

# Adventures Great and Glorious™



By Joseph Bloch

Rules for high-level and long-term campaigns, and mass combat

Compatible  
with most  
"old school"  
RPGs!



*Adventures Great and Glorious*<sup>™</sup>

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# Introduction

This book was a long time coming.

It was born of a desire to make higher-level play something different than what had come before. While the original versions of the world's most popular role-playing game had some brief mentions of what high-level characters could do, they were relatively sparse, and not at all comprehensive. Too, it was very limiting, as it only assumed that they would clear land on the borders of civilization and push the boundaries of the wilderness back.

Needless to say, this was not a style of play that particularly appealed to the vast majority of players back in the day. The lack of options, as well as the fact that the options that were presented didn't extend to all of the available classes, meant that few took up this end game.

In recent years, however, this sort of "domain-level" play has seen a surge in popularity. The present work attempts not only to expand the available domain-level options to all character classes, but also to bring new options for those higher-level characters who choose not to establish their own strongholds in the wilderness.

The first section of this book, *The Power Game*, provides options for all character classes in the **ADVENTURES DARK AND DEEP™** game, both for those who seek to carve out their own domains in the wilderness, as well as for those who choose to take advantage of their higher level and improved status in civilization. There are not only rules for all classes to establish themselves in the wilderness, but also rules for interacting within royal (or other types of) courts, seeking the favor of the lord to gain new lands, and other benefits.

The economics of running such domains is also treated in a simple way, which fits in with the nature and feel of the whole, without overly burdening the GM or players with vast amounts of bookkeeping.

It must be stressed that although this book is written with **ADVENTURES DARK AND DEEP™** in mind, it is completely compatible with most old-school RPGs with but minor adjustments. Indeed, suggestions for doing so with games that do not have the full panoply of character classes that **ADVENTURES DARK AND DEEP™** has, are included within.

The second section of the book, *The Long Game*, takes a different but complementary view of running a higher-level character.

Rather than a fast-moving treadmill in which characters race from 1st to high levels in but a few years of game time, the Long Game deliberately slows things down, introducing the

Campaign Phase, during which longer-term actions such as training, study, and so forth, can take place. It also envisions characters building families, with the children of their own characters eventually taking their parents' place, and the cycle of the campaign thereby not only enduring, but becoming endlessly refreshed, as new characters are created with established links with those who have come before.

It should be pointed out that the Long Game is entirely consistent with the Power Game, but the GM is free to pick and choose which elements of either he wishes to bring into his game.

The third section, *Mass Combat*, tackles a problem that has plagued role-playing games since their inception. Few GMs have the wherewithal or desire to stage huge battles with miniatures or counters, and those systems that have appeared to do so, have generally been lacking in various areas.

The system presented herein takes an old solution ("let the players do a small melee as part of the larger battle") and provides a framework whereby not only are the players directly involved, but their involvement has a direct impact on the outcome of the battle as a whole. Their own encounter is a microcosm of the whole battle, and the losses they take, or casualties they inflict, are distributed proportionally to the armies on either side.

The fourth section, *Putting It All Together*, provides various additions to the game rules: new secondary skills, treasures, magic items, and spells. The skills and spells in particular take the game into new and uncharted realms, as they include systems for high-level spellcasters to create their own demiplanes, tap into the weird power of ley lines, and change the very nature of divination magic itself.

It is sincerely hoped that the present work adds to the conversation about how to handle high-level gaming in old-school RPGs. With the expansion of domain play to all classes, the inclusion of rules for royal court intrigue, and a mass combat system that lets the player characters stand front and center in determining the outcome of the battle, **ADVENTURES GREAT AND GLORIOUS™** offers a plethora of new options for higher-level characters to explore.

# The Power Game

The Power Game refers to a style of play that takes place at higher character levels, usually from 9th level and up. In this type of game, the characters are dealing with powerful clerics who run temples, high-level thieves and assassins who are in charge of their guilds, heads of wizardly schools and orders, leaders of armies, and NPCs of all stripes who hold the reins of political power, or wish to do so.

Naturally, it is not necessary for the game to progress in this direction if the players and the GM don't want to. It's perfectly acceptable for higher level PCs to keep on with their adventuring as they have done in the past: ranging across the wilderness, exploring dungeons, and otherwise carrying on as before. The power game, however, is an option for those who wish to pursue it.

It should also be noted that dabbling in political intrigue is by no means an end to traditional adventuring. Rather, it should be thought of as an added facet of the game, rather than a be-all unto itself.

There are two ways that a higher-level character can enter into this world of power and politics. The first is by clearing unused land and claiming it as his own, thus becoming a frontier lord (also known as a marcher lord, etc.). The second is by entering into the political world of the more civilized centers of the campaign, such as at the royal court. Of course, it should be said that the one could eventually bleed into the other, as the frontiers of civilization catch up to the freeholds set up by the PCs, and they find themselves interacting with their socio-political "betters".

## Frontier Lords

Most fantasy campaign settings will have a frontier of some sort. A wilderness where monsters and brigands lurk, possibly the site of some ancient lost civilization whose ruins are scattered about the landscape, but always with an irresistible attraction for adventurers, explorers, and, ultimately, colonizers.

Too, for some character classes, opportunities exist to create their own demesnes in civilized lands. In many cases, this involves ousting some NPC or group that already occupies the socio-ecological niche into which the player character wishes to situate himself.

When characters achieve a high enough level, their renown and experience is such that they will attract followers of their own, should they choose to use their accumulated wealth to

clear territory, build a stronghold, and settle down to the life of a petty lord.

### Selecting and Clearing Territory

In order to allow for player characters to clear territory and set themselves up as petty nobility, the game master should have already prepared a detailed map of the potential area(s) of settlement.

If it is not already known, the game master should also at this time determine what creatures live in the likely area(s) of settlement and have some idea of how they will react to the intrusion of the player characters.

Player characters should be given some latitude in selecting the site for their stronghold. If, for instance, one PC begins surveying an area looking for a small hill surrounded by woodlands on three sides and a small stream on the fourth, unless such a thing would be totally out of character for the region, it should probably be allowed.

Once a suitable site has been selected, the game master should generate a small-scale map of the area. This map would cover the same area as a 7 (standard-scale, one-mile) hex map, but in much greater detail (a scale that easily maps to one mile, for instance a scale of 200 yards or so per hex, would yield 9 hexes equaling one mile). The central one-mile hex containing the player character's outpost should be situated in the center of such a map, surrounded by six more one-mile hexes, each broken up into smaller hexes so very small-scale details about the immediate surroundings of the stronghold can be noted.

It is entirely possible that entire dungeon ruins could be found within the territory in the process of clearing it out for habitation. The game master should not be afraid to make things interesting for the player characters during this process, but not so onerous that they become utterly discouraged and give up.

Once the central one-mile hex and the surrounding one-mile



hexes have been cleared of all monstrous inhabitants (remembering that those not slain or driven off will remain there to harry the PC and any settlers), work can begin on the stronghold.

Construction of the actual stronghold can take place while the PC and his fellows continue to explore and clear out the lands beyond the core seven hexes. The player should design his stronghold as he sees fit, assuming he has sufficient funds to build the place, and should provide the game master with a fully keyed map, including a small-scale map of the land immediately surrounding the stronghold.

Once the core area of seven one-mile hexes has been cleared, the PC and his companions, retainers, and henchmen can continue to clear adjacent one-mile hexes of baneful monsters until a total area thirty miles across has been cleared. Each hex should be explored, mapped, and checked for monstrous inhabitants in turn. This will be a lengthy process, but is necessary to ensure that the central core area is secure and safe enough for settlers to find the place attractive.

During this time, there is a 5% chance per day that a wandering monster will enter one of the six hexes around the stronghold. If regular patrols of soldiers are sent out beyond those seven hexes, this chance falls to one 5% chance per week.

Once the thirty-mile hex has been cleared, there is a 5% chance per day that a monster will wander into one of the hexes bordering uncleared territory, and only a 5% chance per week that one will make it into the central core area of seven hexes. If more than thirty hexes from the center to border are cleared, then the chance of something wandering into the core area becomes zero.

**TABLE 1: CHANCE OF WANDERING MONSTERS**

<b>What has Been Cleared?</b>	<b>Entering Core Hexes</b>	<b>Entering Border Hexes</b>
1 mile out from center (core hexes)	5% per day	n/a
15 miles out from center	5% per week	5% per day
30+ miles out from center	n/a	5% per month

“Cleared” in this context not only means that the hex has been traveled through initially and any monsters either slain or driven away, but also that regular patrols are sent out which make their presence known and deal with new threats.

**Building the Stronghold**

Once the territory has been cleared of monstrous inhabitants, and the exact site for the stronghold has been selected, construction on the stronghold proper can begin. The player

should provide a map of the proposed stronghold, including walls, interior layout, and any underground dungeon areas that are to be constructed. From this map, the game master should figure out the total cost of the fortress by itemizing each one of its features according to the tables in the **ADVENTURES DARK AND DEEP™ GAME MASTERS TOOLKIT**.

Not everyone can just build a stronghold, and all the unskilled labor in the world won't be enough if there aren't carpenters, masons, and architects to keep them on-track.

For a wooden structure, 1 carpenter is needed per 50 laborers. A carpenter with 2 levels in the Construction skill can supervise 100 laborers plus 2 other carpenters, and 3 levels allow him to supervise 150 plus 3 other carpenters. Supervised carpenters cannot have a higher skill level than the supervisor. Example: A carpenter with 3 skill levels could supervise three 2nd level carpenters, each of whom could in turn supervise two 1st level carpenters, for a total of 750 workers.

Stone structures require masons in similar numbers and skill levels as above for carpenters.

Tunnels require a specialist with 1 level of mining per 25 workers. A miner with 2 levels of mining can supervise 50 workers plus two other miners, and one with 3 levels of mining can supervise 75 workers and 3 other miners.

Any structure that requires 1,500 man-hours will also require an architect/engineer to supervise the whole project. A structure that requires up to 3,000 man-hours will require an architect with two skill levels in Construction. Any structure requiring a total of 4,500 man-hours will require an architect with three skill levels in Construction.

See the Construction secondary skill in the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL** for information on architects/engineers, carpenters, and masons.

**Construction Time**

Excavation (building ditches, ramparts, and pits) will take a number of days equal to the total cost of the work divided by 7 (rounded up). Thus, a single person could dig a 100'x10'x20' ditch or moat in 15 days. Two people on the project would take 8 days, and so forth. For costs of construction, see the **ADVENTURES DARK AND DEEP™ GAME MASTERS TOOLKIT**, p. 32, and Appendix A of the current work.

Time spent mining and digging tunnels will depend on the type of rock and the type of creatures doing the mining. First, determine the total volume that must be mined. Every 10'x10'x10' section is 1,000 cubic feet. A typical human can mine 50 cubic feet of rock in a typical eight-hour shift. Soft stone

such as limestone will increase the amount mined by 50%, while hard stone such as basalt or granite will decrease it by 50%. The number of creatures that can work in a 10' wide shaft depends on their size:

- 16 small creatures
- 12 medium creatures
- 8 large creatures (up to ogre sized)
- 4 giant-sized creatures

Naturally, very large creatures will have to be handled on a case-by-case basis. Also, certain creatures such as earth elementals, or certain spells, can have special impacts when it comes to tunneling. Note that some creatures are better at digging and mining than others, as noted in their individual entries in the **ADVENTURES DARK AND DEEP™ BESTIARY**.

Stone construction will take a number of days equal to the cost in g.p. divided by 5 (rounded up). Thus, a large stone tower costing 3,525 g.p. would take one person 705 days. Two people could finish the job in 353 days, etc. This includes finishing underground passages.

Wood construction takes a number of days equal to the cost in g.p. divided by 6. Thus, a wooden building costing 300 g.p. would take a single person 50 days to build, and 5 people could build it in 10 days.

All of the above calculations assume that the necessary building materials and tools are on-hand. Cut stone for stone buildings; lumber for wood construction; timbers, picks, and shovels for tunnels, etc.

**Stronghold Upkeep**

All strongholds require 5% of their construction cost, per year, for maintenance. This is over and above the cost of troops. A cleric or paladin stronghold, which cost only half the normal amount to build, would thus cost half as much to maintain (since the faithful that helped build them will contribute similarly to upkeep).

**Attracting Settlers**

Unless specified otherwise below, if the lord of the territory is 9th level or higher and thus has the reputation that goes with such prowess, clearing land will attract settlers. Once the stronghold is built, and assuming regular patrols are sent out to discourage wandering monsters and deal with those that do enter the territory, there is a 1% chance per week that settlers will start to enter the territory. If a road connects the territory with some civilized land, then the check should be made three times per week. This is in addition to the 5% monthly check for wandering monsters noted above. If settlers are indicated,

determine type using the table below, using d% to determine settler type based on terrain:

**TABLE 2: SETTLER TYPE**

Settler Type	Predominant Terrain Type		
	Open	Wooded	Rough
Dwarves	-	-	01-23
Elves	01-04	01-16	-
Gnomes	05	17-24	24-31
Halflings	06-09	25-28	32-34
Humans	10-00	29-00	35-00

If terrain is wooded hills or mountains, use wooded as the terrain type.

Bear in mind that many "wandering monster" encounters are with creatures that are friendly or might otherwise be well-disposed towards the PCs. In such cases, assuming their alignments are compatible, the creatures entering will seek to settle down in the territory and accept the PC as their lord, and generally add to the prosperity and character of the territory. Such encounters should be role-played where feasible.

Once settlers have discovered the freehold and have begun to settle there, new settlers will come in waves of 1d10x10 settlers (all of whom are commoner), and will tend to settle in familiar terrain if possible. In the first year, there will be one such wave each month. In the second year, there will be one every three months. After the second year, the number of waves of settlers per year depends on the reputation of the freehold (the following are cumulative):

- Third year of freehold ..... 1
- Tax rate under 5 s.p. .... 1
- Tax rate over 7 s.p. .... -1
- Military victory by freehold within year ..... 1
- Lord gains a level ..... 1
- Major monster within freehold defeated ..... 1
- Valuable resource (furs, iron, etc.) ..... 1
- Very valuable resource (silver, gems, etc.) ... 2
- Two negative harvest modifiers in a row .... -1
- Two positive harvest modifiers in a row ..... 1

As new settlers enter the territory, they will begin to establish settlements: thorps, villages, and even towns as the population continues to grow. The player character will not have complete control over this process, but lawful ones will tend to seek a more rational and organized pattern of settlement while those of more chaotic bent will be content to see settlements spring up willy-nilly according to the whim of those entering their lands. In such cases, the game master should decide placement of new arrivals either by random chance, or in such a way that will make life as interesting as possible for the PC.

In addition to population growth through an influx of new settlers, the population will also grow on its own by 1% each year.

Some classes will naturally attract soldiers to their cause once a freehold is established. Troops that show up to follow a character who has established a stronghold will need to be paid, unless otherwise specified below. Non-troops will pay taxes. Note that neither troops nor followers will all arrive in a clump. They will come in dribs and drabs as word spreads of the new freehold, usually in a total of 2d4 groups. The game master should first roll to determine how many followers will come (if any, as discussed separately for each character class below), and then how many groups will arrive. If a natural grouping suggests itself, it should be used, otherwise simply divide the new followers up between the groups scheduled to arrive in the specified time-frame.

Realistically, of course, anyone with the ready cash could build a stronghold, and nothing here should be taken to imply otherwise. However, building a building and having the reputation needed to attract settlers who are, in essence, relying on you for protection against the wilderness, are two different things. As a rule, anyone of less than 9th level attempting to establish a freehold in the wilderness may build a stronghold, but will not attract settlers or soldiers.

