jungle
1	Bugbear	Gnoll	Orc	Orc	Gnoll	Goblin
2	Gnoll	Goblin	Goblin	Goblin	Mutoid	Lizard-man
3	Goblin	Hobgoblin	Kobold	Mutoid	Goblin	Thoul
4	Hobgoblin	Lizard-man	Gnoll	Gnoll	Kobold	Gullygug
5	Morlock*	Morlock*	Bugbear	Lizard-man	Orc	Mantid
6	Orc	Thoul	Lizard-man	Lycanthrope*	Troglodyte	Mutoid
7	Troglodyte	Mantid	Troglodyte	Bugbear	Neanderthal	Snake person
8	Other Source	Mutoid	Gullygug	Snake Person	Hobgoblin	<i>Atlaca</i>
9	—	Snake person	Hobgoblin	Hobgoblin	Bugbear	<i>Bedlam witch</i>
10	—	<i>Chalkeion</i>	Mutoid	Thoul	Thoul	<i>Atlaca</i>
11	—	<i>Atlaca</i>	Thoul	Halfling	Mantid	—
12	Choose from another source					

1d12	Lake/River	Mountain	Ocean (1d6)	Settled (1d8)	Swamp	Barren
1	Goblin	Thoul	Merman	Bugbear	Bugbear	Bugbear
2	Lizard-man	Goblin	Deep One	Godborn**	Goblin	Gnoll
3	Merman	Kobold	Locathah	Goblin	Lizard-man	Goblin
4	Thoul	Orc	Sahuagin	Kobold	Orc	Hobgoblin
5	Deep One	Troglodyte	Triton	Halfling	Thoul	Kobold
6	Gullygug	Hobgoblin	Other source	Mutoid	Troglodyte	Neanderthal
7	Mutoid	Bugbear	—	<i>Chalkeion</i>	Gullygug	Orc
8	<i>Grippli</i>	Neanderthal	—	Other source	Mutoid	Thoul
9	Other Source	<i>Morlock*</i>	—	—	Snake person	Mantid
10	—	<i>Nekbet</i>	—	—	<i>Bedlam witch</i>	Mutoid
11	—	<i>Orog</i>	—	—	<i>Grippli</i>	<i>Chalkeion</i>
12	Choose from another source					

*Morlock taken from Labyrinth Lord Basic. Underground only

Atlaca, bedlam witch, chalkeion are taken from Monsters of Myth

Grippli and orog taken from Tome of Horrors Complete

Nekbet are taken from Creatures from Unknown Lands

**See the New Classes section of this book

- Roll 1d8 or 1d6+1 for jungles, swamps, or mountains.

If the hex size is smaller than 6 miles the number of lairs can be reduced; if greater than 6 it can be increased.

If the Referee is not using subhexes, but rather undivided 6-mile hexes, assume that each hex has a 1-2 in 6 chance of containing a lair. Again, the supplement *Filling in the Blanks* contains detailed rules for determining the generation of lairs and features that can be used in place of this general rule.

The generation of lairs uses tables similar to those used for wilderness encounters, customized to include all potential monsters (the encounter tables found in OSE

Core and Advanced monster books do not include entries for sedentary monsters).

When placing lairs assume they occupy either a natural hollow, depression, or otherwise hidden or defensible spot in the case of intelligent creatures and animals. Undead, constructs, and other non-intelligent threats don't necessarily concern themselves with concealment, or even making a semi-permanent home. This is not always the case, however; many undead – intelligent and non – shun light, and will lair in dark crevices, caverns, barrows, dilapidated structures, etc. The encounter tables also includes monsters that are traditionally only found underground; they are labeled as such, and it is assumed that any such result indicates the creature's lair

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Table 6.3 — Flyer Encounter Table

1d12	Arctic (1d8)	Desert	Forest	Grassland	Hills	Jungle
1	Griffon	Griffon	Griffon	Griffon	Griffin	Harpy
2	Harpy	Harpy	Harpy	Harpy	Harpy	Manticore
3	Hippogriff	Hippogriff	Manticore	Manticore	Hippogrif	Stirge
4	Pegasus	Manticore	Pegasus	Pegasus	Manitcore	Pheonix
5	Stirge	Pegasus	Stirge	Roc*	Pegasus	Wasp, giant
6	Phoenix	Roc*	Phoenix	Stirge	Roc*	<i>Bewailing cicadas</i>
7	<i>Chrysomeli</i>	Stirge	Wasp, giant	Pheonix	Stirge	Belabra
8	Other source	Pheonix	<i>Bewailing cicadas</i>	Wasp, giant	Peryton	<i>Chrysomeli</i>
9	—	Wasp, giant	<i>Belabra</i>	<i>Bewailing cicadas</i>	Pheonix	<i>Pirahna</i>
10	—	<i>Bewailing cicadas</i>	<i>Chrysomeli</i>	<i>Belabra</i>	Wasp, giant	<i>Couatl</i>
11	—	<i>Chrysomeli</i>	<i>Crows, murder</i>	<i>Crows, murder</i>	<i>Chrysomeli</i>	<i>Vulching</i>
12	Choose from another source					

1d12	Lake/River	Mountain	Ocean (1d6)	Settled (1d8)	Swamp	Barren
1	Griffon	Griffon	Roll on appropriate category when within range of land. Refer to p. 18 for information on determining range of flying creatures.	Griffon	Harpy	Griffon
2	Harpy	Harpy		<i>Harpy</i>	Stirge	Harpy
3	Pegasus	Hippogriff		Pegasus	Bewailing cicdas	Hippogriff
4	Stirge	Manticore		Roc*	Belabra	Manticore
5	Phoenix	Pegasus		Stirge	Chrysomeli	Pegasus
6	Wasp, giant	Roc*		Phoenix	Piranha	Roc*
7	<i>Bewailing cicadas</i>	Stirge		<i>Wasp, giant</i>	Crows, murder	Stirge
8	<i>Chrysomeli</i>	Peryton		Bewailing cicdas	Ercinee	Peryton
9	<i>Piranha</i>	Phoenix		Chrysomeli	Vulchling	Phoenix
10	<i>Crows, murder</i>	Wasp, giant		Bonewings	<i>Eblis</i>	Wasp, giant
11	<i>Stymphalian Bird</i>	<i>Belabra</i>		Crows, murder	<i>Gryph</i>	<i>Belabra</i>
12	Choose from another source					

*(1-4) small, (5-6) large, (6) giant

Bewailing cicadas, crows (murder), ercinee taken from *Monsters of Myth*

Belabra, *eblis*, and *stymphalian birds* are taken from *Tome of Horrors Complete*

Chrysomeli taken from *A Hamsterish Hoard of Monsters*

Bonewings, *piranha* taken from *Creatures from Unknown Lands*

Couatl and *vulchlings* taken from *OSRIC*

is underground or in an isolated, enclosed place like the cellar of a house, etc.

The monster entries on the encounter tables are not weighted for strength (often referred to as “Challenge Rating”) nor frequency. It is recommended that the Referee use the “Double Dragon” rule if they want to reduce the number of powerful monsters encountered. This rule calls for rerolling any results that indicate a monster with more than 5 HD, taking the new result regardless of its HD. This rule reduces the number of powerful monsters that will be encountered, effectively weighting the tables toward

more moderate threats. Should the Referee want to restrict encounters to creatures in the Core book they can roll a smaller die that fits within the desired range. Conversely, customized placement tables (see Table 6.16 for an example) can be crafted to provide weighted encounters.

Each creature table has a number of entries for a given terrain type. The entries are filled first by creatures from *OSE Core*, then from the *Advanced Monster book*, and then, when possible, are rounded out using monsters from other (free) *OSR* sources. Each column indicates which dice are to be rolled to determine the encounter;

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Table 6.4 — Insect Encounter Table

1d12	Arctic (1d4)	Desert (1d8)	Forest	Grassland	Hills	Jungle
1	Beetle*	Beetle*	Beetle*	Beetle*	Beetle*	Beetle*
2	Rhagodessa	Driver Ant	Centipede	Centipede	Centipede	Centipede
3	Rot grub	Insect Swarm	Driver Ant	Driver Ant	Driver Ant	Driver Ant
4	Other source	Scorpion, giant	Insect Swarm	Insect Swarm	Insect Swarm	Insect Swarm
5	—	Spider**	Killer Bee	Killer Bee	Killer Bee	Killer Bee
6	—	Steambug	Rhagodessa	Robber Fly	Rhagodessa	Leech, giant
7	—	False spider	Robber Fly	Spider**	Robber Fly	Rhagodessa
8	—	Other Source	Spider**	Ankheg	Scoprion, giant	Scorpion, giant
9	—	—	Ankheg	Mantis, giant	Spider**	Spider**
10	—	—	Manis, giant	Rot grub	Ankheg	Ankheg
11	—	—	Rot Grub	Empressbug	Rot grub	Rot grub
12	Choose from another source					

1d12	Lake/River (1d8)	Mountain	Ocean (1d2)	Settled	Swamp	Barren
1	Insect Swarm	Beetle*	Insect Swarm	Beetle*	Beetle*	Beetle*
2	Killer Bee	Centipede	Other source	Centipede	Centipede	Centipede
3	Leech, giant	Driver Ant		Driver Ant	Driver Ant	Driver Ant
4	Robber Fly	Insect Swarm		Insect Swarm	Insect Swarm	Insect Swarm
5	Spider**	Killer Bee		Killer Bee	Leech, giant	Killer Bee
6	Aquatic spider	Rhagodessa		Rhagodessa	Rhagodessa	Rhagodessa
7	Rot grub	Robber Fly	—	Robber Fly	Robber Fly	Robber Fly
8	Other source	Spider**	—	Spider**	Spider**	Scorpion, giant
9	—	Rot grub	—	Ankheg	Rot grub	Spider**
10	—	Empressbug	—	Rot grub	Empressbug	Rot grub
11	—	Steambug	—	Empressbug	Earwig, giant	Steambug
12	Choose from another source					

** (1) aranea, (2) phase spider, (3-6) black widow, (7-9) crab, (10-12) tarantella

Empressbug is taken from A Hamsterish Hoard of Monsters

Steambugs taken from Creatures from Unknown Lands

Earwig, giant taken from Monsters of My

False Spider taken from Tome of Horrors Complete

when a result of “Another source” is indicated the monster will be (1-4) chosen from another source or (5-6) unique.

Tables 6.2-6.14 are populated with as many creatures as possible to provide a broad source of varied monsters to place. Should the Referee want to narrow the focus – or is populating a region with a limited number of creatures – Table 6.15 is a blank encounter table. It is divided into fourteen columns, with each containing monsters of a specific type. The frequency of encounter by terrain type (found on Table 6.1) can be transferred over to this blank table, or the Referee can assign numbers as makes sense based on their location. Finally, Table 6.16 gives

an example of a regional lair generator. The advantage of using a regional lair placement is that it provides a tighter focus to the types of creatures found in a region while still allowing some variance. On the other hand, it does require more work to populate a table for each region. The “Unique” column in the regional lair placement allows the Referee to provide specific unique lairs; either a new type of creature native to the region, or named creatures (such as Cugrorn, the lich-lord, or Doomlor the dire boar). When a unique creature comes up as a result the Referee should remove its entry from future rolls, either replacing it with another creature or

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Table 6.5 — Giant Encounter Table

1d12	Arctic	Desert	Forest	Grassland	Hills	Jungle
1	Cyclops	Cyclops	Cyclops	Cyclops	Cyclops	Cyclops
2	Cloud giant	Cloud giant	Hill giant	Cloud giant	Cloud giant	Storm giant
3	Fire giant	Fire giant	Stone giant	Hill giant	Hill giant	Ogre
4	Stone giant	Minotaur	Minotaur	Storm giant	Storm giant	Troll
5	Minotaur	Ogre	Ogre	Minotaur	Minotaur	Hag, black
6	Ogre	<i>Troll</i>	Ogre	Ogre	Ogre	Rakshasa
7	Troll	<i>Rakshasa</i>	Troll	Troll	Troll	Scorpionoid
8	Titan	Scorpionoid	Ettin	Scorpionoid	Ettin	Titan
9	Yeti	Titan	Hag, black	Titan	Scorpionoid	<i>Bhannog</i>
10	<i>Bhannog</i>	<i>Bhannog</i>	Titan	<i>Gaor</i>	Titan	<i>Gaor</i>
11	<i>Giant, jotun</i>	<i>Sand giant</i>	<i>Bhannog</i>	<i>Gronk</i>	<i>Bhannog</i>	<i>Annis</i>
12	Choose from another source					

1d12	Lake/River (1d10)	Mountain	Ocean (1d8)	Settled (1d6)	Swamp	Barren
1	Storm giant	Cyclops	Storm giant	Cyclops	Cyclops	Cyclops
2	Ogre	Cloud giant	Troll	Giant*	Giant*	Fire giant
3	Troll	Hill giant	Hag, sea	Ogre	Ogre	Hill giant
4	Hag, sea	Storm giant	Merrow	Troll	Troll	Storm giant
5	Merrow	Minotaur	Titan	Titan	Hag, black	Minotaur
6	Titan	Ogre	<i>Cave witch</i>	Other source	Titan	Ogre
7	<i>Bhannog</i>	Troll	<i>Sea giant</i>	—	<i>Bhannog</i>	Troll
8	<i>Cave witch</i>	Ettin	Other source	—	<i>Gaor</i>	Ettin
9	<i>Annis</i>	Titan	—	—	<i>Annis</i>	Rakshasa
10	—	Mountain giant	—	—	—	Scorpionoid
11	—	<i>Bhannog</i>	—	—	—	Titan
12	Choose from another source					

*Determine random giant type from those listed in OSE Core

Bhannog, cave witch, jotun drawn from *Monsters of Myth*

Gaor, mountain giant, and sea giants are taken from *Creatures from Unknown Lands*

Giant, sand, and gronk taken from *Tome of Horrors Complete*

Annis taken from OSRIC

These are some other OSR monster books that are recommended as good sources to draw from:

- OSRIC Core rulebook (Usherwood Publishing). This book is also a good source for the %-in-Lair table that will be discussed later.
- *A Hamsterish Hoard of Monsters*, by Erin “taichara” Bisson. A favorite of the author’s.
- *Monsters* Vol. I and II for Blood and Treasure 2nd edition, by John Stater. An amazingly large collection of monsters both new and familiar.
- *Creatures from Unknown Lands*, by Nicolas Dessaux.
- *Dwellers in Dark Places*, by Matthew Hargenrader.

Large pdf, doesn’t work well on e-readers, but otherwise a great book.

- *Malevolent and Benign* Vol. I and II, by Joseph Browning.
- *Monsters of Myth*, by Matt Finch.
- *Tome of Horrors Complete* and *ToH* Vol. IV, from Frog God Games.

All of the above are for various OSR games, easy to adapt to whatever system is being used. There are certainly more bestiaries that are not listed. Additionally, other publications – such as the many excellent ‘zines like *Footprints*, *Fight On!*, etc., are great sources for new monsters.

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Table 6.6 — Plant Encounter Table

1d12	Arctic (1d4)	Desert (1d6)	Forest	Grassland	Hills	Jungle
1	Shrieker*	Shrieker*	Shrieker*	Shrieker*	Shrieker*	Shrieker*
2	Violet Fungus	Violet Fungus	Shambling mound	Violet fungus	Violet fungus	Shambling mound
3	<i>Alraune</i>	<i>Archer Bush</i>	Violet fungus	<i>Iacca</i>	<i>Iacca</i>	Violet fungus
4	Other source	<i>Alraune</i>	<i>Amber creeping vine</i>	<i>Archer Bush</i>	<i>Archer Bush</i>	<i>A. creeping vine</i>
5	—	<i>Greenfang</i>	<i>Funghemoth</i>	<i>Alraune</i>	<i>Alraune</i>	<i>Funghemoth</i>
6	—	Other Source	<i>Archer Bush</i>	<i>Blackberry cat</i>	<i>Blackberry cat</i>	<i>Algoid</i>
7	—	—	<i>Alraune</i>	<i>Briarbones</i>	<i>Briarbones</i>	<i>Archer Bush</i>
8	—	—	<i>Blackberry cat</i>	<i>Greenfang</i>	<i>Greenfang</i>	<i>Briarbones</i>
9	—	—	<i>Briarbones</i>	<i>Heartbriar</i>	<i>Heartbriar</i>	<i>Greenfang</i>
10	—	—	<i>Greenfang</i>	<i>Carnivore Meadow</i>	<i>Marrowlight</i>	<i>Heartbriar</i>
11	—	—	<i>Heartbriar</i>	<i>Bloodrose</i>	<i>Bloodrose</i>	<i>Marrowlight</i>
12	Choose from another source					

1d12	Lake/River (1d4)	Mountain	Ocean (1d4)	Settled (1d6)	Swamp	Barren
1	Shrieker*	Shrieker*	Strangleweed	Shrieker*	Shrieker*	Shrieker*
2	Violet fungus	Violet fungus	<i>Floating mound</i>	Violet fungus	Shambling mound	Violet fungus
3	<i>Algoid</i>	<i>Iacca</i>	<i>Anemone, giant</i>	<i>Archer Bush</i>	Violet fungus	<i>A. creeping vine</i>
4	Other Source	<i>Archer Bush</i>	Other source	<i>Alraune</i>	<i>A. creeping vine</i>	<i>Iacca</i>
5	—	<i>Alraune</i>	—	<i>Blackberry cat</i>	<i>Funghemoth</i>	<i>Archer Bush</i>
6	—	<i>Blackberry cat</i>	—	<i>Briarbones</i>	<i>Algoid</i>	<i>Alraune</i>
7	—	<i>Briarbones</i>	—	<i>Greenfang</i>	<i>Archer Bush</i>	<i>Blackberry cat</i>
8	—	<i>Greenfang</i>	—	<i>Heartbriar</i>	<i>Briarbones</i>	<i>Briarbones</i>
9	—	<i>Heartbriar</i>	—	<i>Marrowlight</i>	<i>Greenfang</i>	<i>Greenfang</i>
10	—	<i>Marrowlight</i>	—	<i>Bloodrose</i>	<i>Heartbriar</i>	<i>Heartbriar</i>
11	—	<i>Bloodrose</i>	—	<i>Carnivore Meadow</i>	<i>Marrowlight</i>	<i>Marrowlight</i>
12	Choose from another source					

*Underground or in dense forests only

Amber creeping vine is drawn from the OSRIC core book

Floating mound, funghemoth, iacca are drawn from Monsters of Myth

Algoid, Anemone (giant sea), archer bush are drawn from Tome of Horrors Complete

Alraune, blackberry cat, briarbones, greenfang, heartbriar, marrowlight are from A Hamsterish Hoard of Monsters

leaving the entry blank, as desired.

Intelligent, tool- or magic-using monsters will defend or guard their lair as appropriate, as well as ally with other creatures in the area.

Watery Lairs

These tables, designed to place creature lairs rather than generate encounters, present an issue when it comes to generating lairs in watery (river, lake, or

ocean) terrain. What exactly does that mean? The Referee has several options:

- It can be an actual lair. Aquatic creatures or plants will live in the water, or perhaps under it, while non-aquatic creatures have to be handled with more care. Perhaps a non-aquatic species has adapted to life underwater, or lives underwater through magical means (a submerged city encased in a bubble of fresh air). Perhaps the creature lairs

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Table 6.7 — Animal Encounter Table

1d20	Arctic (1d12)	Desert (1d12)	Forest	Grassland	Hills	Jungle
1	Bear, polar	Camel	Bat*	Bat*	Bat*	Bat*
2	Hawk#	Cat, lion	Bear**	Bear, black	Bear**	Cat, great%
3	Herd animal	Hawk#	Boar	Boar	Boar	Crocodile
4	Horse~	Herd animal	Cat, great***	Cat, great***	Cat, great***	Elephant
5	Rat#	Horse~	Ferret, giant	Elephant	Ferret, giant	Hawk#
6	Weasel, giant	Lizard?	Hawk#	Hawk#	Hawk#	Herd animal
7	Toad, frost	Rat#	Herd animal	Herd animal	Herd animal	Lizard?
8	Winter wolf	Rock baboon	Horse~	Horse~	Horse~	Rat#
9	Tundra mammoth	Snake@	Lizard?	Lizard?	Lizard?	Snake@
10	Walrus	Toad, giant	Rat#	Rat#	Rat#	Toad, giant
11	Seal	Dog, wild	Shrew, giant##	Rhinoceros	Rock Baboon	Frog, giant
12	Other source	Other Source	Snake@	Shrew, giant	Shrew, giant##	Gorilla
13	—	—	Toad, giant'	Snake@	Snake@	Hippopotamus
14	—	—	Wolf@@	Hippopotamus	Wolf@@"	Other source
15-20	Choose from another source					

1d20	Lake/River	Mountain	Ocean	Settled	Swamp	Barren
1	Crocodile\$	Bat*	Rockfish, giant	Bat*	Bat*	Ferret, giant
2	Bass, giant	Bear	Sturgeon, giant	Bear, black	Vatfish, giant	Hawk#
3	Carfish, giant	Boar	Hawk#	Boar	Crocodile\$	Horse~
4	Pirahna, giant	Cat, great***	Octopus, giant	Cat, m. lion	Hawk#	Cat, great***
5	Sturgeon, giant	Hawk#	Shark!	Ferret, giant	Herd animal	Heard Animal
6	Lizard?	Herd animal	Whale!!	Hawk#	Lizard?	Lizard?
7	Snake@	Lizard?	Se snake	Herd animal	Rat#	Rat#
8	Toad, giant	Rat#	Squid, giant	Horse~	Snake@	Rhinoceros
9	Eel, giant	Shrew, giant##	Sqordfish, giant	Lizard?	Toad, giant'	Rock Baboon
10	Pike, giant	Snake@	Jellyfish, giant	Rat#	Weasel, giant	SHrew, giant#
11	Hippopotamus	Toad, giant'	Lamprey, giant	Shrew, giant#	Frog, giant'	SNake@
12	Lamprey, giant	Wolf@@	Seahorse, giant	Snake@	Snapping turtle	Toad, giant'
13	Snapping turtle	Badger	Sea turtle	Toad, giant'	Axe beak	Wolf@@"
14-20	Choose from another source					

*(1-3) normal bat, (4-5) giant bat, (6) giant vampire bat

*** (1-3) mountain lion, (4-5) panther, (6) tiger

\$ (1-3) normal crocodile, (4-5) large crocodile, (6) giant crocodile

Where indicated it will be (1-3) giant shrew or (4-6) giant weasel

? Refer to Table 3.14

!! (1-3) Alleged killer whale, (4) narwhal, (5-6) sperm whale

' (1-3) giant mutant frog, (4-6) giant poisonous frog; OR (1-3) giant toad, (4-6) giant poisonous

Axebeak, badger (1-4) ordinary, (5-6) giant are taken from OSRIC

** (1-4) black bear, (5-7) grizzly bear, (8) cave bear

% (1-4) panther, (5-6) tiger

(1-5) normal, (6) giant

~ (1-4) wild horse, (5-7) draft horse, (8-9) riding horse, (10) war

! (1-3) bull shark, (4-5) mako shark, (6) great white shark

@ (1-2) giant rattler, (3-4) pit viper, (5-6) rock python, (7-8) spitting cobra

@@ (1-4) normal wolf, (5-6) dire wolf

Wild dog taken from Labyrinth Lord Advanced

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Table 6.7 — Ooze Encounter Table

1d12	Arctic	Desert	Forest	Grassland	Hills	Jungle
1	<i>White pudding</i>	Black pudding	Black pudding	Black pudding	Black pudding	Black pudding
2	Grey Ooze	Grey Ooze	Grey Ooze	Grey Ooze	Grey Ooze	Grey Ooze
3	Green slime	Green slime	Green slime	Green slime	Green slime	Green slime
4	Ochre Jelly	Ochre Jelly	Ochre Jelly	Ochre Jelly	Ochre Jelly	Ochre Jelly
5	Brown Mould	Brown Mould	Brown Mould	Brown Mould	Brown Mould	Brown Mould
6	Yellow Mould	Yellow Mould	Yellow Mould	Yellow Mould	Yellow Mould	Yellow Mould
7	Slithering tracker	Slithering tracker	Slithering tracker	Slithering tracker	Slithering tracker	Slithering tracker
8	<i>Glittering slime</i>	<i>Glittering slime</i>	<i>Glittering slime</i>	<i>Glittering slime</i>	<i>Glittering slime</i>	<i>Glittering slime</i>
9	<i>Ice creeper</i>	<i>Blood slime</i>	<i>Blood slime</i>	<i>Blood slime</i>	<i>Blood slime</i>	<i>Blood slime</i>
10	Ooze*	Jelly	Jelly	Jelly	Jelly	Jelly
11	Jelly	<i>Living Blood</i>	<i>Living Blood</i>	<i>Living Blood</i>	<i>Living Blood</i>	<i>Living Blood</i>
12	Choose from another source					

1d12	Lake/River	Mountain	Ocean	Settled	Swamp	Barren
1	Black pudding	Black pudding	Black pudding	Black pudding	Black pudding	Black pudding
2	Grey Ooze	Grey Ooze	Grey Ooze	Grey Ooze	Grey Ooze	Grey Ooze
3	Green slime	Green slime	Green slime	Green slime	Green slime	Green slime
4	Ochre Jelly	Ochre Jelly	Ochre Jelly	Ochre Jelly	Ochre Jelly	Ochre Jelly
5	Brown Mould	Brown Mould	Brown Mould	Brown Mould	Brown Mould	Brown Mould
6	Yellow Mould	Yellow Mould	Yellow Mould	Yellow Mould	Yellow Mould	Yellow Mould
7	Slithering tracker	Slithering tracker	Slithering tracker	Slithering tracker	Slithering tracker	Slithering tracker
8	<i>Blood slime</i>	<i>Glittering slime</i>	<i>Glow jelly</i>	<i>Glittering slime</i>	<i>Glittering slime</i>	<i>Glittering slime</i>
9	<i>Jelly, water</i>	<i>Blood slime</i>	<i>Blood slime</i>	<i>Blood slime</i>	<i>Blood slime</i>	<i>Blood slime</i>
10	Jelly	Jelly	<i>Jelly, water</i>	Jelly	Jelly	Jelly
11	<i>Living Blood</i>	<i>Living Blood</i>	Jelly	<i>Living Blood</i>	<i>Living Blood</i>	<i>Living Blood</i>
12	Choose from another source					

Glittering slime, glow jelly, ice creeper are taken from Monsters of Myth

Blood slime, oozes, and living blood are taken from A Hamsterish Hoard of Monsters

Jellies are taken from A Hamsterish Hoard of Monsters and come in the following varieties: (1) air, (2) amber, (3) dark, (4) earth, (5) fire, (6) golden, (7) shining, (8) verdant

*(1-3) frost ooze, (4-6) pearl ooze

Alraune, blackberry cat, briarbones, greenfang, heartbriar, marrowlight are from A Hamsterish Hoard of Monsters

on a semi-permanent structure or land mass above the water: a floating mass of seaweed large enough to support creatures, or a boat, or perhaps the Referee decides to place an actual landmass in the hex in which the lair is generated.

- A non-aquatic creature is traveling but, when the hex is first entered, is assumed to be in the location where it will be encountered. Once the hex is entered by the adventurers a countdown begins, at the end of which the creature will move on to a different location.
- The creature lairs nearby and considers the water as part of its territory. It may lair along a riverbank, or

atop cliffs overlooking a storm-tossed sea. If this is the case, use whatever terrain type is closest to generate the lair, ignoring any results that could not realistically “travel” to the water-bound. This is especially good for flying creatures, monsters that are amphibious in nature, or humanoids capable of using watercraft.

- Don't be afraid to look up! Perhaps the creature lairs in a permanent dwelling above the water: an everpresent waterspout that supports a floating palace, high above the waves, or a cloud city that wanders to and fro over an ocean.

Random Encounters

Each hex should have a random encounter table that draws its contents from the hex itself, as well as from the surrounding hexes. On average, a random encounter table should be constructed using a dice range between 1d6 and 1d10, with 1d8 being the average.

If using subhexes with the potential for multiple lairs per hex it becomes relatively easy to construct the table, drawing from the immediate hex and the six hexes immediately adjacent to it.

If using undivided hexes, which may or may not contain a lair, the Referee may need to draw from hexes further afield to construct the tables.

The main question to ask when constructing wandering monster tables is what the range of each monster is. This question can be answered, or at least approximated, using the %-in-lair number. OSE does not include this as part of the monster stat block, but OSRIC (and other systems) do use these numbers (note that OSRIC calls it the “lair probability” number).

If using the subhex system the %-in-lair number can be used as follows:

- If the number is 100% the monster will not be encountered elsewhere in the hex and will only be encountered in their lair. *Ex. Crypt things.*
- If the number is between 1 and 99% the range of the creature will be a number of hexes equal to 1 plus the number of times the percentage can be multiplied by 2 before reaching 100.

Example 1. Bugbears have a lair probability of 25%. They can be found in their lair hex (25%), the next ring of hexes (50%), and the third ring of hexes (100%), bounded by the black line. See the map, below.

Example 2. Goblins have a lair probability of 40%. They can be found in their initial hex (40%) and the first ring (80%) of six hexes immediately surrounding the central hex (bounded by the purple line).

Example 3. Grimlocks have a lair probability of 75%. They will only be found in the central hex.

If no lair probability is given it means the creature is nomadic and will move on from the indicated hex 1d12 weeks after the adventurers first enter the hex.

Giants (humanoids of ogre-size or larger, large dinosaurs, etc.) and flying creatures have their range doubled. Giant flying creatures (such as rocs, dragons, etc.) have their range quadrupled.

As a general rule, the greater the range of a creature, the more likely the given monster type is to be found within an adjacent hex – and the greater the chance the creature will be on the wandering encounter table there. Hill giants are more likely to be encountered within one adjacent hex than kobolds, since hill giants have a greater range, so if the Referee has to choose between one of the two to add it makes sense to add the hill giants.

As can be seen from those supplied here, there should be



Table 6.9 Notes:

*Chose a different variety of dragon

**Multichromatic dragon from OSE Advanced Monsters

*** (1-5) normal, (6) greater

Drakes (guardian, red troll), eelkrake, Scylla, earth serpents, northland wyrm are taken from Monsters of Myth. Note that northland wyrms are only encountered in cold climates.

Dragons, drakes, and lindwurms are taken from A Hamsterish Hoard of Monsters. Bone dragons are encountered anywhere, in the proximity of old battlefields, graveyards, etc. Ember dragons are found near volcanoes and badlands, hill dragons in hills, deserts, and low mountains, river dragons in water, shade dragons in mountains, shining dragons in deserts, plains, and barren landscapes, and sky dragons on mountaintops

Dragonlings, dragoncats, and drakar are taken from Creatures from Unknown Lands

Behir, dracolisk, and kraken are taken from OSRIC

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Table 6.9 — Dragon Encounter Table

1d20	Arctic	Desert	Forest	Grassland	Hills	Jungle
1	Dragon, white	Caecilia	Caecilia	Caecilia	Caecilia	Caecilia
2	Dragon, gold	Chimera	Chimera	Chimera	Chimera	Chimera
3	Dragon*	Dragon, blue	Dragon, green	Dragon, blue	Dragon, blue	Dragon, green
4	Hydra	Dragon, brass	Dragon, gold*	Dragon, copper	Dragon, red	Dragon*
5	Purple Worm	Dragon, copper	Dragon, MC**	Dragon*	Dragon, copper	Dragon, MC**
6	Salamander, frost	Dragon*	Hydra	Dragonne	Dragon, silver	Hydra
7	Wyvern	Dragon, MC**	Purple worm	Hydra	Dragon, MCC**	Purple Worm
8	Remorhaz	Dragonne	Bulette	Purple Worm	Dragonne	Pseudo-dragon
9	<i>Drake</i>	Hydra	Pseudo-dragon	Bulette	Hydra	Wyvern
10	<i>Lindwurm</i>	Salamander, flame	Sphinx	Pseudo-dragon	Purple Worm	Drake
11	<i>Sirrush</i>	Bulette	Wyvern	Wyvern	Bulette	Lindwurm
12	<i>Dragon!</i>	Sphinx	Drake	Drake	Pseudo-dragon	Dragon!
13	<i>Wyrms, Northland</i>	Wyvern	Lindwurm	Lindwurm	Sphinx	Dragonling
14	<i>Dragoncat</i>	Drake	Dragon!	Dragon!	Wyvern	Dragoncat
15	<i>Drakar</i>	Lindwurm	Wyrms, Northland	Dragoncat	Drake	Drakar
16	<i>Eelkrake</i>	Dragon!	Dragonling	Drakar	Dragon!	Drake, red troll
17	<i>Behir</i>	Serpent, earth	Drakar	Drake, red troll	Serpent, earth	Eelkrake
18	<i>Draconid</i>	Dragoncat	Drake, red troll	Eelkrake	Wyrms, Northland	Behir
19	<i>Dragonnel</i>	Drakar	Eelkrake	Dragon horse	Dragoncat	Dragonnel
20	Choose from another source					

1d20	Lake/River (1d10)	Mountain	Ocean (1d10)	Settled	Swamp	Barren
1	Dragon, sea	Caecilia	Dragon, sea	Caecilia	Caecilia	Dragon, blue
2	Dragon, bronze	Chimera	Dragon, bronze	Dragon, gold	Chimera	Dragon, red
3	Dragon*	Dragon, blue	Dragon*	Dragon, copper	Dragon, black	Dragon
4	Hydra	Dragon, red	Dragon turtle	Dragon, silver	Dragon*	Dragon, copper
5	<i>Drake</i>	Dragon, silver	Hydra	Dragon*	Dragon, MC**	Dragon*
6	<i>Lindwurm</i>	Dragon*	Sea serpent***	Hydra	Hydra	Dragon, MC**
7	<i>Dragon!</i>	Dragon, MC**	<i>Dragon!</i>	Purple Worm	Purple Worm	Dragonne
8	<i>Dragoncat</i>	Hydra	<i>Scylla</i>	Bulette	Wyvern	Hydra
9	<i>Drakar</i>	Bulette	<i>Kraken</i>		<i>Lindwurm</i>	Purple Worm
10	Other source	Pseudo-dragon	Other source	Pseudo-dragon	<i>Dragon!</i>	Salamander, flame
11	—	Wyvern	—	Wyvern	<i>Dragonling</i>	Bulette
12	—	<i>Drake</i>	—	<i>Drake</i>	<i>Dragoncat</i>	Sphinx
13	—	<i>Lindwurm</i>	—	<i>Lindwurm</i>	<i>Drakar</i>	Wyvern
14	—	<i>Dragon!</i>	—	<i>Dragon!</i>	<i>Drake, red troll</i>	<i>Drake</i>
15	—	<i>Serpent, earth</i>	—	<i>Dragoncat</i>	<i>Eelkrake</i>	<i>Lindwurm</i>
16	—	<i>Wyrms, Northland</i>	—	<i>Drakar</i>	<i>Behir</i>	<i>Dragon!</i>
17	—	<i>Dragoncat</i>	—	<i>Drake, guardian</i>	<i>Dracolisk</i>	<i>Serpent, earth</i>
18	—	<i>Drakar</i>	—	<i>Eelkrake</i>	<i>Dragonnel</i>	<i>Wyrms, Northland</i>
19	—	<i>Drake, red troll</i>	—	<i>Pseudodragon</i>	—	<i>Dragoncat</i>
20	Choose from another source					

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Table 6.10 — Unusual Encounter Table

1d20	Arctic	Desert	Forest	Grassland	Hills	Jungle
1	Cockatrice	Blink Dog	Basilisk	Basilisk	Basilisk	Cockatric
2	Elemental**	Cockatrice	Blink Dog	Blink Dog	Blink Dog	Construct**
3	Construct**	Djinni*	Cockatrice	Cockatrice	Carrion Crawler	Elemental**
4	Rust Monster	Efreeti*	Elemental**	Elemental**	Cockatrice	Medusa
5	Shadow	Elemental**	Construct**	Construct**	Elemental**	Owlbear
6	Disenchanter	Construct**	Medusa	Gorgon	Construct**	Rust Monster
7	Krell	Hell Hound	Owlbar	Medusa	Gorgon	Shadow
8	<i>Adamarach</i>	Medusa	Rust Monster	Rust Monster	Hellhound	Amphisbaena
9	<i>Aeshna</i>	Rust Monster	Shadow	Shadow	Medusa	Couatl
10	<i>Diamond storm</i>	Shadow	Amphisbaena	Amphisbaena	Rust Monster	Disenchanter
11	<i>Kiknai</i>	Amphisbaena	Disenchanter	Disenchanter	Shadow	Krell
12	<i>Shiressa</i>	Disenchanter	Krell	Krell	Amphisbaena	Otyugh
13	<i>Chionox</i>	Leucrocotta	Otyugh	Otyugh	Disenchanter	<i>Abomination</i>
14	<i>Crone</i>	Krell	<i>Shroom</i>	<i>Decapod</i>	Leucrocotta	<i>Shroom</i>
15	<i>Decapod</i>	Lamia	<i>Astree</i>	<i>Abomination</i>	Krell	<i>Astree</i>
16	<i>Abomination</i>	Otyugh	<i>Crone</i>	<i>Al-mi'raj</i>	Lamia	<i>Crone</i>
17	<i>Lamia</i>	<i>Sshian</i>	<i>Decapod</i>	<i>Lamia</i>	Otyugh	<i>Decapod</i>
18	<i>Cartazon</i>	<i>Decapod</i>	<i>Abomination</i>	<i>Cartazon</i>	<i>Abomination</i>	<i>Dakon</i>
19	<i>Sasquatch</i>	<i>Abomination</i>	<i>Al-mi'raj</i>	<i>Citipati</i>	<i>Crone</i>	<i>Ettercap</i>
20	Choose from another source					

1d20	Lake/River (1d12)	Mountain	Ocean (1d12)	Settled	Swamp	Barren
1	Elemental**	Basilisk	Crab, giant	Blink Dog	Catoblepas	Cockatrice
2	Construct**	Blink Dog	Elemental**	Cockatrice	Cockatrice	Elemental**
3	Medusa	Carrion Crawler	Construct**	Elemental**	Elemental**	Construct**
4	Shadow	Cockatrice	Shadow	Cockatric**	Construct**	Gorgon
5	Amphisbaena	Elemental**	Eye of the Deep	Medusa	Medusa	Hell Hound
6	Disenchanter	Construct **	Krell	Rust Monster	Owlbear	Medusa
7	Krell	Hell Hound	<i>Giant Moon Jellyfish</i>	Shadow	Rust Monster	Rust Monster
8	<i>Guileu</i>	Medusa	<i>Guileu</i>	Amphisbaena	Shadow	Shadow
9	<i>Crone</i>	Rust Monster	<i>Shiressa</i>	Disenchanter	<i>Amphisbaena</i>	Amphisbaena
10	<i>Decapod</i>	Shadow	<i>Crone</i>	Krell	<i>Disenchanter</i>	Disenchanter
11	<i>Ulupoka</i>	Amphisbaena	Ulupoka	Otyugh	<i>Krell</i>	Krell
12	Other source	Disenchanter	Other source	Sphinx	<i>Otyugh</i>	Lamia
13	—	Krell	—	<i>Crone</i>	<i>Shroom</i>	Leucrocotta
14	—	Otyugh	—	<i>Decapod</i>	<i>Astree</i>	<i>Abomiantion</i>
15	—	<i>Crone</i>	—	<i>Abomination</i>	<i>Crone</i>	<i>Crone</i>
16	—	<i>Decapod</i>	—	<i>Al-mi'raj</i>	<i>Decapod</i>	<i>Decapod</i>
17	—	<i>Abomination</i>	—	<i>Phantom</i>	<i>Nuckelavee</i>	<i>Barghest</i>
18	—	<i>Barghest</i>	—	<i>Realm Ward</i>	<i>Ettercap</i>	<i>Ettercap</i>
19	—	<i>Ettercap</i>	—	Summoned**	<i>Lamia</i>	<i>Lamia</i>
20	Choose from another source					

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Table 6.11 — Human Encounter Table

1d12	Arctic	Desert	Forest	Grassland	Hills	Jungle
1	Doppelganger	Doppelganger	Doppelganger	Doppelganger	Doppelganger	Doppelganger
2	Lycanthrope*	Lycanthrope*	Lycanthrope*	Lycanthrope*	Lycanthrope*	Lycanthrope*
3	NPC party**	NPC party**	NPC party**	NPC party**	NPC party**	NPC party**
4	Nomad	Nomad	Nomad	Nomad	Nomad	Nomad
5	Noble***	Noble***	Noble***	Noble***	Noble***	Noble***
6	Stronghold****	Stronghold****	Stronghold****	Stronghold****	Stronghold****	Stronghold****
7	Trader	Trader	Trader	Trader	Trader	Trader
8	Trader	Trader	Trader	Trader	Trader	Trader
9	Merchant	Merchant	Merchant	Merchant	Merchant	Merchant
10	Bandit&	Bandit&	Bandit&	Bandit&	Bandit&	Bandit&
11	Other#	Other#	Other#	Other#	Other#	Other#
12	Choose from another source					

1d12	Lake/River	Mountain	Ocean	Settled	Swamp	Barren
1	Doppelganger	Doppelganger	Doppelganger	Doppelganger	Doppelganger	Doppelganger
2	Lycanthrope*	Lycanthrope*	Lycanthrope*	Lycanthrope*	Lycanthrope*	Lycanthrope*
3	NPC party**	NPC party**	NPC party**	Acolyte	NPC party**	NPC party**
4	Nomad	Nomad	Nomad	NPC party**	Nomad	Nomad
5	Noble***	Noble***	Merchant	Noble***	Noble***	Noble***
6	Merchant	Stronghold****	Merchant	Stronghold****	Stronghold****	Stronghold****
7	Merchant	Trader	Pirate	Trader	Trader	Trader
8	Pilgrims	Trader	Fisher	Merchant	Trader	Trader
9	Fisher	Merchant	Fisher	Merchant	Merchant	Merchant
10	Fisher	Bandit&	Buccaneer	Bandit&	Bandit&	Bandit&
11	Buccaneer	Other#	Buccaneer	Other#	Other#	Other#
12	Choose from another source					



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Table 6.13 — Undead Encounter Table

1d20	Arctic	Desert	Forest	Grassland	Hills	Jungle
1	Ghoul*	Ghoul*	Ghoul*	Ghoul*	Ghoul*	Ghoul*
2	Mummy	Mummy	Mummy	Mummy	Mummy	Mummy
3	Shadow	Shadow	Shadow	Shadow	Shadow	Shadow
4	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton
5	Spectre	Spectre	Spectre	Spectre	Spectre	Spectre
6	Wight	Wight	Wight	Wight	Wight	Wight
7	Wraith	Wraith	Wraith	Wraith	Wraith	Wraith
8	Vampire	Vampire	Vampire	Vampire	Vampire	Vampire
9	Banshee	Banshee	Banshee	Banshee	Banshee	Banshee
10	Coffer Corpse	Coffer Corpse	Coffer Corpse	Coffer Corpse	Coffer Corpse	Coffer Corpse
11	D. Knight	D. Knight	D. Knight	D. Knight	D. Knight	D. Knight
12	Ghost	Ghost	Ghost	Ghost	Ghost	Ghost
13	Lich	Lich	Lich	Lich	Lich	Lich
14	Necrophidius	Necrophidius	Necrophidius	Necrophidius	Necrophidius	Necrophidius
15	Nightmare	Nightmare	Nightmare	Nightmare	Nightmare	Nightmare
16	Poltergeist	Poltergeist	Poltergeist	Poltergeist	Poltergeist	Poltergeist
17	Revenant	Revenant	Revenant	Revenant	Revenant	Revenant
18-20	Choose from another source					

1d20	Lake/River	Mountain	Ocean (1d12)	Settled	Swamp	Barren
1	Ghoul*	Ghoul*	Ghoul*	Ghoul*	Ghoul*	Ghoul*
2	Mummy	Mummy	Ghost	Mummy	Mummy	Mummy
3	Shadow	Shadow	Shadow	Shadow	Shadow	Shadow
4	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton	Skeleton
5	Spectre	Spectre	Spectre	Spectre	Spectre	Spectre
6	Wight	Wight	Wight	Wight	Wight	Wight
7	Wraith	Wraith	Wraith	Wraith	Wraith	Wraith
8	Banshee	Vampire	Coffer Corpse	Vampire	Vampire	Vampire
9	Coffer Corpse	Banshee	Lich	Banshee	Banshee	Banshee
10	Demonic Knight	Coffer Corpse	Poltergeist	Coffer Corpse	Coffer Corpse	Coffer Corpse
11	Ghost	Demonic Knight	Revenant	Demonic Knight	D. Knight	D. Knight
12	Lich	Ghost	Another source	Ghost	Ghost	Ghost
13	Necrophidius	Lich	—	Lich	Lich	Lich
14	Nightmare	Necrophidius	—	Necrophidius	Necrophidius	Necrophidius
15	Poltergeist	Nightmare	—	Nightmare	Nightmare	Nightmare
16	Revenant	Poltergeist	—	Poltergeist	Revenant	Poltergeist
17	Spawn of worm	Revenant	—	Revenant	Spawn of worm	Revenant
18-20	Choose from another source					

* (1-4) ghouls, (5-6) ghast

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Table 6.14 — Random Monster Table

1d8	1	2-3	4	5-6	7	8
1d20	Construct	Lycanthrope (1d12)	Summoned (1d10)	Lizard (1d10)	Prehistoric	Subterranean
1	Caryatid Column	Devil swine	Aerial servant**	Flame lizard	Cat, saber-tooth	Cave locust
2	Gargoyle	Jackalwere	Invisible Stalker	Monitor lizard	Mastodon	Gelatinous cube
3	Golem, amber	Rakshasa	Malfyr	Subterranean lizard	Pterosaur*	Dark Creeper
4	Golem, bone	Werebear	Water fiend	Draco	Rhinoceros, woolly	Eye of Terror
5	Golem, bronze	Werewolf	Xorn	Chameleon	Stegosaurus	Flail Snail
6	Golem, clay	Wererat	Elemental	Tuatara	Titatnothere	Gibbering Mouther
7	Golem, flesh	Wereboar	Demon**	—	Triceratops	Hook beast
8	Golem, iron	Weretiger	Devil**	—	T-rex	Hulker
9	Golem, stone	Werebat	—	—	Hippopotamus, behemoth	Lurker Above
10	Golem, wood	Werefox	Other source	Other source	Tarrasque	Mimic
11	Living statue, crystal	Were seal	—	—	Allosaurus	Mind Lasher
12	Living statue, iron	Other source	—	—	Ankylosaur	Mycelian
13	Living statue, rock	—	—	—	Brontosaur	Piercer
14	Homonculus	—	—	—	Carp, gigantic	Roper
15	Living statue	—	—	—	Dimetrodon	Slug, giant
16	Golem, dragon	—	—	—	Loch Monster	Spawn of worm
17	Golem, flint	—	—	—	Megatherium	Trapper
18	Golem, mud	—	—	—	Plesiosaur	Brainstormer
19	Living machine	—	—	—	Trachodon	Lurker above
20	Other source	—	—	—	Kaiju	Mantari

*(1-4) Pterodactyl, (5-6) Pteranodon

**Use entries from Labyrinth Lord Advanced Edition Companion

Living statues drawn from A Hamsterish Hoard of Monsters. (1-2) black iron, (3-4) brass, (5-6) cinnabar, (7-8) glass, (9-10) marble.

Dragon, flint, and mud golems, and living machines are taken from Creatures from Unknown Lands

Allosaurus, ankylosaur, brainstormer, brontosaur, carp (gigantic), dimetrodon, loch monster, megatherium, mujina, plesiosaur, trachodon, shaper, werebat, werefox, and were seal taken from Creatures from Unknown Lands

Kaiju are either (1-4) enormous versions of existing animals or (5-6) unique creatures

Lurker above and mantari taken from Tome of Horrors Complete

plenty of monsters to draw from to populate individual wandering encounter tables.

A sample encounter table may look like this:

1. Goblins (Broken Fang tribe) 3d6
2. Goblins (Shattered Sun tribe) 3d6
3. Dire wolves (2d4)
4. Stirges (3d10)
5. Spider, black widow (1d3)

6. Antelope, herd (from adjacent hex) (3d10)
7. Giant, hill (from adjacent hex) (1d4)
8. Roll on Secondary Table

Secondary Table

1. Trolls (1d6)
2. Orcs (3d4)
3. Hobgoblins (3d4)



Table 6.15 – Blank Regional Lair Placement Table

1d6	Animal	Dragon	Fey	Flyer	Giant	Human
1						
2						
3						
4						
5						
6						

1d6	Humanoid	Insect	Ooze	Plant	Random	Undead
1						
2						
3						
4						
5						
6						

1d6	Humanoid	Insect	Notes
1			
2			
3			
4			
5			
6			

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Table 6.16 – Sample Regional Lair Placement Table (The Fetid Swamp)

1d6	Animal (1-3)	Dragon (4)*	Fey (5)	Flyer (6-7)	Giant (4)*	Human (8)
1	Bat**	Caecilia	Dryad	Harpy	Ogre	Doppelganger
2	Crocodile***	Hydra	Elf	Harpy	Ogre	Bandit
3	Lizard	Wyvern	Sprite	Stirge	Ogre	Brigand
4	Rat***	Chimera	Treant	Stirge	Troll	NPC Party
5	Frog, giant	Black dragon	Will 'o the wisp	<i>Piranha</i>	Hag, black	Trappers
6	Other source	Other source	Other source	Other source	Other source	Other source

1d6	Humanoid (9-10)	Insect (11-12)	Ooze (4)*	Plant (13-14)	Random (15)	Undead (16-17)
1	Goblin	Beetle, oil	Black pudding	Shambling mound	Wererat	Skeleton
2	Lizard-man	Robber fly	Black pudding	Violet fungus	Chameleon	Zombie
3	Orc	Spider, bw	Grey ooze	Fungehemoth	Chameleon	Ghoul
4	Troglodyte	Spider, crab	Green slime	Algoid	Gecko	Wight
5	Gullygug	Leech, giant	Ochre Jelly	Archer bush	Demon	Wraith
6	Other source	Other source	Other source	Other source	Other source	Other source

1d6	Humanoid	Insect	Notes
1	Dire crocodile	Catoblepas	On a roll of “other source” it will be (1-3) taken from another source, (4-5) a new monster created by the Referee, or (5) a unique existing monster.
2	High-level MU	Cockatrice	
3	Vampire	Otyugh	*On a result of 4 the creature type will be (1-4) ooze, (5-6) dragon, or (7-8) giant.
4	Runaway noble	Shadow	
5	Elf lord	Krell	** (1-3) normal, (4-5) giant, (6) giant vampire
6	Other source	Other source	*** (1-4) normal, (5-6) giant

4. NPC party
5. Ogres (2d4)
6. Wolves (2d6)

The base encounter table includes creatures that are either lairing in the given hex or likely to be encountered in that hex from an adjacent hex. Sometimes a Secondary Table can be included. Encounters on this table may be:

- Drawn from the surrounding hexes, but are creatures that are less likely to be encountered than those on the primary table.
- Creatures that do not lair nearby but are drawn from the appropriate terrain tables. These represent traveling monsters that can be encountered in this area.

Encounter tables can also include events such as hazards, weather conditions, random magical occurrences, etc. that occur when rolled.

Finally, the Referee may decide they don't want to invest in that much detail, and just create encounter tables

based upon a large geographic area. If there are three goblin tribes in a mountainous region and one goblin entry on the random encounter table, it will be up to the Referee to decide which tribe – if any – is encountered.

When a hex or subhex that contains a lair is entered, the lair probability roll can be used to determine if the creature is currently in its lair. For solitary creatures and small groups there's a chance that the lair is completely empty. For larger groups – if a humanoid village is encountered, for instance – the lair will rarely be completely empty.

Roll the lair probability as normal, and if the result of the roll indicates that the monster is in the lair then **all** of the inhabitants will be discovered in their lair. If the result indicates they **are not** in their lair proceed as follows:

- If the inhabitants are herd animals or monsters that travel in packs (such as wolves, or hellhounds) assume the lair is empty.
- If there is only a single inhabitant the lair is empty. Note that intelligent monsters rarely leave their lair unguarded for any significant amount of time.

- If the inhabitants congregate in small numbers or are vermin, bugs, or other unintelligent monsters, roll 1d8. On a result of 1-3 the lair will be empty, otherwise there will be a number of monsters left equal to the roll \times 10%.
- Humans and humanoids will rarely abandon their lair entirely. Roll 1d8; on a result of 1 the lair will be completely empty, otherwise there will be a percentage of monsters remaining equal to the result of the roll \times 10%.
- If the inhabitants are powerful monsters that appear in small numbers (dragon-kin, giant-kin, etc.) roll 1d6. On a result of 1-3 all of the monsters are absent, otherwise only 50% of the number will be absent.

The Referee should, of course, use their best judgment when determining if any inhabitants are currently in the lair. If young are present it is unlikely the lair will be completely abandoned.

Absent monsters will return as follows; roll 1d6: (1) in 1d4 turns, (2-3) in 1d4 hours, (4-5) in 3d4 hours, (6) in 1d4 days.

Example. The party enters a subhex containing a goblin village with 32 inhabitants. Goblins, according to OSRIC, will be found in their lair 40% of the time. The Referee rolls 1d100 and gets an 80; the goblins are not in their lair. However, goblins are intelligent, so she further rolls 1d8, and gets a 4. 40% of the goblins (13) are still in the village.

If a lair is eliminated (those dwelling within are slain or driven away) it results in the specific monster entry being removed from the random encounter table. Once a lair is cleared there is a chance – assuming it's not secured by the adventurers (see p. 22) – of it being repopulated anew. At the end of each month after a lair has been cleared make a wandering monster check using the given chances for the terrain type. If the result is positive for an encounter it means that the lair has been repopulated by a randomly determined monster. Once a lair has been repopulated the monster type is added to the encounter table for that hex.

For instance, assume that a hex contains three lairs:

1. The Broken Fang goblin tribe
2. Dire wolves
3. Antelope herd

Over a period of two weeks the adventurers succeed in eliminating the goblin tribe and the dire wolf lair. If the adventurers do not patrol the hex the Referee rolls encounter checks for each month the lairs remain unpopulated (unless otherwise stated these checks are made at the end of each

month, starting one full month after the lair has been unoccupied). If the result indicates an encounter, that means a new creature has moved in to occupy the lair.

Entering a Subhex with a Lair

Whenever the adventurers enter a subhex containing a lair, assume that they automatically become aware of it unless it is hidden or otherwise not immediately visible; if the lair is inside a larger complex it might take some searching to discover. In the rare instance when a lair is hidden or concealed there are several ways its presence can be discovered:

- Assign a chance for woodswise characters to spot the lair in a manner similar to elves or dwarves spotting secret doors and the like.
- The adventurers have a chance to discover the presence of the lair's inhabitants – either by encountering the inhabitants or stumbling across their spoor – and are able to track or follow those back to the lair.

The Referee should determine how alert and prepared the inhabitants are.

The first question is pretty easy to answer: humans and humanoids that lair in large groups will almost always post guards or have some sort of early detection system, while intelligent creatures that lair in small groups – giants, dragons, etc. – will often either have some manner of trap to alert them to the presence of an intruder or will have others stand guard for them. Creatures of less intelligence than, say, goblins, will most often not post guards. If there are guards posted it is a safe assumption that the first encounter will be between the party and the guards, unless suitable precautions are taken.

When the lair is encountered make a modified surprise roll for both sides to determine if either is able to detect the presence of the other.

- If the party has more than ten members add +1 to the monster's roll.
- If more than half the party is mounted add +1 to the monster's roll.
- If the monster has guards posted add +1 to the roll.
- If the monster has taken pains to hide their lair subtract -1 from the party's result.
- If the adventurers are aware that there is an encounter nearby (they are following tracks, have been alerted by other nearby monsters, seen the spoor the residents create, etc.) add +1 to the party's roll.
- If the lair is exceptionally large, such as an entire

village of goblins, or a lair of giants, add +1 to the party's roll.

- If the "party" consists of one or two advance scouts used to moving through the wilderness stealthily, the monsters suffer a -1 penalty.
- Do not add Dexterity modifiers to either roll.
- If the lair's inhabitants are sensitive to light and the encounter occurs during the day apply a -1 penalty to the inhabitants' roll. If the encounter occurs at night and the inhabitants can see in the dark subtract -1 from the party's roll.

As with normal surprise rolls a given side is surprised on a result of 1-2. Use the encounter distance by terrain table to determine when a lair is first "seen" (and surprise can first occur). Note that lairs are often much larger – and much more obvious – than a group of monsters, so are often apparent at two or three times the given distances.

Creatures that leave their lair will often leave spoor – or signs of their presence – nearby that can alert careful expeditions. Use the same guidelines as described above to determine the creature's range, but instead of full 6-mile hexes the scale is reduced to subhex size.

Goblins have a range of 2 hexes (their own hex and the first ring surrounding it), so their spoor can be found within the subhex containing their lair and the ring of subhexes immediately surrounding it. To use the following hex as an example, if their lair is in subhex 0404, signs of their presence can be detected in subhexes 0404, 0405, 0504, 0503, 0403, 0303, and 0304.

Flying creatures, normal predators (such as wolves or great cats), and creatures that are naturally sneaky or leave little

sign (such as bugbears, skeletons, etc.) have the range of their spoor reduced by half, to a minimum of 1 subhex.

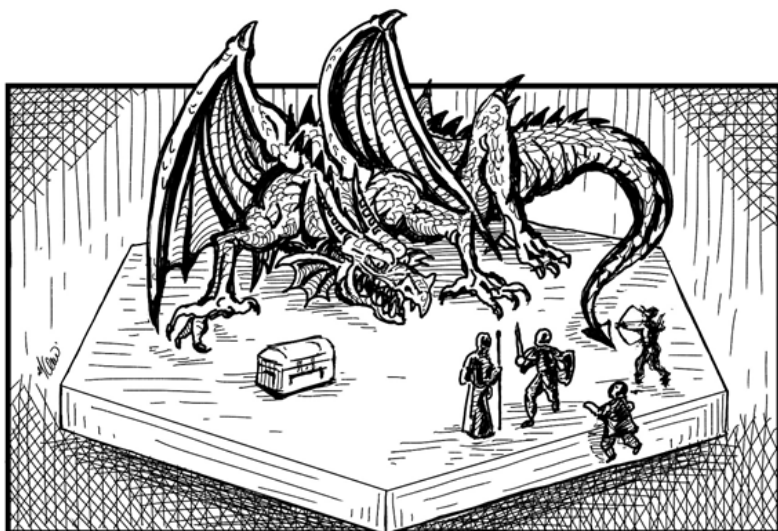
When the adventurers enter a new subhex roll for the party to determine if they spot any existing spoor. The roll is made once, regardless of the individuals in the party, as follows:

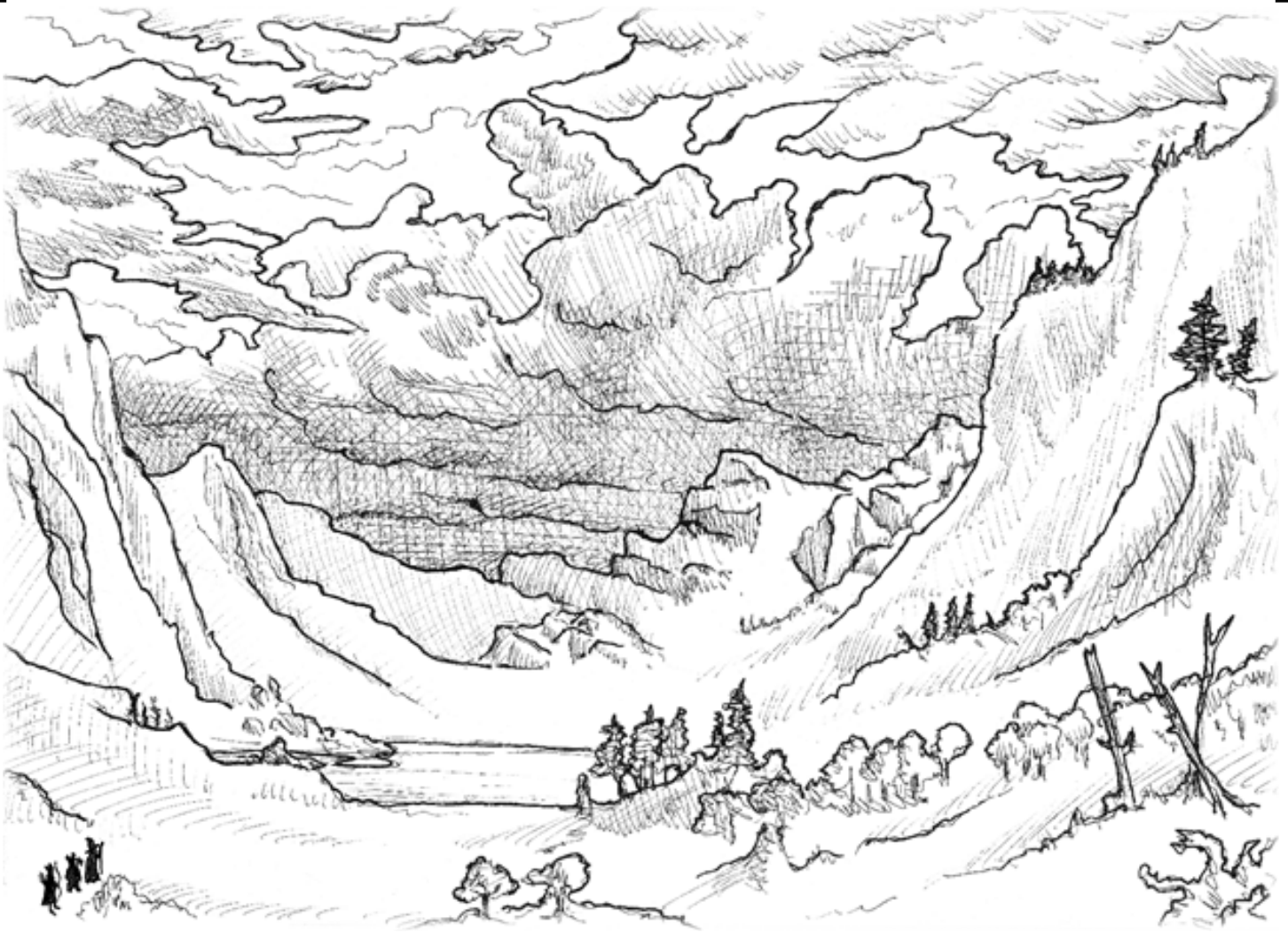
- There's a base 1-2 in 6 chance of spotting the traces.
- Increase this chance by 1 if there are any elves or halflings in the party.
- Increase this chance by 1 if there are any thieves or druids in the party.
- Increase the chance by 2 if there is a ranger in the party.
- Decrease the chance by 1 if it is raining.

How This All Comes Together

When it comes down to actual gaming the order of operations is as follows:

1. The adventurers define which areas they're going to search, and the approximate route they want to take.
2. The Referee rolls to determine what the weather will be like. It is recommended that the weather be generated in advance by at least several weeks.
3. The Referee determines how long it will take to explore each sub-hex based on terrain type.
4. The Referee rolls for random encounters and chances of getting lost.
5. If a random encounter occurs determine which subhex it occurs in and what the encounter is with.
6. As the adventurers explore each subhex, roll to see if they notice signs of the presence of monsters in nearby subhexes.
7. As the adventurers enter each subhex they automatically encounter any features or lairs within the subhex.
8. If the adventurers are just traveling through, then only the land immediately surrounding their path is mapped. If they're exploring within a hex, the hex is considered fully mapped once all of the subhexes have been physically explored. At this point the adventurers learn the number of resources within a hex as well as their approximate value.
9. A hex is cleared once the occupants of all lairs within it have been killed, driven off, or reasoned with.





Chapter 2: Random Weather Generation

When generating hexcrawls – or even adventuring normally – having an idea of the weather can add verisimilitude to the game, if not being a challenge in and of itself. The following rules provide a framework for generating weather conditions for the campaign world. The system is not used to generate temperature: that is left up to the Referee to determine based upon location, climate, and other factors. Referees are encouraged to use their judgment when rolling for weather results; if the result is precipitation, there's a good chance it's not going to snow in the summer – unless at high elevations or extreme latitudes – but a much better chance that it will snow in the winter.

When getting ready to run an adventure, or setting up a campaign, it is always a good idea to roll up a month or more of weather. This enables the Referee to work unusual events into the campaign itself. For instance, if the Referee determines that a comet will appear in

the sky during the third week of the adventure, it is possible that certain sages and learned individuals are aware of its arrival, and soothsayers and oracles may have begun to proclaim loudly that its coming signifies some great weal or woe. The unusual weather table at the end of this section exists partly as a means of generating plot hooks.

When rolling for weather the Referee must decide how large an area the resulting weather pattern covers. The first option would be to roll for weather as normal, and assume that each result is “centered” on the party. If the result is for rain, it is raining where the PCs are; if an unusual weather result calls for tornadoes, the assumption is that the tornadoes happen near the PCs' location.

However, it is typically sufficient to divide the campaign world into geographic regions of approximately 1000 six-mile hexes (roughly 32,000 sq. miles, or an area the size of Maine or South Carolina) or bands of similar

geography. Generally, there will rarely be times when characters travel with such speed that they should be changing climes within minutes, but it is possible that weather or unusual events that occur in one location will not be known in another, even if the two locations are relatively close by.

The intent of these rules is not to accurately model real-world weather conditions but to instead provide a simple way of generating random weather phenomena.

Weather is checked for at the beginning of each day, as follows:

1. Roll for Clear/Cloudy (**Table 7**), using 1d20.
2. Roll for Conditions (**Tables 8.1** and **8.2**), using 1d20.
3. To determine when weather events occur, roll 1d24, which indicates the hour (from midnight) when the event begins. A random number generator or online dice roller may be used to generate numbers from 1 to 24; otherwise, the hour can be generated by rolling 1d6 (with a result of 1-3 being a.m. and 4-6 being p.m.) followed by 1d12.
4. Determine amount and intensity of precipitation if it is forecast (**Table 9**).
5. If an Unusual Event (on a natural “1” or “20”) is called for, determine that by rolling 1d100.
6. If desired, roll on **Table 10** to determine *why* an unusual event has occurred.
7. If desired, refer to p. 52 to determine the area affected by weather conditions.

The first roll determines whether the bulk of the day will be clear or overcast. Of course, it is possible to add more granularity, and determine exactly how long any cloud cover lasts. But for purposes of this system, assume the relative cloudiness lasts all day.

It may be desirable to adjust the rolls based on the location/time of year. If the campaign takes place in a locale with weather similar to the Pacific Northwest in winter it would be appropriate to weight the results towards cloudy conditions. If it takes place in a locale with weather similar to southern California, on the other hand, it should be weighted towards clear conditions. The default table, above, assumes an even mix of clear and cloudy conditions.

Once it is determined whether the sky is clear or cloudy a roll is made on the appropriate tables (**8.1 – Clear** or **8.2 – Cloudy**) to determine the chance of precipitation. Three sample tables are given for each: arid, temperate and tropical.

Table 7 – Clear/Cloudy

Roll (1d20)	Sky
1-10	Clear
11-20	Cloudy

*Subtract 1d4 from rolls in arid climates if desired.

*Add 1d4 to rolls in wet climates if desired.

A natural “1” or “20” indicates a special event. Refer to the “Unusual Events”, below, for more information.

Table 8.1a — Clear (arid)

Roll (1d20)	Sky
1-19	Clear all day
20	Rain within 24 hours

Add 1d6-1 to the roll on **Table 9**.

Table 8.1b — Clear (temperate)

Roll (1d20)	Sky
1-16	Clear all day
17-20	Rain within 24 hours

Table 8.1c — Clear (tropical)

Roll (1d20)	Sky
1-13	Clear all day
14-20	Rain within 24 hours

Subtract 1d6-1 to the roll on **Table 9**.

Table 8.2a — Cloudy (arid)

Roll (1d20)	Sky
1-15	No Precipitation
16-20	Precipitation within 24 hours

Add 1d6-1 to the roll on **Table 9**.

Table 8.2b — Cloudy (temperate)

Roll (1d20)	Sky
1-10	No Precipitation
11-20	Precipitation within 24 hours

Table 8.2c — Cloudy (tropical)

Roll (1d20)	Sky
1-7	Clear all day
8-20	Rain within 24 hours

Subtract 1d6-1 to the roll on **Table 9**.

If the result is for rain within the next 24 hours, roll 1d24; the result indicates the hour in which rainfall will begin.

Regardless of the actual chances, once it is determined that there will be rain – either currently falling or at some point during the day – roll on **Table 9** to determine what the intensity and duration of the rain will be.

Table 9 – Precipitation

Roll (1d20)	Event
1	Rain, Violent (6d6 hours)
2-4	Rain, Moderate (6d6 hours)
5-7	Rain, Mild (6d6 hours)*
8	Rain, Violent (1d6 hours)
9-11	Rain, Moderate (1d6 hours)
12-14	Rain, Mild (1d6 hours)*
15	Rain, Violent (3d20 min.)
16-18	Rain, Moderate (3d20 min.)
19-20	Rain, Mild (3d20 min)*

*There is a 1 in 6 chance that mild rain manifests as a thick fog instead of drizzle. This chance may be increased in certain areas (along a humid coastal region, for instance).

Mild rain has a 10% chance of lightning and a 10% chance of high winds (4d6 mph).

Moderate rain has a 25% chance of lightning and a 30% chance of high winds (8d6 mph). There is an additional 5% chance of hail (warm weather) or sleet (cold weather).

Violent rain has a 50% chance of lightning and 60% chance of gale force winds (8d20 mph). There is an additional 10% chance of hail (warm weather) or sleet (cold weather).

Mild storms are essentially a light drizzle or flurry of precipitation, accumulating perhaps 1/4" of rain per day, at most, or a light dusting of snowfall, accumulating no more than 1" per day. Moderate storms assume a regular, steady rain or snowfall, accumulating perhaps 1/2 to 2 inches of rain or 1d6 inches of snow per day. Violent storms are just that, massive amounts of rain or snow delivered very quickly. Expect a minimum of one inch of rain or 1d2 inches of snow **per hour**.

Game Effects of Weather

The Referee may want to impose penalties due to adverse weather, especially if adventurers are caught outside with no shelter. The previous section discusses some of these already (see **Shelter and Weather**). Below are some broad examples of game effects that can be applied due to weather, in addition to those already discussed.

Rain

- For adventurers clad in metal armor, or wielding metal weapons, rust can be a constant problem. While not immediately detrimental, rusty armor



might apply a movement or dexterity penalty, as joints move less freely. Likewise, a sword that begins to rust does not suffer immediate mechanical issues, but if ignored it can lead to an increased chance of breakage or even a loss of face when dealing with NPCs; a warrior who cannot keep his blade clean and polished might even be the subject of ridicule.

- Bow and crossbow strings are affected by the moisture. On a roll of 1 the string snaps and must be replaced.
- Moving quickly in the rain can be unpredictable. Whenever a creature attempts to run or charge they must roll their Dexterity or lower on 3d6 (4d6 for extremely heavy rain) or fall.
- It is also possible that unprotected items – especially those made of paper, such as scrolls or spellbooks – would be ruined by rain.
- Fire becomes less effective. Non-magical torches, campfires, candles, and other sources are extinguished in heavy rains or burn less fiercely in more moderate rains. Any damage from non-magical fire is rolled twice, taking the lower result. Magical fire is not as affected, but creatures targeted by magical fire suffer 1 less point of damage per die (to a minimum of 1 hp per die, as per a *ring of fire resistance*).

Wind

- Firing missile weapons in windy conditions may impose penalties on attack rolls:
 - In high winds increase all range bands by one: firing at short range is treated as medium, medium becomes long, and long-range shots are impossible.
 - In gale force winds all missile attacks are limited to short range. Roll twice for each attack, taking the worst result.
- Small or lightweight items, such as scrolls, material components, etc. may be blown away.
- If the PCs are in a region with loose soil or sand, high winds could create visibility issues similar to rain. If the winds are really strong, there is even the potential for damage. Unless precautions are taken, an unprotected character might suffer temporary blindness as a result of a dust or sandstorm.

- Communication becomes difficult in gale winds and the range that sound carries is reduced by half. Spells that depend on sound may be reduced or dampened.
- Movement in gale winds is reduced by 25%. Flying creatures cannot fly in gale-force winds, and have their movement reduced by 50% in strong winds.

Lightning

- Any time characters are caught outdoors in a thunderstorm there exists the potential for being struck by lightning. When outdoors during a lightning storm there's a 1 in 100 chance of a lightning strike occurring nearby. On a roll of 1, roll 1d100 again. If the result is 1-5 the strike is close enough to cause damage. Everyone must save versus breath or suffer 6d6 points of damage. On a successful save they take half damage.

Snow

- Snow raises maintenance issues similar to rain, although with less of a chance of immediate rusting.
- Accumulated snowfall may reduce movement rates, especially for smaller characters. Assume that every 3" of snow reduces movement by 25%, to a minimum movement of 10' per round.
- Extremely heavy snow may collapse roofs/shelters that are not built for such weight.
- Mechanical effects may result from cold.
- Characters firing missile weapons suffer the same penalties as in rain.

Freezing Rain/Sleet/Hail

- These weather conditions impose modifiers similar to rain.
- Hail has potential to inflict damage, depending on the size of the stones and ferocity of the storm. The actual mechanical effects can be translated as follows: a mild hailstorm causes no damage to individuals, while a moderate hailstorm inflicts 0-1 hp per turn to unprotected individuals and does not harm those wearing helmets and armor. Severe storms inflict 1-4 hp per turn to unprotected individuals and 0-1 to those wearing helmets and armor.
- Mechanical effects may result from cold.
- Hail, sleet, and freezing rain reduce movement by 50%. This movement penalty lasts for as long as



ice remains on the ground. Creatures attempting to run must roll their Dexterity or lower on 4d6 to avoid slipping.

In all of the above conditions flight may become difficult, if not impossible. Movement rates may be reduced, or even drop to 0. The larger the creature, the less affected it will be – dragons are bothered less by high winds than griffons, and giant rocs affected less than dragons. If ridden, however, flying mounts may lose smaller riders, even if the larger mounts themselves are not affected.

Unusual Results

When a natural “1” or “20” is rolled on **Table 7** roll on the table below to determine what unusual weather event occurs. If the result does not fit the region, or setting, roll again. For any entry that lists a chance the condition is magical in nature refer to **Table 10** to determine what the supernatural cause is.

The following list of unusual events contains events appropriate for both clear and cloudy days. If an event is appropriate for only one condition it will be indicated as such. Otherwise, assume that events are appropriate

for either and will occur regardless. For instance, if a day is rainy and a meteor shower is called for, it will still happen, but most likely will not be visible.

Roll **1d100** and refer to the proper entry, below:

1-20. Unseasonably hot (approx. 10° hotter). Period of unusual temperature lasts for **1d6** days. There is a **1 in 6** chance it lasts for double this time.

21-40. Unseasonably cold (approx. 10° colder). Period of unusual temperature lasts of **1d6** days. There is a **1 in 6** chance it lasts for double this time.

41-45. Unseasonably hot (+11-20°). Period of unusual temperature lasts for **1d4** days. There is a **1 in 6** chance the heat is caused by magical means, and an additional **1 in 6** chance it lasts for double the normal duration. Depending on the season, it may be hot enough that adventurers (especially those wearing heavy armor or engaged in strenuous activity) run the risk of becoming dehydrated. In these cases double the amount of water needed per day (see p. 7).

46-50. Unseasonably cold (–11-20°). Period of unusual temperature lasts for **1d4** days. There is a **1 in 6** chance the cold is caused by magical means, and an additional

1 in 6 chance it lasts for double the normal duration. Depending on the season, the temperature may become cold enough to pose a significant risk to those caught in the elements.

51-55. No winds (becalmed). Lasts for **1d24** hours. There is a **1 in 6** chance this lasts for **1d6+1** days. Unless at sea, or relying upon wind for other reasons, this has no mechanical effects.

56-60. Strong winds. Approx. **20+1d20** mph. The winds last for **1d12** hours. There is a **1 in 6** chance the winds last for double the indicated duration, and a **1 in 6** chance that the winds bring a change in weather (roll again on **Table 7, 8 etc.**). These winds are considered strong winds. Refer to p. 43 for information on the mechanical effects wind may have.