### **Resources**

Any given 30-mile hex is bound to have a wealth of natural resources, depending on the overall terrain type of the hex. If the smaller one-mile hexes of a frontier lord's demesne are different terrain types, those should be used to determine available resources.

Timber, minerals, furs, agriculture, fishing: all are possible. Such natural resources can provide income over and above that gained by taxation. Note that these resources are in addition to the hunting and agriculture which all terrains save desert can provide. Note that mixed terrain (for instance forested hills) can provide all of the resources listed for each type of terrain. In the case of ivory, it is necessary for elephants, oliphants, mammoths, narwhals, walruses, etc., to be present; the GM should make that determination.

- Badlands (cold, temperate): mining
- Desert (all): mining
- Forest (cold, temperate): furs, lumber
- Forest (tropical): furs, ivory, lumber, spices
- Hills (all): mining
- Mountains (all): mining
- Plains (cold, temperate): furs
- Plains (tropical): ivory
- Scrub (cold, temperate): mining

- Scrub (tropical): mining, ivory
- Swamp (all): fish, lumber
- River, lake or coast (cold): fish, ivory
- River, lake, or coast (temperate, tropical): fish

### **Specifics by Character Class**

Certain classes have special ways they approach the power game, and certain benefits as they enter into this area of play. Bear in mind that, as in all things, the GM should exercise discretion, and if the circumstances of the campaign dictate changes to the below information, feel free to do so.

#### **Bard**

Bards will rarely establish frontier freeholds, as they are more interested in settling in civilized lands where an audience is close to hand. They do not gain any special followers or benefits from establishing a freehold on a wilderness frontier. They can do so and attract settlers normally at 10th level.

#### **Jester**

Like bards, jesters thrive on the access to an audience that comes with civilization. They also gain no bonuses from building a freehold. They can do so and attract settlers normally at 10th level.

#### **Cavalier**

Establishing oneself as a frontier lord is not the first choice for a cavalier. It is far preferable to inherit one's familial lands, be granted lands and title by one's lord, or serve a lord on his own lands. However, a third or fourth son might find such prospects limited, or a cavalier who had suffered some disgrace and was seeking a way of redeeming himself, might do so.

Starting at 8th level, a cavalier can clear land and establish a freehold, and will attract a troop of soldiery over the course of 1d10 weeks once the land has been cleared. Unlike his retainers, these soldiers will require pay in order to stay with the cavalier. The number of men-at-arms will depend on the level of the cavalier, and as the cavalier rises in level, more such men-at-arms will offer their service:

- 8th level: 1d4x12 men-at-arms
- 9th level: 1d4x24 men-at-arms
- 10th level: 1d4x48 men-at-arms

Men-at-arms seeking service are cumulative, and will arrive over the course of 1d10 weeks once a new level is gained. Men-at-arms are commoners (although experience can raise them to 1st level fighters), and will arrive with the following arms and armor:



**TABLE 3: CAVALIER MEN-AT-ARMS**

Weapons	Armor	% Composition
Pike	Ring	15%
Spear	Ring	15%
Pole arm	Scale, leather	20%
Sling and dagger	Scale, leather	25%
Short bow and axe	Scale, steel	25%

**Paladin**

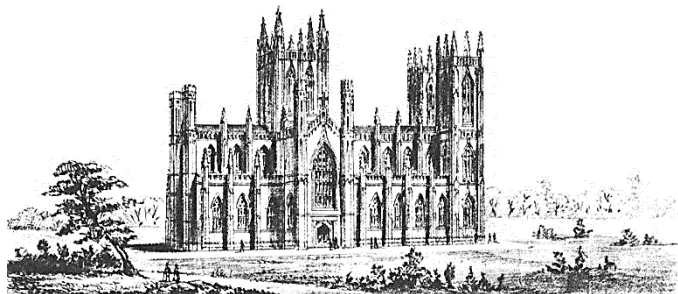
Paladins are very similar to cavaliers in their creation of freeholds in the wilderness, but will be somewhat more likely to strike out on their own out of a sense of religious obligation, similar to clerics. Their construction and maintenance costs are, like for clerics, half the normal amounts. They can do so starting at 8th level.

Paladins will attract men-at-arms as do cavaliers, but all will be of lawful good alignment. In addition, however, each group of soldiers that arrive (at 8th, 9th, and 10th level) will be accompanied by lawful good clerics of 3rd, 4th, and 5th/6th level respectively.

**Cleric**

Once a cleric has reached 9th level, his reputation for piety and competence will allow him to attract followers to help build a religious stronghold. Once the core hexes have been cleared and word has gotten out about the project, 2d10x10 faithful will show up to assist with construction of the stronghold, which must have a footprint of at least 2,500 square feet (anything smaller will not attract followers or troops). Due to their piety and willingness to work for fewer wages, the construction will only cost half what it normally would. These workers will stay after the stronghold is complete, and are in addition to any other settlers who may arrive after the stronghold has been completed.

Once the holy stronghold is completed, the following troops will show up within 1d6 weeks to aid in its defense:



**TABLE 4: CLERIC TROOPS**

Number	Type	Armor	Weapons
2d4	Heavy Cavalry	Plated mail & shield	Lance, med. hand
3d4	Heavy Cavalry	Mail & shield	Lance, lt. hand
5d6	Lt. Cavalry	Brigandine & shield	Lt. crossbow, lt. hand
5d4	Heavy Infantry	Plated mail	Med. hand
5d6	Heavy Infantry	Mail	Pole arm
5d6	Heavy Infantry	Ring armor	Hvy. crossbow, med. hand
1d6x10	Lt. Infantry	Gambeson & shield	Spears

All soldiers are commoners when they arrive, but can increase in quality through experience in battle. They will share the cleric’s faith and have a +2 bonus to morale due to their religious zeal.

**Druid**

Druids do not normally build strongholds, and they do not automatically attract troops when they do. As a rule, any stronghold built by a druid will be a magnificent place of wood and earth, melding as one into the surrounding environment, featuring magnificent gardens of edible plants and flowers, and medicinal herbs.

If a wandering monster enters the domain of a druid who is naturally of a sylvan nature (dryad, leprechaun, faerie dragon, etc.), there is a 50% chance that creature will settle in the druid’s lands as a permanent resident. This is in addition to the normal chance that civilized colonists will seek to settle in the region.

**Mystic**

Mystics can build freeholds as do clerics, but due to their contemplative nature will not attract soldiers to their service. They will attract settlers who share their alignment, however.

**Fighter**

Once they have reached the 9th level of experience, fighters will have developed enough reputation and renown that they will be able to attract followers to a freehold. Once the stronghold has been constructed, warriors will appear within 1d6 weeks to fight under the banner of the lord:

**TABLE 5: FIGHTER TROOPS**

Number	Type	Armor	Weapons
5d4	Lt. Cavalry	Ring armor & shield	Javelin, Lt. hand
10d10	Heavy Infantry	Scale armor (steel) & shield	Pole arm
4d12	Heavy Infantry	Leather cuirass & shield	Pike
5d4	Lt. Infantry	Mail	Hvy. Crossbow, med. hand
5d4	Lt. cavalry	Plated mail & shield	Lance, med. hand

In addition, a fighter of level 1d3+4 will arrive to serve as henchman to the PC and commander of the force that has arrived (under the direction of the PC lord, of course). He will have one magic weapon, a 50% chance of an additional magic weapon, and a 50% chance of having magic armor.

**Barbarian**

Barbarians can establish a freehold at 8th level, breaking off from their home tribe to start a new branch. Depending on the location of the freehold, it will either attract civilized or barbarian colonists. If civilized, treat as normal but with a +5% chance of rebellion. If barbarians, their numbers will be the same, but each will be a 1st level fighter (10% will be barbarians) instead of a commoner. In addition, no taxes will be collected from the colonists. If the barbarian attempts to summon his colonists as a horde, he is treated as their tribal chief and thus gets a 1-2 week extension on the normal duration of the horde.

Note that establishing a freehold will be seen as an affront to the former tribal chieftain, unless permission has been granted beforehand. If this happens, raiding war parties will be a regular occurrence. Permission might be given if a "gift" of no less than 10,000 g.p. is given to the chieftain.

**Ranger**

Rangers do not attract any special cadre of followers merely because they construct a fortress, although they will attract the normal numbers of colonists as long as they are 10th level or above. Note, however, that they gain a set of followers automatically at 10th level, and thus constructing a stronghold at or about that experience level would provide an excellent base of operations for the ranger's activities with his henchmen.

**Mage**

After reaching 11th level, a mage will have enough of a reputation to attract settlers should he choose to clear territory and establish himself as a minor lord. They do not attract special followers or soldiers.

**Illusionist**

Illusionists may construct freeholds as do mages.

**Savant**

Savants construct freeholds as do mages, but their tower, stronghold, or other structure(s) must include a research facility relevant to his area(s) of scholarship. This facility must be not less than 500 square feet, plus books, etc., costing at least 20,000 g.p., to stock it. Note that this library/laboratory will serve as research facilities for the savant's exclusive use, as described in the Scholarship secondary skill (see the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**, pp. 72-73). A modest facility will have books costing 20,000-60,000 g.p. A fine facility will have books costing more than 60,000 g.p.

**Thief**

Thieves do not establish freeholds as do most character classes, and will never attract settlers. Few indeed are the colonists who would willingly hie off to accept the lordship of an admitted thief! They can, however, set themselves up as bandits.

At 10th level, a thief may establish his own bandit hold. It may be built using the normal rules above, or (more likely) can be a ruin that is repurposed for use as a headquarters. Such bandit holds will be established along or near trade routes, in order to prey on passing merchants and caravans. Successful raids are necessary in order to attract more bandits to the group; see below.

In either case, the thief will attract 2d6 thieves to his enterprise should he attempt it. They will arrive within 1d6 weeks. The composition of the thieves should be determined thusly.

For each thief, roll on the following tables. Use the following modifier for rolls to determine the race and level of each thief, based on the total number of thieves who join the PC in his organization:

**TABLE 6: THIEF RACE AND LEVEL MODIFIER**

Total Number of Thieves	Race and Level Modifier
4	+4
5-6	+3
7-9	+1
10-15	+0
16-20	-1
21-24	-2

Roll to determine the level of each thief individually, applying the modifier above:

**TABLE 7: THIEF LEVEL**

Die Roll (d20)	Level of Thief
1-4	1
5-9	2
10-13	3
14-16	4
17-18	5
19	6
20	7

Next, determine the race of each thief, again applying the modifier from above:

**TABLE 8: THIEF RACE**

Die Roll (d20)	Race of Thief
1-2	Dwarf (50% hill, 50% mountain)
3-4	Elf (40% grey, 40% high, 20% wood)
5	Gnome (50% forest, 50% hill)
6	Half-elf
7	Halfling
8-11	Half-orc
12-20	Human

If a non-human 1st level thief is indicated, there is a 25% chance that he will be a multi-classed character. If so, use the following guidelines:

- Dwarves will be cleric/thieves (25% chance) or fighter/thieves (75% chance).
- Grey elves and half-elves will be cleric/thieves (15% chance), fighter/mage/thieves (10% chance), fighter/thieves (25% chance), mage/thieves (45% chance), or savant/thieves (5% chance).
- High elves and half-elves will be cleric/thieves (20% chance), fighter/savant/thieves (10% chance), fighter/thieves (35% chance), mage/thieves (30% chance), or mystic/thieves (5% chance).
- Wood elves and half-elves will be cleric/thieves (20% chance), fighter/mage/thieves (10% chance),

fighter/thieves (45% chance), mage/thieves (20% chance), or mystic/thieves (5% chance).

- Forest gnomes will be fighter/thieves (90% chance) or savant/thieves (10% chance).
- Hill gnomes will be fighter/thieves (90% chance) or illusionist/thieves (10% chance).
- Halflings will be cleric/thieves (30% chance), druid/thieves (15% chance), fighter/thieves (40% chance), or jester/thieves (15% chance).
- Half-orcs will be cleric/thieves (30% chance) or fighter/thieves (70% chance).

10% of all followers of level 6 or 7 will be thief-acrobats. If a race is indicated that cannot become an acrobat, re-roll the follower's race.

In addition to the thieves, a force of 2d10 bandits will also arrive over the course of 1d6 weeks after the bandit hold is established and word leaks out to the criminal element in the nearest civilized land. Over the course of the next year, waves of 2d10 bandits will arrive to join the group every month, assuming the bandit group has successfully robbed travelers of at least 500 g.p. of goods and treasure, and that at least some of those travelers survived to tell the tale, and thus spread the fame of the bandits.

Naturally, such depredations will not go unnoticed, and the GM is encouraged to design appropriate responses from both the merchants who are being robbed and the nearby lords who rely on the free flow of goods to pay taxes.

Neither the thieves nor bandits will require pay if there is a steady flow of loot from successful raids that is shared with them. If that flow stops for a month, the chances of a rebellion or mass defection among the assembled members of the group will begin at 25%, and grow by 5% per week that the bandits go unrewarded with loot.



**Acrobat**

Acrobats can set up a bandit hold at 10th level and will attract followers just as do ordinary thieves, but any follower of level 6 or 7 will automatically be an acrobat. Also, 50% of all lower-level thief followers will have the necessary prerequisite statistics to become acrobats themselves if they gain sufficient experience points.

**Mountebank**

Mountebanks, by their nature, will usually not seek to establish a freehold in the wilderness, as they do best when interacting with others in a more civilized environment, and tend to resort to outright banditry only as a last resort. Too, their reputation as a class makes settlers disinclined to place themselves under their rule. That said, they can establish their own freeholds starting at 10th level, but will attract only 2/3rds of the normal number of settlers in any given wave.

Mountebanks do, however, have another option open to them: fraud. It's possible for a mountebank, using the Establish/Maintain Alias campaign action (see below) and possibly his disguise ability, to set himself up as a fighter, or cavalier, or even some spellcaster of great ability, and attract followers, soldiers, and colonists as per that class. However, if the fraud is ever penetrated and made known, the chance of rebellion will shoot up to 100% instantly, and the mountebank and his companions will be driven from the freehold.

**Assassin**

Assassins can set up a bandit hold as do thieves, starting at 10th level. In addition to the bandits who will come, however, there is a 50% chance that any given thief follower will be an assassin rather than a thief.

Use the rules above to determine race, level, etc., of thieves. The race and level of each assassin should be determined using the tables below:

**TABLE 9: ASSASSIN RACE**

Die Roll (d%)	Race
01-05	Dwarf
06-10	Elf
11-14	Gnome
15	Gnome (multi-class)
16-25	Half-elf
26-45	Half-orc
46-50	Half-orc (multi-class)
51-00	Human

If a gnome or half-orc multi-class character is indicated, roll on the table below to determine what sort of multi-classed character it is.

**TABLE 10: MULTI-CLASSED ASSASSINS**

Die Roll (d6)	Forest Gnome	Half-orc
1-3	Illusionist/assassin	Fighter/assassin
4-6	Fighter/assassin	Cleric/assassin

**TABLE 11: ASSASSIN LEVEL**

Die Roll (d%)	Level
01-15	1
16-30	2
31-45	3
46-65	4
66-75	5
76-85	6
86-95	7
96-00	8

If a level is indicated for a non-human assassin that exceeds the racial maximum, that assassin will be of the maximum level for his race.

**Heartland Lords**

The other path to political power is to enter into the established order in a more civilized part of the world, known generically in these rules as the "heartland". This involves power politics in cities and towns, courtly intrigue, and the like. There are several ways this can be done.

First, and easiest, is to be born into it. All cavaliers will be a part of this world from their inception, as they are of sufficient social rank and status to run in the same circles as those who exercise such power. This is also where social class (see the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**, p. 75) can come into play. Anyone of middle-middle class or above will be able to enter into the realm of politics without assistance.

Secondly, one can earn the status needed through advancement in level. With higher level comes higher social rank, as one's natural abilities, knowledge, and renown are recognized. For some character classes, this means that as they advance in level, their social class rises as well: high-level mages, paladins, clerics, etc. Some classes, such as barbarians and thieves, can never rise high enough in social class on their own to enter into the realm of politics.

Third, one can be brought into the higher strata of society by gift or marriage. It would not be uncommon for a king or high noble to reward a character who has done a great service with a grant of land and/or title. With such grants and gifts would

### Non-Feudal Societies

Obviously, not every society in a game is going to function along the same lines as a medieval European one. There can be democracies, republics, theocracies, and a host of other options to choose from. Most of the rules herein can be adopted by the GM for use in other milieus.

For example, in a theocracy, the clergy hierarchy will replace a traditional feudal aristocracy, but the same basic mechanics of favor and courtiership will still apply. In a republic or democracy, although offices and direct political power will be somewhat transitory, depending on the cycles of elections, it will usually be the case that the same leaders and factions will come up again and again in the balloting, and the same forces that support and undermine the power players in a feudal kingdom will also do so in a vote-based system.

When dealing with social structures outside of the feudal model, the GM is therefore encouraged to adapt the rules herein as best suits his specific campaign setting. For instance, even in a democracy, the "favor" mechanic can be used to gauge one's approval with the masses, and in a republic, a dual-track form of favor could be used to contrast one's approval with the voters to one's approval with the elected officials. "Courtiers" can be converted into "politicians", and vice versa, with but little adjustment in both cases.

come an automatic increase in social class (if applicable) that overrides the normal limitations of character class.

Finally, though, there is another option: fraud. As with the frontier lord path above, it's not outside the realm of possibility that a mountebank or other nefarious character could weasel their way into the corridors of power by claiming false credentials. Of course, the GM would be encouraged in such cases to make the process especially interesting by requiring occasional verbal patter and other checks, to see whether or not the ruse is uncovered...

### The Lord

The term "the lord" is used throughout this section in a very generic sense, as being the individual in charge, with the power to dispense gifts and favor. His court is his entourage: that group of people who flock to the leader in hopes of being granted some of his largesse.

The lord, in this context, can be anything from a viscount who rules a single small city-state to an emperor who rules over vast territories. As a general rule, the more powerful the lord, the

larger his court will be. A viscount's or mayor's court could be a half-dozen, while that of an emperor could be several dozen.

### Feudal Grants

A feudal society is based on feudal obligations between individuals. The most well-known examples of such obligations are those of a lesser lord to his superior, such as a baron who owes fealty to a king. These are known as grants, obligations, or entitlements (the terms are interchangeable). But feudal grants can take all sorts of sizes and forms, from partial rights to the profits from a particular orchard, to being provided with food and drink on particular days, to rights to conduct justice in a particular part of a city.

In a feudal society, these sorts of obligations take the place of investments. The concept of loaning money for a stake in the profits of a particular business is alien, but the idea of giving a "gift" in return for a feudal obligation from the recipient to the giver makes perfect sense. The critical difference between the two is the notion of social superiority between the two ends of the feudal obligation. To have someone have an obligation to you makes you their superior, in a social sense.

Such feudal rights are also transferrable, and are recorded on deeds and certificates. If there is a dispute about a particular obligation, it is usually only resolvable by recourse to these written records. Such records can therefore be valuable in and of themselves, as without them, a particular obligation could be ignored; which could mean losing a considerable sum (either financially or otherwise), not to mention the loss in social status. In extremis, it is possible for a judge or magistrate to rely on verbal testimony, witnesses, and such, but to do so is by its very nature an uncertain process.

It is also possible for the holder of a grant to cancel it, which could be done as a reward for some great service, or by the subject of the obligation buying it back from the owner. It is also commonplace for the owners of such entitlements to dismiss them as part of their last will and testament.

It's worth noting that such feudal grants are a common enough form of reward from a lord to his subjects, or simply a means of transacting business between individuals. Such rewards are not reserved only for courtiers.

### Value of Grants

Feudal grants can account for as much as 50% of the produce of a given parcel of land. Such grants are tracked by means of writs of obligation.

**TABLE 12: FEUDAL GRANT VALUE**

Feudal Grant	Value
Artisan family pledge	1-10 g.p. worth of goods per month, or half that in cash
Bridge tolls	1-10 g.p. per month
Castle	Use of the castle and troops
City gate fees	1-20 g.p. per month
Garden	2-20 bushels of vegetables or 4-40 g.p. in cash
Grain field	2-20 bushels of grain or 10 s.p. 10 g.p. in cash
Druid's grove	4 level's worth of spells per year
Inn	Use of the inn 1-6 days per month, or 1d6 g.p. in cash
Keep	Use of the keep and troops
Mage pledge	1-4 g.p. per month, or 1-8 level's worth of spells per year (max 4th level)
Manor	10-100 g.p. per year
Merchant family pledge	20-200 g.p. per year
Mill	1-4 g.p. per month
Noble family pledge	10-100 g.p. per year, and/or 1-3 courtly intrigue actions in your favor
Orchard	2-20 bushels of fruit or 4-40 g.p. in cash
Oven	1-3 g.p. per month
Peasant family pledge	1-4 meals per month
Petite noble family pledge	1-10 g.p. per year, and/or 1 courtly intrigue action in your favor
Salt works	1-10 lbs. of salt per year or 1-5 g.p. in cash
Shrine	1-3 levels' worth of spells per year
Smelter	1-100 g.p. per month
Tavern	1 barrel of ale or 1-3 g.p. in cash per month
Temple, large	1-10 levels' worth of spells per year (max 5th level) or 4-40 g.p.
Temple, small	1-6 level's worth of spells per year (max 3rd level) or 2-20 g.p.
Tower	Use of the tower and troops
Vineyard	2-20 bushels of fruit or 4-40 g.p. in cash
Wine press	1-3 gallons of wine or 2-6 g.p. per year

If you need to determine a feudal grant randomly, refer to the Treasure section below (p. 79).

### Courtly Intrigue

Gaining access to the circles of the wealthy and powerful opens up a new arena for interaction in the campaign: court. Characters who are active in court are known as courtiers.

In this context, "court" refers not only to the specific time when a monarch or other lord is seated on a throne and hearing from supplicants, but the whole process of political interaction in and around the lord, ultimately aimed at getting the lord's favor. Court, in this sense, is always in session, and while the best policy is often subtlety, the rewards can be just as enormous as from delving in the deepest dungeon.

Key to the action at court is "Favor." Favor is a statistic that should be tracked, but which is much more volatile than something like strength or intelligence. One's Favor at court is a measure of how much the character is esteemed by the lord, and can lead to rewards such as feudal grants, titles, offices, marriages, and commissions. Favor can range from 10 to -10, with 10 meaning the character is very well thought-of by the lord, and -10 meaning that an appointment with the headsman's block might not be too far off.

However, since there are only a limited number of such awards, the intrigue at court to gain Favor and lower the Favor of others is intense.

Characters entering the courtly life through a rise in level or social class start off with a Favor score of 0. Those who have recently accomplished some great deed that has caused them to be introduced at court, though, can begin with a Favor score as high as 3.

It should be noted that the rules below are by no means the be-all and end-all of courtly intrigue. They are, rather, intended to be used in conjunction with the already-existing rules in **ADVENTURES DARK AND DEEP™** or whatever similar rule system you are using.

### Becoming a Courtier

While courtiers are almost always rich and powerful, wealth and power alone is not enough for one to be considered a courtier. It is possible to become a courtier through two different means.

First, appointment to a court office. All court officials who hold an office, such as the chamberlain, chancellor, members of the privy council, chaplain, scribe, clerk, majordomo, grooms, ladies-in-waiting, herald, steward, fool, etc., are considered courtiers when they are given their appointments.

Second, one may be presented at court. Any courtier may present someone to the lord at court. Such presentations are made at court events (see below). Presentation is not an automatic guarantee of acceptance; the courtier-to-be must spend 1d6x100 g.p. just to make the attempt, and must be at least in the middle class, to have a chance of being brought in as a courtier.

The chance is 10% per experience level, or 20% per relevant secondary skill level (count only levels in a particular secondary skill; levels in different skills are not combined). Relevant secondary skills are up to the GM to decide, but might include such things as alchemy, artistry, business, courtly graces, generalship, music, and scholarship.

If the attempt fails, no new attempt can be made until the character has gained an experience or skill level.

The GM may, at his discretion, give a bonus or penalty to the acceptance roll based on the reputation, wealth, and other status within the lord's domain, of the character being presented. These will typically not exceed 25% either way. For instance, a wealthy merchant who has made loans to the lord may be presented at court and get a bonus, while a high-level assassin might well get a penalty due to his dubious profession.

It is possible for the same character to be a courtier in more than one court. This is especially common for both ambassadors and members of secret societies, although it could be the case for others as well. In such cases, Favor is tracked independently for each court in which the character is a member, and one Favor action is possible for each court, assuming the character is in physical proximity and thus able to act.

In more primitive societies, the immediate retinue of a warlord will constitute the courtiers, and will consist almost entirely of fighters and barbarians.

**Ability Checks**

Most actions at court will involve ability checks, many of which will be contested. Ability checks are made by rolling 1d20. If the roll is less than the relevant ability score, the attempt is successful. The game master may, of course, impose any penalties or bonuses he decides are warranted by the situation.

If one character's ability check is being "opposed" by some other character (for instance, if two characters are both struggling to grab a magic wand away from each other), then keep making ability checks until one of them fails. The character who doesn't fail, wins.

**Favor Actions**

Favor can be gained in a number of ways, almost always through one's personal efforts, although occasionally an ally can raise one's Favor at court. Favor can also be lost in a number of ways, usually, although not always, by the actions of others trying to tear down the character's reputation.

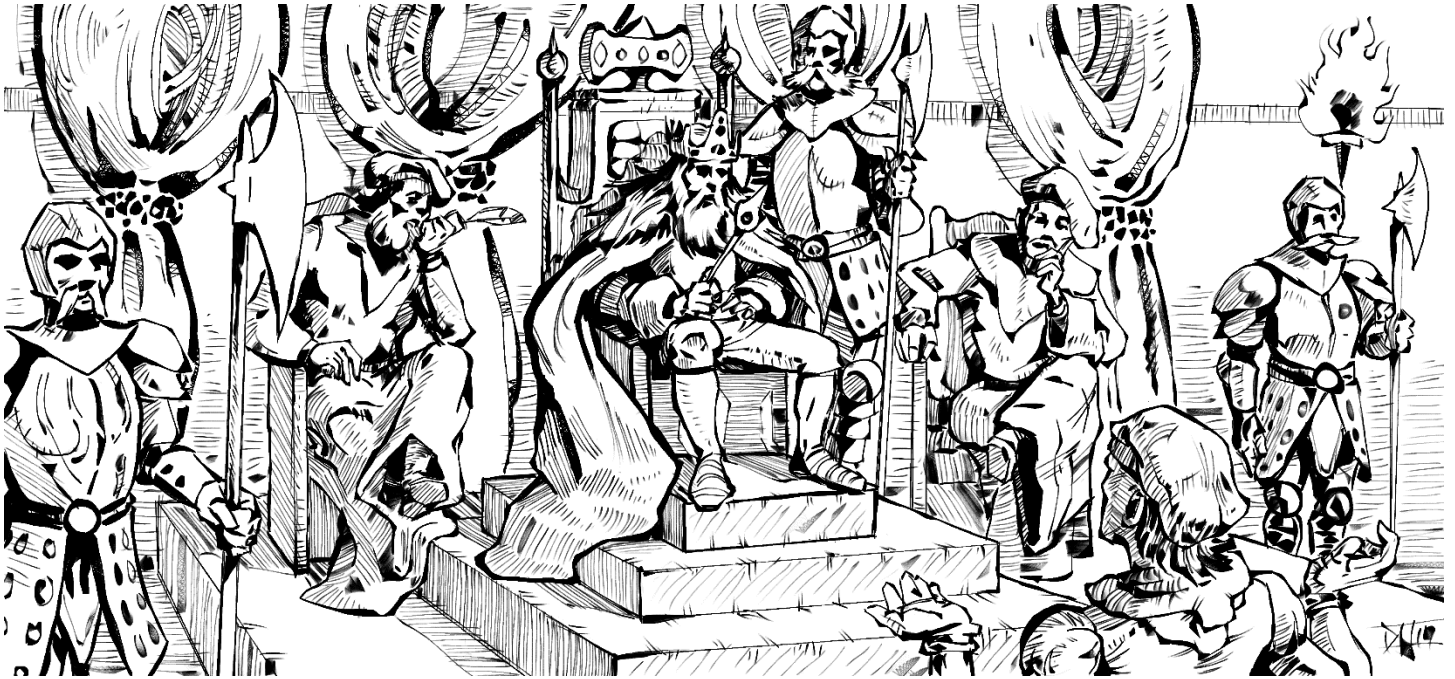
As a rule, each courtier may select one of the following Favor actions per month. The GM may, at his discretion, decide that the circumstances of the campaign allow another opportunity to do so (this is most often in the context of a commission).

In addition, whenever a celebration or audience is held (see below), the opportunity to perform another Favor action will present itself. You are never required to perform a Favor action. If you do not do so in a given month or at an audience/celebration, you gain a +1 bonus to any rolls to oppose Favor actions taken against you during that month or at that event.

When making a skill check in connection with courtly intrigue, if a character rolls a natural 1 when attempting to decrease someone else's Favor, the attempt has been bungled so badly that the target is allowed to make a bonus action of his own that does not count against the once per month/event limit. If a character rolls a natural 1 while opposing someone else's action, he has performed a faux pas and will lose one point of Favor, in addition to any others that might be gained or lost.

**TABLE 13: FAUX PAS WHILE ATTEMPTING FAVOR ACTION**

Die Roll (d20)	Faux Pas
1	Spill drink on someone, ruining their clothing
2	Drunk in public
3	Call the lord by his given name without permission
4	Wardrobe malfunction
5	Masterful belch in the midst of speaking
6	Over-reaction when approached by the lord's favorite pet
7	Made a bawdy jest that was taken way too seriously
8	Continuously used the wrong word in an embarrassing way
9	Addressed a social better by an incorrect title
10	Tripped and stumbled, causing a huge clatter and commotion
11	Mentioned a recently-deceased courtier as if he were still alive, forgetting or unaware he had died
12	Continuously called a courtier by the wrong name
13	In an instant of pique, used a slang word not suitable for polite company



**Die Roll (d20)**

**Faux Pas**

14	Tried making an abstract philosophical point by referring to a relatively recent military defeat; too soon
15	Inadvertently implied that a social better was feeble-minded
16	Made a joke about a fellow courtier, not realizing he is standing behind you
17	Fell atop someone, noisily and conspicuously
18	Yawned noticeably while the lord is speaking
19	Accidentally implied a belief in some minor heresy you don't actually believe in
20	Caught insulting an ally/friend at court

The above should be taken as only the start of the total list of possible faux pas. The GM and players are encouraged to come up with other, more setting-specific and amusing, examples.