61-63. Strong winds. Approx. **60+2d20** mph. The winds last for **1d8** hours. There is a **1 in 6** chance the winds last for double the indicated duration, and a **1-3 in 6** chance that the winds bring a change in weather (roll again on **Table 7, 8 etc.**). The winds are strong enough that light, unsecured objects are blown through the air and weakened or damaged trees/structures are knocked down. These winds are considered gale force. Refer to p. 43 for information on the mechanical effects wind may have.

64-66. Instead of rain, the result is hail. The hail is:

- **1-3** small
- **4-5** medium
- **6** large

If no rain is forecast when this result is rolled, there is a **(1-3)** freak storm within **1d24** hours, or **(4-6)** the hail merely occurs the next time rain is forecast.

67. There is a drastic shift in regional weather patterns. Increase **(1-3)** or decrease **(4-6)** the chance of rain by **1d6** in both clear and cloudy conditions. This change in weather will last for:

- **1-2** a week
- **3** a month
- **4** a year
- **5** a decade
- **6** permanently

If the change in weather lasts for a year or more the agricultural output of the region will be altered. The output per hex will be:

- **1-4** decreased by .5 gp per month

- **5-6** increased by .5 gp per month

*The Referee rolls the following: 5, 4, 4, 5. He has been using **Tables 7 and 8** as given in this document. The results of the rolls indicate that the chance of rainfall in the area is decreased, for approximately a year. It will now only rain on a result of 20 when clear, and 15-20 when cloudy. This seems to agree with the local crops, however, as agricultural output increases by .5 gp per month.*

When rolling on **Table 11 – Area of Weather** add **1d4** to the roll. Additionally, the change in weather adds instability to the region. Any domains within the region have a **-1** penalty applied to all morale rolls (see p. 58) made during the period of weather change.

68. The next time precipitation falls it is imbued with random magical qualities. It is:

- **1** beneficial to the growth of plants, effectively doubling any yields for the upcoming year (double agricultural output per hex).
- **2** detrimental to the growth of plants, effectively halving any yields for the upcoming year (half agricultural output per hex).
- **3** leaves a slimy mucus on all surfaces, which lasts for **1d4** hours before evaporating.
- **4** evaporates instantly upon falling, leaving all surfaces dry.
- **5** rains a weak holy water (**1-3**) or unholy water (**4-6**). Treat the substance as half potency for all creatures normally affected by the given substance.
- **6** causes non-magical metallic items to rust instantly, reducing their quality by one (metal armor has its AC increased by one, metal weapons inflict one fewer point of damage, etc.).

If using **Table 11**, subtract **1d6** from the roll.

69. When determining the area the weather covers, either:

- **1-3** increase the result by 5.
- **4-6** decrease the result by 5.

See **Table 11**. Apply this result for the next **1d6** days.

70. Comet in the sky, visible only at night. The comet remains visible for **1d6** days. There is a **1 in 6** chance it is visible for twice as long. The comet:

- **1-3** is just a comet.
- **4** augurs strife and war. Make an automatic Friction roll (see p. 103) for all domains and organizations that can see the comet (on a 1-3 roll for Internal Friction, on 4-6 roll for External Friction).

- 5 while visible, unusual weather events are more likely, occurring on a roll of **1-2** or **19-20**.
- 6 increases tensions and negative emotions. All reaction rolls have a **-1** penalty applied, but only while the comet is visible (not during the day or on overcast nights).

This comet:

- 1 is a unique event.
- 2 appears in the sky every **3d4** months.
- 3-5 appears in the sky every **1d10** years.
- 6-11 appears in the sky every **10d10** years.
- 12 appears in the sky every **1d10** centuries.

71. Comet in the sky, visible day and night. The comet remains visible for **1d6** days. There is a **1 in 6** chance it is visible for twice as long. The comet:

- 1 is just a comet.
- 2 is an omen that a prominent and ancient family line will end, either by violence (**1-2**), disease (**3-4**), or mishap (**5-6**).
- 3 foretells the birth of an important individual, which will happen while the comet is visible. There is a **1-3 in 6** chance the identity of the person will have been foretold by oracles.
- 4 presages the waking of a potent evil, buried for centuries. Randomly determine the type of creature that awakens.
- 5 roll **1d6**. On a result of **1-4**, all damage rolls made – by PC and NPC alike – gain a **+1 bonus**. On a result of **5-6**, damage rolls suffer a **-1 penalty**. These modifiers last for as long as the comet is visible. Note that if the comet is not visible, either because it is hidden by clouds or the adventurers are underground, for instance, this has no effect. It only occurs when acts of violence are bathed in the comet's light.
- 6 Magic acts in an unpredictable manner while the comet is in the sky. Every time an arcane spellcaster casts a spell there is a **1d6%** chance that (roll **1d4**) **1**: the target of the spell is chosen at random, **2**: the duration of the spell is either doubled (**1-3**) or halved (**4-6**), **3**: the range of the spell is either doubled (**1-3**) or halved (**4-6**), or **4**: the spell functions as if the mage is either **1d4** levels higher (**1-3**) or **1d4** levels lower (**4-6**).

This comet:

- 1 is a unique event

- 2 appears in the sky every **3d4** months.
- 3-5 appears in the sky every **1d10** years.
- 6-11 appears in the sky every **10d10** years.
- 12 appears in the sky every **1d10** centuries.

72. A star either disappears (1-3) or appears (4-6) in the night sky. This:

- 1 signifies the death/birth of a great force for Law (**1-3**) or Chaos (**4-6**) on the mortal plane.
- 2 marks the death (**1-3**) or birth (**4-6**) of a new deity.
- 3 weakens (if the star disappears) or strengthens (if a new one appears) the boundaries between the planes. If strengthened, any spell involving the summoning of creatures or travel between the planes now has a **1 in 6** chance of failure; if weakened, add an extra result for extraplanar creatures to all random encounter tables, and creatures summoned during this time gain 1 hp per HD.
- 4 inexplicably affects the turning of undead. If a star disappears, apply a **-1 penalty** to all turn attempts; if a star appears, apply a **+1 bonus**.
- 5 signifies the onset of a period of either the reduction (if the star vanishes) or increase (if a star appears) in the activities of a specific type of monster (such as undead, lycanthropes, dragons, etc). The Referee should interpret how this affects the campaign world and gameplay.
- 6 is a natural occurrence and means nothing.

The stellar occurrence lasts:

- 1-2 **1d6** days.
- 3-4 **1d6** weeks.
- 5-6 **1d12** months.
- 7 **1d10** years.
- 8 permanently.

73. Meteor shower. Visible (**1-5**) at night or (**6**) during the day as well. The shower lasts for **1d4** days. There is a **1 in 6** chance of it lasting for twice the rolled duration. The shower:

- 1 causes the recently dead (within the past year) to rise from the grave and attack the living as zombies, and those killed by the zombies will in turn rise from the dead in **1d4** hours.
- 2 brings a strange space plague that infects an area determined by **Table 11**. Roll on **Table 3**, adding 10 to the results in each column.

- **3** rains fiery death down upon a region. Everything within the area of the strike takes **3d6** points of damage, and there is a **1-4 in 6** chance the meteors start wildfires. The meteor shower reduces economic output of the area affected by **1d6×5%** for **1d4** months.
- **4** are actually space monsters, falling to earth in a cocoon of stone. There is a **1-2 in 6** chance they come in peace.
- **5-6** contains extremely valuable ore, worth **1d4×100** gold coins per **8 oz.** recovered. The starmetal can be used as a principal or special component to create magical items. Randomly determine what properties starmetal imbues when used for weaponry. In Absalom, for instance, starmetal – born of the void of space – is potent against elementals.

This shower:

- **1-3** is a unique event.
- **4** appears in the sky every **3d4** months.
- **5-6** appears in the sky every **1d10** years.
- **7-9** appears in the sky every **10d10** years.
- **10-12** appears in the sky every **1d10** centuries.

The meteor shower is composed of **1d100** meteors. Each meteor has a **1%** chance of reaching the ground. Each meteor that reaches the ground weighs

- **1** 1d8 oz.
- **2-3** 4d4 oz.
- **4-5** 1d4 pounds.
- **6** 2d20 pounds.

74. Meteor shower. This is just a mundane meteor shower, albeit one presenting an opportunity for profit. It is composed of **1d100** shooting stars; each meteor has a flat **1%** chance of landing on the ground. Each meteor that reaches the ground weighs

- **1** 1d8 oz.
- **2-3** 4d4 oz.
- **4-5** 1d4 pounds.
- **6** 2d20 pounds.

Every 8 ounces recovered are worth **1d4×100** gp. See above (#73) for the uses of starmetal.

75. Forest/wildfire. The fire will burn for **1d6** days if no attempt is made to stop it. For each day it burns the fire will destroy **3d10** square miles. Light rain has

a **25%** chance of extinguishing the fire per day of rain, moderate rain has a **25%** chance per four hours of rain, and heavy rain has a **25%** chance per hour.

76. The sky turns an unusual color for 1d12 hours. There is a **1 in 6** chance this change lasts for double the given duration. This

- **1-2** augurs ill for all who can observe the color. Any rolls of natural 20 made during this effect become natural 1s.
- **3-4** causes mass confusion among wildlife. Animals lose their fear of Man and try to flee, becoming easier to hunt during this period.
- **5-6** babies born during this time bear marks that resemble the changed color: their eyes, hair, or birthmarks are of the same strange color.

77. Solar eclipse (partial). The sun is partially obscured for a period of **1d20** minutes. There is a **1 in 6** chance the eclipse lasts for twice as long as the indicated duration. During this time

- **1** barriers between the worlds are lessened. Summoning spells function at twice their normal efficacy.
- **2** undead grow more powerful. All undead, regardless of whether they can see the eclipse or not, gain an extra hit die during this period.
- **3** no clerical spells of fourth level or higher may be cast.
- **4** magic is either enhanced (**1-3**) or hampered (**4-6**), with all arcane spellcasters casting spells as if they were one level higher or lower while the sun is eclipsed.
- **5-6** it is just a solar eclipse. Try not to stare directly at it.

There is a **-5** penalty to the roll on **Table 11** when determining the area affected.

78. Solar eclipse (total). The sun is totally obscured for a period of **1d20** minutes. There is a **1 in 6** chance it lasts for twice as long as the given duration. During this time

- **1** non-magical fires sputter and go out. There is a **1-3 in 6** chance that they re-light by themselves once the eclipse ends.
- **2** the barriers between worlds totally collapse. Summoning spells function at four times their normal efficacy, and **1d10-1** uncontrolled extraplanar creatures manage to enter the world.
- **3** the undead are free to walk abroad. Any undead

bound to a specific area within the effect of the eclipse are free to move about during the eclipse, but must swiftly return to their lairs once it is over. In addition, all undead gain an additional 2 hit dice.

- 4 all saving throws either gain a +1 bonus (1-3) or a -1 penalty (4-6).
- 5-6 it is just a solar eclipse.

Apply a -5 penalty when rolling on **Table 11** to determine the area of effect.

79. Lunar eclipse. Lunar eclipses occur only during the full moon and can typically be seen over a fairly large area (an entire continent, perhaps). If using **Table 11**, add 3 to the roll. The eclipse lasts for **4d20 minutes**. If the Referee has already established a lunar calendar, assume this result occurs during the next full moon. If not, assume the lunar eclipse happens on the day this result is rolled; further full moons can be extrapolated from this result. Unlike solar eclipses, when the earth fully obscures the sun, the moon merely takes on a red to brown tint and is often referred to as a blood moon. During the full 24 hours on the day a lunar eclipse occurs:

- 1 wounds do not heal. Any damage taken during the eclipse will not heal by natural means. Either magic or specially prepared poultices must be used to facilitate healing.
- 2 lycanthropic activity is especially pronounced. Add or increase the chances of encountering lycanthropes on the appropriate encounter tables. In the period during the blood moon, lycanthropes gain an additional hit die, and the risk of contracting the disease is doubled if bitten.
- 3 it is a time for communing with spirits. Any spell or ability that allows one to ask questions or consult spirit or extraplanar beings grants an additional question (1-3) or an increased chance of getting correct answers (4-6).
- 4-6 it is just a lunar eclipse.

80. Earthquake. Apply a -7 modifier to **Table 11** when determining the area affected. Roll **1d12** to determine the severity of the quake:

- 1-3 mild tremors. The ground shakes slightly, but not quite strongly enough to knock paintings off of walls.
- 4-6 minor tremors. The ground shakes with enough force to rattle plates on shelves and knock poorly hung paintings off walls. No damage to

buildings, unless they're poorly built.

- 7-8 strong tremors. Objects will likely fall, buildings sustain minor damage (**1d3** points of structural damage*). At the epicenter of the quake, a small rift in the earth may open.
- 9-10 Major tremors. Objects are knocked from shelves, buildings take structural damage* (**1d6** points). A large rift in the earth may open up at the epicenter of the quake. Standing adventurers must make a **Dexterity check rolling 3d6** to avoid being knocked off their feet.
- 11. Severe tremor. Buildings suffer significant structural damage* (**3d6** points). There is a **1-3 in 6** chance of fires starting in densely inhabited areas. Standing adventurers must make a **Dexterity check rolling 4d6** to avoid being knocked off their feet. Streams and small rivers may have their courses shifted, and a large rift may open near the epicenter.
- 12. Once-in-a-lifetime quake. Buildings suffer massive damage (**6d6** points of structural damage*). There is a **1-4 in 6** chance of fires starting in densely inhabited areas. There is a **1-3 in 6** chance that major rivers shift course by **1d6 miles**. Standing adventurers must make a **Dexterity check rolling 5d6** to avoid being knocked over.

*See **Structural Considerations**, p. 66, for structural hit points.

The earthquake lasts for **1d12** rounds and does the following:

- 1-2 nothing outside of being an earthquake.
- 3 releases some ancient evil or imprisoned monster.
- 4 reveals a long-lost tomb or ruin.
- 5 reveals a portal to the Elemental Plane of Earth. There is a **1-3 in 6** chance the portal is not permanent and will close **2d10** hours after the quake.
- 6 uncovers a previously undiscovered vein of valuable ore or minerals, capable of producing **1d100 × 1000** gold coins worth of ore.

Infrastructure in the area (such as roads, dams, bridges) suffers damage equal to $1d12 \times 100 \text{ gp} \times \text{the severity of the quake}$, while urban centers take damage equal to $1d20 \times 100 \text{ gp} \times \text{Market Class} \times \text{the severity of the quake}$ as follows:

- Mild and normal tremors do no damage to

infrastructure.

- Strong tremors have a gp damage multiplier of 1.
- Major tremors have a gp damage multiplier of 1.25.
- Severe tremors have a gp damage multiplier of 1.5.
- Once-in-a-lifetime tremors have a gp damage multiplier of 2.

Refer to the chapter on Domain Building for more information on infrastructure. If specific investments have been chosen assign damage as makes the most sense or roll to randomly assign damage. If using abstract investment costs simply subtract the damage from the total investment amount.

81. The prevailing winds shift direction for **1d24** hours, bringing:

- **1** a smell of jasmine or other exotic spice.
- **2** the smell of the ocean, even if there is not one nearby.
- **3** the charnel smell of a slaughter-house.
- **4** a light dusting of ash, as if from a fire.
- **5** whispering voices, speaking in unknown tongues.
- **6-8** nothing. If using **Table 11**, subtract **5** from the roll.

82. An unusual rain, with no clouds in sight. The “rain” consists of:

- **1** frogs.
- **2** snakes.
- **3** locusts.
- **4** blood.
- **5** fish.
- **6** flowers.

If using **Table 11**, subtract **10** from the roll. Roll on **Table 9** to determine the length/severity of the “rain”. In heavy “rains” those unprotected may suffer damage or other impediments.

83. Heavy rains inundate the area, lasting **3d4** minutes and dropping a quarter inch of rain per minute. Flash floods are a danger in ravines, creek beds, and low-lying areas. If using **Table 11**, subtract **5** from the roll.

84. Strong winds whip through the region, creating miniature dust devils. There is a **1 in 6** chance that dust devils are actually small air elementals. If using **Table 11**, subtract **10** from the roll. The strong winds last for

3d20 minutes. There is a **1 in 6** chance the dust devils last for double the indicated duration.

85. The localized weather system spawns tornadoes. The storm lasts for **4d20** minutes. There is a **1 in 6** chance the tornadoes last for double the indicated duration. The storm spawns **1d12** tornadoes, with a **1 in 6** chance that twice as many are created. If using **Table 11**, subtract **7** from the roll. The tornadoes

- **1-3** are just tornadoes.
- **4** are in fact rampaging air elementals, who will attack all living creatures they come across.
- **5** conceal a portal to another plane. There is a **1-4 in 6** chance the portal leads to the Elemental Plane of Air. Those sucked into the tornado are immediately transported there. The portal disappears when the tornadoes end.
- **6** cause no physical damage, but instead suck up all the color from the region. There is a **1 in 6** chance this effect is permanent, otherwise color returns in **1d12** hours.

86. The clouds form recognizable shapes that last for

- **1-2** a few minutes.
- **3-4** a few hours.
- **5-6** all day.

The shapes

- **1** resemble specific individuals or creatures.
- **2** scenes from history.
- **3** events that may occur in the future.
- **4** words or runes in a known language.
- **5** words or runes in an unknown language.
- **6** the PCs themselves.

87. The clouds are an unusual color. They retain this color for:

- **1-2** a few minutes.
- **3-4** a few hours.
- **5-6** all day.

88. A city can plainly be seen atop a cloud. This city is:

- **1-2** inhabited.
- **3-4** abandoned (note that this result implies it has been abandoned by its *builders*. The cloud city may yet be inhabited by monsters).
- **5-6** an illusion.

The city is:

- 1-2 composed of cloud-stuff.
- 3-4 made of stone and earth.
- 5-6 spun from magic itself.

The city will be inhabited by

- 1 cloud giants.
- 2 winged bird-men.
- 3 a race of men that has sworn never to touch solid ground.
- 4-6 a randomly determined type of creature, regardless of their ability to fly.

There is a **1 in 6** chance the city will last for only **1d6** days before disappearing.

89. Unnatural events. Apply a **-3** penalty if using **Table 11**. For the next **1d6** days, strange things occur that violate the laws of nature. There is a **1 in 6** chance these events last for twice the indicated duration. There will be:

- 1-3 One type of occurrence.
- 4-5 Two types of occurrence, each with a similar duration.
- 6 Three types of occurrence, each with a similar duration.

Sample unnatural events are as follows:

1. Birds are observed flying backwards through the skies.
2. The roles of prey and predator are reversed: the lamb hunts the lion, the worm the bird.
3. Rain can be seen falling *up*.
4. When rain falls it is strangely colored. **1.** blue, **2.** green, **3.** red, **4.** orange, **5.** black, **6.** gray. There is a **1 in 6** chance the rain will actually change the color of the landscape.
5. Water does not boil.
6. Fires burn but do not give off heat.
7. Animals begin speaking with human voices.
8. When oracles sacrifice an animal to read its entrails, they find **1-2** it has no innards; **3-4** a message, in the Common tongue, telling them exactly where to put their prophesies; or **5-6** writhing masses of maggots.
9. Domesticated animals birth unnatural, deformed monstrosities.
10. Uneducated peasants all of a sudden begin to

grasp complicated philosophical arguments and leave their tasks to debate these new ideas.

There is a **1-3 in 6** chance the unnatural events portend some terrible disaster (**1-4**) or propitious boon (**5-6**). Otherwise, some weird stuff just happens. Regardless, all areas affected immediately make an Internal Friction roll.

90. A rainbow is visible in the sky without rain. The rainbow is:

- 1-3 a single.
- 4-5 a double.
- 6 a triple.

The rainbow lasts for **1d20** minutes. There is a **1 in 6** chance it lasts for twice the given duration, and another **1 in 6** chance its rainbow stripes are arranged in a different order than would normally be expected. In addition:

- 1-3 it's just a rainbow.
- 4 there is a **1 in 6** chance every five minutes the rainbow is present that a leprechaun approaches the party, offering the adventurers directions to its pot of gold in exchange for some fey bargain.
- 5 the rainbow is a bridge to another world, and will transport any who step aboard to this other realm. There is a **1-2 in 6** chance the bridge is guarded.
- 6 the rainbow is an omen sent by the gods, to guide the adventurers to their destiny. This may be (**1-3**) something they actually seek or (**4-6**) a person, item, or place as yet unknown to them.

91. Aurora. Strange bands of light appear in the night sky, dancing as if alive. The aurora typically lasts for **3d20** minutes, although there is a **1 in 6** chance it lasts for double the indicated duration. Typically, the aurora is only seen far north or south of the equator, although this need not be the case in a fantasy world. The aurora

- 1 is a sentient creature, possibly an elemental.
- 2 produces barely audible music.
- 3 acts as a gateway to other worlds. One must be able to fly into the shimmering lights in order to travel by these means.
- 4 causes all spells cast under its light to have all their variable effects occur at their maximum limits.
- 5-6 is just pretty lights in the sky.

92. Corpse-lights ("St. Elmo's Fire"). Typically, this strange form of static lightning is harmless. It tends

to coalesce on pointed objects, such as masts, prows, spires of towers, etc., although there are reports of people's fingers and noses being outlined in this strange, flickering light. If using **Table 11**, subtract **10** from the roll. It lasts for **1d20** hours, with a **1 in 6** chance of lasting double the given duration. This strange weather event most often occurs with precipitation – or foggy conditions – so the Referee might want to wait and apply it the next time there is rain/snow. In addition to spooking the ignorant and superstitious, the corpse-light:

- **1-4** is simply a natural phenomenon.
- **5** is actually a sentient being, attempting to communicate in a language based on the subtle flickering of light.
- **6** increases the chance of encounters with undead whilst the fire lasts. Add **1d4** types of undead to the applicable encounter tables.

93. A dense fog covers the land. The fog lasts for **1d20** hours and has a **1 in 6** chance of lasting twice as long as indicated. Any folk trying to navigate in the fog run the risk of becoming lost, based on whatever rules the Referee is using for navigating in the wilderness. Double the chances of getting lost while in the fog. The fog:

- **1-2** is just normal fog, reducing vision by three-quarters.
- **3** contains monsters not native to this region.
- **4** is semi-solid, reducing movement rates by half.
- **5** leads to another world or plane. Any persons becoming lost in the fog have a **1 in 6** chance of entering this other world for every hour spent wandering.
- **6** causes any humans or demi-humans that die within the fog to automatically rise as undead unless cremated within an hour of death. If using **Table 11**, subtract **5** from the roll.

94. A thin mist covers the land. The mist lasts for **1d12** hours, with a **1 in 6** chance of lasting twice as long as indicated. The mist

- **1-3** is just normal mist.
- **4** contains life-draining mist monsters.
- **5** smells of sulfur.
- **6** forces those casting any sort of spell while

physically within the mist to succeed on a Save v. Spells in order to actually do so. If using **Table 11**, subtract **5** from the roll.

95. Ball lightning. Literal balls of lightning float about, doing as much damage as an actual bolt of lightning. A typical storm will generate **1d10** balls of lightning within the given area. These balls are slow, moving at only **20'** per round, but just as dangerous as normal lightning, especially since they can remain in contact with a target for multiple rounds. Ball lightning is attracted to:

- **1** large amounts of metal.
- **2** tall buildings.
- **3** strong magical dweomers.
- **4** creatures of Chaos.
- **5** creatures of Law.
- **6** indiscriminate targets. If using **Table 11** subtract **10** from the roll.

96. Extended weather system. The weather indicated by the day's roll lasts an addition **1d4** days.

97. Changeable weather. Halfway through the day, the weather has a chance of abruptly changing. Roll again on **Table 7**, etc.

98. Magical drought (**1-3**) or surfeit (**4-6**). For **1d24** hours, all arcane (**1-3**), divine (**4-6**) or both (**7-8**) spells require a successful Save v. Spells to cast successfully (drought), or are cast as if the caster were **1d4** (determine randomly for each spell) levels higher (surfeit).

99-100. These two results are left blank for the Referee to fill in with their own custom events, or to duplicate events from elsewhere on the table so as to increase their chances of occurrence. For instance, in an area known for seismic activity, they may wish to fill both **99** and **100** with additional earthquake (#80) entries.

If desired, the Referee may roll on **Table 10** to determine the exact cause of any unusual weather.

If desired, the Referee can roll on **Table 11** to determine the area each weather effect – whether normal or unusual – covers. This may be useful at higher levels when travel becomes faster due to flight, teleportation, etc.

Note that some of the results on **Table 11** are only possible by rolling for an Unusual Event that specifies it.



Table 10 – Causes

d20	Cause
1-4	No reason. Stuff like this just happens.
5-6	These events occur on a regular or semi-regular basis. There is a 1-3 in 6 chance such occurrences can be predicted, otherwise they happen at random but semi-regular intervals.
7	Planar boundaries between the normal world and an elemental plane have weakened, resulting in an increase in unusual weather.
8-9	It is the result of a malicious spell. Some being has cast a spell to wreak havoc upon the land. There is a 1-3 in 6 chance that, regardless of the duration given in the event description, it will not end until the miscreant is brought to justice.*
10-11	It is the result of a beneficial spell.*
12-13	A druid or other guardian of nature has precipitated the event in order to achieve balance. Perhaps humanity has been getting to numerous, and a change in weather patterns will result in smaller crop yields.
14-15	It is an unintentional side-effect of some powerful spell. There is a 1-4 in 6 chance the anomaly is a one-time event, but otherwise the events will happen with increasing frequency as the wizard or coven in question continues to cast the offending spell.
16-17	Some god or mighty being has decided to visit the event upon the people as punishment (or, when a beneficial event occurs, as a boon). There is a 1-2 in 6 chance the event will continue until the god's anger has been sated.
18	The event is part of a prophecy.
19	The event is foretold as an omen that signifies something (the birth of a dreadful monster, the death of a hero, the end of the Age of Heroes).
20	It is caused by a powerful artifact.

*It is possible this result does not make sense with the event. In such cases, roll again on this table, or chose a more appropriate result.

Table 11 – Area of Weather

1d20	Area
-4 to -3	One specific feature, such as a town, a single mountain, etc.
-2 to 0	One hex.
1-4	Sub-region. 1d100 hexes.
5-15	One distinct geographic region, usually bordered by hills, mountains, etc. Approximately 100-1000 hexes.
16-20	One distinct nation. 1000+ hexes.
21-24	An entire continent.
25	The entire planet!

Example Weather Creation

Below is an example of two weeks of weather generated using this technique. Of course, the Referee can generate weather for as far out in the future as desired. This has two advantages: one, it reduces the amount of work that has to be done during the game, as the weather for each day is plotted in advance, and two, it allows foresight, especially in terms of plot hooks and game play. For instance, if the Referee determines a comet will appear on the twenty-third day of the month, the adventurers may begin to hear rumors of it when they are in town: a hedge-witch might have had a vision of a blazing star in the sky, or it may be a known phenomenon that returns every seventy-seven years, bringing woe on each journey.

Day One. The results on **Tables 7 and 8** are 20 and 4, respectively: Cloudy, with no rain. The natural 20 calls for an Unusual Event roll, which is a 13. Unseasonably hot weather (about five degrees warmer) lasting for 1d6 days (5 days). So, on Day Five the heat wave will end.

Day Two. 14, 7: Cloudy, no rain.

Day Three. 18, 4: Cloudy, no rain.

Day Four. 16, 8: Cloudy, no rain.

Day Five. 8, 14: Clear.

Day Six. 11, 3: Cloudy, no rain. Temperature returns to normal.

Day Seven. 5, 18: Clear, but with rain in the next 24 hours; rain starts at 7 am. Refer to **Table 9** to determine amount and duration of rain; the result is a 17, so a moderate storm, lasting 3d20 minutes (53 minutes).

Day Eight. 8, 9: Clear.

Day Nine. 10, 9: Clear.

Day Ten. 10, 9: Clear.

Day Eleven. 12, 1: Cloudy, no rain.

Day Twelve. 7, 5: Clear.

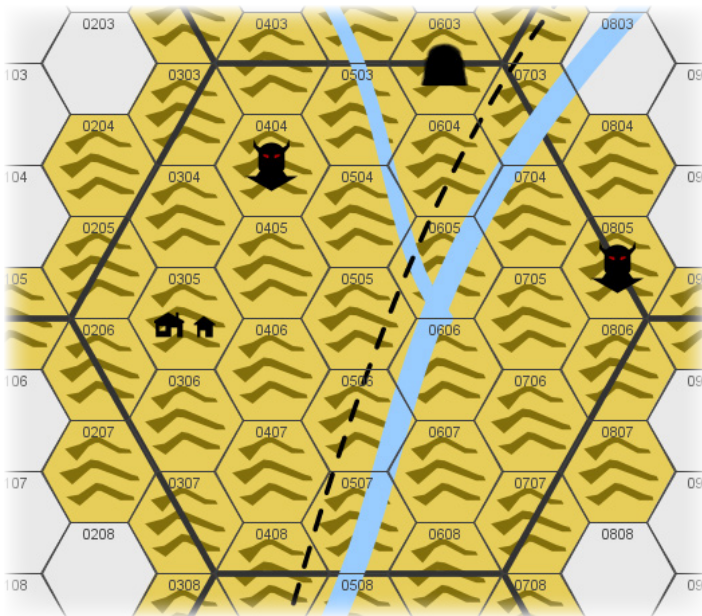
Day Thirteen. 4, 6: Clear.

Day Fourteen. 20, 9: Cloudy, no rain. Again, another Unusual Event is forecast – 86: Tornadoes. The storm lasts for one hour. It is within a mile of the PCs. Using **Table 11**, the tornado system affects a sub-region (13–10 = 3) of 1d100 hexes.



Putting This all Together

An example of exploring a hex – drawing together everything discussed so far – can be found below.



The party decides to fully explore a hex and clear it to add to their growing domain. The Referee determines it will take about eight days to fully explore (hills can be explored at a rate of 4 subhexes per day, plus a

couple of extra days to allow for encounters). In preparation they roll for nine days of weather, getting the following results:

- 1, 2: Unusual weather. Rolling 1d6, she gets a 2, which results in unusually warm weather, lasting for 2 days.
- 8, 7: Clear, no rain. Last day of heat wave.
- 18, 19: Cloudy, rain. Moderate storm lasting 45 minutes (result was 46, but we rounded down), starting at 2:00 pm. No lightning, no high winds.
- 5, 5: Clear, no rain.
- 17, 6: Cloudy, no rain.
- 11, 15: Clear, no rain.
- 8, 17: Clear, with rain later. Mild storm lasting 6 hours, starting at 9:00 pm.
- 11, 5: Clear, no rain.
- 18, 5: Cloudy, no rain.

On a sweltering day the adventurers start their exploration of Hex 14.20, beginning with subhex 703 and working their way west. Since they can explore four subhexes per day the Referee knows each subhex takes two hours to explore. Before the adventurers take off, the Referee rolls for a random encounter (encounters

occur in hilly terrain on a result of 1-2 out of 6) and gets a 12, so there is no random encounter.

The Referee knows there's a monster lair in the next subhex (603) so secretly rolls 1d6 to see if the party pick up on monster tracks in the first subhex, and gets a 2. Since they've got a ranger with them, that's a success, and the ranger points out tracks belonging to several grizzly bears. They enter the next subhex with some care, and sure enough before too long discover a cave in a hillside! Since it takes two hours to explore a subhex, and this is the second partial subhex they've explored, the encounter occurs during the second hour of exploration.

The Referee now rolls to see if the bears are in their lair. Referring to OSRIC, p. 255, brown bears have only a 10% chance of being discovered in their lair. Rolling 1d100 they get a 6, which means the bears are in their lair. Next the Referee determines whether anyone is surprised: the adventurers, alert to the potential presence of bears, gain a +1 bonus to their roll. Since the adventurers are mounted, the bears also gain a +1 bonus. The Referee rolls in secret again for both sides, getting a 4 and a 3, meaning that neither side is surprised. Finally, they must determine how far away the lair is when it is seen. The encounter distance is $4d6 \times 10$ yards, so both sides spot each other at a distance of about 100 yards.

At this point the encounter begins as normal, with the Referee making a reaction roll. They decide that since grizzlies are more aggressive than other bears *and* are encountered in their lair that the check is made with

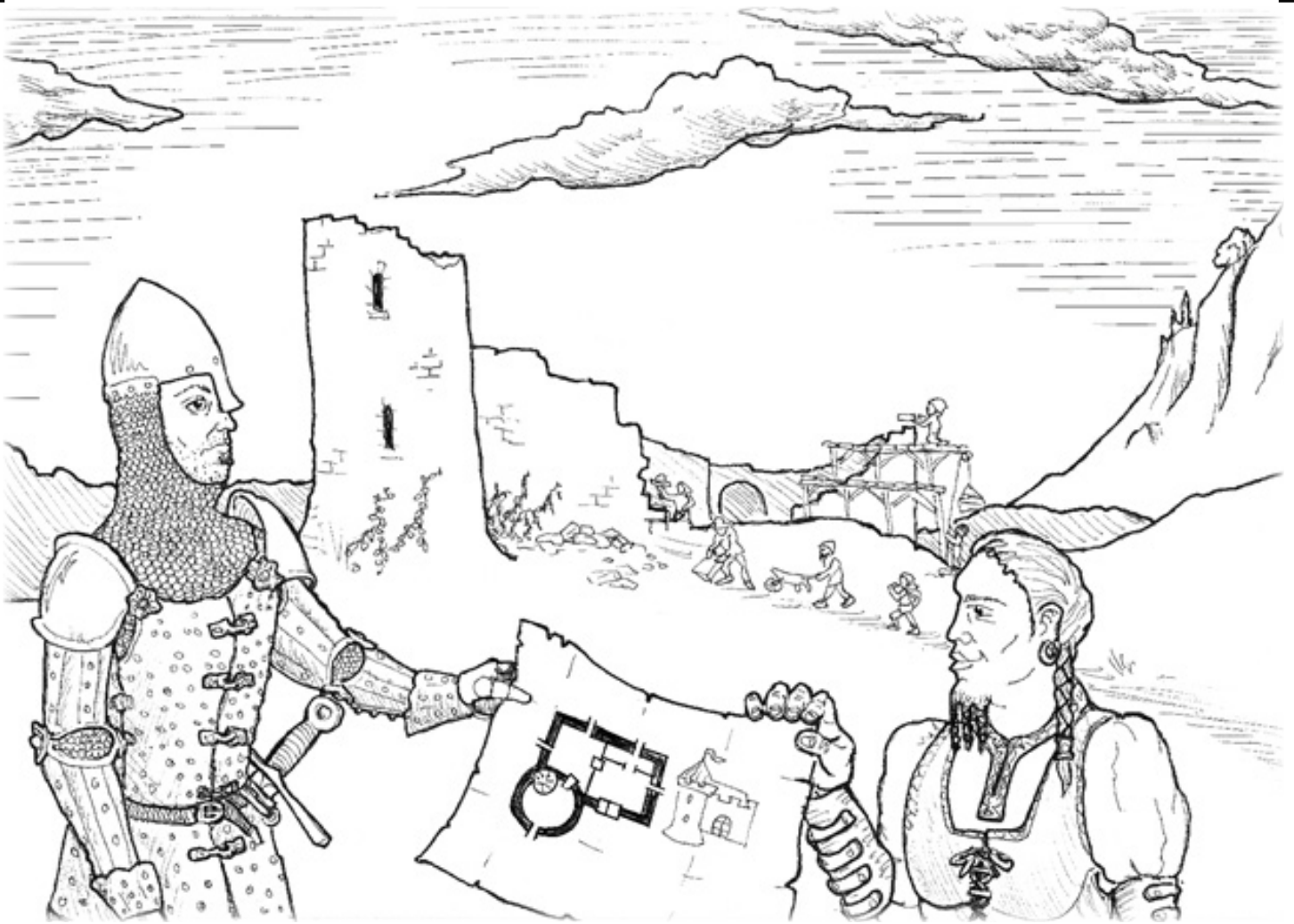
a -2 penalty. Luckily for the adventurers, the roll is an 8, yielding a modified result of 6. The bears are uninterested in the adventurers, and the players decide that this is one lair they will take note of but not deal with for the time being.

The party moves on and explores subhexes 503, 403 ($\frac{1}{2}$ subhex), 303 ($\frac{1}{2}$ subhex) and 404. Since there's a monster lair in subhex 404 and they've got a ranger with them there's a 1-3 in 6 chance *per subhex* that they encounter tracks from the lair in subhex 404. The Referee rolls a 6, 3, and 5, meaning they have no advance warning of the lair. This is the last subhex of the day, which means the encounter occurs approximately 7 hours into the exploration.

The encounter then proceeds and is resolved as normal (with combat or parley). They camp, encounters at night are rolled for, and they pick up in the morning where they left off.

This continues until the adventurers either completely explore the hex, finding all of the features and lairs within, or they get bored and/or distracted and move on to something else. Once the hex is completely cleared the adventurers become aware of any additional resources the hex may hold, and how much value the hex has. It is then ready to be added to the adventurers' domain. As long as the party keeps the hex patrolled with sufficient troops they will prevent any future creatures from establishing lairs. Refer to p. 63 for more information on patrolling hexes.





Chapter 3: Domain Management

Once a hex has been explored and cleared the adventurers can found their own domain. Other means are also available: generous royal patrons may gift an adventurer land and/or a title as a reward, or the party may take over an existing domain with force or guile. Regardless of the actual means of acquiring a domain, this chapter will cover the nuts and bolts of founding, maintaining, and ruling one's own kingdom.

The rules in OSE Core touch on stronghold building in a cursory fashion; the reader is told on p. 28 that “any time a fighter wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands.” Additionally, upon reaching 9th level, “a fighter may be granted a title such as Baron or Baroness.”

All of the classes have some benefit gained at high levels; these are referred to as “name-level” or “domain-level” benefits. At level 9 clerics, dwarves, and elves can establish a stronghold, usually attracting followers of

a similar class at the same time. Fighters and halflings may build a stronghold at any time, and magic-users may build a stronghold upon reaching level 11. Thieves, at level 9, can found a den or guild.

Obviously, characters can build a stronghold at any time – a magic-user flush with gold can build a tower whenever they wish – but they do not attract followers until they reach the appropriate level. Additionally, it is assumed that the various classes are also founding strongholds with the intention to carry out specific class-related goals; magic-users found a stronghold to perform magical research, not to rule a nation. Rules for class-specific domain activities can be found in other supplements from Third Kingdom Games; this book focuses specifically on founding and ruling domains. Any character class can rule a domain, but fighters are especially suited to such a task. The remainder of this chapter examines the process of domain building.

Retainers

Before getting too far into the exploration of domains this chapter will first discuss retainers (sometimes called henchmen). Retainers are NPCs that serve a PC in an adventuring capacity and earn a share of both treasure and XP. Retainers have briefly been discussed already. A character can control a number of retainers determined by their Charisma score. These are NPCs that are (typically) loyal to the character that has recruited them, but the following describes a system in which their use is expanded, and they can be played as secondary PCs.

During play the Referee typically controls retainers when they are in the same room as their employer, but should allow a player to run their PC's retainers when separated from their employer. Unlike other employees (like the sage the PCs hire to identify something), retainers will venture into dungeons and can gain levels.

Retainers are important in domain-level play for several reasons:

1. They allow the main PC to hand responsibility for various aspects of management over to trusted lieutenants, such as by granting them sub-domains.
2. They give the player something to do while the main PC is busy engaging in higher-level non-adventuring activities. The lower-level retainers can continue to clear the hexes around the nascent domain, for instance, while the main PC is engaged in ruling, or spell research, or building a temple.

Retainers do not have to be of the same class as the PC; in fact, it is often a wise course of action for a PC to have at least one retainer of a differing class. For one, it gives the player the opportunity to play characters of another class within the same campaign, in addition to augmenting the depth of the party and the PC's retinue. The only restriction is that a retainer cannot exceed the level of the hiring PC. If this occurs the retainer will immediately leave the adventurer's employ as soon as they discover the discrepancy in power level.

This is usually not an issue, as retainers will be gaining half the experience that the main PC does, although there are cases – an elf PC with a thief retainer, for instance – where the retainer will be able to outstrip the main PC, especially if the main PC is relatively inactive and the retainer is actively adventuring.

Note that while retainers gain half a share of treasure and XP they only gain these from actively participating in an adventure; if a PC leaves their retainer behind in a town to oversee the construction of a temple, the retainer wouldn't earn any XP or treasure from the adventure the main PC is participating in.

Conversely, if a retainer does go on an adventure (separately from their employer) there are two ways of handling XP:

- The main PC does not get any XP and the retainer does. However, the retainer still only gets a half share. If the entire party is made up of retainers then each member would, of course, get a "full" share.
- The retainer gets a full share, which is then divided between them and the main PC (as a form of tithing), with each getting a half share. This helps to ensure the main PC stays ahead of retainers in the level curve.

The main issue with the second option is that it is more complicated, especially if the group is using retainer trees with multiple levels of retainers (see p). It is recommended that the entire party use whichever method is chosen to avoid confusion.

Example 1. A party is composed of two main PCs and three retainers. They earn a total of 10,000 gp during an adventure. There are a total of 7 half-shares – each full PC gets two shares and each retainer gets a half share – so each half share is worth 1,429 gp and each full share 2,858 gp.

Example 2. A party is composed of two main PCs and three retainers. They earn a total of 10,000 gp during an adventure, divided five ways, so each gets 2,000 gp. However, each retainer is tithing half to their employer. The two main PCs get the full 2,000 gp, the three retainers get 1,000 gp, and each of the three absent main PCs also get 1,000 gp.

Recruiting retainers can be done in two ways: a character can attempt to recruit an NPC they are already familiar with (the classic example of this is the prisoner rescued from a dungeon) or they can advertise and attempt to recruit a stranger.

Recruiting an NPC the adventurer is already familiar with is relatively straightforward: the adventurer makes the NPC an offer of employment and a reaction roll is made. If recruiting an unknown NPC from a pool of potential retainers the character must spend a given amount of time advertising, hiring a town crier, frequenting taverns or mercenary guilds, etc. It costs 1

gp per Market Class per day to find potential retainers in this manner. Additionally, the number of potential retainers that can be recruited in any urban center is limited by the size of the market.

Ex. Spending three days searching for a retainer in a Class 5 market costs the PC 15 gp.

The Market Class of an urban center determines the number of potential retainers that are available over a given time period. It can also be used to determine the level and classes of those available. Higher-level individuals will be more expensive than lower-level NPCs in general and less likely to seek employment. The retainer to be hired **must** be of a lower level than the hiring character.

Regardless of the means of finding a potential retainer the offer is the same. The minimum offer is some % of a share of all treasure found. Some books suggest an amount as low as 15% to start out with. It is recommended to assume 50% of a share of treasure (since retainers gain 50% of a share of XP regardless of how treasure is divided: see p. 125 of OSE). This makes it easy to do math, since the treasure share is also the XP share. Note that a share of the treasure also assumes a proportional share of magical items found.

If this minimum offer is made the Referee rolls 3d6 and compares it to Table 12.

Table 12 – Results of Hiring Offer

3d6	Result
3 or lower	Rejects, –1 penalty to further attempts in this urban center.
4-7	Rejects.
8-9	Roll again with –1 modifier.
10-11	Roll again.
12-13	Roll again with +1 modifier.
14-17	Accepts.
18 or higher	Accepts, +1 to morale.

Apply the following modifiers to the roll:

- Hiring character's Charisma modifier
- –1 if the NPC is 4th level or higher
- +1 for additional inducement (magical item, paying for Cost of Living, equipping the retainer, etc.).
- –1 if the retainer is a different race than the hirer (a human trying to hire an elf, for instance).

After each result of “roll again” the Referee may, in

the role of the NPC, request additional compensation before making another roll.

If the result is a 3 or lower the potential retainer is insulted by the offer and slanders the adventurer's good name all over town. For the next 1d4 weeks all other potential hirelings or retainers approached in that community make reaction rolls with a –1 penalty.

If the result is an 18 or higher the retainer gains an automatic +1 to their morale score.

Refer to Table 13 to determine how many potential retainers can be found in a given Market Class.

Table 13 – Retainer Availability

MC	1 day	3 days	1 week
1	15%	30%	60%
2	30%	60%	90%
3	60%	90%	1
4	90%	1	1d2
5	1	1d2	1d4
6	1d2	1d4	1d6
7	1d4	1d6	1d10
8	1d6	2d4	3d6
9	2d4	3d4	3d8
10	3d4	3d6	4d10

Roll below to determine the level of each retainer found:

Table 14 – Levels of Retainers Available

1d100	Level
1-50	0-level (needs 100 XP to reach 1st)
51-85	1st level
86-95	2nd level
96-99	3rd level
100	4th level (1-5) or 5th level (6)

If the retainer is 1st level or higher there is a 1 in 6 chance they will be a demi-human, otherwise they will be human. The proportion of demi-humans to humans – and indeed, of any given race within the ranks of demi-humans themselves – is regionally dependent and campaign specific.

Roll on Table 15 to determine what class the retainer is (if they have a class). These proportions can be used to determine the prevalence of any given class within a population.

Table 15. Class of Retainer

1d100	Class
1-45	Fighter
46-70	Thief
71-80	Cleric
81-85	Magic-user
86-100	Other class (campaign dependent)

Capacity of a Market for Retainers

Any mercantile activity, including searching for retainers, takes place on a monthly cycle in a finite market. In other words, there are a limited number of “things” in any given market, and these “things” refresh on a monthly basis under most circumstances. However, each of the three discrete time periods (one day, three days, one week) can only be leveraged once per month at the current Market Class. Once the character has spent a certain time period looking they may do so again, but the Market Class is treated as being one lower. This is a cumulative effect that resets at the beginning of each month.

Ex. A character spends one day searching for a retainer in a Class 7 Market. The first day they spend searching they find 1d4 retainers. None of them are quite what she is looking for, so she decides to spend another day looking. This second day spent looking is treated as if the Market Class is reduced by one, to 6, so she only finds 1d2 retainers. If she were to look for a third day it would be further reduced to an MC of 5, meaning there would only be one potential retainer.

What happens if after the first day of searching she decides to devote a further three days? In this case the counter resets itself, and at the end of three days she finds an additional 1d6 retainers. If none of those are suitable she may spend another three days (at an effective Market Class of 6) *or* decide to spend a week, after which time she finds an additional 1d10 retainers.

Any given urban center will have a total number of potential retainers per month equal to the maximum number that could be found in one week of searching multiplied by five. Multiply percentages by that same amount; the product equals the percentage chance for the month. For instance, a Class 2 market has a 90% chance of producing one retainer after one week of searching. Multiplying $90\% \times 5$ we get 450%, which means there are four candidates, with a 50% chance of there being a fifth. There may be more potential retainers to be found within a given market, but only that number is looking for work that month.

Retainer “Trees”

Retainers become important once the domain phase of play is entered, as they allow a ruler to entrust various aspects of her domain to trusted lieutenants and companions (her retainers), as well as keeping one foot in the adventuring door while pursuing loftier goals.

It is also possible to create a retainer “tree”, as a PC’s retainers begin to gather retainers of their own. This creates a structure of obligation similar to that of vassalage and allows the character to delegate certain tasks to lower tier retainers. For instance, secondary or even tertiary retainers can be tasked with leading garrison patrols of newly conquered territories or clearing low-level dungeons that the main PC doesn’t want to bother with.

The downside to having multiple tiers of retainers is that they soak up XP and slow advancement down. Typically, a retainer will receive a 1/2 share of XP to a PC’s one share. A second-tier retainer would receive 1/4 share, a third-tier retainer 1/8 share, and so forth.

There are several advantages to having a “tree” of retainers. They are guaranteed to be more loyal to their employer than the average NPC, and can thus be trusted (or, at least, *more* trusted) to run independent missions, act as vassals of sub-domains, or even govern in the PC’s stead. How this actually works is up to the Referee during play, but it should be reasonable to assume that NPC retainers are mostly loyal and unlikely to turn on their employer, especially if the player is running the retainers themselves (see beginning of this chapter).

Morale Checks

Retainers have morale scores just as do all NPCs, and morale checks are made for the same reasons. However, morale checks must also be made when the retainer suffers some great calamity: maiming, death (and resurrection!), kidnapping, being robbed of all wealth, etc. On a failed roll the retainer decides it is best to leave their employer’s service.

The employer’s Charisma determines the base morale of their retainers, modified as follows:

- Bonus from initial hiring result (+1), if applicable.
- +1 for every three levels gained by the retainer while serving the higher-level character.
- –1 per calamity suffered while in service.
- –2 if employer and retainer alignments are separated by more than one step (Lawful and Chaotic, for example).

Make a morale check if the retainer ever reaches the same level as their employer. A retainer that exceeds the level of their employer will automatically leave.

Mercenaries and Hirelings

A typical progression in higher-level games is for the party to begin hiring small numbers of mercenaries with the main goal of supplementing the party's strength, helping out with guard duty, and guarding any non-combatant hirelings or NPCs that are brought along on the adventure. In small numbers these troops can be hired individually – or in small groups – and can be mixed and matched according to types. However, when hired in large numbers the adventurers will need to hire squads or companies of soldiers. These are groups of similarly equipped troops that have trained together and come as a “package deal” along with the necessary support staff.

Regardless of how the mercenaries are arranged – or in which quantity – they should be hired by a specific PC or retainer, and this should be noted in the campaign logs. The hiring character's Charisma score is used when the mercenaries need to make morale checks, as long as that character present; otherwise, they make morale checks with a –1 penalty (see below for a complete list of modifiers).

The smallest cohesive unit of mercenary troops that can be hired is the “squad”, consisting of ten mounted troops or twenty footsoldiers. The next most commonly available size of mercenary unit is the “company”, composed of 2d4 squads of soldiers. It is suggested, should the Referee want to use the larger groupings of mercenaries, that they pregenerate some mercenary squads and companies to use in play. The mercenary groups can even be given names like “Gworg's Giants” or “the Illidrium Irregulars”, and distinctive personalities or quirks. Note that the quantities listed above are the average squad sizes; if an adventurer hires forty-eight light foot they can certainly divide those into four squads of 12 each.

Table 16 breaks down the availability of the different mercenary troops by Market Class. The total number of mercenaries available in an urban center is based upon their total hiring cost in gp (for mercenary wages, see OSE Core). Like searching for retainers or goods, the adventurers can spend one, three, or seven days searching, and they can do each of these once per month at the given Market Class. If the adventurers spend more than one of a given time period per month searching for mercenaries, reduce the effective Market Class by 1 for each additional time.

Example. The adventurers enter a Class 4 market. They can spend one day, three days, and one week searching for mercenaries at a Class 4 market level. Let's assume they need to find as many troops as possible, so spend a full four weeks searching. The first week they find a number of troops equal to a Class 4 market, the second week equal to a Class 3, the third week equal to a Class 2, and the final week equal to a Class 1.

Table 16 – Mercenary Availability

MC	1 Day	3 Days	1 Week
1	1d4–1 gp	1d12–1 gp	25 gp
2	1d8–1 gp	15 gp	40 gp
3	5 gp	20 gp	50 gp
4	10 gp	40 gp	100 gp
5	20 gp	80 gp	200 gp
6	40 gp	160 gp	400 gp
7	80 gp	320 gp	800 gp
8	160 gp	640 gp	1600 gp
9	320 gp	1280 gp	3200 gp
10	650 gp	2750 gp	6500 gp

In Class 5 and larger markets, half the value of mercenaries to be hired will be in squads and the other half in individual troops. In Class 8 and larger MCs, half the mercenaries will be available in companies, one quarter in squads, and the remainder in individual troops. When hiring squads or companies it is assumed the cost shown in Table 16 represents just the soldiers, although all squads and companies are actually hired with a full complement of officers and support staff, which must be paid for.

Example. A squad of 20 light footmen costs 40 gp per month to hire, and that is the number used when referring to Table 16. However, the squad itself costs a total of 130 gp: 20 light foot, each costing 2 gp; one 2nd-level lieutenant, costing 30 gp per month; one 3rd-level captain, costing 60 gp per month. The adventurers have to pay 130 gp per month, but for purposes of determining mercenary availability only the cost of the actual troops is used.

When determining what type of troop is available in an urban center the Referee has two options:

- Let the adventurers determine the proportions based on their desires. If the adventurers want to hire 10 light foot, 10 heavy foot, and 5 mounted archers, and their request falls within the cost allowed, feel free to allow it.

- Predetermine the quantities of troops available. If the adventurers want 50 light foot, and the Referee has already determined there are 40 light foot and thirty heavy foot, the players will either have to hire the troops that are available or spend more time looking for the remaining 10 light foot.

The Referee may decide that a certain urban center has a type of troop in surplus or deficit – perhaps a town is known for the archers it produces, or nearby wars have reduced the amount of available troops. In these cases treat the effective cost of that kind of troop as either lower or higher, respectively, for purposes of determining availability. Additionally, the following modifiers should be applied:

- Mounted troops should in most cases be counted as 25% more expensive than their actual cost to hire.
- Troops in a non-standard location should be treated as 50%-100% more expensive than their actual costs.

Example. The town of Twotrees is known for the quality

longbowmen it produces. Although the longbowmen of Twotrees cost 10 gp a month to hire, they are treated as costing 7.5 gp for the purposes of determining the number available. Orc and goblin mercenaries are totally unavailable, while elven troops are treated as 50% more expensive and dwarfish troops 75% more expensive.

The rules in OSE Core do not provide much information on mercenary troops, besides their general classification, cost per month, and accouterments. For the purposes of these rules assume that the standard mercenaries are 0-level humans, each with 3 hp, and attack as Normal Men. *Veterans* are 1st-level human troops that have seen and survived combat. They have 4 hp, a +1 to their morale score, attack and save as 1st-level fighters, and cost an additional 10 gp/month.

Normal mercenaries will become veterans at a rate of 1/4 of the overall total per substantial conflict (up to the Referee to decide). Pay increases for experience are given at the end of the month and are typically not pro-rated.



Example. A PC hires ten light foot to accompany a caravan. Over the course of the journey they see four substantial combats. After the first encounter 25% of the mercenaries (2 foot) are now considered veterans, after the second encounter another 25% (3 foot) are considered veterans, etc. At the end of the journey the mercenaries are all experienced warriors. Should the PC keep them on the payroll for an additional month they will find that the troops ask for more money, but are also more reliable and professional soldiers.

The cost to hire mercenaries is a flat rate, dependent upon their specialty, and does not cover rations or gear (see p. 7 for more information on these); the adventurers must spend additional resources to provide rations, shelter, and any additional gear. Note, however, that it is not possible to change the fundamental abilities of a mercenary simply by purchasing gear.

Example. A PC cannot take a light foot mercenary and turn them into heavy foot by acquiring a suit of plate mail. Likewise, while it is certainly possible to equip a squad of footmen with mounts when traveling, when battle is joined the troops will dismount and fight on foot like the infantry they are; the use of mounts does not make them cavalry.

The above numbers assume that the troops are divided into discreet squads of 10 (for mounted troops) or 20 (for foot soldiers). Each squad requires a higher-level soldier who leads the patrol, plus auxiliary officers and support staff (armorers, blacksmiths, etc). A single captain can command up to five squads, at which point additional captains must be hired, and potentially a higher-ranking individual hired to command them.

Hirelings

This final category includes all other types of NPCs that can be hired by the adventurers. Typically, hirelings, also referred to as specialists, will not accompany the adventurers into the wilds, although there are some exceptions: armorers, blacksmiths, engineers, navigators and sailors, etc. However, in general, these hirelings will insist on having protection when venturing into the wilderness – either provided full time by the PCs or by mercenary troops: an engineer hired by the adventurers to oversee the construction of a bridge will be unhappy if left alone without guards in the wilderness, and will at the very least insist upon more money, if not a full-time protection detail. Hirelings will be discussed in depth starting on p. 98, but for the time being it is sufficient to know that hirelings, when traveling with the adventurers into the wilderness, will need protection from dangers.

How this all Comes Together

The party has been hired by their duke to venture into the wilderness to the west of his domain, following the remains of an ancient road that once connected his lands to the kingdoms at the other end. After centuries of neglect the bridge connecting the two lands fell into an otherwise impassable river, and travel across ceased. In addition to a handsome reward in gold, the duke has promised that if the adventurers are able to repair the bridge and secure the land around it he will grant them a title to the land and control over the new domain. The adventurers have been tasked with four main goals:

- To travel to the site of the former bridge, following the ancient road, and eliminate any obvious threats that they encounter along the way.
- To reach the site of the bridge and establish a base camp that can be used by the party and any of the duke's troops.
- To begin work on rebuilding the bridge. To this end the duke is supplying them with an engineer, ten trained masons, and one hundred laborers.
- To clear the area surrounding the bridge of any threats.

With these four goals in mind the adventurers begin to plan how to accomplish their mission. They are given their task in the beginning of spring, so figure they've got roughly a month to plan, recruit, and purchase supplies.

The party comprises five main PCs, each with their own retainer, for a total of ten members. Referring to the old maps provided by the duke – for no one has traveled the length of the road in many years, due to the dangerous creatures that lair along the way, and the only maps are decades old – they determine it will be a two-weeks' journey to the site of the old bridge. All of the adventurers and their retainers are mounted, but the laborers are not, so the party decides to hire the following mercenary troops:

- Two squads of light foot to protect the bridge-builders in shifts, as well as the lieutenants and captains needed to oversee them.
- One squad of mounted archers, to accompany the adventurers on patrol. They do not hire a lieutenant or captain for the squad, as the PCs will be in direct command of them.
- One squad of heavy horse, to accompany the adventurers on patrol. Again, they do not hire a lieutenant or captain.

After a couple of days of planning the adventurers decide on a course of action. They will travel to the site, eliminating any obvious threats they come across but not straying from the road. Once reaching the hex they'll establish a base camp, guarded by the two squads of foot soldiers, and set one group, accompanied by the heavy cavalry, to exploring and clearing the hex immediately surrounding the bridge. While that is going on, a second group will return to civilization, accompanied by the light cavalry and their wagons to resupply, and will focus on clearing any less obvious threats that might still be found along the road.

The players all agree to this plan, but see there are some logistical challenges to overcome. First, there's a fair amount of activity happening at once, and they all agree they want to have more help. The five main PCs each look to hire one more retainer. Additionally, one of the most charismatic retainers hires two retainers of their own to help with minor logistical concerns: overseeing the base camp and repair activities, potentially escorting supply trains, etc.

There's also the issue of supplying the expedition. The workers and mercenaries require an extensive supply train; the party figures that most of the materials needed to build both the base camp and repair the bridge can be found locally, but the expedition will need food, draft horses, and extra mounts in case horses are stolen or killed. In addition to the mercenaries they purchase:

- Six wagons that will serve as the supply train. Each wagon will be drawn by four draft horses, the plan being to leave half the horses at the base camp to aid in construction and send the wagons back, unladen, with only two horses apiece.
- An extra dozen draft horses and six riding horses.
- Twelve drovers to drive the wagons and oversee the horses.
- A cook and three helpers to prepare food for the expedition.
- Enough ingredients to feed all the members of the expedition for two months.
- A surveyor to travel with the hex-clearing party.
- Tents for the PCs and their retainers, half the mercenaries, and all of the workers.

The party now looks as follows:

1. PC #1
 - a. Retainer #1
 - b. Retainer #2

2. PC #2
 - a. Retainer #3
 - i. Retainer #3a
 - ii. Retainer #3b
 - b. Retainer #4
3. PC #3
 - a. Retainer #5
 - b. Retainer #6
4. PC #4
 - a. Retainer #7
 - b. Retainer #8
5. PC #5
 - a. Retainer #9
 - b. Retainer #10

It takes a good month for the party to get everything together that they need for the expedition, and they end up leaving five weeks after taking on the job. The journey takes a full two weeks, only the first two days of which is through the Duke's domain. Upon leaving his territory the condition of the road deteriorates greatly, and while it doesn't impede the rate of travel it doesn't increase their travel speed, either. The adventurers decide to add "road improvement" to their list of tasks, reasoning that a better road will decrease their travel time from the bridge to civilization and make supply trips easier.

During the trip the party is attacked several times by orcs – all of which appear to be lairing some distance from the road – as well as a number of other beasts: basilisks, wolves, and other creatures with lairs that are easily found. The adventurers make their way with little issue; they are high enough level – not to mention traveling with a small army – that the threats they encounter are either quickly defeated or driven off. Any injuries are quickly healed by the party's clerics. The orcs are not pursued, but the location of the attacks and the directions the orcs came from are noted for future reference.

After two weeks of travel their destination is reached. The workers are set to establishing a base camp while the party divides into two groups with the goal of quickly exploring the hex. Retainers 3a and 3b are left behind to oversee the two squads of foot soldiers and the workers.

Working together, the party is able to explore the heavily forested hex in half the time it would normally take; five days total, instead of eight, once the few enemy inhabitants dwelling in the hex are taken care of.

Everything seems relatively under control for the time being, and on the fifth night they stay up late, deciding on their next course of action.

The party decides that the biggest long-term threat they've encountered thus far are the orcs that had attacked them on their journey, and decide to send the main PCs and one retainer each back with the wagons and the squad of horse archers. When they reach the location where they were last attacked the main PCs and the squad of horse archers will peel off and attempt to track down the orcs. Their retainers and the wagons will return to civilization to resupply, as well as hire more mercenaries, should they be available. Meanwhile, back at the bridge, retainer 3a has been tasked with overseeing the workers and the two units of foot soldiers while retainer 3b has been put in charge of patrolling the cleared hex with the squad of heavy cavalry.

The Hex is Cleared

Before a domain is founded, the adventurers must determine where exactly the domain will be. It may be an already settled tract of land a PC has been gifted, or has taken over, but the bulk of this section assumes the new domain is unclaimed territory. The first step to founding a domain is a thorough exploration and clearing of the hex, killing or driving away any dangerous monsters; the first part of this book discussed that exploration process.

But for now, assume the adventurers have thoroughly explored the target hex, cleared it of any threats, and are ready to found their domain. The following must occur once a hex has been cleared and before the domain is founded:

- Garrison. The hex must be constantly patrolled by a garrison of soldiers to keep it safe and free of threats.
- Keep construction. Construction of a keep to house the ruler, the garrison of soldiers, etc.
- Peasantry move in. A domain is no good if there are no citizens to rule.

Garrisoning the Hex

An active garrison of troops intercepts all wandering monsters before they can wreak havoc on the population and maintains the peace amongst the peasantry.

When a hex is first cleared the minimum garrison size to patrol and secure the hex is two squads of soldiers, with the appropriate support (lieutenants, captains, armorers, etc.), even if there aren't any settlers.

The squads can be composed of whatever troops the adventurers decide. It is recommended that the ruler divide the mercenaries into two "squads" – one day, one night – each overseen by a lieutenant. Further, there should be a PC or retainer left with the troops to oversee the patrols and any construction projects.

The initial garrison can spend up to 6 months without a permanent barracks. Each month past the sixth requires each squad present to make a morale check, as indicated on Table 17.

Table 17 – Garrison Morale Checks

3d6	Result
3 or lower	Squad leaves service, badmouthing employer*.
4-6	Squad leaves service.
7-8	Squad demands (1d6+4)x10% more pay until permanent quarters are built.
9-10	Squad demands (1d6-1)x10% more pay until permanent quarters are built.
11-13	Squad remains in service
14-17	Squad remains in service and gains +1 bonus to future morale checks.
18 or higher	Squad remains in service and does not need to make morale checks for another 1d6 months.

*Employer suffers a -2 penalty if attempting to hire more troops in the region for the next month.

The following modifiers may be added to the roll:

- Overseer's (PC or retainer) Charisma modifier.
- -1 if the hiring character is not present.
- -1 if more than half the squad has sustained injuries in the past month.
- +1 if the employer has hired a cook (see p).
- If 50% or more of the squad are veterans add a +1 to the roll.
- If 50% or more of the squad are mounted add +1 to the roll.
- +1 if a captain is present.

This initial complement of two squads is sufficient to garrison a Wilderness hex with no more than 67 families. As a hex becomes more densely populated it becomes necessary to increase the garrison size. Refer to the following, which is based upon the number of families that live within the hex:

- Wilderness (68-125 families): 3 squads
- Borderlands (126-250 families): 3 squads
- Borderlands (251-375 families): 4 squads

- Civilized (376-562 families): 4 squads
- Civilized (563-750 families): 5 squads

Also note that each squad needs a lieutenant and the requisite support staff.

Permanent barracks can be established for the troops prior to completion of a keep. See **The Stronghold** below for the minimum sheltered area necessary to house the required number of troops.

In Wilderness or Borderland hexes mercenary troops will not patrol without a higher-level leader; whether this be a hired lieutenant, as above, or a retainer of the ruler is up to the player.

If confronted with danger or disaster a mercenary squad makes a morale roll, using Table 17. If the squad leader is an NPC lieutenant or captain then make a separate morale roll for them. If the squad is being led by a PC or retainer of a PC they do not need to make a morale check (but the squad still does, albeit modified by the leader's Charisma score).

The Stronghold

A garrison is most often located within the hex that it is securing; over time, as the domain becomes more civilized and more densely populated, these keeps become the foundation on which urban centers are built.

However, it is possible for a single keep to garrison multiple hexes. The more hexes that a garrison is meant to secure the larger and more expensive the keep must be, since it has to be able to house enough troops to patrol the greater area.

The size of the keep required to house a garrison is measured in square footage, which determines the maximum number of residents and mounts that can be comfortably housed. A single keep cannot garrison an area larger than 225 square miles (seven 6-mile hexes).

While the term "keep" is used to describe the required structure it can really be any building or buildings capable of housing soldiers, bureaucrats, and their associated support staff under a roof, with adequate shelter from the elements. The keep can be built of wood, stone, or other materials. Typically an initial keep is built of wood, with perhaps either an earthen wall or wooden palisade to wall in a larger area that is used as an exercise and training ground, a place to hobble excess mounts, or to park goods and wagons belonging to passing travelers. Over time, as the hex grows more civilized, the keep improves along with it. Earthen

walls and buildings slowly get replaced with stone, the exterior perimeter of the complex moves outwards, etc.

The minimum area a keep must enclose is 250 sq. ft. per person to be housed within (mounts take up space equal to three people), with at least half that space being under a roof. The easiest way to ballpark the size a keep needs to be is to determine the number of foot troops needed to garrison the hex, then double that amount to account for additional troops, party members, support staff, etc.

Example. A single Wilderness hex with no more than 67 families can be garrisoned by two squads of mercenaries. A squad of footsoldiers has roughly 20 members, so the minimum total space needed in the keep is $20 \times 2 \times 2 \times 250$, for a total of 20,000 square feet. If drawn in a circle that requires a wall with a radius of roughly 80 feet and a circumference of about 500 feet.

If the keep grows in size, or the hex becomes more civilized and requires a larger garrison, the keep can either be improved and made larger or additional keeps can be constructed in adjacent hexes.

Double the base number of people can be housed within a keep during times of war or need, but after a month of such living conditions all morale rolls are made with a -1 penalty, increasing cumulatively each additional month to a maximum penalty of -3.

If a domain is at least partially Wilderness, only the hex in which the garrison is located can be patrolled by foot soldiers; the remaining hexes must be patrolled by mounted troops.

In Borderlands or Civilized domains all of the hexes patrolled by a garrison may be watched over by foot soldiers.

As a hex transitions from Wilderness to Borderlands to Civilized there is no reduction in the number or troops required for garrison duty; rather, the duty of the garrison transitions from patrolling to keep the population safe from outside threats to patrolling to keep the population safe from itself.

If the keep is destroyed or damaged calculate the damage and square footage destroyed and determine if the reduced keep size is large enough to house the required troops. If not, any hex(es) that would have been patrolled by the excess troops cannot be garrisoned until repairs are made that bring the keep back to the required size. During this time the ruler does not receive domain benefits from those hex(es), but does not lose any followers.

Otherwise, if the troop level garrisoning a hex drops

below the minimum required, domain benefits continue, but an immediate Friction roll is made (roll to determine whether Internal or External), and an additional roll is automatically made for each month the hex(es) go under-patrolled. Refer to p for more information. The troop level may be reduced either through death, desertion, or the ruler needing to allocate the troop strength elsewhere.

Building the Stronghold

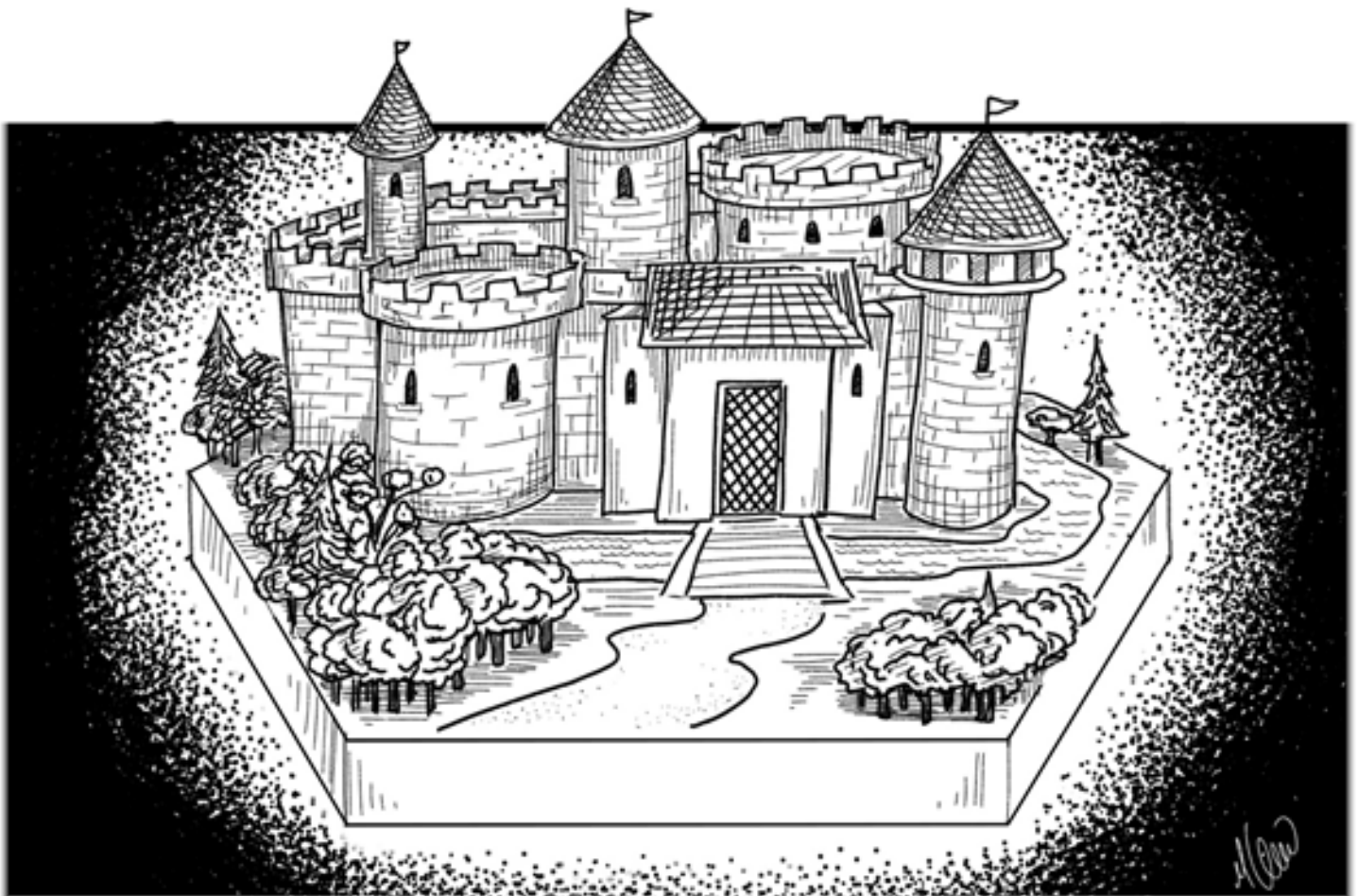
Depending on the level of interest the players exhibit, they can either design and price out the individual components of the stronghold or they can simply state the amount they want to spend and handwave the details of the stronghold's construction. Components of a stronghold are described below. Keep in mind that half the overall cost of a structure is for labor, the other half for materials. This holds true for the individual components that go into the keep.

The amount of work that can be done per day is based on the CR of the hex in which the work is taking place, assuming that workers are not imported. As a general rule, the peasantry in a Wilderness hex can produce 125

gp worth of work per day, those in a Borderlands hex can produce 250 gp worth of work per day, and those in a Civilized hex can produce 500 gp worth of work per day. These numbers are for labor and materials; a Borderlands hex that produces 250 gp worth will be 125 gp in labor and 125 in materials. This represents the total amount of large-scale projects that can be carried out in a hex, and if the ruler has multiple projects going on at once they must decide the proportion of laborers designated to each project.

The above numbers are the maximum output of work that can be produced without sacrificing the economic output of the hex. If a faster pace of production is desired the ruler has two options:

1. Remove families from revenue production. The family is not included for purposes of generating service or land revenue – but does pay taxes – and instead produces 5 gp worth of work per day (in labor). See p. 85 for more information on land revenue.
2. Bring in workers from other hexes. If the ruler controls adjacent hexes she may task some of



these with contributing to the job. These families are removed from revenue production in their own hex, as above, and also produce 5 gp worth of work per day (in labor). While they are working on the construction project they don't contribute any taxes. They can only be drawn from the six hexes immediately surrounding the hex in question, and the hexes the excess workers are drawn from must be within the ruler's domain. These workers cannot be used for labor in the hex they originate from while they are working elsewhere.

3. Import workers. This must be done in hexes without an existing citizenry, but can also be done in settled hexes that do not have enough workers to draw on. Workers have a work output equal to their skill and cost, and do not otherwise affect income or expenses for the management of the hex. These are treated as individuals, not families, and produce work as unskilled laborers.

The above rules assume that work is being done in an existing domain and the ruler has the ability to draw on the populace for a labor force. If the construction project takes place in an area without peasantry the character must bring in workers. These numbers must be accounted for when planning logistics; they must be fed, transported, protected, and sheltered. In these cases use the rules for workers found on p. 65

Once the stronghold is complete and the troops and support staff have moved in it creates an urban center with a Market Class of 1.

Structural Considerations

The various components that can be used to build a stronghold are given below. The prices given are totals, including labor and materials. So, a barbican costing 37,000 gp to build would require 18,500 gp of labor and 18,500 in materials.

Each individual component has a number of structural hit points, or shp. This is a measure of integrity that is used for large, inanimate objects. Every 10 points of damage from a single source inflicts 1 shp of damage, rounding up.

Example. A cloud giant throws a boulder that inflicts 11 points of damage upon a fortress wall, which suffers a loss of 1 shp. The following round, another boulder thrown by the same giant inflicts 15 points of damage, rounded up to 2 shp. If the damage equals 9 or fewer hp from a single source it does no structural damage.

Unless otherwise stated the shp given for a component will be for the total structure; otherwise it will be for a given section. Adjust the shp proportionally based on the size of the structure.

Example. A stone wall has 50 shp over a 100' length. Each 5' section has 5 shp. A standard size wooden building (two floors, 120' linear feet of walls) has 4 shp. If the building had only 60' linear feet of wall it would have 2 shp.

Wooden components are vulnerable to fire damage. Whenever a wooden structure takes at least 1 shp of fire damage in a round it must save versus breath as a normal human. Failure indicates the component has caught fire, taking 1d4 points of shp per turn until extinguished or the structure is destroyed. Fire damage from smaller sources – such as a torch, candle, or spell that inflicts less than 10 hp in a single attack – is not enough to start a fire unless made constant over several rounds (soaking a building in oil and then lighting it is enough). Typical sources of fire that do inflict structural damage would be from a spell such as *fireball* or *lightning bolt*, dragon's breath (either fire or lightning), flaming catapult shot, etc.

Structures have the downside of being easy to hit and, therefore, damage. Treat wooden structures as having an AC of 9 [10], stone structures as having an AC of 8 [11], and metal structures as having an AC of 7 [12]. While there is likely the same chance to actually *hit* a building, whether it is constructed of wood, stone, or metal, it is harder to hit buildings of stone or metal in such a manner as to damage them structurally, which accounts for their slightly better AC.

The rules set forth in this chapter can be applied towards the construction of any buildings, not just strongholds.

Improving and Repairing Structures.

The typical trajectory for construction is for a ruler to build a structure that fulfills the minimum requirements they need as cheaply as possible, and then over time, as money allows, devote additional funds to improving the structure. These additions cost 25% of what they would to build as new, freestanding structures. Note that this only applies if improving an existing structure.