**Absence:** For every month you are away from court, you will lose 1 Favor automatically. Favor can never drop below 0 for this reason, however. While you are away, however, actions such as rumor-mongering can still be used against you to decrease your Favor below 0. Being “away” is defined as not being able to spend 25% of your time on court activities in a given month.

**Blackmail:** Requires a successful Unearth Scandal or Identify Secret Society action. If you choose not to reveal the information you gained in the Unearth Scandal or Unmask Secret Society

action immediately, you may approach the target and offer to keep the information under wraps for a fee. Blackmail of this sort is a delicate balance. If you demand a single fee up-front, it will cost 100 g.p. per Favor point that would have been lost. If you ask for ongoing payments, you can get only 10 g.p. per Favor point per month, but can drag it out for 1d20 months until the person being blackmailed decides to hire an assassin. You will not know the result of the die roll. If you ask for a fee up front, and then ask for additional money later, the hiring of an assassin is 60% likely (100% in the case of a secret society).

**Commission:** If you are given a commission and successfully complete the mission, you will gain a number of Favor points listed in the specific commission. You will also lose the specified number of Favor points should you fail.

**Debate:** You start a war of words with a rival at court over some issue of the day, in front of the lord or a crowd of influential courtiers. This is an opposed skill check between you and the rival you select. You and your rival may use either INT or CHA, whichever is greater. The winner gains 1 Favor, the loser loses 1 Favor.

**Deflect to a Different Society:** This Favor action can only be performed by a member of a secret society. If someone makes a successful Identify Secret Society check, you may attempt to deflect the attention onto a different secret society. This will either involve attempting to prove that there is a different society at work in the court, or that the individual in question belongs to a different society. Regardless of which approach is taken, this requires an INT or CHA check (your



choice). If the secret society being blamed is aware, they might perform their own Deflect to a Different Society action.

**Flattery:** You engage in a systematic campaign of flattering the lord. If the lord makes a successful WIS check, he sees through your attempt and is unimpressed. Otherwise, you gain 1 Favor. If the lord sees through your flattery action in two consecutive months, you lose 1 Favor for being obsequious.

**Gallant Action:** You perform an act of gallantry that impresses those around you, requiring either a CHA or DEX check. Gain 1 (75%) or 2 (25%) Favor points if successful.

**Gift:** You present a gift to the lord. A 100 g.p. gift will increase Favor by 1 for that month only. A 1,000 g.p. gift will increase Favor by 1 until lost through other means. Only 1 such gift can be made per month.

**Hide Scandal:** You attempt to cover up some embarrassing truth or event in your past that could harm your social standing and Favor. If your INT check is successful, you may cancel out the effect of a successful Unearth Scandal action (see below) against you or someone else. You may accumulate three such cancellations at a time, and may use them as needed. Usually, such scandals happen “off stage”, and it is assumed that the character will want to hide the worst scandal first. In the case of an NPC, these are activities that might have happened outside the bounds of normal adventuring. For PCs, these can be scandal-worthy activities that the character undertook in the game itself. For a PC, therefore, this is destroying the evidence of some scandal, hushing up witnesses, etc. Even the most devout paladin has some skeletons in his closet, earned from years of adventuring.

**Hide Society:** This Favor action can only be performed by a member of a secret society. You attempt to cover up the existence of the particular secret society to which you belong. If your INT check is successful, you may cancel out the effect of a successful Identify Secret Society, Uncover Secret Society, or Unmask Secret Society action (see above). You may accumulate three such cancellations at a time. You may not perform this action on behalf of a society to which you do not belong.

**Insult:** You insult a rival to his face. If done cleverly enough, he might not even realize the nature of the insult until it is too late to respond. If you make a successful CHA check, his Favor decreases by 1. He may oppose with his own CHA check.

**Identify Secret Society:** Once you have successfully made an Uncover Secret Society check, you must identify it. To do so, make another INT check. This will be an opposed check, made against the secret society member at court with the highest INT score. If there is more than one secret society in a given court, roll randomly to determine which one has been uncovered. The

other societies (if any) will not know about the one that has been uncovered, under normal circumstances, unless its existence is made public.

**Polish Reputation:** You attempt to improve the reputation and standing of either yourself or someone else at court. If you make a successful CHA check, the Favor of either yourself or one person you designate increases by 1. If you have the Artistry or Courtly Graces skills, you may use those instead of the CHA check.

**Rumor-mongering:** You attempt to sow doubt and ill-will against a fellow courtier. If you make a successful CHA check, his Favor decreases by 1. If your target’s Favor is higher than yours, you will suffer a penalty to the check equal to the difference between your Favor ratings. If your Favor is higher, you do not gain a concomitant bonus.

**Uncover Secret Society:** You suspect that a secret society may be operating at court, and some of the courtiers may be members, or agents may be in the pay of the society. To see if a secret society is actually at work in court, make an INT check. If successful, you can determine that a secret society does indeed have members in court either as courtiers or agents. You may now take an Identify Secret Society action at your next opportunity. If the GM has determined that no secret societies are at work in court, this check will automatically fail, but the player performing the action will not be informed of the reason for his failure.

**Unearth Scandal:** You must pay 1d10x10 g.p. to perform this action, with no guarantee of success. You attempt to dig up an embarrassing fact about a rival courtier and some form of proof (witnesses, evidence, etc.). To do so, you must make an INT check. If successful, you have two choices. First, you may reveal the information right away and cause the target to lose a number of Favor points depending on the nature of the scandal. If a scandal comes up that is obviously out of character, feel free to substitute it with something more suitable, as long as the loss of favor is the same as originally rolled.

**TABLE 14: SCANDALS**

Die Roll (d%)	Scandal	Favor/month
1-5	Abuse of power. Target forced underlings to give him loans which were never repaid.	-1
6-8	Abuse of power. Target used his influence to suborn a legal judgment in his own favor or in that of an ally.	-2/-1
9-10	Abuse of power. Target forced guests to engage in degrading and sexually promiscuous behavior.	-3/-2/-1

Die Roll (d%)	Scandal	Favor/month
11	Abuse of power. Target forced underlings to cover up a crime he committed.	-4/-3/-1
12-16	Bloodshed. Target accidentally killed someone in the past in a particularly horrific way.	-1
17-19	Bloodshed. Target killed his spouse/lover in the act of infidelity, as well as her lover, in a crime of passion.	-2/-1
20-21	Bloodshed. Target murdered his spouse in order to gain control over her lands/titles/wealth/etc.	-3/-2/-1
22	Bloodshed. Target murdered a fellow courtier in cold blood to advance his own position.	-4/-3/-1
23-27	Embarrassing incident. Target was roaring drunk in public.	-1
28-30	Embarrassing incident. Target accidentally found himself covered in manure in a very public setting.	-2/-1
31-32	Embarrassing incident. Target was successfully conned out of a large sum of money.	-3/-2/-1
33	Embarrassing incident. While drunk, target raged against the lord, threatening bodily harm or worse.	-4/-3/-1
34-38	Family scandal. Family was involved in a rebellion a few generations ago.	-1
39-41	Family scandal. Family is common or low-born.	-2/-1
42-43	Family scandal. Incestuous relationships between family members are not uncommon.	-3/-2/-1
44	Family scandal. Family is rife with either traitors (45%) or heretics (45%) or both (10%).	-4/-3/-1
45-49	Heresy. Target has some odd ideas about a minor point of religion.	-1
50-52	Heresy. Target is against the concept of organized religion, and thinks that one's relationship to the gods should be a private one.	-2/-1
53-54	Heresy. Target denies one or more central tenets of the dominant religion, or even the existence of the gods themselves.	-3/-2/-1
55	Heresy. Target is a member of an evil cult (or good, depending on the predominant local alignment...).	-4/-3/-1

Die Roll (d%)	Scandal	Favor/month
56-60	Illicit affair. Target had an affair with someone of the same station in the past.	-1
61-63	Illicit affair. Target had an affair with someone of lesser station in the past.	-2/-1
64-65	Illicit affair. Target is currently having an affair with someone of the same station.	-3/-2/-1
66	Illicit affair. Target is currently having an affair with someone of lesser station.	-4/-3/-1
67-71	Minor foible. Target is a habitual drunk.	-1
72-74	Minor foible. Target is a gambler.	-2/-1
75-76	Minor foible. Target is deeply in debt and is unable to pay bills.	-3/-2/-1
77-78	Scandalous relative. Roll again (re-rolling this result) and subtract 1 month from the duration (minimum 1 month) and 1 from each month's loss of Favor. The scandal immediately impacts a close relative (parent, child, cousin: determine randomly). However, the effects will impact anyone related to the scandalous relative.	-1 or -2/-1 or -3/-2
79-83	Sexual peccadillo. Target frequents prostitutes.	-1
84-86	Sexual peccadillo. Target hires prostitutes to humiliate himself.	-2/-1
87-88	Sexual peccadillo. Target hires himself out as a prostitute for kicks.	-3/-2/-1
89	Sexual peccadillo. Target engages in bestiality, pedophilia, or some other unacceptable act.	-4/-3/-1
90-94	Seditious behavior. Target has made moderately disloyal jokes at the lord's expense in the past.	-1
95-97	Seditious behavior. Target has friends who are genuinely against the lord.	-2/-1
98-99	Seditious behavior. Target is secretly in the pay of a foreign power.	-3/-2/-1
00	Seditious behavior. Target is actively plotting the overthrow of the lord.	-4/-3/-1

The Favor/month column will show how many Favor points are lost when the scandal is revealed. If more than one number is indicated, the points will be lost over the course of two or more months. Thus, -3/-2/-1 means the character loses three Favor points in the first month, two Favor points in the second month, and one Favor point in the third month. By the fourth month, the effects of the scandal will have fully worn off.

The above table can be used for NPCs. In the case of a PC, the GM should use actual episodes and behaviors from the character's past which would fit in with the feel of the items in the table above, and assign Favor penalties along the same lines as similar scandalous items. It might be helpful to keep a short list of such events to which the GM can refer if needed. It should be noted that discovering a scandal includes some sort of proof: an eyewitness willing to testify, letters, a notable possession from a murder victim, etc. Otherwise you are just rumor-mongering.

If you choose not to reveal the information immediately, you can perform a Blackmail action as one of your Favor actions (doing so is not immediate or automatic, and must wait for the next month, event, or other regular chance to perform an action).

Scandals are not eternal, however, and even the very worst stains on a character's honor can be put out of mind by a fresh scandal in court, or even just the passage of time. If a new scandal erupts that lasts more than one month, all other scandals that last more than a month have their effects cancelled. Note that scandalizing someone else can be an effective way of minimizing the damage of one's own scandal. If multiple scandals erupt in the same month, however, they all proceed normally. It is only after some time has elapsed that a scandal can be displaced by another.

**Unmask Secret Society:** Once you have successfully made an Identify Secret Society check, you may attempt to identify one of its members. This is done by an opposed INT check. If you are successful, the member will be made known to you. If there is more than one member of the same society, roll randomly to determine which one is being unmasked.

If you choose to try to identify the member before knowing which society is at work, your INT roll to identify the member will be made with a -2 penalty, but any subsequent rolls to identify the society will be made with a +2 bonus. ("We know you're hiding something – now who are you working for?")

If you roll a natural 1 on your Unmask Secret Society roll, and there is more than one secret society active in court, you have mistakenly investigated a member of some other society. The GM should roll again to see if you are now successful pursuing this false trail.

Once you have proven a courtier or agent is associated with a secret society, you may blackmail the member (see above) or reveal the association immediately. If you choose the latter, you will gain 2 Favor points if the society's goals are against the lord's interests, gain 1 Favor point if they are unconnected with the lord, or lose 1 Favor point if they are working in the lord's best interests. ("Thank you very much for proclaiming the

existence of my own secret police in front of the whole court. How can we reward you for this service?")

**OPTIONAL RULE: PLAYING OUT SCANDALS**

The GM may, at his discretion, decide that unearthing a particular scandal is worth playing out. That is, rather than just declaring that Sir Ulric unearthed proof that Lord Merek had an affair, it could be played out as an adventure. First whispers would reach Sir Ulric's ears about the affair, then he would contrive to break into Lord Merek's chambers and steal a sheaf of love-letters which proved his illicit relationship. Similar scenarios could be spun from nearly all of the possible scandals listed above. If, however, the target has a Hide Scandal action they can use, the whole adventure will be for naught, as the proof has been carefully concealed or destroyed. Do not tell the PCs this beforehand, of course.

**Courtly Rewards**

Once per year, all members of court will be eligible to receive some reward from the lord. Roll 1d12 to determine what month a given courtier's reward will be bestowed. Successfully performing a commission may also make a character eligible to receive an additional reward. Roll on the following table, adding or subtracting five times the Favor rating of the character.

**TABLE 15: COURTLY REWARDS**

Modified Die Roll (d%)	Courtly Reward
01-25	The lord's "heartfelt thanks" for your service
26-65	Feudal grant
66-90	Commission
91-100	Arranged marriage (if already married or under age, re-roll)
101-125	Knighthood; you are made a knight-bachelor. If you are already knighted (cavaliers and paladins are considered to be knighted automatically), and are 9th level or higher, you are awarded a stronghold to hold for the lord. Roll on Table 16 to determine type.
126+	Title or office. Roll on Table 18 to determine specifics.

**TABLE 16: COURTLY REWARD: STRONGHOLD**

Die Roll (d%)	Knight's Stronghold
01-18	Allowed to build a manor house
19-27	Given a manor house
28-43	Allowed to build a fortified manor house
44-51	Given a fortified manor house
52-65	Allowed to build a stone tower
66-72	Given a stone tower

Die Roll (d%)	Knight's Stronghold
73-84	Allowed to build a donjon (rectangular keep)
85-90	Given a donjon
91-93	Allowed to build a small concentric castle
94-95	Given a small concentric castle
96-97	Allowed to build a medium concentric castle
98	Given a medium concentric castle
99	Allowed to build a large concentric castle
00	Given a large concentric castle

All rewards, both those for completing a commission or the annual rewards for all courtiers, will be granted at the next event. Penalties for failure to complete a commission will take effect immediately upon confirmation of the failure.

Characters building strongholds should look at the Building the Stronghold section on p. 6. Those who are given a stronghold must still pay for its maintenance (see Stronghold Upkeep on p. 7).

### Court Events

Most of the activity in court happens outside of the times a formal Court is in session. The intrigue, the deals, the backbiting, all usually happen amongst the courtiers but outside of the context of a formal Court. Special events are exceptions to this rule, however, and include things such as audiences, balls, weddings, funerals, and the like, which take place in addition to the usual activities in the Court. Even a simple wedding can turn into a hotbed of intrigue. Court events allow the courtiers to take an additional Favor Action, in addition to the one per month they usually get.

Audiences are occasions when the lord calls all of the available courtiers to be present as he greets an important visitor, makes important announcements, holds an open court where supplicants can present petitions and have grievances heard,



and so forth. This is what we commonly see in movies when we think of “the king is holding court.”

Celebrations, on the other hand, are gatherings of courtiers and other important personages to celebrate some occasion. It could be a birthday, the anniversary of a battle or other momentous occasion, a religious holiday, the return of a favored courtier to the lord’s presence, the appointment of a new title, or any of a thousand things. Celebrations can be held just for the sake of celebrating. They will sometimes be held in conjunction with hastiludes (martial games such as jousts, tournaments, etc. – see the **ADVENTURES DARK AND DEEP™ GAME MASTERS TOOLKIT**, pp. 18-19, for details).

The GM may decide when such events will occur, depending on unfolding events in the campaign setting. Otherwise, in any given month, roll 1d6. On a roll of 1, an event will occur.

**TABLE 17: COURT EVENT**

Die Roll (1d12)	Event
1	Religious holiday
2-3	Audience: open court
4-5	Audience: courtiers only
6	Historical anniversary celebration
7	Costume ball
8	Lord’s birthday
9	Ambassador arrives
10	Funeral
11-12	Feast

### Titles and Offices

A frequent reward for service, titles and offices are among the most highly sought-after rewards from a lord, because they can open up other opportunities.

**TABLE 18: AWARDS OF TITLES AND OFFICES**

Die Roll (d%)	Office/Title	Favor Upon Completion
01-08	Office. You are now an official tax collector for the next year. You are responsible for ensuring that all taxes are collected in a district of a city or a 30-mile rural hex. You will be expected to make up any shortfall in revenues out of your own pocket, and will be supremely unpopular in your assigned area.	+2 (-3 if revenues do not meet expectations)

Die Roll (d%)	Office/Title	Favor Upon Completion
09-16	Office. The office granted will depend on your class: bards are court poets/minstrels; jesters are court fools; clerics and sub-classes are chaplains; cavaliers, fighters and sub-classes are members of the royal guard; mages and sub-classes are court magicians; thieves and sub-classes re-roll.	+1
17-24	Office. You are now a member of the lord's privy council. Will last until you are at 0 Favor.	+2
25-32	Office. You are now the lord's clerk, and are expected to be present at all audiences (see Court Events, above). Will last for one year or until a new clerk is commissioned.	+1
33-39	Office. You are now the lord's cup bearer. You are expected to be present at all balls and feasts (see Court Events, above). Will last for one year or until a new cup bearer is commissioned.	+1
40-46	Office. You are now the lord's sword bearer. You are expected to be present at all events except costume balls, funerals, and feasts (see Court Events, above). Will last for one year or until a new sword bearer is commissioned.	+1
47-53	Office. You are now the lord's groom (or lady-in-waiting), and are expected to attend him on a daily basis. Will last for one year or until a new groom is appointed.	+1
54-57	Office. You are appointed ambassador to a foreign land. Will last for one year, until a new ambassador is appointed, or until the host nation demands your replacement.	+2 (no loss of Favor for being absent)
58-69	Title. You are knighted, and bear the rank of knight bachelor.	+1
70-75	Title. You are made a hereditary knight. (Re-roll if lord does not have the authority to do so.)	+2
76-81	Title. You are knighted, and brought into an order of chivalry.	+1

Die Roll (d%)	Office/Title	Favor Upon Completion
82-85	Title. You are given a life peerage without estate; you are now styled "Lord".	+1
86-89	Title. You are given a life peerage with estate; you are now styled "Lord".	+1
90-91	Title. You are given a life peerage without estate. You are now a baron.	+2
92	Title. You are given a hereditary peerage without estate; you are now a baron.	+2
93	Title. You are given a hereditary peerage with estate. You are now a baron.	+2
94-95	Title. You are given a life peerage without estate. You are now a viscount.	+2
96	Title. You are given a hereditary peerage without estate; you are now a viscount.	+2
97	Title. You are given a hereditary peerage with estate; you are now a viscount.	+2
98	Title. You are given a life peerage without estate. You are now a duke.	+3
99	Title. You are given a hereditary peerage without estate; you are now a duke.	+3
00	Title. You are given a hereditary peerage with estate; you are now a duke.	+3

In the case of all titles, the character's social class will automatically increase to match the level of the title, if applicable. The GM should make sure the titles and details concerning such match those of his campaign setting, and of course both offices and titles can and should be changed and/or added to be more in line with the needs of the campaign. Finally, it should go without saying that if the lord does not have sufficient rank and title to bestow a given title on someone, it should either be re-rolled or simply devolve to the highest title that the lord can award. See Appendix B for a list of titles and their associated social classes.

Notes on titles:

- Life peerages are not inherited by the character's children. They are for the life of the bearer only.
- Baronial estates generally include a manor house and 1d6 feudal grants.

- Viscounty estates generally include a small keep and 2d6 feudal grants.
- Ducal estates generally include a large keep or small castle and 3d6 feudal grants.

**Arranged Marriages**

Among courtiers, there are usually a bevy of eligible bachelors and bachelorettes, ready and willing to seal alliances and improve the social prospects of their families.

**TABLE 19: SOCIAL CLASS OF ARRANGED MARRIAGE**

		Courtier's Social Class					
		LM	MM	UM	LU	MU	UU
Mate Social Class	LM	01-50	01-20	-	-	-	-
	MM	51-80	21-70	01-20	-	-	-
	UM	81-00	71-90	21-70	01-20	01-10	-
	LU	-	91-00	71-90	21-70	11-30	01-20
	MU	-	-	91-00	71-90	31-80	21-50
	UU	-	-	-	91-00	81-00	51-00

It is possible to attempt to avoid an arranged marriage. You may either refuse outright, or deflect to another courtier.

If you try to simply decline the honor, you must make a successful Charisma ability check or Courtly Graces skill check (your choice).

You may also attempt to deflect the offer to another courtier. This is an opposed skill check between you and the courtier you select. You and your rival may use either INT or CHA, whichever is greater. The character you choose may, of course, elect not to oppose the deflection, if it's a marriage he wants for some reason.

In both instances, a character gets a bonus if attempting to refuse or deflect a marriage to someone of lower social class, and a penalty if attempting to do so with someone of higher social class. This bonus or penalty is +1 or -1 per level of difference in social class. Thus, someone refusing a marriage to someone two classes higher would have a -2 penalty.

**Commissions**

Commissions are, in effect, missions given to you by the lord. In most cases they are opportunities for you to gain Favor by successfully completing them. Rarely, they are of such a nature as to be nearly certain failures, and are thus traps.

If you wish to avoid a commission, you must attempt to deflect it to another courtier; you can't just refuse. If you decide to deflect the commission, proceed as described above in Arranged Marriages. No modifications for social class are allowed,

however. You do get to know the nature of the commission before deciding whether to accept or attempt to deflect.

**TABLE 20: COMMISSIONS**

Die Roll (d%)	Commission	Favor Upon Completion
01-07	Guard an important NPC for 1d4 weeks. That NPC is the target of assassins for reasons unknown.	+1 (-2 if you fail)
08-14	Escort a visiting dignitary for 1d4 weeks and keeping him out of trouble. Unfortunately, that NPC has a talent for getting into trouble.	+1 (-2 if you fail)
15-19	Slay a monster that has been terrorizing part of the lord's domains (ankheg ravaging crops, band of goblins raiding villages, dragon demanding offerings, bandits on a stretch of road, etc.).	+1 / 10 HD of creature(s), max +3, plus a courtly reward (-2 if you fail)
20-24	Go to a foreign land and escort their ambassador for important talks.	+2 (-3 if you fail)
25-29	Bring some item (holy relic, valuable gift, important document, etc.) to a neighboring land. 50% chance that enemies are aware of the transfer and will attempt to steal the object.	+2 (-3 if you fail)
30-36	Track down and bring back an important NPC who has recently gone missing.	+1 (-1 if you fail)
37-41	Track down and bring back a fellow courtier who has gone missing.	+2 (-2 if you fail)
42-48	Recover a valuable item (magic item, historically significant weapon, valuable jewel, important document, etc.). The location is known, but is remote/guarded/etc.	+1 (-1 if you fail)
49-53	Recover a valuable item (magic item, historically significant weapon, valuable jewel, important document, etc.). The location is unknown.	+2 (-2 if you fail)

Die Roll (d%)	Commission	Favor Upon Completion
54-60	Organize hastilitudes in honor of some upcoming event.	+1 (-1 if you fail)
61-65	Destroy an evil (good?) cult threatening the lord's lands.	+2 (-2 if you fail)
66-72	Find a suitable suitor for the lord's son, daughter, nephew, niece, etc.	+1 (-2 if you fail)
73-77	Find a suitable spouse for the lord	+2 (-3 if you fail)
78-79	The lord wishes to do something that is of questionable legality / forbidden by religious law. Make it happen.	+3 (-4 if you fail)
80-83	Secret mission. Uncover or disprove the existence of a treasonous plot against the lord.	+2 (-2 if you fail)
84-85	Secret mission. Uncover a known plot against the lord within the court.	+3 (-3 if you fail)
86-89	Secret mission. One of the lord's courtiers has far too much power in court. The lord secretly engages you to take down the upstart without the lord needing to intervene directly.	+2 (-2 if you fail)
90-94	Secret mission. The lord has tired of his mistress and wants her to go far away. She doesn't wish to go and is threatening to create a scandal. You must convince her to leave.	+1 (-2 if you fail)
95-98	Secret mission. A foreign ambassador at court is plotting against the lord, but there is no concrete evidence. You must find it.	+2 (-2 if you fail)
99-00	Secret mission. A highly-placed servant of the lord tells you the lord wishes a certain courtier put out of the way. In reality, the servant is operating without the lord's knowledge at all.	+1 (+2 if you realize the deception and expose the servant)

Naturally, such commissions are a perfect way for the GM to send the player characters on missions. Only a few likely types are listed above; the GM should feel free to expand the list to

suit his own campaign, or, rather than rolling randomly, simply assign a commission based on the adventure that he wishes the PCs to play through. A gain of +3 Favor should be the most that could be had through a single commission.

### Courtly Graces

One of the secondary skills in the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL** is Courtly Graces. If a character has this skill, he gets a +1 (or 5% as applicable) bonus on all courtly intrigue ability and skill checks for each level of the skill he possesses, adding the bonus to the relevant skill and increasing the chance of success. Thus, someone with two skill levels in Courtly Graces would get a +2 (or +10%) bonus on all ability checks.

Anyone with the Courtly Graces skill can also attempt to make a skill check to avoid a faux pas (see above).

### Ambassadors

While the above rules will work for most courtiers, there are a few individuals who, while technically courtiers and members of the court, do not function exactly the same as other courtiers.

Ambassadors are the most conspicuous example of this. Ambassadors will still have a Favor rating at court, and can engage in Favor actions, but will not receive courtly rewards, titles and offices, marriage proposals, or commissions. Even though he doesn't receive any direct rewards from the lord, the Favor rating of an ambassador at court has an impact on the effectiveness with which he represents his homeland, so maintaining a high Favor rating is key to his success.

If an ambassador's Favor rating falls below 0, roll 1d20 for each month it remains so. If the number is less than the ambassador's negative Favor rating, the lord will demand he return to his home country and a new ambassador be sent in his place.

### Agents

It would be a mistake to think that just because one is not a courtier, that one doesn't have any influence in court. It is common practice for courtiers to sell (or in some instances gift) their services within the court to various people. Some agents are quite open and above-board about their status, while others are loath to have any taint of venality accompany their actions.

Agents who are known as such will always have a -1/-5% penalty to all skill or ability checks on Favor actions and other court-related activities.

Agents who conceal the fact that they are working for others for rewards open themselves up to scandal. If any courtier successfully executes an Uneath Scandal action against them (see above), there's a 50% chance that the fact that they are an agent will be the scandal. If that happens, they will suffer -2 Favor points in the first month, -1 Favor points in the second, and will also receive the -1/-5% penalty for being a known agent.

Hiring an agent costs 100 g.p. per action (whether or not the agent in question will accept the offer is left to the GM). The action in question can be any of the Court actions listed above, or can be a request for a courtly reward. Requesting a courtly reward requires a successful CHA or Courtly Graces check. If successful, roll on the courtly reward table above.

**Secret Societies**

Secret societies are a staple of fantasy literature and gaming. Such societies sometimes have political aspirations or motivations, frequently have explicitly religious connections, often engage in legitimate social functions to support their members (much like a modern fraternal society). They are almost always not above engaging in criminal and/or violent activity to further their aims.

Sometimes, the nature of such a secret society will change over time. A group that is originally formed to promote a schismatic religious ideal, and which focuses its activities towards that goal, may a century later have morphed into a purely criminal enterprise, paying lip service to the original goal but in practice merely interested in expanding their criminal enterprises and enriching their members.

It should be remembered that not every secret society is a world-spanning conspiracy dedicated to the overthrow of civilization. They can be as prosaic as a group of people who put on a religious parade once a year, but who happen to wear masks and keep their membership a secret. Why? Because that's what they do. They could be a cabal of senior courtiers and wealthy merchants who favor one heir to the throne over another. Sometimes the best conspiracies (from the GM's point of view) are the ones that seem the most sinister, but are in reality the most prosaic.

Membership in a secret society will grant definite advantages for a character. Many such societies will have physical infrastructure (buildings, castles, taverns, etc.) that can be used as safe houses, bases of operation, and so forth. Others will grant access to fellow members of the society, information that the society might possess (either through its ancient wisdom or its network of agents), or special magic items or spells that it alone might possess. Such details are left to the GM, and his imagination is encouraged to soar high.

All members of secret societies get a bonus or penalty to reaction adjustments and bullying skill checks with other members equal to their Favor within the society, assuming those making the roll are aware of their mutual membership (though identifying rings, words of recognition, tattoos, etc.).

Membership costs 1,000 x.p. (plus whatever dues or other requirements the society might have), but joining such a society is not automatic; the player must seek out the society, and undertake any requirements of initiation it might have.

The game master may use the following tables for inspiration, or to design a secret society "on the fly".

**TABLE 21: SECRET SOCIETY TYPE**

Die Roll (d20)	Type
1	Assassins and mercenaries
2	Clandestine government organization
3	Explicitly criminal organization
4	Explicitly democratic, where every member has a voice
5	Followers of a particularly charismatic leader
6	Hidden: members are disguised as something else (roll again to determine true and cover types)
7	Immigrants from a foreign land or distant province
8	Supporting and protecting members of a particular bloodline
9	Members come from a particular locale
10	Secret order within an established religious organization
11	A completely new religion
12	Peasants and other low-born
13	Politically influential and wealthy cabal
14	Scholars and intellectuals
15	"Shadow" order of chivalry
16	Singers, actors, and performers
17	A society within some other secret society
18	Veterans from the same military unit
19	Warrior fellowship
20	Workers of magic: mages, illusionists, and savants

**TABLE 22: SECRET SOCIETY GOAL**

Die Roll (d20)	Goal
1	Advance scientific knowledge
2	Absolute control over a particular city/village/region
3	Adventure; members try to outdo one another in telling fantastic but true tales of their travels
4	A return to a simpler, bucolic life for all



Die Roll (d20)	Goal
5	Advance one alignment over all others
6	Organize a public festival on a particular day
7	Defend a particular city/village/region
8	Ensure freedom of trade, even to the point of avoiding taxes and tariffs
9	Financial support of other members in distress
10	Replace the current political system with one that is radically different
11	Overthrow the current government
12	Personal whims and interests of the head of the society
13	Religious reform in one particular faith
14	Punishing criminals
15	Pure hedonistic pleasure
16	Accumulation of immense wealth
17	Recovery of lost treasures and knowledge
18	Protect a particular place in the wilderness
19	Advance the interests of a particular race (human, elf, goblin, etc.)
20	Support the current government

**TABLE 23: SECRET SOCIETY INITIATION REQUIREMENTS**

Die Roll (d12)	Initiation
1	Bring in one new prospective member
2	Drink the blood of other members and himself
3	Further the group's goal in some significant way
4	Kill a random person
5	Kill an enemy of the society
6	Memorization of some sacred or otherwise significant text
7	Pay a one-time fee of 2d10 g.p.
8	Payment of dues (3d6 g.p. per year)
9	Retrieve an object or treasure of particular value to the society
10	Scarring, tattooing, or mutilation (as an identifying mark)
11	Swear a solemn oath of loyalty (failure to maintain the oath will act as a <i>curse</i> against the oathbreaker)
12	Test of endurance; initiate must go for 1d10 days without food, water, or shelter; use the rules for privation from the <b>ADVENTURES DARK AND DEEP™ GAME MASTERS TOOLKIT</b>

Members of secret societies who are also courtiers will use their status to advance the interests of their society. If they have not penetrated that far into the echelons of power, they will certainly hire agents to push their influence.