Example. Gorm is building a keep in a newly cleared hex. It will be encircled by a wall that is 500' long. A simple wooden palisade costs 2.5 gp per linear foot, for an overall cost of 1,250 gp. A year later, after the hex has been settled and there is a consistent source of revenue, he decides to build a stone wall to replace the wood palisade. If built in the same spot, the stone wall costs 25% less than normal, or 37.5 gp per linear foot.

Structures that are damaged can be repaired for half the price it takes to build them, per shp. Simply divide the price of new construction by the total shp to determine

the base price per shp, and then divide that amount by 2 to find the repair cost per shp.

Example. A 100' section of stone battlement costs 500 gp and has 5 shp. During a battle it is damaged by artillery and loses 3 shp. Since it costs 100 gp per 1 shp it would cost 300 gp to build a new section but only 150 gp to repair it.

Overtime

The construction process can also be hastened by paying workers to work overtime. The labor cost is doubled and production increased by 50%. Additionally, this does nothing to affect the cost of materials.

Example. Gorm wants his 20,000 gp hunting lodge done before a neighboring king visits in 6 months. The labor cost is 10,000 gp and the material cost is 10,000 gp. Gorm still needs to buy 10,000 gp worth of goods – which in itself may take awhile – but he also decides to pay the workers to get the job done faster. If a worker is producing 1 gp worth of work per day they would now produce 1.5 gp per day, but would cost Gorm 2 gp!

Using Magic

Magic can be provided to aid any construction project. The exact cost is dependent upon the level of the spellcaster casting the spell. In some instances the spell may accomplish the desired task, in others it may only accomplish part of the desired task. This is really up to the spells being used, the caster's ingenuity, and how soft the Referee's heart is. See p. 146 for information on spellcaster costs.

Brute Force and Ignorance

A character may find themselves unable – or unwilling – to spend the appropriate time and resources on well-built structures. In these cases they can spend less on labor at the expense of shoddy results. Oftentimes this is enough; a party in the wilderness finds itself in need of a wooden palisade on the quick, to provide a modicum of protection against roving bandits or orcs, and find that a hastily built wall is better than no wall indeed! For long-term efforts, though, it is rarely worth sacrificing quality for cost.

In these instances the material costs remain the same; a wooden palisade that costs 1000 gp will still require 500 gp worth of timber, but the labor cost can be reduced. For every 15% reduction in structural hit points the labor needed to build the structure is reduced by 10%, to a minimum reduction of 90% in structural hit points and 60% cost in labor (all reductions must be in discreet increments of 15%/10%). An engineer is not needed in these situations.

In addition to reduction in structural hit points the

results of shoddy work will be felt in other areas; weather events (such as high winds, earthquakes, hail, etc.) have a base chance of outright destroying the structure equal to the percent decrease in labor cost, expressed as a 1d10 roll.

Example. The character wants to throw up a building capable of holding a garrison. Being short on both funds and time, the character decides on a 60% reduction of shp and a 40% reduction in cost. Several months later a hurricane, accompanied by gale force winds, whips through the hex. There's a 1-4 in 10 chance the structure is flattened by the heavy winds.

Additionally, any associated maintenance costs are increased by another 1d4% for every 10% discount in labor costs.

Stronghold Components

Barbican (37,000 gp). This is a fortified structure incorporated into a section of wall, usually part of the outermost walls of a stronghold or at a natural chokepoint (such as a narrow pass), forming a defensible point of entry. It consists of two round towers (30' tall, 20' round), a gatehouse (20' high, 20' deep, and 30' wide), a gate, and possibly a drawbridge. By itself the barbican can house approximately 20 individuals. A barbican typically has a total of 70 shp.

Battlement (500 gp). Parapet walls 100' long that go atop the walls of a stronghold. Defenders behind a battlement gain partial cover. Though typically built from stone, battlements are half the cost if made of wood. The stone variety have 5 shp per 100' length, the wood variety 2 shp. Cost includes ladders to reach the battlements.

Building, wood (1,500 gp). 20' tall, 30' x 30', two stories, with all-wood construction. Can house 12 individuals. The sq. ft. cost for a wood building is 1.2 gp per sq. ft., with a minimum size of 100 square feet. The building has 4 shp at 30' x 30'; adjust this amount proportionally based upon the size.

Building, stone (3,000 gp). Same dimensions as a wooden building, above, and can house the same number of individuals. Roof, stairs, doors and floors are all wood. Half the material cost (750 gp) is for stone, the other half is for wood. The sq. ft. cost for a stone building is 2.4 gp per sq. ft. Adding a slate or similar roof adds .6 gp to the price per square foot. Stone buildings have 6 shp at 30' x 30'; adjust the amount proportionally depending on size.

Corridor, dungeon (500 gp). Cost for a 10' x 10' x 10' corridor, with carved stone walls and a flagstone floor. This is also the cost to fashion secret passageways within a keep.

STRONGHOLD NAME

**VALUE OF
STRONGHOLD**

HEX

**GARRISON
RULER**

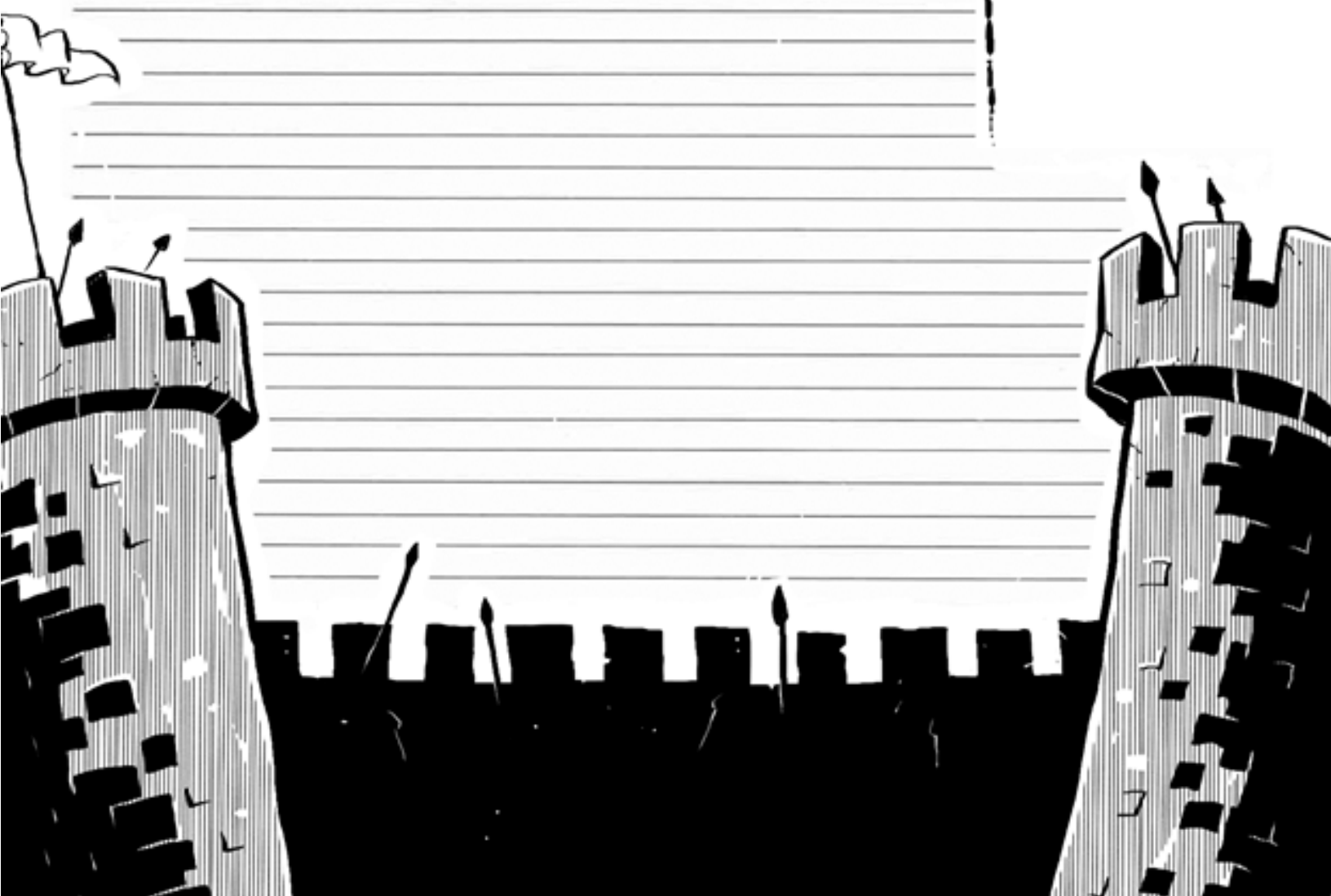
SUBHEX

THE STRONGHOLD

**POPULATION
OF GARRISON**

IMPROVEMENTS, ARMAMENTS, NOTES

**GARRISON
HOUSED IN
STRONGHOLD**



Door, exterior (50/100/200 gp, depending on material). Made of wood, stone, or iron, measures 5' wide by 7' tall. Wood doors have 1 shp, stone doors 2 shp, and metal doors 4 shp. Doors can be fitted with a lock (+10 gp, standard chance to pick), a complex lock (+50 gp, -10% penalty to pick), be magically locked (for the cost to cast the spell) or be barred from the inside (+5 gp, adds +1 shp to the door, but can only be opened from the inside).

Drawbridge, wood (250 gp). Price assumes a bridge 10' wide by 20' tall. Includes mechanism to raise and lower, and a wooden gate reinforced with iron. Has 5 shp. Drawbridges take 2 individuals to raise and lower, a process that takes 6 rounds to complete.

Gate, wooden (500 gp). Consists of two iron reinforced wooden doors, each 10' x 10', that are hinged on the outside and can be barred on the inside. Typical main opening in wooden walls. Has 5 shp. Can be banded with iron at a cost of +750 gp, adding +2 shp and improving the AC by 1.

Gatehouse (6,500 gp). Stone building with a passageway through it, measuring 20' tall, 30' wide, and 20' deep. The outside is barred with iron portcullis, the inside with a wooden door. Arrow slits and murder holes can be added to the inside at a cost of 10 gp per opening, with a maximum of ten openings. Can house 8 individuals and temporarily hold twice that amount. Costs 5.4 gp per square foot. If constructed entirely of wood reduce the overall price by 12.5%. The door has shp equal to a wooden gate, the portcullis as a portcullis, and the structure itself (at 20' x 30') has 25 shp if made from stone and 15 shp if from wood.

Keep, square (75,000 gp). 80' tall and 60' x 60' square, with stone exterior walls and interior wood construction. Contains 6 stories, for a total of 15,000 sq. ft., and can house a total of 100 people. The price per square foot of a keep-like construction is 5 gp. It has a total of 250 shp at 60' x 60'. The roof can be made out of slate for an increased cost of 1 sp per square foot.

Moat, unfilled (400 gp). Excavation 10' deep, 20' wide, 100' long. Costs 1 gp per 50 cubic feet excavated. If an earthen wall is constructed in conjunction with a moat reduce the cost of the wall by 50%. The figure of 1 gp/50 cubic feet can be used to calculate the costs of other excavations that do not involve shoring up the dig.

Moat, filled (800 gp). Includes cost to divert flowing water to fill a moat of the dimensions given above.

Portcullis, iron (750 gp). A movable barrier, 10' wide, fashioned from metal bars that can be raised

and lowered with a mechanism. It takes two people to operate the mechanism, one round to close and three rounds to raise. A portcullis has 10 shp.

Tower, bastion (9,000 gp). A half-round tower, typically the height of the wall it is a part of, measuring 30' x 30'. These towers are largely defensive in nature, providing mounts for large siege weapons (ballistae, catapults, etc.) and thinner walls that allow for arrow slits and murder-holes. At this price point they are two stories tall, just slightly higher than a standard wall. A bastion tower can comfortably sleep 8 individuals and costs 9 gp per sq. ft. It has 30 shp.

Tower, round (15,000 gp). 30' high, 20' diameter. Stone exterior walls and roof, wood interior structure. These are not free-standing but are instead parts of a wall. Towers cost 12 gp per sq. ft. to construct, can sleep 12 individuals comfortably, and have 35 shp.

Tower, wizard's (75,000 gp). The stereotypical wizard's tower. 45' diameter, 60' tall, with peaked slate roof. The interior is framed in wood, divided in five levels, each with approximately 1,000 sq. ft. living space. Can comfortably house 33 individuals, although most wizards do not want that many people living with them. Costs roughly 15 gp per square foot to build.

Wall, earthen (1,000 gp). 10' tall, 20' wide, 100' long. Packed earth, with a flat surface on top for troops to walk. Costs 10 gp per linear foot, but the cost can be halved if built in conjunction with an adjacent moat. Has 50 shp. The sides are steeply sloped and densely packed. The outside of an earthen wall can be protected with spikes or traps.

Wall, wooden palisade (250 gp). 10' tall, 4" thick, 100' long. Minimal wooden wall. Costs 2.5 gp per linear foot, has 5 shp. Does not have a walkway at the top.

Wall, wooden (1,000 gp). 20' tall, 5' thick, 100' long. Includes elevated platforms for guards. Costs 10 gp per linear foot, has 25 shp.

Wall, stone (5,000 gp). 20' tall, 10' thick, 100' long. Includes elevated walkway for guards. Costs 50 gp per linear foot, has 50 shp.

Refinements

These are additional features that can be added to the stronghold. They do not add to the intrinsic worth of the keep, as far as the number of hexes that can be garrisoned, but do have other benefits.

Arrow slit/murder hole. A narrow opening in a wall (arrow slit) or floor (murder hole) angled outward to allow a relatively wide (60 degree) field of vision while

reducing the defender's exposure. Allows a defender to attack with partial cover. Costs 10 gp per opening, and is limited to one opening per 100 square feet. Can only be installed in structures with standard thickness walls.

Door, interior. An interior wooden door costs 10 gp, a reinforced wooden door 20 gp, and an iron or stone interior door 50 gp. If the door is built to be secret or otherwise concealed, multiply the base cost by 5.

Floor, improved. A fine wood floor adds 40 gp per 100 sq. ft., a flagstone floor adds 75 gp per 100 sq. ft., and a tile floor adds 100 gp per 100 sq. ft. An improved floor can add to Charisma checks the domain ruler makes against visitors to their stronghold.

Roof, stone or tile. Adds 100 gp per 100 sq. ft. The main benefit is that the roof is now fireproof.

Shifting Wall (1,000 gp). Assumes a 10'x10' section of wall.

Shutters (5 gp). Adds 5 gp per window, and allows the windows to be closed off to keep out the elements or hinder intruders.

Trap Door (cost x2). As per the cost for an interior door, but doubled. Measures 3' x 4'.

Traps/Secret Doors. Variable cost, discussed below. Thieves are required to build these, and the alternate thief class on p. 171 provides rules for creating traps, including labor and material costs.

Well (5 gp+/foot). A well is an essential part of any stronghold, enabling the inhabitants to get water without leaving the protection of its walls if it is not built at the site of an existing spring or river. Water at any given location will be 1d100 feet below the surface – double the roll in arid locations. Hand-dug wells cost 5 gp per foot up to twenty feet deep, 10 gp for depths between 21 and 50 feet, and 25 gp for each foot beyond that, to a maximum of 400 feet. A single well can provide 3d10 x the depth of the well in gallons of water per day. Large strongholds may require additional wells.

Example. A well that is thirty feet deep will provide 3d10 x 30 gallons of water per day and costs 200 gp to dig.

Windows, barred (5 gp). Adds 5 gp to the cost of each window. Permanent metal bars are inset, preventing exit/ingress but not blocking airflow.

Construction Example

Baron Gorm is building a stronghold to garrison a Wilderness hex. He wants to make sure it can house a minimum of 90 individuals. Therefore, it must contain a minimum of 13,500 sq. ft., half of which (6750 sq. ft.)

needs to be under roof. A wooden building that size will cost 8,100 gp, and a wall that encircles the garrison must contain at least 13,500 sq. ft. If the wall is circular it has a diameter of 130', or a circumference of roughly 410 ft. That works out to a cost of 20,500 gp for a stone wall or 4,100 for a wooden wall. He also needs a gate, which adds 1000 gp.

Gorm decides that he'll make the keep itself stone, bringing the overall cost to 16,200 gp, and surround it with a wooden wall, bringing the total cost to 21,300 gp.

This stronghold is in a Wilderness hex, and at normal speeds 125 gp worth of work can be achieved per day. At this rate it will take 170 days to complete.

Founding the Domain

Once the work on the initial keep is complete the domain is considered "founded". A ruler cannot do any of the following until the domain has been founded:

- Collect land revenue from the controlled hexes.
- Collect taxes from any existing peasantry living within the hexes.
- Attract followers (NPCs of the same type). Note that the ruler must be of a minimum level to attract followers.
- Attract settlers.

On the plus side, the ruler has no expenses other than mercenaries and building costs until the domain is founded; they do not need to pay domain maintenance costs until then.

Upon the founding of the domain a number of peasant families will hear of the new lands and, desirous of making a new start, migrate over the course of three months. For every 500 gp of the stronghold's initial cost 1 peasant family will be attracted to the land. One quarter arrive during the first month after completion, one half during the second month, and the remaining quarter during the third. It is assumed these families make the journey on their own.

A keep valued at 20,000 gp will, therefore, attract a total of 40 families, 10 arriving one month after the founding, 20 two months after the founding, and 10 three months after the founding. Additional monies spent on increasing the size of the stronghold after it has reached that minimum threshold or building strongholds in new hexes attracts 1d2–1 families for every 1000 gp in value; the movement of new settlers slows down as the domain becomes established. Note that simply increasing the size of a domain does not inherently attract additional settlers.

A stronghold requires maintenance and staff. Assume that the monthly cost to maintain and run a stronghold is 5% of the overall base cost of the stronghold. This covers both the cost to maintain the structure and the cost to employ the various domestic and administrative staff needed to run the stronghold. For each month the stronghold maintenance is not paid in full it loses 1% of the overall value of the stronghold. At some point a neglected stronghold will no longer be able to support the garrison needed to patrol the hex it is in. Repairing a neglected stronghold costs the same amount as the % of base value it has lost.

Example. A stronghold has a value of 20,000 gp and a monthly maintenance cost of 1,000 gp. This includes the cost to employ household staff, bureaucrats, and workers needed to support the stronghold, their food, and the materials needed to keep the stronghold in good repair. Gorm is going through hard times, and misses five months of payment. The overall value of the stronghold is reduced by 5%. The stronghold is now valued at 19,000 gp, and will cost 1,000 gp to restore to full operating capacity.

The founding of a new domain also attracts followers who flock to the new ruler's banner, assuming the ruler is 9th level or higher (but see below). If not, the followers do not arrive until the ruler attains 9th level, regardless of how long the domain has actually been established.

Note that none of the followers attracted upon reaching Name level are considered retainers (see p. 56) unless they are specifically recruited as such after they have arrived and entered the ruler's service. Typically, any attempt to recruit followers as retainers must occur after a month of service. Followers lost through attrition (battle, maltreatment, etc.) are not replaced. Followers will not accompany adventurers into dungeons unless recruited as retainers.

One quarter of the followers attracted will arrive during the first month, one half during the second, and the remainder during the third month. Followers expect to be paid based upon their level (see p. 61), make morale checks if mistreated, and are not replaced if slain. They are, however, more loyal to the adventurer than normal mercenary troops.

Fighter. Followers attracted require pay as normal.

- $(1d4+1) \times 10$ mercenaries. Roll randomly for every group of ten mercenaries to determine the type.
- 1d6 fighters of levels 1-3. Each fighter will be (1-7) level 1, (8-11) level 2, or (12) level 3.

Other classes. Any class may found a domain instead of carrying out their typical Name-level activities; a thief, for instance, may decide to found and rule a domain

rather than founding a thieves' guild. If they do so they attract half the number of followers a fighter would, and half of their normal class followers. For instance, an 11th-level magic-user may typically build a tower, attracting 1d6 magic-users of levels 1-3 and 3d4 normal humans, all seeking tutelage and instruction in the magical arts. If the magic-user decides to found a domain at level 9, however, they instead attract $(1d4+1) \times 5$ mercenaries and 1d3 fighters of levels 1-3 immediately, but at level 11 they will only attract 1d3 magic-users and 1d6 0-level humans seeking instruction.

As the preceding example illustrates, in some cases a character might not receive their normal followers until a higher level. In these cases they attract the followers gained by founding a domain at level 9 and the followers gained through their class at the given level.

Civilizing the Land

It is generally assumed that a new domain is founded in a Wilderness hex and, as settlers move in, becomes more civilized, progressing from "Wilderness" to "Borderlands" to "Civilized". In order to become Borderlands a hex must meet the following criteria:

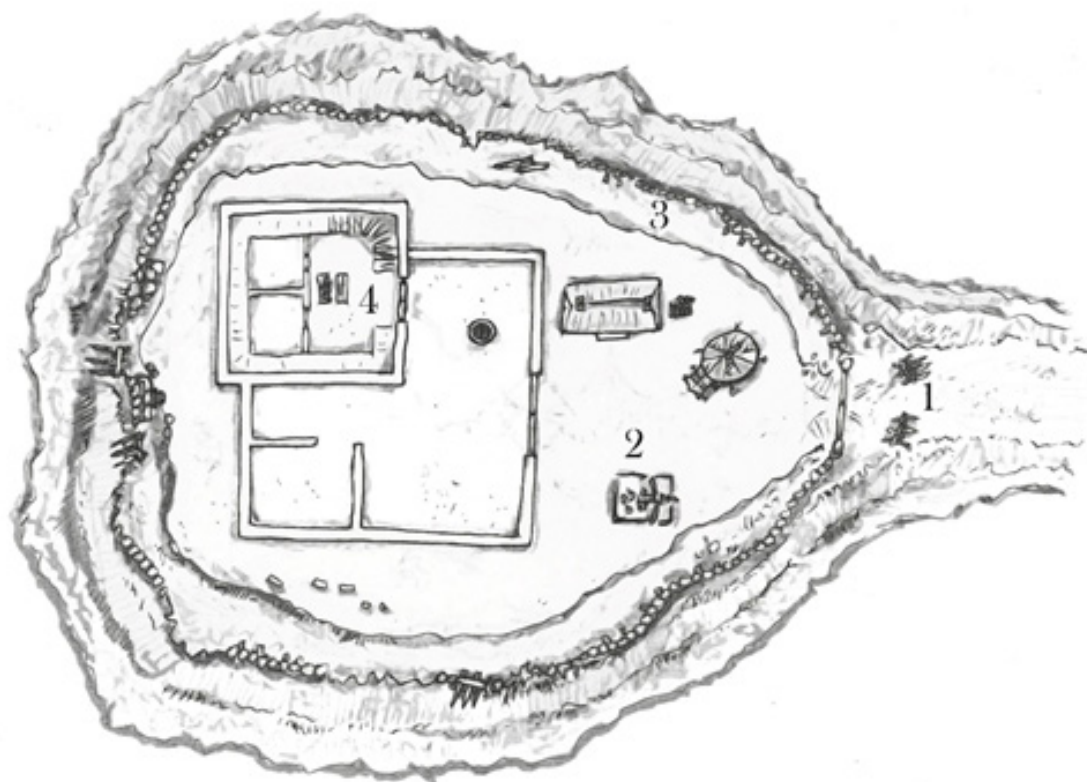
1. Be within range of an appropriately sized Market Class according to the Reach of Civilization Table.
2. Be properly garrisoned *and* have at least 1000 gp worth of infrastructure improvements (see p. 81) invested in it.
3. Have a population density of at least 95 families.

A stronghold of the minimum size required to maintain a garrison *always* counts as an urban market with an MC of 1. Therefore, in order for a hex to be considered Borderlands it must contain an urban center of Market Class 1 or greater *or* be within range of an urban center of Market Class 2 or greater.

In order to become Civilized the hex must have:

1. An urban center within the hex of at least Market Class 1.
2. An urban center of at least Class 6 within the range shown on the "Reach of Civilization" table, below.
3. At least 5000 gp (the initial 1000 gp required to become Borderlands plus an additional 4000 gp) worth of infrastructure investment (see p.).
4. Must have a population density of at least 285 families.

Infrastructure investments include road-building, digging wells, terracing land for farming, building canals and dams, etc.

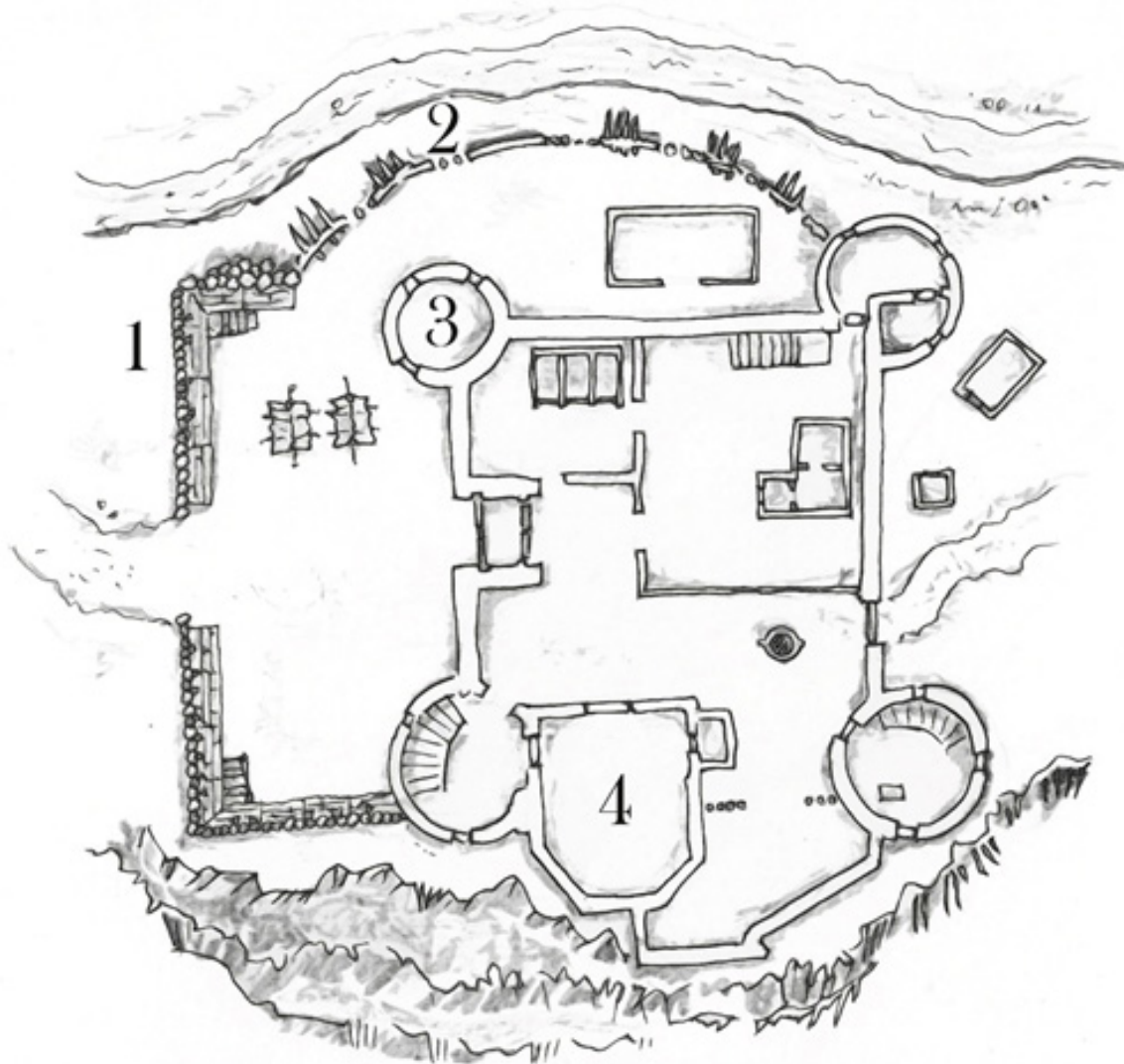


1. _____

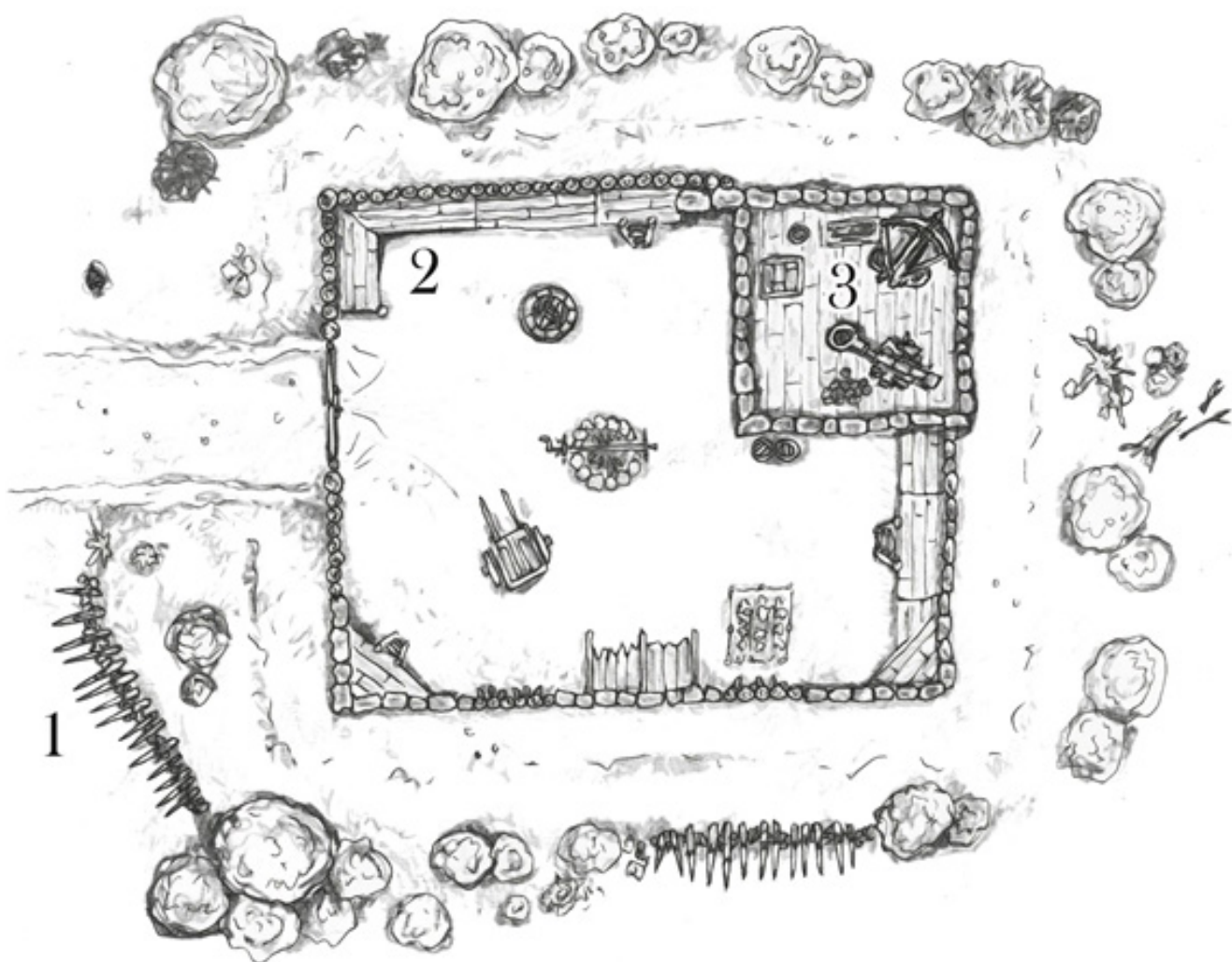
2. _____

3. _____

4. _____



1. _____
2. _____
3. _____
4. _____



1. _____
2. _____
3. _____



1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____

Moreover, at least one game year must pass before progressing from one civilization category to the next.

Example. Baron Gorm quickly acts to settle a newly cleared hex, pouring money and settlers into the area. Regardless of how much he spends, and how quickly the work progresses, it takes at least a year for it to transition from Wilderness to Borderlands and an additional year to transition from Borderlands to Civilization.

The minimum infrastructure investment increases by 25% for the following terrain types: hills (forested), marsh, fens/moors, forest (heavy). Therefore, in order for a marsh Wilderness hex to become Borderlands it must have at least 1,250 gp worth of infrastructure improvements and another 5,000 gp to go from Borderlands to Civilized.

The investment increases by 50% for the following terrain types: mountains (all sorts), swamps, jungles, badlands, desert, tundra. Therefore, it takes 1,500 gp of infrastructure investment to improve one of these hexes from Wilderness to Borderlands and another 6,000 gp to go from Borderlands to Civilized.

As can be seen, the civilizing of the wilderness occurs when several factors interact and increase in proportion to one another; infrastructure investment allows the population density to increase, which allows a build-up of urban developments (and a tax base). At the same time a strong garrison keeps the population safe (from threats both within and without), which entices settlers to travel to less civilized areas to make a life for themselves.

The infrastructure needed to support the higher Civilization Rating is expensive, though, and needs to be maintained (see **Domain Expenses**). If the maintenance of the infrastructure is put off for more than one year it begins to degrade.

For every year left unmaintained, the infrastructure will lose 3d4% of its overall value. Once 100% of its overall value has been lost the hex is automatically downgraded to the next CR, with the attendant loss of population density. It takes, therefore, an average of 15 years for a hex to go from Civilized to Borderlands, and another 15 years for it to slide back to Wilderness, once the ruler stops spending the money to maintain it.

Any loss in infrastructure costs double the amount to repair.

Example. A hex has 1,000 gp of infrastructure improvement and is considered Borderlands. The ruler is preoccupied fighting a war, however, and doesn't spend the required upkeep. The first year it loses (3d4) 6% of the overall value, reducing it to 940 gp. It costs 120 gp worth

of repairs to bring the hex back up to 1,000 gp worth of infrastructure.

Hex Type

There are three broad categories of hexes: Wilderness, Borderlands and Civilized. The type of hex drives the following:

1. **Domain encounters.** Rolls for encounters are made on a daily basis for Wilderness hexes, on a weekly basis for Borderland hexes, and a monthly basis for Civilized hexes.
2. **Population density.** The more civilized a hex is, the larger the population it can support.
3. **Income and resource extraction.** The level of civilization reflects the infrastructure that exists within a hex, and the wealth generated by the citizenry within the hex.

All urban centers generate a “shadow” of activity that affects the CR of surrounding hexes.

Table 19 – Reach of Civilization

Center MC	Civilized hexes	Borderland hexes
1	—	1
2	—	2
3	—	3
4	1	4
5	2	5
6	3	6
7	4	7
8	5	8
9	6	9
10	7	10

Difficult terrain counts as 2 hexes in a straight line.

Ocean hexes are automatically Borderlands more than 1 hex beyond a domain's coastline.

The two degrees of “shadowing” are cumulative: a Class 7 market casts a shadow of 4 Civilized hexes (including the center hex), plus an additional 7 hexes of Borderland beyond that, for a total range of 11 hexes counting the central hex.

The following terrain types are considered difficult for purposes of determining the “reach” of civilization. Difficult hexes count as two hexes instead of one when determining the reach of civilization, for both Civilized and Borderland hexes. When in doubt, round down.

- Heavy Forest
- Mountains (any type)



- Swamp
- Jungle
- Badlands
- Desert
- Forested Hills

Ocean (or large bodies of water) hexes are automatically considered Borderlands if more than one hex beyond a domain's coast, and Wilderness more than four hexes beyond a domain's coast, provided the domain has a standing navy. If they do not have a means of naval control, any ocean or large body of water is considered Wilderness. Water hexes are the only hexes that cannot be Civilized; they can at best be Borderlands, and the infrastructure costs associated with water hexes must be located in adjacent hexes. Note that wide and/or deep rivers may divide a hex in two and, absent a reliable means of crossing, prevent access to the other side. Depending on the size of the river, it may form an actual border of the domain or simply reduce the civilization shadow on the other side.

The map below shows the limits of the shadow of civilization; the land within the red (inner) bold line has the potential to be Civilized, and that within the black (outer) line has the potential to be Borderlands. It also assumes the urban center adjacent to the coast has a port capable of supporting enough ships to patrol the water offshore. If not, those water hexes should be considered "Wilderness".

Example. The water on the east of the map is not part of the city's shadow because there's no direct access from the city to the water. If there were – perhaps a canal is cut

through the isthmus – the shadow would be extended out one hex into the water.

For purposes of determining the shadow of civilization, the 1st hex is always the hex that the urban center is in. Note that in order for a hex to be considered Borderlands or Civilized it must meet the other requirements detailed in the previous section on **Civilizing the Land**; just being within the shadow of civilization does not improve a hex's CR.

Market Classes

Each urban center is assigned a Market Class ranging from 1 to 10, with 1 being the smallest and 10 being the largest. These numbers are strictly a reflection of the families that live and work in a hex; mercenaries, adventurers, retainers, and temporary workers do not add to these numbers.

1. up to 30 individuals (up to 6 families)
2. 31-100 individuals (6 to 20 families)
3. 101-500 individuals (20 to 100 families)
4. 501-1,000 individuals (100-200 families)
5. 1,001-5,000 individuals (200-1,000 families)
6. 5,001-10,000 individuals (1,000-2,000 families)
7. 10,001-50,000 individuals (2,000-10,000 families)
8. 50,001-150,000 individuals (10,000-30,000 families)
9. 150,001-500,000 individuals (30,000-100,000 families)
10. 500,001+ individuals (100,000+ families)

Hex Population

Any given hex can support a certain number of families. Based on data from medieval Europe the population density ranged from 5 people per square mile for the Scandinavian countries to somewhere in the range of 100-120 for some of the more densely populated European countries. That ranges from around 30 families to 750 families per 6-mile hex. The number of families a hex can support is based primarily upon its Civilization category, as follows:

- Wilderness Hex: 125 families per hex
- Borderlands Hex: 375 families per hex
- Civilized Hex: 750 families per hex

These figures exclude urban population. Grassland, prairie, farmland, and cultivated hexes all have their maximum population density increased by 10% in each category. Hexes that are considered to be difficult terrain (see the list on p. 76) have their maximum population density reduced by 10% in each category.

Civilized domains are assumed to have an urban center of at least MC 1 in each 6-mile hex. This can either be a stronghold that serves as a garrison, or a small cluster of dwellings located near a road.

Population Growth. A hex's population tends to remain relatively stable absent any outside influences. If the hex has fewer than 100 families, roll 1d10 per month; if the hex is Borderlands add +1 to the roll. This represents the desirability of a developing domain to settlers looking for a new life, but also the relative safety of established infrastructure.

1. Loses 2 families.
- 2-3. Loses 1 family.
- 4-7. No change.
- 8-9. Gains 1 family.
10. Gains 2 families.

If the hex has 100 or more families roll 1d10 per month; if it is a Borderland hex add +1 to the roll.

1. Population shrinks by 2%.
- 2-3. Population shrinks by 1%.
- 4-7. No change.
- 8-9. Population grows by 1%.
10. Population grows by 2%.

If the domain morale roll (see p. 101) for the season is 14 or higher, roll twice and take the better result; if it is 7 or lower roll twice and take the worse result.

Example. Gorm's domain is going well and consists of five hexes with a population of fewer than 100 families each, and two hexes with a population of more than 100. His reign has been good and the peasants are happy. The morale roll for the first season is 15. The player rolls for population growth, rolling 1d10 twice for each hex, and taking the higher of the two results. The results are: 2 and 8, 9 and 2, 7 and 4, 3 and 7, 2 and 7, 4 and 6, and 2 and 8. Striking out the lowest rolls, the results are: 8, 9, 7, 7, 7, 6, and 8. The five Borderland hexes have a +1 bonus added to the roll.

The population may also be increased by attracting settlers. New settlers are attracted by offering incentives, either land grants or flat-out payments. Assume that every two hundred gold offered attracts one peasant family. Rather than a direct offer of cold, hard cash it is assumed that this money goes towards providing infrastructure for the family; a house, a plot of land to work, the cost of getting the family to the new location, and so forth. These settlers come from the lands surrounding the new domain.

Settlers can also be moved at no cost between hexes or urban centers that the ruler controls, although moving enough families to reduce a hex to a lower CR – or an urban center to a lower Market Class – triggers an automatic Internal Friction roll.

A ruler can also request that a vassal send settlers in much the same way, but doing so triggers an Intrigue roll between the two domains (and potentially an Internal Friction roll in the domain losing settlers).

Investing in infrastructure will also serve to draw in new settlers. When the ruler invests the initial amount needed to transition from Wilderness to Borderlands 1d10 families will be automatically drawn to the area over a period of 1 month. When the ruler invests the amount needed to transition from Borderlands to Civilized 4d10 families will be drawn to the area over a period of three months: 25% during the first month, 50% during the second month, and 25% during the third month.

Additionally, land grants can be offered to those who have served or are currently in the ruler's service, as an award or pension. Such an offer is typically made to mercenaries that, in the course of serving the ruler, are injured and unable to continue. For each mercenary that is thus pensioned off make a reaction roll, modified by the ruler's Charisma, with an additional +1 modifier to the roll. If successful, the mercenary accepts the pension and brings their family to join them on the homestead. This offer has the added benefit of keeping combat-capable citizens within the populace, should the need arise for the ruler to recruit among the peasantry. The domain ruler should make sure to track the number of retired veterans in case they need to be called up to military service.

Mechanically, settlers do not exist until the first full month after they arrive. They do not generate income nor add to expenses. Therefore, a group of settlers that arrive during Firstmonth do not actually cost anything until the last day of Secondmonth, nor is the income they generate collected until the first day of Thirdmonth. They are counted as being present during Secondmonth for other purposes (such as determining festival costs, or population growth).

Population Demographics

The vast majority of individuals living within a hex will be 0-level (Note that this only applies to humans; a hex within a demi-human domain will comprise level-1 individuals if there is no "0-level" version of the

CITY NAME _____

MARKET CLASS _____

REVENUE

POPULATION _____

• INCOME •

SERVICE

DOMAIN MODS _____

HEX

TAXES

MILITIA _____

GARRISON SIZE _____

CURRENT RULER _____

EXPENSES

MAINTENANCE

GUARD

VASSALAGE

TITHE

FESTIVALS

THE CITY

INFRASTRUCTURE & INVESTMENT

LIST OF IMPROVEMENTS

**TOTAL GP OF
INVESTMENTS**

NPCS, HIRELINGS, AND SPECIALISTS

**POPULATION
BREAKDOWN**

CLERICS _____

FIGHTERS _____

MAGIC USERS _____

THIEVES _____

OTHER _____

THIEVES GUILDS

RACIAL MAKEUP

race). If there is no urban center within a hex assume that 1d4 individuals for every 50 inhabitants will be level 1, 1d4–1 individuals per 100 will be 2nd level, 1d3–1 per 250 will be 3rd level, and 1d2–1 per 500 will be 4th level. This excludes the ruler of the hex (if any), the ruler’s followers and retainers, or any named NPCs dwelling within the hex (placed, say, as the result of lair population).

Most of the time the above formula won’t need to be used, but there may be a time when it is useful to determine how many fighters there are within a hex, for instance. The proportion of leveled characters can be deduced using Table 15.

Example. A hex has 100 inhabitants and no urban center. (2d4) 3 inhabitants are first level and (1d4–1) 1 is second level. Rolling 1d100 four times the results are: 64, 18, 68, 43. Two of the 1st-level NPCs are thieves, one is a fighter, and the 2nd-level NPC is also a fighter.

If there is an urban center in the hex use the following table to determine the levels of those living within the hex. This ratio applies to all individuals within the hex (both rural and urban), proportionally divided between the urban center and its hinterland. If the number listed is not a percentage, assume there are that number of individuals of the given level (for example, a range of 1d3–1 indicates there are 0-2 individuals of that level). Again, Table 15 can be used to generate the classes of any higher-level individuals.

About 90% of any given urban center will consist of 0-level, non-classed humans.

Note that the term “family”, as used in this book for purposes of domain management, has a specific technical definition. A family consists of 5 individuals. Two of those five are considered “able-bodied” for military purposes.

Example 1. Dunderhaven is a village of 100 individuals (20 families) and is considered a Class 2 market. Of the 100 individuals, 90 are 0-level humans, five are 1st-level classed individuals, 2 are 2nd-level, and the remaining three are rolled for. Rolling 1d2–1 we get a 0, meaning there are no 3rd-level NPCs. There are still three “slots” left to fill, so we roll 1d100 for the rest of the levels (4-14); on a result of a 1 or 2 an NPC of that level is present. We roll 1d100 11 times, and don’t get a 1 or a 2, so the three extra slots are added to the pool of 0-level NPCs. Dunderhaven has a population of 93 0-level, five 1st-level and two 2nd-level NPCs. Referring to Table 15 we roll 1d100 seven times, yielding the following rolls: 97, 98, 24, 2, 76, 74, 84. That means the NPCs present are as follows:

Table 20 – Domain Demographics (% of population)

Level	Urban Market Class				
	1-2	3-4	5-6	7-8	9-10
0	90%	90%	90%	90%	90%
1	5%	5%	5%	5%	5%
2	2%	2%	2%	2%	2%
3	1d2–1	1%	1%	1%	1%
4	*	1d3–1	.75%	.75%	1%
5	*	1d2–1	.5%	.5%	.5%
6	*	*	.25%	.25%	.25%
7	*	*	.1%	.1%	.1%
8	*	*	1d3–1	2d4	4d4
9	*	*	1d2–1	1d4	3d4
10	*	*	*	1d4–1	2d4
11	*	*	*	1d3–1	1d4
12	*	*	*	1d2–1	1d4–1
13	*	*	*	*	1d3–1
14	*	*	*	*	1d2–1

*If there are leftover population “slots” available after rolling for leveled individuals, there is a % chance equal to the Market Class of there being one NPC of each higher level present, until any open slots are filled.

- Two 1st-level “other” NPCs
- Two 1st-level fighters
- One 1st-level cleric
- One 2nd-level cleric
- One 2nd-level magic-user

Example 2. Centuries later Dunderhaven has grown into a large metropolis with 50,000 citizens (a large Class 8 market). Dunderhaven’s citizens are as follows:

- 45,000 are 0-level
- 2,500 are 1st level
- 1,000 are 2nd level
- 500 are 3rd level
- 375 are 4th level
- 250 are 5th level
- 125 are 6th level
- 50 are 7th level
- 6 are 8th level (rolling 2d4)
- 2 are 9th level (rolling 1d4)
- 0 are 10th level (rolled a 1–1)
- 2 are 11th level (rolled a 3–1)

- 1 is 12th level (rolled a 2–1)
- There's an 8% chance each of there being an NPC or 13th and 14th level, but the rolls are a 75% and a 23%.
- *This accounts for 49,811 of the citizens, so the remainder (189) are added to the pool of 0-level citizens.*

Rural Improvements

When making rural improvements – whether to attract new settlers or improve the Civilization Rating – the player has two options. They can spend the required gold and handwave the improvements; the money goes to improve the hex, and that is all that matters. For those so inclined to more precise management, however, gold can be allocated to specific improvements that have additional game effects.

Note that these improvements are specifically for rural (non-urban) areas within hexes. Urban improvements are discussed on p. 95.

Unless otherwise stated, all of the following improvements have their base cost modified according to the hex terrain type (see **Civilizing the Land**, p. 71). In other words, the base price is the same per mile to build a road in grassy, flat terrain as it is in wooded mountains, but the total investment needed in the mountainous terrain is greater.

Rural improvements are built in the same way and with the same time requirements as keeps and strongholds (see p. 64)

Ford/Ferry/Bridge (250/750/2500 gp). Only usable in hexes with rivers. Allows passage from one side to the other. A ford is sufficient for Wilderness hexes, a ferry for Borderlands, and a bridge for Civilized. The Referee may rule that large, fast-flowing, or otherwise tricky conditions increase the cost. This improvement allows control of both sides of a river.

Irrigation (1000/1500/2000 gp). This improvement is undertaken to increase agricultural production and limit the effects of drought. The cost is dependent upon the terrain. Flat land in temperate to tropical climates requires a minimum investment of 1,000 gp to gain the benefits. Hilly or mountainous land in temperate to tropic climates requires a minimum investment of 1,500 gp. Arid terrain (desert, tundra, badlands, barren hills, etc.) requires a minimum investment of 2,000 gp. This amount is for a hex to transition from Wilderness to Borderlands. It takes an additional investment of the same amount to transition from Borderlands to Civilized. Agricultural and Livestock output is increased by 5 sp per month.

Example. Baron Gorm has recently cleared a hex that is predominantly hilly and wants to add irrigation. It costs 1,500 gp to add enough irrigation to support a Borderlands population, and an additional 1,500 gp to support a Civilized population.

Additionally, a hex that has the proper amount of irrigation is able to mitigate 50% of the effects of a drought (see p. 107).

Land Grants (250 gp per plot). The ruler sets aside small plots of land and builds basic housing on each. Each plot of land automatically attracts one family to the hex, but no more than one half of the improvements required to raise a hex's Civilization Rating can be devoted to land grants.

Example. Gorm is developing a Wilderness hex. It takes 1000 gp of infrastructure to become Borderlands, so no more than two plots of land count towards this total. Another 5,000 gp are required to go from Borderlands to Civilized, so no more than 10 land grants can be applied to this. He can develop as many grants as he would like (up to the density maximum, of course); they just don't count towards the infrastructure requirement.

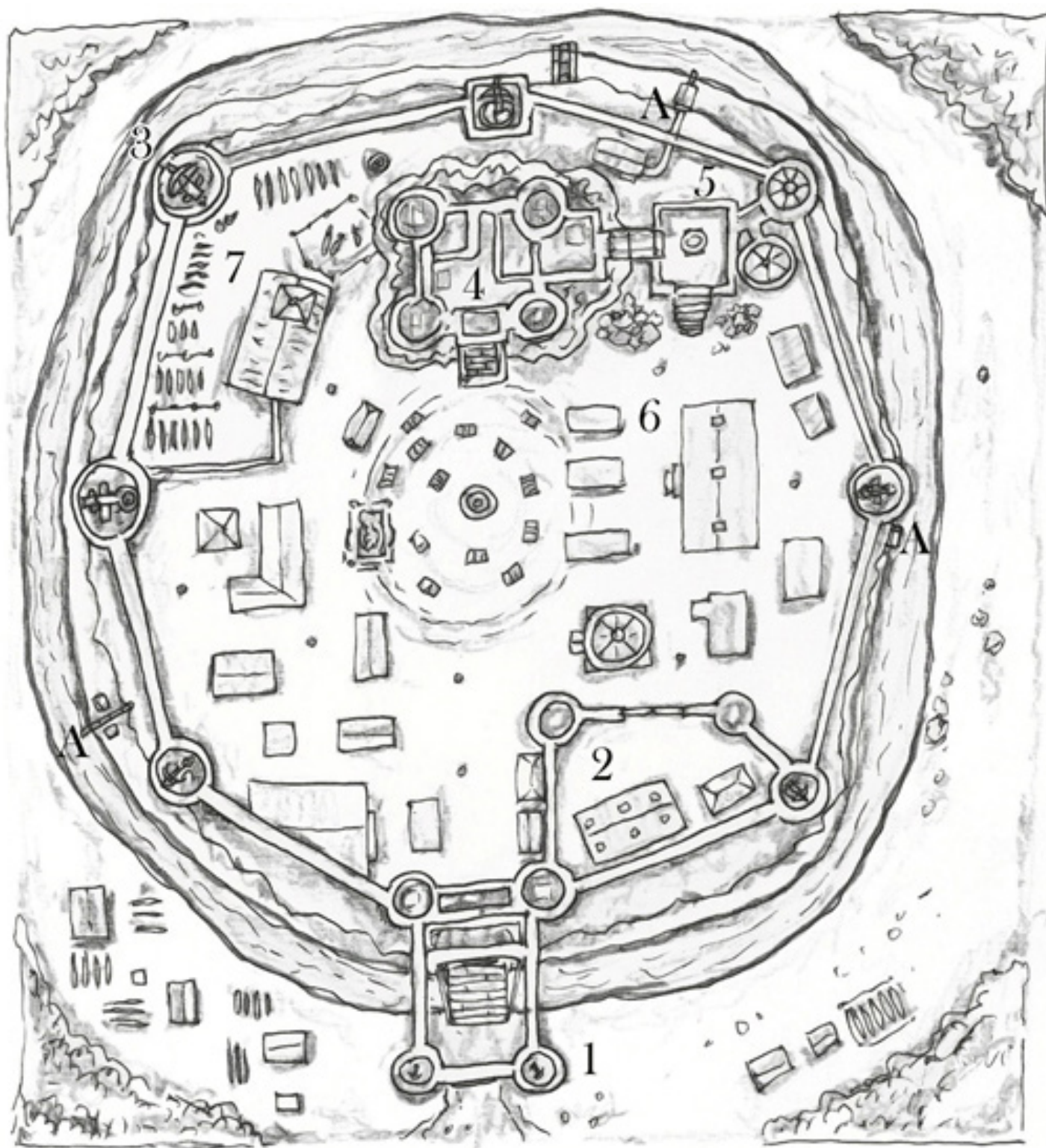
Preserve (250 gp per subhex). A section of the land is set aside to be undeveloped. Each subhex set aside increases Game and Industrial production by 1 sp but decreases the maximum population density of the overall hex by 2%. A hex with more than 10 subhexes designated as a preserve cannot exceed Borderlands status; a hex with more than 20 subhexes designated as a preserve cannot exceed Wilderness status. In addition to preserving natural space this improvement can be used to maintain friendly relations with intelligent forest dwellers or fairy-kin that may still live in the hex.

Quarry (1,000 gp). Each quarry reduces building costs for stone construction in a hex. The amount reduced is 1% for every 1 gp of Quarried mineral production per quarry.

Example. Gorm controls a mountain hex. He commissions a quarry, and once the quarry is complete it reduces the cost of all stone construction in the hex by 3%. Down the road he wants to build a stone wall surrounding the keep in the hex. The keep needs 1,000 feet of wall, costing 5,000 gp per 100 feet, for a total of 50,000 gp. 3% of 50,000 is 1,500 gp, so the quarry has more than paid for itself with just this one project.

A quarry counts towards the required infrastructure for both Borderland and Civilized hex requirements, although only once.

Example. A Borderlands hex has four quarries. Only one counts towards the 5,000 gp needed to become Civilized.



- | | |
|----------|----------|
| A. _____ | 4. _____ |
| 1. _____ | 5. _____ |
| 2. _____ | 6. _____ |
| 3. _____ | 7. _____ |



1. _____
2. _____
3. _____
4. _____



1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____

Road, maintained (50 gp per mile). If at least twelve miles of maintained roads are added to a hex, movement through and within the hex is treated as having the movement modifier granted by a road. Carts and wagons also benefit from this improved movement rate when it is not raining (see p. 42). At least 600 gp worth of this improvement is needed for the hex to be considered Borderlands. There can only be a maximum of 60 miles of maintained roads in a 6-mile hex. Additionally, if there are at least 6 miles of maintained road in a hex increase service revenue by 1 sp per month.

Road, paved (150 gp per mile). Paved roads in a hex help to improve commerce; wagons and carts can move more efficiently and won't become bogged down in mud. At least 6 miles are needed in the hex to gain the benefits of the paved road. For every 6 miles of road, increase service revenue by 1 sp, to a maximum of 1 gp (for 60 miles of road). Paved roads can replace maintained roads at a cost of only 100 gp per mile.

Smelter (1,000 gp). A smelter located in a hex increases Mined Mineral production by 2 sp per month per smelter, to a maximum of 1 gp. A smelter does not count towards the needed infrastructure to promote a Wilderness to Borderlands and, if built in Borderland areas, only one smelter counts towards the infrastructure needed for Civilized.

Terracing (3,000 gp). The land is leveled and prepared for planting. It can be used to provide agricultural land in hilly, mountainous, swamp, marsh, and jungle hexes. Output (see p. 87) for both Livestock and Agriculture is increased by 3 sp per month. Additionally, these hexes have their population density decreased by 5%, rather than the standard 10% for difficult terrain.

Waystation (750 gp). A spot outside of any urban area but convenient to major roads is cleared and used for large mercenary forces, trade caravans, religious processions, etc., to camp at night. Any time an External Friction result would be affected by this, reduce the effects as noted in the text. Additionally, if there is an urban center in the same hex as a waystation all mercantile trade is improved by 1%: it costs 1% less to buy goods and merchants are able to sell their goods for 1% more (i.e., prices are lower, but profits are higher).

Domain Income

The ruler of a domain earns an income through four means:

1. Land Revenue
2. Services

3. Taxes
4. Vassalage

Land revenue is income generated by economic activity occurring within any given hex. It is abstracted out and is not a measure of the total economic output of a hex; rather, it represents the money generated as taxes, fees and licenses through work done within a hex by the population. This income is in the form of coin. Land revenue is based upon the predominate hex terrain. See below for a more in-depth explanation of land revenue.

Service revenue is abstracted income generated by the day-to-day activity of the ruler's subjects. The value of the service depends on the Civilization Rating (CR) of the hex, as follows:

1. Wilderness. The subjects generate 4 gp per month per family.
2. Borderlands. The subjects generate 7 gp per month per family.
3. Civilized. The subjects generate 10 gp per month per family.

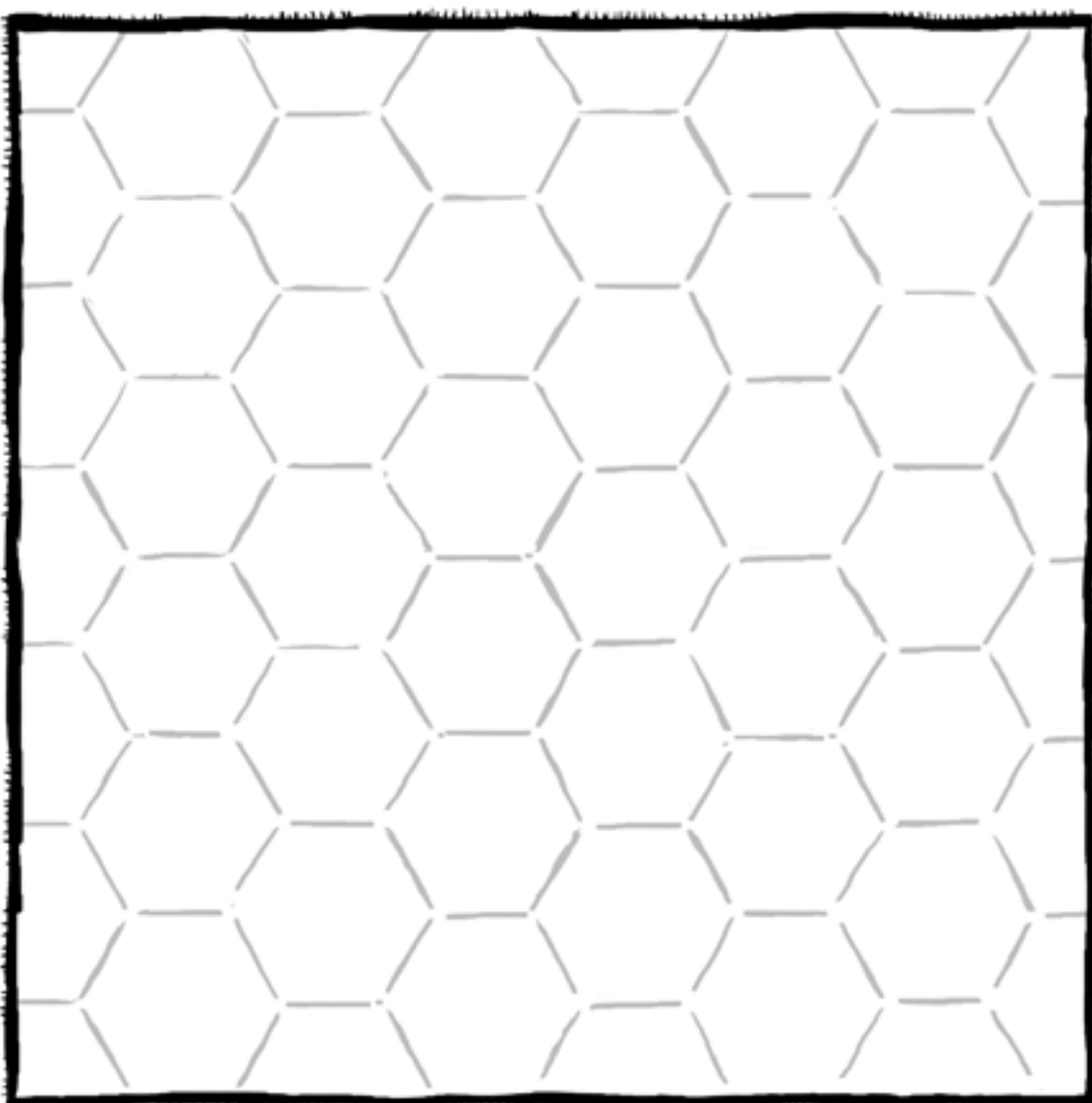
Rather than collect service revenue the ruler may decide to allocate a portion of the value towards making land improvements within a given hex. Doing so yields a monthly value in infrastructure improvement equal to the amount allocated times 1.5, and does not count towards the monthly revenue. The only restriction is that this value may only count towards improving the hex in which it is generated.

Example. Baron Gorm is trying to improve a hex from Borderlands to Civilized and needs to spend 5,000 gp to do so. To help out he decides to allocate 2 gp of service income per family towards infrastructure. This reduces his income from 7 gp per month to 5 gp per month per family, but he can put a total of 3 gp (2 gp x 1.5) per month per family towards the needed infrastructure improvements.

As per the section on rural improvements above, this output can either be handwaved into generalized rural improvements or dedicated to specific improvements.

Tax revenue is actual coin collected on a monthly basis from each family within a domain. **The standard tax rate is 1 gp per family per month.** Higher taxes generate more revenue but lead to increased unhappiness. Lower taxes tend to increase the morale of the governed but lead to less money in the ruler's pocket to pay for improvements. The effects of a higher or lower tax rate last for four seasons, after which point the populace becomes used to the new tax rate (for morale purposes, see p. 101). No population, however, will ever get used to

DOMAIN



**NUMBER
OF HEXES**

1

2

3

4

5

6

7

8

9

10

11

12

13

14

DOMAIN RULER

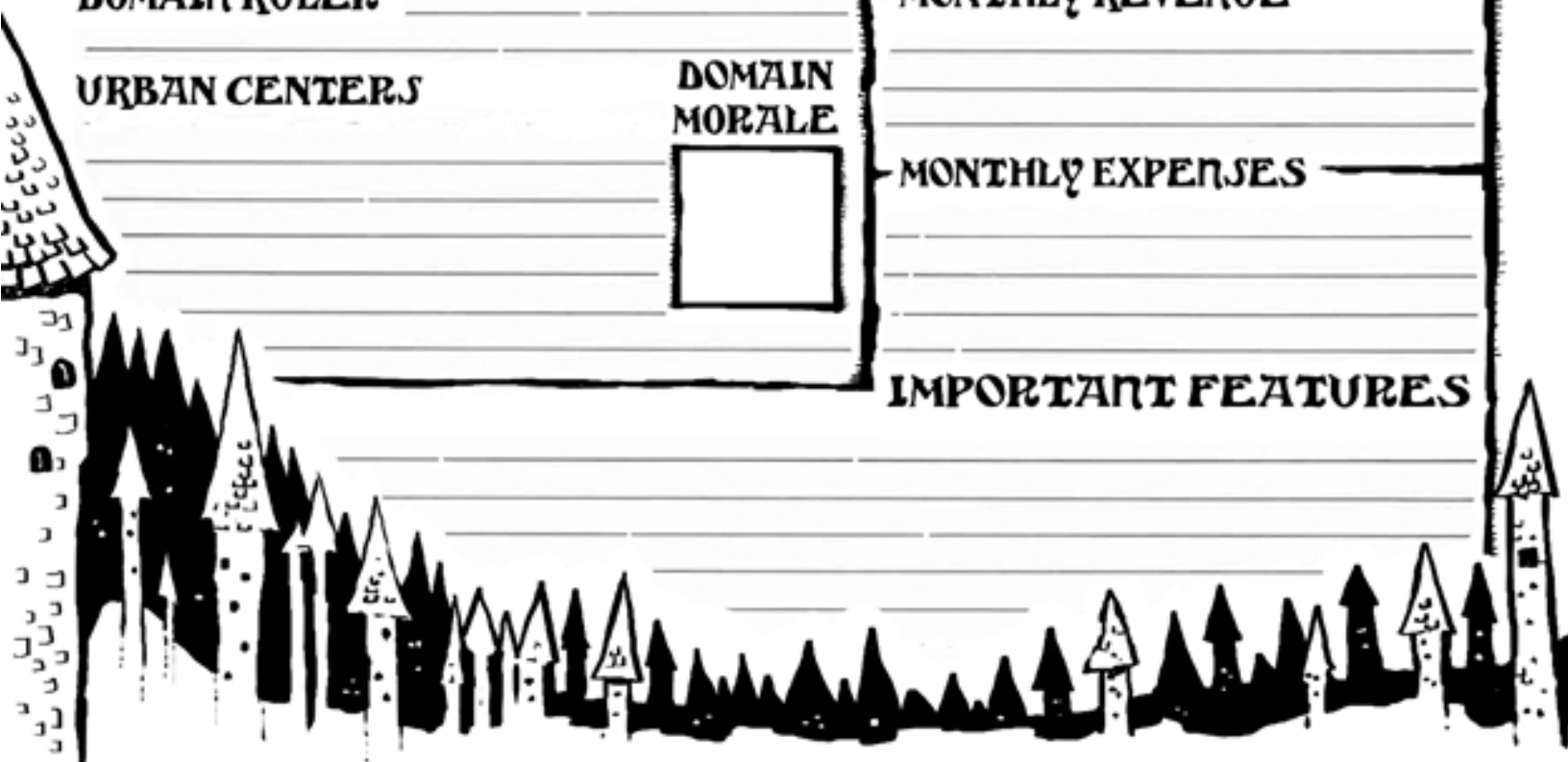
URBAN CENTERS

**DOMAIN
MORALE**

MONTHLY REVENUE

MONTHLY EXPENSES

IMPORTANT FEATURES



a tax rate of over 4 gp per family, and in these instances the morale penalties are permanent until the tax rate is reduced to below 4 gp per family.

Vassalage is revenue collected by a domain ruler from lesser rulers who owe fealty to that ruler. Vassalage is typically 20% of a dominion's gross income. It is based on the vassal's gross monthly income from domain activity.

Collecting Revenue

A hex will start to generate income the first full month after settlers arrive. Any families added afterwards – whether from immigration or natural growth – start to generate income the next full month after they arrive. Population changes are rolled for on the first day of the new month and are assumed to have occurred periodically during the previous month.

Revenues generated within a given month are collected on the first day of the next game month. Therefore, revenues generated during Thirdmonth are collected on the first day of Fourthmonth.

The collection of revenue is assumed to fall under the Maintenance expense, below.

Land Revenue

There are three ways of determining land revenue, ranging from simple to complex. It is up to the Referee and players to determine what version they would like to use.

All three ways work on the same assumptions:

- ▶ Land value is based on the terrain type that the majority of a hex is composed of. This is the **Inherent Land Value** and doesn't really change.
- ▶ Many hexes will have one or more **Additional Resources**. These resources can be added to the Inherent Land Value for long-term gain or extracted for more immediate gain.

Inherent Land Value

Each hex is assigned a base number of resources. These resources, and the relative value of them, are based upon the general terrain type. The value of these resources can only be exploited once a hex has been cleared and functions as a domain. In other words, these base resources are extracted by those living within the hex once the hex has been brought into a domain. The Inherent Land Value is not depleted over time, save for deliberate destruction of a hex's resources.

There are three broad types of resources: Animal, Mineral, Vegetable. These three are broken down into two sub-categories each, as follows:

1. **Animal.** Game and Livestock
2. **Mineral.** Quarried and Mined
3. **Vegetable.** Agricultural and Industrial

Game. The number of wild animals, birds, and fish that can be hunted or trapped for food, fur or hides.

Livestock. The number of domesticated animals that a hex can support, whether for food or working animals.

Quarried. Primarily stone resources (although peat and sod both fall into this category) used for building or large-scale applications. These resources are often used locally.

Mined. Resources extracted from the ground through mining, often requiring refining. Metal ores and gems are in this category. These resources are often shipped to larger, more urbanized markets.

Agricultural. A hex's ability to grow food. It can occasionally be represented by naturally occurring vegetation (such as fruit or nut trees, or edible weeds) but is most often cultivated crops.

Industrial. Plants that are harvested for timber (used either in building construction or crafts) or fibers (such as cotton for fabric or hemp for ropes).

Each of the six subcategories is given a rating from 1-3. "1" indicates the terrain is sorely lacking in a given resource, "2" indicates the terrain has an average amount of the resource, and "3" indicates the resource is plentiful.

For instance, grassland hexes have an Industrial Rating of 1, light forests a rating of 2, and heavy forests a rating of 3.

Revenue is generated by assigning the populace to extracting one or more of these resources (but see **Determining Land Revenue** below). Each family working with a given resource in a hex produces an amount of wealth per month based on the rating for that resource, as follows:

Game. 1/2/3 gp per month. This increases by .5 gp in Wilderness hexes and decreases by .5 gp in Civilized hexes.

Livestock. 1.5/2.5/3.5 gp per month. This decreases by .5 gp in Wilderness hexes.

Quarried. 2.5/3/3.5 gp per month. No change.

Mined. 3/4/5 gp per month. No change.

Agricultural. 1.5/2/2.5 gp per month. Increases by .5 gp per month in Borderlands and 1 gp per month in Civilized hexes.

Industrial. 2/3/4 gp per month. Decreases by .5 gp per month in Civilized hexes.

HEX CIVILIZATION RATING



GAME

NUMBER

LIVESTOCK

QUARRIED

MINED

AGRICULTURAL

INDUSTRIAL

ADDITIONAL RESOURCES

INHABITANTS

GARRISON

MONTHLY
REVENUE

MONTHLY
EXPENSIVES

SPECIAL FEATURES

MORALE

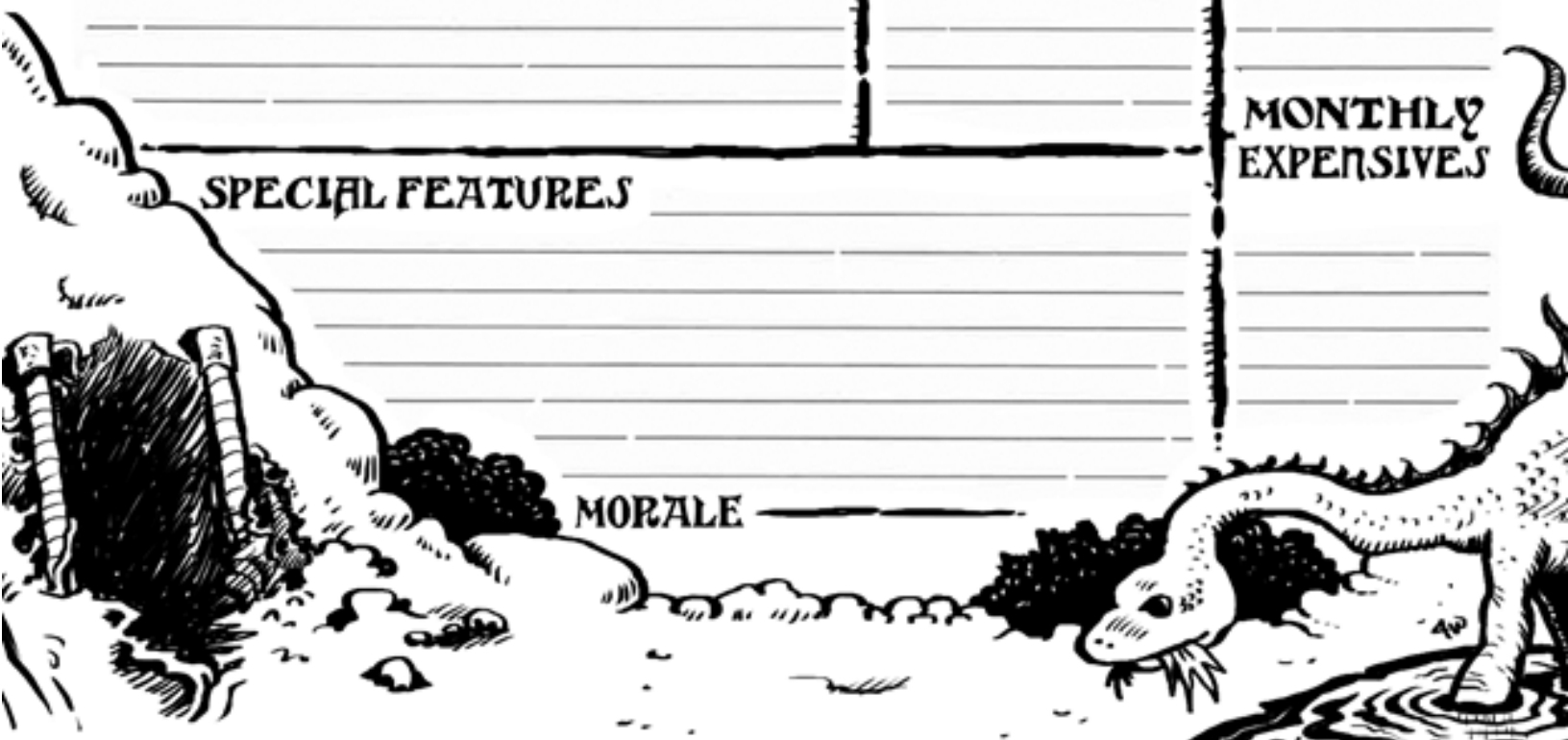


Table 21 — Land Values by Terrain Type

Terrain	G	L	Q	M	A	I
Badlands	1	2	2	2	1	1
Desert	1	2	2	1	1	1
Forest, heavy	2	1	1	1	1	3
Forest, light	2	2	1	1	2	2
Grasslands	2	3	1	1	3	1
Hills, grassland	2	3	2	2	2	1
Hills, forested*	2	1	2	2	2	2
Hills, shrubland	2	2	2	2	2	1
Jungle	2	1	2	1	2	3
Marsh	2	1	1	1	1	1
Moor/Fen	2	2	2	2	2	1
Mountains	2	1	3	3	1	2
Mountains, forest*	2	1	3	3	1	2
Shrubland	2	3	1	1	2	1
Steppe	2	3	1	1	2	1
Swamp	2	1	1	1	1	2
Tundra	2	1	2	2	1	1

*Heavy forests have an I Rating of 3.

For example, grassland hexes, with an Industrial Score of 1, produce 2 gp/month per family, light forest hexes produce 3 gp/month per family and heavy forest hexes produce 4 gp/month per family, assuming the hex is either Wilderness or Borderlands. If the three hexes were Civilized their revenue for Industrial Vegetation would be:

- Grasslands: 1.5 gp/month
- Light Forest: 2.5 gp/month
- Heavy Forest: 3.5 gp/month

Regardless of which method is used to determine land revenue there are some general guidelines:

1. No more than 20% of the population can be involved with quarrying or mining without causing morale issues amongst the populace. A total of 40% of the populace, therefore, can work on both combined without issue.
2. No fewer than 30% of the populace combined can be involved in Agriculture, Game and Livestock without running the risk of causing morale issues amongst the populace as foodstuffs become in short supply.
3. A given resource does not have to be exploited as long as #1 and #2 above are followed.

Determining Land Revenue

It doesn't matter which method the player decides to use, as long as they maintain the same method for all of the hexes within the domain. They can change at any time, as well, as long as they do so for all of the hexes.

Method One

The first method is the easiest. A given hex will produce the following monthly income per family based on terrain type, plus modifiers from Additional Resources (described on p. 90)

1 gp/month: Swamp, Tundra, Badlands, Desert

1.5 gp/month: Moor/fen, Marsh, Shrubland, Hills (shrubland), Steppe

2 gp/month: Hills (grassland), Forest (light), Grassland, Jungle

2.5 gp/month: Hills (forested), Forest (heavy), Mountains

3 gp/month: Mountain (forested)

When using this method it doesn't really matter what the distribution or concentration of the resource types is; the revenue is abstracted into a fixed gp amount. Therefore, each family in a forested hill hex produces 2.5 gp of land revenue per month, which is assumed to be a mixture of the above six types.

If there is an urban center in the hex add the Market Class expressed in 10ths to the monthly land revenue. A family in a light forest hex containing a Class 4 market would generate 2.4 gp of land revenue per month.