With incredibly rare exceptions, secret societies are pits of ambition just like other groups of individuals. As such, they are treated as courts. Such secret courts function as do normal courts, and Favor is tracked separately from Favor in other courts, as normal. If the secret society has a singular head, that person functions as the lord. If not, then Favor is a more abstract measure of the individual's standing within the society.

In a small society, every member is considered to be a member of the court, and acts accordingly. If the society is large enough, however, and there is a distinction between the decision-makers and the rank-and-file members, then not every member should be considered a courtier. The GM must make the final determination in regard to each society, but as a rule of thumb a membership of 10-20 is usually sufficient to make the distinction. A purely democratic society would be treated differently, of course.

### Secret Society Favor Actions

Members of secret societies use the same Favor actions as a regular court, with the exception of Gallant Action (and the GM may allow that one, at his discretion, depending on the nature of the society). Even the actions aimed at discovering and rooting out secret societies have a function, as there could be a society operating within the society...

Every member of a secret society may undertake one Favor action per month (in addition to any Favor actions they are allowed if they are courtiers in other courts). In addition, there is a 1 in 6 chance per month that a society event will take place, during which another Favor action can be performed.

In addition to the standard actions, members of secret societies can perform the following Favor actions to gain Favor in the society.

**Propose Strategy:** You have a new idea on how to achieve the society's goal. Make an INT or CHA roll (your choice). If successful, you gain 1 Favor. If you fail, you lose 1 Favor for proposing something which has an obvious flaw you failed to see, or which has been proposed (probably more than once) in the past and failed. If you roll a natural 1, you lose 2 Favor for coming up with a real boner. If he chooses, another member of the society may turn this into a contested roll simply to try to deny you the Favor point, but must make the same statistic check that you did (INT or CHA). If he loses the contested check, he loses 1 point of Favor for seeming spiteful and acting against the interests of the society for personal reasons.

**Show of Loyalty:** You perform some conspicuous act that demonstrates your loyalty to the cause. It could be the denunciation of a traitorous family member, the cutting off of a

finger, or the sacrifice of a valuable castle for the cause. You gain from 1 to 2 Favor points, as determined by the GM.

**Reinforce Reputation:** You spread the reputation of the society as being ruthless, powerful, philanthropic, etc., among the general population. You do this by mentioning second- or third-hand accounts of things the society has, or is rumored to have, done. Whether or not they actually occurred is irrelevant. Make a successful CHA check to reinforce the society's reputation in the direction you desire. You need not be a member of the society to do so.

**Secret Society Events**

Since secret societies operate in the dark, there are no events to which non-members are admitted unless there are extraordinary circumstances.

**TABLE 24: SECRET SOCIETY EVENT**

Die Roll (1d12)	Event
1	Religious holiday
2-4	Planning meeting
5-6	Enemy has been captured
7	Historical anniversary celebration
8	Society goal has been advanced in a fairly major way
9	Society goal has been impeded in a fairly major way
10	Funeral
11-12	Feast

In addition, if someone performs a successful Uncover Secret Society action, or Identify Secret Society action, a meeting of the society is convened, which counts as an event at which a Favor action can be taken.

**Secret Society Assignments**

Unlike at a regular court, neither rewards nor commissions are handed out on a regular basis. Rather, members are regularly given assignments, and the reward is usually advancement in Favor within the society, rather than some worldly reward (although see below).

**TABLE 25: SECRET SOCIETY ASSIGNMENTS**

Die Roll (d20)	Commission	Favor Upon Completion
1	Guard an important NPC for 1d4 weeks. That NPC is the target of assassins for reasons unknown.	+1 (-2 if you fail)
2	Escort a visiting dignitary for 1d4 weeks. That NPC has a talent for getting into trouble.	+1 (-2 if you fail)

Die Roll (d20)	Commission	Favor Upon Completion
3-4	Bring some item (holy relic, valuable gift, important document, etc.) from a neighboring land. 50% chance that enemies are aware of the transfer and will attempt to steal the object.	+2 (-3 if you fail)
5-6	Track down and bring back a fellow society member who has gone missing.	+2 (-2 if you fail)
7	Recover a valuable item (magic item, historically significant weapon, valuable jewel, important document, etc.). The location is known, but is remote/guarded/etc.	+1 (-1 if you fail)
8-9	Recover a valuable item (magic item, historically significant weapon, valuable jewel, important document, etc.). The location is unknown.	+2 (-2 if you fail)
10-11	Secret mission. Uncover or disprove the existence of a plot against the society from outside.	+2 (-2 if you fail)
12-14	Secret mission. Uncover a known plot within the society.	+3 (-3 if you fail)
15-16	Secret mission. One of the society's members has far too much influence. The head of the society secretly engages you to take down the upstart without the needing to intervene directly.	+2 (-2 if you fail)
17	Secret mission. A highly-placed servant of the head of the society tells you the head wishes a certain courtier put out of the way. In reality, the servant is operating without the head's knowledge at all.	+1 (+2 if you realize the deception and expose the servant)
18-20	Capture, discredit, or kill an outsider who poses a threat to the society. Exact nature of the assignment depends on the overall alignment of the society.	+2 (-2 if you fail)

## Rewards

In addition to gaining Favor points by successfully completing assignments, members may also receive rewards for doing so. Roll 1d10. If your roll is under your new Favor point level, you will also receive a more material reward. There is a 90% chance you will be given a deed of obligation, and a 10% chance you will be given a writ of ownership. See the Treasure section on p. 79 for details.

## Intimidation

If a particular secret society's existence is known among the general populace (but not necessarily its membership), and the society has a reputation for ruthlessness, the GM may allow members to attempt to intimidate NPCs through fear of the society's wrath.

An NPC must be aware of the existence of the society and its reputation in order for an intimidation attempt to be made. That said, the attempt is accomplished either by leaving a message with some sort of sign that it comes from the society, or by outright identifying oneself as a member. The latter has natural repercussions, but gives you a +1 bonus to the intimidation roll.

To see if the intimidation is effective, the target must make a WIS check. The target gets a -1 penalty for every successful Reinforce Reputation roll that was made in the month. Failure indicates the target is successfully intimidated.

## Training

If the GM is using the training optional rule (see the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**, p. 86), low-level characters require training in order to advance in level once they have earned enough experience points. This rule is optional normally, but should be used if playing the Long Game, as described elsewhere in this book.

Naturally, such demand creates an opportunity for higher level PCs, who will on occasion find themselves approached to provide training to some NPC. Other characters might decide to take up training as a more regular activity. Although it is time-consuming, it can be quite lucrative.

If the character is not otherwise engaged, and is known to be available for training, there is a 10% chance per week that a character of 7th level or higher will be approached and asked to train someone else. If the trainer is known as such, or even has opened a school, the chance increases to 20-50% per week.

It is entirely up to the trainer as to whether or not to take on a student. The current level of the trainee is determined randomly (this is the level the trainee is prior to training):

**TABLE 26: TRAINEE LEVEL**

Trainee Level	Trainer Level				
	7	8	9	10	11
1	01-35	01-25	01-13	-	-
2	36-70	26-50	14-25	-	-
3	71-85	51-70	26-50	01-25	-
4	86-95	71-85	51-70	26-50	01-25
5	96-00	86-95	71-85	51-70	26-50
6	-	96-00	86-95	71-85	51-70
7	-	-	96-00	86-95	71-85
8	-	-	-	96-00	86-95
9	-	-	-	-	96-00

Spellcasters are expected to give the student access to a new spell (if applicable), which should be one of any new spell level gained. Trainers will earn 1,500 g.p. per level being advanced to (so, for instance, a trainee going from 4th to 5th level would pay 7,500 g.p. Training takes a week, without distractions.

However, trainees are more than a simple means of raising ready cash. They can be sources of information and adventure themselves. For each student, roll on the following table to determine if anything interesting occurs.

**TABLE 27: TRAINING STUDENTS**

Die Roll (d%)	Student...
01-02	...goes through training without incident.
03-04	...is a complete incompetent. Will require 1d4 additional weeks to train.
05-06	...disappears mysteriously one day before completing training.
07-08	...is the child of a wealthy merchant.
09-10	...is the child of a powerful nobleman.
11-12	...is actually higher level than you are, and is training under you as a test of your abilities.
13-14	...is a wanted criminal in disguise.
15-16	...has a spouse/suitor who becomes jealous of your relationship with the student.
17-18	...finishes the training but is unable to pay.
19-20	...pays an extra 500 g.p. for your oath not to tell anyone that you trained him.
21-22	...steals a magic item/weapon from you.
23-24	...is a spy from one of your enemies.
25-26	...is a member of a secret cult.
27-28	...tries to recruit you into a conspiracy.
29-30	...invites you to accompany him and his companions on an adventure once his training is complete.

Die Roll (d%)	Student...
31-32	...dies mid-way through the training. You are a suspect.
33-34	...tries to kill you for reasons that are entirely unknown.
35-36	...is actually a magical creature (ki-rin, faerie, devil, etc.) polymorphed into human/demi-human form.
37-38	...impresses you with his sheer determination to be the best.
39-40	...is the sole survivor of an adventuring party that was wiped out on their last quest.
41-42	...reminds you of yourself as a youth.
43-44	...is an unusual race (centaur, rat-man, ogre, etc.).
45-46	...is significantly older than you.
47-48	...is the child of one of your enemies.
49-50	...is the child of one of your friends/allies.
51-52	...wears a mask to hide his identity.
53-54	...is only pretending to be of the same character class as you. It's obvious he's a complete fraud.
55-56	...is ready to give up halfway through the training.
57-58	...needs to push himself to the utmost in order to complete the training.
59-60	...is impatient and wants to skip critical steps in the training.
61-62	...is a model student.
63-64	...is haunted by some past tragedy that drives him to succeed.
65-66	...came to you because his previous trainer/mentor just died. He is looking for a new mentor.
67-68	...looks up to you like a second father.
69-70	...is rich and spoiled.
71-72	...is training so he can defeat a particular villain.
73-74	...is training so he can defeat a particular villain, with whom you have a past history.
75-76	...needs you to help him realize he can do this.
77-78	...keeps getting into trouble outside of training, and it's impacting his progress.
79-80	...offers to hire you.
81-82	...wants to become your henchman.
83-84	...sees this as a lark.
85-86	...is out to prove himself to his father.
87-88	...is using you to get to a beautiful girl nearby.
89-90	...is using the training to case a robbery in a nearby building.
91-92	...hides stolen goods in the training area.
93-94	...falls in love with you.
95-96	...has the answer to some riddle or problem you've been trying to solve.
97-98	...is cynical and world-weary.
99-00	...just won't shut up.

### Specifics by Character Class

Bear in mind that, as in all things, the GM should exercise discretion, and if the circumstances of the campaign dictate changes to the below information, feel free to do so. It should be pointed out that the options below are in addition to, rather than an alternative to, becoming a courtier.

Whereas in the wilderness, characters construct freeholds and attract settlers and perhaps followers, in civilization they construct (or purchase) bases. The nature of the base in question will determine what sort of activities go on there, and whether or not followers will arrive. Such followers are always in addition to the regular hirelings and henchmen a character may have.

The GM should feel free to bend or alter these rules as the circumstances of the campaign dictate. For instance, if a ranger is a knighted courtier, it might be quite appropriate for him to be given command of a stronghold as if he were a cavalier.

### Bard

Starting at 9th level, bards can build their own theater. Theaters are venues that can host musical performances, plays, operas, circus acts, etc. Such a theater requires a suitable structure of no less than 8,000 square feet, which will include audience seating, the performance area, and an area for performers to prepare. Larger venues are, of course, both possible and preferable. The more rumps in seats, the better.

Once the theater is established, the bard will acquire a troupe consisting of 1d4+2 followers. They will be a mix of leveled characters and commoners with the Music, Thespianism, and Artistry secondary skills. Roll for each member of the troupe.

**TABLE 28: BARD TROUPE CLASS AND LEVEL MODIFIER**

Total Size of Troupe	Class and Level Modifier
3	+3
4	+2
5	+1
6	+0

**TABLE 29: BARD TROUPE CHARACTER CLASS**

Die Roll (d20)	Class
1-2	Commoner – Artistry skill
3-4	Commoner – Thespianism skill
5-6	Commoner – Music skill
7-8	Mountebank
9	Thief-acrobat
10-13	Jester
14-20	Bard

**TABLE 30: BARD TROUPE COMMONER SKILL LEVEL**

Die Roll (d20)	Commoner Skill Level
1-10	1
11-17	2
18-20	3

**TABLE 31: BARD TROUPE CLASS SKILL LEVEL**

Die Roll (d20)	Thief-acrobat/Jester/Bard Level*
1-4	3
5-9	4
10-15	5
16-17	6
18-19	7
20	8

\* If an experience level lower than 6 is indicated for a thief-acrobat NPC, re-roll.

**TABLE 32: BARD TROUPE MOUNTEBANK RACE**

Die Roll (d20)	Mountebank Race
1-3	Dwarf (50% hill, 50% mountain)
4-6	Elf (70% high, 30% wood)
7	Gnome (50% forest, 50% hill)
8-9	Half-elf
10-11	Halfling
12	Half-orc
13-20	Human

- Dwarves will be fighter/mountebanks (75% chance) or mountebanks only (25%).
- High elves or half-elves will be fighter/ mage/ mountebanks (10% chance), fighter/ savant/ mountebanks (10%), fighter/ mountebanks (35%), mage/ mountebanks (25%), or savant/ mountebanks (20%).
- Wood elves or half-elves will be fighter/ mage/ mountebanks (25% chance), fighter/ mountebanks (40%), or mage/ mountebanks (35%).
- Halflings will be fighter/mountebanks (75% chance) or mountebanks only (25%).
- Half-orcs will be cleric/mountebanks (30% chance) or fighter/mountebanks (70% chance).

**TABLE 33: BARD TROUPE THIEF-ACROBAT RACE**

Die Roll (d20)	Thief-Acrobat Race
1-2	Dwarf (50% hill, 50% mountain)
3-4	Elf (40% grey, 40% high, 20% wood)
5	Gnome (50% forest, 50% hill)
6	Half-elf
7	Halfling
8-11	Half-orc
12-20	Human

- Dwarves will be cleric-acrobats (35% chance) or fighter-acrobats (65%)
- Grey elves and half-elves will be cleric/thief-acrobats (25% chance), fighter/mage/thief-acrobats (10%), fighter/ savant/thief-acrobats (5%), fighter/thief-acrobats (30%), mage/thief-acrobats (20%), or savant/thief-acrobats (10% chance).
- High elves and half-elves will be cleric-acrobats (25%), fighter/mage/thief-acrobats (10%), fighter/savant/ thief-acrobats (5%), fighter/thief-acrobats (25%), mage/thief-acrobats (20% chance), savant/thief-acrobats (10% chance), or mystic/ thief-acrobats (5%).
- Wood elves and half-elves will be cleric/thief-acrobats (35% chance), fighter/mage/thief-acrobats (10%), fighter/ thief-acrobats (25%), mage/thief-acrobats (25%), or mystic/ thief-acrobats (5%).
- Forest gnomes will be druid/acrobats (30% chance) or fighter/ thief-acrobats (70%).
- Hill gnomes will be cleric/thief-acrobats (25% chance), fighter/thief-acrobats (60%), or jester/thief-acrobats (15%).
- Halflings will be cleric/thief-acrobats (20% chance), druid/ thief-acrobats (20%), fighter/thief-acrobats (45% chance), or jester/thief-acrobats (15%).
- Half-orcs will be cleric/thief-acrobats (30% chance) or fighter/ thief-acrobats (70%).

**TABLE 34: BARD TROUPE – JESTER RACE**

Die Roll (d20)	Jester Race
1-3	Gnome, forest
4-6	Halfling
7-20	Human

- Forest gnomes will be fighter/jesters (50% chance) or only jesters (50%).

**TABLE 35: BARD TROUPE – BARD RACE**

Die Roll (d20)	Bard Race
1-2	Elf (50% grey, 50% high)
3-4	Gnome (50% forest, 50% hill)
5-7	Half-elf
8-9	Halfling
10-20	Human

- Elves and half-elves will be bard/clerics (20% chance), bard/druids (10%), bard/fighters (25%), bard/mages (25%), bard/savants (5%), or bard/thieves (15%).
- Forest gnomes will be bard/druids (20% chance), bard/fighters (35%), bard/savants (10%), or bard/thieves (35%).
- Hill gnomes will be bard/clerics (20% chance), bard/fighters (30%), bard/illusionists (25%), or bard/thieves (25%).

- Halflings will be bard/clerics (20% chance), bard/druids (15%), bard/fighters (25%), or bard/thieves (40%).

Although the non-commoner members of the bard's troupe can engage in traditional adventuring activities, the bard's theater is generally used for performances of songs, plays, operas, and the like. These can be for entirely entertainment purposes (which will only generate income), or they can be used to sway public opinion in regards to policies and individuals, amplifying the bard's innate verbal patter skills. Naturally, the audience pays for the privilege of being influenced, but the troupe only earns half as much as they would with an Entertain performance, because attendance is lower at such performances.

Performances are generally assumed to run for a month at a time, consisting of a string of daily performances with different audiences, although these rules may be used for special one-off occasions as well. For any given performance, the bard must determine the desired effect: Attend, Distract, Distrust, Entertain, Inspire, or Trust. Unless otherwise stated, such performances occur in a city, a town, or within a 10-mile radius of the theater, on those rare occasions where a theater is built on its own.

One-off performances are just that; they may be repeated no more than 3 times before they must be a full month-long performance (otherwise, the audience will stop attending). When changing from one one-off performance to another, there must be at least two days of no performances, while the troupe rehearses.

**Attend:** The troupe attempts to call all attention to itself, to the exclusion of others. If successful for the month, the success of any other troupes in the area will suffer a -20% penalty. Two or more troupes succeeding in attend performances will cancel one another out. If done as a one-off performance, the audience will be so enthralled as to not notice what is going on around them, unless the performance is interrupted.

**Distract:** The troupe attempts to turn the attention of the populace from one person or event occupying its attention to some other person or thing. If done for the month, it will impact the whole population within range. If done as a one-off, it will impact only that specific audience, and only for 1d3 days.

**Distrust:** The troupe attempts to turn public opinion against a particular individual or organization. If done for the month, it will impact the whole population within range (if the object of the performance is a courtier, they suffer a temporary -1 penalty to their Favor for that month only). If done as a one-off, it will impact only that specific audience.

**Entertain:** The troupe entertains for money. You receive 1d6 g.p. times the level of the highest-level bard in the troupe for a

monthly performance, or that many s.p. for a one-off. Example: If you have a troupe with an 11th level bard, you would receive 1d6x11 g.p. per month.

**Inspire:** If there is a large body of troops in the area, the troupe will attempt to bolster their courage through a rousing patriotic and heroic performance. The normal effect of the Inspire performance will remain in effect for the entire month, but only in mass combat. The impact of one-off performances will only last for a day.

**Trust:** The troupe attempts to improve the public opinion of a particular person or organization. If done for the month, it will impact the whole population within range (if the object of the performance is a courtier, he suffers a temporary +1 bonus to his Favor for that month only). If done as a one-off, it will impact only that specific audience, and only for 1d3 days.

To determine the chance of success:

- Take the average of the applicable verbal patter score of all the bards (and jesters and mountebanks, if applicable) in the troupe.
- Then take the highest applicable verbal patter score of the troupe, divide by 5, and add it to the average.
- Then add 5 for every level of Music, Thespianism, and Artistry secondary skills possessed by the members of the troupe, commoners as well as classed characters.

That will give you the final percent chance of success. The GM may, of course, determine that some bonus or penalty is applicable, based on the events of the campaign.

Example: A troupe consists of three bards, level 4, 5, and 9, each with a 16 charisma, as well as 3 commoners each with 1 level of music. They would like to do an Entertain performance. For such a performance, the three bards have verbal patter skills of 45, 50, and 70, for an average of 55. Add to that the 9th level bard's verbal patter score of 70 (divided by 5 = 14), for a total of 69. Then add 15 for the commoners' music skills, for a



final total of 84%. This is the chance the troupe has of successfully doing the Entertain performance.

### Jester

Starting at 9th level, jesters can build their own theater as do bards. Such a theater requires a suitable structure of no less than 8,000 square feet, which will include audience seating, the performance area, and an area for performers to prepare. As with bards, larger venues are desirable from the jester's point of view.

Once the theater is established, the jester will acquire a troupe consisting of 1d4+2 followers. They will be a mix of leveled characters and commoners with the Music, Thespianism, and Artistry secondary skills. Roll for each member of the troupe.

**TABLE 36: JESTER TROUPE CLASS AND LEVEL MODIFIER**

Total Size of Troupe	Class and Level Modifier
3	+3
4	+2
5	+1
6	+0

**TABLE 37: JESTER TROUPE CHARACTER CLASS**

Die Roll (d20)	Class
1	Commoner – Artistry skill
2-3	Commoner – Thespianism skill
4	Commoner – Music skill
5-6	Thief-acrobat
7-8	Bard
9-11	Mountebank
12-20	Jester

**TABLE 38: JESTER TROUPE COMMONER SKILL LEVEL**

Die Roll (d20)	Commoner Skill Level
1-10	1
11-17	2
18-20	3

**TABLE 39: JESTER TROUPE CLASS SKILL LEVEL**

Die Roll (d20)	Thief-acrobat/Jester/Bard Level*
1-4	3
5-9	4
10-15	5
16-17	6
18-19	7
20	8

\* If an experience level lower than 6 is indicated for a thief-acrobat NPC, re-roll.

**TABLE 40: JESTER TROUPE THIEF-ACROBAT RACE**

Die Roll (d20)	Thief-Acrobat Race
1-2	Dwarf (50% hill, 50% mountain)
3-4	Elf (40% grey, 40% high, 20% wood)
5	Gnome (50% forest, 50% hill)
6	Half-elf
7	Halfling
8-11	Half-orc
12-20	Human

- Dwarves will be cleric/acrobats (35% chance) or fighter/acrobats (65% chance)
- Grey elves and half-elves will be cleric/thief-acrobats (25% chance), fighter/mage/thief-acrobats (10% chance), fighter/savant/thief-acrobats (5% chance), fighter/thief-acrobats (30% chance), mage/thief-acrobats (20% chance), or savant/thief-acrobats (10% chance).
- High elves and half-elves will be cleric/thief-acrobats (25% chance), fighter/mage/thief-acrobats (10% chance), fighter/savant/thief-acrobats (5% chance), fighter/thief-acrobats (25% chance), mage/thief-acrobats (20% chance), savant/thief-acrobats (10% chance), or mystic/thief-acrobats (5% chance).
- Wood elves and half-elves will be cleric/thief-acrobats (35% chance), fighter/mage/thief-acrobats (10% chance), fighter/thief-acrobats (25% chance), mage/thief-acrobats (25% chance), or mystic/thief-acrobats (5% chance).
- Forest gnomes will be druid/thief-acrobats (30% chance) or fighter/thief-acrobats (70% chance).
- Hill gnomes will be cleric/thief-acrobats (10% chance), fighter/thief-acrobats (15% chance), or jester/thief-acrobats (75% chance).
- Halflings will be cleric/thief-acrobats (10% chance), druid/thief-acrobats (5% chance), fighter/thief-acrobats (10% chance), or jester/thief-acrobats (75% chance).
- Half-orcs will be cleric/thief-acrobats (30% chance) or fighter/thief-acrobats (70% chance).

**TABLE 41: JESTER TROUPE JESTER RACE**

Die Roll (d20)	Jester Race
1-3	Gnome, forest
4-6	Halfling
7-20	Human

- Forest gnomes will be fighter/jesters (50% chance) or only jesters (50% chance).

**TABLE 42: JESTER TROUPE BARD RACE**

Die Roll (d20)	Bard Race
1-2	Elf (50% grey, 50% high)
3-4	Gnome (50% forest, 50% hill)
5-7	Half-elf
8-9	Halfling
10-20	Human

- Elves and half-elves will be bard/clerics (20% chance), bard/druids (10%), bard/fighters (25%), bard/mages (25%), bard/savants (5%), or bard/thieves (15%).
- Forest gnomes will be bard/druids (20% chance), bard/fighters (35%), bard/savants (10%), or bard/thieves (35%).
- Hill gnomes will be bard/clerics (20% chance), bard/fighters (30%), bard/illusionists (25%), or bard/thieves (25%).
- Halflings will be bard/clerics (20% chance), bard/druids (15%), bard/fighters (25%), or bard/thieves (40%).

Although the non-commoner members of the jester’s troupe can engage in traditional adventuring activities, the jester’s theater is generally used for performances of songs, plays, operas, and the like. These can be for entirely entertaining purposes (which will generate income), or they can be used to sway public opinion in regards to policies and individuals, amplifying the jester’s innate verbal patter skills. All performances other than Entertain performances will earn 1d2x11 g.p. per month. Audiences are smaller for such shows.

Performances are generally assumed to run for a month at a time, consisting of a string of daily performances with different audiences, although these rules may be used for special one-off occasions as well. For any given performance, the bard must determine the desired effect: Attend, Assure, Befuddle/Question, Demean/Distrust, Distract, Enrage, Entertain, Inspire, Second Look, or Trust/Value. In cases where two verbal patter skills are conflated into a single performance, (such as Demean/Distrust) use the higher of the two if applicable. Unless otherwise stated, such performances occur in a city, town, or within a 15-mile radius of the theater, for those instances where a theater is built in a rural or wilderness locale.

**Attend:** The troupe attempts to call all attention to itself, to the exclusion of others. If successful, the success of any other troupes in the area will suffer a -20% penalty. Two or more troupes succeeding in attend performances will cancel one another out.

**Assure:** The troupe attempts to reinforce whatever preconceived notion the audience has. It could be used (for example) to bolster support for a war, or for ideas, like that a convicted felon is indeed guilty, or that the king is a fink.

**Befuddle/Question:** The troupe attempts to cloud the mind of the audience regarding some fact or issue in the public mind. If successful, what once seemed like a cut-and-dried question will seem hopelessly muddled, or at least not nearly as clear as it once seemed. It can be used to turn public opinion in court cases, to take but one example of its use.

**Demean/Distrust:** The troupe attempts to turn public opinion against a particular individual or organization. If the object of the successful performance is a courtier, they suffer a temporary -1 penalty to their Favor for that month only.

**Distract:** The troupe attempts to redirect the attention of the population from one person or event occupying it, to some other thing.

**Enrage:** The troupe attempts to inflame passions in the audience to the extent that they erupt into violence against a chosen target. If the performance roll fails, there is a 50% chance that the violence might end up directed against the troupe and its theater, so care should be taken.

**Entertain:** The troupe entertains for money. You receive 1d4 g.p. times the level of the highest-level jester in the troupe. Example: A troupe with an 11th level jester would receive 1d4x11 g.p. per month.

**Inspire:** If there is a large body of troops in the area, the troupe will attempt to bolster their courage through a rousing patriotic and heroic performance. The normal effect of the Inspire verbal patter will remain in effect for the entire month, but only in mass combat. The impact of one-off performances will only last for a day.

**Second Look:** The troupe attempts to get the audience to change its mind on a particular issue. If performed immediately after a Befuddle/Question performance aimed at the same subject, there is a 10% bonus to the roll.

**Trust/Value:** The troupe attempts to improve the public appearance of a particular person or organization. If the object of the successful performance is a courtier, he gains a temporary +1 bonus to his Favor for the month only.

To determine the chance of success:

- Take the average of the applicable verbal patter score of all the jesters (and bards and mountebanks, if applicable) in the troupe.
- Then take the highest applicable verbal patter score of the troupe, divide by 5, and add it to the average.
- Then add 5 for every level of Music, Thespianism, and Artistry secondary skills possessed by the members of the troupe, commoners as well as classed characters.



That will give you the final percent chance of success. The GM may, of course, determine that some bonus or penalty is applicable, based on the events of the campaign.

Example: A troupe consists of three jesters, level 4, 5, and 9, each with a 16 charisma, as well as 3 commoners each with 1 level of Thespianism. They would like to do an Entertain performance. For such a performance, the three jesters have verbal patter skills of 45, 50, and 70, for an average of 55. Add to that the 9th level jester's verbal patter score of 70 (divided by 5 = 14), for a total of 69. Then add 15 for the commoners' Thespianism skills, for a final total of 84%. This is the chance the troupe has of successfully doing the Entertain performance.

### Cavalier

Cavaliers have three basic options when it comes to long-term careers. The eldest son in the family can expect to come into his inheritance at some point, as lord of his family's hereditary estate. Some younger members of the family will opt to carve out a new estate in the wilderness and establish a cadet branch of the family, as described above in the Frontier Lords section.

Others, however, will aspire to rise in the service of the lord of their region, in the hopes of eventually being granted command of a castle on behalf of the lord. This command will either involve building a new stronghold for the lord, or taking command of an existing one.

Cavaliers who aspire to such commands will inculcate themselves into the lord's court at an early opportunity, and distinguish themselves in the lord's service, in the hopes of being gifted such a command as a courtly reward (see Table 16: Courtly Reward: Stronghold, above).

The cavalier's stronghold will come with a contingent of troops, whose numbers will depend on the size of the stronghold. For a new stronghold, the lord will provide the troops initially, but the cavalier will be expected to pay their salary and upkeep.

**TABLE 43: CAVALIER STRONGHOLD GARRISON**

Stronghold Type	Garrison
Manor house	1d4+2 men-at-arms (F1, AC 5 (mail), pole arm, long sword).
Fortified manor house	1d4+4 men-at-arms (F1, AC 5 (mail), pole arm, long sword).
Stone tower	1d4+1 archers (F1, AC 8 (gambeson), longbow, hand axe), 2d6 men-at-arms (F1, AC 5 (mail), pole arm, long sword).