Method Two

The second way determines land revenue with the following formula:

$$(G \times 20\%) + (L \times 20\%) + (Q \times 10\%) + (M \times 10\%) + (A \times 20\%) + (I \times 20\%) = \text{total monthly revenue.}$$

As an example, let's assume a Borderland light forest hex with a population of 100 families. The land revenue for the hex is as follows:

- Game: Base of 2 gp/month.
- Livestock: Base of 2 gp/month.
- Quarried: Base of 2.5 gp/month.
- Mined: Base of 3 gp/month.
- Agricultural: Base of 2 gp/month, modified by .5 to 2.5 gp/month.
- Industrial: Base of 2 gp/month.

20% of the population (20 families) is assigned to work

on each of Game, Livestock, Agricultural and Industrial, while 10% (10 families) work on each of Quarry and Mines. Plugging numbers into the formula we get:

$$(2 \times 20) + (2.5 \times 20) + (2 \times 10) + (2.5 \times 10) + (2.5 \times 20) + (3 \times 20) = 245 \text{ gp per month land revenue or } 2.45 \text{ gp per family.}$$

This method does not have income altered by the presence of an urban center.

Method Three

The third, most complicated, way allows the ruler to allocate percentages as desired. It is possible for the ruler to re-allocate resource extraction as needed or desired during play, although this may only be done once per month, at the beginning of each month. The only restrictions on allocation are described above.

Additional Resources

Most hexes will have Additional Resources that can either be exploited immediately or added to the overall long-term wealth generation of a hex. These Additional Resources are specific and finite; a grove of trees in a grasslands hex can be used for timber, firewood or fine woodworking, depending on the type of wood. It can be harvested over a short period of time, which results in cash in hand for the domain ruler, or it can be managed and potentially added to the overall wealth of the hex. These Additional Resources are discovered during the exploration of the hex.

Each hex that is cleared has the potential to possess Additional Resources, as determined below (1d20):

1-2. 0

3-10. 1

11-18. 2

19-20. 3

Roll below to determine the type of the resource (1d20):

1-3. Animal, game

4-6. Animal, livestock

7-8. Mineral, quarried

9-10. Mineral, mined

11-15. Vegetable, agricultural

16-20. Vegetable, industrial

And the value of each resource (1d20):

1-5. 1

6-10. 2

11-15. 3

16-18. 4

19-20. 5

The value of each Additional Resource is both a measure of its worth, and used to determine how long it takes to extract that value. These Additional Resources can either be preserved and added to the overall resource value of the hex or they can be extracted for more immediate profit. Each time a resource is extracted it reduces the value of the resource by 1. Therefore, extracting a resource with a value of 3 reduces its overall rating to 2; extracting a resource with a value of 1 eliminates it from the hex.

The value ratings are described here:

1. The resource is minimal and extracted relatively quickly. It is a stand of trees in a prairie that can be used to build a house or two, or a small herd of deer that will provide meat and hides for a month, or a patch of herbs





that can be harvested in a few days. Resources with a value of 1 cannot be used to add to the overall value of a hex. It takes no more than a week to fully extract the value of this resource.

2. The resource is minimal but more abundant than above. It takes no more than 1 month to extract the value from this resource. It adds 1d2 sp to the respective resource value if not extracted.

3. This represents a substantial reserve of the resource. It takes around 6 months to fully extract the value from this resource. It adds 1d4 sp to the respective resource value if not extracted.

4. This represents a substantial reserve of the resource. It takes around 9 months to extract the given amount. It adds 1d6+1 sp to the resource value of the hex if not extracted.

5. The largest deposit of this resources to be found, it takes at least a year to extract the value of this deposit. It adds 1d6+3 sp to the resource value of the hex if not extracted.

Note that if you are using Method One for domain revenue (see above) each step adds a value equal to the **step minus 2**, rather than a variable amount. Therefore, an Additional Resource with a value of 4 adds 2 sp/month per family to the overall value of the land.

Ex. Gorm is using Method #1 and adds a lightly forested hex to his domain. By itself the hex produces 2 gp/family per month. However, it has two Additional Resources as well: an iron mine and a stand of old-growth oaks, each with a value of 3. Deciding not to extract the two means that each produces an additional 1 sp/family per month, for a total of 2.2 gp.

Ex 2. Later on Gorm decides he needs to maximize his income. He switches over to Method #3 to have the most control over how resources are used. Rolling 1d4 twice he finds that the iron mine adds 2 sp to the Mined value and the stand of oak adds 4 sp to the Industrial value.

Rather than taking the long-term approach and adding the output of a resource to the overall value of a hex, a ruler may decide to directly extract the resource, trading a short-term gain for a long-term reduction in value.

The amount of time it takes to extract a resource is determined by the number of people dedicated to harvesting it, which is in turn dependent upon the overall value of the resource. Use the following to determine how much of a resource can be extracted per day: A single day of work (8 hours of work for one person) extracts 1 gp worth of goods from the resource and costs the ruler 1 sp. This assumes that the work is being undertaken by peasant families living in the hex and not imported, specialized workers. This work is done in *addition* to the normal work the peasants do, provided that no more than 10% of the population works to extract the resource. In other words, if no more than 10% of the population works on extracting resources there is no impact on land or service revenues.

Example. Gorm claims a hex that contains a stand of trees that can be used for building. The copse has a Resource Value of 1. There are 50 families, or 250 people, living in the hex, so he decides to task 25 of them (or 10%) with felling the timber to be used for infrastructure improvement. There's a total of 250 gp worth of trees in the grove. Each person produces 1 gp worth of timber per day, for a total of 25 gp per day. At this rate they clear-cut the copse of trees in ten days (the x2 multiplier for infrastructure improvement is applied at the end, see p. 81), producing 500 gp worth of timber for infrastructure investment. This costs the Baron a total of 25 gold (1 sp per person for 25 people for ten days). If he had determined to sell the timber, rather than use it for infrastructure improvements, it would have yielded 250 gold but still cost 25 gold to extract.

No more than 10% of the overall population can be put to work extracting resources, even if there are multiple resources present within the hex.

Each Additional Resource has a base value, given in the descriptions below. Some eyeballing will be needed depending on what the actual resource is; for resources that are common roll twice and take the lower result, for resources that are rare roll twice and take the higher result. A vein of smoky, translucent quartz suitable for statuary will be more valuable than a vein of granite suited for construction. The base result is for a Value of 1. For each additional step multiply the base amount as follows:

- Step 1. 1x
- Step 2. 5x
- Step 3. 10x
- Step 4. 20x
- Step 5. 50x

When an Additional Resource is present in the hex it should be noted in the following format:

► Base Value; Step Value

It is up to the Referee to determine what exactly the resources are; placement of resources should make sense within the context of the hex in which they are found. The book *Filling in the Blanks* provides tables for determining exactly what kind of resource is found.

Game. These are wild animals found within the hex that can be harvested for meat, hides, or other parts. Common game might be squirrels, rabbits, trout, etc. Rare game would be oysters or mussels, beaver, mink, etc. The base value is 10d10 gp.

Livestock. Animals raised for meat, hides, or as working animals. Common animals would be mules or draft horses, pigs, cows, and so forth. Rare animals would be those that can be trained as specialized mounts, rare breeds, etc. The base value is 25d20 gp.

Quarried. Includes stone and rock extracted for large-scale projects; marble for statues, granite for building materials, slate for roofs, etc. The base value is 10d100 gp.

Mined. Ores mined for all sorts of purposes, from coal or iron, to semi-precious stones and minerals, to precious gems and valuable metals. The base value is 20d100 gp.

Agricultural. Food and related plant production (such as hemp, cotton, etc.). The base value is 10d10 gp.

Industrial. Vegetable matter harvested for use in crafts. Wood for structural timbers, furniture and fine crafts, or even firewood. The base value is 10d100 gp.

Example. Gorm rules a hex that has a Game Value of 5 because of the plentiful herds of deer that can be found within. Deer are neither common nor rare, so they are worth a base of 10d10 gp, for a result of 59 gp. Before he starts to cull the deer they are worth a total of 2,950 gp (59 gp times a Step multiplier of 50). After the herd has been reduced to Step 4 it is worth a total of 1,180 gp, then 590, then 295, then, finally, once the herd is almost depleted, 59 gp. When the Referee notes the resource they would do so as follows:

► Base Value 59 gp; Step Value 5

Industrial and **Quarried** resources give the ruler the option of extraction not for gold but for infrastructure improvements. If this method is used the resource still takes the same amount of time to extract, but the value is doubled and is applied directly to infrastructure improvement. This can only be applied to improvements (rural or urban) within a one-hex

radius of the resource (i.e. the hex in which the resource is located and the six hexes immediately adjacent to that hex). Note that the resource counts towards the material cost of a project, and not the labor. The ruler still needs people to do the work.

Agricultural and **Game** resources can be harvested for several purposes:

1. To end a famine. Reducing the resource by one step per CR will immediately end the effects of a famine within the hex.
2. Population growth. While the resource is being harvested roll twice for natural population growth per month, taking the better of the two results. This applies to both the initial roll to determine if population is lost or gained *and* to the second roll to determine how many are gained or lost. The effects last as long as it takes to reduce the Resource Step.

Mined and **Livestock** resources can likewise be extracted to boost population, but for every step the resource is reduced the domain is able to attract additional settler families as the booming economy draws those interested in settling down in the new domain. The number of families is determined as below. They are considered permanent settlers and will remain even once the resource is exhausted. Divide the total number of families that arrive by the amount of time it takes to extract the resource, and spread out their arrival relatively evenly over the course of the extraction.

Table 22. Population Growth Modifiers

Step Reduction	Mined	Livestock
1 to 0	1d4	1d2
2 to 1	2d8	2d4
3 to 2	3d10	3d6
4 to 3	4d12	4d8
5 to 4	5d20	5d10

Example. Gorm clears a lightly forested hex in Wilderness territory. Its Land Value is broken down as follows: Game 2, Livestock 1, Quarried 1, Mined 1, Agricultural 2, Industrial 2. Rolling to determine if there are additional resources yields one extra resource, with a Step Value of 4. This resource proves to be a Mined Mineral, and Gorm has the following options:

1. If he's using revenue option one the overall Land Value is increased to 2.2 gp per month.
2. He can let the mine add to the overall Mining

revenue. Rolling to determine the value, we find that it adds 4 sp to the overall value, bringing that up to 3.4 gp.

3. *He can extract the value for cash. If this option is taken the Referee rolls 20d100 (see above) to determine the base value and gets a result of 1156. Multiplying this by the resource step modifier of Step Value 4 (x20) yields an overall gp value of 23,120 gp. That is how much wealth can be extracted before it reduces a Step to 3.*
4. *He can extract the value to draw settler families into the area. The first reduction, from Step 4 to Step 3, brings in 4d12 settlers, the second reduction brings in 3d10, the third 2d8, and the fourth 1d4.*

Urban Centers

At some point the ruler is going to want to start growing urban settlements. Building a garrison (see p. 63) automatically creates an urban center with a Market Class of 1, but it is limited in generating revenue until civilians begin to move in. Growing an urban center involves:

- Investing in urban infrastructure.
- Bringing in settlers from the surrounding rural areas.

The vast majority of urban centers start once a garrison is established; the growth of the two are, to a degree, symbiotic. A garrison is established to protect territory, and the concentration of troops requires a support infrastructure of specialists and the businesses that come with them. As the support network grows – workers are imported to build the stronghold, and they need food, and supplies, and entertainment – more troops are needed to keep the peace and to ensure the safety of the settlement.

Once a garrison is built and a Class 1 market is established the two are treated as separate investments. Spending gold to increase the size of a settlement isn't going to add value to the garrison, just as spending gold to improve the keep is not going to increase the size of the urban center.

Additionally, mercenary troops stationed in a garrison are not treated as residents of the urban center, nor are other residents of the stronghold – the adventurers and their families, the stronghold staff, etc. Growth of an urban settlement is measured by the number of families, tracked in the same manner as rural hexes. An urban center, therefore, does not begin to generate revenue



and, importantly, incur expenses until at least 10 families live in the center. In order to do this it requires an initial infrastructure investment of 250 gp per family to be moved in. In other words, an urban settlement is not considered to be founded until:

- A stronghold is built capable of garrisoning at least one hex.
- At least 2,500 gp have been spent on urban improvements, allowing 10 families to move in.

If for some reason an urban center is established without the presence of a keep in a hex – perhaps an adjacent hex has a keep large enough to garrison more than one hex – an urban settlement can be established by investing 1,000 gp per family; a minimum of 10,000 gp to establish the center.

Like rural infrastructure investments, urban investments can be generalized – “the domain ruler spends 1,000 gp on investments” – or they can be chosen by the ruler from the list below to customize settlements. If the

second option is chosen it requires more bookkeeping but allows for customization of the community. If the customized option is chosen note that the original investment needed (2,500 with a keep, 10,000 without) is still considered generalized, and cannot be designated to specific improvements.

An urban settlement also cannot survive in a vacuum. The maximum size of the settlement is limited by the peasant population in the surrounding hex(es). A Wilderness hex can support a maximum settlement size of Class 4. A Borderlands Hex can support a maximum settlement size of Class 6. In order for an urban center of Class 7 or greater to exist it must be surrounded by seven contiguous Civilized hexes (including the hex it is in).

Refer to the table below to determine how much investment is needed to increase the size of an urban center. These figures are the amounts needed to invest once the *minimum* amount has been invested to create an urban center (2,500 gp if a garrison is present

in the hex or 10,000 gp if not). The numbers below are per increase in size, not cumulative. Therefore, it costs 5,000 gp to go from MC 1 to MC 2, and an additional 10,000 gp to go from MC 2 to MC 3.

Table 23. Urban Investment Costs

Market Class	Investment Needed
2	+5,000 gp
3	+10,000 gp
4	+20,000 gp
5	+40,000 gp
6	+60,000 gp
7	+80,000 gp
8	+100,000 gp
9	+200,000 gp
10	+500,000 gp

The rough size of an urban center can be determined based on the population. Assume an average population density in Class 6 markets and larger of 60 individuals (or 12 families) per acre. Class 5 and smaller markets will have a population density of less than that, around 40 to 50 individuals (or 8 to 10 families) per acre. Certain urban improvements may enable more people to squeeze into a given area.

An acre occupies 43,560 sq. ft. If circumscribed by a circle it would have a diameter of roughly 240 feet and a circumference of roughly 740 feet. A single subhex of a 6-mile hex, therefore, contains roughly 724 acres. The largest cities, therefore, could conceivably occupy an entire subhex.

These figures are useful for determining how much space a settlement occupies, the length of wall required to encircle the center, and so forth.

Urban Infrastructure Improvements

The following are specific urban infrastructure improvements that can be purchased to increase the size/quality of an urban settlement. The base price for each improvement is given. This price is for a Market Class of 1; the larger the settlement, the larger the investment needs to be (any exceptions will be noted in the text). To determine this price simply multiply the base price by the next higher Market Class. The numbers are cumulative. Improvements that follow this pattern will be marked with an asterisk. If the improvement is not paid for up to the current Market Class it is half as effective for each Class level it falls short, rounding down, to a minimum effect of 0.

Example 1. It costs 500 gp to build a Marketplace in a Class 1 market, an additional 1,000 gp to build it up to a Class 2 market, and additional 1,500 gp for a Class 3 market, etc. A marketplace in a Class 10 market costs a total of 27,500.00 gp.

Example 2. It costs 500 gp per Market Class to improve a Guildhall that boosts the number of workers in the given trade by 25%. Gorm builds a Mercenaries' Guildhall in a Class 3 market, boosting the number of mercenary troops found by 25%. He doesn't improve it when the town reaches Class 4, so at this point the Guild only adds 12% to the available mercenaries. If no investment is made upon reaching Class 5 the percentage is halved again, to 6%.

Like rural projects, urban projects can be undertaken using the available labor pool of city residents. See **Urban Income**, on p. 99, for more information. Additionally, like rural improvements, urban investments begin to degrade over time if not maintained. If the decision has been made to abstract urban improvements the degradation occurs as normal. If individual improvements are purchased, the Referee can either roll to randomly determine those specific improvements that degrade, or allow the player to determine which they are neglecting.

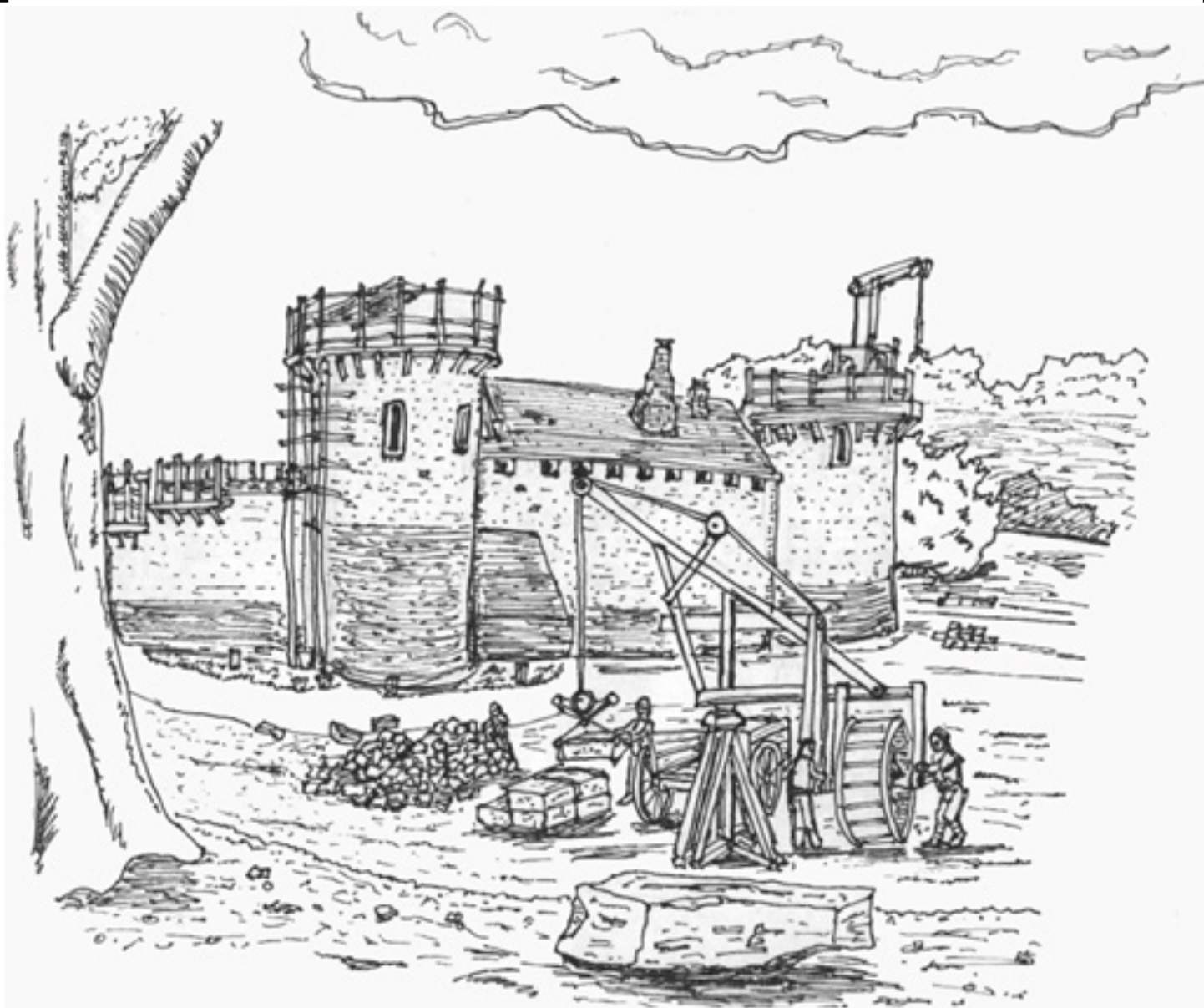
Barracks* (500 gp). The city has a barracks responsible to training and arming civilians for the city watch. Increase taxes raised in the city by 5% (see p. 99). This percentage is added to the total raised, not the tax the residents have to pay. Additionally, all non-state-sponsored thieves' guilds (see *A Guide to Thieves' Guilds*) add 1d10 to each External Conflict roll.

Dwelling (500 gp). Each dwelling built automatically attracts one family. These families are not taken from the overall population of the surrounding hex. However, the maximum number of dwellings that can be built per month is equal to the Market Class (note this limit doesn't apply to overall population growth, just that generated by this improvement). The cost of this improvement remains static regardless of the Market Class.

Example. Each month 1 dwelling can be built in a Class 1 market, 2 dwellings in a Class 2 market, etc.

Fireproofing* (100 gp). As the city grows, wooden structures are plastered over or replaced with stone. Any risk of fire – either due to sieges or Friction rolls – does half damage to structures. This improvement only adds half its cost to infrastructure investment.

Granary* (100 gp). This improvement provides storage facilities for excess food. In times of famine or food scarcity reduce the effects by half for both the urban center and the hex it is in.



Guildhall* (500 gp). Pick a trade involving hirelings or NPCs (see description of hirelings on p. 61). There will be 25% more of them for hire in this urban center than normal. Some appropriate professions would be: mercenaries, sailors, animal trainers. Sages are covered under Universities. An Adventurers' Guild can be purchased, at a base cost of 750 gp rather than 500; this increases the number of retainers available by 25%. This improvement only adds half its cost to infrastructure investment.

Magical College* (10,000 gp). The smallest Market Class that can support a Magical College is 4, and costs accumulate from there; it costs a total 10,000 gp to establish a magical college in a Class 4 market, a total of 30,000 in a Class 5 market, a total of 60,000 in a Class 6 market, etc. However, only half the value of a magical college adds to the infrastructure requirement.

Example. Gorm wants to add a magical college to an existing Class 4 market. This requires an expenditure of 10,000 gp, but only counts as a 5,000 gp investment towards the improvements needed to grow to a Class 5 market.

This improvement does the following:

- Increases the population of magic-users in the urban center by 1d4 per Market Class (in addition to those normally present). Each additional magic-user will be (1-6) 1st level, (7-11) 2nd level, or (12) 3rd level. Additionally, for every 10 magic-users there will be a 9th-level teacher. All of these numbers are in addition to the normal percentages.
- Increases the chance to find magical items for sale (see p. 141) by 1% for one day, 4% for three days, and 10% for a week.

- All magical research rolls made within the center gain a +2 bonus to the chance of success. This bonus is unaffected by the ratio of investment to Market Class.

Example. A Class 4 urban center has a magical college. There's a base 40% chance to find a magical item for sale in one day, searching for three days uncovers a single item, and one week of shopping locates 1d2 items. The magical college increases these chances to:

- 41% for a single day.
- 1 item in three days, plus a 4% chance to find an additional item.
- 1d2 items in a week, plus a 10% chance to find an additional item.

Marketplace* (500 gp). A centralized location where trade and commerce are conducted. It has two benefits:

- Small and large good purchase limits (see p. 139) are increased by 1% for one day, 4% for three days, and 10% for one week.
- Mercantile ventures are improved by 5% for both parties: sellers increase their profits by 5%, and buyers pay 5% less.

Secret Passages* (750 gp). The urban center is riddled with secret doors, tunnels, and passages. Income for all state-sponsored thieves' guilds (see *A Guide to Thieves' Guilds*) is increased by 10%. Additionally, should the center ever come under siege, there is an automatic hidden way out of the city. This improvement counts as half value for purposes of infrastructure.

Sewer* (750 gp). Allows a larger population to exist in less space. Increases the maximum population density (see above) by 25%. Additionally, reduces the effects of any diseases created by Friction by 50%.

Shipyard* (500 gp). This improvement requires access to a navigable waterway. Labor output for all shipbuilding projects is increased by 10%. Only half of this investment counts towards infrastructure improvement.

Stronghold. The stronghold does not count towards infrastructure improvements but is included here for the purposes of randomly determining targets of Friction.

Trade Specialty* (250 gp). Pick or randomly roll one trade-good from the mercantile goods table on p. 136. The urban center specializes in producing this good, which is a sought-after commodity in other lands. If the good is picked, increase the base price by 1d4×5%; if randomly rolled, increase it by 1d6×5%. This improvement can be selected more than once, with each improvement going towards a different good. It counts as half value for infrastructure improvements.

University* (5,000 gp). The community has a center of learning. When rolling to determine the number of sages (see hirelings on p. 61) roll twice and add one to the total found. Additionally, all magical research rolls made within the city gain a +1 bonus to the chance of success. Only half of this improvement is counted for infrastructure investment.

Wall. The urban settlement – or some portion of it – is encircled by a wall, the size and cost of which is determined by the entry in the Stronghold costs

Table 24 – Specialist Availability

Specialist	Market Class									
	1	2	3	4	5	6	7	8	9	10
Common, 1 day	50%	95%	1d2	1d4+1	1d6+2	1d10+3	1d12+4	3d6+5	4d6+6	5d6+7
Common, 3 days	95%	1d2	1d4	1d6	1d8	2d6	3d6	3d8	4d10	6d12
Common, 1 week	1d2	1d4	1d6	1d8	2d6	3d8	3d10	5d12	5d20	6d100
Uncommon, 1 day	10%	30%	75%	1d2	1d4	1d6	1d8	2d6	1d12+3	3d6
Uncommon, 3 days	30%	75%	1d2	1d4	1d6	1d8	2d6	1d12+3	3d6	3d8
Uncommon, 1 week	75%	1d2	1d4	1d6	1d8	2d6	3d6	3d8	4d10	4d12
Rare, 1 day	1%	15%	30%	50%	75%	95%	1d3–1	1d2	1d3	1d4
Rare, 3 days	4%	25%	50%	95%	1d3–1	1d2	1d3	1d4	1d6	1d8
Rare, 1 week	10%	35%	75%	1d3–1	1d2	1d3	1d4	1d6	1d8	1d12

section. It provides defensive benefits to those within the wall. A population equal to five times the population density can retreat within the walls in times of war for a maximum of one week without ill-effects. After this point the population within the wall suffers an automatic Internal Friction roll once per additional week. Only half the cost of the wall can be treated as infrastructure improvements for purposes of increasing the Market Class.

Warehouses* (1,000 gp). Warehouses increase the number of loads that can be found and sold per day as a part of speculative trade (see p.) by 50%. Only half of this improvement can be treated as infrastructure improvement for purposes of increasing the Market Class.

Well* (250 gp). Wells add 1d2–1 families per Market Class to the population growth every season. Additionally, any effects of drought or famine resulting from a Friction roll are reduced by 25%.

Hirelings

This section discusses the availability of non-retainer, non-mercenary hirelings, referred to on p. 130 of OSE Core as specialists, and adds specialists not discussed in that section. Where noted, use the cost-of-living table on p. to determine the cost of the hireling.

Specialists are divided into three categories: Common, Uncommon, and Rare, as noted below. New specialists introduced in this book are given in italics and will be discussed in greater detail below.

- Common specialists include: blacksmiths, oarsmen, sailors, *carpenters*, *leatherworkers*, *masons*, *tailors*, *tanners*, etc.
- Uncommon specialists include: animal trainers, armorers (normal and assistant), navigators, *factors*, *lawyers*, *guides*, *healers*, etc.
- Rare specialists include: alchemists, artilleryists, engineers, sages, ship's captains.

Table 24 – Specialist Availability, gives the chance that a given specialist – or how many – will be available for hire in a given Market Class. To determine how many of a given specialist are actually present in the market, roll twice on the “1 week” row for that MC, taking the best result, to determine the total.

Example. There's a 10% chance of finding a sage able to take on work in a Market Class of 1 after a week of searching. To determine if there actually is a sage in the urban center, roll 1d100 twice. If the result is 10 or lower there is a sage present.

The adventurers don't find what they're looking for and head off to search in a larger city. They find one; a Class 10 market. After searching for a week they will find 1d12 sages. The Referee has already rolled 1d12 twice and gotten a 1 and a 9, so he knows there are 9 sages total in the city.

This table uses the same “search for 1 day/3 days/1 week” mechanic found elsewhere. If no specialist is available when the PCs check, but there is a specialist present in the market, that specialist will become available in 1d12 weeks.

Artillerist. Specialists in using siege weaponry. They are fighters, typically of levels between 2 and 5. A trained artillerist uses their attack bonus when firing artillery.

Lawyer. Professionals treated as being Expert in a skill relevant to legal matters or public disputation, with an effective level of 1d4+3 for purposes of determining their cost. If using the rules in *A Guide to Thieves' Guilds* having a lawyer on retainer reduces legal consequences by the lawyer's level × 5%.

Factor. Factors can be used by the party to handle business while the adventurers are traveling. A factor left in an urban center can be treated as an extension of the party for purposes of:

- Finding and recruiting retainers, mercenaries, hirelings, etc., although any offers specifically to retainers must be made by the employing character.
- Buying and selling items.
- Acting as the adventurers' representative for basic diplomatic purposes.

Guide. Individuals familiar with the surrounding lands who can be hired to guide a party to their destination. They will be (1-3) a normal human; (4-5) a leveled NPC of level 1d4, either human or demi-human; or (6) a leveled NPC of level 1d6+1. Rates can be determined by using the Cost of Living table on p. modified by the level of danger, the length of service, etc. Guides will not venture into dungeons. If they are drawn into combat, a guide will likely require a share of any spoils of war.

Healer. Specialists that treat the sick and injured without the use of magic. If using the skill system presented in *Hex 17.23 – The Lake of Abominations*, assume these specialists are Expert in Healing. If not, assume that injured individuals in the care of a healer regain hit points at twice the normal rate (see p. 104, OSE Core). If treating victims of poison or disease, the sufferer can make another saving throw or ability check (see p. of this book for discussion of diseases). Healers also (1-3)

are specialists in herbalism, (4-5) alchemists, or (6) just normal folk knowledgeable in healing.

Tradesfolk. These are the carpenters, masons, leatherworkers, and other skilled craftspeople. 50% of the tradesfolk present in a community will be journeymen crafters, with some experience but not capable of fine work. These represent the bulk of the tradesfolk present. If using the craftsman tree on p. 144 these are considered to be Proficient. 33% will be Skilled, and the remaining 17% will be Experts. Therefore, the chances of finding an Expert leatherworker in a Class 1 market is 1 in 6, roughly.

Sage. Sages can identify magical items at a cost of 500 gp and two weeks. When a magical item is taken to a sage to identify they should be able to provide some history or backstory to the item that could potentially be used as plot hooks.

Sergeant/Captain, etc. Ranking mercenary leaders are considered leveled fighters, with a cost equivalent to their Cost of Living.

Urban Growth

Urban centers grow naturally in much the same manner as rural centers. If the community is between Class 1 and 4, roll 1d10 per month.

1. Loses 2 families.
- 2-3. Loses 1 family.
- 4-7. No change.
- 8-9. Gains 1 family.
10. Gains 2 families.

For communities of Market Class 5 or larger roll 1d10 each month.

1. Population shrinks by 2%.
- 2-3. Population shrinks by 1%.
- 4-7. No change.
- 8-9. Population grows by 1%.
10. Population grows by 2%.

If the settlement's morale roll for the season is 14 or higher roll twice and take the better result; if it is 7 or lower roll twice and take the worse result.

Note that it is possible for an urban center to grow larger than the infrastructure available to support it. If this is the case, apply a -1 penalty to all morale checks made until the infrastructure is brought up to the appropriate level.

Example. Gorm invests 40,000 gp into an urban center, making it a Class 4 market capable of housing a maximum of 200 families. During a period of limited revenue the village sees population growth, bringing the total population up to 220 families, but doesn't invest enough into the infrastructure to bring it up to a Class 5 market. The city suffers a -1 penalty to all morale checks it makes for as long as this imbalance continues.

Urban Income

Urban centers generate income in a manner similar to hexes, and the income generated is part of the domain's overall income (for purposes of figuring tithes, vassalage, XP, etc.). However, urban residents pay higher taxes while generating less service income. Urban income comes from two sources:

1. Taxes
2. Service Income

A typical urban center charges a tax of 4 gp per month per family. Urban centers located in grasslands, prairie or similar hexes, on important trade routes, or on navigable waterways (including oceans with a viable port) generate +10% more in taxable revenue than other urban centers, due to their favorable placement for trade. This increase is applied not to the actual tax paid by citizens, but to the amount of revenue generated through taxation.

Service income for urban centers is equal to 3 gp per month per family. If desired, the domain ruler can allocate service income to infrastructure improvements *or* pet projects. Doing so doubles the value of gold allocated for such purposes. A ruler could allocate service income towards improving their keep, increasing the size of the urban settlement, or building ships for their navy, for instance.

Unlike projects in the rural part of a hex any percentage of the urban service revenue can be devoted towards projects. Additionally, there is no direct cost involved in devoting urban service revenue to pet projects, but families that are devoted to these projects do not generate service income for the ruler.

Projects using service income must take place within the urban center itself. Service income generated in this manner is all considered to be in the form of labor; any material costs are separate. Note that in the case of construction and infrastructure projects half the cost is in labor and the other half is in materials.

Example. The time has come for Gorm to build a navy. Rather than pay for it directly, though, he decides to

allocate some of the service income from his largest port city, Dunderhaven, towards that goal. Dunderhaven is a Class 5 market with 400 families, and typically generates 1200 gp of service income a month. He decides to allocate two-thirds of that – 800 gp per month – towards building a fleet of large sailing ships (cost of 22,000 gp each). The gold value designated for the labor is effectively doubled, so he is producing 1600 gp worth of work on his vessels each month. Each ship requires 11,000 gp worth of labor, so it will take roughly 7 months to build each ship. Note that in this case he still pays the full 11,000 gp for materials.

Domain Expenses

Every hex has expenses, just as every hex has income. Payments are due on the final day of each month for that month's expenses. Each hex has the following expenses, and all are based on the gross income.

1. Tithes
2. Vassalage

3. Maintenance
4. Garrison
5. Festivals

The tithe is a payment of 10% of a hex's gross income, paid to the various sanctioned churches that have a presence within the hex. Domains with a single official religion pay the full 10% to that church; those with multiple religions still pay a total of 10%, but divided up between the various churches and temples.

If the domain ruler owes vassalage to another ruler they must pay 20% of their gross income to their liege.

A flat 1d10% of the hex's income (roll each month or assume a 6% rate) goes towards maintaining existing infrastructure. If the hex is Wilderness roll twice, taking the lower result (or assume 4%). For every month the tax is not paid increase the next month's cost by 1d6% (or 4%) as wear and tear to the infrastructure increases.

Example. Baron Gorm is low on cash and decides to forgo maintenance costs for two months. On the third month he is ready to continue paying, but deferred maintenance is now equal to 1d10%+2d6% of the month's income, or 6% + 4% + 4% if the player wants to just abstract it out.

If the costs of rural improvements are abstracted, this maintenance amount is also abstracted. If specific investments are made then each improvement has its own maintenance cost. The Referee and player should decide if they will roll, as above, to determine the maintenance costs, or use the flat 6% rate for everything. If an investment goes for more than twelve continuous months without maintenance it ceases to provide any mechanical benefits. Additionally, if the investment in a hex drops below the minimum required for the Civilization Rating, the maximum population density will decrease, as well.

The cost of the garrison is also included in a hex's expenses and should be kept separate from any mercenaries serving the domain ruler directly.

Festivals are an optional expense, but not having at least one festival per season (three-month period) incurs a morale penalty (see p. 58).

Urban Expenses

Like domains, urban centers incur monthly expenses. They are as follows:

1. Guard
2. Maintenance
3. Tithe



4. Vassalage
5. Festivals

The urban center must be patrolled by a properly sized guard lest it be overrun by thieves, slavers and neer-dowells. This is separate from the cost of a hex garrison, even though the garrison is likely stationed within an urban center. The guard is tasked with maintaining law and order within a city. A force of one deputy per twenty families is considered sufficient. This can be abstracted out to a cost of 5 sp per family to support the infrastructure needed for the guard.

Guards are typically 0-level humans armed with clubs and leather armor. Every ten guards are overseen by a sergeant, typically a 1st-level fighter, and every three squads are overseen by a captain, a fighter of level 2-3.

The urban center will also need constant maintenance of infrastructure. This costs 1 gp per family per month, instead of an abstracted percentage. However, if the player has assigned specific improvements the total amount of maintenance should be divided between them. If any one improvement goes for more than 12 consecutive months without maintenance it ceases to provide its mechanical benefits. Note that it is possible for a city to be unable to support its current population because of degraded infrastructure.

Urban centers often contain shrines and temples to many deities, and wise rulers tithe a portion of their municipality's gross income (typically 10%) to the various sanctioned religions functioning within the city.

An urban center's income is included in the vassalage owed by the domain's ruler (if any). Any festivals occurring in the domain are also considered to occur in the nearest urban center, and the center's population is used to determine the cost in the exact same manner as rural areas.

Both tithes and vassalage are determined prior to subtracting any other costs.

Ex. With 400 families, Dunderhaven generates 2,800 gp of income a month. 10% of that goes directly to religious tithes (280 gp per month), another 20% goes towards Gorm's payment to his liege lord (560 gp per month), and Dunderhaven itself must pay for its city watch (200 gp per month) and urban maintenance (400 gp per month). This leaves it with a total income of 1,360 gp per month.

XP from Domain Income

Each month, determine the ruler's net income from all of the hexes and urban centers under their direct control. The net income is equal to Income minus

Expenses. This is the base pool of XP the ruler gains per month. Divide this total by the ruler's level. This is the actual amount of XP they earn from rulership. Domain rulers can become more powerful over the years simply through administering their lands, but those who adventure gain experience much more quickly... at a much greater risk, of course..

Domain Morale

A domain's morale score is rolled for four times a year, at the beginning of each season. Modifiers are applied based on the actions of the ruler during the previous season. It is suggested that each urban center within a domain also have a morale score, but depending on the level of detail in the game it is also fine to abstract out the morale score to a whole domain.

Additionally, a "whole domain" can both refer to all of the hexes within the empire, kingdom, etc. – which can be an area of thousands of hexes – or it can just refer to the land ruled by a single ruler. In these cases, a domain can have multiple morale scores; each barony has an individual morale score, as do the counties the baronies are part of, and the duchy the counties are part of, and so forth. In these instances the morale of an entire domain is an average of its constituent parts.

Domain checks are made by rolling 3d6 and modifying the results as per Table 25.

Table 25 – Domain Morale Modifiers

Factor	Modifier
Ruler's Charisma modifier	Varies
Ruler's Int/Wis Modifier	+/- 1 max
Ruler devotes inadequate time to ruling	-1*
Additional festivals per season	+1*
No festival within a season	-1
Ruler does not pay religious tithe	-1
Ruler does not maintain garrison	-1
Ruler stations as many troops as citizens within hex	-1
Taxes < 1 gp per month	+1
Taxes > 1 gp per month	-1 per gp > 1*
Maintenance tax not paid for 2+ months per season	-1
50%+ of the populace quarrying/mining	-1*
<30% of the population producing food	-1

*see following page

Table 25 – Domain Morale Modifiers

Factor	Modifier
Ruler is Chaotic or population abused	-1
Domain shrinks/grows by 1+ hex	-/+1
Domain has major setback/victory	-/+1
Setback/victory directly involves ruler	-/+1
Larger domain affects smaller	see below
Excessive conscription	see p. 124

*see following page

Morale is rolled for each constituent domain individually. Note that all costs and requirements apply to all hexes and urban settlements within a domain. If a ruler underfunds their urban guard it has the same effect upon the overall morale as underfunding rural garrisons. Likewise, urban citizenry expect to participate in the same festivals as their rural counterparts.

Ability Score Modifiers. Charisma is the most important score for rulers and the actual modifier is added to the roll. Realms also benefit from Wisdom and Intelligence. For each positive modifier (regardless of the score) add +1 to the morale roll. For each negative modifier subtract -1 from the roll.

Ex. Gorm has a Charisma of 16, a Wisdom of 16 and an Intelligence of 9. He adds +1 to the roll for his Charisma modifier and +1 for having a positive Wisdom modifier. The total modifier is +2.

Absent Ruler. Governing a domain is hard work and requires a person touch. The domain's ruler is expected to spend at least one week per month administering their domain, modified as follows:

- +1 day for every hex beyond 1 they personally rule.
- +1 day for every urban center of Class 4 or higher that exists within their personal domain.
- +1 day if at least one hex within their domain is Civilized.

The time does not have to be continuous, but they must have at least three continuous days per month during which they deal with administrative matters. The remaining days can be spread out as desired throughout the month.

During this time the ruler cannot take care of any other duties or tasks (such as magical research, for example). Spending less than the required time in their domain is detrimental to their reign, allowing dissent to flourish. Subtract one from the roll if the required time is not spent per month, plus an additional -1 if the ruler is not

present for at least three consecutive days at least once per month.

Festival. The ruler of a domain can sponsor festivals for the population. Throwing a festival costs 1 gp per family within the domain, both rural and urban. The citizenry expects at least one festival per season. If there are no festivals within a season a -1 penalty is applied to morale rolls. If one festival is held per season no adjustment is made. Additional festivals per season add a +1 modifier for each one past the first, at the rate of +1 per month. Therefore, having a festival each of the three months during a season grants a +2 bonus to the morale roll. The first festival of each season does not grant this modifier, but the second grants a +1 and the third results in a total of +2.

Festivals typically last two days, during which time all urban centers within the domain have their Market Class increased (see p. 95).

Garrison. Maintaining less than the required garrison or having a garrison equal in number to or greater than the population of the citizenry in the hex (for Borderlands and Civilized domains only), assesses a penalty of -1 to the roll. This penalty is applied only if the garrison is undersized/oversized for more than one month per season. The population does not like to feel unsafe, but nor do they like having too many troops around.

Taxes. Lowering taxes under 1 gp per family per month improves the morale of the populace, adding a +1 bonus to the check. The lowered tax must last all season. The bonus is only good for four seasons, after which point the populace gets used to the new lower tax rate.

Raising taxes does the opposite, imposing a -1 penalty to the roll if increased above 1 gp and for every additional gp above 1. After four seasons the populace becomes inured to the increase and the penalty decreases. If the tax rate is higher than 4 gp/month, though, the populace never gets used to the higher rate, and will continue to chafe under the requirements. For urban populations this threshold is 7 gp/month.

Maintenance Tax. If the liege neglects maintenance, the improvements in the hex begin to degrade. In addition to accumulating cost, a penalty of -1 is applied to the roll if the maintenance tax is not paid for two or more months per season.

Mining. If more than 40% of the population is engaged in mining and/or quarrying, impose a -1 penalty to the check for every 10% above 40%. Thus, 50% of the population imposes a -1 penalty, 60% of the population imposes a -2 penalty, etc.

Food Production. If less than 30% of the populace is engaged in food production (Game, Livestock, and Agricultural Resources, combined) apply a –1 penalty per month to the roll.

Morale Results

No morale score will change more than one degree from one season to the next, regardless of the actual roll.

Example. Gorm is a good ruler, and his morale has been Happy for the past four seasons. However, at the start of the new year the roll is horrible, a 3, for a modified result of 6. For this season the populace's morale slips down one degree, from Happy to Content.

If the game is tracking specific morale scores – one for the domain, others for the urban centers within the domain – one roll will begin to affect the other. This always works from largest to smallest; the overall morale of a domain will affect the morale score of an urban center, and not the other way around. If tracking morale this specifically, the player should always determine morale scores from largest to smallest: domain before urban centers, duchy before constituent baronies, etc.

If the overall domain score is Happy or better apply a +1 modifier to all other rolls made within the domain. If the overall domain score is Discontent or worse apply a –1 modifier to all other rolls made within the domain.

1 or lower (Revolt). Apply a –3 penalty to all rolls made to determine if population growth is positive or negative. The domain is in open revolt. No income can be collected. Make an Internal Friction roll at the end of each month spent in Revolt, modified by +1d20.

2 (Rebellious). Apply a –2 penalty to all rolls made to determine if population growth is positive or negative. Monthly income from all sources drops by 50%. Make an Internal Friction roll at the end of each month, modified by +1d12.

3-4 (Belligerent). Apply a –1 penalty to all rolls made to determine if population growth is positive or negative. Income is reduced by 25%. Make an Internal Friction roll at the end of each month, modified by +1d6.

5-7 (Discontent). Apply a –1 penalty to all rolls made to determine if population growth is positive or negative. Make an Internal Friction result at the end of each month.

8-13 (Content). The population and income generated remain stable.

14-16 (Happy). Add a +1 bonus to rolls made to determine population growth. Make a roll on the Boon table.

17-18 (Loyal). As above, with income from taxes and

services increasing by 5%. Make a roll on the Boon table, modified by +1d6. Mercenary troops employed by the domain receive a +1 bonus to their morale rolls.

19 (Dedicated). The population grows even more quickly. Add a +2 bonus to all rolls made to determine population growth. Make a roll on the Boon table modified by +1d12. Mercenary troops employed by the domain receive a +1 bonus to their morale rolls.

20 or higher (Fanatical). The population also grows more quickly. Add a +2 bonus to all rolls made to determine population growth. Make a roll on the Boon table modified by +1d20. Mercenary troops employed by the domain receive a +1 bonus to their morale rolls.

Boons and Friction

There are three types of random events that can affect a domain: Boons, External Friction, and Internal Friction. Each month there is a 1 in 6 chance for both Boons and Friction to occur. If Friction occurs it will be (1-4) External or (5-6) Internal. Boons and Internal Friction can also occur as a result of morale scores. Whenever a result is indicated roll 1d100 and refer to the appropriate section. Several entries call for randomly generating an NPC's level; when this is the case roll on Table 26.

Table 26 – NPC Level

1d100	NPC Level
1-25	1st
26-45	2nd
46-60	3rd
61-72	4th
73-79	5th
80-85	6th
86-90	7th
91-94	8th
95-97	9th
98-99	10th
100	11th
101	12th
102	13th
103+	14th

Boons

1-10. Population Growth. The population grows by an additional 1% for 1d4 months (or 1 family per month if population growth is not measured in percentages). This can offset potential declines.

11-20. Increased Revenue. Service revenue generated within the hex/urban center increases by 1d6% for the month.

21-30. Gift. The local ruler (preferably a PC) is granted a gift worth 1d6×1000 gp. This gift has a 1 in 6 chance of being a minor magical item.

31-40. Additional Resource. An additional resource is discovered in a randomly determined hex within the domain. Refer to p. 90 to determine what the resource is as well as its value.

41-50. The Benefits of Immigration. An NPC moves into the domain/urban center from outside. The NPC will be of a randomly determined level (p. 103) and class (p. 58). This NPC is in addition to the normal ratio. There's a 1-2 in 6 chance that instead of being a classed NPC they are instead a Specialist (see p. 98). If a Specialist, their profession will be either (1-4) Uncommon or (5-6) Rare.

51-55. Population Growth. The population grows by an additional 2% for 1d4 months (or 2 families per month if population growth is not measured in percentages).

This can offset potential declines.

56-60. Defection. An important NPC from a nearby domain defects to the PC's service, bringing important information to be determined by the Referee. The NPC becomes a potentially loyal subject of the new domain.

61-65. Increased Revenue. Service revenue within the hex/urban center is increased by 5% for the next 1d4 months.

66-70. Gift. The local ruler (preferably a PC) is granted a gift worth 3d6×1000 gp. This gift has a 1-2 in 6 chance of being a minor magical item.

71-74. The Benefits of Immigration. An NPC moves into the domain/urban center from outside. The NPC will be of a randomly determined level, adding 1d10 to the roll (see above), and class (see p. 58). This NPC is in addition to the normal ratio. There's a 1-2 in 6 chance that instead of being a classed NPC they are instead a Specialist (see p. 98). If a Specialist, their profession will be either (1-3) Uncommon or (4-6) Rare.

75-79. Population Growth. The population grows by an additional 1d4+1% for 1d4 months (or 3 families



per month if population growth is not measured in percentages). This can offset potential declines.

80-83. Increased Revenue. Service revenue within the hex/urban center is increased by 10% for the next 1d4 months.

84-87. Gift. The local ruler (preferably a PC) is granted a gift worth $1d6 \times 10000$ gp. This gift has a 1-3 in 6 chance of being a permanent magical item.

88-91. Land Grant. If the domain is a vassal to a more powerful ruler the domain is granted an additional hex to add to its territories. If not, any threats in an adjacent hex are neutralized for 2d6 weeks, giving the ruler the chance to claim that hex should they dedicate the forces to do so. If the ruler does not take to opportunity to secure the hex in this time wandering monster checks should be made after the grace period to see if it is resettled with lairs.

92-95. The Benefits of Immigration. An NPC moves into the domain/urban center from outside. The NPC will be of a randomly determined level, adding 1d20 to the roll (see above), and class (see p. 588). This NPC is in addition to the normal ratio. There's a 1-2 in 6 chance that instead of being a classed NPC they are instead a Specialist (see p. 98). If a Specialist, their profession will be either (1-2) Uncommon or (3-6) Rare.

96-99. Espionage. 1d4 spies from other domains are discovered in the ruler's domain. They may be captured and interrogated, fed false information, or perhaps even convinced to defect.

100. Get out of Jail. The ruler can automatically negate the effects of the next Internal Friction roll that is made.

External Friction

1-20. Monster. A monster(s) from outside the domain threatens those within, and the local garrison is unable to deal with it. The domain ruler must either take to the field himself or hire a band of adventurers (or perhaps send their retainers). If hiring adventurers, the base cost should be equal to the combined XP of the monster(s) \times the creatures' average Hit Dice. Roll on the random encounter tables at the beginning of the book to determine the threat. If the result is a lower Hit Dice creature (such as kobolds or orcs) the threat will be caused by a horde of the creatures. Otherwise, the numbers will be smaller, but great enough that the local garrison will be unable to cope with them. If the threat is not dealt with after a month, each additional month it is present triggers a roll on the Internal Friction table.

Example. A suitable monstrous threat would be an orcish

horde (1d6 \times 50), a dragon, 2d6 ankhegs, etc.

21-25. Drought/Floods. The weather changes, bringing either (1-3) drought conditions or (4-6) heavy and persistent rains. It lasts for 1d6 months. Adjust random weather rolls as needed to account for this. If the conditions last for more than one month, each additional month has the following effects:

- Agricultural and Animal revenues are reduced by .25 gp/family per month. This effect is cumulative, to a minimum revenue of .5 gp per month. If the drought lasts three months, for example, it would reduce Agricultural and Animal revenues by .5 gp each.
- Population growth slows. When rolling to determine population growth roll 1d8 instead of 1d10.

Roll on Table 11 with a -1 modifier to determine the scope of the drought/flooding.

26-30. Fire. Fires sweep through 1d4 hexes in the domain, doing a total of $1d4 \times 1000$ gp worth of damage to infrastructure, causing 1d12 families to lose their homes, and killing 1d4-1 families. If this occurs in an urban center the damage to infrastructure is doubled to $1d8 \times 1000$ gp. Randomly determine the infrastructure that is damaged, rerolling results that do not apply. If the amount of damage incurred is greater than the investment value, the leftover damage spills over to another randomly determined type of infrastructure, and so on.

31-33. Famine. A famine strikes the land. Roll on Table 11 with a -1d3 penalty to determine the geographical extent. All Agricultural, Game, and Livestock income in the affected hexes is reduced by 33% and 1d4-1 families per affected hex leave for each month the famine persists. The famine lasts for 1d8 months. This Friction result can be reduced through improvements, or eliminated by the import of food at a cost of 1 gp per month per family in the affected area.

34-40. Disease. A disease sweeps through the land. Roll on Table 11 with a -1d8 penalty to determine the geographical extent. The disease lasts for 1d4 months. During this time service revenue is cut by 33% and 1d8-1 families per affected hex leave (or die) for each month the plague persists.

41-45. Weird Weather. Roll 1d100 to determine a weird weather event.

46-50. War. The domain/urban center is attacked by a small force sent by a nearby domain. There will be 1d8 squads of randomly determined mercenaries. It is up

to the domain ruler to decide how to respond. If there is a spy network operating in the enemy domain they can discover the raid before it happens with a successful Hear Noise roll.

51-55. Espionage. A spy from a foreign domain steals important information about the ruler's domain. If the domain ruler operates a spy ring (see *A Guide to Thieves' Guilds*) the intelligence agency can detect this attempt before any damage is made by making a Hear Noise roll. It is up to the Referee to decide the nature of the information stolen.

56-65. Visiting Dignitary. A very important person and their entourage arrive in the domain/city and spend 1d4 weeks. The domain/city ruler is expected to pay for their stay, at a cost equal to the personage's Cost of Living each week.

66-75. Monster. A monster(s) from outside the domain threatens those within in, and the local garrison is unable to deal with it. The domain ruler must either take to the field himself or hire a band of adventurers (or perhaps send their retainers). If hiring adventurers, the base cost should be equal to the combined XP of the monster(s) \times the creatures' average Hit Dice \times 2. Roll on the random encounter tables at the beginning of the book to determine the threat. If the threat is not dealt with after a month, each additional month it is present triggers a roll on the Internal Friction table. Additionally, the monster does $1d6 \times 500$ gp worth of randomly determined infrastructure damage, split between urban and rural areas, for each week it is allowed to roam unchecked.

The threat should be greater than those recommended for the first Monster result, above:

Example. A suitable monster would be 1d4 orcish hordes (1d4 \times 1d6 \times 50), 1d4 dragons, 1d4 purple worms, etc.

76-77. Drought/Floods. The weather changes, bringing either (1-3) drought conditions or (4-6) heavy and persistent rains. It lasts for 1d12 months. Adjust random weather rolls as needed to account for this. If the conditions last for more than one month each additional month has the following effects:

- Agricultural and Animal revenues are reduced by .25 gp/family per month. This effect is cumulative, to a minimum revenue of .5 gp per month. If the drought lasts three months, for example, it would reduce Agricultural and Animal revenues by .5 gp each.
- Population growth slows. When rolling to determine population growth roll 1d6 instead of 1d10.

Roll on Table 11 with a -1 modifier to determine the scope of the drought/flooding

78-80. Fire. Fires sweep through 1d8 hexes in the domain, doing a total of $1d8 \times 1000$ gp worth of damage to infrastructure, causing 2d12 families to lose their homes, and killing 1d8 families. If this occurs in an urban center the damage to infrastructure is doubled to $2d8 \times 1000$ gp. Randomly determine the infrastructure that is damaged, rerolling results that do not apply. If the amount of damage incurred is greater than the investment value, the leftover damage spills over to another randomly determined infrastructure type, and so on.

81-83. Famine. A famine strikes the land. Roll on Table 11 with a -1d2 penalty to determine the geographical extent. All Agricultural, Game, and Livestock income in the affected hexes is reduced by 66% and 1d6 families per affected hex leave for each month the famine persists. The famine lasts for 1d12 months. This Friction result can be reduced through improvements, or eliminated by the import of food at a cost of 1 gp per month per family in the affected area.

84-86. Disease. A disease sweeps through the land. Roll on Table 11 with a -1d4 penalty to determine the geographical extent. The disease lasts for 1d8 months. During this time service revenue is cut by 66% and 1d10 families per affected hex leave (or die) for each month the plague persists.

87-90. War. The domain/urban center is attacked by a force sent by a nearby domain. There will be 1d6 companies of randomly determined mercenaries. It is up to the domain ruler to decide how to respond. If there is a spy network operating in the enemy domain they can discover the raid before it happens with a successful Hear Noise roll.

91-93. Visiting Dignitary. A very important person and their entourage arrive in the domain/city and spend 1d6 weeks. The domain/city ruler is expected to pay for their stay, at a cost equal to the personage's Cost of Living each week. Add 1d10 to the roll to determine the level of the NPC dignitary.

94-95. War. A neighboring domain of (1) smaller size, (2-4) equivalent size, or (5-6) larger size declares war on the domain. See result **87-90**, above.

96. Drought/Floods. The weather changes, bringing either (1-3) drought conditions or (4-6) heavy and persistent rains. It lasts for 4d20 months. Adjust random weather rolls as needed to account for this. If the conditions last for more than one month each additional month has the following effects:

- Agricultural and Animal revenues are reduced by .25 gp/family per month. This effect is cumulative, to a minimum revenue of .5 gp per month. If the drought lasts three months, for example, it would reduce Agricultural and Animal revenues by .5 gp each.
- Population growth slows. When rolling to determine population growth roll 1d4 instead of 1d10.

Roll on Table 11 with a -1 modifier to determine the scope of the drought/flooding.

97. Fire. Fires sweep through 2d8 hexes in the domain, doing a total of $2d10 \times 1000$ gp worth of damage to infrastructure, causing 2d20 families to lose their homes, and killing 1d12 families. If this occurs in an urban center the damage to infrastructure is doubled to $2d20 \times 1000$ gp. Randomly determine the infrastructure that is damaged, rerolling results that do not apply. If the amount of damage incurred is greater than the investment value, the leftover damage spills over to another randomly determined infrastructure type, and so on.

98. Famine. A famine strikes the land. Roll on Table 11 to determine the geographical extent. All Agricultural, Game, and Livestock income in the affected hexes is reduced to zero and 2d4 families per affected hex leave for each month the famine persists. The famine lasts for 2d12 months. This Friction result can be reduced through improvements, or eliminated by the import of food at a cost of 1.5 gp per month per family in the affected area.

99. Disease. A disease sweeps through the land. Roll on Table 11 to determine the geographical extent. The disease lasts for 1d12 months. During this time service revenue is reduced to 0, tax revenue by half and 1d20 families per affected hex leave (or die) for each month the plague persists.

100. Monster. A monster(s) from outside the domain threatens those within, and the local garrison is unable to deal with it. The domain ruler must either take to the field himself or hire a band of adventurers (or perhaps send their retainers). If hiring adventurers the base cost should be equal to the combined XP of the monster(s) \times the creature's average Hit Dice \times 2. Roll on the random encounter tables at the beginning of the book to determine the threat. If the threat is not dealt with after a month, each additional month it is present triggers a roll on the Internal Friction table. Additionally, the monster does $1d20 \times 500$ gp worth of randomly determined infrastructure damage – distributed between nearby

rural and urban areas – for each week it is unchecked.

The threat is greater than the first or second Monster result:

Example. A suitable monster would be a legendary monster such as the tarrasque, an army of humanoids, etc.

Internal Friction

1-10. Population Decrease. The domain/urban center loses 1% of its population per month for 1d4 months (or 1 family per month if the growth is not measured in percentage). The population loss stops if morale improves. This result affects an entire domain or single urban center.

11-20. Sabotage. Saboteurs are active in the area, doing $(1d10-1) \times 500$ gp worth of damage to the infrastructure in the hex before being discovered. The saboteurs will be (1-4) domestic or (5-6) foreign. If the domain ruler operates a spy ring (see *A Guide to Thieves' Guilds*) the intelligence agency can detect this attempt before any damage is caused by making a Hear Noise roll.

21-25. Usurper. The next time the ruler leaves the domain a usurper – a distant family member, if there is one, or a military leader if not – takes the throne. If the domain ruler operates a spy ring (see *A Guide to Thieves' Guilds*) the intelligence agency can detect this plot before the attempt occurs by making a Hear Noise roll.

26-30. Coup. 1d8 squads of mercenaries on garrison duty rise up and attempt to seize control of the local government. If the domain ruler operates a spy ring (see *A Guide to Thieves' Guilds*) the intelligence agency can detect this conspiracy before the coup occurs by making a Hear Noise roll.

31-40. Stalker of the Streets. A killer stalks the streets or valleys, causing panic amongst the populace. This can be a monster, like a doppelganger or vampire, or a human/demi-human serial killer, bandit, etc. Typically, it will only be one individual. Tax revenues drop by 1d4% in the immediate hex as the fear stifles commerce.

41-50. Cult. A Chaotic cult gains power in the region, subtly influencing tempers. Chaos reigns. The chance of Friction increases to 1-2 in 6 until the cult is dealt with, something that will require PC intervention or the hiring of an NPC adventuring party.

51-55. Population Decrease. The domain/urban center loses 1d2% of its population per month for 1d6 months (or 2 families per month if the growth is not measured in percentage). The population loss stops if morale improves. This result affects an entire domain or single urban center.

56-60. Sabotage. Saboteurs are active in the area, doing $1d12 \times 1000$ gp worth of damage to the infrastructure in the hex before being discovered. The saboteurs will be (1-4) domestic or (5-6) foreign. If the domain ruler operates a spy ring (see *A Guide to Thieves' Guilds*) the intelligence agency can detect this attempt before any damage is caused by making a Hear Noise roll.

61-65. Revolt. The populace begins to revolt. $1d6 \times 5\%$ of the population ceases work, reducing their service revenue to zero. Every 100 revolting civilians require 1 squad of soldiers to control. Those soldiers required to control the populace no longer count towards garrison duty. If the proper number of troops are not allocated to crowd control $1d6 \times 100$ gp worth of infrastructure damage is caused per week. The revolt lasts until morale improves or enough troops are brought in to control the situation.

66-70. Coup. $1d6$ companies of mercenaries on garrison duty rise up and attempt to seize control of the local government. If the domain ruler operates a spy ring (see *A Guide to Thieves' Guilds*) the intelligence agency can detect this conspiracy before the coup occurs by making a Hear Noise roll.

71-80. Bandits. A gang of (1-3) bandits or (4-6) brigands begins to raid the perimeter of the domain. The raids last for $1d4$ weeks. The affected hex has tax revenues reduced by $1d4 \times 10\%$ during this time.

81-85. Cult. A Chaotic cult gains power in the region, subtly influencing tempers. Chaos reigns. The chance of Friction increases to 1-3 in 6 until the cult is dealt with, something that will require PC intervention or the hiring of an NPC adventuring party.

86-89. Population Decrease. The domain/urban center loses $1d4+1\%$ of its population per month for $1d8$ months (or 4 families per month if the growth is not measured in percentage). Improving the morale removes this Friction result. This result affects an entire domain or single urban center.

90-93. Sabotage. Saboteurs are active in the area, doing $2d12 \times 1000$ gp worth of damage to the infrastructure in the hex before being discovered. The saboteurs will be (1-4) domestic or (5-6) foreign. If the domain ruler operates a spy ring (see *A Guide to Thieves' Guilds*) the intelligence agency can detect this attempt before any damage is caused by making a Hear Noise roll with a -2 penalty

94-96. Revolt. The populace begins to revolt. $1d6 \times 10\%$ of the population ceases work, reducing their service revenue to zero. Every 50 revolting civilians require 1

squad of soldiers to control. Those soldiers required to control the populace no longer count towards garrison duty. If the proper number of troops are not allocated to crowd control $2d6 \times 100$ gp worth of infrastructure damage is done per week. The revolt lasts until morale improves or enough troops are brought in to control the situation.

97-99. Bandits. $1d4+1$ gangs of (1-3) bandits or (4-6) brigands begins to raid the perimeter of the domain. The raids last until dealt with by the authorities. The affected hex has tax revenues reduced by $1d8 \times 10\%$ during this time.

100. Coup. All of the mercenaries on garrison duty in the domain rise up and attempt to seize control of the local government. If the domain ruler operates a spy ring (see *A Guide to Thieves' Guilds*) the intelligence agency can detect this conspiracy before the coup occurs by making a Hear Noise roll.

Domain Sizes

Using the traditional European ranks of nobility, we can assign average sizes (in 6-mile hexes) to a variety of domains. The assumption is that any given domain larger than a Barony is made up of constituent parts.

These sizes are not hard and fast rules; someone who founds a domain that owes fealty to no master can call herself whatever she wishes, even if she only controls a single hex.

Typically, a large domain, such as a kingdom, is made up of a number of smaller domains. The king or queen would rule her own personal domain, and there would be a number of dukes who have pledged their fealty to the monarch. Each duke would rule over a duchy, consisting of their personal domain plus all of the domains of the counts and marquises that owe them fealty. Further, each count and marquis would rule a domain, consisting of their personal domain, plus those of their vassals. Finally, at the bottom, are a number of barons.

On the next page is a map, filled in with a sample kingdom. As can be seen, the queen oversees a central domain (in red) and the rest of the kingdom is divided into two Duchies, East and West. These two dukes owe fealty to the queen and give her 20% of their gross monthly income. Each Duchy is outlined in purple, and the personal dukedoms in black.

Each Duchy is divided into the duke's personal domain and a number of Counties, the counts of which are vassals of the duke. Each count owes 20% of their monthly

income to their duke. The Counties are subdivided by the white dotted line.

Each County is divided into the count's personal domain as well as a number of Baronies. Each baron owes fealty, and 20% of their monthly income, to their count. The baronies are outlined in red.

Random Domain Sizes

When the Referee is drawing up the map – whether intentionally or with random rolls – it can be helpful to know the size of any domain encountered. The vast majority of domains encountered will be equivalent to baronies – small dominions controlling 1-7 hexes. The actual size of the domain, and title claimed by the ruler, will vary from campaign to campaign. In a “points of light”-style game, where civilization is scattered and fractured, individual domains will likely be larger and separated by greater distances, with domains that should rightly be called baronies ruled by self-styled princes, kings, and emperors. In a game where civilization is older, more advanced, or Law has greater sway, individual domains may be smaller – remember that land grants are a common way of rewarding faithful service – but more densely packed, part of larger kingdoms and empires.

When determining the sizes of NPC domains keep in mind that the maximum number of 6-mile hexes one individual can directly control is equal to their Hit Dice plus their Charisma modifier. For every month this is exceeded make an Internal Friction roll for the domain in question.

When placing a domain roll below to determine the size. The roll can be adjusted based upon the campaign. Note that the size of the domain will determine the maximum size of any urban settlements found within the domain. Remote domains, carved out of the wilderness, simply can't support large settlements. The table below provides example names for the various domain sizes, although there can be some variation: a duke may personally control only a few hexes while their barons control much larger – but perhaps less developed, or less valuable – tracts of lands. Likewise, an independent, single-hex domain could be called a duchy, or a kingdom, or an empire; petty lords can call themselves whatever they desire until someone else decides otherwise. Remember that large domains will typically have a single ruler controlling a maximum number of hexes as described above, usually ruling from

the largest urban center in the domain, with multiple vassals controlling the outlying territories.

Domain Size

1-35. 1 hex (Barony)

36-60. 1d4 hexes (Barony)

61-75. 1d6+1 hexes (Barony/March)

76-85. 3d6 hexes (March/County)

86-90. 4d20 hexes (County/Duchy)

91-94. 10d20 hexes (Duchy/Principality)

95-97. 20d20 (Principality/Kingdom)

98-99. 5d100 hexes (Kingdom)

100. 10d100 hexes+ (Empire)

How this Works in Play

Upon reaching 9th level Gorm the Fearless decides it is time for him to make his mark upon the world and found a domain. He dislikes the idea of owing fealty to another, so strikes off into the wilderness, accompanied by his loyal companions (the other PCs and his retainers). It takes a month or two of travel and surveying, but he eventually finds a piece of land that he thinks will serve him well.

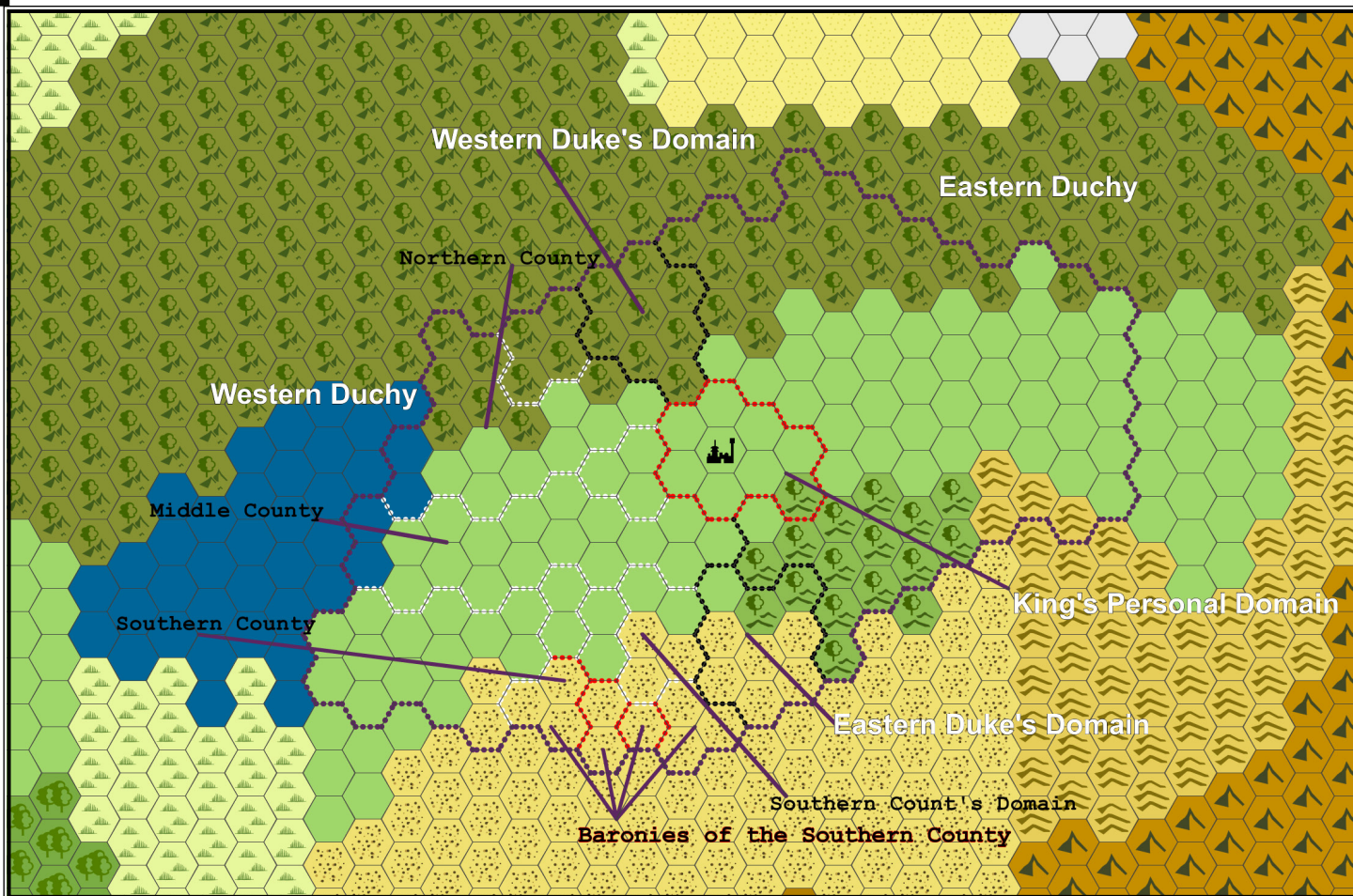
His chosen domain is some 150 miles away from the borders of the nearest kingdom and is in the Wilderness. He and his companions explore, map, and clear the initial hex (50.33), a process that takes roughly three

weeks. Hex 50.33 just happens to contain the ruins of an ancient keep, and from the crumbling roof line he flies his banner. “I hereby declare this Gormhold,” he exclaims to those assembled, “from this humble place we will pacify and settle the surrounding lands and found a great kingdom!”

The referee rules that the existing keep is worth 7,500 gp and that it needs 12,500 gp worth of work to make it complete, of which half (6,250) is labor and half (6,250) is materials.

Hex 50.33, forested hills, has the following Inherent Land Values: Game 2, Livestock 1, Quarried 2, Mined 2, Agricultural 2, Industrial 2. It has the following Additional Resources (determined randomly by the Referee when populating the hex): Vegetable (Industrial) 3, Vegetable (Industrial) 1.

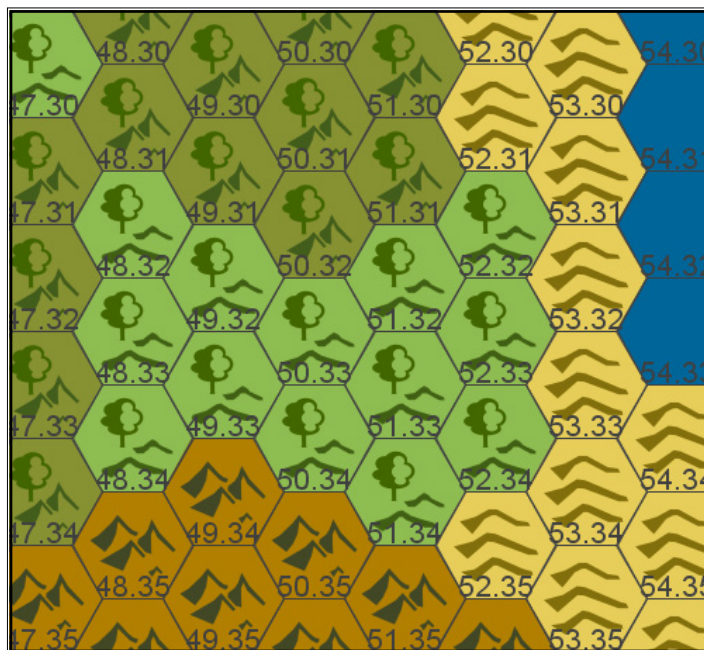
The Referee has determined that both Additional Resources are the same: stands of old-growth oaks



suitable for use in construction. The first stand, with a Value of 3, has a base value of 495 gp (yielding a current value of 4,950 gp) and the second stand has a base (and current) value of 412 gp. Gorm has the choice to harvest some of the resources now or wait and add it to the land value.

Before he can start bringing in peasants and collecting land revenue he must first rebuild the Keep. There are no humans living within this hex, so he must import workers, an adventure in itself, but he manages to do so. First off, he decides to harvest the second stand of oak for materials for the Keep. It's not worth much, and won't add anything to the overall land value, and because he is using it for infrastructure purposes he gets double the value of the trees towards paying down the material cost, reducing the materials needed for the Keep by 824 gp to 5,426 gp.

It takes six months, during which time Gorm must still keep the hex patrolled and clear of threats, but the Keep is finally complete. The hex was cleared on the last day of Firstmonth of the Thirdyear, and the work on the Keep completed on the last day of Seventhmonth of the Thirdyear.



Eighthmonth, Thirdyear

The Referee determines that the construction of the Keep attracts 40 peasant families, ten of whom will arrive during the first month after the founding. In addition,

because Gorm is 9th level he will attract 50 men-at-arms and 1 higher-level NPC (rolling, the Referee determines she is a 2nd-level fighter). One quarter (ten, in this case, since they arrive in squads) of the mercenaries and the one 2nd-level fighter arrive during the 1st month.

As long as the domain remains this size Gorm need only spend one week per month managing his domain.

- Size of the domain at the start of the month: one 6-mile hex.
- Value of Keep Gormhold: 20,000 gp
- Urban Centers within the domain: None (Keep Gormhold counts as Market Class 1).
- Population at the start of the month: 0
- Revenue generated during the month: 0
- Expenditures during this month:
 - Garrison. 505 gp
 - Followers. 110 gp
 - No other expenditures are due until the end of Ninthmonth.
- Peasants arriving during the month: 10 families
- Followers arriving during the month:
 - 10 bowmen (10 gp each, total 70 gp)
 - 2nd-level fighter (40 gp/month)
 - Initial cost is 110 gp for Eighthmonth.

Gorm looks askance at his dwindling treasury and sets his new followers, and a quartet of trusted retainers, to start exploring and clearing the hexes adjacent to Hex 50.33. Knowledge of the surrounding land will help him plan future expansion, as well as hopefully generate some revenue as lairs are eliminated.

It takes the month to explore, map and clear Hex 49.32. Gorm determines there are two Additional Resources within this hex: Animal (Livestock) 2 and Vegetable (Agricultural) 4.

Ninthmonth, Thirdyear

Twenty more peasant families and thirty more mercenary followers arrive during Ninthmonth, but only the first ten peasant settlers count towards land revenue and taxes. Gorm sets his followers to explore and clear hex 50.34. To make life easy for himself Gorm just uses the abstracted land value. The Additional Resource within this hex doesn't apply at this point (it only will if he ever breaks down land value into its constituents). The abstracted land value for forested hills is 2.5 gp per month, and the service revenue for a Wilderness hex is 4 gp per month.

- Size of the domain at the start of the month: one 6-mile hex.
- Value of Keep Gormhold: 20,000 gp
- Urban Centers within the domain: None (Keep Gormhold counts as Market Class 1).
- Population at the start of the month: 10 families
- Revenue generated during the month (collected the first day of Tenthmonth): 75 gp
 - Land Revenue: 25 gp
 - Service Revenue: 40 gp
 - Tax Revenue: 10 gp
- Expenditures during this month (due at end of month): 826.25 gp
 - Garrison. 505 gp
 - Followers. 300 gp
 - Tithe: 10% of gross, or 7.5 gp
 - Maintenance: 5% of gross, or 3.75 gp
 - Festival: 10 gp
- Net Profit: -751.25 gp
- XP gained: None
- Peasants arriving during the month: 20 families, plus 1 through natural growth.
- Followers arriving during the month:
 - 30 more followers arrive during Ninthmonth: ten crossbowmen (50 gp), ten light mounted (100 gp) and ten heavy infantry (40 gp)

Gorm considers letting some of the garrison go and replacing them with followers, but decides instead to put some of his second-tier retainers (the retainers of his direct retainers) in charge of the followers and have them sweep the hexes outside of Gormhold that have been cleared but not garrisoned.

He also starts paying for a festival each month, figuring that the cost will more than pay for itself in higher morale for his citizens. This is also the first month he rolls for additional population growth: rolling 1d10 he gets an 8, meaning the hex gains one additional family.

It takes the month to explore and clear Hex 50.34. He determines there are no additional resources in this hex.

Tenthmonth, Thirdyear

His retainers start to explore and clear Hex 51.34.

- Size of the domain at the start of the month: one 6-mile hex.

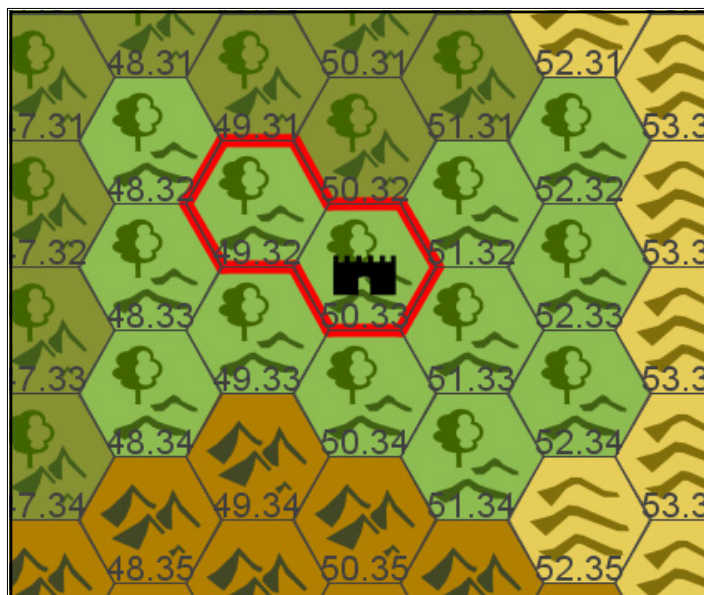
- Value of Keep Gormhold: 20,000 gp
- Urban Centers within the domain: None (Keep Gormhold counts as Market Class 1).
- Population at the start of the month: 31 families
- Revenue generated during the month (collected the first day of Tenthmonth): 232.50 gp
 - Land Revenue: 77.5 gp
 - Service Revenue: 124 gp
 - Tax Revenue: 31 gp
- Expenditures during this month (due at end of month): 921 gp
 - Garrison. 505 gp
 - Followers. 350 gp
 - Tithe: 10% of gross, or 23.25 gp
 - Maintenance: 5% of gross, or 11.75 gp
 - Festival: 31 gp
- Net Profit: -688.50 gp
- XP gained: None
- Peasants arriving during the month: 10 families, plus 2 through natural growth.
- Followers arriving during the month:
 - 10 more followers arrive during Ninthmonth: ten crossbowmen (50 gp)

The new domain continues to hemorrhage cash, but luckily the exploration and clearing of the nearby hexes provides a steady source of income. With the current troops Gorm has on hand he will be able to patrol three adjacent hexes; not so that settlers can move there, but to at least remain alert to any threats moving into the area.

Eighthmonth, Fourthyear

A year after Keep Gormhold is complete the new domain is no longer shedding gold, and it now consists of two hexes and a burgeoning village. There are now enough peasants living in each hex that it is worthwhile figuring out and allocating labor to the different resources. They are both forested hills and are still considered Wilderness. The Land Revenue values are below, adjusted for CR and any Additional Resources the hexes possess.

Gorm spends a minimum of eight days per month personally managing his domain.



Hex 50.33: Game 2.5, Livestock .5, Quarried 2.5, Mined 3, Agricultural 2, Industrial 2.7.

Hex 49.32: Game 2.5, Livestock .7, Quarried 2.5, Mined 3, Agricultural 2.6, Industrial 2.5.

In each hex Gorm designates 20% of the populace to work Quarried and Mined, 30% to Industrial resources, and divides the remaining two categories between the remaining 30%:

Hex 50.33. $(2.5 \times .15 \times 100) + (2.5 \times .20 \times 100) + (3 \times .20 \times 100) + (2 \times .15 \times 100) + (2.7 \times .30 \times 100) = 258.5$ gp

Hex 49.32. $(2.5 \times .15 \times 75) + (2.5 \times .20 \times 75) + (3 \times .20 \times 75) + (2.6 \times .15 \times 75) + (2.5 \times .30 \times 75) = 196.13$

- Size of the domain at the start of the month: two 6-mile hexes.
 - Hex 50.33 – Gormhold
 - Hex 49.32 – White Oak Canyon
- Value of Keep Gormhold: 35,000 gp
- Urban Centers within the domain: Gormhold (MC 3)
- Rural population at the start of the month: 175 families
 - Hex 50.33: 100 families
 - Hex 49.32: 75 families
- Urban population: 25 families
- Revenue generated during the month (collected the first day of the Tenthmonth): 1,529.63 gp
 - Land Revenue: 454.63 gp
 - Service Revenue (rural): 700 gp

- Service Revenue (urban): 100 gp
- Tax Revenue (rural): 175 gp
- Tax Revenue (urban): 100 gp
- Expenditures during this month (due at end of month): 1,439.44 gp
 - Garrison. 1010 gp
 - Followers. Absorbed into garrison or henchmen.
 - Tithe (10% of gross): 152.96 gp
 - Maintenance (5% of gross): 76.48 gp
 - Festival: 200 gp
- Net Profit: 90.19 gp
- XP gained: 10 XP

And the domain continues to grow, with Gorm conquering new territory and adding it to his new kingdom. At a certain point it will become larger than he can manage, so he will make land grants and bestow titles to his various retainers, and they will begin to administer their domains.

Other Types of Domains

This chapter covers rules for founding and ruling a domain as an activity primarily of the fighter class. A number of the **Populated Hexes** supplements detail domain-level activities for the magic-user and cleric classes – *Hex 14.21* discusses the founding of temples and how to use the divine energy generated by the worship of the faithful, and several others discuss the process of creating magical items, researching spells, etc. The supplement *A Guide to Thieves' Guilds* discusses how to found and run a thieves' guild.

What then of the other classes? Not only the three demi-human classes presented in OSE Core, but what about those classes in *Advanced Fantasy: Genre Rules*, or in the final chapter of this book? General guidelines are presented in all of the above, but specific mechanics for running these higher-level activities are not discussed. This is not necessarily a problem, except that the domain activities for the core four classes generate XP for the character.

As a general rule of thumb, a character participating in any domain-level activity needs to devote as much time to their activity as a domain ruler of the equivalent level would need to devote to personally ruling their domain. The character should earn an amount of XP per 1d6 months for conducting their own domain activities, absent

any other source of income, equal to the amount needed to reach the next level divided by their current level.

Each non-core class has specific domain-level activities mentioned in their write-up: the berserker class, found on p. 181 of this book, can found a domain to rule, or they can retreat into the wilderness and found a *hall*.

Example. A berserker can found a hall at level 9 and needs 120,000 XP to reach level 10. Dividing 120,000 by 9 the result is roughly 13,333 XP. The berserker will earn 13,333 XP every 1d6 months. It will, therefore, take an average of 32 months of doing nothing but ruling their hall to reach 10th level.

At 10th level the berserker needs another 120,000 XP to reach level 11. Dividing by 10, the result is 12,000 XP. It takes an average of 35 months of doing nothing but ruling their hall to reach level 11.

Obviously, doing nothing but domain-level activities provides a slow, but relatively consistent, means of advancement.

Rather than abstract out domain activities the Referee and player may decide to play out specific events. Decisions must be made to determine exactly what, for instance, a bardic college or a witch's coven does, and what specific challenges it may have.

As mentioned at the beginning of this chapter, a character of any class can typically perform the domain activities of another class, albeit not as effectively. Characters of any class can found and rule a domain or establish and run a thieves' guild. These guidelines are more limited when it comes to the domain activities afforded to spellcasting classes: while a fighter might theoretically be able to found a college of magic, they certainly can't craft magical items, nor will they attract followers wanting to study at their feet.

Demi-human (dwarves, elves, gnomes, and halflings) domains are treated as fighter domains, with the following exceptions:

- Elven domains must be in Borderlands or Wilderness territories.
- The population density minimums to meet Civilization Ratings are halved for all demi-human domains; not only are the domains more civilized with fewer inhabitants, but demi-humans also don't live as densely packed as humans.
- When a demi-human domain is established all of the attracted settlers are of the same race as the domain founder.
- At least 50% of the domain's population must be

of the same race as the founder. For every month this is not maintained morale checks are made with a -2 penalty to the roll.

Mass Combat

As the adventurers grow in level there will be occasions when it becomes necessary to figure out some way of handling combat between large numbers of individuals – either because of the larger numbers of encounters that occur in the wilderness or because of conflict between domains (i.e. actual war). The following section presents an abstracted method for running large-scale combats, whether they be between the party and their supporting mercenaries and a village of ogres, or two armies facing each other on the battlefield.

The system presented here is a careful blend of theater of the mind and grid-based combat. When using a battlemat it is suggested that a hex grid be used. This book includes a number of tokens that can be printed out and used as battlefield tokens. The unit numbers can be written on each token, and specific details tracked on a separate sheet.

First, all of the combatants need to be divided into groups. These groups should be homogeneous in composition, if possible, but can be of any size. This book uses the following troop sizes. The “Max HD” represents the maximum HD that the unit can be composed of. For instance, ogres, with 4+4 HD, can only form units of Squad size or larger. If ogres are encountered and the other side is divided into gangs the ogres would be treated as individual Heroes (see p. 120).

- Gang. 5-10 individuals. Max HD of 4.
- Squad. 10-20 individuals. Max HD of 6.
- Company. 2d4 squads, or 20-160 individuals. Max HD of 8.
- Battalion. 2+ companies, or 40+ individuals. Max HD of 10.

Typically, mounts and riders each count as one individual, so a squad of 10 cavalry is roughly equivalent to a squad of 20 footmen. The max HD refers to the maximum HD of creature that can form the given unit size. Therefore, ogres, with 4 HD, can form units of gang-size or greater, but hill giants, with 8 HD, can only form companies or battalions. When encountered in mass combat at the gang or squad scale, hill giants are treated as Heroes (see p. 120). Conversely, at larger scales these more-powerful creatures fight in smaller numbers: a company-scale group of hill giants consists

of 5-10 hill giants (equivalent to a gang) and at battalion-scale would consist of 10-20 hill giants.

As a general rule each unit must be commanded by a higher-level individual, with a minimum level as follows:

- Gang. +1 HD
- Squad. +2 HD
- Company. +3 HD
- Battalion. +4 HD

Therefore, a gang of 0-level mercenaries can be commanded by a 1st-level fighter, but a gang of elves or veteran humans must be commanded at minimum by a 2nd-level character. Units without a leader suffer a -1 penalty to morale checks and initiative rolls and cannot perform actions that require Leadership (see p. 119).

The combatants must then decide how to form their units. As stated above, each unit should be composed of like troops: a squad should be all archers, or all wolf-riders, or all ogres. The size doesn't really matter, keeping in mind the recommendation that each unit within the whole should have a leader, as described above. In other words, a company of footsoldiers might look as follows:

- Squad 1, led by 2nd-level fighter.
 - Gang 1, led by 1st-level fighter.
 - Gang 2, led by 1st-level fighter.
- Squad 2, led by 2nd-level fighter.
 - Gang 3, led by 1st-level fighter.
 - Gang 4, led by 1st-level fighter.
- Squad 3, led by 2nd-level fighter.
 - Gang 5, led by 1st-level fighter
 - Gang 6, led by 1st-level fighter.
- Company commander, 3rd-level fighter.

Note that if some units within a larger unit have commanding officers then all units within the whole must have officers, and there must be a commanding officer for the whole unit. Any units that do not have leaders must form their own, leaderless unit(s).

Example. After a pitched battle the above company lost the commanding officers of Gangs 1 and 2 and Squad 3. The company commander reorganizes their troops, putting Gang 5 and 6 under the command of the 1st Squad leader and leaving Gangs 1 and 2 to form their own leaderless unit.

However, smaller units within a larger unit do not have to have commanding officers as long as:



- The scale of combat allows for the larger unit size.
- There is one commanding officer in control of the larger unit.
- The larger unit's officer is the minimum level plus 1 level for each degree of leaderless unit under their control.

For instance, if combat occurs at the squad level the force above could also be arranged as follows:

- Squad 1, led by 3rd-level fighter
- Squad 2, led by 3rd-level fighter
- Squad 3, led by 3rd-level fighter
- Company commander, 4th-level fighter

The individual gangs that form each squad do not have their own leaders.

If combat was occurring at the company level it would look like this:

- Company 1, led by 5th-level fighter

The gangs and squads that make up the company do not

have their own commanding officers, instead following the commands of the company captain.

Typically, in such a situation, combat is resolved at the largest scale possible, but is limited to the smallest unit on the field. If one side is divided into two squads and two gangs, and the other side is divided into two squads and a company, the overall scale used would be the gang, where each gang occupies one hex on the map.

Units can be in loose or tight formation. As a general rule, Chaotic creatures tend to attack in loose formation while Lawful creatures most often attack in tight formation. The following benefits and penalties are afforded each:

Creatures in loose formation:

- Move their standard movement each round.
- Have standard Maneuverability.
- Gain a +1 bonus to AC due to being disbursed.
- Leaders and Heroes can be targeted directly.
- Leadership rolls suffer a -2 penalty.

Creatures in tight formation:

- Have their movement reduced by 1.
- Have their Maneuverability increased by 1.
- Inflict an extra +1 damage per attack.
- Can set for a charge.
- Leaders and Heroes cannot be targeted directly by normal troops.
- Untrained troops cannot form tight formations.

Each unit is expressed with the following stat block: HD (hp), AC, Attack, Move, Save, Maneuverability, Morale. A sample stat block might read:

- Heavy Foot (Gang, 10). HD 3/4 (17* hp), AC 4 [15], Attack 1 (sword, 1d8), Move 3, Save NM, Maneuverability 1, Morale 8
- Commanding Officer (F1). HD 1 (2 hp), AC 4 [15], Attack 1 (sword, 1d8), Move 3 Save F1, Maneuverability 1, Morale 9

*This includes the 2 hp granted by their commanding officer.

A unit's hit points are expressed as the total number of Hit Dice in the unit, excluding any "plusses", times two. Any plusses are added back into the total after multiplying. Normal troops, creatures with 1–1 Hit Dice (such as goblins), or units composed of non-fighter classes are treated as having 3/4 HD. Normal men (for mass combat purposes these are conscripts and peasants), units composed of magic-users, or creatures with 1/2 or less HD (such as kobolds) are treated as 1/2 HD. Round down any hit point totals. A gang of five ogres, therefore, would have 40 hit points. As long as the leader remains standing their hit point total (equal to their Hit Dice) is calculated into the larger unit's hp total.

Cavalry units have a hit point total based upon the combined HD of both riders and mounts.

Table 27 gives some sample units, all with the same number of combatants, and their respective hit point totals.

Table 27 – HD of units

Gang of 10 creatures	HP Total
Peasants (1/2 HD)	10
Goblins (1–1 HD)	15
Veteran light foot (1 HD)	20
Gnoll (2 HD)	40
Bugbear (3+1 HD)	61
Ogre (4+1 HD)	81
Veteran heavy cavalry (4 HD)	80
Goblin wolf rider (4.75 HD)	96

The unit's AC is equal to its members' normal AC. Units in loose formation gain a +1 bonus to their AC score.

A unit makes a number of attacks per round as follows:

- The base number of attacks a unit can make is equal to the total number of attacks each of its members can make: *A gang of goblins mounted on dire wolves make two attacks per round – one for the goblins and one for the wolves – and do 1d6 and 2d4 points of damage, respectively.*
- Gangs multiply their base number of attacks by 1, squads by 2, companies by 3, and battalions by 4: *A squad of goblin wolf riders make a total of four attacks per round, with the goblins attacking twice and the wolves attacking twice.*

Movement is similar to that used in overland travel divided by 10. This is the number of hexes per turn that a unit can move. A unit of heavy foot normally has a Movement of 90' (30'). This is reduced to a Movement of 3 hexes. The actual size of the hex doesn't matter; the smallest unit in use sets the size of the hexes, while the length of each turn is fungible.

Units can also charge, doubling their Movement rate. Charging units can only change direction by one hex face each turn, and only as long as their Maneuverability is 2 or lower. Units with higher Maneuverability cannot change direction while charging. Charging units gain the following benefits:

- +1 to attack rolls.
- +1 to damage for each turn they charge before attacking, to a maximum of +4.
- Can overrun a target's position.

When a charging unit overruns another unit, they pass through that unit's hex, losing one hex of movement. If the charging unit is in tight formation the commanding officer can make a Leadership roll to avoid the one-hex movement penalty.

Example. A charging unit has a Movement of 8 hexes and their target unit is 6 hexes away. It takes 6 hexes to reach the target, plus an additional hex to override them, leaving one hex of movement left. The charging unit is able to move a maximum of 7 hexes in that turn.

When targeted by spells or other effects requiring saving throws, the members of a unit save as the average troop type. Mounted troops only use the rider's saving throw. Commanders make their own saving throws.

Example. A unit of elves, commanded by a 2nd-level elf, is targeted by a fireball spell. Two saving throws

are made; one for the unit as a whole and another for the commander.

A unit's Maneuverability is a measure of how quickly they can change facing, switch from loose to tight formation, and perform other battlefield maneuvers. The lowest – and best – rating is a 0. Maneuverability ratings are based on unit size, as follows:

- Gang: 1
- Squad: 2
- Company: 3
- Battalion: 4

Actions that require Maneuverability reduce a unit's Movement rate by its Maneuverability score. If a maneuver requires more movement than a unit has in a turn, the maneuver is spread out over multiple turns.

Example. A unit has a Movement rate of 2 and a Maneuverability of 3. The unit is attempting to change facing. This takes one full turn plus half the unit's movement (1) during the second turn. Once the unit's facing has changed it can move one hex.

The following require Maneuverability:

- Changing face (see page xx)
- Switching from loose to tight formation
- Reorganizing
- Setting for Charge or forming a Shield Wall
- Rallying

A unit's facing refers to the hex face it is facing. Changing face takes 1 point of Movement per face moved away from the original face. A unit can switch from loose to tight formation, or vice versa, by using Maneuverability. The change is considered to be complete at the end of the unit's movement phase.

Units can also reorganize by using Maneuverability. This typically occurs when a unit has either lost a leader or lost half of its combatants. Switching weapons (missile to melee, for instance), and mounting or dismounting are examples of reorganization that also require Maneuverability.

Finally, a unit's Morale score is based upon their troop type (see p. 129, OSE Core) or their creature type. Veteran troops have their Morale increased by 1.

Phases of Combat

Mass combat is divided into turns of abstract length. During a turn each side takes actions in roughly the same order as given on p. 120 of OSE Core:

1. Movement
2. Missile
3. Magic
4. Melee

Morale checks are made at the end of each turn, with all units checking for morale at the same time. In order to maintain the fog of war, intentions are written down prior to rolling initiative and cannot be changed once declared. Initiative is rolled by each commanding officer of the largest unit size: a company composed of four squads, each with a commanding officer, would only make a single initiative roll based upon the company captain's initiative score.

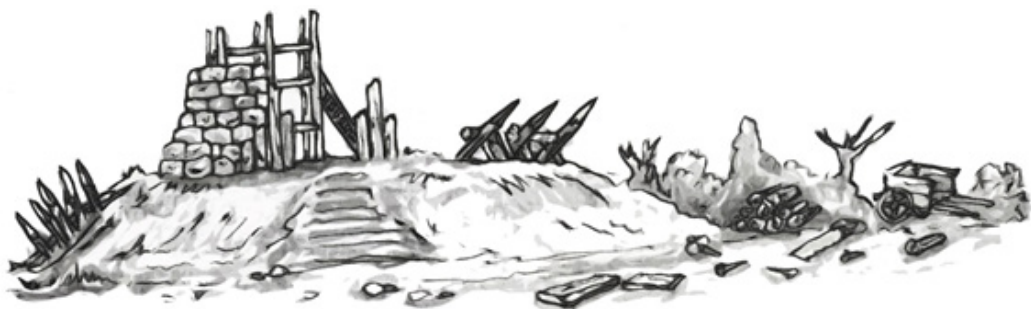
Missile ranges are handled the same as movement, dividing the distance by 10 to determine range in hexes.

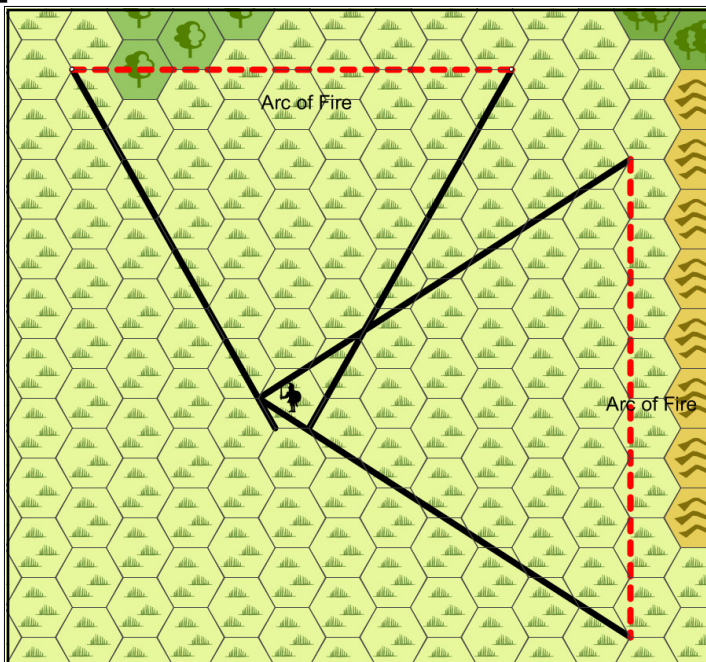
Example. Longbows have range increments of 5-70/71-140/141-210. Expressed on the battlefield, they have a range of 2-7/7-14/14-21 hexes.

Units cannot fire missile weapons and move during the same turn, although they can change face.

Units typically can only fire on units within range to which they have direct line of sight. However, they can fire skyward to attack units that have cover, arcing missiles up and over obstacles. Such attacks, if they hit, do half damage, in addition to being penalized by cover. The attacker must know generally where their target is in order to perform this maneuver.

The arc of fire for missile units is shown below. A template can be created to determine the arc of fire, or it can be eyeballed using the example below. As long as a hex is at least halfway within the arc of fire a unit occupying the hex can be targeted by missile fire.





Magic occurs in mass combat in one of two situations:

- A unit is composed entirely of spellcasters.
- A spellcasting Hero (see below) or monster is attached to the unit or is acting independently.

Magical effects – this also applies to magical item activation – occur after missile fire but before melee. A unit or individual cannot cast spells and move in the same turn, although changes of face are allowed.

There are a limited number of spells that can affect units on a battlefield. Either area-of-effect spells must be used – such as *fireball*, *darkness*, *stinking cloud*, etc. – or the same spell must be cast by an entire unit of spellcasters: a single *magic missile* cast by a Hero will have no effect on a unit, nor would a *cure light wounds*, but one cast in concert by a unit's worth of spellcasters affects a target unit as normal. Therefore, a unit of elves, all casting *magic missile*, would automatically inflict 1d6+1 points of damage on the target unit. A complete list of spells that are useful in mass combat are given on p. 127.

Melee is the final phase of mass combat and occurs when two enemy units occupy adjacent hexes. Additionally, in order to attack in melee the attacker must be facing the target. If the target is not facing the attacker they suffer a –2 penalty to their AC until the facing is changed. Units wielding polearms or two-handed weapons have a –2 penalty to Initiative, reduced to a –1 if more than 50% of the unit is composed of veterans.

Damage and Morale

Every time a unit scores a hit it inflicts damage on the

target. This damage is equal to the damage a normal creature belonging to the unit would deal.

Example. A battalion of heavy foot is facing off against a battalion of goblin riders. The heavy foot would make four attacks, each doing 1d8 points of damage, and the goblin riders would make eight attacks, with half doing 1d6 points of damage (from the goblins) and half doing 2d4 points of damage.

In situations where both mount and rider are attacking, only the attack bonus of the rider is used. In the above example, for instance, all eight attacks are made with the goblins' attack bonus.

Morale checks are made at the end of a turn, and when any of the following conditions are met:

- The first time a unit suffers damage in the mass combat.
- When a unit's hit point total is reduced by half.
- When a unit's commanding officer is slain.
- The unit is charged by another unit of the same size or greater, or by a Hero that is giant-sized or larger.

Note that it is possible for more than one of these conditions to be met at the same time. If this is the case, apply a –1 penalty to the check for each additional condition (if all three are met there will be a –2 penalty to the roll). Additionally, if a commanding officer is slain the unit will lose any morale benefits granted by the officer.

Normal troops can have a maximum Morale score of 11, regardless of benefits. Troops made up of clerical followers (see p. 23, OSE Core) have a Morale of 12, as long as the cleric is alive and visible on the field (although not necessarily with their unit). Otherwise, treat their Morale as 11. Certain monsters (undead, constructs, etc.) may have a Morale of 12, as well. A unit including veteran troops only gets a bonus to its Morale score if they make up at least half of the unit. Otherwise, the lower Morale score is used.

If a unit fails a morale check it still rolls for initiative but automatically disbands during the unit's Movement phase, so it is possible for a unit to take additional damage. A disbanded unit is removed from the battlefield, unless Rallied (see below), and can no longer be attacked.

When a unit fails a morale check determine the damage done to the unit as a percentage of its total hp, and remove that number of troops. The damage done represents the number of troops that are dead

or wounded. The remainder are the number of living troops that flee upon disbanding. Fleeing troops can be chased down, but this effectively removes the pursuing unit from combat for the rest of the fight.

If a unit fails a morale check, but is subsequently rallied, its numbers (affecting hit point totals and unit size, potentially) are reduced as above.

Example. A squad of 20 veteran light foot has 20 hp. They are attacked by a squad of cavalry and suffer 6 points of damage. This first attack is enough to trigger a morale check, and the unit fails. 6/20 is 30%, so 6 troops are dead or wounded while the remainder disperse.

Of the dead and wounded troops, half will be dead while the other half will be wounded. If a unit is made up of mixed veterans and normal troops the number of dead in each will be proportionate to their relative numbers. Unless given medical or clerical care immediately after the battle, 25% of the injured troops will die. Units that are reduced to 50% strength or less but still remain intact reduce their remaining damage output by half.

A unit of troops with spears or polearms may set for a charge, bracing their weapons against the ground in anticipation of defending against a mounted attack. Setting for a charge occurs during the unit's Movement phase and requires Maneuverability. Attack rolls are made simultaneously; the charging unit and the braced units both attack at the same time. If the unit setting for a charge hits their opponent they inflict double damage. Units cannot set for a charge against units that are approaching from the side or rear.

A shield wall is a defensive tactic that can be used at the end of a unit's Movement phase. The unit gains a +2 bonus to its AC, suffers half damage from missile attacks, and makes melee attacks with a -4 penalty while in a shield wall formation. Units in loose formation cannot form a shield wall. Unlike most maneuvers, shield walls are effective against attacks from the front three faces.

For purposes of calculating damage to structures, damage a unit inflicts is considered to be structural hit point damage as follows: gangs do not inflict structural damage, squads inflict half their damage, companies full damage, and battalions 1.5× their normal damage output. Stone structures take half damage from troops with average HD of less than 4. Melee damage from Heroes is not considered to be structural.

Commanding Officers and Leadership

Commanders attached to a unit can only be damaged in the following circumstances:

- The attack roll against a unit is 19 or 20.
- The unit is targeted by an area-of-effect spell.
- The unit suffers enough damage to destroy it outright. Any leftover damage is dealt to the leader.

As stated above, commanding officers must have at least one more HD than the average troop in a unit (excluding mounts). Troops under the command of an officer enjoy the following benefits:

- +1 to morale
- Use the commanding officer's initiative modifier.

Additionally, commanding officers can make what is called a "Leadership" roll in certain situations. This is treated as a skill check (refer to *Hex 17.23* for a basic skill system that can be bolted on to OSE) and each commanding officer can make one Leadership roll per turn. This Leadership roll can be used to:

- Reduce the Maneuverability of one action by 1.
- Gain a reroll to initiative.
- Rally the troops under their command.
- Absorb damage that the unit would otherwise take.
- Detach from a unit.
- Direct siege weapons.

The Leadership check is Charisma-based and is made by rolling 1d20, as follows:

- Characters without the skill must roll a 20 or higher to succeed.
- Characters Proficient in Leadership must roll a 15 or higher.
- Characters Skilled in Leadership must roll a 10 or higher.
- Characters Expert in Leadership must roll a 5 or higher.

If the campaign is not using skills, or is using a different skill system, assume the following:

- Fighters, knights, and paladins can succeed on a Leadership roll on a 15+ at levels 1-5, a 10+ at levels 6-10, and a 5+ at level 11 and higher.
- Clerics commanding their followers function as a fighter of the same level, but only when commanding those followers.
- All other characters succeed on a roll of 20+ at levels 1-5, a 15+ at levels 6-10, and a 10+ at levels 11 and higher.
- The character's Charisma modifier is added to the roll.

A commanding officer can affect a number of units equal to the officer's Hit Dice plus Charisma modifier. All units to be affected must be on the field and within a number of hexes equal to the officer's HD plus Leadership rank (Proficient = 1, Skilled = 2, Expert = 3). Commanding officers can make Leadership rolls that affect other units as long as they are not already commanding a unit.

Example. The sample company at the beginning of this section was a unit of six gangs divided into three squads, led by a company commander. Were the company to split into gang-sized units for a battle, the officer of each gang can only make Leadership rolls for their specific gang. Each squad leader, while attached to one of the gangs, would still be able to make Leadership rolls for one or both of the gangs under their control. The company commander, while attached to a gang, could make Leadership rolls that affect any of the gangs. If, however, the officer commanding the gang that the company commander is attached to is slain, and the commander takes over control of that gang, they would only be able to make Leadership rolls for the gang they are commanding.

Making a Leadership roll to reduce the Maneuverability of an action cannot reduce it below 0. If a Leadership roll is used to reroll initiative, the unit uses the new initiative total, regardless of the result.

A commanding officer can attempt to rally troops that just failed a morale check in the previous round. The rally attempt takes place at the beginning of the unit's Movement phase, and costs Maneuverability regardless of success. If successful, the unit does not disband.

Commanding officers can also make a Leadership roll to take damage that would otherwise have been directed at their unit. They may choose to do so after the damage dice have been added. This can only be used to absorb damage from one attack. If the check is successful the commanding officer takes half the attack's damage and the unit takes half damage. Always round the unit damage down and the officer damage up; if 5 points are inflicted, the unit takes 2 and the officer 3. If a natural 20 is rolled on the Leadership check the officer has the option to absorb all the damage.

In order to detach from a unit, a commanding officer must make a Leadership roll. This is typically used when a commanding officer is switching control of a unit or when a Hero commander wishes to join the fray as an individual unit.

A commanding officer can make a Leadership roll to direct the fire of one allied siege weapon on the field. If successful, the siege weapon gains a +4 bonus to its attack roll that turn.

Heroes

The term "Heroes" in mass combat refers to the following in company-sized battles. Scale the HD down by 1 for squads, 2 for gangs, and scale it up by 1 for battalion-scale conflicts.

- Any PC or retainer with 4 or more HD.
- NPCs and monsters with 6 or more HD.

Example. A Hero in gang-scale conflicts can be a 2nd-level or higher PC or retainer, or an NPC or monster with 4 or more HD

Heroes can either be attached to a unit or they can be units unto themselves. They can also command units, in which case they are treated as commanders (see above, p. 119) instead of Heroes. A Hero that is not a commander can automatically attach or detach from a unit. This is done during the unit's Movement phase. A Hero that is a commander can only detach from a unit by making a Leadership roll or if the unit disbands.

Heroes attached to a unit, but not in command of it, move with the unit and attack on that unit's turn in the initiative chain. However, their attack roll is made separately and they determine damage using their own dice. Spellcasting Heroes, whether attached to a unit or not, can cast spells during the magic phase, but they cannot have moved during the turn.

Heroes attached to a unit can only be attacked in the following circumstances:

- Another Hero can directly attack them.
- The unit is targeted by an area-of-effect spell.

Heroes use their actual hit point total, instead of an abstracted total based of HD, and all of their normal stats, except their Movement is reduced to a hex movement number, as described above. They typically have a Maneuverability of 1, although extremely large or bulky creatures – such as the tarrasque, or purple worms – might have higher ratings. If using the alternate Cleave rules presented in the character building section of this book (see p. 160) heroes do not get to Cleave against other units.

Special units within a larger unit are treated as Heroes, except they use their unit stats (hp calculated by HD, for instance). Therefore, a squad of magic-users could be attached to a battalion without having to go to squad-scale combat, by treating the magic-users as an attached Hero.

When a Hero attacks another Hero combat is resolved normally; each Hero has their standard number of attacks, deals their standard damage, etc. When a Hero attacks a unit, combat is handled slightly differently, as follows:

- The unit attacks the Hero normally but all to-hit rolls the unit makes are rolled with Advantage (rolling twice, taking the better result).
- Heroes deal a static amount of damage to units.

Monsters deal damage equal to their Hit Dice. Fighters and fighter-based classes deal damage equal to 3/4 their Hit Dice, rounding up, thieves and clerics (and classes that use the cleric attack matrix) deal damage equal to 1/2 their Hit Dice (rounding up), and magic-users (and classes that use the magic-user attack matrix) deal damage equal to 1/4 their Hit Dice (rounding down), assuming they should be so foolish as to engage in physical combat.

Therefore, assuming a Hero has 8 HD, damage would be dealt as follows:

- A monster would inflict 8 points of damage with each successful hit.
- A fighter would inflict 6 points of damage with each successful hit.
- A cleric or thief inflicts 4 points of damage.
- A magic-user inflicts 2 points of damage.

If the Hero is wielding a magical weapon the bonus (if any) is applied to both damage and attack rolls.

Special attacks that monsters may possess that can affect multiple targets – such as breath or gaze weapons – are treated as spells.

Siege Weapons and Sieges

Oftentimes a siege is the inevitable result of mass combat, with one side retreating behind the walls of a city or stronghold and the other camping outside in an attempt to starve the defender out. Sieges require large numbers of attacking troops to be successful. The minimum number of troops required to stage a successful siege is as follows:

- Minimum of one company.
- Multiply this by the Market Class of the settlement or the number of hexes the stronghold controls.

Example. A stronghold that controls one hex can be besieged by a single company, while a city with a Market Class of 7 requires at least 7 companies to have any chance of success.

As a general rule a city or stronghold can comfortably accommodate a number of companies equal to half its Market Class (or hexes it controls) and can accommodate a maximum number of companies equal to its Market Class or hexes it controls.

Housing the lower number of troops puts no undue stresses on the capacity of the population. Housing a larger, but less than maximum, number depletes supplies at twice the normal rate. Housing the maximum number of troops depletes supplies at three times the normal rate.

Example. A city with a Market Class of 5 can house up to five companies with no ill effects, between 6-9 companies by using twice the normal supplies, and 10 companies by using three times the normal supplies. This means that in the second case the city would have to be resupplied twice per month and in the last case three times per month.

Under normal conditions a city or stronghold has enough supplies to last for one month without needing outside help. Each month, there's a chance that supplies are able to get past a siege as follows (roll 1d10):

- There's a base 1-3 in 10 chance per month that supplies get through.
- Add +2 to the chance if the city or stronghold has secret passages.
- Add +2 to the chance if the city has a smugglers' guild (see *A Guide to Thieves' Guilds*).
- Add +1 to the chance for every company short of the minimum needed for a successful siege the attacking army comprises.
- Subtract –1 for every additional company beyond the minimum the attacking army has.

Example. A city with a market class of 10 is quartering four companies to defend it, meaning it needs to be resupplied once a month. It is surrounded by seven companies, three fewer than what is needed to properly besiege the city. The city also has a smugglers' guild. The base chance they are able to resupply is 1-3 in 10. A +2 modifier is added for the guild, and an additional +3 is added because the besieging force is too small. There is a 1-8 in 10 chance per month that enough supplies get through to keep the defenders going.

Later on the attackers bring in five more companies, two more than what is needed. The chance of successfully supplying the city is reduced to 1-3 in 10.

For every month that a city or stronghold goes unsupplied make an Internal Friction roll. For each consecutive month add +5 to the roll. For each consecutive season a city is under siege, morale checks are made with a cumulative –1 penalty.

Siege weapons can be used to attack structures, in which case they inflict structural damage as per p., or to attack units.

When attacking units, siege weapons attack once per turn and inflict damage as noted on Table 28. Note that the damage listed is for troops in tight formation; units in loose formation suffer half damage from siege weaponry.

Siege weapons attack all units and Heroes as if they were AC 2, while the AC of stationary objects is described on p. . Table 28 lists the standard crew needed to operate a siege weapon. They can be operated by as few as 1/4 the listed number. If the crew is between 1/2 capacity and the full complement a –1 penalty is applied to the attack roll. If between 1/2 and 1/4 a –3 penalty is applied. Siege weapons attack using an average of the crew's level, unless an artilleryist is commanding the unit, in which case they use the artilleryist's attack bonus.

Example. A heavy catapult has a full crew of 8. During a battle 3 members of the crew are killed, reducing the crew size down to 5. The catapult has a –1 penalty to attack. The next turn, another two members are killed, increasing the to-hit penalty to –3. If reduced to one crew member the catapult cannot function.

The AC listed to hit the siege weapon is that needed to hit the target with ranged weapons. Up close, with melee attacks, treat the siege weapon as AC 8.

The Hardpoints column lists the number of hardpoints (fixed points of attachment) a siege weapon requires to be mounted on a vehicle. The Range column gives the range of the siege weapon first in yards, then in hexes. The minimum range is the closest distance at which the weapon can be used against an enemy. Standard range modifiers apply to the attack roll.

The Damage column lists first the hit point damage the siege weapon inflicts against creatures and then the structural hit point damage it inflicts against structures and objects. The Fire column describes the rate of fire a siege weapon has when manned by a full crew with an artilleryist. If manned by half the required amount or fewer, or not assisted by an artilleryist, this rate of fire is halved.

At gang and squad scale a siege weapon occupies one hex. At company scale four siege weapons fit in one hex, acting like a single unit, and at battalion scale eight siege weapons fit in a one hex.

Finally, the ammo column lists the cost to purchase a new quantity of ammo. Like arrows, these are typically purchased in quantities of 20. The encumbrance of 20 rounds of shot is included in the encumbrance of the weapon. The weight of 20 additional ammo is equal to 1,000 cn for every die of damage the weapon inflicts; a heavy catapult does 3d8 points of damage, so 20 rounds of shot weigh 3,000 cn.

At normal scales, ballistas and light catapults require a square 10' x 10' to be mounted and used. Heavy catapults require a 15' x 15' square, and trebuchets require a 20' x 20' square.

Ballistas are large catapults, usually fixed in place or wheeled and pulled behind draft horses. They fire large, spear-like bolts. Ballistas do very little structure damage and are used primarily for attacking units and single monsters.

Bores are large logs with a sharpened end, wrapped with chains. Half the crew stands on one side, half on the other, and by spinning the chains are able to rotate the bore, drilling

Table 28 – Siege Weapons

	Cost	Enc.**	AC	HP	Hardpoints	Crew	Range	Damage	Fire	Ammo
Ballista*	250	6,000	3 [16]	9	3	4	100/200/300 4/8/12 hexes	2d6/1	1 per 2	75
Catapult, light*	150	12,000	4 [15]	18	4	6	200/250/300 (min 150) 8/10/12 hexes, min 6	3d6/1d4	1 per 5	50
Catapult, heavy*	200	15,000	4 [15]	27	5	8	250/325/400 (min 175) 10/13/16 hexes, min 7	3d8/1d6	1 per 6	60
Trebuchet*	400	24,000	5 [14]	36	6	12	250/400/500 (min 100) 10/16/20 hexes, min 4	3d10/2d4	1 per 6	—
Bore	150	3,000	0 [19]	50	—	10	—	1d8***	1 per 2	—
Ram	100	3,000	0 [19]	50	—	10	—	1d6***	1 per 2	—

*These weapons can be outfitted with wheels and pulled by draft animals or other creatures. In these instances divide the encumbrance by 10.

**Encumbrance includes 20 rounds of ammunition.

***Bores and rams are too slow to be used against living, moving targets. The damage given is structural only.

through structures. It takes one turn to get started and after that inflicts the listed damage each additional turn.

Catapults fire by subjecting a large, wooden “spoon” to tension with ropes, then releasing round stone or metal shot in a parabolic arc. If used without a trained artilleryist all attack rolls are made at disadvantage. Catapults can be loaded with pitch shot, which does one fewer die of impact damage and one additional die of fire damage when fired at non-structural targets. When fired at structural targets reduce the damage inflicted by one die – a light catapult launching pitch shot inflicts 1d3 structural damage – and if it hits a flammable target does 1d2–1 points of structural fire damage. On a result of 0 the pitch shot does not ignite a fire; on a roll of 1 or 2 the structure catches fire. Rules for burning buildings are found on p.

Burning pitch shot inflicts damage over two rounds (two turns at mass-combat scale), inflicting an additional die of fire damage in the second round/turn. At mass-combat scale a unit hit by burning pitch can use its movement to extinguish the flames – at melee scale it occurs too quickly to do this. Depending on the initiative order, it is possible that a unit cannot act before the second turn of damage occurs. In this case the unit suffers both turns of damage. Pitch shots cost an additional 50 gp per 20 shot. Catapults (and trebuchets) able to fire pitch shots must be reinforced at a cost of 100 gp.

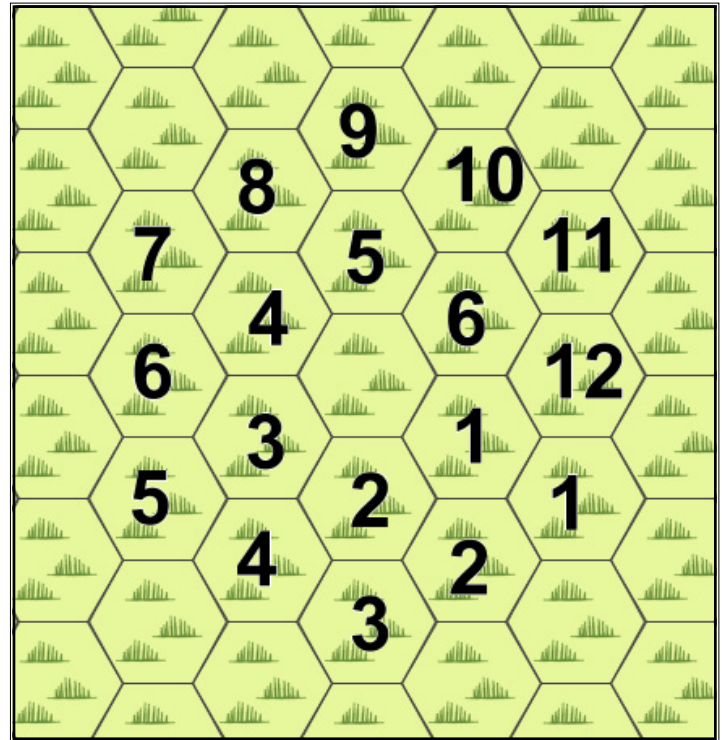
Example. A light catapult normally inflicts 3d6 points of damage. When firing pitch shot it inflicts 2d6 points of impact damage and 1d6 points of fire damage. In the second round/turn it inflicts an additional 1d6 points of fire damage.

Rams are stout lengths of wood – usually felled trees – with metal or reinforced heads. The rams are carried by the crew and bashed into the target. Rams inflict half damage to stone structures.

Trebuchets are similar to catapults, but the lever arm is activated by a counterweight rather than tension. The shot is sent at a higher angle than catapults. Other than the greater range, and shorter minimum range, trebuchets function in a similar manner to catapults.

Catapults and trebuchets can also attack targets they cannot see, lobbing their shot over walls, for instance, or into a copse of dense trees. In these cases a –5 penalty is applied to the roll. A spotting commanding officer can aim the shot with a Leadership roll (see p.). If any attack with a catapult or trebuchet misses, roll 1d6 and refer to the diagram below: on a result of 1 the shot misses entirely, landing off the map. On a result of 2–4 it hits the outer ring; roll 1d12 and compare to the diagram. On a roll of 5–6 it hits the inner ring; roll 1d6 and compare to the diagram. If that hex is occupied, another attack

roll is made. If successful, the unit in the new hex is hit. If not, the shot falls harmlessly.



Siege machines are devices that aid those attacking a stronghold, but do no damage by themselves. While siege weapons can be used by both sides – or even be attached to mobile platforms such as ships – siege machines are by and large only used by attackers.

Siege machines are most often built when needed, from materials at hand. Standard rules of construction apply to the building of siege machines.

A belfry, or siege tower, is a wooden structure that is little more than a protected stairway. It is dragged up to a wall, a short drawbridge drops down, and the troops within cross over to the wall. Siege towers are susceptible to fire damage, as described on p.

Gallery sheds are movable structures with roofs, usually covered with water-soaked hides or canvas, and sides, but no ends. They are used to protect the crews of bores and rams, or other small teams. Those within a gallery shed have full cover from attacks.

Hoists consist of open platforms attached to a taller structure by ropes and winches. They can lift the platform up to the height of the hoist, at a rate of 10' per round (or the overall height in a turn). Hoists can hold a squad of troops at most.

Ladders have a maximum length of 50'. A squad of troops can ascend a ladder each turn of combat. Defenders can push ladders off a wall with a base 1 in 6 chance per turn.

Table 29 – Siege Machines

	Cost	Standard Size	Enc.	AC	HP/SHP
Belfry	25 gp/ft height	30' tall	250,000*	6	10 shp
Gallery Shed	15 gp/ft length	10' x 10' x 20'	8,000*	4	4 shp
Hoist	5 gp/ft height	30' tall	12,000*	4	2 shp
Ladder	1 gp/10' height	10' tall	900	4	3 hp
Mantlet	2 gp/ft length	8' long	4,800*	2	2 shp
Timber Fort	4 gp/ft length	8' long	7,200*	2	3 shp

*These machines may be dragged by draft animals or others. In these cases divide the encumbrance by 10.

Increase this chance by 1 for every 2 additional HD of creatures trying to topple it. Heroes can try to push down ladders by rolling their Strength or lower on 4d6.

A mantlet is a section of wooden wall on wheels that can be pushed into position by troops trying to get closer to castle walls. Each 8' length can protect a gang of troops. The unit protected by a mantlet has their AC improved by 4.

A timber wall is similar to a mantlet, but not as movable. Those troops sheltering behind a timber wall have their AC improved by 8.

A siege weapon or machine is treated as a Hero for purposes of attacking it. Any attack made against an attached siege weapon damages the crew first, unless it is an area-of-effect attack. Unattached siege weapons can be attacked directly.

Oil and water can be heated on top of a wall and poured over the edge onto attackers below. It takes a gang of troops to tip a cauldron over. The scalding liquid can only attack the hex directly below it, and attacks a unit in the hex as a Normal Man attacking an AC of 9 [10]. If successful, boiling water does 1d6 points of damage to the unit. Boiling oil inflicts the same damage, but does an additional 1d6 damage in the following turn. Boiling oil is, of course, expensive. Assume it takes 5 jars of oil (see Table 30) for an effective attack. Bringing the liquid to a boil takes 4 turns (or magic).

Defenders can also attack those outside a stronghold via murder holes or arrow slits. No more than a gang of troops can attack for every 20' section of wall, and all attacks from inside are made at disadvantage. On the plus side, the defenders have full cover, although they can be attacked via an aimed attack or spell (such as *fireball*). An attack roll is needed in such instances, attacking an AC of 0 [19].

Raising Troops

In addition to hiring mercenaries, a domain ruler

can raise troops through conscription. Up to 1/10 of the total population can be conscripted without affecting morale or tax and service revenue (see below). It takes a full month to raise these troops and an additional month to train into some semblance of a fighting force. The conscripted troops have a cost of 1 gp per month, starting from the time conscription begins, and the conscripts need to be outfitted as their unit type.

Conscripted troops are treated as 1/2 HD units and can only be outfitted as crossbowmen, light foot, and heavy foot.

If the domain ruler makes a policy of granting land to mercenaries these troops can also be called up. It takes one month to call up retired mercenaries, but they do not need training nor gear. To make life simpler for the player, they do not need to track what type of mercenary the troop used to be, but can just assume they are whatever kind of troop is needed. They do need to be paid as their current troop type, though.

The domain does begin to suffer morale penalties if:

- Conscripted troops remain in service for more than one season (three months).
- More than 1/10 the total population is conscripted.

The penalty is –1 for each, and the two stack. For each season past the second an additional –1 penalty is applied to the morale roll.

Example. If conscripted troops remain in service for no more than three months there is no morale penalty. If they are in service for 3-6 months the penalty is –1, if 6-9 it becomes –2, etc.

Up to 1/5 of the total domain population can be conscripted. In addition to the above-mentioned morale penalty, service and land-related income decrease by 25% as long as more than 1/10 of the population is in service.

Setting up the Battlemat and Terrain

The rules presented in this section have two major

applications: full-scale mass combat between armies that occurs as a result of clashes between domains, and large wilderness encounters between the PCs, their entourage, and large numbers of monsters. There are, therefore, two broad ways to set up the battlefield.

If playing in person, a printed-out blank hex map can be used, as can fancier pre-printed battlemaps available from a variety of sources. Actual terrain can be used, or the Referee can simply sketch basic terrain features on the map. Likewise, the battle can be played out using miniatures that represent a unit each, printed-out 2-D chits, or even scraps of paper with basic unit notes written on them. This book comes with two pages of printable tokens that can be used to represent units, both human and monsters.

If done online there are a variety of resources that can be used. A number of sites offer virtual tabletops that can be utilized. For play-by-post style games collaborative apps like Google Docs can be used to create a hex battlemap that all the participants can manipulate.

If the battle is between NPCs and the PCs' forces, and all of the players are running combatants in the fight, it is handled as a typical combat. However, if one or more players are not involved in the combat the Referee has the option of handing control of the NPC army over to the non-participating players. This enables the Referee to create a true "fog of war", potentially able to allow each side to make moves in secret. In these cases both sides write down their moves at the beginning of each round and hand them to the Referee.

Battles that result from a clash between two or more armies are typically drawn-out affairs, almost ceremonial in nature. Either both sides will arrive at the battlefield at the same time, giving neither side an automatic advantage of terrain and setup, or one side arrives first, giving them a tactical advantage. This is something that cannot be diced out but is left to the Referee to adjudicate. If the players are smart, scouting ahead, moving their armies as quickly as possible, and otherwise planning ahead it is likely they will have an advantage when it comes to picking the field of battle.

Assume that both sides have a chance to take one turn's

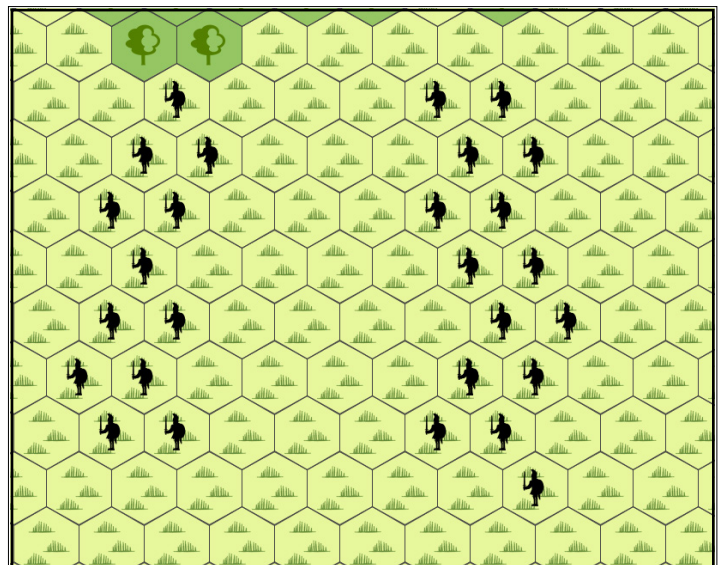
worth of actions before the actual combat begins, except on those rare instances when one side manages to completely surprise the other.

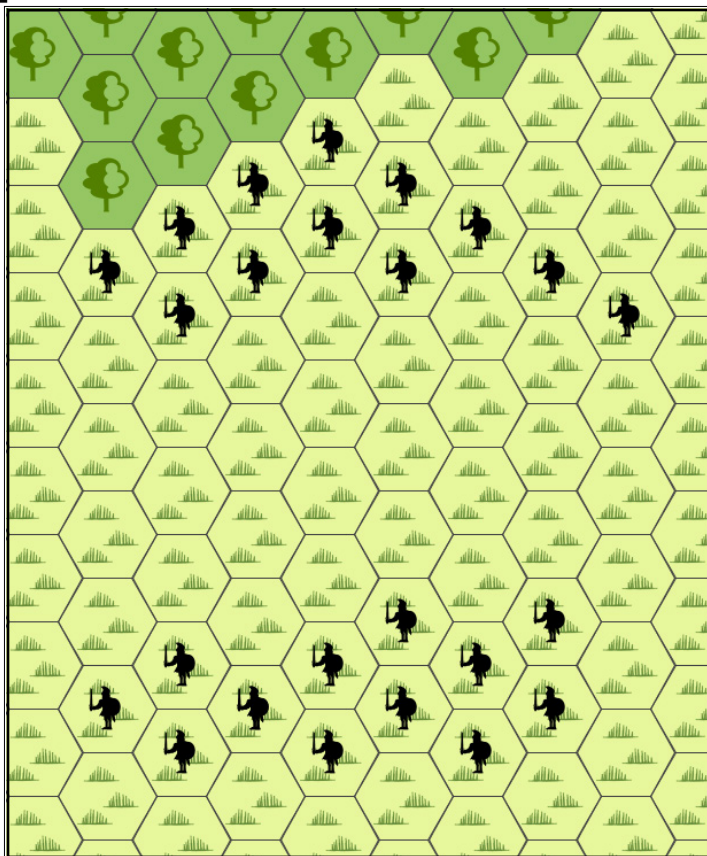
When combat occurs as a result of wilderness exploration it is treated as a normal encounter, rolling for surprise, encounter distance, etc., with both sides having to work with the terrain at hand. If a side manages to surprise the other they have one turn to prepare – note that the surprising side may choose to automatically evade the encounter, as well – before the other side becomes aware of their presence.

When placing the units on the field be aware that only one unit can fit in a given hex, with the following exceptions:

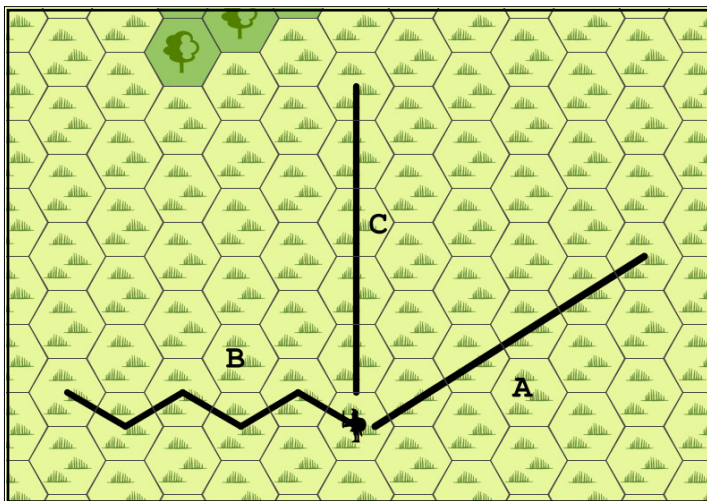
- Heroes can attach themselves to a unit and occupy the same space as a unit.
- Only one Hero can attach to a gang, two to a squad, three to a company, and four to a battalion.
- A unit may pass through another unit as the result of an *overrun* (see p.). A commander can also make a Leadership roll to pass through an allied unit in loose formation.

The battlegrid, when possible, should be oriented in the direction the two troops face one another, as shown in the two examples, below:





Movement is in a straight line. The diagram below shows three different directions of movement, each moving 5 hexes. Note that all three use the same amount of movement. Note that in line “B” it is considered straight movement, requiring no change of facing.



Using hexes, there are six potential movement options, as shown in the diagram below. A unit can travel in a straight line, using one of the three options given above. Any deviation requires a change of facing, which takes Maneuverability, as described on p. 117.

Terrain has a major effect on the battlefield. Marshy or swampy terrain reduces speed by 1/2 when traveling through hexes with these features. Light woods reduce line of sight to six hexes and impose disadvantage (roll twice, taking the lower roll) on attempts to fire at targets within the trees. Movement in light woods is reduced by 1/4. Heavy woods reduce line of sight to three hexes, and impose disadvantage on missile attacks whether both units are in the trees firing at one another or one unit is out of the trees and the other is in. Traveling through heavy woods reduces movement by 1/2. Charging is impossible in heavy woods.

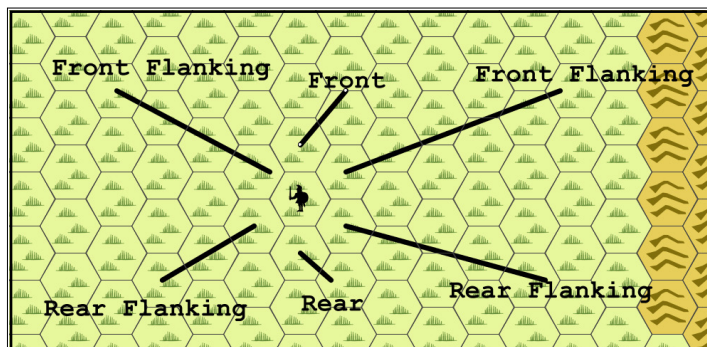
Climbing hills or slopes reduces movement by 1/4. A force occupying higher ground has advantage (roll twice, taking best roll) attacking those on lower ground, while those on lower ground have disadvantage.

Other terrain or battlefield features – such as walls – can provide cover to troops. If large enough, entire units can gain full cover behind such barriers.

Flying creatures, and units of flying creatures, have a significant advantage over ground-based troops. They are not affected by terrain and can pass over occupied hexes, even ending their turn in the same hex as long as they are above the ground. When running flying units establish their standard elevation above the ground. Changing elevation requires one point of Maneuverability.

Flying units attack units in light woods and swamps at disadvantage and cannot attack units in heavy woods or jungle. Unless otherwise stated winged flyers cannot hover in one place, so must move their base Movement each turn. Other flyers, such as the eye of terror, that rely on magical means of flight can hover in place. Ground units with polearms or spears can set for a charge against diving aerial opponents.

Movement in mass combat is done in straight lines and is based on the unit’s facing. A unit’s facing is shown below.



Units can only move in the direction of their front facing. Changing facing requires the expenditure of movement

equal to the unit's Maneuverability rating for each face. A unit with an MR of 1, for instance, uses three hexes of movement to change from a front to a rear facing, and two hexes of movement to change from a front to a rear flanking facing. The new facing is now considered front.

Changing face can be done while stationary or while moving.

Magic and Mass Combat

Spells that have an application in mass combat are listed below, as well as a brief description of how they interact with the rules. Some spells do not have any effect above a certain scale unless an entire unit casts the spell; a darkness spell is effective if cast against a gang or squad but has no effect against a company or battalion unless the spell is cast by a larger unit. In these cases the casting unit must be within two scale degrees of its target; a spell cast by an entire gang can affect a company and a spell cast by an entire squad can affect a battalion. As a general rule, damage-causing area-of-effect spells have the same effect regardless of unit size. Modified ranges are also given in hexes, as are any changes to duration. Unless otherwise stated, spells with a duration of more than one turn will last for the same number of "turns" of mass combat.

Spells are drawn from both OSE Core and *Advanced Fantasy: Druid and Illusionist Spells*. Spells from the latter are noted with an asterisk. Not all spells that can be cast in mass combat are listed below: a spellcaster can certainly cast *detect magic*, or *anti-magic shell*, but those are outliers and can be cast as written.

Spells that affect multiple hexes must affect contiguous hexes. If the caster has the ability to shape the spell, such as with the *wall* spells, the affected hexes may be arranged as desired as long as there are no breaks in the spell. Otherwise, the assumption is that it takes effect as a cluster.

First Level

Charm person. Only effective against unattached Heroes.

*Chromatic orb**. Can only be used to attack Heroes or an entire unit if cast by a unit of equivalent or greater size. Has a range of two hexes.

*Colour spray**. Has a range of one hex. Can be cast at a Hero or a unit. Lasts for one turn, removes 1d6 creatures from play for the duration.

Cure light wounds. Only effective if cast by an entire unit *or* cast on a Hero. Unit casting the spell must be adjacent to the target.

*Entangle**. Has a range of two hexes and fills a single hex

at gang and squad scale. Requires casting by a gang to affect a company and a squad to affect a battalion.

Light/Darkness. A single spell can affect a Hero, gang, or squad. Must be cast by a unit to affect larger groups. Has a range of 6 hexes.

Magic Missile. Can be cast against a Hero or against a unit if cast by a similarly-sized or larger unit.

Protection from evil. Only effective if cast by an entire unit or targeting a Hero.

Remove/Cause fear. Only effective if cast by an entire unit or targeting a Hero. *Cause fear* has a range of 6 hexes.

Resist cold. Can affect a gang, squad, or Hero, or larger units if cast by an entire unit. Has a range of one hex. Anyone moving out of the hex is no longer protected.

Shield. Can be cast upon a Hero or by all members of a unit. Lasts for two turns.

Sleep. Can be cast on a gang or squad by a single caster, a company by a gang or squad of spellcasters, etc. Temporarily removes a number of creatures from the unit equal to the HD affected; can force morale checks as if affected members were slain. If others remain awake and do not fail a morale check they can sacrifice their next turn – or an officer can make a Leadership roll – to wake everyone. The unit then reforms at pre-sleep strength.

Second Level

Bless/blight. Affects a gang, squad, or Hero unless cast by a larger unit. Has a range of three hexes, affects a single hex and moves with the target.

*Blur**. Only effective if cast on a Hero or if cast by an entire unit. Lasts for one turn.

Hold Person. Only affects a Hero unless cast by an entire unit. Has a range of 9 hexes, and only affects targets within a single hex.

Hypnotic pattern. Can affect no more than the three hexes immediately adjacent to the caster's facing and lasts for as long as the caster concentrates. If a unit is not totally disabled treat those fascinated as if they are removed from play.

Invisibility. Can be cast on a Hero or an entire unit. Requires an equivalent-sized or larger unit to do the casting.

Mirror image. Can be cast by a Hero or entire unit. Has a maximum duration of 6 turns but is dispelled the first time the unit is attacked; the attack automatically fails and the mirror images are dispelled.

*Obscuring Mist**. The area of effect and duration are based on caster level. Assume the radius of this spell starts at a single hex (the one the caster is in) at 3rd

level, a radius of 1 hex at 6th, 2 hexes at 9th, and three hexes at 12th level. Each turn of duration is equal to a turn of battle. Reduces vision to one hex.

Phantasmal Force. Affects units located in one hex and has a range of 9 hexes. If cast by a Hero it only affects gangs or squads. Must be cast by a gang of spell-casters to affect a company, or a squad to affect a battalion. Requires concentration. Note that the illusionist *improved phantasmal force* allows movement at half speed while concentrating.

Resist fire. As *resist cold*.

Silence, 15' radius. Only affects a gang, squad, or Hero unless cast by a larger unit. Has a range of 9 hexes. A save means the unit can move out of the effect.

*Wall of Fog**. Has a range of 2 hexes and a duration of a single turn. Size of fog cloud based on caster's level. At 3rd level it can fill one hex at gang-scale, at 6th level two hexes at gang-scale and one at squad-scale, and so forth. Those within the fog cannot see outside the hex they occupy.

Whispering wind. Allows battlefield commanders to issue orders at great distances. At battlefield scale assume the message reaches the desired unit at the beginning of the next turn. Allows commanding officers to convey important information or attempt a Leadership roll, with a -5 penalty, to affect units out of their personal range.

Third Level

*Call Lightning**. Allows the caster to target one unit within 18 hexes per turn.

Continual Light/Darkness. As per *light/darkness*.

*Dispel illusion**. Has a range of one hex for every three caster levels, affects all illusions within a single hex.

Dispel Magic. Has a range of four hexes.

*Fear**. Lasts for a single turn, affecting all units within the cone. Use the missile fire arc to determine the area affected by the cone, with a maximum range of two hexes.

Fireball. Range of 12 hexes.

Fly. Only effective if cast on a Hero or by a whole unit.

*Growth of Nature**. When cast on an animal it will only affect a Hero. When cast on plants it has a range of 4 hexes, affects three hexes at gang scale, two hexes at squad scale, and one hex at company scale. Must be cast by a gang to affect a battalion. Those hexes become impassable terrain to all but giant-sized or larger creatures and provide full cover when between two units.

Haste. Can be cast with a range of 12 hexes. Affects

three hexes at gang scale, two at squad scale, and one at company scale. Can affect a single battalion if cast by an entire gang of spellcasters. Lasts for three turns.

*Hold Animals**. Has a range of 6 hexes and can affect up to the caster's level in HD of animals. Lasts for 1 turn per level. Can be used to target cavalry units.

Hold Person. As per 2nd-level clerical spell.

Invisibility, 10' radius. Affects a single gang if cast by one person, a squad if cast by an entire gang, a company if cast by a squad, etc. Anyone detaching from the unit automatically becomes visible.

Lightning bolt. Has a range of 8 hexes, will target all units in a straight line within range.

*Paralyzation**. Has a range of one hex for every three levels and lasts for 6 turns. Affects a unit within a single hex. Paralyzed combatants are effectively removed from combat for the duration of the spell.

Protection from evil, 10' radius. Affects a gang or Hero only unless cast by an entire unit. If cast by a gang it will affect a squad, if cast by a squad it will affect a company, etc.

Protection from normal missiles. Affects only a single Hero, or a unit if cast by an equivalent-sized or larger unit. Has a range of one hex, lasts for 12 turns.

*Spectral Force**. Has the same duration and range as *phantasmal force*. If used to create a monster, treat it as an unattached Hero.

Striking. Only effective if cast by a whole unit or upon a Hero. Grants the bonus for one turn after casting.

Fourth Level

Charm Monster. As per *charm person*.

Confusion. Has a range of 3 hexes, lasts for one turn. Affects a Hero, gang, or squad if cast by an individual, a company if cast by a gang, and a battalion if cast by a squad. On a result of "attack caster's group" the unit will attack an enemy unit within range on its next melee or missile phase, moving as needed. If the result is "attack subject's group" it will attack the nearest allied unit. If neither are possible it will take no action.

Cure Serious Wounds. As per *cure light wounds*.

Dimension door. Affects only a Hero unless cast by an entire unit. Has teleportation range of 18 hexes.

*Emotion**. Has a range of one hex for every three caster levels, affects all units within three hexes at gang scale, two hexes for squad scale, and one hex for company and

battalion scale. Requires concentration, meaning the caster cannot move, attack, or cast other spells.

Growth of plants. Has a range of 4 hexes, affects three hexes at gang scale, two hexes at squad scale, and one hex at company scale. Must be cast by a gang to affect a battalion. Those hexes become impassable terrain to all but giant-sized or larger creatures and provide full cover when between two units.

Hallucinatory terrain. Has a range of 9 hexes. Affects an area of 4 hexes at gang scale, 3 hexes at squad, 2 hexes at company, and 1 hex at battalion.

Massmorph. Same range and area of effect as *hallucinatory terrain*.

*Rainbow pattern**. As *hallucinatory pattern*, but will last for one turn after concentration ends and can move one hex during that time.

Sticks to snakes. Creates a gang of snakes within 6 hexes of the caster that lasts for 6 turns, if not destroyed before then.

*Shadow monsters**. Can be used to create an allied unit within one hex of the caster that lasts for a turn. This can either be a unit of monsters or a Hero.

*Solid fog**. Has a range of 2 hexes and a duration of 1 turn. Fills one hex at level 3, two at level 6, three at level 9, and so forth. Reduces vision to 0 and movement by 3/4.

*Summon animals**. At 9th level or higher allows the caster to create a gang of animals that lasts for 3 turns of battle.

Wall of fire. Has a range of 2 hexes and can create a wall 24 hex sides long at gang scale, 12 hex sides at squad scale, 6 hex sides at company, and 3 at battalion. The wall can extend beyond the spell's range as long as part of it is within range. Lasts only as long as the caster maintains concentration.

Wall of ice. As *wall of fire*, but with a range of 4 hexes and does not require concentration. The wall has 10 shp per hex face.

Fifth Level

Animate dead. Can be used to animate the bodies of dead soldiers. Only creates a gang of undead, and has a range of two hexes.

*Chaos**. Has a range of 3 hexes and a duration of 1 turn. Affects four hexes at gang scale, three at squad scale, two at company scale, and one at battalion scale.

Cloudkill. Fills two hexes at gang scale, one hex at squad scale. If used against larger units will inflict 1/4 casualties at company scale and 1/8 at battalion scale. Lasts for 6 turns, can be summoned 1 hex away from caster, and moves 1 hex per round.

Conjure elemental. Summons an elemental onto the battlefield that functions as a Hero. It appears within 12 hexes of the caster, who must maintain concentration on the elemental (making no movement or attacks).

*Control weather**. Affects the entire battlefield at gang and squad scale, a radius of 24 hexes at company scale, and a radius of 12 hexes at battalion scale. Requires concentration. Variable effects are:

- Extreme heat. Cuts movement rates in half.
- Fog. Reduces range of vision to one hex. Creatures in the fog move at half speed.
- High winds. Movement rates are halved, no missile fire or flying.
- Rain. -2 penalty to missile attacks, movement halved after three turns of rain.
- Snow. Visibility reduced to one hex, movement reduced by half.
- Tornado. Acts as a Hero.

*Demi-shadow monsters**. Lasts one turn, creates unattached Hero *or* unit in a hex adjacent to the spellcaster.

Dispel evil. Can be used to target an unattached Hero within one hex of the caster that could ordinarily be affected by the spell.

*Illusion**. Functions as *phantasmal force*, lasts for one round.

Insect Plague. Creates a unit of insects that covers four hexes at gang scale, three at squad scale, two at company scale, and one at battalion scale. Has a range of 18 hexes from the caster, who must concentrate (no movement or other spells being cast) to maintain the duration. Units within the swarm composed of creatures with 2 HD automatically fail a morale check each turn they're within the swarm. Those that succeed – either by being rallied or having enough HD – have their range of vision reduced to a one-hex radius.

Transmute rock to mud. Has a range of 3 hexes, affects three hexes at gang scale, two at squad, and one at company scale. In order to function at battalion scale it must be cast by a gang of spellcasters. Creates an obstacle that cannot be crossed by ground troops.

Wall of stone. Creates a wall of stone within 2 hexes of the caster that has a length of 12 hex faces at gang scale, 6 at squad scale, 3 at company scale, and 1 at battalion scale. Functions as a stone wall of a stronghold.

*Wall of thorns**. Creates a wall of thorns within 3 hexes of the caster, with a length as described by *wall of stone*. Lasts for one turn per caster level. If cast to wrap around

at least three adjacent hex faces the units on both sides of the wall are treated as being enveloped, suffering damage.

Sixth Level

*Acid fog**. Lasts for one turn, summoned into a hex adjacent to the caster. Functions otherwise as *solid fog*.

Control weather. Functions as the druid spell.

Death spell. Affects four gangs, three squads, two companies, or a single battalion.

*Mass suggestion**. Can affect a unit no larger than a squad.

Move earth. Has a range of 12 hexes. Can affect four hexes at gang scale, three at squad, two at company, and one at battalion. Cannot affect hexes occupied by a unit.

Part water. As per the spell, creates a path one hex wide and 3 long through a body of water.

*Permanent illusion**. As *phantasmal force*, but permanent.

*Shades**. As *demi-shadow monsters*.

Triggered illusion. As *phantasmal force*, but permanent until triggered.



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Chapter 4: Mercantilism and Wealth

This chapter covers money and wealth, and things the adventurers can do with that wealth. It will discuss speculative trading, provide means to determine how many torches, or crossbows, or potions an adventurer can purchase in a city, and also lay out rules for determining how much wealth and treasure an NPC should have.

Speculative Trading

The party will continue in the new direction until one of the following occurs: There are two broad ways the adventurers may wish to engage in speculative trade:

1. Personally.
2. Through intermediaries.

If the adventurers do it personally the assumption is that they hire or purchase the necessary wagons or boats, hire guards, purchase goods, etc. All costs associated with such a venture can be dealt with directly; the characters can figure out how many guards they want to hire and proceed to do so. If the

trade is to be done through an intermediary – in other words, it is handled off-screen and not role-played – it is best to abstract these things out.

The assumption of this chapter is that all transactions will be handled by the adventurers as the default, with additional rules given to allow for the abstraction of trade. In the most abstract sense, the ruler of a domain benefits from speculative trade as the result of tax and service income.

Trade Goods

First, the things the characters buy in hopes of selling are called “trade goods” and are abstracted out into “loads”. For the most part a load is a load is a load, and the quality or type of material in the load doesn’t matter terribly. Note that individual trade goods might have certain modifiers based upon where they come from: pottery from one village might be world-renowned, and therefore worth more than an average load of pottery, but on average when the adventurers buy a load of pottery they’re buying a random assortment of crockery.

Example. Magnus has purchased a crate of short swords. Each short sword has an encumbrance of 30 cn and is worth 7 gp. The crate contains (800/30) 26 short swords, worth a base price of 182 gp.

Buying and Selling Goods

Every urban center has the potential to be a desirable market for either buying or selling. This means that a given good is either typically available in surplus – meaning it can be purchased cheaply – or in demand – meaning it can be sold for more than the base price.

Table 30a – Common Trade Goods

Roll	Merchandise	1 Load	Enc/load	Base Price
01-04	Wood, common	1 cord (1)	8,000	50 gp
05-08	Oil	5 jars	3,000	100 gp
09-12	Textiles (2)	4 bags	2,000	100 gp
13-16	Salt	150 bricks	7,500	100 gp
17-20	Beer, ale	1 barrel	800	100 gp
21-26	Grain, veg.	20 bags	8,000	150 gp
27-30	Fish, preserved	10 barrels	8,000	150 gp
31-35	Hides, furs	10 bundles	4,000	150 gp
36-39	Tea, coffee	2 bags	1,000	150 gp
40-43	Animals	Roll on Table 31		
44-47	Pottery	2 crates (3)	1,000	200 gp
48-51	Wine, spirits	1 barrel	800	200 gp
52-54	Meat, preserved	10 barrels	8,000	200 gp
55-60	Metals, common	200 ingots	10,000	200 gp
61-63	Dye, pigments	5 jars	2,500	250 gp
64-68	Cloth	20 rolls	8,000	200 gp
69-73	Weapons, tools	1 crate (3)	1,000	Varies (4)
74-75	Monsters	1 monster	Varies (5)	
76-78	Glassware	2 crates (3)	1,000	400 gp
79-81	Semi-precious stones (6)	1 box	100	200 gp
82-85	Stone, common (7)	1 block	500	50 gp
86-99	Roll on Table 30b			
98-00	Unique	As desired.		

Table 30b – Rare Trade Goods

Roll	Merchandise	1 Load	Enc/load	Base Price
01-10	Mounts	Refer to Animals Table		
11-21	Wood, precious	1 cord (1)	8,000	500 gp
22-33	Porcelain, fine	2 crates	1,000	1,000 gp
33-41	Books	1 box	300	1,000 gp
38-53	Armor (3)	1 crate	1,000	Varies (4)
54-60	Ivory	1 tusk	1,000	800 gp
61-65	Stone, rare (8)	1 block	500	1,000 gp
66-79	Spices	1 jar	600	800 gp
71-75	Silk	5 rolls	2,000	1,000 gp
76-79	Furs, rare	1 bundle	500	500 gp
80-94	Metals, precious	2 ingots	400	600 gp
95-97	Gems	1 box	50	3,000 gp
98-00	Unique	As desired		

Table 30 Notes:

- (1) A cord consists of one of the following: fifteen logs, each 12" diameter x 10', or forty planks 2" thick x 6" wide x 10'.
- (2) Textiles include rope, sacks, and other similar goods such as canvas, yarn, etc.
- (3) An empty crate weighs 200 cn. To find the number of objects within divide the remainder (800 cn) by the encumbrance of the good. Any excess is assumed to be devoted to padding.
- (4) Once the number within a crate is determined use the given prices to determine the value of the goods.
- (5) Monster encumbrance should be determined by the Referee. Monsters (alive) are worth 10d10 gp per HD (roll once, then multiply by HD), multiplied by 10 for every special power (asterisk) the monster has. Monsters worth more than 1,000 gp are considered rare merchandise. A dead monster is worth 40-100% ([2d4+2] x 10) of the cost of a live monster. Live monsters require twice the cargo space of dead monsters in addition to food and, likely, some form of guard.
- (6) Semi-precious stones include amber, turquoise, alabaster, agates, geodes, etc.
- (7) Common stone includes all materials used for architectural construction. Use this price when building structures. A wall requiring 10,000 gp worth of stone, therefore, would require 200 units of stone, weighing a total of 100,000 cn. Use the base price to determine the amount needed, and then modify based on actual price. If the adventurers score a deal and pay half price for the stone, they still need 200 units to build the wall; they just lucked out on the cost.
- (8) Rare stone is that used for decorative purposes; fancy stonework in buildings, statuary, etc.



Table 31 – Animal Type

Roll	Animal	Enc*	Load	Fodder**	Base
1-3	Rabbit/ Hen	50 cn	100	20 gp	25 gp
4-6	Goat/ Hound	500 cn	20	20 gp	100 gp
7-9	Pig/ Sheep	1,000 cn	10	20 gp	100 gp
10-12	Goat/ Deer	1,500 cn	7	20 gp	125 gp
13-15	Cow	10,000 cn	5	20 gp	125 gp
16-17	Horse (1)	15,000 cn	2	20 gp	200 gp**
18	Elephant	100,000 cn	1	30 gp	1,500 gp
19-20	Other				

*Encumbrance is per animal.

**Fodder cost is per week

(1) If the result is horse it will be a draft horse on a roll of 1-3, a riding horse on a roll of 4-5, and a warhorse on a roll of 6. Adjust base price accordingly.

Roll 1d4-1 twice for each market center. The first result is the number of goods that are in surplus, the second the number of goods that are in demand. The exact goods can be rolled for at random, using the numbers assigned to Tables 29a and 29b, or they can be assigned by the Referee. The terrain of the urban center's hex provides a good guideline for determining what goods are plentiful and which are rare: if the hex is forested, for instance, wood products will likely be plentiful, and it is likely that furs, hides, and similar will also be found in abundance.

Each good within a group is then assigned a modifier ranging from -3 to +3. Roll 1d3 for each good. Those goods that are in surplus have a negative modifier, those that are in demand have a positive modifier.

Example. Rolling for Dunderhaven we determine that there is one good in surplus and one good in demand. Rolling on the trade goods table we find that hides and furs are in demand and common metals are in surplus. Hides and furs have a demand modifier of +1 while common metals a demand modifier of -2.

When attempting to sell goods the character must spend time searching for a potential buyer. It takes a number of days determined by the local Market Class. Additionally, any market can only absorb a limited number of loads per day. Refer to the following table for more information. If the market is on a major trade route, a navigable river, or is a port city, roll twice for each column, taking the better result.

Roll individually per type of good to determine how long it takes to find a buyer, then for that good roll how many loads per day can be sold. Once the initial loads are sold the clock resets, new rolls are made, and it takes that length of time to find a new buyer.

Table 32 – Market Days to Buy or Sell

MC	Days	Loads/day
1	1d2	1d2
2	1d3	1d3
3	1d3	1d4
4	1d3	2d4
5	1d4	2d6
6	1d4	2d8
7	1d4	3d8
8	1d6	3d10
9	1d6	3d12
10	1d6	3d20

Note that it can take longer in a large market to find a buyer

due to the sheer number of merchants and traders that must be contacted, even though there are *more* of them.

Example. Magnus has arrived in Dunderhaven, a class 5 market, with ten loads of oil, five loads of pottery, and two loads of glasswares. He wants to buy three loads of common metals and five loads of common wood.

Rolling, we determine that it takes four days to find a buyer for the oil, four days to find a buyer for the pottery, and four days to find a buyer for the glasswares. It takes two days to find a seller of metal and two days to find a seller of common wood.

After two days Magnus is able to buy 3 loads of metal, all he wants to buy, and 10 loads of common wood, far more than he is interested in. After four days he can find buyers for 6 loads of oil, 6 loads of pottery, and 6 loads of glasswares.

After four days Magnus has been able to find buyers and sellers for all of his desired goods, except he hasn't purchased all the oil he wants yet. It takes another two days to find someone to sell him the rest of the oil that he wants.

If a good is in surplus apply the modifier to the length of time it takes to find that good for sale; a good with a -1 demand modifier takes 1d2-1 days to find for sale (with a minimum of 1 day). If it is in demand apply the inverse: it would take 1d2+1 days to find the good for sale.

Likewise, if a good is in demand one can generally sell more of it; roll twice and take the better result. If a good is in surplus it is more difficult to unload; roll twice and take the lower result.

Once a buyer or seller is found the actual price must be determined. Roll 3d6 and compare the result to the table below. Modify the roll by:

- The item's demand modifier.
- The purchasing or selling PC's Charisma modifier (subtract if purchasing, add if selling).

Table 33 – Price Modifiers

3d6	% Modifier
1 or lower	50%
2	60%
3	70%
4-5	80%
6-8	90%
9-12	100%
13-15	110%
16-17	120%

Table 33 – Price Modifiers

3d6	% Modifier
18	130%
19	140%
20 or higher	150%

The result is the multiplier applied to the base cost of the good being bought or sold.

Example. A good with a base price of 100 gp per unit would cost 80 gp on a result of 4-5 and 120 gp per unit on a roll of 16-17.

The prices are good for one week of buying/selling the same goods; there is no need to reroll for every day spent buying or selling.

Reroll prices at the beginning of each week to determine the new cost. If the adventurers have reached peak sales after the first week – they've sold or purchased the maximum number of units they can each day during the week – apply a cumulative -/+1 penalty for each additional week as the good becomes saturated/scarce. This resets at the beginning of each month.

Associated Costs

There are a wide variety of costs associated with speculative ventures: labor must be paid for to load and unload the goods at the beginning and end of the trip, guards hired, food and water provided for all going on the trip – including any animals that are either being taken along as cargo or pulling vehicles – goods must be stored before leaving or while waiting for buyers, etc.

The players have two options: they can track all of these associated costs individually or abstract them out. The abstracted costs assume the PCs do not own the means of transportation nor any of the associated crew or maintenance. If traveling by land they are renting space in a caravan, if by sea space in the cargo hold of a privately owned boat.

Travel by sea costs 1 gp per 5,000 cn of cargo per day. Caravan travel by land costs 1 gp per 4,000 cn of cargo per day. This is an abstract amount meant to represent all associated costs of transport – repairs, taxes, bribes, goods lost to bad weather, etc. The cost to transport live monsters is doubled to 2 gp per day.

If the PC is purchasing the means of transportation then costs are as follows:

- Cost of wagons, carts, ships, etc.
- Cost of crew to work the conveyance.

Table 34 – Carts and Wagons

Vehicle	Cost (gp)	Hardpoints	Miles per day/Movement	Min. Animals/max load	Max. Animals/max load
Pull cart*	25	0	12/60' (20')	1 person: 1,500 cn	2 people: 3,000 cn
Mule cart	50	0	12/60' (20')	1 mule: 2,000 cn	2 mules: 4,000 cn
Horse cart	100	1	12/60' (20')	1 draft horse: 4,000 cn	2 draft horses: 8,000 cn
Small wagon	200	1	12/60' (20')	2 draft horses/4 mules: 15,000 cn	4 draft horses/8 mules: 25,000 cn
Med. wagon	350	2	12/60' (20')	4 draft horses: 25,000 cn	8 draft horses; 40,000 cn
Large wagon**	500	4	12/60' (20')	6 draft horses: 35,000 cn	12 draft horses: 60,000 cn

*Two-wheeled cart pulled (or pushed) by a person

**Large wagons are limited to use of navigable roads

- Cost of any mercenaries hired to guard the caravan.

Carts and Wagons

The equipment list on p. 49 of OSE Core gives two types of land vehicles: carts and wagons. Some additional types are introduced in Table 34 below. Wagons can be covered and improved by purchasing the following investments. Where noted an improvement requires a hardpoint and/or has a weight. The number of hardpoints a conveyance has available is based upon the vehicle's size (see Table 34). The weight of an improvement is subtracted from the vehicle's load rating. The aspects of an improvement are given in the following order: Cost/Hardpoints/Weight. There are some instances where the cost or weight is equal to a percentage of vehicle's cost/maximum load. This is noted in the text.

Cover (5 gp/0/0). A simple waterproof cover designed to be strapped over the top of the vehicle, protecting the contents from weather and/or prying eyes. Costs 5 gp, adds negligible weight.

Extra Storage (50 gp/1/0). Increases the max load of a vehicle by 10% for each improvement.

Living Quarters (x2 or x3/2 or 4/33% or 66%). Purchasing living quarters doubles the cost of the vehicle, takes up two hardpoints, and reduces the max load of the vehicle by 1/3. It can be purchased a second time for large wagons, and in this case the base cost is increased by a total multiplier of x3, it takes a total of 4 hardpoints, and reduces the max load by a total of 2/3. When purchased once it will house one individual; if purchased twice three people can live – albeit a cramped existence – within. Note that living quarters include a roof on the wagon.

Roof (25%/1/10%). A roof costs 25% of the vehicle's

price, uses one hardpoint, and reduces the maximum load by 10%.

Secret Compartment (100 gp/1+/0). A hidden compartment within the vehicle that can hold up to 250 cn per hardpoint invested (with 4 invested it could hold a human). Detected as a secret door.

Weapon (As siege weapon × 1.5/1+/as siege weapon). Smaller siege weapons can be mounted on wagons and used as mobile platforms. These include ballistae and small catapults.

Experience

Adventurers earn XP based upon their success at trading. Subtract the total amount of gold spent purchasing and transporting the goods from the total amount of gold earned by selling the goods.. This is the pool of XP available to all those who participated in the venture.

Buying Stuff

Now that speculative ventures have been covered – the trading of bulk quantities of goods – this section details determining how many small or large goods, or magic items, the adventurers can buy in an urban center; how to determine how many flasks of oil are for sale, or if there are any horses available.

Like searching for retainers, the availability of small goods is reset on a monthly cycle. Within that cycle the adventurers can spend one, three, or seven days searching for goods. It doesn't take a full eight hours for each day of searching – rather, that is the amount of time it takes for the merchants in a community to come up with the desired items.

The actual time it takes to do the necessary legwork of searching for the item is equal to a maximum of one turn per Market Class per days spent looking. This time

can be divided as desired during this time period, but the PC must spend at least 1/4 of the time on the first day searching and 1/4 of the time on the last day.

Example One. The adventurers return to a Class 4 market and want to resupply. Since they're rather low on supplies they decide to spend three days gathering goods. Being a Class 4 market it will take a total of 12 turns spread out over three days. The party decides to spend six turns the first day (ordering the goods) and six the third day (picking up the goods), leaving the second day open for other tasks.

Example Two. The adventurers reach the largest city in the area, a Class 9 market, and spend a full week shopping. It takes a total of 63 turns, spread out over 7 days, to obtain everything they need.

Searching for goods must be done in increments of 1 day, 3 days, or 1 week. In all cases the adventurers can purchase additional goods that would not otherwise be allowed or available by commissioning them. In these cases the party must find craftspeople to make the products – or traders to import them – and pay a 50% deposit. In these cases it takes a certain amount of time to make or obtain these additional items, which must be negotiated with the merchant (see **The Cost of Doing Business** on p. 143).

Buying Small Goods

Small goods are defined as non-magical items worth no more than 100 gp.

Table 35 gives the total gp value of goods that can be purchased in a given time period in a given Market Class for goods individually worth no more than 100 gp, referred to hereafter as “small goods”.

When purchasing goods the adventurers must state at the outset how long they will spend. These are discrete parcels of time and are handled independently of one another.

Example. The adventurers arrive in a market and decide to spend one day looking for goods. They don't find everything they need, and realize they will need to spend three days. However, they can't just spend an additional two days to reach a total of three days; the time must be spent in addition. At the end of four days they will have been able to find a total quantity of goods equal to one day plus three days of shopping. If this is a Class 1 market they will have been able to buy 25 gp worth of goods.

Table 35 – Small Good Availability

MC	1 Day	3 Days	1 Week
1	5 gp	20 gp	50 gp
2	10 gp	40 gp	100 gp
3	20 gp	80 gp	200 gp
4	40 gp	160 gp	400 gp
5	80 gp	320 gp	800 gp
6	160 gp	640 gp	1600 gp
7	350 gp	1300 gp	3500 gp
8	700 gp	2600 gp	7000 gp
9	1400 gp	5200 gp	14000 gp
10	2800 gp	10500 gp	28000 gp

Small goods can be purchased in any quantity and in combination, with the following exception: the adventurers will not be able to find more units of any one specific item than a number equal to the Market Class × the days they spend searching. Therefore, if the adventurers are in a Class 4 market and spend three days looking for iron rations, torches, and flasks of oil they won't find more than 12 of any of the things they're looking for. At the Referee's discretion they may apply the following modifiers:

- Small, simple items are more readily available. Double the number of any items worth less than 5 gp.
- Weapons and holy water may be less common. Reduce the effective Market Class by 1 or 2 depending on what they're looking for.
- The availability of specific items may be modified by the trade modifiers for the specific market (see p. 138). If the market has a surplus of oil, for instance, more oil may be available.

Individual goods will not be available in quantities that exceed the total amount of goods available.

Example. The adventurers spend three days in a Class 4 market looking for iron rations (15 gp apiece), torches (1 gp a unit), and oil flasks (2 gp apiece). Even though technically 12 units of each are available, the total amount of goods that can be purchased in a three-day period in a Class Four market is 160 gp, so they can't purchase twelve units of each, and in fact would be limited to 10 units of iron rations.

Selling Small Goods

Table 35 can also be used to determine the value of small goods (i.e. not bulk trade goods) the adventurers can sell in a given market in a given period time. The

party can sell goods of an amount equal to what they can buy over a given time period.

Example. The adventurers arrive in a Class 6 market burdened with loot from a conquered dungeon. If they spend one day they can sell 160 gp worth of treasure, if they spend three days they can sell 640 gp worth, and if they spend one week they can sell 1,600 gp worth.

Expensive Goods and Magic Items

Buying expensive goods – those items worth 101 gp and more – and magical items is treated differently than small goods. With large goods, there's a maximum amount to buy (and sell) per time period, but this is a variable amount, rolled each time the adventurers are looking for something. In some instances a percentage is given. In these cases that is the chance that the adventurers are able to find a large good worth $1d20 \times 10 \text{ gp} \times$ the percentage chance.

Example. Spending a day looking for large goods in a Class 1 market has a 1% chance of success. Assuming a 1 is rolled on d100, the adventurers are able to find a large good for sale worth $1d20 \times 10 \text{ gp} \times 1$. If they were to spend three days searching, and were successful, they would be able to buy a large good with a value of $1d20 \times 10 \text{ gp} \times 4$.

Examples of large goods for sale would be:

- Mounts (warhorse). The price of exotic mounts should be modified by some multiplier based on availability.
- Land vehicles (wagons and other conveyances).
- Water vessels.
- Structures/buildings.

For large goods there is a limit to the number of items of any one type that can be purchased within a month. This is equal to the Market Class times four. Therefore, regardless of the gp limit, the party could not buy more than forty warhorses, or wagons, or any other large good per month in a Class 10 market.

Table 36 – Large Good Availability

MC	1 Day	3 Days	1 Week
1	1%	4%	10%
2	2%	8%	20%
3	4%	16%	40%
4	8%	32%	80%
5	16%	64%	5,000 gp
6	32%	2,500 gp	10,000 gp

Table 36 – Large Good Availability

MC	1 Day	3 Days	1 Week
7	64%	5,000 gp	15,000 gp
8	1,000 gp	7,500 gp	20,000 gp
9	2,000 gp	10,000 gp	25,000 gp
10	3,000 gp	12,500 gp	30,000 gp

Table 37 – Magic Item Availability

MC	1 Day	3 Days	1 Week
1	1%	3%	5%
2	2%	5%	10%
3	5%	15%	30%
4	10%	30%	60%
5	20%	60%	1
6	40%	1	1d2
7	80%	1d2	1d3
8	1	1d3	1d4
9	1d2	1d4	1d6
10	1d3	1d6	1d8

When rolling for Magic Item Availability a percentage indicates the chance that one randomly determined magic item will be available for sale or purchase. If a variable number is given this is the number of randomly determined magic items are available for sale or purchase.

Example One. The adventurers return to the nearest village after delving into a dungeon. They've uncovered two magical items that they'd like to sell and would also like to purchase some potions of healing, if possible. The village is MC 3, so over one day there's a 5% chance they find a magical item for sale and a 5% chance they'll find a buyer for one of the items they're looking to sell.

Example Two. The adventurers aren't able to buy or sell the items they want in such a small village, so they decide to travel to a larger center. The nearest large city is a Class 8 market. Upon reaching it and spending a day they are able to sell one of their items and find one random item for sale. They have the choice to either spend another day – treating the Market Class as 7 instead of 8 – three days, finding 1d3 items and being able to sell 1d3 items, or a week, finding 1d4 items and being able to sell 1d4 items.

Festivals, Markets, and Trade Routes

It is suggested that every urban center have a “market day” once per month when goods and produce are brought in from outlying areas for sale to the populace. During this day – which should occur on the same day each month – standard goods are available in a

quantity as if three days had been spent searching. Market days only affect the availability of small (less than 100 gp) goods.

Example. On every market day in a Class 4 market the adventurers can purchase a total of 160 gp worth of goods instead of 40 gp worth.

Festivals are official state or religious celebrations and are explained in detail on p. . During the festival the Market Class of each urban center participating is treated as one higher for all relevant activities – hiring retainers and mercenaries, purchasing small goods, large goods, and magical items.

Trade routes are important means of bringing goods to market. At the Referee's discretion, these commercial connections may make certain goods more or less available depending on the demand modifiers of the center. Additionally, certain urban centers may have a larger availability of all goods based upon their centralized location as trade hubs: markets at the mouth of a river, or situated at a major crossroads, for instance. The capital city of a domain is also always treated as being one Market Class larger for the purpose of purchasing goods.

Booking Passage

Whether traveling or transporting goods, the adventurers have the option of booking passage on a ship or in a caravan, rather than purchasing the vehicle themselves.

When traveling by sea the adventurers will typically have the option to travel first-class, second-class, or third-class. This typically refers to the type of accommodations and luxuries afforded to them aboard the vessel; a typical sailing ship will carry a number of passengers, each traveling in differing degrees of luxury. Note that even for those traveling first-class, passage will be cramped and uncomfortable, and on long voyages the food will be only slightly more palatable than that given to lower-class passengers.

Traveling by land affords the same options, but typically a given caravan or carriage will offer only one type of accommodation due to the more limited space. In both instances food and drink are provided by the vessel; when traveling first-class the adventurers will dine with the captain or caravan master; when traveling third-class they will eat with the drovers or sailors.

Another option, should they wish to travel without payment, would be to attach themselves to a ship or caravan in exchange for services. At lower levels the

adventurers may find themselves performing guard duty without pay. At higher levels they may also be expected to pull guard duties, although skilled individuals of other classes may be expected to help out in other ways: a high-level druid or magic-user may be asked to work the weather for favorable winds, a ranger may be asked to lead scouting patrols ahead, a cleric to conjure food for the journey. There is a 1 in 6 chance any time a voyage is undertaken that the caravan is missing an individual to fill these key roles, in which case the adventurer would get paid standard rates in addition to gaining passage. Characters with certain skills (such as sailing) can also work and expect to get paid.

First Class. Costs 1 sp per mile. Passengers typically sleep one or two to a cabin, or travel with no more than four per carriage or wagon. By sea each passenger can store 6,000 cn worth of goods in their cabin. If there is a safe on board the captain will usually let first-class passengers store small goods in it. Extra storage can be purchased at the rate to transport bulk goods (see p.). By land they have room for 2,000 cn worth of personal goods in the caravan or conveyance.

Second Class. Costs 5 cp per mile. Passengers typically sleep 4-8 in a cabin, or travel with between 6 and 8 in a wagon or carriage. By sea each passenger can store 3,000 cn worth of goods in their cabin, and overland there's typically room for 1,000 cn worth of goods. As always, additional storage space is available at the rates listed above.

Third Class. Costs 2 cp per mile. Passengers typically bunk with the crew at sea, in cramped cabins or a large common room, often sleeping in shifts and sharing bunks or hammocks. Those traveling overland third class typically are forced to walk or ride alongside wheeled conveyances, although they may store up to 1,000 cn worth of goods on wagons. Those traveling by sea have room for 1,500 cn worth of goods.

Cost of Living and Wealth

Cost of Living (CoL) is a way of abstracting a character's basic purchases and expenses so incidental costs don't have to be tracked: meals at an inn, fees to enter a city, taxes paid on goods bought or sold, money-changing fees, etc. All of these costs get handwaved into a monthly Cost of Living and are based on the character's level.

The Cost of Living figures can also be used to determine what kinds of items must be purchased separately, or the cost of hiring individuals. If a 5th-level PC has a cost of 300 gp per month then that's roughly what it will cost

Table 38 – Cost of Living by Level

Level	Cost (gp/month)	CoL for PCs
0	1-10	10
1	11-20	20
2	21-40	40
3	41-80	80
4	81-160	160
5	161-300	300
6	301-600	600
7	601-1,200	1,200
8	1,201-2,500	2,500
9	2,401-5,000	5,000
+1	+5,000	+5,000

to hire a 5th-level NPC.

Cost of Living is paid at the beginning of each game month (it is recommended that play begins with the first month already paid) and is based upon the character's level at that time. As a general rule, the higher a character's level is, the less they have to track for basic expenditures, as follows:

Levels 1-3. All fees, lodging at standard inns, basic food, etc. are covered, as are any fees or taxes associated with adventuring.

Levels 4-6. As above, but CoL assumes the adventurers will be staying at a higher quality of inn when possible. Also, basic adventuring gear can be assumed to be purchased when in an appropriate market, if the market is large enough to support such goods. Don't worry about spending silver for torches and rope.

Levels 7-9. As above, but the assumption is made that any standard adventuring gear is covered, as is maintenance and feed for any normal mounts. If the adventurer has a home base, assume the CoL covers monthly rent on a suite of rooms or apartment, as well as stabling fees for a mount, a groom to care for it, and basic support staff. This does not cover associated stronghold or domain fees, but if the character has purchased a dwelling, CoL will cover general maintenance costs.

Levels 10+. At these levels the adventurers shouldn't have to track any purchases totaling less than 100 gold or so. If the adventurer is in a town, and the goods are available, it can be assumed they are able to resupply. It's also assumed they own a dwelling of some sort, and the CoL covers all basic maintenance, the support staff needed to run the house, etc. Note that this does not apply to an actual stronghold needed for the purposes

of domain maintenance.

Cost of Living Per Level

Table 38 shows the cost of living by level. The Cost of Living can be extrapolated to calculate the minimum cost of retaining an NPC of a given level; hiring a 4th-level magic-user should cost at maximum the CoL of a 4th-level character. The range is provided as a general guideline; NPCs of a given level may charge anywhere within the range.

Cost of Living for NPCs

The Cost of Living for NPCs is presented as a range. This range is meant to represent the:

1. **Skill level of the NPC.** Rowers and sailors are both 0-level, but rowers make much less than sailors.
2. **The basic equipment or materials needed for the job.** Light and heavy infantry are both the same level, but the heavy infantry has more expensive gear.
3. **The amount of risk involved in a job.** Hiring a 5th-level mage to do research in a lab is less dangerous than hiring the same 5th-level mage to explore a dungeon.

The Cost of Doing Business, or How Long Does it Take to Commission a Wagon?

The lowest Cost of Living, 1 gp/month, is assumed to be the baseline for a peasant living a hand-to-mouth existence. Unskilled laborers likely make 3-5 gp per month, skilled laborers 10-12 gp a month. The document *Populated Hexcrawl Series: Wealth by NPC Level*, available from **Third Kingdom Games**, breaks down the wealth of NPCs based upon their skill levels and equates these estimates with class levels. Referring to the skill system presented in *Hex 17.23*, there are four levels of skill:

1. **Unskilled.** Equivalent to a 0-level human. Has a CoL of 5 gp per month.
2. **Proficient.** Equivalent to a 1st-level character. Has a CoL of 15 gp per month.
3. **Skilled.** Equivalent to a 2nd-level character. Has a CoL of 30 gp per month.
4. **Expert.** Equivalent to a 3rd-level character. Has a CoL of 60 gp per month.

Note that the Cost of Living given above is the average. A given craftsman might charge more or less,

dependent upon the rarity of their craft, the availability of goods, etc.

Why does all of this matter? The Cost of Living table can be extrapolated to determine how long it takes to commission goods or services. One can simply determine the skill level of a craftsman, divide their CoL by the number of days in a month, and thus generate a gold-piece value quantifying their daily productivity. An armorer that is Skilled, for instance, produces 1 gp worth of work per day.

As a general rule it is safe to assume that the cost of any good consists of two variables: labor and material. Labor is easy enough – our blacksmith above produces 1 gp worth of work per day – but how to determine the cost of materials?

For purposes of abstraction, assume that the total cost of any good comprises 50% labor value and 50% cost in material. A suit of plate mail costs 60 gold; it, therefore, costs 30 gp in labor and 30 gp in material. Our armorer, above, working by themselves can make a single suit of plate mail per month. An Expert-level armorer could make a suit of plate in half the time.

For big jobs, or those that need to get finished in a hurry, more than one person can contribute labor. If a person possesses a skill in the proper craft they can oversee up to three lower-skilled people. These three, in turn, could each oversee three more, provided they are less skilled as well. For instance, an Expert armorer is skilled in Profession (Armorer). They can oversee three Skilled armorers, each of whom can oversee three Proficient armorers. Each of those Proficient armorers can oversee three Unskilled workers.

Overseeing help is hard work, though, and decreases the master's efficiency by 10%. Therefore, an Expert craftsperson overseeing help has their own output reduced by 10%, or 6 gp per month on average. This entire system is referred to as a "Craft Tree" and looks like this:

Or, shown another way:

Expert Craftsman (54 gp/mo.)

- **Skilled Craftsman #1** (27 gp/mo.)
 - **Proficient Craftsman #1** (13.5 gp/mo.)
 - **Unskilled** (5 gp/mo.)
 - **Unskilled** (5 gp/mo.)
 - **Unskilled** (5 gp/mo.)
 - **Proficient Craftsman #2** (13.5 gp/mo.)

- **Unskilled** (5 gp/mo.)
- **Unskilled** (5 gp/mo.)
- **Unskilled** (5 gp/mo.)
- **Proficient Craftsman #3** (13.5 gp/mo.)
 - **Unskilled** (5 gp/mo.)
 - **Unskilled** (5 gp/mo.)
 - **Unskilled** (5 gp/mo.)

Note that the above is just an example of a Craft Tree in an ideal situation: an Expert craftsman could, in theory, oversee just Unskilled workers. The above Tree would generate 166.5 gp worth of labor per month, or a total of 333 gp worth of goods: roughly 5½ suits of plate mail.

Availability of Labor

The workers available in a settlement are determined by the population of the settlement. The numbers generated below represent the total number of workers of a given type in a community. Most of them will not be available for immediate hire, however. For each craftsperson that is present roll 1d20–5, the result being the number of days before they become available to take on additional work. If the result is 0 or lower they are immediately available. On a result of natural 20 the tradesperson is not available for 1d6 months.

Obviously, different communities have different needs; there's always a chance that a remote or small community would have residents that specialize in more esoteric crafts, and a settlement that makes its living mining ore would have more miners than normal.

Craftspeople are divided into categories:

Common. Present in almost every community, this grouping includes tailors, blacksmiths, weavers, furriers, and rough carpenters. For each type there will be 1 for every 100 residents. If there are between 50-75 residents there's a 75% chance one will be present, and just a 25% chance if there are fewer than 50.

Uncommon. Specialized trades that are still commonplace: carpenters, masons, cobblers, armorers, butchers, loggers, potters and so forth. These craftspeople create goods that smaller communities still need, but relatively infrequently. There will be roughly one of each for every 250 residents. If there are between 125-250 residents there's a 75% chance of a single craftsperson practicing a given trade; if fewer than 125 there's a 25% chance.

Rare. Wagonwrights, miners, quarrymen, furniture makers, jewelers, boatbuilders, weaponsmiths, etc.

Table 39 – Wage Adjustment

1d6	Wage Adjustment
1	-15%
2	-10%
3	-5%
4	+5%
5	+10%
6	+15%

These craftsfolk produce goods that are either luxury (such as jewelers) or expensive and specialized. There will be roughly 1 of each profession for every 1000 residents. If there are between 750 and 1000 residents there's a 75% chance of one such professional per trade; if fewer than 750 there's a 25% chance.

Very Rare. Extremely specialized craftspeople. Gold and silversmiths, sculptors, painters, etc. Typically, only luxury goods or those that require the patronage of wealthy families. There will be roughly 1 of each specialist for every 2500 residents. If there are between 1500 and 2500 residents there's a 75% chance of a single artisan practicing any such craft; if fewer than 1500 there's a 25% chance.

Demographics

The demographics of professionals break down as follows: 1-3 in 6 are Proficient, 1-2 in 6 are Skilled, and 1 in 6 is Expert. For small populations these can be rolled for each craftsperson, assigning 1-3 to Proficient, 4-5 to Skilled, and 6 to Expert.

In urban centers where multiple tradespeople practice a given trade roll based on the market class:

- MC 1-2. 1d2-1
- MC 3-4. 1d3-1
- MC 5-6. 1d4
- MC 7. 1d6
- MC 8. 1d8
- MC 9. 2d6
- MC 10. 2d8

This is the number of businesses that exist for that trade. Divide the tradespeople among the total number of businesses, ignoring results that make no sense (having 6 businesses in a town with only four tradesmen, for example). Any leftover individuals are assumed to be working by themselves. When rolling for availability for commissions treat each business as its own entity. If the trade in question is Common roll twice, taking the

higher result. If Uncommon, roll normally, and if Rare roll twice and take the lower result.

Therefore, an urban settlement with 1000 individuals is considered a small Class 5 market. There will be roughly 10 blacksmiths, 10 tailors, etc., representing Common trades. Of these, 5 will be merely Proficient, 3 will be Skilled, and 2 will be Expert.

There are approximately four tradespeople in each of the Uncommon trades: carpenters, masons, etc. Of these, two will be Proficient, one will be Skilled, and one will be Expert.

There are approximately one each of the Rare trades (jewelers, wagonwrights, etc.), and for each Very Rare trade there's a 25% chance that one will be present.

These rules very purposefully simulate a slower style of play than some may be used to. If desired, rate of production can be doubled or even trebled, but it is recommended that the general demographic guidelines be kept in place as an easy way to estimate what trades and services can be found in any community.

Randomizing the Results

To add some randomness to the results, one can roll 1d4-2 for each trade, adding the result to the number of craftspeople found. Additionally, when determining the rates of a given professional for hire roll 1d6 and adjust their wages according to Table 39.

Importing Workers

If a settlement does not have enough tradespeople in a specific field, the adventurer can attempt to import workers from other locations. They can either do this actively, by traveling to other settlements and directly hiring them, or passively through advertising and word of mouth.

Active. If done actively this will be played out. The Referee will determine the number of tradespeople in a community and the number that are currently available. For each of those looking for work make a reaction roll. The hiring attempt assumes the adventurer will pay for moving costs plus a month's salary as enticement. If less than this is offered apply a -1 penalty to the roll. If more, add a +1 bonus.

Passive. If done passively the adventurer puts out word that they are looking to hire tradespeople. The Referee determines the number of tradespeople in a community, rolls to see when they become available for hire, and makes the reaction rolls based upon pay inducements (as above). Since the adventurer is not present to make the offer, their Charisma modifier is not applied to the reaction roll.

Table 40 – How Much does a spell cost

Level	Price	Cost
1st level	30 gp	30 gp
2nd level	60 gp	60 gp
3rd level	125 gp	125 gp
4th level	250 gp	250 gp
5th level	500 gp	500 gp
6th level	1000 gp	1,000 gp

Hiring Spellcasters

Spellcasters are treated differently than normal professionals. The process of determining how many spellcasters of a given class and level are available is given on p. so the Referee should have an idea of the number of clerics and magic-users that are present.

Determine the spellcaster's availability by rolling 1d10–2. If the result is 0 or less they can cast the spell that day; if not, the total is the number of days until they will be available to do so. On a result of a natural 10 the spellcaster will not be available for 1d4 weeks.

If the spellcaster is a magic-user the Referee either chooses what spells the mage has, or must randomly determine whether the mage has access to a given spell. Spells are divided into two groups: Basic and Advanced. Basic spells are those provided in the Core Rules (*OSE Core* or *Advanced Fantasy*). Advanced spells are those from other sources (such as *Labyrinth Lord Advanced Edition Companion*). A magic-user has a 1-3 in 6 chance of possessing a Basic spell of a level they can cast and a 1 in 6 chance of having an Advanced spell of a level they can cast.

If the magic-user has the spell the adventurers are looking for, roll 1d8 minus the spell's level. If the result is 1 or higher the magic-user has the spell memorized; if 0 or lower they do not and must memorize it the subsequent day. If the magic-user is not available immediately the assumption can be made that they will have memorized the needed spell by the time they are.

If the spellcaster is a cleric roll 1d10 minus the spell's level. If the result is 1 or higher they have the spell memorized. If 0 or lower they do not and must wait to pray for it.

Spells cost the same to cast per level regardless of whether they are arcane or divine, as follows:

Unless otherwise stated this cost covers all incidentals associated with the spell, although rare and/or powerful spells may require material components which add to the cost.

How long does it take to do stuff?

One question that is always asked is “how much stuff can the adventurers get done in a day”. This question is usually asked in town, and this section seeks to answer that question by providing general guidelines. Note that in order to qualify as a “rest” for purposes of regaining hit points, a character cannot perform any activities, including those listed below.

Certain activities take a full day, with no chance to perform other tasks. These include magical item creation, spell research, devoting time to domain activities (ruling a domain, running a thieves' guild, etc.), performing work that has a specific gold output, etc.

Otherwise, a good rule of thumb is that each discrete activity takes two hours per day. Therefore, a character can do four “things” per day. They could, upon reaching town, look to restock on basic supplies (purchasing small goods), look to hire a cleric to cast a restorative spell (hiring a spellcaster), try to sell some treasure they found while adventuring (selling expensive goods), and seek rumors to help them figure out their next course of action. Different characters can perform different tasks – the entire party doesn't need to go to the general store to buy torches – with the following restrictions:

- If a reaction roll is called for it can only be modified by someone performing the task – if there are three PCs present any of the three can make the roll, but the high-Charisma bard doing something else wouldn't.
- If a retainer is being hired the interview process takes two hours per potential recruit.
- When hiring retainers the adventurer that is hiring must make the offer; other adventurers or the PC's factor can spend the time searching for recruits, but it is up to the interested PC to make the final pitch.
- The two hours per activity must be spent each day; if an adventurer wants to spend one week to try to buy as much oil as they can it takes two hours per day for the full week to do so.

All of these restrictions apply to NPCs performing tasks for the adventurers, as well. An NPC factor can only do four things per day, with the above limits.

Wealth by Level

It is a trivially easy thing to determine how much treasure monsters have; each entry has a listed treasure type. There is no means of determining how much

wealth – both gold and magical – NPCs possess. OSE Core provides some guidelines on p. 212: NP parties have a collective treasure equal to U + V, and NPCs have a 5% chance per level per magic-item table. This section aims to provide more clarity to the rules to help generate:

- The gear and treasure that NPCs possess.
- A guideline for determining how much wealth an NPC of a given level should have. How much gold does the cloth merchant have to offer the adventurers as a reward?

Use the following to randomly determine an NPC's wealth based upon their level and class. Whenever two levels are grouped together (**Wealth**, below) roll once for the lower level, and twice, taking the best result, for the higher level.

What does the Treasure Consist of?

This section assumes the following:

1. It is used to generate an NPC's easily convertible wealth. It does not include the value of land, titles, etc.
2. Only a certain percentage of the NPC's wealth will be in coin. Typically, the lower the level of the character the larger the percentage of coin they have. Use the following:
 - a. NPCs of levels 0 (Normal Man) through 4 will have **70%-100%** of their treasure in coin. Roll **1d4+6** to determine the exact percentage.
 - b. NPCs of levels 5-9 will have **40%-70%** of their treasure in coin. Roll **1d4+3** to determine the exact percentage.
 - c. NPCs of levels 10+ will have **10%-40%** of their treasure in coin. Roll **1d4** to determine the exact percentage.

Treasure not in coin will be in gems, jewelry, art objects, or trade goods, with the following general proportions. These proportions only apply when an NPC has wealth of more than 100 gp.

Gems 30-40%

Jewelry 30-40%

Miscellaneous 10-20%

Trade Goods 10-20%

There's a 1-2 in 6 chance the NPC has 10-50% (1d4+1) of their total wealth tied up in land, rather than easily convertible goods.

Miscellaneous wealth encompasses art objects such as paintings, tapestries, statuary, fine furniture, etc. Trade goods are bulk quantities of goods typically traded or purchased for use: barrels of wine, lamp oil, salted fish, tanned hides, metal ingots, pottery, etc.

To randomize the percentages start by rolling **3d10+20** twice. This will give a total from 23-50% for both gems and jewelry, with the average being around 37%. Roll **1d10+10** for miscellaneous wealth, giving a result between 2 and 20%. The remainder of the wealth is in trade goods.

Ex. A 9th-level fighter has 50% (rolling a 2) of her treasure in coin and the other 50% in objects. Rolling 3d10+20 for gems we get a 12, for 32%. A second roll for jewelry yields 25, for 45%. A total of 77% of her wealth is in gems and jewelry. The 1d10 roll for miscellaneous items comes to 3, for a total of 13%. The remaining 10% of her wealth is in trade goods.

The above percentages can be finessed as desired. A merchant NPC might have the bulk of his wealth in trade goods and gems, while a noblewoman might have the majority of her wealth in jewelry and miscellaneous goods.

Wealth

The following provides guidelines for determining an NPC's wealth. There is always a 1 in 6 chance that a given NPC will have wealth equal to 1d6 levels lower than their actual level. This can be due to profligacy, robbery, bad luck or investments, etc.

The wealth possessed by institutions is equal to the level or social status of the highest ranking individual. The wealth a temple possesses, therefore, would be determined by the highest-level cleric; that of a thieves' guild determined by the highest-level thief, etc.

Use the following conversions for wealth of higher-status 0-level NPCs:

Peasants, Laborers, Subsistence Farmers: 0 level

Tradesmen, Freeholders, Store owner (small shop): 1st level

Skilled Tradesmen, Store owner (medium shop), Merchant: 2nd level

Expert Tradesmen, Store owner (large or specialized): 3rd level

Nobility (non-landed), Wealthy non-nobility (non-landed): 4th-6th (1d3+3) level

Minor nobility (landed), Wealthy non-noble (landed): 5th-8th (1d4+4) level

Nobility (baron): 9th level

Nobility (higher titles): 9th-14th (1d6+8) level

For most purposes what's important is not the breakdown of coinage – who cares how many copper coins a 6th-level fighter has – but their overall wealth. Use the following to determine a given NPC's wealth:

0-level: 1d10 sp. Half of coins will be cp.

1st level: 10-200 gp (1d20 × 10). 1/3 of coinage will be in gp, the rest in assorted lesser metals.

2nd-3rd level: 300-1200 gp ([1d10+2] × 100). Half of coinage in gp, the rest in assorted lesser metals.

4th-5th level: 1000-6000 gp (1d6 × 1000). 90% of coinage in gp, the rest in assorted lesser metals.

6th-7th level: 3000-13,000 gp ([2d6+1] × 1000). At this point denominations are pretty meaningless.

8th-9th level: 20,000-50,000 gp ([1d4+1] × 10000).

10th-11th level: 40,000-140,000 ([2d6+2] × 10000)

12th-13th level: 100,000-200,000 ([2d4+2] × 25000)

14th+* level: 150,000-450,000 ([2d4+1] × 50000)

*If playing in a system with more than 14 levels each additional level beyond 14 multiplies the overall wealth by 1.15.

Ex. The 9th-level fighter in the above example has an overall value of (1d4+1)×10000 gp. Rolling we get a result of 3, so she has a total wealth of 30,000 gp. Half of this is in coinage, so she's got 15,000 gp in coins. The rest of her wealth is in other forms:

- 32% in gems: 4,800 gp worth
- 45% in jewelry: 6,750 gp worth
- 13% in miscellaneous: 1,950 gp worth
- 10% in trade goods: 1,500 gp worth

Magical Items

The following can be used to determine the magical items that a character of a given level and class will possess. The classes are divided into four groupings: cleric, fighter, magic-user, thief. Use the most appropriate group or category. For instance, a ranger would determine magical treasure as a fighter, while a multi-class fighter/magic-user or a race-as-class elf would use whichever category seems best (fighter or magic-user).

The first number expressed is the percentage chance for a character to possess an item of this category; the second is the number of items possessed, if more than 1. There is a base 21% chance per item, less the character's level, that the NPC does not know an item they are

carrying is magical, and an additional equal chance that they do not know what the item does, even if they know it is magical.

There's always the possibility that an NPC possesses a magical item that they are not able to use. In this case the magical item could be used as a bargaining chip ("I'll trade you this magic sword if you let us live"), might be available for sale, or may be lent to other NPCs for them to use.

In magic-rich campaigns adjust the percentages up by 5-10%; in magic-poor campaigns reduce the chances by a similar amount. For systems that go above 14th level add 1% to the chance per level above 14, to a maximum chance of 99%, and increase the quantity die by one at level 15, 18, and every additional three levels: at 15th level a cleric has a 99% chance of having 1d8 potions; at level 15 a fighter has a 51% chance of having 1d2 rods, staves, or wands.

Table 43 – Potions

Level	Cleric	Fighter	M-U	Thief
1	10%	5%	5%	5%
2	20%	10%	10%	10%
3	30% 1d2	25%	25%	25%
4	40% 1d2	35%	35%	35%
5	50% 1d2	50%	50%	50%
6	60% 1d3	60% 1d2	60% 1d2	60% 1d2
7	65% 1d3	65% 1d2	65% 1d2	65% 1d2
8	70% 1d3	70% 1d2	70% 1d2	70% 1d2
9	77% 1d4	75% 1d3	77% 1d3	75% 1d3
10	80% 1d4	80% 1d3	80% 1d3	80% 1d3
11	85% 1d4	85% 1d3	85% 1d3	85% 1d3
12	90% 1d4	90% 1d3	90% 1d3	90% 1d3
13	95% 1d6	95% 1d4	95% 1d4	95% 1d4
14	98% 1d6	98% 1d4	98% 1d4	98% 1d4

Table 44 – Rings

Level	Cleric	Fighter	M-U	Thief
1	3%	3%	3%	3%
2	5%	5%	5%	5%
3	10%	10%	10%	10%
4	20%	20%	20%	20%
5	30%	30%	30%	30%
6	40%	40%	40%	40%
7	50%	50%	50% 1d2	50%
8	60%	60%	60% 1d2	60%

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Table 44 – Rings

Level	Cleric	Fighter	M-U	Thief
9	70%	70% 1d2	70% 1d2	70% 1d2
10	75% 1d2	75% 1d2	75% 1d2	75% 1d2
11	80% 1d2	80% 1d2	80% 1d2	80% 1d2
12	85% 1d2	85% 1d2	85% 1d2	85% 1d2
13	90% 1d2	90% 1d2	90% 1d2	90% 1d2
14	95% 1d2	95% 1d2	95% 1d2	95% 1d2

Table 46 – Scrolls

Level	Cleric	Fighter	M-U	Thief
1	5%	1%	5%	3%
2	20%	3%	20% 1d2	6%
3	30%	6%	30% 1d2	10%
4	40% 1d2	10%	40% 1d2	20%
5	50% 1d2	20%	50% 1d3	30%
6	60% 1d2	30%	60% 1d3	40% 1d2
7	65% 1d3	40%	65% 1d3	50% 1d2
8	70% 1d3	50%	70% 1d4	60% 1d2
9	75% 1d3	55% 1d2	75% 1d4	70% 1d3
10	80% 1d4	60% 1d2	80% 1d4	75% 1d3
11	85% 1d4	65% 1d2	85% 1d6	80% 1d3
12	90% 1d4	70% 1d3	90% 1d6	85% 1d4
13	95% 1d6	75% 1d3	95% 1d6	90% 1d4
14	98% 1d6	80% 1d3	98% 1d8	95% 1d4

Table 45 – Rods, Staves, and Wands

Level	Cleric	Fighter	M-U	Thief
1	2%	1%	5%	1%
2	4%	2%	10%	2%
3	7%	4%	20%	4%
4	10%	6%	30%	6%
5	20%	8%	40%	8%

Table 45 – Rods, Staves, and Wands

Level	Cleric	Fighter	M-U	Thief
6	30%	10%	50%	10%
7	40%	15%	60%	15%
8	45%	20%	70% 1d2	20%
9	50%	25%	75% 1d2	25%
10	55%	30%	80% 1d2	30%
11	60%	35%	85% 1d2	35%
12	65%	40%	90% 1d3	40%
13	70%	45%	95% 1d3	45%
14	75%	50%	98% 1d3	50%

Table 42 – Miscellaneous Magic

Level	Cleric	Fighter	M-U	Thief
1	2%	2%	2%	2%
2	5%	5%	5%	5%
3	10%	10%	10%	10%
4	20%	20%	20%	20%
5	30%	30%	30%	30%
6	40% 1d2	40% 1d2	40% 1d2	40% 1d2
7	50% 1d2	50% 1d2	50% 1d2	50% 1d2
8	60% 1d2	60% 1d2	60% 1d2	60% 1d2
9	70% 1d3	70% 1d3	70% 1d3	70% 1d3
10	80% 1d3	80% 1d3	80% 1d3	80% 1d3
11	90% 1d3	90% 1d3	90% 1d3	90% 1d3
12	95% 1d4	95% 1d4	95% 1d4	95% 1d4
13	97% 1d4	97% 1d4	97% 1d4	97% 1d4
14	99% 1d4	99% 1d4	99% 1d4	99% 1d4

Table 47 – Swords

Level	Cleric	Fighter	M-U	Thief
1	1%	3%	1%	3%
2	2%	10%	2%	10%

Table 47 – Swords

Level	Cleric	Fighter	M-U	Thief
3	4%	20%	4%	20%
4	7%	30%	7%	30%
5	10%	40%	10%	40%
6	12%	50%	12%	50%
7	15%	60%	15%	60%
8	20%	70%	20%	70%
9	25%	75%	25%	75%
10	30%	80%	30%	80%
11	35%	85%	35%	85%
12	40%	90%	40%	90%
13	45%	95%	45%	95%
14	50%	99%	50%	99%

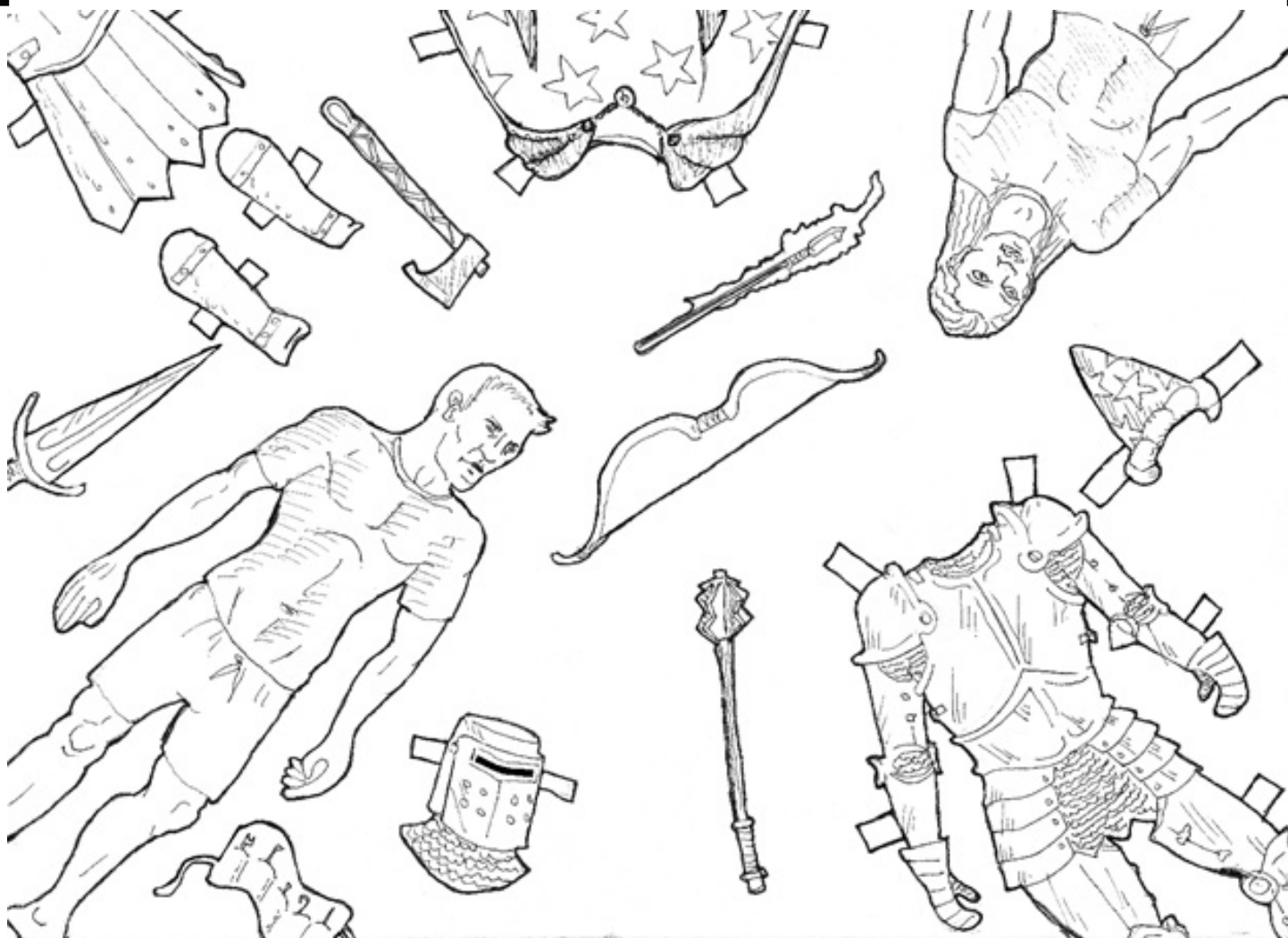
Table 48 – Misc. Weapon

Level	Cleric	Fighter	M-U	Thief
1	3%	3%	1%	3%
2	10%	10%	2%	10%
3	20%	20%	4%	20%
4	30%	30%	8%	30%
5	40%	40%	15%	40%
6	50%	50%	20%	50%
7	60%	60%	25%	60%
8	65%	65%	30%	65%
9	70%	70%	35%	70%
10	75% 1d2	75% 1d2	40%	75% 1d2
11	80% 1d2	80% 1d2	45%	80% 1d2
12	85% 1d2	85% 1d2	50%	85% 1d2
13	90% 1d2	90% 1d3	55% 1d2	90% 1d3
14	95% 1d2	95% 1d3	60% 1d2	95% 1d3

Table 41 – Armor

Level	Cleric	Fighter	M-U	Thief
1	3%	3%	1%	3%
2	15%	15%	2%	15%
3	30%	30%	4%	30%
4	40%	40%	8%	40%
5	50%	50%	10%	50%
6	60%	60%	12%	60%
7	65%	65%	14%	65%
8	70%	70%	16%	70%
9	75%	75%	18%	75%
10	80%	80%	20%	80%
11	85%	85%	22%	85%
12	90%	90%	24%	90%
13	95%	95%	25%	95%
14	99%	99%	30%	99%





Chapter 5: Class Building and Character Options

This chapter provides guidelines for creating new classes for **Old School Essentials** and related OSR-style games. Chiefly, it will establish guidelines for determining XP progressions and level limits based upon the abilities the classes possess.

There are two types of classes in **OSE** and **B/X**-style games: professions and race-as-class. Professional classes assume the character is human – or mostly human – and are based upon the framework presented by the four “core” classes: cleric, fighter, magic-user, and thief. Race-as-classes are based upon non-human races, each assumed to represent only one or two of the professional classes within the rubric of the race; non-human races do not have the flexibility of humanity.

This chapter starts off by explaining the basics of building classes and ends with a discussion of optional modifications to the **OSE** model of classes, as found

in the Absalom campaign setting used by **Populated Hexes**. Note that the math does not always work out perfectly; this system was engineered backwards from existing XP requirements. The goal here is not to perfectly replicate existing classes – although the math involved was engineered using them – but to provide a framework with which to build new classes that are balanced with those currently available.

When creating a class, the following factors must be taken into consideration:

- Attack Matrix
- Saving Throws
- Hit Dice
- Weapons
- Armor

- Spells
- Special Qualities
- Restrictions

Each factor is broken down into a number of options. Each option has a multiplier. One (or more) options are taken, as noted in the description, and the multipliers are all added together to yield a total number. This number is then multiplied by **200** to get the total number of XP needed to reach 2nd level.

XP requirements double at each level up until 9th. For classes that have an odd base XP requirement – the half-elf presented later in this book requires 2,870 XP to reach 2nd level – it is recommended that the XP value be rounded up at a convenient level to smooth out the remaining progression.

Example. Half-elves require 2,870 XP to reach 2nd level. They need 11,480 XP to reach 4th level, and 22,960 to reach 5th. This seems like a good place to smooth out the progression, so the XP needed to reach 5th level is rounded up to 23,000 XP.

Classes that have a level limit higher than 9th level do not double the XP required for levels 10+. Instead, a constant number is added to these XP totals. This amount is based upon the class's attack matrix, as follows:

- Clerics add 100,000 XP per level.
- Fighters and thieves add 120,000 XP per level.
- Magic-users add 150,000 XP per level.
- Non-human classes that advance above 9th level use the appropriate attack matrix but multiply the XP required by 1.7 if they can cast arcane spells, 1.5 if they cast divine spells, and 1.1 if they cast no spells. Round down to the nearest 100,000.

Example. Elves use the fighter attack matrix, meaning they need a base of 120,000 XP to advance above 9th level. Since they can cast arcane spells this total is multiplied by 1.7, bringing the XP total needed per level to 204,000, which is rounded down to 200,000. Dwarves also use the fighter attack matrix, but can't cast spells, so in their case 120,000 XP is multiplied by 1.1, for a total of 132,000, rounded down to 130,000.

Attack Matrix

There are four distinct attack matrices that are used to calculate whether a character is able to hit a target:

- Magic-user –1
- Cleric/thief 0
- Fighter +2

- Monster +4

Saving Throw Progression

There are four distinct saving throw matrices:

- Thief and Magic-user –1
- Cleric –.5
- Fighter +1
- Normal Human. -1

If using a custom saving throw matrix the following holds true:

- Total the saving throw values at 1st level and compare to the totals of the Core classes:
 - Cleric 68
 - Fighter 70
 - Magic-user 71
 - Thief 71
- Use the multiplier of whichever Core class is within 5 of the total of your custom matrix.
- If the difference is greater than 5 from the nearest Core class the Hardy quality needs to be selected (see p. 157). For example, dwarves and halflings both use the Fighter saving throw progression with the Hardy quality.
- It doesn't matter which order the saves are in, although the lower numbers are always found in the Death and Wands categories and the higher in Breath and Spells.
- Even though thieves, magic-users (and to some extent, clerics) have the same saving throw totals the numbers are distributed differently between the five categories.

Hit Dice

Each class has a given die they roll for hit points at each level 1-9, as follows:

- 1d3 –.5
- 1d4 0
- 1d6 +.5
- 1d8 +1
- 1d10 +2.5
- 1d12 +4

At 10th level and beyond the character gains hit points at a fixed rate, as follows:

- +1/level 0

- +2/level +1
- +3/level +2

If the class stops at 9th level or lower apply a **–1** modifier to its multiplier.

For creatures that have a base HD higher than one, or that have a + modifier to their hit points, treat the 1st-level creature as follows:

For every +1 to their hit point total increase the multiplier by **+1**.

For every HD beyond 1 at 1st level increase the multiplier by **+5**.

For example, an ogre class would have a multiplier of **+16.1**, as the base creature has 4+1 HD. This affects the starting XP needed to reach 2nd level, at which point the class gains 1 HD per level: a 3rd-level ogre would have 6+1 HD. A troll class would have a multiplier of **+26.3**, since the base HD for a troll is 6+3.

Weapons Allowed

Not all classes can use all weapons. There are four categories: 1, 2, 3, 4.

1. The class can use no more than two different weapons. For example, magic-users can only wield daggers and staves (the latter an optional rule from *Advanced Fantasy: Genre Rules*). **–1**
2. The class can only use one broad type of weapon. Ex.: clerics can only use blunt weapons. **+0**
3. There are a handful of weapons the class cannot use. Ex.: dwarves and halflings cannot use longbows or two-handed swords. **+1**
4. The class can use any weapon. **+2**

Armor

Likewise, the types of armor that can be used vary by class, and there are again four categories: 1, 2, 3, 4.

1. The class can wear no armor. Ex.: magic-user. **–1**
2. The class is restricted in its use of both armor and shields. Ex.: thieves can't wear anything heavier than leather and can't use shields. Unless otherwise stated this restriction allows only the use of leather armor; classes are never restricted to wearing **heavier** armor. **+0**
3. The class is restricted in either armor or shield use. Unless otherwise stated the class is restricted to chain or lighter; classes are never restricted to wearing **heavier** armor. Ex.: ranger and barbarian. **+1**

4. The class can wear any armor and can use shields. This allows the wearing of plate armor. Ex.: cleric, dwarf, elf, fighter. **+2**

Note that arcane spellcasters have this modifier increased by **+3** in order to be able to cast spells while in armor.

Example. An arcane caster that can wear leather armor has a total modifier of +3, one that can wear chain has a modifier of +4, and one that can wear plate +5.

Spells

This category covers both arcane and divine forms of magic, and differentiates between several rates of progression, or the rate at which the class gains spells. The term “full progression” refers to a class that acquires spells at the rate of one of the two Core classes: cleric or magic-user. The progression can also be 125%, 75%, 50%, or 25%. Examples are as follows. It is recommended that spell progression not exceed 125% of full.

Table 49a – Arcane 125% Progression

Level	1	2	3	4	5	6
1	2	—	—	—	—	—
2	3	—	—	—	—	—
3	3	1	—	—	—	—
4	4	2	—	—	—	—
5	4	2	1	—	—	—
6	4	3	2	—	—	—
7	5	3	2	1	—	—
8	5	4	2	2	—	—
9	5	4	3	2	1	—
10	6	5	3	3	2	—
11	6	5	4	3	2	1
12	6	5	4	4	3	2
13	7	6	4	4	3	3
14	7	6	5	5	4	3

Table 49b – Arcane 100% Progression

Level	1	2	3	4	5	6
1	1	—	—	—	—	—
2	2	—	—	—	—	—
3	2	1	—	—	—	—
4	2	2	—	—	—	—
5	2	2	1	—	—	—
6	2	2	2	—	—	—
7	3	3	2	1	—	—

Table 49b – Arcane 100% Progression

Level	1	2	3	4	5	6
8	3	3	2	2	—	—
9	3	3	3	2	1	—
10	3	3	3	3	2	—
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

Table 49c – Arcane 75% Progression

Level	1	2	3	4	5	6
1	1	—	—	—	—	—
2	1	—	—	—	—	—
3	2	—	—	—	—	—
4	2	1	—	—	—	—
5	2	1	—	—	—	—
6	2	2	—	—	—	—
7	2	2	1	—	—	—
8	2	2	1	—	—	—
9	2	2	2	—	—	—
10	3	2	2	—	—	—
11	3	2	2	1	—	—
12	3	3	2	1	—	—
13	3	3	2	2	—	—
14	3	3	3	3	—	—

Table 49d – Arcane 50% Progression

Level	1	2	3	4	5	6
1	1	—	—	—	—	—
2	1	—	—	—	—	—
3	1	—	—	—	—	—
4	2	—	—	—	—	—
5	2	—	—	—	—	—
6	2	1	—	—	—	—
7	2	1	—	—	—	—
8	2	2	—	—	—	—
9	2	2	—	—	—	—
10	2	2	1	—	—	—
11	2	2	1	—	—	—
12	2	2	2	—	—	—
13	2	2	2	—	—	—
14	3	2	2	1	—	—

Table 49e – Arcane 25% Progression

Level	1	2	3	4	5	6
1	1	—	—	—	—	—
2	1	—	—	—	—	—
3	1	—	—	—	—	—
4	1	—	—	—	—	—
5	2	—	—	—	—	—
6	2	—	—	—	—	—
7	2	1	—	—	—	—
8	2	1	—	—	—	—
9	2	1	—	—	—	—
10	2	2	—	—	—	—
11	2	2	—	—	—	—
12	2	2	1	—	—	—
13	2	2	1	—	—	—
14	2	2	1	—	—	—

Table 50a – Divine 125% Progression

Level	1	2	3	4	5
1	1	—	—	—	—
2	2	1	—	—	—
3	2	2	1	—	—
4	3	2	2	—	—
5	3	3	2	1	—
6	3	3	3	2	1
7	4	3	3	2	2
8	4	4	3	3	2
9	4	4	4	3	3
10	5	5	4	4	3
11	5	5	5	4	4
12	6	5	5	5	4
13	6	6	6	5	5
14	7	6	6	6	5

Table 50b – Divine 100% Progression

Level	1	2	3	4	5
1	1	—	—	—	—
2	2	—	—	—	—
3	2	1	—	—	—
4	2	2	1	—	—
5	2	2	1	1	—
6	2	2	2	1	1
7	3	3	2	2	1
8	3	3	3	2	2

Table 50b – Divine 100% Progression

Level	1	2	3	4	5
9	4	4	3	3	2
10	4	4	4	3	3
11	5	5	4	4	3
12	5	5	5	4	4
13	6	5	5	5	4
14	6	6	5	5	5

Table 50c – Divine 75% Progression

Level	1	2	3	4	5
1	—	—	—	—	—
2	1	—	—	—	—
3	2	—	—	—	—
4	2	1	—	—	—
5	2	2	—	—	—
6	2	2	1	1	—
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2
10	4	4	3	3	2
11	4	4	4	3	3
12	5	5	4	4	3
13	5	5	5	4	4
14	6	5	5	5	4

Table 50d – Divine 50% Progression

Level	1	2	3	4	5
1	—	—	—	—	—
2	1	—	—	—	—
3	1	—	—	—	—
4	2	—	—	—	—
5	2	1	—	—	—
6	2	2	1	—	—
7	2	2	1	1	—
8	3	2	2	1	—
9	3	3	2	1	1
10	4	3	2	2	1
11	4	4	3	2	2
12	5	4	4	3	2
13	5	5	4	3	3
14	6	5	4	4	3

Table 50e – Divine 25% Progression

Level	1	2	3	4	5
1	—	—	—	—	—
2	1	—	—	—	—
3	1	—	—	—	—
4	1	—	—	—	—
5	2	—	—	—	—
6	2	1	—	—	—
7	2	2	—	—	—
8	2	2	1	—	—
9	3	2	1	1	—
10	3	2	2	1	1
11	3	3	2	2	1
12	4	3	3	2	2
13	5	4	3	3	2
14	5	4	4	3	3

It is assumed that with limited progression a spellcaster still casts those spells they do have at their actual caster level. Therefore, a 9th-level caster with a 50% progression rate would still cast spells as a 9th-level caster for purposes of damage, range, duration, etc.

Arcane Casting

- 125% +20
- 100% (full) +16
- 75% +13
- 50% +10
- 25% +7

Divine Casting

- 125% +12
- 100% (full) +8
- 75% +5
- 50% +4
- 25% +3

Note that clerics gain spells at 75% progression and druids at 100% progression.

There are also *level-limited* spell progressions, such as those possessed by the bard, half-elf, paladin, and ranger classes in *Advanced Fantasy: Genre Rules*. In the case of the bard and the half-elf the level-limited progression functions normally; in the case of the paladin and ranger this progression is *delayed* (see Restrictions, below).

Level-limited progression subtracts 1.5 from the



multiplier for each spell level that is eliminated. Bards, for instance, use 75% divine casting progression, but access to one level of spells — the 6th — is denied, for an adjustment of -1.5 , or an actual multiplier of $+3.5$.

For example: An arcane spellcaster with full progression has a multiplier of $+16$. If the progression is level-limited to 5th-level spells the multiplier becomes $+14.5$. If limited to 4th level the multiplier becomes $+13$.

Casters with delayed progression have a caster level equivalent to that of a normal spellcaster at the same point in spell progression. For instance, paladins gain the ability to cast divine spells at 9th level. At 9th level they cast spells as a 1st-level caster.

Note that if, by delaying spellcasting, the caster would be unable to cast a given level of spells due to level limits, the modifier for level-limited progression (see above) does not apply.

Limited Spell List

If a caster draws spells from a limited spell list — this is defined as a specific pool of spells that cannot be increased or modified — reduce the multiplier for spellcasting ability by 25%. Casters with limited spell

lists cannot use spells that are not on their spell list. Any unique spells that are researched and created must:

- Fall into the scope of the class's spell list.
- Be developed with a base -10% penalty to the spell creation roll. It's simply more difficult to craft new spells for niche classes.

Example. The Referee creates a warmage class that draws spells from the arcane spell list but only includes offensive and defensive spells. Even though the warmage's spell list is made up of arcane spells, they could not learn to cast an arcane spell that wasn't on their list, nor could they cast those arcane spells from a scroll.

At the Referee's discretion they can use magical items only available to their parent class, or they may be restricted in this use, as well.

Example. The Referee rules that warmages can use wands of fireballs, since the fireball spell is on their spell list, but cannot use wands of illusion, since the phantasmal force spell is not on the spell list.

Hex 14.21 of the **Populated Hexes** series contains information on creating new spells.

Magical Research

Characters capable of casting spells can also research and create magical items related to their area of expertise. The warmage cited above, therefore, could craft a *wand of fireballs* but not a *wand of illusion*.

The ability to craft magical items is granted normally at 9th level, with the following exceptions:

- Classes with a level limit lower than 9 can craft items upon reaching their maximum level.
- Classes with delayed spellcasting can craft when they attain a level equal to 9 + the number of levels delayed, or their maximum level, whichever comes first.
- Classes may have the ability to craft items sooner, at a multiplier of +1 per level below 9.
- As an alternate rule, magical item creation can be divided into different groups that become available at different levels. The alternate classes presented at the end of this book allow potions and scrolls to be created at lower levels than permanent items, for instance.

If a spellcasting class does not have the ability to create items, reduce the multiplier for spellcasting ability by 25%. As a general rule, the ability to create items is based upon caster level. Therefore, if a 5th-level caster can create a magical item they do so as a 5th-level caster. *Hex 18.23* of the **Populated Hexes** series has rules for creating magical items.

Special Qualities

This list is by no means exhaustive but seeks to establish general guidelines for apportioning special abilities that a class could have. Discretion is advised when adding additional powers/abilities.

- Early Name-level bonuses (ex.: barbarian) +.25 per level. Note this doesn't apply to classes with a maximum level of 8 or lower.
- Infravision (60') +.5
 - +30' +.25
- Turning Undead as a cleric +1.5
- Read Languages (as thief) +1
- Detect (as dwarf or elf, per one "thing" detectable) +.5
- Climb Walls (as thief) +.5*
- Find/Remove Traps (as thief) +.5*
- Hear Noise (as thief) +.5*

- Hide in Shadows (as thief) +.5*
- Move Silently (as thief) +.5*
- Open Locks (as thief) +.5*
- Pick Pockets (as thief) +.5*
- Backstab (as thief), or Tumbling (as acrobat) +1.25
- Use magic item otherwise restricted to specific class (as thief at 10th level) +2
- Awareness (as ranger) +1
- Tracking (as ranger) +.5
- Pursuit (as ranger) +.25
- Hardy (as dwarf and halfling, +2 to all saves) +1.5 (or +.3 per save category applied to) Can only be applied to Fighter Saving Throw progression.
- Immunity to ghoul paralysis (as elf) +.5
- Defensive bonus (as halfling) +1 per 1 AC
- Hiding (as halfling) +1
- Initiative bonus (as halfling) +1
- Attack bonus +1 per each +1 modifier per weapon
- Evasion (as acrobat) +.75
- Jumping (as acrobat) +.5
- Poison (as assassin) +1
- Assassination (as assassin) +2.5
- Strike invulnerable monsters (as barbarian) +1.5
- Agile fighting (as barbarian) +1
- Cure poison (as barbarian) +.5
- Foraging and hunting (as barbarian) +.25
- Anti-charm (as bard) +.5
- Enchantment (as bard) +2
- Languages (as bard or druid) +1
- Lore (as bard) +.5
- Energy resistance (as druid) +.75 for first energy type, +1 per additional type
- Identification (as druid) +.25
- Pass without trace (as druid) +.75
- Path-finding (as druid) +.25
- Shapechanging (as druid) +1.5
- Spell-like ability (as duergar) +.5 for a 1st-level ability, +1 for each additional level, +1 per use per day beyond one. Ex.: *Enlargement* mimics the 1st-

level MU spell (from *Labyrinth Lord AEC*) and adds a multiplier of **+5**. *Invisibility*, a 2nd-level spell, adds a multiplier of **+1.5**

- Special mount (as knight or paladin) **+5**
- Horsemanship (as knight) **+5**
- Hospitality (as knight) **+2.5**
- Strength of Will (as knight) **+1**
- Holy Resistance (as paladin) **+1**
- Lay on Hands (as paladin) **+1**
- Stone murmurs (as svirfneblin) **+1**

Unless otherwise stated the above abilities can only be selected once.

*Classes with five or more of the standard thief skills (noted with asterisks) use a **+0.25** modifier for each of the abilities, rather than **+0.5**. Thieves, therefore, have a total multiplier of **+1.75** for their abilities, rather than **+3.5**.

Restrictions

These are imposed to reduce a class's XP requirements. All non-human classes have a base level restriction of 13 that does not modify the multiplier. Many non-human races have even lower level limits (such as dwarves, elves, and halflings). Further limits can be imposed to gain modifiers to the multiplier, but these are based upon the maximum level of 13. Therefore, elves, with a maximum level of 10, have been restricted three levels (13, 12, and 11), while halflings, with a maximum level of 8, have been restricted five levels.

- Level restrictions. Apply a modifier of **-1** for each level restricted
- Limited number at high level (as druid) **-0.5** per each level for which a limited number may exist
- Alignment restrictions **-0.5** for one alignment restriction, **-0.75** for two
- Multiple ability score requirements. For each requirement apply a modifier of **-0.5**. Ex.: bard, with a minimum of 9 in both DEX and INT, would apply a **-1** modifier.
- Multiple prime requisites. For each prime requisite past one, apply a **-0.25** modifier. Ex.: Elves, with two prime requisites, have a modifier of **-0.25**
- Possession of treasure/item restrictions **-1**
- Gear must be sized for class (gnome, halfling, etc.) **-0.75**

- Code of conduct (must obey a set of strictures or lose class abilities) **-1.5**
- Delay in ability (see below)
- Equipment requirement (Ex.: cleric's holy symbol) **-0.5**
- Hireling restrictions (as assassin) **-0.5**
- Illiterate (as barbarian) **-0.5**
- Fear of magic (as barbarian) **-1.5**
- Delayed Name-level bonuses **-0.25** per level delayed
- Light-sensitivity (as drow) **-0.75**

Some abilities are not granted right away. For every level a non-spell ability is delayed, reduce its multiplier by **.1**, to a minimum of **+0.1**. The ability cannot be delayed beyond that point. The delay is counted from 1st level; the thief ability to read languages would receive a **-0.3** reduction to its multiplier, since it is delayed until 4th level.

Note that for all delayed abilities the class begins using them at their base level once gained; a class that gains *Climb Walls* upon reaching 5th level would climb as a 1st-level thief at 5th level, a 2nd-level thief at 6th level, etc.

The Special Qualities and Restrictions given above are not the only ones that exist; others can be added as needed. New abilities should have multipliers in line with those given. Additionally, when creating new classes care should be taken to ensure that XP requirements are not less than 1,000 or more than 5,000. For classes that have a base XP requirement greater than 5,000 level limit and/or other restrictions should be applied to bring this total down.

As a general rule of thumb the following level guidelines should be used, based on race:

- Humans can advance to 14th level.
- Beastmen and half-breed races have a maximum level limit of 13.
- Dwarves (including duergar) have a maximum level limit of 12.
- Elves (including drow) have a maximum level limit of 10.
- Humanoids (orcs, goblins, etc.) have a maximum level limit of 9.
- Smallfolk (gnomes, halflings, svirfneblin, etc.) have a maximum level limit of 8.



Chapter 6: New and Revised Classes

The Populated Hex series presents a number of new classes, some revised from the standard OSE-style and others brand new. This chapter takes the rules from the previous chapter to create these classes, and adds three broad categories of alternative features.

- Class abilities
- Skills
- Knacks

The classes presented herein all have additional class features different from those the reader may be familiar with. These may be based on features the class already gets – for instance, the magic-users' ability to create magical items is expanded on – or it may be a new addition, as seen in the fighters' increased damage capability.

The two final categories, skills and Knacks, are alternate

features that can be used or disregarded, according to the desires of the Referee and players. A basic skill system is presented in the free supplement *Hex 17.23 – The Lake of Abominations*, and is meant to be a system that can be bolted onto any OSR-style game with a minimum of fuss. Knacks are similar to Feats from more modern games, although rather than a broad list of Feats the player can choose from, each class has its own, short list of Knacks. As a general rule, a new class should be more focused and not offer as many Knack selections as the four base classes.

The classes in this chapter also have minor changes to their write-ups in OSE; for example, a fighter's Save v. Death jumps from 12+ at 3rd level to 10+ at 4th level. The classes in this section have that progression smoothed out, so that no level sees a jump of more than 1.

Cleaving. The Cleave ability is one that most classes possess. When a character slays a target with either a melee or ranged attack they are allowed to make an additional attack against another adjacent opponent. As long as they keep killing targets with a single blow they may continue to make attacks against adjacent opponents, up to a maximum number of times per round based on their class:

- Fighters and Thieves – and classes using their attack matrices – may Cleave a maximum number of times equal to the character's Hit Dice.
- Clerics and classes using their attack matrix may Cleave a number of times equal to half their Hit Dice, rounding down (they may Cleave once at 2nd and 3rd levels, twice at 4th and 5th levels, etc.).
- Magic-users and classes using the magic-user attack matrix may Cleave a number of times equal to one quarter their Hit Dice, rounded down (once at levels 4-7, twice at levels 8+).

Cleaves do not apply:

- To spells or spell-like abilities.
- To area-of-effect damage (such as burning oil) or siege weaponry.
- Crossbows can Cleave a maximum of 4 times per round.

When Cleaving in melee a character may move a maximum distance of half their movement rate as they dance from one target to the next. When Cleaving with missile fire all targets must be within the arc described on p.

Toughness. If the Toughness Knack is used it is recommended that the Referee institute a rule allowing hit points to be rerolled at each level. This allows characters to select this Knack at a higher level and not be penalized by the missing hit points.

Using this rule the character rerolls all Hit Dice at each level, taking the new total if higher. If the new roll is lower, increase the character's total hit points by 1 instead.

Example. A fighter at 1st level rolls 1d8 and gets a 6. At 2nd level they roll 2d8 and get a 9, a higher total than at 1st level. At 3rd level they roll 3d8 and get a disappointing 8, lower than their current total, so have their total increased by 1 to 10. At 4th level they select the Toughness Knack and roll 4d10, rather than 4d8, and get a 24!

Keeping Things Fair. If using the Optional Class Abilities it is recommended that the difficulty of

encounters be increased to make play more challenging. Some options for doing so include:

- Give opponents Knacks. It is suggested that, to keep things simple, leaders of small gangs of creatures be given the Toughness Knack, increasing their Hit Die from 1d8 to 1d10. Leaders can be given other Knacks, as desired by the Referee.
- Increasing the number of opponents. If individual monsters have fewer HD than the characters' average level, add 1 monster per PC. If the HD are roughly equal to the PCs' level, add 1 monster per 2 PCs. If the monsters' HD are more than the average PC level add 1 monster.
- If adding monsters isn't an option, consider adding a number of minions of another type; a gang of ogres might have a dozen goblins serving them, for instance.
- Boss or solo monsters can be given the ability to either negate a small number of physical attacks or automatically succeed on saves. It is recommended that monsters with 1-4 HD be able to do this once per day, those with 5-8 be able to do it twice per day, and those with 9+ be able to do it three times per day.
- Give boss or solo monsters special attacks or actions that can be used in addition to those listed, whether it be a spell-like ability, the ability to automatically disengage from combat or move on another's turn, etc.

The following classes do not include any of the traditional "demi-human" races (dwarf, elf, halfling), for the simple reason that the author runs humanocentric games, where demi-humans are fey, inscrutable creatures rather than playable classes. Instead, beastmen are used in their place. These are races with distinctly animal ancestry, inspired by the public domain art of Charles le Brun. The cerves and mochyn found in this book are examples of this, as are the lophaei and strigi found in the **Populated Hexes** series. The ironskin class found in this book was inspired by the chalkeion race from John Stater's Nod series. Half-races are also encountered; this book contains a revision of the half-elf, and the **Populated Hexes** series presents a half-dryad playable class.

Additionally, the **Populated Hexes** series treats the acquisition of magic-user spells differently. Instead of spells being written in a magical language, requiring the spell *read magic* to comprehend, spells can be scribed in normal languages. *Read magic*, therefore,

is not a spell in the Absalom campaign setting. If the Referee prefers not to use this method simply add *read magic* to the spell list of all the arcane casters that prepare spells from spellbooks.

Cleric

Requirements: None

Prime Requisite: WIS

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: Any, including shields

Allowed Weapons: Limited

The gods of Absalom are, for the most part, the small gods of Terry Pratchett. Human faith gives divinity to local spirits, elementals, and eidolons, and over time these nascent gods grow strong from the accumulated faith of mankind.

There are very few deities whose worship spans a continent, or even a single domain. Most domains have a primary deity, a god that the ruler venerates, and a number of other smaller, local deities that are worshiped day to day.

The more worshipers a deity has, the more potent that god is; conversely, a god with no worshipers dwindles slowly away over a period of decades, or even centuries, becoming a shadow of their former glory.

Absalom is also a land where the gods themselves are very present, especially the local gods. Everyone knows



Table 52a – Cleric

Level	XP	HD	Att	1	2	3	4	5	D	W	P/P	B	R/S/S
1	0	1d6	19(+0)	—	—	—	—	—	11	12	14	16	15
2	1500	2d6	19(+0)	1	—	—	—	—	11	12	14	16	15
3	3000	3d6	19(+0)	2	—	—	—	—	10	11	13	15	14
4	6000	4d6	18(+1)	2	1	—	—	—	10	11	13	15	13
5	12000	5d6	17 (+2)	2	2	—	—	—	9	10	12	14	12
6	25000	6d6	17 (+2)	2	2	1	1	—	9	10	12	14	12
7	50000	7d6	16 (+3)	2	2	2	1	1	8	9	11	13	11
8	100000	8d6	15 (+4)	3	3	2	2	1	7	8	10	12	10
9	200000	9d6	14 (+5)	3	3	3	2	2	6	7	9	11	9
10	300000	+1 hp	14 (+5)	4	4	3	3	2	6	7	9	11	9
11	400000	+2 hp	14 (+5)	4	4	4	3	3	5	6	8	10	8
12	500000	+3 hp	13 (+6)	5	5	4	4	3	4	6	8	9	8
13	600000	+4 hp	12 (+7)	5	5	5	4	4	3	5	7	8	7
14	700000	+5 hp	12 (+7)	6	5	5	5	4	3	5	7	8	7

that on the night of a full moon Hethi, the patron goddess of the village of Strom, visits the faithful in the form of cat, which is why saucers of milk are left outside for her on these nights. When the villagers at the base of Mount Draxca hear an avalanche, it is the eponymous god of the mountain making his displeasure known.

Clerics in Absalom can wear any armor, can carry shields, and are somewhat limited in their selection of weapons. At character creation pick three weapon types the character can use (sword, dagger, and short bow, for instance, or club, crossbow, and spear). The weapons chosen should be thematically tied in with the character's deity of choice. At 5th, 9th, and 13th levels the character can select an additional type of weapon they can use.

Any cleric can request a miracle from their god, albeit with a small chance of success. When in dire straits the cleric may call upon their god to intercede with a 1% chance of success. If this succeeds, the miracle is granted, which functions as a *wish* spell. The Referee adjudicates the miracle as appropriate, with the caveat that it should be designed to benefit the deity first and the cleric second. Once a miracle has been granted the cleric must gain a level before requesting another miracle. Deities do not take kindly to requests for frivolous miracles, and clerics abusing this power may find themselves cut off from spell-casting or other abilities until they atone for their greed.

Starting at 2nd level, when a cleric kills an enemy with a physical attack, they may make a Cleave attack against an adjacent target, as described at the beginning of this chapter.

Starting at 5th level the cleric may create potions associated with clerical magic. At 9th level they may create magical items that are associated with clerical magic.

Upon reaching 9th level the cleric has the choice of founding either a temple or a stronghold (as a fighter). They have the choice, therefore, to become either a spiritual or temporal leader. Assuming the cleric is in the good graces of their deity the construction costs 1/2 the normal price (or costs half the normal price to purchase). Note that a cleric who assumes control of a temporal domain **cannot** also be the head of a temple, although they can decree that the cleric's faith is the official religion of the land.

If the cleric chooses to found a temple rather than a stronghold the following are attracted over the period of three months:

- **1d6** clerics of levels 1-2

- **2d6** acolytes (0-level humans)
- **3d6** mercenaries of a random type, who have heard the cleric's message and felt called to protect them. The mercenaries are paid half normal wages and never have to check morale.
- Rules for running a temple are found in *Hex 14.21 – the Gateway to the Pallid Fields*.

If the cleric instead founds a stronghold they attract the following:

- **1d4** 1st-level followers, each of a randomly determined class, that have felt the call to serve the character. They do so asking only for room and board and never check morale.
- **(1d4+1) × 5** mercenaries. Each group of five will be the same type, they will serve for half pay, and never have to check morale.
- A number of peasant families equal to 1 per 1000 gp value of the stronghold (actual value, not the discount the cleric receives).

Table 52b – Cleric Turning

	Undead HD							
Level	1	2	3	4	5	6	7	8*
1	7	9	11	—	—	—	—	—
2	T	7	9	11	—	—	—	—
3	T	T	7	9	11	—	—	—
4	D	T	T	7	9	11	—	—
5	D	D	T	T	7	9	11	—
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D+	D	D	D	D	T	T	7
9	D+	D+	D	D	D	D	T	T
10	D+	D+	D+	D	D	D	D	T
11	D+	D+	D+	D+	D	D	D	D
12	D#	D+	D+	D+	D+	D	D	D
13	D#	D#	D+	D+	D+	D+	D	D
14	D#	D#	D#	D+	D+	D+	D+	D

*Spellcasting undead or those with 8 or more HD may make a Save v. Spells to avoid being turned or destroyed.

+The cleric turns a total of 3d6 HD of undead.

#The cleric turns a total of 4d6 HD of undead.

All followers, whether for the temple or stronghold, arrive over a period of three months, with one quarter arriving during the first month, one half during the second, and the final quarter during the third.

Optional Rules

If playing with skills (see *Hex 17.23*) clerics begin with one skill at 1st level (plus an additional skill per point of Intelligence bonus) and they gain an additional skill at levels 3, 5, 7, 9, 11, and 13.

If playing with Knacks the character may choose one of the following at 1st level plus an additional Knack at levels 5, 9, and 13. Unless otherwise stated a Knack can be chosen at any of these levels and multiple times.

Blessed by the Gods. The character's saving throws improve by one each. This may only be selected once.

Divine Grace. Once per day the cleric may reroll a single roll they make, taking the better of the two results. At 7th level they may do this twice per day and at 11th level three times per day. This Knack can only be selected once.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoul paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.
- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Heresy. The character may add one spell from another list (druid, magic-user, illusionist, etc.) to their spell list for each level they can cast. The spell is cast as one level higher than normal, however. For instance, if a cleric adds *sleep* to their spell list it would be considered a 2nd-level clerical spell. This may only be selected once.

Improved Turning. The character adds 1 to their 2d6 roll when attempting to turn undead, and if successful may roll twice to determine the number of HD turned, taking the better result. This may only be selected once.

Lay on Hands. The character is able to heal damage equal to their Hit Dice \times 2 each day by touching another creature. This damage may be divided up between targets. Therefore, an 8th-level cleric can lay on hands to heal 16 points of damage, targeting any number of successive individuals until the total amount of healing is used. The cleric can do this once per round without using an action, provided they do not use their full movement.

Leader of the Flock. The cleric is exceptional at converting non-believers to her faith. When rolling

monthly to determine the number of followers attracted roll twice each time, taking the better of the two results, and when rolling to determine the number lost roll twice, taking the lesser of the two results. An additional 10% of the cleric's flock are considered to be true believers. See the text on temples, below.

Lord of the Land. The cleric proves to be an exceptional leader. If using the domain rules in this book the following bonuses are granted.

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the cleric may govern by themselves is increased by one.
- When followers are attracted upon reaching Name level roll twice and take the better result for each category.

This Knack must be selected at level 9 or 13.

Prodigy. The character is infused with divine energy and can tap into it to cast additional spells. At 2nd-5th level they may cast an additional 1st-level spell, at 6th-9th an additional 1st- and 2nd-level spell, and at 10th-14th an additional 1st-, 2nd-, and 3rd-level spell.

Self-improvement, primary. The cleric can increase their Wisdom, Constitution, or Charisma score by 2, or two of the above scores by 1 each. This may only be selected at 5th, 9th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The cleric may increase her Dexterity, Strength, or Intelligence by 2, or two of the above scores by 1 each. This may only be selected at 9th and 13th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Spontaneous Casting. Pick one of the following spells at each level the character is capable of casting:

1st. *command, cure light wounds, light, protection from evil, sanctuary.*

2nd. *augury, bless, delay poison, find traps, holy chant.*

3rd. *cure blindness, cure disease, dispel magic, remove curse.*

The character can cast these spells without preparing them in advance, simply by expending a currently memorized spell in a slot of the same level. This Knack may be selected multiple times, but with each selection a different spell at each level must be chosen.

Toughness. The character uses 1d8 for their HD instead of 1d6. Can only be selected once.

Weapon Mastery. The character can use three combat maneuvers, as described in *Hex 17.22*.

Fighter

Requirements: None

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 14

Allowed Armor: Any, including shields

Allowed Weapons: Any

Fighters gain the following benefits:

Fighters can Cleave once per round, up to a maximum number of times equal to their Hit Dice.

Once per day a fighter can automatically negate a single physical attack that would otherwise successfully hit them. Any effect that is contingent upon the hit – such as paralysis or poison – is also negated.

When fighting with two-handed melee weapons fighters roll damage with Advantage – rolling twice for damage and taking the better result.

At 1st level the fighter may also choose one of the following fighting styles, gaining the listed benefits:

Fighting Styles

Fighters begin play at 1st level knowing a single fighting style, gaining a new one at 7th and 14th levels. The fighting styles are as follows. When fighting with their chosen styles all weapon maneuvers they attempt gain a +2 bonus to succeed.



Table 53a – Fighter

					Saving Throws				
Level	XP	HD	Attack	Damage	D	W	P/P	B	R/S/S
1	0	1d8	19 (+0)	—	12	13	14	15	16
2	2,000	2d8	19 (+0)	1d6	12	13	14	15	16
3	4,000	3d8	18 (+1)	1d6	11	12	13	14	15
4	8,000	4d8	17 (+2)	1d6	10	11	12	13	14
5	16,000	5d8	16 (+3)	1d6	10	11	12	12	14
6	32,000	6d8	15 (+4)	1d8	9	10	11	11	13
7	64,000	7d8	14 (+5)	1d8	8	9	10	10	12
8	120,000	8d8	14 (+5)	1d8	8	9	10	10	12
9	240,000	9d8	13 (+6)	1d8	7	8	9	9	11
10	360,000	+2*	12 (+7)	1d10	6	7	8	8	10
11	480,000	+4*	12 (+7)	1d10	6	7	8	7	10
12	600,000	+6*	11 (+8)	1d10	5	6	7	6	9
13	720,000	+8*	10 (+9)	1d10	4	5	6	5	8
14	840,000	+10*	9 (+10)	1d12	4	5	6	5	8

*do not include Con modifier for levels 10-14.

Dual-weapon. The character fights with a weapon in each hand, with either both being the size of a short sword/scimitar or one being sword-sized and the other dagger-sized. If the character does not move during a round they can make a second attack with the weapon in their off-hand. This second attack is made with Disadvantage (roll twice, take the lower result), and does the normal damage for the weapon being used (instead of the fighter's minimum damage).

One weapon. Trained in fighting with a single one-handed weapon, leaving their off-hand free, characters skilled in this fighting style gain a +1 bonus to attack.

Ranged. The character gains a +1 bonus to hit when making ranged attacks and may fire into melee with no penalty.

Sword and shield. One ally adjacent to, and up to two allies immediately behind, the fighter gain a +1 bonus to their armor class.

Two-handed. The character rolls initiative as normal, but with a –1 penalty, rather than automatically attacking last in a turn when fighting with a two-handed weapon.

Unarmed. The character can attack twice per round when fighting unarmed, with each blow inflicting 1d2 points of damage plus Strength modifier. They gain a +1 bonus to initiative, as well. This damage increases to 1d3 per blow at 6th level, 1d4 at 10th level, and 1d6 at 14th level.

At 2nd level a fighter does a minimum of 1d6 points of damage with any physical weapon attacks, either melee or missile. This increases to 1d8 at 6th level, 1d10 at 10th level, and 1d12 at 14th level. If they are using a weapon that does more than the base damage, they inflict the greater amount.

Example. A 3rd-level fighter inflicts 1d6 points of damage when using a club, dagger, sling, or similar weapon, and normal damage when using a weapon that does 1d6 or more damage. Upon reaching 6th level they do 1d8 points of damage when using daggers, short swords, spears, etc., and normal damage when using weapons that inflict 1d8 or more damage (such as swords, polearms, etc.).

The fighter may claim land and build a stronghold at any level, but upon reaching 9th level – assuming they have built a stronghold – they attract followers and settlers as per the rules in the beginning of this book.

Optional Rules

At first level the character knows how to use three combat maneuvers from the list in *Hex 17.22*. They may select an additional maneuver at levels 5, 9, and 13.

At first level the character knows three skills, plus any

bonus skills from a high Intelligence. They gain a new skill at levels 3, 5, 7, 9, 11, and 13.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, 10, and 13.

Unless otherwise stated Knacks can be selected at any level and multiple times.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6.

Arcane Dabbler. The character gains a limited ability to cast spells as either a magic-user, illusionist, or sorcerer (see p. 168). This must be chosen at the time this Knack is selected and cannot be changed. In order to qualify for this Knack the character must meet the minimum ability score requirements for the class (a magic-user or illusionist must be able to read, an illusionist must also have a Dexterity of 9, and a sorcerer must have a Charisma of 9 and a Constitution of 11).

Those casting spells as a magic-user or illusionist must read and memorize spells each day, as magic-users do. Characters with this version of the Knack cast spells as noted in Table 53b.

Those casting spells as sorcerers have the innate ability to cast a limited number of spells a number of times per day as noted in Table 53b. The character with this Knack starts being able to cast one spell at 1st level. They gain the ability to cast an additional spell at 4th, 7th, 10th, and 14th. The spells known can be of any level, provided they are capable of casting spells of that level. At every even level the character is able to swap out an existing known spell for a new spell.

This Knack can only be selected at level 4 and higher.

Table 53b – Arcane Dabbler

Level	M-U spells per day		Sorcerer spells per day		Sorcerer spells known
	1	2	1	2	
4	1	—	1	—	1
5	1	—	1	—	1
6	1	—	1	—	2
7	1	—	2	—	2
8	2	—	2	—	2
9	2	—	2	1	3
10	2	1	2	1	3
11	2	1	2	2	3
12	2	1	2	2	4
13	2	2	3	2	4
14	2	2	3	3	4

The character casts spells as a spellcaster of 1/3 their level, rounding down. A 9th level fighter would cast spells as a third-level magic-user and would continue to do so until reaching 12th level, at which point they would cast spells as a 4th level magic-user. Characters with this Knack cannot create magical items or research new spells.

Characters with the Arcane Dabbler Knack can use magical items specifically meant for arcane classes. Each time the character attempts to do so, roll 1d20. On a roll of 5 or higher the attempt is successful, on a roll of 3-4 the attempt fails and nothing happens, and on a roll of 1-2 the attempt fails with some sort of detrimental effect.

When wearing leather armor spells can be cast as normal. Each time a spell is cast wearing chain armor there's a 1 in 6 chance the spell fails to function and the slot is lost. If wearing plate this chance increases to 1-2 in 6.

Divine Champion. The character has an immortal patron that grants them the ability to cast a limited number of spells, as shown on the table below. The character casts spells as a spellcaster of 1/3 their level, rounding down. Like clerics, the character must hew to a code of behavior consonant with their patron's morality and, should they violate this code, may find themselves deprived of spells until they are able to make amends for their transgressions.

Table 53c – Divine Champion

Level	Spells/day by level	
	1	2
4-6	1	—
7-9	2	—
10-12	2	1
13-14	2	2

Once per round, in lieu of their action, the character can also expend a prepared spell to try to turn or control (depending on alignment) undead, with a chance of success equal to the level of the spell expended.

This Knack can only be selected at level 4 or higher.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoulish paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.

- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.
- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a –1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Heirloom. The character gains a masterwork weapon or suit of armor that has been in the family for generations. If it is a weapon it possesses a non-magical +1 bonus either to hit or damage. If armor, it either provides a +1 bonus to AC or weighs half as much as a similar non-masterwork suit of armor.

The heirloom item is of suitable quality to be enchanted and become a magical item.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC, and b) inflict maximum damage. This Knack can only be selected once.

Lord of the Land. The fighter proves to be an exceptional leader. If using the domain rules in this book the character gains the following benefits:

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the fighter may govern by themselves is increased by one.
- When followers are attracted upon reaching Name level roll twice and take the better result for each category.

This Knack can be selected at any level but may only be selected once.

Lucky. The character can reroll any attack, damage, or saving throw they make once per day. They may reroll two results per day at 7th level and three per day at 14th. This may only be selected once.

Multi-attack. Eschewing movement during the round the fighter may make a second attack with a weapon, or an additional unarmed attack. They may only Cleave with a single attack. This Knack is only available at levels 7, 10, and 13.

Nature's Ally. The character gains the ability to cast druidic spells (as per *OSE Advanced Fantasy: Druid and Illusionist Spells*). They gain spells at the following rate:

Table 53d – Nature's Ally Spell Progression

Level	Spells/day by level	
	1	2
4-6	1	—
7-9	2	—
10-12	2	1
13-14	2	2

They cast their spells at a caster level of 1/3 their actual level, rounding down. At levels 4-5 they cast as a 1st-level druid, at level 6 as a 2nd-level druid, and so on. This Knack can only be selected at level 4 or higher.

Porter. The character's encumbrance limit is increased by 200/200/400/600 cn. Therefore, a character can carry 600 cn and move at 120', 800 cn and move at 90', 1200 cn and move at 60', and 2200 cn and move at 30'.

Resilient. Pick three saving throw categories. The character gains a +1 bonus when rolling to save in these three categories. This can only be selected once.

Self-improvement, primary. The fighter can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, 10th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The fighter may increase their Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th, 10th, and 13th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Apprentice Thief. Select three of the following: Climb, Disable, Hear Noise, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1st-level thief. They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances (see the description of Thief skills on p. 171).

Toughness. The fighter rolls **1d10** for their HD, rather than **1d8**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Warlord. The character is treated as having an additional 1 HD for purposes of commanding forces in mass combat and gains a +1 bonus to all Leadership rolls they make. Units under the character's direct control inflict an extra +1 point of damage on successful attacks.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Wilderness Scout. The character is at home in the wilderness. They become Proficient in Tracking, have half the normal chance of getting lost in the wilderness, and when attempting to hunt or forage (as described on p. 8) they make all applicable rolls twice, taking the better of the two results. Note that this only applies when hunting is abstracted, and not when potential game is encountered during a standard adventuring day.



Magic-User

Requirements: None

Prime Requisite: INT

Hit Dice: 1d4

Maximum Level: 14

Allowed Armor: None

Allowed Weapons: Limited (see below)

Magic-users cannot wear any armor, but their weapon selection is not limited. However, at 1st level they only know how to use one weapon (short sword, long bow, etc.). They learn how to use a second weapon at 7th level and a third weapon at 14th.

Magic-users can create fetishes (see *Hex 18.23*) at level 3, scrolls at level 5, potions at level 7, and permanent magical items at level 9. Magic-users can also create constructs, cross-breeds, and undead creatures. Rules for creating these creatures will be found in upcoming supplements (construct creation is already covered in *Hex 16.43 – the Cave of the Elder Gargoyles*).

When the magic-user reaches 11th level they attract a number of apprentices. 1d6 magic-users, each between level 1 and 3, and 3d4 normal humans arrive at the magic-user's sanctum over a period of three months, seeking instruction in the magical arts. Only 2 in 6 of the normal humans will have the aptitude for magical studies; the rest will leave, frustrated, after 3d4 months.

Alternatively, the magic-user may choose to found and

rule a domain. This option also becomes available at 11th level. If this option is chosen the character attracts half the followers and settlers described in the Domain Building chapter of this book. Domain morale checks are made with a –1 penalty; magic-users, even the most goodly-hearted, are inscrutable and mistrusted by the common folk. If a domain is founded only half the number of apprentices are attracted to study.

As described in *Hex 14.22*, magic-users in Absalom rarely rely on a single spellbook, instead building libraries of rare books, many of which may contain only a spell or two. Provided a magic-user can read the language a spell is written in – and they are of a high enough level to cast it – they may memorize any spell. Magic-users often do transcribe their most frequently cast spells into traveling spellbooks.

The table of magic-user spells per day gives the number of spells per level that may be cast.

Optional Rules

The character begins play knowing three skills, in addition to bonus skills equal to their Intelligence modifier. The character gains a new skill at levels 4, 7, 10, and 13.

The character begins play with one Knack, selected from the following list. They gain an additional Knack at levels 5, 9, and 13.

Additional Spell. The character can cast an additional spell per day (of a level they could normally cast). The

Table 54a – Magic-user

Level	HD	XP	Att	Spells per Day						Saving Throws				
				1	2	3	4	5	6	D	W	P/P	B	R/S/S
1	1d4	0	19 (+0)	1	—	—	—	—	—	13	14	13	16	15
2	2d4	2,500	19 (+0)	2	—	—	—	—	—	13	14	13	16	15
3	3d4	5,000	19 (+0)	2	1	—	—	—	—	13	14	13	16	14
4	4d4	10,000	18 (+1)	2	2	—	—	—	—	12	13	12	15	14
5	5d4	20,000	18 (+1)	2	2	1	—	—	—	12	13	12	15	13
6	6d4	40,000	17 (+2)	2	2	2	—	—	—	11	12	11	14	12
7	7d4	80,000	17 (+2)	3	2	2	1	—	—	11	12	11	14	12
8	8d4	150,000	16 (+3)	3	3	2	2	—	—	10	11	10	13	11
9	9d4	300,000	16 (+3)	3	3	3	2	1	—	10	11	10	13	10
10	+1*	450,000	15 (+4)	3	3	3	3	2	—	9	10	9	12	9
11	+2	600,000	15 (+4)	4	3	3	3	2	1	8	9	8	11	8
12	+3*	750,000	14 (+5)	4	4	3	3	3	2	8	9	8	11	8
13	+4*	900,000	14 (+5)	4	4	4	3	3	3	8	9	8	11	8
14	+5*	1,050,000	14 (+5)	4	4	4	4	3	3	8	9	8	11	8

*Magic-users gain 1 hp per level beyond 9th. Modifiers from Con do not apply at this point.



character can decide if it is a 1st-, 2nd-, or 3rd-level spell, and it can change daily. This Knack can be selected multiple times.

Combat Mage. The character can wear armor and cast spells. Leather armor applies no penalties. If wearing chain there's a **1 in 6** chance that any given spell fails during casting, and if wearing plate armor the chance increases to **1-2 in 6**. These chances are rolled every time the magic-user casts a spell while wearing armor.

Additionally, the mage learns to use two additional weapons.

Cantrip. The character can expend small amounts of magical energy to accomplish basic tasks. The character may do so as often as desired and can produce the following general effects: shed light in a 5' radius, extinguish a fire no larger than a torch or lantern, clean or dry a 25-sq.-ft. area, produce small gusts of wind, make indistinct sounds, open or close unlocked and unbarred doors and windows, create a minor illusion no larger than man-size, change one's basic appearance, etc. Generally, cantrips have a maximum range of 45', and last for no more than one hour. It takes one round to cast a cantrip.

The caster can cast offensive cantrips as well. These minor spells can take any form, but all inflict untyped magical damage; a caster who tosses small balls of fire isn't actually doing fire damage. Such spells have a range of 25 feet and do **1d4** points of damage, or 60 feet and **1d2** points of damage. Both require a successful ranged attack roll and the target does not get to make a save.

Concentration. The character has practiced casting spells during combat. If the magic-user suffers damage while casting a spell, they can attempt to roll under their Constitution on **3d6** to continue to cast the spell. Add **1d6** to the roll for every 10 additional points of damage they take from a single source (4d6 for 11 points, 5d6 for 21 points, etc.). If the roll fails the spell is not cast but is also not lost.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoul paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using

age categories, the range of each category past adolescence is increased by this amount.

- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Familiar. The character gains a familiar, an animal companion bonded magically to the magic-user. When bonded to a familiar the magic-user gains one more Hit Die (a 1st-level magic-user would have 2d4 hp, and increasing their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Die and must make a Save v. Death. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2d8 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Die is permanent, but the additional damage can be recovered as normal.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's senses. The spellcaster is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

Familiars can be any small, 1-HD creature. When the caster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster reaches level 7 the two are capable of understanding each other; prior to that each is only aware when the other is experiencing strong emotions.

Lucky. The character can reroll any attack, damage, or saving throw they make once per day. At 7th level they may reroll two rolls, and three at 14th level. This may only be selected once.

Master Crafter. When rolling to create potions or magical items treat the magic-user as being one level higher than they actually are, both for the purposes of determining success and the types of magical items they may create. This Knack can only be selected once.

Prodigal Caster. The magic-user's caster level is considered to be one higher than their actual level for determining spell effects, durations, damage, etc.

This Knack can only be selected once and can only be selected at level 5, 9, or 13.

Resilient. Pick three saving throw categories. The character gains a +1 bonus when making saves in these three categories. This can only be selected once.

Self-improvement, primary. The magic-user can increase their Intelligence, Dexterity, or Charisma score by 2 or two of the above scores by 1 each. This may only be selected at 5th, 9th, and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The magic-user may increase her Wisdom, Constitution, or Strength by 2, or two of the above scores by 1 each. This may only be selected at 9th and 13th level. An improved score cannot exceed 18.

Skilled. The character gains an additional three skills.

Shapechange. The spellcaster can, once per day, change shape into a specific, fixed form and back again. The form to be changed into must be a non-magical animal or plant of no more than half the caster's Hit Dice.

While in animal shape the caster retains their intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every continuous day past the first spent in their chosen form the spellcaster must roll under their Intelligence using 3d6, +1 per additional day. Failure indicates they're unable to change back to human form. If the character remains in their alternate form for four days, for instance, they must roll under their Intelligence on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

This Knack can only be selected at levels 9 and 13. If selected more than once a different form must be chosen.

Apprentice Thief. Select three of the following: Climb, Disable, Hear Noise, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1st-level thief. They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances (see the description of Thief skills on p. 171).

Toughness. The magic-user has 1d6 hit points per Hit Die instead of 1d4. This Knack can only be selected once.

Thief

Requirements: None

Prime Requisite: DEX

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: Leather, no shields

Allowed Weapons: Any

At first level thieves have the following abilities.

When attacking with surprise (the target is not aware of them) the thief inflicts an extra 1d6 points of damage. This applies to damage from both melee and missile attacks, and is also applied to damage from Cleaves.

Thieves can use any weapons but are limited to leather armor and cannot use shields.

Thieves also begin play being able to perform the following abilities. At 1st level each is considered successful if rolling a 14 or higher on 1d20. The character can attempt the task in half the time but must roll twice and take the lower of the two rolls. They may also attempt it taking twice the time, which allows them to roll twice and take the higher of the two rolls.

The Referee may prefer to make certain thief ability rolls in secret.

Climb. The character is able to automatically scale easy

vertical surfaces; trees with an abundance of branches, rough rock walls, etc. A roll should only be made when climbing difficult surfaces. The character climbs at a speed of 10' per round.

Disable. This ability is used to pick locks, bypass traps, or figure out how to work complicated mechanical devices. It typically takes one turn to perform. This ability is also used to build or set traps. Rules for creating traps are found below.

Hear Noise. The character is able to hear and discern sounds, whether trying to pick up a conversation in a crowded room or listening at a dungeon door to determine what is on the other side.

Read Languages. The character has a chance to interpret ciphers, codes, foreign languages, etc. The character must be able to read. Complex codes, obscure languages, etc. may impose a penalty to the roll. It typically takes three turns to try to interpret unknown writing. At 1st level this ability is successful only by rolling a 20, although it can be improved like any other ability (see below).

Sleight of Hand. The character can perform acts of trickery and sleight of hand. It can be used to pick pockets, to conceal or palm objects, or to attempt to misdirect a target's attention.

Sneak. This ability combines Move Silently and Hide in Shadows. When using it the character can move no

Table 55a – Thief

Level	HD	XP	Attack	Backstab	Saving Throws				
					D	W	P/P	B	R/S/S
1	1d6	0	19 (+0)	+1d6	13	14	13	16	15
2	2d6	1500	19 (+0)	+1d6	13	14	13	16	15
3	3d6	3000	18 (+1)	+1d6	13	14	12	15	14
4	4d6	6000	18 (+1)	+1d6	13	14	12	15	14
5	5d6	12000	17 (+2)	+2d6	12	13	11	14	13
6	6d6	25000	17 (+2)	+2d6	12	13	11	14	13
7	7d6	50000	16 (+3)	+2d6	11	12	10	13	12
8	8d6	100000	15 (+4)	+2d6	11	12	10	13	12
9	9d6	200000	14 (+5)	+3d6	10	11	9	12	10
10	+1 hp	300000	14 (+5)	+3d6	10	11	9	12	10
11	+2 hp	400000	13 (+6)	+3d6	9	10	8	11	9
12	+3 hp	500000	13 (+6)	+3d6	9	10	8	11	9
13	+4 hp	600000	12 (+7)	+4d6	8	9	7	10	8
14	+5 hp	700000	12 (+7)	+4d6	8	9	7	10	8

*do not include Con modifier for levels 10-14.

faster than 1/3 their normal speed. A character carrying a light source cannot, obviously, hide in shadows.

Spot. This gives the character the ability to spot traps or secret passages. It requires one turn to search a 10' x 10' area.

At every level, including 1st, a thief gains 5 points. They may distribute these points amongst the seven thief abilities, as long as no more than one point is devoted to any single ability per level.

At 9th level the thief has the option of founding a hideout or a domain. If they found a domain use the same rules as for a fighter, except upon founding their domain they attract half the normal number of followers and settlers.

Rules for founding a hideout can be found in the book *A Guide to Thieves' Guilds*, available from **Third Kingdom Games**.

At 10th level the character is able to cast spells from scrolls, succeeding on a roll of 3 or higher on 1d20. If the result is a 2 the scroll fails to go off; if a 1, it goes off with negative or unforeseen results. If the thief has the Arcane Dabbler Knack they may attempt to use magical items as per the Knack, but using the thief chances of success.

Optional Rules

Thieves start play knowing four skills, plus an additional skill for each point of Intelligence modifier. They gain additional skills at levels 3, 5, 7, 9, 11, and 13.

At 2nd level thieves learn how to use one combat maneuver (see *Hex 17.22*). They gain an additional maneuver at levels 8 and 13.

At 5th level the thief may choose a fighting style as described in the section on fighters in this chapter. They may choose an additional fighting style at level 10.

Thieves begin play with a single Knack, selected from the following list. They may choose an additional Knack at levels 4, 7, 10, and 13.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6.

Arcane Dabbler. This Knack is identical to the fighter Knack found on p. 165.

Divine Champion. The character gains the ability to cast clerical spells as per the Knack on p. 166.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:



- +1 bonus to saving throws against ghoul paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.
- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Evasion. Once per round the character can reduce the damage they take from a single source by half. This Knack can only be selected once, at level 4 or higher.

Haggler. When attempting to sell or buy goods for speculative trade roll twice to determine price (see Table 33), taking whichever result is better for the character. This may only be selected once.

Opportunist. The character can reroll any attack, damage or saving throw they make twice per day. They may do so three times at 7th level and four times at 14th level.

Merchant Prince. The character is able to treat an urban center as being one Market Class higher (a Class 3 village would be treated as a Class 4 small town, for instance). It takes a number of days equal to the (actual) Market Class in order to familiarize oneself with the community, after which point the character gains the benefit of this Knack. This may only be selected once.

Rogue's Luck. All of the character's saving throws are improved by 1. This may only be selected once.

Self-improvement, primary. The thief can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, 10th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The thief may increase her Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th, 10th, and 13th level. An improved score cannot exceed 18.

Silvertongue. When a reaction roll is made and the thief is the primary negotiator they may roll twice, taking the better result. This applies to reaction rolls, attempts to hire specialists, offers made to potential retainers, etc. It may only be selected once.

Skillful. The character gains three additional skills.

Skirmisher. The character is able to break up their movement in a combat round to move, attack, and then move their remaining distance. If engaged in melee their opponents do gain the ability to make an attack against them.

Thievery. The character gets an additional 5 points to spend to improve their thief abilities. They may be distributed as desired, except no more than one point can be spent on any one ability (although you can double up with points gained through leveling).

Toughness. The thief rolls **1d8** for their HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Building Traps

Thieves can fashion traps by using their Disable ability, albeit at a much slower rate. For the purposes of this ability, traps are treated as monsters with a given number of Hit Dice. For instance, a trap with 1 HD would inflict 1d6 points of damage and attack as a 1-HD creature. The easiest way to build a trap is to find an analog in the monster listings and build it backwards from that. If the monster has one attack it can only affect a single target, if it has two attacks it can affect two targets, etc. Monsters with breath weapons or area-of-effect abilities can affect an area, and so forth.

For instance, some examples of traps might:

- Do 1d6 points of damage to a single target with a range of touch and attack as a 1-HD monster (based on an orc).
- Do 2d6 points of damage and force the target to save versus poison or die, attacking as a 3-HD monster (based on black widow spider).
- Attack at range, doing 1d6 points of damage on up to 6 targets, and attacking as a 6+1-HD monster (based on a manticore).

There will obviously be traps that do not fit neatly into a monster profile, and not all traps will make "attack" rolls, but the method above allows a way of ballparking the effects and relative cost of traps. Some traps could have magical effects – such as turning a target to stone or teleporting the unwary. In these cases the help of a magic-user is needed to create the trap.

As a general rule of thumb a trap costs the XP of the monster in both material and labor: a 1-HD trap costs 10

gp in material and 10 gp in labor to construct. The length of time to build such a trap is based upon the thief's labor output (see p. 173). Additionally, the HD of the trap is added to the difficulty roll to determine the chance of success. In some cases a trap mimics the effect of a spell while being non-magical. In these cases treat the HD of the trap as being equal to the spell level plus 2.

Example 1. A 1st-level thief has a Disable roll of 14. They're trying to build a trap that replicates the effect of a 2-HD monster. They must roll a 16 or higher in order to be successful.

Example 2. A 6th-level thief is trying to build a trap that releases a cloud of poison gas. The referee rules that it mimics the effect of a cloudkill spell. Cloudkill is a 5th-level spell, so the trap is equivalent to a monster with 7 HD.

Each asterisk possessed by the trap adds +1 to the Difficulty number. Each additional "plus" adds 10% to the base price of the trap.

The following modifiers can also be applied to traps:

If the trap attacks at range add 5% to the base cost for every 10' in range.

- Attacks as a higher/lower-HD creature. Add/subtract 10% to the base price per degree of difference.
- More/less difficult to detect. Add/subtract 15% per point of bonus/penalty to the chance to detect.

- More/less difficult to disarm. Add/subtract 20% per point of bonus/penalty.
- More/less difficult to resist. If a saving throw is allowed modify the base cost by +/-25% per point of bonus/penalty.
- If the trap resets itself add 2 HD to the base cost. It will take (1-3) 1d12 hours, (4-5) 1d6 turns, or (6) 1d6 rounds to reset.

Traps can be built with the aid of assistants. If an assistant is not a thief they produce labor as a 0-level human. Additionally, if more than 50% of the work is performed by assistants the difficulty modifier is increased by +1 for every 10% over 50.

If a trap-building roll fails by 15 or more the attempt backfires, inflicting damage to the creator – and any assistants currently present – equal to half the damage the trap is intended to inflict. If the trap involves poison those nearby must save versus poison to avoid being poisoned. If the roll fails by less than 5 the process is not successful, but much of the trap can be re-used. The thief may attempt again and only needs to invest half the materials and labor.

Thieves gain XP for building traps equal to the HD value of the trap.



Assassin

Requirements: None

Prime Requisite: STR and DEX

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: Any

Allowed Weapons: Any

Languages: Alignment, Common

Assassins are warriors trained in stealth, infiltration, and ways of swiftly dealing death to their foes. They may be of any alignment; those of a lawful alignment are most often state-sponsored “troubleshooters” or bodyguards. Chaotic assassins tend to be lone killers who work for the highest price, or simply their own pleasure.

At first level assassins have the following abilities:

When attacking with surprise (the target is not aware of them) the assassin inflicts an extra 1d6 points of damage. This damage increases as shown in the above table. It applies to all of the attacks made by the assassin in a round.

Assassins can use any weapons and wear any armor. However, if they wear armor heavier than leather they lose their thief abilities (described below). Assassins Cleave as fighters.

Assassins also begin play being able to perform the

following abilities. Each is considered successful if rolling a 14 or higher on 1d20. The character can attempt the task in half the time but must roll twice and take the lower of the two rolls. They may also attempt it taking twice the time, which allows them to roll twice and take the higher of the two rolls.

Climb. The character is able to automatically scale easy vertical surfaces; trees with an abundance of branches, rough rock walls, etc. A roll should only be made when climbing difficult surfaces. The character climbs at a speed of 10' per round.

Hear Noise. The character is able to hear and discern sounds, whether trying to pick up a conversation in a crowded room or listening at a dungeon door to determine what is on the other side.

Sleight of Hand. The character can perform acts of trickery and sleight of hand. It can be used to pick pockets, to conceal or palm objects, or to attempt to misdirect a target's attention.

Sneak. This ability combines Move Silently and Hide in Shadows. When using it the character can move no faster than 1/3 their normal speed.

Spot. This gives the character the ability to spot traps or secret passages. It requires one turn to search a 10' x 10' area.

At every level, including 1st, an assassin gains 2 points. They may distribute these points amongst the five

Table 56 – Assassin

Level	HD	XP	Attack	Backstab	Min Dam	Saving Throws				
						D	W	P/P	B	R/S/S
1	1d6	0	19 (+0)	+1d6	--	13	14	13	16	15
2	2d6	2000	19 (+0)	+1d6	--	13	14	13	16	15
3	3d6	4000	18 (+1)	+1d6	--	13	14	12	15	14
4	4d6	8000	17 (+2)	+1d6	--	13	14	12	15	14
5	5d6	16000	16 (+3)	+2d6	--	12	13	11	14	13
6	6d6	32000	15 (+4)	+2d6	1d6	12	13	11	14	13
7	7d6	64000	14 (+5)	+2d6	1d6	11	12	10	13	12
8	8d6	120000	14 (+5)	+2d6	1d6	11	12	10	13	12
9	9d6	240000	13 (+6)	+3d6	1d6	10	11	9	12	10
10	+1 hp	360000	12 (+7)	+3d6	1d6	10	11	9	12	10
11	+2 hp	480000	12 (+7)	+3d6	1d8	9	10	8	11	9
12	+3 hp	600000	11 (+8)	+3d6	1d8	9	10	8	11	9
13	+4 hp	720000	10 (+9)	+4d6	1d8	8	9	7	10	8
14	+5 hp	840000	10 (+9)	+4d6	1d8	8	9	7	10	8

*do not include Con modifier for levels 10-14.

abilities, as long as no more than one point is devoted to any single ability per level.

At 1st level the assassin can select one of the combat styles described in the fighter section of this chapter. They may select another combat style at 7th level.

Starting at 6th level the assassin's attacks deal a minimum of 1d6 damage as per the fighter class. This increases to 1d8 points of damage at 11th level.

At 9th level the assassin has the option of founding a guild or a domain. If they found a domain use the same rules as for a fighter, except upon founding their domain they attract half the normal number of followers and settlers.

If the character decides to found a guild they must find a suitable location and construct a building large enough to house students and members, with plenty of room for training grounds, weapons halls, etc. In most civilized societies such a guildhall is located in a remote area, away from prying eyes, but in other domains the assassins' guild may actually be state sanctioned.

Rules for founding an assassins' guild can be found in the book *A Guide to Thieves' Guilds*.

Optional Rules

Assassins are trained in the art of alchemy, to aid in the handling of poisons and the synthesis of chemical compounds. They begin play Proficient in Alchemy. When using poison, the assassin has a lower risk of accidentally poisoning themselves. Any skill check or attack roll that is a natural 1 – assuming that this carries a risk of self-poisoning in the Referee's game – is rerolled. Only if the second result is a 1 does the assassin poison themselves.

Assassins start play knowing two skills, plus additional skills for each point of Intelligence modifier. They gain additional skills at levels 3, 5, 7, 9, 11, and 13.

At 2nd level assassins learn how to use one combat maneuver (as presented in *Hex 17.22*). They gain an additional maneuver at levels 8 and 13.

Assassins begin play with a single Knack, selected from the following list. They may chose an additional Knack at levels 4, 7, 10, and 13.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6.

Arcane Dabbler. The character can cast spells as a magic-user, sorcerer, or illusionist, as described on p. 168.

Combat Trickery. The character learns an additional two combat maneuvers.

Divine Champion. The character gains the ability to cast clerical spells as per the Knack on p. 166.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoul paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.
- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Improved Critical. The character inflicts maximum damage on a roll of 19 or 20. Additionally, as a critical



hit, a roll of 19 or 20 automatically hits the target regardless of modifiers.

Lucky. The character can reroll any attack, damage or saving throw they make once per day. They may do so two times at 7th level and three times at 14th level. This may only be selected once.

Poison Resistance. The character has built up a resistance to poison due to their constant exposure to these dangerous substances. Whenever they make a saving throw v. poison they can roll twice, taking the better result.

Rogue. The character gains the ability to perform the remainder of the thief abilities in addition to the ones they gain as an assassin. They gain an additional two points (for a total of 4) to distribute at each level.

Self-improvement, primary. The thief can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, 10th and 13th level. An improved score cannot exceed 18.

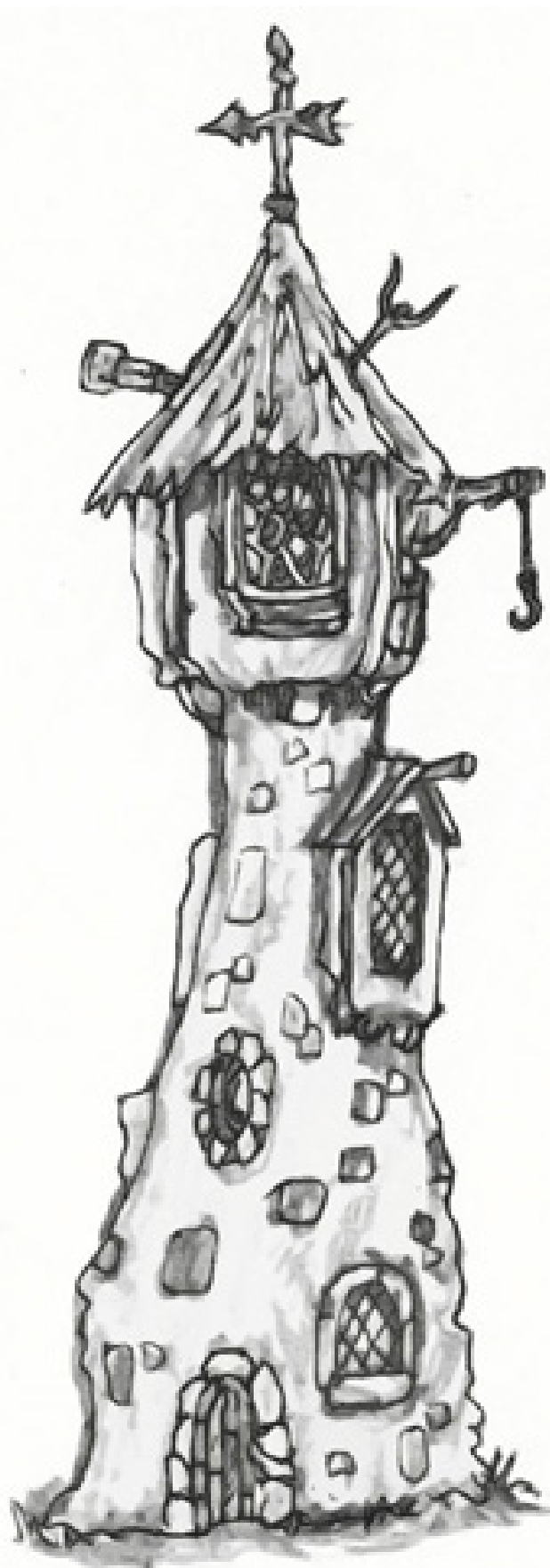
Self-improvement, secondary. The thief may increase her Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th, 10th, and 13th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Thievery. The character gets an additional 4 points to spend to improve their thief abilities. They may be distributed as desired. No more than 1 point from this Knack can be given to a single ability.

Toughness. The assassin rolls **1d8** for their HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.



Bard

Requirements: DEX 9, INT 9

Prime Requisite: CHA

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: leather or chain, no shields

Allowed Weapons: see below

Language: Alignment, Common

Bards are arcane warrior-minstrels, dabbling in many different areas but truly mastering none.

Bards may wear leather or chain but may not use shields. They can use any weapons except for large, two-handed melee weapons (those with the slow, two-handed quality). They have the following abilities:

- They attack as clerics and save as magic-users.
- At 1st level bards are Skilled in one instrument, singing, or story-telling. If they do not spend skill slots to improve their chosen medium they become Expert at 7th level, or can select another medium to become Skilled in.
- Bards cast arcane spells at 75% progression and learn spells as magic-users, their spells drawn from the list below.
- Bards can inspire allies and demoralize foes,

granting (or forcing) a reroll. This is called bardic inspiration (see below).

- Bards pick up various skills during their careers. When attempting to perform a skill they are untrained in they are successful on a result of 19-20, instead of just 20.
- Beginning at 2nd level bards pick up and accumulate lore and knowledge as they adventure and have a chance to recall snippets of important information (see below).

Bards can create fetishes at level 5, scrolls at level 7, potions at level 9, and charmed and permanent items at level 11.

Upon reaching 9th level the bard can found a college. 2d6 1st-level bards are attracted over a period of three months, with one quarter arriving the first month, one half the second, and one quarter the third. 1d6 bards will leave every year, having learned all they can, but 1d6 more will take their place. Otherwise, the bard can found a domain, as per the rules found elsewhere in this book, but they attract followers and settlers at only 3/4 the normal rate.

Medium

Choose an instrument or a form of performance (storytelling, etc.) that the bard is Skilled in. If the instrument they play is portable they begin with it for free.

Table 57 – Bard

Level	XP	HD	THAC0	Saves					Spells per Day				BI*	Lore
				D	W	P	B	S	1	2	3	4		
1	0	1d6	19(+0)	13	14	13	16	15	1	—	—	—	1	—
2	2,900	2d6	19(+0)	13	14	13	16	15	1	—	—	—	1	16+
3	5,800	3d6	19(+0)	13	14	13	16	14	2	—	—	—	1	15+
4	11,600	4d6	18(+1)	12	13	12	15	14	2	1	—	—	2	14+
5	23,000	5d6	17 (+2)	12	13	12	15	13	2	1	—	—	2	13+
6	46,000	6d6	17 (+2)	11	12	11	14	12	2	2	—	—	2	12+
7	92,000	7d6	16 (+3)	11	12	11	14	12	2	2	1	—	3	11+
8	184,000	8d6	15 (+4)	10	11	10	13	11	2	2	1	—	3	10+
9	370,000	9d6	14 (+5)	10	11	10	13	10	2	2	2	—	3	9+
10	470,000	9d6+2	14 (+5)	9	10	9	12	9	3	2	2	—	4	8+
11	570,000	9d6+4	14 (+5)	8	9	8	11	8	3	2	2	1	4	7+
12	670,000	9d6+6	13 (+6)	8	9	8	11	8	3	3	2	1	4	6+
13	770,000	9d6+8	12 (+7)	8	9	8	11	8	3	3	2	2	5	5+
14	870,000	9d6+10	12 (+7)	8	9	8	11	8	3	3	3	3	5	4+

Con bonuses no longer apply after 9th level.

*Bardic inspirations per day.



Spellcasting

Bards cast spells like magic-users, drawn from a unique spell-list. They have spellbooks, as magic-users, and memorize the spells they wish to cast for the day in the morning after a full night's rest. However, bards cannot cast from the full magic-user repertoire, instead drawing from the below list.

They may cast spells from the scrolls scribed by other classes, provided the spell written is one on their spell list that they are of a high enough level to cast, and they can use magical items restricted to other classes provided the magical item functions as a spell on their list.

- First Level. *auditory illusion*^, *charm person*, *dancing lights*^, *detect danger*†, *detect magic*, *light (darkness)*, *read languages*, *sleep*
- Second Level. *cure light wounds**, *ESP*, *glamour*^, *invisibility*, *knock*, *locate object*, *magic missile*, *mirror image*, *obscuring mist*†, *phantasmal force*^
- Third Level. *clairvoyance*, *dispel magic*, *fascinate*^, *hold animal*†, *hold person*, *infravision*, *hypnotic pattern*^, *protection from normal missiles*, *suggestion*^
- Fourth Level. *charm monster*, *confusion*, *dimension*

door, *fear*^, *fireball*, *lightning bolt*, *paralysation*^
polymorph self, *remove curse (curse)*

*clerical spells

^illusionist spells

`druid spells

Bardic Inspiration

Bards have the ability to grant boons to their allies and banes to their enemies. At 1st level they may do this once per day to a creature within 10' of them. They may do this as a free action during a round, unless the bard is casting a spell, in which case they cannot use inspiration. Bardic inspiration can only be used once per round.

By using inspiration the target creature rerolls either an attack roll or saving throw, taking either the better (if a boon) or the worse (if a bane). If an ally is granted bardic inspiration they may use the reroll at any point during the next turn; bardic inspiration directed at an enemy is typically used to force them to reroll an immediate roll.

The range of bardic inspiration is increased to 30' at level 3, 45' at level 6, 60' at level 9, and 90' at level 12. The bard must have line of sight to the target to be inspired.

Lore

As the character adventures they hear, remember, and, most importantly, assimilate various bits of information and trivia. As a result, the character has a chance (as shown on the table) of knowing important pieces of information. The answer the Referee gives can be cryptic; perhaps the bard doesn't know the word that must be spoken to enter the fabled crypts of Zaphisdeal the Magnificent, but they do know that above all else Zaphisdeal treasured his three horses, and what their names were.

Optional Rules

The character begins play knowing three skills, with additional skills due to Intelligence modifiers, and gains a new skill at level 2, 4, 6, 8, 10, 12, and 14.

The bard begins play with one Knack, and gains an additional Knack at level 4, 8, and 12.

Arcane Performance. The character makes a Performance skill check while casting a spell. If successful, they may do one of the following:

- Roll twice for any variables, taking the better of the two results.
- Double the range.
- Double the duration.
- Impose a -2 penalty to the saving throws that the targets make (-5 on a natural 20).
- Affect 1d4 additional targets.

If the roll fails the spell functions as normal. If the result of the roll is 1 the spell is not cast and is lost from memory.

Charm-breaker. By spending their turn in a round performing and making a successful Performance check the bard can break a charm, suggestion, fear, or sleep effect on all creatures within a 30' radius of them.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoul paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.
- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Expanded Repertoire. The bard can select three spells from the cleric, druid, magic-user, or illusionist spell list and add them to the list of spells they can cast. The spells are cast as one level higher than normal. *Barkskin*, for instance, is a second-level druidic spell, but is cast as a 3rd-level bardic spell.

Extra Spell. At levels 1-5 the bard can cast an additional 1st-level spell per day. At level 6-10 they can cast an additional 1st- and 2nd-level spell per day, and at level 11+ they can cast an additional 1st-, 2nd-, and 3rd-level spell.

Familiar. The bard gains a familiar, as per the magic-user Knack. This can only be selected at level 4 or higher.

Fighting Style. The bard can select a fighting style, drawn from the fighter list (p. 164), as well as two combat maneuvers.

Merchant Prince. The character is able to treat an urban center as being one Market Class higher (a Class 3 village would be treated as a Class 4 small town, for instance). It takes a number of days equal to the (actual) Market Class in order to familiarize oneself with the community, after which point the character gains the benefit of this Knack. This may only be selected once.

Rogue's Luck. All of the character's saving throws are improved by 1. This may only be selected once.

Self-improvement, primary. The bard can increase their Strength, Intelligence, or Charisma score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 9th, and 12th level. An improved score cannot exceed 18.

Self-improvement, secondary. The bard may increase her Constitution, Wisdom, or Dexterity by 2, or two of the above scores by 1 each. This may only be selected at 9th and 12th level. An improved score cannot exceed 18.

Silvertongue. When a reaction roll is made and the bard is the primary negotiator they may roll twice, taking the better result. This applies to reaction rolls, attempts to hire specialists, offers made to potential retainers, etc. It may only be selected once.

Skilled. The character gains an additional three skills.

Apprentice Thief. Select four of the following: Climb, Disable, Hear Noise, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1st-level thief. They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances (see the thief class in this chapter for more information).

Toughness. The bard rolls **1d8** for her HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Berserker

Requirements: STR 12, CON 12

Prime Requisite: STR, CON

Hit Dice: 1d8

Maximum Level: 14

Allowed Armor: Any, including shields

Allowed Weapons: Limited

Berserkers are warriors that have the ability – or curse – to become overcome with a bloodlust fury, during which time they are resistant to damage and attack with a terrible ferocity. They are not as skilled in battle as a fighter, relying instead on their ability to overwhelm foes with sheer fury.

Berserkers gain the following benefits:

At 1st level they can use any armor and may select four weapons that they can use without penalty. Berserkers tend to prefer close-quarters combat, so any missile weapons selected take up two choices. In other words, a berserker could know how to use four melee weapons, two melee weapons and a ranged weapon, or two ranged weapons. Weapons such as hand axes or spears – that can be used either in melee or thrown – cost the same as melee weapons. They can learn to use an additional weapon at 6th and 11th level.

Berserkers Cleave as fighters.

A berserker may enter a *rage*, during which they gain the following benefits:

- They take 1/2 damage (rounded down) from physical attacks.
- If subjected to fear or mind-affecting spells they may roll twice for the saving throw, taking the better result. Berserker NPCs in a rage roll twice for morale checks, again taking the better result.
- Each of their successful attacks inflicts extra damage equal to the berserker's Hit Dice.
- The character ignores one level of encumbrance, moving at the next higher movement rate: a character with a move of 60' (20') would instead move at 90' (30'). If their movement is already 120' it increases to 150'.

There are drawbacks to the berserker rage, as well:

- The character must continue to attack while they are raging, even if there are no foes left (see below).
- Attacks made against the berserker gain a +2 bonus as, in their fury, they no longer try to actively avoid blows.
- The raging character cannot cast spells, activate items, drink a potion, etc. They also cannot coordinate with their companions.

Typically, a berserker is not able to enter their rage at will. There's a base 1 in 6 chance when a berserker enters

Table 58 – Berserker

						Saving Throws		
Level	XP	HD	Attack	D	W	P/P	B	R/S/S
1	0	1d8	19 (+0)	12	13	14	15	16
2	2,000	2d8	19 (+0)	12	13	14	15	16
3	4,000	3d8	18 (+1)	11	12	13	14	15
4	8,000	4d8	17 (+2)	10	11	12	13	14
5	16,000	5d8	16 (+3)	10	11	12	12	14
6	32,000	6d8	15 (+4)	9	10	11	11	13
7	64,000	7d8	14 (+5)	8	9	10	10	12
8	120,000	8d8	14 (+5)	8	9	10	10	12
9	240,000	9d8	13 (+6)	7	8	9	9	11
10	360,000	+2*	12 (+7)	6	7	8	8	10
11	480,000	+4*	12 (+7)	6	7	8	7	10
12	600,000	+6*	11 (+8)	5	6	7	6	9
13	720,000	+8*	10 (+9)	4	5	6	5	8
14	840,000	+10*	9 (+10)	4	5	6	5	8

*do not include Con modifier for levels 10-14.



combat that they will enter their rage. This increases by 1 for every additional round they remain in combat. If they are wounded during combat the chance increases by 1. Make the roll at the beginning of the berserker's turn. At 7th level the berserker may roll twice when checking to enter or leave a rage, choosing which of the two results to take.

A berserker enters battle. During the first round her player rolls a 2, so she does not enter a rage. At the beginning of the second round, before her turn, she is wounded, increasing the chance by 1, in addition to the +1 for entering the second round of combat. The chance of entering a rage is now 3 in 6. She rolls a 4 and does not enter a rage. She is wounded again, and in the 3rd round has a 5 in 6 chance of entering the rage. She rolls a 1 and begins to rage.

A character can rage for no more than 1d4 rounds (rolled each time they enter the rage), plus an additional round per Hit Die they possess, and upon leaving their rage must rest for one turn for every round they spent raging or suffer a -2 penalty to all attack rolls and saving throws until they can rest. This penalty is cumulative.

The berserker typically cannot easily exit a rage, either. Once all of their foes are slain they must roll equal to or less than their Wisdom score on 3d6 to leave the rage. This check is made once every round. Otherwise, they will continue to attack those nearby.

The berserker may claim land and build a stronghold as a fighter at any level, but upon reaching 9th level – assuming they have built a stronghold – they attract followers and settlers as per the rules found elsewhere in this book, but their tempers tend to put off their subjects, and all morale rolls for their domain are made at a -1 penalty.

Berserkers may, instead, found a *hall*. This must be in a Wilderness hex, similar to a scout's lodge. The lodge can be of any value but is most often large and secure enough to withstand the travails of living in remote and dangerous territories. Once the lodge is founded 2d4 berserkers of levels 1-3 will arrive to serve the character over a period of four months, as will 1d4 fighters of levels 1-3 and 3d4 normal men. If the hex the lodge is in becomes Borderlands or Civilized the berserker and their followers must leave, striking off for more distant, untamed lands in which to settle.

Optional Rules

At first level the character knows how to use one of the following combat maneuvers from the list in *Hex 17.22*: Force Back, Grapple, Overrun, Trip. They may select an additional maneuver at levels 7 and 13.

At first level the character knows two skills, plus any bonus skills from a high Intelligence. They gain a new skill at levels 3, 5, 7, 9, 11, and 13.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, 10, and 13.

Unless otherwise stated Knacks can be selected at any level and multiple times.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6.

Animal Companion. The character gains an animal companion, a normal animal they have bonded with in a manner that borders on the supernatural. They cannot understand their companion without magical means, but the companion will remain loyal to the character as long as it is treated well. The companion is considered to be a retainer, counting towards the character's normal maximum, and gains XP as a retainer (potentially leveling up). This Knack can be selected multiple times. The companion cannot have more than

twice the character's Hit Dice upon the selection of this Knack and must be a normal animal, dire animal, or giant animal.

The companion is "recruited" in the same manner as a human retainer, but in these instances the character typically needs to spend 1d4 months gaining the animal's trust before a reaction roll can be made.

Combat Mastery. The character can select an additional two combat maneuvers and can select any from the list, not just the ones listed above.

Controlled Rage. When rolling to determine if the character enters or exits a rage they may roll twice, selecting the more favorable result. At 7th level they may enter and leave their rage at will.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoul paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.
- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Fighting Style. The character can select one of the fighting styles available to fighters (p. 164).

Get Back Up. Once per day the berserker instantly regains 1d4 hp after being reduced to 0 hp. At 6th level they regain 2d4 hp, and at 11th level they regain 3d4. This Knack can be purchased once.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

Porter. The character's encumbrance limit is increased by 200/200/400/600 cn. Therefore, a character can carry 600 cn and move at 120', 800 cn and move at 90', 1200 cn and move at 60', and 2200 cn and move at 30'.

Resilient. All of the character's saving throws gain a +1 bonus.

Self-improvement, primary. The berserker can

increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, 10th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The berserker may increase her Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th, 10th, and 13th level. An improved score cannot exceed 18.

Shapechange. The berserker can, once per day, change shape into a specific, fixed form and back again. The form to be changed into must be a large animal of prey (a lion, bear, wolf, or similar) *or* an herbivore known for size and temper, such as an elk, mountain goat, etc. They are limited to a creature with no more than 6 HD and one they are familiar with. The berserker cannot wear armor when shapechanging.

While in animal shape the berserker retains their intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every continuous day past the first spent in their chosen form the berserker must roll under their Intelligence using 3d6, +1 per additional day. Failure indicates they're unable to change back to human form. If the character remains in their alternate form for four days, for instance, they must roll under their Intelligence on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

Berserkers that remain stuck in animal form can only be restored to their original form by a *remove curse* cast by a 9th-level or higher cleric, or similar powerful magic (such as a *wish* spell).

This Knack can only be selected at levels 9 and 13. If selected more than once a different form must be chosen.

Skillful. The character gains three additional skills.

Toughness. The berserker rolls **1d10** for her HD, rather than **1d8**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Unarmored Combat. The character is practiced in the art of fighting without armor. They gain a +1 bonus to AC at levels 1, 4, 7, 10, and 13, so long as they are not wearing armor.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Cervs Brave

Requirements: DEX 9, STR 9, CON 12

Prime Requisite: STR, CON

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: Hide or leather

Allowed Weapons: Limited, see below

Languages: Alignment, *cervs*, Common

The *cervs*, or deer-folk, are a race of humanoids greatly resembling Men; they are taller, men and women both averaging over six feet in height, and long of limb, with long faces and large, brown eyes. They are a nomadic race, roaming the plains and hills of Absalom. They dislike close, enclosed spaces, sleeping in great collapsible tents of hide that are dragged behind them by the strongest members of the tribe when it comes time to move their camp, which they do on a monthly basis.

Braves are limited to wearing leather armor or lighter. They are limited to the knowledge of how to use four weapons at first level, gaining the ability to learn an additional weapon at level 6 and 11.

Cervs braves Cleave as per fighters.

Braves are difficult to catch unaware and are only surprised on a roll of 1 on 1d6. Additionally, if they are surprised, they may still move – but take no other actions – during that round. Braves also gain a +1 to initiative, as long as they are out of doors.

Cervs are faster than Men, having a base unencumbered speed of 150' (50'). Their speed is reduced as normal when encumbered (from 150' to 120', then down to 90', etc.). They do not need to rest as often as Men, either, when traveling outdoors; they need only rest for a day once every two weeks when traveling overland at a normal pace, and they can force march for two days before needing to rest.

They can Hear Noise and Sneak as a thief. At 1st level they succeed at either with a roll of 14 or better. At every level they get 1 point to spend to increase the chance of success of one of these abilities.

As a species *cervs* are unused to being in confined spaces. When indoors, underground, or in thick woods or jungles, they suffer a –1 penalty to all rolls.

At 9th level the *cervs* may strike out on their own and found a herd. 5d6 *cervs*, including 2d4 braves of levels 1-2, are attracted over a period of three months. The herd leader must claim a tract of land as their range. They may also found a domain as a fighter, but attract only 1/3 the normal followers and population, or found a lodge as a scout, but attract only 1/2 the normal followers.

Optional Rules

The brave begins play being Proficient in Naturalism and Expert in Wilderness Survival in their natural range. They also start with a third skill of their choosing at Proficient (plus any from a high Intelligence). Braves gain an additional skill at levels 3, 5, 7, 9, 11, and 13.

Table 59a – Cervs Brave

Level	HD	XP	Attack	Damage	Saving Throws				
					D	W	P/P	B	R/S/S
1	1d6	0	19 (+0)	—	13	14	13	16	15
2	2d6	1800	19 (+0)	—	13	14	13	16	15
3	3d6	3600	18 (+1)	+1	13	14	12	15	14
4	4d6	7200	18 (+1)	+1	13	14	12	15	14
5	5d6	14400	17 (+2)	+1	12	13	11	14	13
6	6d6	29000	17 (+2)	+1	12	13	11	14	13
7	7d6	58000	16 (+3)	+2	11	12	10	13	12
8	8d6	120000	15 (+4)	+2	11	12	10	13	12
9	9d6	240000	14 (+5)	+2	10	11	9	12	10
10	+1 hp	360000	14 (+5)	+2	10	11	9	12	10
11	+2 hp	480000	13 (+6)	+3	9	10	8	11	9
12	+3 hp	600000	13 (+6)	+3	9	10	8	11	9
13	+4 hp	700000	12 (+7)	+3	8	9	7	10	8

*do not include Con modifier for levels 10-14.

At level 3 they may select a fighting style as described in the fighter section. They may choose an additional fighting style at level 9.

At 1st level they may chose one Knack from the following list. They can choose an additional Knack at levels 4, 7, 10, and 13.

Animal Companion. The character gains an animal companion, a normal animal they have bonded with in a manner that borders on the supernatural. They cannot understand their companion without magical means, but the companion will remain loyal to the character as long as it is treated well. The companion is considered to be a retainer, counting towards the character's normal maximum, and gains XP as a retainer (potentially leveling up). This Knack can be selected multiple times. The companion cannot have more than twice the character's Hit Dice upon the selection of this Knack and must be a normal animal, dire animal, or giant animal.

The companion is "recruited" in the same manner as a human retainer, but in these instances the character typically needs to spend 1d4 months gaining the animal's trust before a reaction roll can be made.

Combat Maneuvers. The brave is able to learn three combat maneuvers (see *Hex 17.22*).

Nature's Ally. The character gains the ability to cast druidic spells (as per *OSE Advanced Fantasy: Druid and Illusionist Spells*). They gain spells at the following rate:

Table 59b – Nature's Ally Spell Progression

Level	Spells/day by level	
	1	2
4-6	1	—
7-9	2	—
10-12	2	1
13-14	2	2

They cast their spells at a caster level of 1/3 their actual level, rounding down. At level 4-5 they cast as a 1st-level druid, at level 6 as a 2nd-level druid, and so on.

Porter. The character's encumbrance limit is increased by 200/200/400/600 cn. Therefore, a character can carry 600 cn and move at 120', 800 cn and move at 90', 1200 cn and move at 60', and 2200 cn and move at 30'.

Self-improvement, primary. The brave can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, 10th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The brave may increase her Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th, 10th, and 13th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Skirmisher. The character is able to break up their movement during a combat round to move, attack, and then move their remaining distance. If engaged in melee their opponents do gain the ability to make an attack against them.

Toughness. The brave rolls **1d8** for her HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Dervish

Requirements: WIS 9, DEX 9

Prime Requisite: WIS and DEX

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: Leather, no shield

Allowed Weapons: Any melee

Languages: Alignment, Common

Clerics are the shepherds of the faithful, concerned with the spiritual wellbeing and the spread of their deity's worship. Many temples have, in addition to clerics, holy warriors whose purpose is not to convert but to protect, to eliminate threats, whether reactively or proactively. These warriors usually train in remote monasteries and temples combining religious fervor with the skills of war. They often hire themselves out as elite bodyguards to royalty and other important personages.

One such type of protector is the dervish. Lightly armored, mobile, and capable of entering a battle trance, dervishes are the elite of their god's warriors.

Dervishes are restricted to leather armor and cannot use shields. They can use any melee weapons, but not missile weapons, as their fighting styles focus on close combat and quickness of movement.

Dervishes Cleave as fighters.

At 2nd level the dervish is able to enter a holy trance



once per day, gaining the effects of the *bless* spell for 6 rounds. This is a non-magical effect and only affects the dervish. If the dervish is a PC the +1 bonus to morale translates to a +1 bonus to saving throws against magical fear. The dervish may enter this trance twice per day at 5th level, three times per day at 8th level, and four times per day at 11th level.

Table 60a – Dervish

Level	HD	XP		Spells per Day					Saving Throws				
			Att	1	2	3	4	5	D	W	P/P	B	R/S/S
1	1d6	0	19(+0)	—	—	—	—	—	11	12	14	16	15
2	2d6	1500	19(+0)	1	—	—	—	—	10	11	13	15	14
3	3d6	3000	19(+0)	2	—	—	—	—	10	11	13	15	13
4	4d6	6000	18(+1)	2	1	—	—	—	9	10	12	14	12
5	5d6	12000	17 (+2)	2	2	—	—	—	9	10	12	14	12
6	6d6	25000	17 (+2)	2	2	1	—	—	8	9	11	13	11
7	7d6	50000	16 (+3)	2	2	1	1	—	7	8	10	12	10
8	8d6	100000	15 (+4)	3	3	2	1	—	6	7	9	11	9
9	9d6	200000	14 (+5)	3	3	2	2	1	6	7	9	11	9
10	+1 hp	300000	14 (+5)	4	3	2	2	2	5	6	8	10	8
11	+2 hp	400000	14 (+5)	4	4	3	3	2	4	6	8	9	8
12	+3 hp	500000	13 (+6)	5	4	4	3	3	3	5	7	8	7
13	+4 hp	600000	12 (+7)	5	5	4	4	3	3	5	7	8	7
14	+5 hp	700000	12 (+7)	6	5	5	5	4	3	5	7	8	7

At 3rd level they may select one of the following fighter combat styles (p. 164): dual-weapon, one weapon, two-handed, unarmed.

Starting at 7th level the dervish may create potions, at 9th level scrolls, and at 11th level they may create magical items that are associated with dervish magic.

They also gain the following abilities:

- Dervishes turn undead as a cleric of the same level.
- Dervishes gain a +1 bonus to Initiative. This bonus only applies when the dervish is wearing leather armor or lighter.
- They may add their Wisdom bonus to their AC. This bonus only apply when they're wearing leather armor or lighter.

Table 60b – Dervish Turning

	Undead HD							
Level	1	2	3	4	5	6	7	8*
1	7	9	11	—	—	—	—	—
2	T	7	9	11	—	—	—	—
3	T	T	7	9	11	—	—	—
4	D	T	T	7	9	11	—	—
5	D	D	T	T	7	9	11	—
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D+	D	D	D	D	T	T	7
9	D+	D+	D	D	D	D	T	T
10	D+	D+	D+	D	D	D	D	T
11	D+	D+	D+	D+	D	D	D	D
12	D#	D+	D+	D+	D+	D	D	D
13	D#	D#	D+	D+	D+	D+	D	D
14	D#	D#	D#	D+	D+	D+	D+	D

*Spellcasting undead or those with 8 or more HD may make a Save v. Spells to avoid being turned or destroyed.

+The dervish turns a total of 3d6 HD of undead.

#The dervish turns a total of 4d6 HD of undead.

Upon reaching 9th level the dervish can found a monastery. This building costs half what it would normally cost, due to their deity's intercession. When this monastery is complete a number of followers will be attracted to come and serve the dervish, appearing over a period of 3 months.

1d6 dervishes of levels 1-3

10d10 mercenaries

Both types of followers are fanatical, never needing to

check morale. They also need no pay outside of food and lodging.

Dervishes have slightly different spell lists than clerics, as follows. Spells with a single asterisk are from the Labyrinth Lord Advanced cleric list. Spells with two asterisks are from the OSE *Advanced Fantasy: Druid and Illusionist Spells* list, and those with three asterisks are from the magic-user spell list.

1st level. *Command**, *cure light wounds*, *detect evil*, *light*, *protection from evil*, *remove fear*, *resist cold*, *shillelagh**.

2nd level. *Barkskin***, *bless*, *detect magic*, *know alignment*, *hold person*, *holy chant**, *resist fire*, *spiritual weapon**.

3rd level. *Cure blindness**, *cure disease*, *detect invisible****, *dispel magic****, *locate object*, *mirror image****, *remove curse* (reversible), *striking*,

4th level. *Cure serious wounds*, *detect lie**, *exorcise**, *neutralize poison*, *protection from evil 10' radius*.

5th level. *Atonement**, *commune*, *cure critical wounds*, *divination**, *flame strike**, *insect plague*, *quest*.

Optional Rules

If playing with skills dervishes begin with three skills at 1st level (plus an additional skill per point of Intelligence bonus) and they gain an additional skill at levels 3, 5, 7, 9, 11, and 13.

If playing with Knacks the character may choose one of the following at 1st level plus an additional Knack at levels 5, 9, and 13. Unless otherwise stated Knacks can be chosen at any level and multiple times.

Alacrity. Once per day the character can automatically go first during one round of combat, regardless of initiative rolls, *or* they can decide to negate the effects of a failed surprise roll and roll initiative as normal. This Knack can only be selected once. At 7th level they may do this twice per day, and at 14th level three times per day.

Blessed by the Gods. The character's saving throws improve by one each. This may only be selected once.

Divine Grace. Once per day the dervish can add 1d4 to a single attack, saving throw, or damage roll they make. They may do this twice per day at 7th level and three times per day at 14th level. This Knack can be selected multiple times, with each selection increasing the size of the die used by one (from 1d4 to 1d6, for instance).

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoul paralysis.

- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.
- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Get Back Up. Once per day the dervish instantly regains 1d4 hp after being reduced to 0 hp. At 6th level they regain 2d4 hp, and at 11th level they regain 3d4. This Knack can only be selected once.

Lay on Hands. By touching another creature the character is able to heal damage equal to their Hit Dice × 2 each day. This damage may be divided up between targets. Therefore, an 8th level dervish can lay on hands to heal 16 points of damage, targeting any number of successive individuals until the total amount of healing is used. The dervish can do this once per round without using an action, provided they do not use their full movement.

Meditative Trance. The character can enter a trance for one hour and regain the ability to cast one spell. It can be of any level, but must be one the character had prayed for at the beginning of the day and already cast.

Prodigy. The character is infused with divine energy and can tap into it to cast additional spells. At 2nd-5th level they may cast an additional 1st-level spell, at 6th-9th an additional 1st- and 2nd-level spell, and at 10th-14th an additional 1st-, 2nd-, and 3rd-level spell.

Self-improvement, primary. The dervish can increase their Wisdom, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 5th, 9th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The dervish may increase her Constitution, Strength, or Intelligence by 2, or two of the above scores by 1 each. This may only be selected at 9th and 13th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Spontaneous Casting. Pick one of the following spells of each level:

1st. *command*, *cure light wounds*, *light*, *protection from evil*, *sanctuary*

2nd. *augury*, *bless*, *delay poison*, *find traps*, *holy chant*.

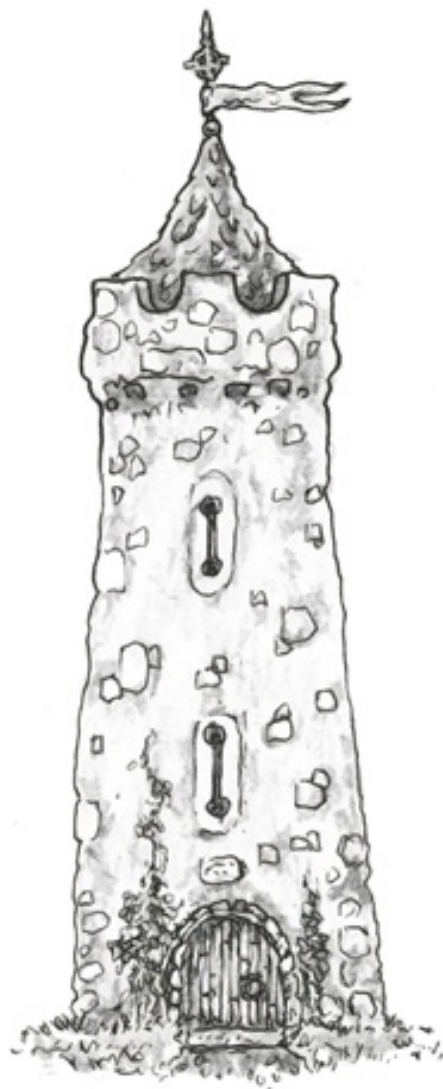
3rd. *cure blindness*, *cure disease*, *dispel magic*, *remove curse*.

The character can cast these spells without preparing them in advance, simply by expending a currently memorized spell slot. This may be selected multiple times, but with each selection a different spell at each level must be selected.

Toughness. The character uses 1d8 for their HD instead of 1d6. Can only be selected once.

Weapon Mastery. The character can use three combat maneuvers, as described in *Hex 17.22*.

Whirlwind. Once per day the dervish may make a second melee attack during a round. If their opponent is slain with the second attack they may Cleave through their opponents, but they may only Cleave once per round, even if both primary attacks kill. They can do this twice per day at level 7 and thrice per day at level 13. This can only be selected once.



Godborn

Requirements: No score below 9

Prime Requisite: See below

Hit Dice: 1d8

Maximum Level: 12

Allowed Armor: Any

Allowed Weapons: All

Languages: Alignment, Common

The children of gods, demons, or powerful fey lords, the godborn are known as *tieflings* when the children of Chaos, the scions of Law as *aasimar*, and *eladrin* when born of fey. They can either be the direct descendants, the offspring of actual coupling between mortal and immortal, or the result of a more passing acquaintance; children born when an especially powerful being stalks the earth.

Godborn can have no ability score below 9. Learning from experience is difficult for those naturally gifted, so they only gain a 5% bonus to XP when they have four or more scores 13 or higher, and a 10% bonus to XP when they have three or more scores 15 or higher.

Godborn characters Cleave as clerics of an equivalent level.

For the most part godborn look human, but with features that are both disturbing and entrancing. They may have short horns, vestigial tails or wings, unusual skin, hair, or eye color, or some other feature that marks them as different.

The children of gods enjoy the following benefits:

- They attack and save as clerics and possess the Hardy quality (already included in their saving throw table).
- Ineffable yet offensive. Godborn gain a +1 modifier to reaction rolls made with creatures sharing the same alignment, but suffer a –1 penalty when dealing with creatures one step removed (a Lawful aasimar treating with a Neutral being) and a –2 penalty when treating with creatures two steps removed (the same parleying with a Chaotic creature).
- Divine intervention. Once per day, as an instant action during a round, a godborn can change any one 1d20 roll made within 5' of them to either a "1" or a "20". This range is increased by 5' per Hit Die. Once it is used the godborn does not regain the use of this ability until they roll their level or higher on 1d20; this roll is made at the beginning of each subsequent day.
- Infravision. Godborn can see with infravision with a 30' range. Alternatively, if infravision is not used in the Referee's game, they may see in dim conditions as if it were daylight.

Individual godborn gain *heritage boons* based upon their alignment, as follows. Unless otherwise stated, spells take a full round to cast, as a normal spell, but can be cast whether or not the character is wearing armor. Additionally, unless otherwise stated, spells have a caster level equal to the godborn's level.

Aasimar

Upon reaching 2nd level the aasimar may choose one of the following options:

1. Cast *light* once per day.
2. Cast *detect evil* once per day.
3. Heal 1d4 points of damage to an ally (not the aasimar) within 15'. At 6th level the damage healed is increased to 2d4, and at 12th level it is increased to 3d4. This action takes the place of one move or attack action.
4. Once per day the aasimar may turn undead, as a cleric of one half their level.

Upon reaching 5th level the aasimar may choose one of the following options:

1. Cast *shield* once per day.
2. Cast *bless* once per day.
3. Once per day the aasimar can make two attacks in a round. If both fell opponents, only one Cleaves. At 11th level they may do this twice per day.
4. Once per day, if the aasimar is reduced to 0 hp, they immediately gain 1d4 hp and do not die. At 9th level they gain 2d4 hp.

Upon reaching 8th level the aasimar may choose one of the following options:

1. Once per day a weapon the aasimar wields is treated as if it has been targeted by the *striking* spell. This may be performed in lieu of the character's movement.
2. Once per day the character can cast *neutralize poison*.
3. Once per day the character can cast *protection from evil*, 10' radius.
4. Once per day the aasimar can restore 1d4 hp to all allies within 15'. This action is taken in lieu of a move or attack action.

Upon reaching 11th level the aasimar may choose one of the following options:

1. Once per day the aasimar can cast *cure disease*.
2. Once per day the aasimar can cast *remove curse*.

- Once per week the aasimar can cast *dispel evil*. The character suffers 1d6 points of damage in the process as divine energy surges unchecked through their body.
- Once per day the aasimar can cast *polymorph self* as a magic-user of the same level.

Eladrin

Upon reaching 2nd level the eladrin may choose one of the following options:

- Cast *charm person* once per day.
- Cast *entangle* once per day.
- Cast *dancing lights* once per day.
- Cast *glamour* once per day.

Upon reaching 5th level the eladrin may choose one of the following options:

- Cast *heat metal* once per day.
- Cast *fascinate* once per day.
- Cast *quasimorph* once per day.
- Automatically act first in the initiative order once per day

At 8th level the eladrin may choose one of the following options:

- Cast *summon animals* a maximum of once per day. This ability recharges as per the divine intervention ability.
- Cast *fear* once per day.
- Cast *spectral force* once per day.

- Cast *dispel magic* once per day. This ability recharges as per divine intervention.

At 11th level the eladrin may choose one of the following options:

- Cast *dimension door* once per day.
- Cast *polymorph self* once per day.
- Cast *control weather* once per week.
- Cast *time flow* once per week.

Tiefling

Upon reaching 2nd level the tiefling may choose one of the following:

- Hellish rebuke. Once per day, when injured with a melee attack or natural weaponry, the enemy who injured them suffers 1d4 points of damage as fiendish energy surges from the wound. This increases to 2d4 points of damage at 6th and 3d4 at 12th level. No to-hit roll is needed and no saving throw is allowed.
- Once per day the tiefling can cast *darkness*.
- Cast *spook* once per day.
- Once per day the tiefling can attempt to control undead, as a cleric of one half their level.

At 5th level the tiefling may choose one of the following:

- Cast *blur* once per day.
- Cast *ESP* once per day.
- Cast *magic missile* once per day.
- Once per day the tiefling can make two attacks in

Table 53a – Godborn

Level	XP	HD	Attack	Saving Throws				
				D	W	P/P	B	R/S/S
1	0	1d8	19(+0)	11	12	14	16	15
2	2,500	2d8	19(+0)	11	12	14	16	15
3	5,000	3d8	19(+0)	10	11	13	15	14
4	10,000	4d8	18(+1)	10	11	13	15	13
5	20,000	5d8	17 (+2)	9	10	12	14	12
6	40,000	6d8	17 (+2)	9	10	12	14	12
7	80,000	7d8	16 (+3)	8	9	11	13	11
8	150,000	8d8	15 (+4)	7	8	10	12	10
9	300,000	9d8	14 (+5)	6	7	9	11	9
10	450,000	+2*	14 (+5)	6	7	9	11	9
11	600,000	+4*	14 (+5)	5	6	8	10	8
12	750,000	+6*	13 (+6)	4	6	8	9	8



a round. If both fell opponents, only one Cleaves. At 10th level they may do this twice per day.

At 8th level the tiefling may choose one of the following:

1. Once per day the tiefling can choose to negate the damage from one fire- or cold-based attack, regardless of the source. It only negates the damage inflicted in a single round, and only from one source. The tiefling is allowed to make this decision after any saving throws are made.
2. Once per day the tiefling may cast either *fireball* or *lightning bolt*. The spell has a caster level equal to half the character's level.
3. The tiefling becomes resistant to poisons and diseases. Whenever they make saving throws or rolls to avoid disease – whether magical or non-magical – they do so with Advantage.
4. Once per day the tiefling can cast *shadow monsters*, as per the illusionist spell.

At 11th level the tiefling may select one of the following:

1. Cast *major creation* once per day.
2. Cast *shadowy transformation* once per day.
3. Cast *animate dead* once per week.
4. Cast *curse*, the reverse of *remove curse*, once per day.

Optional Rules

Godborn begin play with three skills, plus any additional skills from a high Intelligence score, and gain an additional skill at levels 4, 7, 10, and 13.

Godborn start play with one Knack, chosen from the following list, and gain an additional Knack at levels 4, 8, and 12.

Additional Boon. The character can choose an additional heritage boon at each level they become available (2, 5, 8, 11). They cannot select a boon they already possess. The character can use this new boon with the same frequency as it is given in the text.

Alertness. The godborn adds +1 to initiative and surprise rolls. This Knack can only be selected once.

Arcane Dabbler. The character can cast spells as an illusionist, magic-user, or sorcerer as described on p. 168

Cantrip. The godborn can use cantrips as a sorcerer.

Divine Champion. The character gains the ability to cast clerical spells as per the Knack on p. 166. This Knack can only be selected by aasimar and tieflings.

Fighter. The godborn uses the fighter attack matrix, Cleaves, and inflicts minimum damage as per a fighter.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

Nature's Ally. The character gains the ability to cast druidic spells (as per *OSE Advanced Fantasy: Druid and Illusionist Spells*). They gain spells at the following rate:

Table 59b – Nature's Ally Spell Progression

Level	Spell Level		
	1	2	3
2-4	1	—	—
5-7	2	—	—
8-10	2	1	—
11-12	2	2	—
13	3	2	1

They cast their spells at a caster level of 1/3 their actual level, rounding up: from levels 2-3 they cast spells as a 1st-level druid, from levels 4-6 as a 2nd-level druid, from levels 7-9 as a 3rd-level druid, etc.

This Knack is only available to eladrin.

Self-improvement, primary. The character can improve any one ability score by 2, or two scores by 1 each. This Knack can only be selected at level 8 and 12.

Skillful. The character gains three additional skills.

Apprentice Thief. Select four thief skills. The character can perform these as a 1st-level thief. They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances of success.

Toughness. The godborn has 1d10 hp per HD instead of 1d8. This Knack can be selected at any level.

Half-elf

Requirements: CHA 9, CON 9

Prime Requisite: INT and STR

Hit Dice: 1d6

Maximum Level: 12

Allowed Armor: Any, including shields

Allowed Weapons: Any

Languages: Alignment, Common

The offspring of humans and elves, half-elves have one foot in the mortal world and one foot in Fairy. They appear to be mostly human, but have subtle indications of their Fairy heritage; pointed ears, oddly colored eyes or hair, a strange birthmark, etc.

Half-elves attack as fighters, have a slightly better saving throw progression, and can cast arcane spells at a delayed 50% progression, casting spontaneously as a sorcerer and drawing these spells from a limited spell list (below). They can use weapons, armor, and shields as a fighter.

Half-elves with at least an INT and STR of 13 gain a 5% bonus to XP. If one of the scores is over 16 and the other is over 13 they will gain a 10% bonus.

Half-elves mature at a slower rate than humans; it takes approximately 30 years for them to reach full adult maturity. They are not considered old until 90 years of age, and have overall life-spans of 180 to 200 years.

They have the same chance as elves to detect secret doors and can see in dim light as if it were daylight. Half-elves gain a +1 bonus to saving throws against ghoulish paralysis

and are allowed to make saving throws (versus spells) against *sleep* spells.

The character gains a fighting style (as described on p. 164) at level 3 and may select a second style at level 10.

Being skilled with both blade and magic half-elves can found either a domain at 9th level, as per a fighter, attracting 3/4 the normal followers and subjects, or found a sanctum as a sorcerer, again attracting 3/4 the followers.

Half-elves can create fetishes (see *Hex 18.23*) at level 5, scrolls at level 7, potions at level 9, and permanent magical items at level 11.

Half-elves cast spells instinctively, as sorcerers do. They can use magical items only usable by fighters or magic-users, even if they are unable to cast the spell the item replicates. Upon reaching 2nd level half-elves gain the ability to cast spells. They know a number of spells, of any levels, equal to their Hit Dice. A 2nd-level half-elf, therefore, knows how to cast two spells, but can only cast one spell per day. They can cast spells spontaneously, with no need to memorize spells in advance. As a half-elf advances they can switch out spells they know at a rate of one per level.

Example. A 6th-level half-elf knows a maximum of 6 spells but can only cast two 1st-level spells per day. Upon reaching 7th level they gain the knowledge of an additional spell and can cast two 1st-level and one 2nd-level spells. If they have all 6 spells from their previous level designated to specific spells, they can switch one from a 1st-level spell to a 2nd-level spell, in addition to learning their 7th spell.

Half-elves cast spells at a caster level equal to their level – 1.

Half-elf spells are drawn from the magic-user, illusionist,

Table 54a – Half-elf

Level	HD	XP	Att	Spells per Day			Saving Throws				
				1	2	3	D	W	P/P	B	R/S/S
1	1d6	0	19 (+0)	--	--	--	12	13	13	15	15
2	2d6	2,870	19 (+0)	1	--	--	12	13	13	15	14
3	3d6	5,740	19 (+0)	1	--	--	11	12	12	14	13
4	4d6	11,480	18 (+1)	1	--	--	10	11	11	13	12
5	5d6	23,000	18 (+1)	2	--	--	10	11	11	12	12
6	6d6	46,000	17 (+2)	2	--	--	9	10	10	11	11
7	7d6	92,000	17 (+2)	2	1	--	8	9	9	10	10
8	8d6	184,000	16 (+3)	2	1	--	8	9	9	10	10
9	9d6	370,000	16 (+3)	2	2	--	7	8	9	9	9
10	+2*	490,000	15 (+4)	2	2	--	6	7	8	8	8
11	+4*	610,000	15 (+4)	2	2	1	6	7	8	8	8
12	+6*	730,000	14 (+5)	2	2	1	6	7	8	8	8

*Half-elves gain 2 hp per level beyond 9th. Modifiers from Con do not apply at this point.



and druid spell lists. Illusionist spells are indicated with an “i” and druid spells with a “d”.

First Level. *charm person, chromatic orb (i), dancing lights (i), detect magic, entangle (d), faerie fire, glamour (i), light, phantasmal force, predict weather (d), sleep.*

Second Level. *animal friendship (d), detect evil, detect invisible, fascinate (i), knock, magic missile, obscuring mist (d), speak with animals (d), whispering wind (i).*

Third Level. *barkskin (d), dispel illusion (i), fly, hold person, infravision, invisibility, mirror image, phantom steed (i), suggestion (i), water breathing.*

Optional Rules

At first level the character knows how to use two combat maneuvers from the list in *Hex 17.22*. They may select an additional maneuver at levels 6 and 11.

At first level the character knows three skills, plus any bonus skills from a high Intelligence. They gain a new skill at levels 4, 6, 8, and 10.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, and 10.

Unless otherwise stated Knacks can be selected at any level and multiple times.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6.

Divine Champion. The character has an immortal patron that grants them the ability to cast a limited number of spells, as shown on the below table. Like clerics, the character must hew to their patron’s code of behavior and, should they violate this code, may find themselves deprived of spells until they are able to make amends for their transgressions.

Table 53c – Divine Champion

Level	Spells/day by level	
	1	2
4-6	1	—
7-9	2	—
10-12	2	1
13-14	2	2

Once per round, in lieu of their action, the character can also expend a prepared spell to try to turn or control (depending on alignment) undead, with a chance of success equal to the level of the spell expended.

This Knack can only be selected at level 4 or higher.

Expanded Repertoire. The character can select one of the following spells of each level and add it to the half-elf spell list. This Knack can be selected multiple times; with each selection a different spell at each level is selected.

- **First Level.** *hold portal, locate plant or animal (d), protection from evil, spook (i).*
- **Second Level.** *cure light wounds (d), esp, quasimorph (i), web.*
- **Third Level.** *fireball, haste, protection from poison (d), spectral force (i).*

Heirloom. The character gains a masterwork weapon or suit of armor that has been in the family for generations. If it is a weapon it possesses a non-magical +1 bonus either to hit or damage. If armor, it either provides a +1 bonus to AC or weighs half as much as a similar non-masterwork suit of armor.

The heirloom item is of suitable quality to be enchanted and become a magical item.

Lord of the Land. The half-elf proves to be an exceptional leader. If using the domain rules in this supplement the character gains the following benefits:

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the half-elf may govern by themself is increased by one.
- When followers are attracted upon reaching Name level roll twice and take the better result for each category.

This Knack can be selected at any level but may only be selected once.

Lucky. The character can reroll any attack, damage, or saving throw they make once per day. They may reroll two results per day at 7th level and three per day at 14th. This may only be selected once.

Multi-attack. Eschewing movement during the round, the half-elf may make a second attack with a weapon, or an additional unarmed attack. They may only Cleave with a single attack. This Knack is only available at levels 7 and 10.

Self-improvement, primary. The half-elf can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, and 10th level. An improved score cannot exceed 18.

Self-improvement, secondary. The half-elf may increase their Constitution, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only

be selected at 7th and 10th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Apprentice Thief. Select three of the following: Climb, Disable, Hear Noise, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1st-level thief. They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances (see the description of thief skills on p. 171).

Toughness. The half-elf rolls **1d8** for their HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Warlord. The character is treated as having an additional 1 HD for purposes of commanding forces in mass combat and gains a +1 bonus to all Leadership rolls they make. Units under the character's direct control inflict an extra +1 point of damage on successful attacks.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Wilderness Scout. The character is at home in the wilderness. They become Proficient in Tracking, have half the normal chance of getting lost in the wilderness, and when attempting to hunt or forage (as described on p. 8) they make all applicable rolls twice, taking the better of the two results. Note that this only applies when hunting is abstracted, and not when potential game is encountered during a standard adventuring day.

Hexblade

Requirements: STR 12, CON 12

Prime Requisite: STR, CHA

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: Leather only, shields are allowed

Allowed Weapons: All

Alignment Restrictions: Neutral or Chaotic only

Languages: Alignment, Common

Hexblades are warriors that tap into Chaotic energies to combine magic and steel. They cannot be Lawful in alignment.

Hexblades need to have Strength and Constitution scores of 12 or higher in order to qualify for the class. If one or both of these scores drop below the required level the character becomes a fighter of an equivalent level. Hexblades with Strength or Charisma scores of 15 or higher gain a +5% bonus to their XP; if both are above 15 they gain a +10% bonus.

Hexblades attack and save as fighters. Their connection to Chaotic energies makes them resistant to spells, granting a +2 bonus to all saving throws versus spells. This bonus is already included in the table.

Once per day at 1st level the character can place a *hexblade's hex* upon a single target within 45' of the character. The hex lasts for no longer than one day,

dispelling at dawn of the following day, or until the target is slain or destroyed. While the hex is active the hexblade gains a +1 bonus to attack and damage rolls made against that target. When the target is slain or destroyed, regardless by who, as long as the target is within 120' of the character, the hexblade automatically gains 1d4 hp. This increases to 1d6 hp at level 7 and 1d8 at level 14. If the hit points regained by this means exceed the hexblade's maximum they are considered to be bonus hp and will disappear after one turn.

The target affected by a hexblade's hex can always be damaged by the hexblade's attacks, even if they would otherwise not be able to do so. For instance, a hexblade without a silver or magical weapon would still be able to damage a lycanthrope that is the target of their hex. However, in these instances, damage is always rolled twice and the lower of the two results used.

Hexblades can only have one hex active at a time.

At 2nd level hexblades can choose a fighting style (see fighter entry). They are able to choose a second fighting style at level 8.

Additionally, hexblades gain the ability to cast arcane spells starting at level 5. They cast spells as sorcerers, without the need for a spellbook, but drawn from a limited spell list (see below). It takes a full round to cast a spell, as per a normal spellcaster, unless the spell states otherwise. The hexblade must have at least one hand free when casting spells.

Hexblades know all of the spells on their list of levels

Table 61a – Hexblade

				Saves						Spells per Day			
Level	XP	HD	THAC0	D	W	P	B	S	Hex/Day	1	2	3	CL
1	0	1d6	19 (+0)	12	13	14	15	14	1	—	—	—	—
2	2,250	2d6	19 (+0)	12	13	14	15	14	1	—	—	—	—
3	4,500	3d6	18 (+1)	11	12	13	14	13	1	—	—	—	—
4	9,000	4d6	17 (+2)	10	11	12	13	12	1	—	—	—	—
5	18,000	5d6	16 (+3)	10	11	12	12	12	2	1	—	—	1
6	36,000	6d6	15 (+4)	9	10	11	11	11	2	2	—	—	2
7	70,000	7d6	14 (+5)	8	9	10	10	10	2	2	—	—	3
8	140,000	8d6	14 (+5)	8	9	10	10	10	2	2	1	—	4
9	280,000	9d6	13 (+6)	7	8	9	9	9	3	2	1	—	5
10	380,000	9d6+2	12 (+7)	6	7	8	8	8	3	2	2	—	6
11	480,000	9d6+4	12 (+7)	6	7	8	7	8	3	2	2	1	7
12	580,000	9d6+6	11 (+8)	5	6	7	6	7	3	2	2	1	8
13	680,000	9d6+8	10 (+9)	4	5	6	5	6	4	2	2	2	9
14	780,000	9d6+10	9 (+10)	4	5	6	5	6	4	3	2	2	10



they are able to cast and can decide when casting which spell to use. The hexblade's caster level is noted on the table in the column labeled "CL".

Hexblades can create charms at level 9, potions at level 10, scrolls at level 11, and permanent items at level 13. The hexblade uses their caster level to determine their base chance of success when creating items.

Hexblades tend to be self-taught loners; they do not establish schools to train others in their ways. They do, however, attract followers, usually lower-level adventurers of a variety of classes that have heard of the character's prowess and have come to serve them.

Upon reaching 9th level the hexblade will attract 1d6 classed NPCs, of levels 1-3. The followers will appear at a pace of one per month, and, while not retainers, will expect to be paid as specialists (refer to Cost of Living on p. 142). If a follower leaves, or is slain, they will either (1) not be replaced, (2-5) be replaced by another follower 1d4 months afterwards, or (6) be replaced by 1d2 followers 1d4 months afterwards.

Table 61b – Hexblade Follower Table

Roll	Class (1d10)	Level (1d8)
1-4	Fighter	1
5-7	Thief	2
8	Magic-user	3
9-10	Other	

Hexblade Spell List

1. *Light/darkness, magic missile, protection from evil, shield, sleep*
2. *Detect evil/good, detect invisible, mirror image, web*
3. *Fireball, haste, invisibility, lightning bolt, protection from normal missiles*

Optional Rules

Hexblades begin play with three skills, plus any additional skills from a high Intelligence score, and gain an additional skill at levels 4, 7, 10, and 13.

Hexblades start play with one Knack, chosen from the following list, and gain an additional Knack at levels 5, 9, and 12.

Alertness. The hexblade adds +1 to initiative and surprise rolls. This Knack can only be selected once.

Cantrip. The hexblade can use cantrips as a sorcerer.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoulish paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.

- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a –1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Expanded Armor. The hexblade can wear chain or plate armor.

Expanded Repertoire. The hexblade adds one of the following spells of each level to the list of spells they are able to cast. This Knack can be selected multiple times, but each time a different spell at each level must be selected.

1. *Detect magic, hold portal, spook* (AFD&I)
2. *Esp, knock, levitate, chromatic orb* (AFD&I)
3. *Phantasmal force, fly, dispel magic*

Extra Hex. The hexblade can use an additional hex once per day. This Knack can be selected multiple times.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

Restoring Hex. In lieu of gaining bonus hp upon the death of a hexed target the hexblade can choose to regain a spent spell slot. This Knack cannot be selected at level 1. At levels 5-8 they can restore a spent 1st-level

spell slot, at levels 9-12 a 1st- or 2nd-level spell slot, and at levels 13-14 a 1st-, 2nd-, or 3rd-level spell slot.

Self-improvement, primary. The hexblade can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 5th, 9th, and 12th level. An improved score cannot exceed 18.

Self-improvement, secondary. The hexblade may increase her Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 9th and 12th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Simultaneous Casting. In lieu of gaining bonus hp upon the death of a hexed target the hexblade can choose to channel the death energy into the casting of a spell. This spell takes effect at the moment of their target's death and uses up one of the hexblade's available spell slots.

Apprentice Thief. Select three of the following: Climb, Disable, Hear Noises, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1st-level thief (see p. 171). They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances of success.

Toughness. The hexblade has **1d8** hp per HD instead of **1d6**. This Knack can be selected at any level.

Ironskin (*Siderenos*)

Requirements: CON 9, STR 9

Prime Requisite: CON and STR

Hit Dice: 1d10

Maximum Level: 13

Allowed Armor: Shields only

Allowed Weapons: Any

Restrictions: Max Charisma, Dexterity 16

Languages: Alignment, Common, Irontongue

Close relatives of humans, with skin and hair of flexible iron, the *siderenos* are a rare race with origins lost to time. They are a martial race, excelling in war and combat, but limited in the magical arts, as only a small number of their kind are called and those that listen are limited to divine magic. They possess a somewhat alien mindset and can have difficulty relating to others, and therefore can have a Charisma no higher than 16. They move somewhat stiffly as well, and are limited to a Dexterity no higher than 16.

As a race they are both physically strong and durable and must have minimum Strength and Constitution scores of 9 or higher. If both Strength and Constitution are 13 or higher they gain a +5% bonus to XP; if Constitution is 16 or higher with a Strength of 14 or higher they gain a +10% bonus.

Ironskins can use any weapons but cannot wear armor, although they can use shields. The skin of *siderenos* is hard enough that it provides its own protection, and they find they do not need to wear armor like Men do. 1st-level warriors have an AC of 5, and it hardens over time, becoming 4 at 5th level, 3 at 9th, and 2 at 13th.

The *siderenos* are heavier than normal Men, averaging around 300 pounds (3000 cn), and they are a little slower, with a normal base movement of 90 feet instead of 120. However, their armor-like skin does not slow them any further, and they use the same encumbrance ratings as humans, albeit without the need to account for armor. Due to their weight they cannot use riding horses, but are instead limited to draft or warhorses, or other mounts accustomed to carrying great weight.

They are immune to the paralyzing touch of ghouls and are able to work for longer periods of time than Man; while exploring dungeons they only need to rest every 12 turns, rather than every 6, and if forced marching can do so for 2 days before tiring.

They are also incredibly durable. Once per day, when damage would reduce them to 0 hp, it instead reduces them to 1. However, the ironskins are vulnerable to lightning and electricity. When subjected to electrical attacks they roll any saves twice, taking the worse of the two results. If no save is allowed they automatically take maximum damage.

In addition, the touch of the rust monster is deadly to the *siderenos*, with each hit by a feeler draining one level (as if they were hit by a wight or spectre). Ironskins killed by rust monsters disintegrate into rust. These monsters are feared and hated by ironskin communities and hunted down and slain where possible.

The *heat metal* spell inflicts damage upon them as if they were wearing metal armor.

Optional Rules

At first level the character knows how to use two combat maneuvers from the list in *Hex 17.22*. They may select an additional maneuver at levels 5 and 10.

At first level the character knows three skills, plus any



bonus skills from a high Intelligence. They gain a new skill at levels 4, 6, 8, 10, and 12.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, and 10.

Unless otherwise stated Knacks can be selected at any level and multiple times.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6. Can only be selected once.

Fighter's Edge. The character enjoys the minimum base damage of the fighter class. Can only be selected once.

Heirloom. The character gains a masterwork weapon or suit of armor that has been in the family for generations. If it is a weapon it possesses a non-magical +1 bonus either to hit or damage. If armor it either provides a +1 bonus to AC or weighs half as much as a similar non-masterwork suit of armor.

The heirloom item is of suitable quality to be enchanted and become a magical item.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

Lord of the Land. The *siderenos* proves to be an exceptional leader. If ruling a domain the character gains the following benefits:

- The morale checks for the domain are made with a +1 modifier.
- The number of 6-mile hexes the character may govern by themselves is increased by one.

- When followers are attracted upon reaching Name level roll twice and take the better result for each category.

This Knack can be selected at any level but may only be selected once.

Magic Resistance. The ironskin is resistant to arcane magic. When making saving throws versus spells they may roll twice, taking the better result. This Knack only functions against arcane effects that allow a Save v. Spells.

Porter. The character's encumbrance limit is increased by 200/400/600 cn. Therefore, a character can carry 800 cn and move at 90', 1200 cn and move at 60', and 2200 cn and move at 30'.

Self-improvement, primary. The character can increase their Strength, Constitution, or Wisdom score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, and 10th levels. An improved score cannot exceed 18.

Self-improvement, secondary. The character may increase her Intelligence, Charisma, or Dexterity by 2, or two of the above scores by 1 each. This may only be selected at 7th and 10th levels. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Toughness. The ironskin rolls **1d12** for her HD, rather than **1d10**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

***Mochyn* (boar-folk)**

Requirements: CON 9

Prime Requisite: STR and CON

Hit Dice: 1d8

Maximum Level: 13

Allowed Armor: Any

Allowed Weapons: Any

Restricted Alignments: Neutral and Chaotic only

Languages: Alignment, Common, *Mochyn*

The *mochyn*, or boar-folk, are a race of beastmen that once ruled the forests and hills to the west of what is now the Scarlet Principalities and east of the Jabal mountains. Their civilization fell into ruin during the 10th Cycle, but small tribes of their kind still roam the woods, dwelling in isolated, well-fortified settlements in the shadows of the monuments and burial mounds erected by their ancestors.

As a whole they tend towards impulsivity and, while quick to anger, are just as quick to forgive and share ale with one who was a mortal enemy mere minutes before. As such, characters of this class cannot be Lawful.

Boar-folk are incredibly durable and resistant to damage. At 1st level they gain an additional Hit Die, starting play with 2d8 hit points rather than 1d8.

They attack and save as fighters, with the ability to use the same weapons and armor as fighters are. *Mochyn* also Cleave as fighters.

Once per day, at 1st level, boar-folk can trigger a surge of strength. During this time they attack with reckless abandon, making all melee attack and damage rolls with Advantage. The surge continues until they miss with an attack roll, and will apply to any Cleave attacks they make as well.

However, while they're surging all attack rolls made against them are also made with Advantage. Damage rolls are made as normal.

The number of times a *mochyn* can surge per day is determined by their level.

At 9th level a *mochyn* character can found a domain as a fighter. If the domain is to be composed primarily of other boar-folk this proceeds as normal. Otherwise, they attract only 3/4 of the followers and inhabitants a fighter normally would, and any morale checks made for hexes or urban centers ruled by the *mochyn* are made at a –1 penalty.

Boar-folk are an irritable and quick to anger race. Interpersonal conflicts are most often handled with a clash of arms or other physical contests – wrestling is a favorite amongst their people, as are several sports such as the javelin and caber tossing. They are also the only demi-humans capable of contracting lycanthropy; a *mochyn* that contracts lycanthropy, regardless of the source, will turn into a devil swine as per the rules on p. 174 of OSE Core.

Optional Rules

At first level the character knows how to use one combat maneuver from the list in Hex 17.22. They may select an additional maneuver at levels 5 and 10.

Table 62 – *Mochyn*

Level	XP	HD	Attack	Surge/day	Saving Throws				
					D	W	P/P	B	R/S/S
1	0	2d8	19 (+0)	1	10	11	12	13	14
2	2,500	3d8	19 (+0)	1	10	11	13	13	14
3	5,000	4d8	18 (+1)	1	9	10	11	12	13
4	10,000	5d8	17 (+2)	1	8	9	10	11	12
5	20,000	6d8	16 (+3)	2	8	9	10	10	12
6	40,000	7d8	15 (+4)	2	7	8	9	9	11
7	80,000	8d8	14 (+5)	2	6	7	8	8	11
8	160,000	9d8	14 (+5)	2	6	7	8	8	10
9	320,000	10d8	13 (+6)	3	5	6	7	7	9
10	480,000	+2*	12 (+7)	3	4	5	6	6	8
11	640,000	+4*	12 (+7)	3	4	5	6	5	8
12	800,000	+6*	11 (+8)	3	3	4	5	4	7
13	960,000	+8*	10 (+9)	4	4	5	6	5	8

*do not include Con modifier for levels 10-14.



At first level the character knows three skills, plus any bonus skills from a high Intelligence. They gain a new skill at levels 4, 6, 8, 10, and 12.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, and 10.

Unless otherwise stated Knacks can be selected at any level and multiple times.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6. Can only be selected once.

Bellow. Once per day a boar-folk with this Knack can cut loose with a tremendous, throaty bellow. All non-allies within 30' of the *mochyn* must make a save versus death or become shaken, making all attack rolls with Disadvantage

(roll twice, take the lower number). This effect lasts for a number of rounds equal to half the boar-folk's HD.

Brutal Attack. The boar-folk are known as relentless warriors, fighting with a reckless abandon. Once per day, on a successful attack, a boar-folk with this Knack adds 1d4 to the damage done. They may do this twice per day at level 4, three times per day at level 8, and four times per day at level 12.

Get Back Up. Once per day the boar-folk instantly regains 1d4 hp after being reduced to 0 hp. At 6th level they regain 2d4 hp, and at 12th level they regain 3d4. This Knack can only be selected once.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

Porter. The character's encumbrance limit is increased by 200/400/600 cn. Therefore, a character can carry 800 cn and move at 90', 1200 cn and move at 60', and 2200 cn and move at 30'.

Self-improvement, primary. The character can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, and 10th levels. An improved score cannot exceed 18.

Self-improvement, secondary. The character may increase her Intelligence, Wisdom, Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th and 10th levels. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Toughness. The *mochyn* rolls **1d10** for their HD, rather than **1d8**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Scout

Requirements: None

Prime Requisite: STR and CON

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: Leather armor, no shields

Allowed Weapons: Any

Languages: Alignment, Common

Scouts gain the following benefits:

At 1st level they can fight with any weapons and wear chain or lighter armor. They are not trained to use shields, as they are too bulky and unwieldy, and interfere with their ability to move quietly. They deal minimum damage as a fighter.

Scouts Cleave like fighters.

At 1st level the scout may also choose one of the following fighter styles (p. 164), gaining the listed benefits: dual-weapon, one-weapon, or ranged.

A 1st-level scout is Skilled in the following skills: Naturalist, Tracking, Wilderness Survival. Every four levels (5th, 9th, 13th) they can improve one to Expert, outside of any other skill benefits they may gain.

At 1st level scouts can Climb, Hear Noise, and Sneak as a 1st-level thief (p. 171), succeeding on a roll of 14 or higher. Every level they gain grants them 2 points to spend that can improve their chances of success. The two points cannot be spent on the same ability.

At 4th level when a scout is in the wilderness they may



roll twice to avoid becoming lost, taking the better result. If leading a party trying to evade an encounter they can roll twice, taking the better result.

At 7th level they may choose an additional fighting style.

Upon reaching 9th level the scout can found a lodge, a fortified dwelling in the wilderness that serves as a safehouse against the forces of Chaos for those who wander in the wilds.

The lodge requires an investment of 10,000 gp. Once built, a number of like-minded individuals will be attracted to enter the scout's service. Over a period of four months the following find the lodge and pledge themselves to the scout's service. They expect normal pay:

Table 63 – Scout

Level	XP	HD	Attack	Damage	Saving Throws				
					D	W	P/P	B	R/S/S
1	0	1d6	19 (+0)	—	12	13	14	15	16
2	2,000	2d6	19 (+0)	1d6	12	13	14	15	16
3	4,000	3d6	18 (+1)	1d6	11	12	13	14	15
4	8,000	4d6	17 (+2)	1d6	10	11	12	13	14
5	16,000	5d6	16 (+3)	1d6	10	11	12	12	14
6	32,000	6d6	15 (+4)	1d8	9	10	11	11	13
7	64,000	7d6	14 (+5)	1d8	8	9	10	10	12
8	120,000	8d6	14 (+5)	1d8	8	9	10	10	12
9	240,000	9d6	13 (+6)	1d8	7	8	9	9	11
10	360,000	+2*	12 (+7)	1d10	6	7	8	8	10
11	480,000	+4*	12 (+7)	1d10	6	7	8	7	10
12	600,000	+6*	11 (+8)	1d10	5	6	7	6	9
13	720,000	+8*	10 (+9)	1d10	4	5	6	5	8
14	840,000	+10*	9 (+10)	1d12	4	5	6	5	8

*do not include Con modifier for levels 10-14.

*1d6 scouts of levels 1-3.

*2d6 1st-level fighters.

*3d6 Normal Men, seeking employment and training as scouts.

*1d4×10 mercenaries, of the following types (in groups of 10 of the same type): light infantry (1-2), bowmen (3-4), longbowmen (5), mounted bowmen (6), light mounted (7), or medium mounted (8).

The lodge must be located in a Wilderness hex.

The scout can also rule a domain as a fighter, but attracts only half the followers and settlers.

Optional Rules

At first level the character knows how to use one combat maneuver from the list in Hex 17.22. They may select an additional maneuver at levels 5, 9, and 13.

At first level the character knows two skills, plus any bonus skills from a high Intelligence. They gain a new skill at levels 3, 5, 7, 9, 11, and 13.

At first level the character has one Knack, selected from the list below. They gain a new Knack at levels 4, 7, 10, and 13.

Unless otherwise stated Knacks can be selected at any level and multiple times.

Alertness. The character gains a +1 bonus to initiative and is only surprised on a roll of 1 in 6. When outdoors this chance of being surprised is reduced to 1 in 8.

Animal Companion. The character gains an animal companion, a normal animal they have bonded with in a manner that borders on the supernatural. They cannot understand their companion without magical means, but the companion will remain loyal to the character as long as it is treated well. The companion is considered to be a retainer, counting towards the character's normal maximum, and gains XP as a retainer (potentially leveling up). This Knack can be selected multiple times. The companion cannot have more than twice the character's Hit Dice upon the selection of this Knack and must be a normal animal, dire animal, or giant animal.

The companion is "recruited" in the same manner as a human retainer, but in these instances the character typically needs to spend 1d4 months gaining the animal's trust before a reaction roll can be made.

Arcane Dabbler. This Knack is identical to that available to the fighter class.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoulish paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.

➤ Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.

➤ Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Endurance. The scout has trained to exert themselves over extended periods of time. They only need half the amount of food and water to survive and can force march for a number of additional days equal to their Hit Dice. When leading a party in the wilderness those under their command gain a +1 bonus to morale checks. This can only be selected once.

Improved Critical. The character inflicts a critical hit on a roll of natural 19 or 20. It is recommended that a critical hit a) automatically hit the target, regardless of AC and b) inflict maximum damage. This Knack can only be selected once.

Linguist. The scout can speak an additional two languages and, given an hour or so, can figure out the rudiments of communication with most intelligent races to allow for the exchange of basic concepts.

Nature's Ally. This Knack is identical to that available to the *ceres* brave.

Porter. The character's encumbrance limit is increased by 200/200/400/600 cn. Therefore, a character can carry 600 cn and move at 120', 800 cn and move at 90', 1200 cn and move at 60', and 2200 cn and move at 30'.

Resilient. Pick three saving throw categories. The character gains a +1 bonus when making saves in these three categories. This can only be selected once.

Self-improvement, primary. The scout can increase their Strength, Constitution, or Dexterity score by 2, or two of the above scores by 1 each. This may only be selected at 4th, 7th, 10th and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The scout may increase her Intelligence, Wisdom, or Charisma by 2, or two of the above scores by 1 each. This may only be selected at 7th, 10th, and 13th level. An improved score cannot exceed 18.

Skillful. The character gains three additional skills.

Toughness. The scout rolls **1d8** for their HD, rather than **1d6**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Weapon Specialization. Pick one kind of weapon (longsword, short bow, etc.). The character gains a +1 bonus to hit and damage when using this weapon.

Sorcerer

Requirements: CHA 9, CON 11

Prime Requisite: CHA and CON

Hit Dice: 1d6

Maximum Level: 14

Allowed Armor: None

Allowed Weapons: Limited, see below

The sorcerer is a spontaneous arcane caster, able to cast spells without study or preparation through a genetic mutation, distant kinship with eldritch beings, exposure to Chaos storms as an infant, or other bizarre energies.

Sorcerers cannot wear any armor, but they may select any weapon. However, at 1st level they only know how to use one weapon (short sword, long bow, etc.). They learn how to use a second weapon at 7th level and a third weapon at 14th.

Unlike magic-users, who can memorize and cast virtually any spell, limited only by their access to arcane materials, sorcerers only possess the ability to cast a given number of spells, albeit at a higher daily rate than magic-users. **A sorcerer has the ability to cast a number of unique spells equal to their class level plus the level of the highest-level spell they can cast.** So, a first-level sorcerer knows how to cast two spells. Upon reaching 5th level this same sorcerer knows how to cast eight different spells.

At each level the caster has the ability to “learn” a new

spell of a level equal to or lower than the maximum level they can cast. Once learned, spells can be cast spontaneously, with no need to study or prepare, provided the sorcerer has the available spell slot and has rested for eight hours the night before.

Every time a sorcerer reaches a new level they also have the option to switch out a spell they know for a new one. This can be done once per level, but for any one spell the sorcerer can cast.

Sorcerers craft magical items as magic-users.

Upon reaching 9th level a sorcerer can found a sanctum. Once built, over a period of 6 months a total of 2d6 1st-level sorcerers will appear, seeking instruction on how to control their newly emerged powers.

Optional Rules

The character begins play knowing three skills, in addition to bonus skills equal to their Intelligence modifier. The character gains a new skill at levels 4, 7, 10, and 13.

The character begins play with one Knack, selected from the below list. They gain an additional Knack at levels 5, 9, and 13.

Combat Sorcerer. The character can wear armor and cast spells. Leather armor applies no penalties. If wearing chain there's a **1 in 6** chance that any given spell fails during casting, and if wearing plate armor the chance increases to **1-2 in 6**. These chances are rolled every time the sorcerer casts a spell while wearing armor.

Table 64 – Sorcerer

Level	HD	XP	Att	Spells per Day						Saving Throws				
				1	2	3	4	5	6	D	W	P/P	B	R/S/S
1	1d4	0	19 (+0)	2	—	—	—	—	—	13	14	13	16	15
2	2d4	2,500	19 (+0)	3	—	—	—	—	—	13	14	13	16	15
3	3d4	5,000	19 (+0)	3	1	—	—	—	—	13	14	13	16	14
4	4d4	10,000	18 (+1)	4	2	—	—	—	—	12	13	12	15	14
5	5d4	20,000	18 (+1)	4	2	1	—	—	—	12	13	12	15	13
6	6d4	40,000	17 (+2)	4	3	2	—	—	—	11	12	11	14	12
7	7d4	80,000	17 (+2)	5	3	2	1	—	—	11	12	11	14	12
8	8d4	150,000	16 (+3)	5	4	2	2	—	—	10	11	10	13	11
9	9d4	300,000	16 (+3)	5	4	3	2	1	—	10	11	10	13	10
10	+1*	450,000	15 (+4)	6	5	3	3	2	—	9	10	9	12	9
11	+2	600,000	15 (+4)	6	5	4	3	2	1	8	9	8	11	8
12	+3*	750,000	14 (+5)	6	5	4	4	3	2	8	9	8	11	8
13	+4*	900,000	14 (+5)	7	6	4	4	3	3	8	9	8	11	8
14	+5*	1,050,000	14 (+5)	7	6	5	5	4	3	8	9	8	11	8

*Sorcerers gain 1 hp per level beyond 9th. Modifiers from Con do not apply at this point.



The character can also use two additional weapons.

Cantrip. The character can expend small amounts of magical energy to accomplish basic tasks. The character may do so as often as desired and can produce the following general effects: shed light in a 5' radius, extinguish a fire no larger than a torch or lantern, clean or dry a 25 sq. ft. area, produce small gusts of wind, make indistinct sounds, open or close unlocked and unbarred doors and windows, create a minor illusion no larger than man-size, change one's basic appearance, etc. Generally, cantrips have a maximum range of 45', and last for no more than one hour. It takes one round to cast a cantrip.

The caster can cast offensive cantrips as well. These minor spells can take any form, but all inflict untyped magical damage; a caster who tosses small balls of fire isn't actually doing fire damage. Such spells have a range of 25 feet and do **1d4** points of damage, or 60 feet and **1d2** points of damage. Both require a successful ranged attack roll and the target does not get to make a save.

Concentration. The character has practiced casting spells during combat. If the sorcerer suffers damage while casting a spell they can attempt to roll under their Constitution on **3d6** to continue to cast the spell. Add **1d6** to the roll

for every 10 additional points of damage they take from a single source (4d6 for 11 points, 5d6 for 21 points, etc.). If the roll fails the spell is not cast but is also not lost.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoul paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.
- Every time the character encounters a creature with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Expanded Repertoire. The sorcerer increases the number of spells they know by two. This Knack can be selected multiple times.

Familiar. The character gains a familiar, an animal companion bonded magically to the sorcerer. When

bonded to a familiar the sorcerer gains one more Hit Die (a 1st-level sorcerer would have 2d4 hp, and increase their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Die and must make a Save v. Death. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2d8 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Die is permanent, but the additional damage can be recovered as normal.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's senses. The spellcaster is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

Familiars can be any small, 1-HD creature. When the caster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster reaches level 7 the two are capable of understanding each other; prior to that each is only aware when the other is experiencing strong emotions.

Metamagic. The caster gains a number of points equal to half their caster level (rounding up) that can be used to do the following. The points regenerate after a full night's sleep.

- **Careful Spell** (variable). Designate a number of targets equal to the number of points spent within the area of effect of a spell. These creatures automatically succeed on any required saving throws.
- **Distant Spell** (1 point). Double the range of a spell, or, if the range is touch, increase the range to 20'.
- **Empowered Spell** (variable). Reroll a number of damage dice, taking the new result. Each die rerolled costs 1 point.
- **Extended Spell** (2 points). Spells with a duration of longer than Instant have their duration doubled, to a maximum duration of 24 hours.
- **Heightened Spell** (3 points). The target of a heightened spell rolls any saving throw twice, taking the worse of the two results.
- **Quickened Spell** (4 points). The character casts this spell quickly. They may cast an additional spell in the same round, provided the second spell is no higher than 2nd level.
- **Subtle Spell** (2 points). Can be cast without verbal or somatic components.
- **Twinned Spell** (variable). When casting a spell that

affects a single individual and doesn't have a range of self the sorcerer can affect another target within 5' of the original by spending one point per spell level.

Prodigal Caster. The sorcerer's caster level is considered to be two higher than their actual level for determining spell effects, durations, damage, etc. This Knack can only be selected once and can only be selected at levels 5, 9, or 13.

Resilient. Pick three saving throw categories. The character gains a +1 bonus when making saves in these three categories. This can only be selected once.

Self-improvement, primary. The sorcerer can increase their Constitution, Dexterity, or Charisma score by 2, or two of the above scores by 1 each. This may only be selected at 5th, 9th, and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The sorcerer may increase her Intelligence, Wisdom, or Strength by 2, or two of the above scores by 1 each. This may only be selected at 9th and 13th level. An improved score cannot exceed 18.

Skilled. The character gains an additional three skills.

Shapechange. The spellcaster can, once per day, change shape into a specific, fixed form and back again. The form to be changed into must be a non-magical animal or plant of no more than half the caster's Hit Dice.

While in animal shape the caster retains their intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every continuous day past the first spent in their chosen form the spellcaster must roll under their Intelligence using 3d6, +1 per additional day. Failure indicates they're unable to change back to human form. If the character remains in their alternate form for four days, for instance, they must roll under their Intelligence on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

This Knack can only be selected at levels 9 and 13. If selected more than once a different form must be chosen.

Apprentice Thief. Select three of the following: Climb, Disable, Hear Noises, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1st-level thief (p. 171). They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances.

Toughness. The sorcerer has **1d8** hit points per Hit Die instead of **1d6**. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Warlock

Requirements: WIS 9, CHA 9

Prime Requisite: STR, CHA

Hit Dice: 1d6

Maximum Level: 14

Armor: Leather, no shields

Weapons: Any

Warlocks draw their power from their patrons, mysterious beings of great strength that may or may not be gods, and may or may not be benevolent. Regardless of whether they are or not, warlocks can siphon off some of this energy and use it for their own ends.

Warlocks with Strength and Charisma scores of 13 or higher gain a 5% bonus to XP; those with Charisma of 16 or higher and Strength of 14 or higher increase this bonus to 10%.

Warlocks attack as clerics and save as magic-users. They have the following class abilities:

- Eldritch blast. Ranged magical attack. See below for a description of this ability.
- Arcane spellcasting. Warlocks cast spells as spontaneous arcane casters, without the need to prepare spells in advance. They draw spells from a small list and use the arcane 25% progression table.
- Invocations. Warlocks may use a limited number of invocations per day.

- Warlocks can use any weapons and wear leather armor but cannot use shields.
- Warlocks may use magical items usable by fighters and magic-users.

Warlocks can create fetishes at level 5, potions at level 7, scrolls at level 9, and permanent and charged items at level 11.

At 9th level warlocks begin to attract followers. At each level, beginning at 9th, there's a 1-3 in 6 chance that a 1st-level warlock will come to study under the character.

Eldritch Blast

Warlocks can focus and fire the energy they siphon as a magical ray, but require time to recharge the needed power. Every time an eldritch blast is used, roll 1d6 in the subsequent round; the blast recharges and can be used again if the indicated range is rolled. *Ex. A 1st-level warlock uses an eldritch blast. They may use it again once they roll a 1 on 1d6. Upon reaching 2nd level the blast recharges on a roll of 1-2.* Eldritch blasts function as follows:

- Range of 60'.
- Requires a ranged attack roll to hit and can be used in lieu of a physical attack or spell.
- Inflicts 1d6 points of damage on the target with no saving throw. This damage increases as indicated on the table.
- Considered to be a magical weapon when determining what targets are affected.

Table 65 – Warlock

Level	XP	HD	THAC0	Saves					Spells			Damage/ Recharge (1d6)	I/day*
				D	W	P	B	S	1st	2nd	3rd		
1	0	1d6	19(+0)	13	14	13	16	15	1	--	--	1d6/1	1/1
2	2,500	2d6	19(+0)	13	14	13	16	15	1	--	--	1d6/1-2	1/1
3	5,000	3d6	19(+0)	13	14	13	16	14	1	--	--	1d6/1-2	2/1
4	10,000	4d6	18(+1)	12	13	12	15	14	1	--	--	1d6/1-2	2/2
5	20,000	5d6	17 (+2)	12	13	12	15	13	2	--	--	1d8/1-3	2/2
6	40,000	6d6	17 (+2)	11	12	11	14	12	2	--	--	1d8/1-3	3/2
7	80,000	7d6	16 (+3)	11	12	11	14	12	2	1	--	1d8/1-3	3/3
8	150,000	8d6	15 (+4)	10	11	10	13	11	2	1	--	1d8/1-4	3/3
9	300,000	9d6	14 (+5)	10	11	10	13	10	2	1	--	1d10/1-4	4/3
10	450,000	+1 hp	14 (+5)	9	10	9	12	9	2	2	--	1d10/1-4	4/4
11	600,000	+2 hp	14 (+5)	8	9	8	11	8	2	2	--	1d10/1-4	4/4
12	750,000	+3 hp	13 (+6)	8	9	8	11	8	2	2	1	1d10/1-5	5/4
13	900,000	+4 hp	12 (+7)	8	9	8	11	8	2	2	1	1d12/1-5	5/5
14	1,050,000	+5 hp	12 (+7)	8	9	8	11	8	2	2	1	1d12/1-5	5/5

*Invocations known/usable per day. A 4th-level warlock knows three invocations and can use two per day.



➤ Cannot Cleave.

A warlock can increase the chance of recharge by spending hp. Each hp spent improves the chance by 1. The hp must be spent before rolling the recharge die, but the increased chance persists until it is recharged. *Ex. A 1st-level warlock uses eldritch blast. Normally it would recharge on a roll of 1 in 6, but they want to improve those chances, and spend 2 hp to improve the odds to 1-3 in 6. The first roll is a 4, so it does not recharge. The following round the roll is a 3, so it does. At this point the recharge chance resets itself back to 1 in 6.*

Spellcasting

Warlocks can cast arcane spells drawn from the list below. They do not need to prepare their spells in advance, but may cast any spell from the list, provided they have the spell slots to do so. They may cast spells in

leather armor but need at least one hand free in order to do so.

- First Level. *detect magic, light (darkness), phantasmal force**, *protection from evil, shield, sleep, wall of fog**.
- Second Level. *blur**, *detect invisible, ESP, faerie fire***, *invisibility, mirror image, web, whispering wind**.
- Third Level. *clairvoyance, infravision, protection from poison***, *phantom steed**, *suggestion**.

*spell from illusionist spell list.

**spell from the druid spell list.

Invocations

Invocations are spell-like abilities the warlock can use. Unless otherwise stated in the description they are used as follows:

- Can be used as a free action during a round (i.e. the warlock can move and/or attack and use an invocation). Only one invocation can be used in a round.
- The warlock knows a given number of invocations that can, collectively, be used a given number of times per day. For instance, a third-level warlock knows two invocations and can use one or the other once per day.
- Uses are regained each morning after a full rest as per spells.
- Invocations that mimic spells still require a full round to cast, but unless otherwise stated can be used in conjunction with movement.
- The class table lists the number of invocations known and the number that can be used per day. Every time a level is gained the warlock can exchange knowledge of one invocation for another. *Ex. At 1st level the warlock knows Eldritch Spear. Upon reaching 2nd level they select Eldritch Channeling as their second invocation and substitute Paralyzing Blast for Eldritch Spear.*
- Invocations that affect an eldritch blast are applied to only a single blast per use unless otherwise stated.
- When relevant, invocations are cast at a level equal to the warlock's class level.
- Invocations that mimic spells may be interrupted as normal (p. 121, OSE Core) but those that don't explicitly mimic spells are not interruptable.

Arcane Recovery. The warlock immediately regains a spent spell slot at a cost of 1d2–1 hp per level of spell.

Beguile. The warlock casts *charm person*, as per the spell. If the warlock spends 1d4 hp the target suffers a –2 penalty to the roll.

Blossom of Fire. The warlock can cast *fireball*, as per the spell, but each use of this invocation costs 1d4 hp as fire courses through the warlock's veins. This invocation is only available at 4th level or higher.

Command the Dead. The warlock can, upon using this invocation, turn or command undead (dependent upon alignment) within range as if they were a cleric two levels lower than their actual level. This invocation can only be selected at level 3 or higher.

Dark One's Favor. The warlock can reroll a single attack roll or saving throw, taking the better of the two results. This invocation can only be used once per round, but it can be used in conjunction with another invocation.

Eldritch Cancellation. The warlock casts *dispel magic*, as per the spell. This invocation can only be used at level 4 or higher.

Eldritch Channeling. The warlock can channel their eldritch blast through a melee attack. This causes the warlock 1d4 points of damage but adds the eldritch blast damage to the melee attack. The eldritch charge remains until a successful attack is made or one turn elapses, whichever comes first.

Eldritch Spear. The range of the warlock's eldritch blast is increased to 180' for 1d4 rounds. At 5th level the duration is increased to 1d6 rounds, and at 9th level it is increased to 1d8 rounds. This invocation can only be selected at level 2 or higher.

Elemental Resistance. Each time this invocation is used the warlock selects one form of damage: acid, cold, fire, lightning, or poison. For one turn they are unharmed by non-magical versions of this damage (does not apply to acid or lightning), gain a +2 bonus to saves against that damage type, and any damage suffered from that damage type is reduced by 1 per die (to a minimum of 1 hp per die).

Fear of the Beyond. The warlock casts *spook*, as per the illusionist spell, but with a range of 10' +5' per level. If the warlock spends 1 hp the target has a –2 penalty to all saves made to resist the spell.

Glamour. The warlock veils themselves in illusion, casting *glamour* upon themselves. The spell lasts for one minute per level, but otherwise functions as the illusionist spell.

Misty Step. The warlock instantly teleports to another location within 10' per level. They may not teleport to a

location occupied by a person or object, and they must be able to see the location. This invocation can only be selected at level 3 or higher.

Paralyzing Blast. The target of the warlock's eldritch blast must make a Save v. Paralysis or be *held*, as the spell, for one round in addition to any damage they take.

Penetrating Gaze. The warlock's eyes glow with lambent light, and for one turn they are able to detect invisible subjects and illusions.

Raise the Dead. The warlock casts *animate dead*, as the spell. This invocation can only be used at level 6 or higher.

Servitor of the Dark Places. The warlock casts *summon lesser servitor*, a spell that can be found in *Hex 14.23*. This invocation can only be selected at 2nd level or higher. Each use costs 1 hp.

Shroud of Many Forms. The warlock casts *polymorph self*, as the spell. This invocation can only be used at level 8 or higher.

Slowing Blast. The target of the warlock's eldritch blast must make a Save v. Spells or be slowed for 1d4 rounds. During this time their movement is halved and they act last in the initiative order.

Stoneskin. The warlock suffers half damage from all physical attacks for a number of rounds equal to their level. During this time their movement is reduced by half as their skin hardens and becomes inflexible.

Twinned Blast. The warlock's eldritch blast separates into two distinct rays, targeting two creatures within 10 feet of each other within range. Individual attack rolls are made, and the damage die for each is reduced by one size: if a 5th-level warlock, whose eldritch blasts usually inflict 1d8 points of damage, uses this invocation, both blasts inflict 1d6 hp. Using this invocation costs the warlock 1 hp. This invocation can only be selected at level 4 or higher.

Watery Embrace. The warlock can cast *water breathing*, as the spell, targeting themselves. For every 1d4 hp they spend they can affect an additional target.

Wings. The warlock sprouts wings from their shoulders, granting them a fly speed of 180' (60'). The wings remain for a number of turns equal to their level. While flying the warlock can carry up to one hundred pounds at this rate, or two hundred pounds at 90' (30'). This invocation can only be gained at 5th level or higher.

Unnatural Speed. The warlock is affected as per the *haste* spell, targeting only themselves and lasting for 1d4 rounds. At 5th level the duration increases to 1d4+1 rounds, and at 9th level to 1d4+3 rounds. It costs 1d4 hp to use this invocation.

Vigor. The warlock may grant another creature 1d6+1 hp. It costs the warlock 1 hp to use this ability, and the bonus hit points remain for 1 turn. Any damage the creature suffers is subtracted from their pool of temporary hp first. At 4th level the target gains 1d8+2 hp, and at 7th they gain 1d10+3.

Patron

All warlocks have a patron. At the Referee's discretion the patron can be developed in the same manner as a deity. Some warlocks have personal relationships with their patrons, with an explicit exchange of power in return for service of some sort, while other patrons may not even be aware that Mortals gain an amount of power from serving them.

Regardless, if a warlock is reduced to 0 hp they need to roll their Wisdom or lower on 4d6. On a failed result the warlock is affected as per the *quest* spell, tasked to carry out some deed or service for their patron.

Additionally, at the Referee's discretion each patron may offer certain unique boons to those serving them. Some example boons may be (roll or pick):

1. Added spell per level to available repertoire.
2. Can wear chain armor and can use an additional two weapons.
3. Knows a unique invocation.
4. Damage from eldritch blast is increased at each level to the next highest die.
5. Chance of eldritch blast recharging increased by one, to a maximum of 1-5 in 6.
6. Makes one type of saving throw with Advantage.

Patrons are not always gods, but they are powerful beings with their own agendas and will not hesitate to use those humans that follow them to accomplish their goals.

Optional Rules

At 1st level warlocks know a number of skills equal to three plus their Intelligence modifier. They gain an additional skill at level 4, 7, and 9.

If using Knacks, they begin play with one Knack at 1st level. They gain another Knack at 5th, 9th, and 13th level.

Added Invocation. The warlock knows an additional invocation. This Knack can be selected multiple times, and each selection grants an additional invocation.

Expanded Repertoire. The warlock can add an additional three spells – of level 1 or 2 – to the list of spells they can cast. These spells are drawn from the

magic-user and illusionist spell lists. This Knack may be selected multiple times.

Extra Invocation. The warlock can use an additional invocation per day. This Knack can only be selected once.

Extra Spell. The warlock can cast one additional 1st-level spell per day. Upon reaching 6th level they may cast either an additional 1st- or an additional 2nd-level spell per day. The spell is chosen at time of casting. This Knack can only be selected once. At 12th level they can cast an additional 1st-, 2nd-, or 3rd-level spell.

Familiar. The character gains a familiar, an animal companion bonded magically to the warlock. When bonded to a familiar the character gains one more Hit Die (a 1st-level warlock would have 2d6 hp, and increase their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Die and must make a Save v. Death. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2d8 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Die is permanent, but the additional damage can be recovered as normal.

As long as the familiar is within 120' the spellcaster may concentrate and perceive the world through the familiar's senses. The spellcaster is effectively blind and deaf while doing this and only able to sense what the familiar can sense.

Familiars can be any small, 1-HD creature. When the caster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger and smarter each time. When the caster reaches level 7 the two are capable of understanding each other; prior to that each is only aware when the other is experiencing strong emotions.

Self-improvement, primary. The warlock adds 2 to a single ability score, or 1 to two ability scores. Strength, Constitution, and Charisma can be modified in this way. This Knack can only be selected at level 5 and 9.

Self-improvement, secondary. The warlock adds 2 to a single ability score, or 1 to two ability scores. Dexterity, Intelligence, and Wisdom can be modified in this way. This Knack can only be selected at level 9.

Skilled. The warlock gains three skills.

Toughness. The warlock uses 1d8 for their Hit Dice rather than 1d6. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level..

Witch

Requirements: CHA 9, WIS 11

Prime Requisite: CHA and WIS

Hit Dice: 1d4

Maximum Level: 14

Allowed Armor: None

Allowed Weapons: Limited, see below

Languages: Alignment, Common

Witches are similar to clerics; they serve the divine, but do so at a personal level. They follow patrons of great power and mystery, but preach to no flocks, nor evangelize for their beliefs. While clerics often worship tangible gods the witch follows the path of more abstract, unknowable powers; those that dwell beyond the visible world.

Members of this class are most often found in small, isolated communities, or even dwelling by themselves in remote areas. They can be hated or loved by those around them – often both by the same people, at the same time.

Witches cannot wear armor and are limited in their selections of weapons. At 1st level they know how to use two weapons from the following categories: one-handed melee weapons, staves, short bows, or slings. They learn how to use a third weapon at level 6 and a fourth at level 12.

Witches can recruit animals to serve as henchmen. In order to do so they must be Proficient in Animal Handling with the given animal. The animal does not require a share of treasure but does get a 50% share of experience. The animal's Cost of Living is based upon their base HD (equivalent to their level). *Hex 14.23* has rules for advancing animals as henchmen.

At 1st level the witch may place the curse of the evil eye upon a single humanoid target within 60'. The target must save versus spells. If they fail the save, the target's next roll is made twice, taking the worse of the two results. The cursed roll is the next one the target makes, regardless of what it is for. The witch may do this once per day at 1st level, twice per day at 5th, thrice per day at 9th, and four times per day at 13th. Witches can use this ability and move in a round but can take no other actions (such as casting a spell or attacking with a weapon).

At 2nd level a witch can steal the senses of a normal animal they can see within 60'. The target animal must save versus spells. If the roll is failed the witch is able to perceive the world through the animal's senses but cannot otherwise control or influence the animal. If the animal moves out of range **after** this power is used the witch maintains the connection, up to a number of miles away equal to their Charisma modifier. It takes one round to use this ability, and the witch cannot see or hear with their own senses while using this ability.

It lasts for as long as the witch can maintain concentration – if unmolested they may do so for a number of turns

Table 66 – Witch

Level	XP	HD	Att	Spells per Day					Saving Throws				
				1	2	3	4	5	D	W	P/P	B	R/S/S
1	0	1d4	19 (+0)	1	—	—	—	—	11	12	14	16	15
2	2,000	2d4	19 (+0)	2	1	—	—	—	11	12	14	16	15
3	4,000	3d4	19 (+0)	2	2	—	—	—	10	11	13	15	14
4	8,000	4d4	18 (+1)	2	2	1	—	—	10	11	13	15	13
5	16,000	5d4	18 (+1)	3	2	2	—	—	9	10	12	14	12
6	32,000	6d4	17 (+2)	3	3	2	1	—	9	10	12	14	12
7	64,000	7d4	17 (+2)	3	3	2	2	—	8	9	11	13	11
8	120,000	8d4	16 (+3)	4	3	3	2	1	7	8	10	12	10
9	240,000	9d4	16 (+3)	4	4	3	2	2	6	7	9	11	9
10	360,000	+1*	15 (+4)	4	4	3	3	2	6	7	9	11	9
11	480,000	+2	15 (+4)	5	4	4	3	2	5	6	8	10	8
12	600,000	+3*	14 (+5)	5	5	4	3	3	4	6	8	9	8
13	720,000	+4*	14 (+5)	5	5	4	4	3	3	5	7	8	7
14	840,000	+5*	14 (+5)	6	5	5	4	3	3	5	7	8	7



equal to their Wisdom score. If exceeding this time limit, they must roll their Wisdom or lower on 3d6 for every additional time period of the same length. Failure indicates the character has become trapped within the body of the animal and cannot be returned to their own body save through powerful magics.

A witch can steal an animal's senses once per day at 2nd level, twice per day at 6th level, and three times per day at 10th level.

At 3rd level witches may brew potions and craft fetishes. At 9th level they may scribe scrolls, and at 11th level they may create magical items. While their spell list and method of casting spells is more divine in origin, their item crafting abilities are more in line with those of arcane practitioners.

At 7th level a witch can choose to dominate an animal who's senses they have currently stolen. The target animal still rolls a save versus spells, but with a +2 bonus. If failed, the witch may control the target's actions as well as using its senses. The rules for distance and length of time still apply. If the animal is forced to act against its nature it can make an additional save versus spells to break the domination.

At 9th level the witch may found a coven, usually in a remote location. Over a period of three months after

the founding, 2d4 witches of levels 1-2 are attracted, with one quarter arriving during the first month, half during the second, and the remaining quarter (rounded down) arriving in the last month. The younger witches study under the more experienced witch's tutelage. 1d2-1 witches leave every 6 months, their studies complete, and 1d2-1 witches arrive during the same time period.

Additionally, at 9th level the witch can lay a curse or blessing upon a single target once per week. The effects are somewhat difficult to model; they can have a mechanical effect or a more abstract one: a witch could curse a farmer's fields to produce stunted, inferior crops or bless them to produce a bountiful harvest, or apply a bonus/modifier upon a target equivalent to that of the *curse* spell. Living creatures are allowed a saving throw. If the witch has any leavings (such as hair, fingernails, or blood) or possessions belonging to the target they make the saving throw at Disadvantage.

It takes one round to pronounce a curse, during which time the witch may take no other action. A witch may have no more than three curses/boons active at any one time. They may not target themselves with a curse or boon. Curses and boons can be removed instantly if desired by the witch; if the witch uses a fourth curse the first one still in effect is automatically canceled.

The duration of the effect is based upon the severity, and can be one of the following:

- A year and a day. Includes general effects like souring the milk from a farmer's cow, encouraging the growth in a field of no more than 1 acre, fecundity in a single cow, or imposing a mechanical modifier of ± 1 .
- Until the next full (or new) moon. Approx. one month. Affects either approx. 10 acres or a mechanical modifier of no greater than ± 3 .
- A week and a day. Affects approx. 50 acres, a mechanical modifier of ± 5 , or an effect such as:
 - Target cannot lie/tell the truth.
 - Target is polymorphed into a normal animal.
 - Target is affected by illusions, nightmares, etc.
 - Target is rendered insane
 - Target falls into a deep sleep.
- From dusk 'til dawn (or reversed). Major effect lasting no more than a day, or see below:
 - Target dies, but makes the saving throw with Advantage. If the target succeeds the witch automatically takes 6d6 points of damage, plus one for every HD of the intended victim.
 - Resurrecting the dead, provided the target has not been dead for more than a day.
 - Target suffers a -7 penalty to rolls.
 - Target becomes vulnerable/immune to one kind of damage.

At 12th level the witch may have an additional curse/boon active at one time. At 14th level they may choose to extend the duration of a curse/boon. The target is entitled to a new save, and if they fail the effect continues for an additional period equal to the first.

The witch draws their spells from a limited list, described below. Like other spellcasters, they must rest for 8 hours before regaining spent slots. The witch's spell slots are assigned at the beginning of each day, like a magic-user. The manner of learning spells varies from witch to witch; some do so by casting runes, or reading cards, while others must read the entrails of animals, enter a sacred trance by breathing the smoke of a specific wood, and so forth. This method of regaining their spells should be designated upon creating the character, and if the witch finds themselves unable to practice their chosen method they cannot regain spells until they are able to do so.

Witches use all magical items allowed to clerics, unless

otherwise stated in the description. Spells labeled with a "D" are druid spells, those with an "I" are illusionist spells (both from OSE *Advanced Fantasy: Druid and Illusionist Spells*), those with an M are magic-user spells and those with a C are cleric spells. Spells with an asterisk are found in the Labyrinth Lord AEC. A "#" indicates a divination spell (see Knacks).

Level One.

1. Animal Friendship (D)
2. Auditory Illusion (I)
3. Dancing Lights (I)
4. Detect Illusion (I#)
5. Glamour (I)
6. Hypnotism (I)
7. Locate Plant/Animal (D#)
8. Predict Weather (D#)
9. Speak with Animals (D)
10. Spook (I)

The witch may also add one of the following spells to the above list:

1. Allure (M*)
2. Enlarge (M*)
3. Spider Climb (M*)
4. Unseen Servant (M*)

Second Level

1. Augury (C*#)
2. Command (C*)
3. Cure Light Wounds C
4. Detect Magic (I#)
5. False Aura (I)
6. Fascinate (I)
7. Obscuring Mist (D)
8. Produce Flame (D)
9. Quasi-morph (I)
10. Slow Poison (D)

The witch may also add one of the following spells to the above list:

1. Charm Person (M)
2. Magic Missile (M)
3. Sleep (M)

4. Web (M)

Third Level

1. Cure Blindness (C*)
2. Cure Disease (C*)
3. Dispel Illusion (I)
4. Fear (I)
5. Growth of Nature (D)
6. Invisibility (I)
7. Phantom Steed (I)
8. Protection from Poison (D)
9. Suggestion (I)
10. Tree Shape (D)

The witch may also add one of the following spells to the above list:

1. Clairvoyance or Clairaudience (M*#)
2. Dispel Magic (M)
3. Fly (M)
4. Hold Person (M)

Fourth Level

1. Animate Dead C
2. Confusion (I)
3. Divination (C*#)
4. Emotion (I)
5. Hallucinatory Terrain (I)
6. Massmorph (I)
7. Phantasmal Killer (I)
8. Polymorph Other (M)
9. Solid Fog (I)
10. Speak with Plants (D#)

The witch may add one of the following to the above list:

1. Charm Monster (M)
2. Fear (M*)
3. Shadow Monsters (I)
4. Remove Curse C

Fifth Level

1. Commune (C#)
2. Cure Critical Wounds (D)
3. Illusion (I)
4. Insect Plague (D)

5. Looking Glass (I#)

6. Seeming (I)
7. Visitation (I)
8. Wall of Thorns (D)

The witch may add one of the following to the above list:

1. Cloudkill (M)
2. Magic Jar (M)
3. Contact Higher Plane (M#)
4. Lightning Bolt (M)

Optional Rules

The character begins play knowing two skills, in addition to bonus skills equal to their Intelligence modifier. The character gains a new skill at levels 4, 7, 10, and 13.

Additionally, all first-level witches may choose one of the following skills that they begin play Proficient in: Alchemy, Animal Handling, Healing, Herbalism, or Magical Engineering.

The character begins play with one Knack, selected from the below list. They gain an additional Knack at levels 5, 9, and 13.

Blood of their Ancestors. The memories of the witch's ancestors flow through their veins, allowing the character to enter a trance once per week and *commune*, as per the spell. It takes one turn to use this ability.

Cauldron Witch. When conducting spell research or crafting magical items the character's class level is considered to be 2 higher than it actually is. In addition, an automatic failure only occurs on a roll of 91-100, not 86-100 (see *Hex 18.23* for rules on magical item creation).

Diviner. When casting a divination spell (indicated with a "#", above) the witch can choose to extend either the duration or range of the spell. Note that this Knack allows the character to ask an additional question with *commune*, not to cast it more often.

Elf-blooded. The character has fairy-blood running in their veins. They gain the following benefits:

- +1 bonus to saving throws against ghoulish paralysis.
- Are allowed a saving throw against *sleep* spells.
- Can see in the dim light as if it were daylight.
- Have their lifespan increased by 25%. If using age categories, the range of each category past adolescence is increased by this amount.
- Every time the character encounters a creature

with the fey sub-type roll 1d6. On a result of 1-2 all reaction rolls are made with a -1 penalty, on a result of 3-4 they are made with no modifier, and on a result of 5-6 they are made with a +1 bonus.

Familiar. The character gains a familiar, an animal companion bonded magically to the witch. When bonded to a familiar the witch gains one more Hit Die (a 1st-level witch would have 2d4 hp, and increase their maximum Hit Dice to 10) as well as special abilities.

If the familiar is ever slain the caster automatically loses the additional Hit Die and must make a Save v. Death. If the save fails the caster suffers additional damage equal to the familiar's Hit Dice. If successful they take half damage. Therefore, if the familiar has 2d8 HD the caster suffers 2d8 damage on a failed save or 1d8 on a successful save. The lost Hit Die is permanent, but the additional damage can be recovered as normal.

The witch may steal the senses of their familiar, as per their class ability, but may do so up to any range, as long as the two remain on the same plane of existence. They may do so for double the length of time normally allowed by their class ability.

Familiars can be any small, 1-HD creature. When the caster reaches levels 4, 7, 10, and 13 the familiar gains one HD, becoming slightly larger and smarter each time.

Witches can communicate with their familiars as if they each understood the other's speech, although the familiar's comprehension is limited by its intelligence.

Prodigy. The character is infused with the divine energy of their patron and can tap into it to cast additional spells. At 2nd-5th level they may cast an additional 1st-level spell, at 6th-9th an additional 1st- or 2nd-level spell, at 10th-14th an additional 1st-, 2nd-, or 3rd-level spell.

Self-improvement, primary. The witch can increase their Wisdom, Dexterity, or Charisma score by 2, or two of the above scores by 1 each. This may only be selected at 5th, 9th, and 13th level. An improved score cannot exceed 18.

Self-improvement, secondary. The witch may increase her Intelligence, Constitution, or Strength by 2, or two of the above scores by 1 each. This may only be selected at 9th and 13th level. An improved score cannot exceed 18.

Skilled. The character gains an additional three skills.

Shapechange. The witch can change shape a number of times per day equal to half her Hit Dice, rounding up. They may remain in a given shape indefinitely (see below) but changing back into their natural form counts as one use. The witch can change form into a normal animal with 3 or fewer HD. Ravens, wolves, cats, bats, and so forth are all typical forms. The witch must have seen the animal into the form of which they are transforming.

While in animal shape the caster retains their intellect and hit points, but otherwise gains the attacks, physical characteristics, and movement of the chosen form.

For every continuous day past the first spent in their chosen form the spellcaster must roll under their Charisma using 3d6, +1 per additional day. Failure indicates they're unable to change back to human form. If the character remains in their alternate form for four days, for instance, they must roll under their Charisma on 3d6+2 (no roll for the first day, 3d6 for the second day, +1 for third, +2 for the fourth).

This Knack can only be selected at levels 5, 9 and 13. If selected more than once a different form must be chosen.

Apprentice Thief. Select three of the following: Climb, Disable, Hear Noises, Read Languages, Sleight of Hand, Sneak, Spot. The character can perform these as a 1st level thief (p. 171). They gain 1 point at each odd level and 2 points at each even level that can be spent to improve their chances.

Toughness. The witch has 1d6 hit points per Hit Die instead of 1d4. This Knack can only be selected once, but it can be selected at any level, provided the character reroll their hit points at each level.

Into the Wild — Chapter 1: Hexcrawling

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