### Stronghold Type

### Garrison

Donjon (rectangular keep)	2d4x5 archers (F1, AC 8 (gambeson), longbow, hand axe), 1d6+2x10 men-at-arms (F1, AC 5 (mail), pole arm, long sword), 4 sergeants (F2, AC 5 (steel cuirass, shield), long sword, dagger), 1 captain (F4, AC 5 (steel cuirass, shield), long sword, dagger), 1 mage (M5, AC 10, dagger).
Small concentric castle	2d8x10 archers (F1, AC 8 (gambeson), longbow, hand axe), 2d6x10 men-at-arms (F1, AC 5 (mail), pole arm, long sword), 4 sergeants (F2, AC 5 (steel cuirass, shield), long sword, dagger), 1 captain (F4, AC 4 (plated mail, shield), long sword, dagger), 3 mages (M3, AC 10, dagger), 1 master mage (M7, AC 10, dagger).
Medium concentric castle	4d10x10 archers (F1, AC 8 (gambeson), longbow, hand axe), 4d8x10 men-at-arms (F1, AC 5 (mail), pole arm, long sword), 2d4x10 light cavalry (F1, AC 6 (steel cuirass), lt. crossbow, horseman's mace), 8 sergeants (F2, AC 4 (mail, shield), long sword, dagger), 2 lieutenants (F4, AC 4 (plated mail, shield), long sword, dagger), 1 captain (F6, AC 3 (plated mail, shield), longsword, dagger), 2 mages (M2, AC 10, dagger), 1 master mage (M7, AC 10, dagger), 1 cleric (C5, AC 4 (plated mail), mace).
Large concentric castle	6d10x10 archers (F1, AC 8 (gambeson), longbow, hand axe), 4d12x10 men-at-arms (F1, AC 5 (mail), pole arm, long sword), 2d4x10 light cavalry (F1, AC 6 (steel cuirass), lt. crossbow, horseman's mace), 1d6x10 heavy cavalry (F1, AC 3 (plate armor), lance, longsword), 8 sergeants (F2, AC 4 (mail, shield), long sword, dagger), 2 lieutenants (F4, AC 4 (plated mail, shield), long sword, dagger), 1 captain (F6, AC 3 (plated mail, shield), longsword, dagger), 2 mages (M3, AC 10, dagger), 1 master mage (M7, AC 10, dagger), 1 cleric (C6, AC 4 (plated mail), mace).

### Paladin

Paladins acquire strongholds as do cavaliers. The troops that accompany those strongholds are composed somewhat differently, however, and will share the paladin's alignment and religious zeal, giving them a +1 morale bonus in mass combat. They will also serve without pay, but require the usual upkeep for their arms, mounts, and their own food and drink.

**TABLE 44: PALADIN STRONGHOLD GARRISON**

Stronghold Type	Garrison
Manor house	1d4+2 men-at-arms (F1, AC 5 (mail), pole arm, long sword).
Fortified manor house	1d4+4 men-at-arms (F1, AC 5 (mail), pole arm, long sword).
Stone tower	1d4+1 archers (F1, AC 8 (gambeson), longbow, hand axe), 2d6 men-at-arms (F1, AC 5 (mail), pole arm, long sword).
Donjon (rectangular keep)	2d4x5 archers (F1, AC 8 (gambeson), longbow, hand axe), 1d6+2x10 men-at-arms (F1, AC 5 (mail), pole arm, long sword), 2 sergeants (F2, AC 5 (steel cuirass, shield), long sword, dagger), 1 captain (F4, AC 5 (steel cuirass, shield), long sword, dagger), 1 cleric (C5, AC 6 (steel scale armor), <i>mace +1</i> ).
Small concentric castle	2d8x10 archers (F1, AC 8 (gambeson), longbow, hand axe), 2d6x10 men-at-arms (F1, AC 5 (mail), pole arm, long sword), 4 sergeants (F2, AC 5 (steel cuirass, shield), long sword, dagger), 1 captain (F4, AC 4 (plated mail, shield), long sword, dagger), 3 sub-clerics (C2, AC 7 (ring armor), <i>mace</i> ), 1 cleric (C7, AC 4 (plated mail), <i>mace +1</i> ).
Medium concentric castle	4d10x10 archers (F1, AC 8 (gambeson), longbow, hand axe), 4d8x10 men-at-arms (F1, AC 5 (mail), pole arm, long sword), 2d4x10 light cavalry (F1, AC 6 (steel cuirass), lt. crossbow, horseman's mace), 8 sergeants (F2, AC 4 (mail, shield), long sword, dagger), 2 lieutenants (F4, AC 4 (plated mail, shield), long sword, dagger), 1 captain (F6, AC 3 (plated mail, shield), longsword, dagger), 5 sub-clerics (C2, AC 7 (ring armor), <i>mace</i> ), 1 cleric (C7, AC 4 (plated mail), <i>mace +1</i> ).
Large concentric castle	6d10x10 archers (F1, AC 8 (gambeson), longbow, hand axe), 4d12x10 men-at-arms (F1, AC 5 (mail), pole arm, long sword), 2d4x10 light cavalry (F1, AC 6 (steel cuirass), lt. crossbow, horseman's mace), 1d6x10 heavy cavalry (F1, AC 3 (plate armor), lance, longsword), 8 sergeants (F2, AC 4 (mail, shield), long sword, dagger), 2 lieutenants (F4, AC 4 (plated mail, shield), long sword, dagger), 1 captain (F6, AC 3 (plated mail, shield), longsword, dagger), 5 sub-clerics (C2, AC 7 (ring armor), <i>mace</i> ), 1 cleric (C7, AC 4 (plated mail), <i>mace +1</i> ).

**Cleric**

Much like their Frontier Lord counterparts, clerics in more civilized areas have the option to construct a temple at 8th level.

Whether this is in a city or in the countryside, 2d10x10 faithful will show up to assist with construction of the temple, which must have a footprint of at least 2,000 square feet, and should contain the usual accoutrements needed for a place of worship in the cleric's religion such as an altar, statues, holy water font, etc. The faithful will perform the labor at no cost, but materials must still be purchased (in effect, the temple will cost 50% of normal).

In a densely populated area like a city or town, it can usually be assumed that these followers were already there, but in more sparsely populated regions, they will show up in 1d4+2 weeks, once word of the new temple project spreads. These followers will be fanatically loyal as long as the cleric retains his fidelity to his faith, alignment, and/or deity. No troops will present themselves.

Once the temple is completed, the cleric will then receive 5 s.p. per follower per month in tithes and offerings.

Clerics of lawful religions will need permission from their superiors to establish their own temples. Those of good alignment will be expected to disburse most of the offerings received to the poor and needy.

**Druid**

Druids of 9th level or above in civilized areas can establish sacred groves if approved by the druidical hierarchy. Such a grove does not cost anything to construct, but will take a full year for the plants and such to achieve maturity, assuming the druid is available to assist the process with his spells. The grove itself will be an idyllic oasis of nature, with edible plants, medicinal herbs, and the like.

Once the grove is established, some 2d8x10 followers (all commoners) of the druidical faith in the area will see it as their religious center and the druid as their faith-leader. Because of the nature of the druidical faith, they will be loyal, but not fanatical. They can, however, be mobilized against any dire peril that might threaten the druid's domain.

**Mystic**

Mystics can establish temples as do clerics. They will receive the same 5 s.p. per follower per month in tithes and offerings, of which at least 4 s.p. per follower per month must be used to aid those in need.

**Fighter**

Higher-level fighters in civilized lands can certainly build or buy a fortress in a city or town and hire soldiers to man it. If they do, however, they will not attract special followers.

Fighting companies (also called free companies, free companions, great companies, *routiers*, *écorceurs*, etc.) are always in high demand, however, and sell-swords who are good at their craft can command high prices. Therefore, one option is for a fighter of 9th level or higher to set up a mercenary company. A character must have at least one level of Generalship to set up a mercenary company.

Initially, the unit will be small, as it has no reputation and little to attract new recruits save their pay. The character must spend 100 g.p. on notices and criers in the first month to attract a core of troops willing to serve. You may command twenty men and one lieutenant per experience level, plus any levels in the Generalship secondary skill you might possess. A 6th level fighter with one level of generalship, for example, could command up to 140 men.

Initially, roll 1d4+1 times on the following table to determine volunteers. Thereafter, roll once per week, modified due to circumstances:

- 2 additional rolls if a signing bonus equal to one month's pay is offered.
- 2 additional rolls if the company has won a significant victory within the last month.
- 1 additional roll if 100 g.p. is spent in advertising.

**TABLE 45: MERCENARY VOLUNTEER TYPES**

Die Roll (d1000)	Troop Type	Monthly Pay
001-004	captain, 5th level (1)	500
005-007	captain, 6th level (1)	600
008-009	captain, 7th level (1)	700
010	captain, 8th level (1)	800
011-017	lieutenant, 2nd level (1)	200
018-020	lieutenant, 3rd level (1)	300
021-055	serjeant (1)	Special
056-065	serjeant (1d2)	Special
066-070	serjeant (1d3)	Special
071-078	artillerist (1)	5
079-084	artillerist (2)	5
085-088	artillerist (3)	5
089-090	artillerist (4)	5
091-098	sapper/miner (1d2)	4
099-104	sapper/miner (1d4)	4
105-108	sapper/miner (1d4+1)	4
109-110	sapper/miner (2d4)	4
111-114	leader/sapper/artillerist (choose first)	
115-117	leader/sapper/artillerist (choose second)	
118-119	leader/sapper/artillerist (choose third)	
120	leader/sapper/artillerist (choose fourth)	
121-136	archer (longbow) (1d4)	4
137-148	archer (longbow) (1d4+1)	4
149-156	archer (longbow) (3d4)	4

Die Roll (d1000)	Troop Type	Monthly Pay
157-160	archer (longbow) (5d4)	4
161-184	archer (short bow) (1d6)	2
185-202	archer (short bow) (2d4)	2
203-214	archer (short bow) (4d4)	2
215-220	archer (short bow) (5d6)	2
221-248	crossbowman (1d6)	2
249-269	crossbowman (2d4)	2
270-283	crossbowman (5d4)	2
284-290	crossbowman (8d6)	2
291-302	slinger (1d3)	3
303-311	slinger (1d6)	3
312-317	slinger (2d4)	3
318-320	slinger (3d4)	3
321-328	missile (choose first)	
329-334	missile (choose second)	
335-338	missile (choose third)	
339-340	missile (choose fourth)	
341-380	footman, heavy (1d6)	2
381-410	footman, heavy (2d6)	2
411-430	footman, heavy (5d6)	2
431-440	footman, heavy (10d6)	2
441-468	footman, light (1d4)	1
469-489	footman, light (2d4)	1
490-503	footman, light (3d4)	1
504-510	footman, light (5d4)	1
511-522	footman, pikeman (1d4+1)	3
523-531	footman, pikeman (3d4)	3
532-537	footman, pikeman (5d4)	3
538-540	footman, pikeman (10d4)	3
541-564	footman (choose first)	
565-582	footman (choose second)	
583-594	footman (choose third)	
595-600	footman (choose fourth)	
601-612	hobilar, heavy (1d3)	3
613-621	hobilar, heavy (1d4+1)	3
622-627	hobilar, heavy (3d4)	3
628-630	hobilar, heavy (4d4)	3
631-646	hobilar, light (1d4)	2
647-658	hobilar, light (2d4)	2
659-666	hobilar, light (3d4)	2
667-670	hobilar, light (5d4)	2
671-674	horseman, archer (1d2)	6
675-677	horseman, archer (1d6)	6
678-679	horseman, archer (2d4)	6
680	horseman, archer (3d4)	6
681-696	horseman, crossbowman (1d4)	4
697-708	horseman, crossbowman (2d4)	4
709-716	horseman, crossbowman (3d4)	4
717-720	horseman, crossbowman (5d4)	4
721-740	horseman, heavy (1d3)	6
741-755	horseman, heavy (1d4+1)	6
756-765	horseman, heavy (3d4)	6

Die Roll (d1000)	Troop Type	Monthly Pay
766-770	horseman, heavy (4d4)	6
771-818	horseman, light (1d4)	3
819-854	horseman, light (2d4)	3
855-878	horseman, light (4d4)	3
879-890	horseman, light (5d6)	3
891-922	horseman, medium (1d3)	4
923-946	horseman, medium (1d4+1)	4
947-962	horseman, medium (3d4)	4
963-970	horseman, medium (4d4)	4
971-982	horseman (choose first)	
983-991	horseman (choose second)	
992-997	horseman (choose third)	
998-000	horseman (choose fourth)	

Notes:

- When (choose first), (choose second), (choose third), or (choose fourth) is indicated, you may choose any soldier of that type, and select the indicated number from the first entry on the table. For instance, if you rolled “horseman (choose second),” you could choose from 1d4+1 heavy hobilar, 2d4 light hobilar, 1d6 horseman archers, 2d4 horseman crossbowmen, 1d4+1 heavy horsemen, 2d4 light horsemen, or 1d4+1 medium horsemen. Some troop types, such as hobilar and mounted archers, count as both types in such instances.
- Troops do not come with mounts, arms, or armor; all must be provided by the commander.
- One captain can command 20 troops and one lieutenant per experience level. If a captain exceeds 8th level, he will go off to form his own mercenary company, taking 10-40% of your own troops and leaders with him.
- One lieutenant can command 10 troops and one serjeant per experience level. They can thus extend the total number of troops a given captain can command. If a lieutenant gains 5th level, he will become a captain. There is a 50% chance he will leave the band when this happens.
- Serjeants are paid ten times the troops they command. There must be at least one serjeant per ten soldiers. Serjeants in excess of this number may be placed in command of independent units of 10 soldiers (which can be used for missions that do not require independent initiative, such as guards, small garrisons, etc.).
- Hobilar are troops that ride horses into battle, then dismount when entering combat.
- Artillerists are used to operate siege engines such as catapults, trebuchets, etc.



- Sappers/miners are used to dig moats and ditches, and to undermine enemy fortifications during sieges.
- All mercenaries are assumed to be human. If the GM wishes, non-human volunteers may present themselves as appropriate to the milieu. These will include demi-humans and humanoids.

There is a base 50% chance per month of the company getting a job offer. If that happens, roll to see what job offers come up for the mercenary company. Naturally, if the GM determines that events in the campaign justify more frequent, or fewer, contract offers, the percentage may be adjusted accordingly. The leader of the band can also seek out employment, of course, with the results up to the judgment of the GM. Engagements will be for 1d6 months.

**TABLE 46: MERCENARY COMPANY JOBS**

Die Roll (d%)	Job Offered	Troops Needed
01-10	Guards for a location (temple, warehouse, etc.)	2-12
11-22	Manor house garrison	3-7
23-31	Fortified manor house garrison	5-9
32-38	Stone tower garrison	4-17
39-44	Donjon (rectangular keep) garrison	40-120
45-47	Small concentric castle garrison	40-220
48	Medium concentric castle garrison	100-800
49	Large concentric castle garrison	130-1,220
50-52	Bodyguard	1-6
53-79	Caravan escort	40-240
80	Special (GM's choice)	Special
81-90	Local conflict	Up to 200
91-95	Large conflict	All
96-00	Two offers – roll twice, re-rolling anything over 95	n/a

For every month that a significant portion (40%) of the company is idle, roll on the following table to determine what the mercenaries do to stave off boredom. At the GM's discretion, you might be able to take other measures that will give bonuses to this roll.

**TABLE 47: MERCENARY MISCHIEF**

Die Roll (d20)	Mercenary Mischief
1-10	Desertion. Roll 1d4 times on Table 45: Mercenary Volunteer Types; those troops disappear into the countryside. Re-roll if the indicated troops are not present in your company.
11-15	Defection. Roll 1d3 times on Table 45: Mercenary Volunteer Types; those troops defect to another mercenary company (if there is one around), some lord's service, or simply desert. Re-roll if the indicated troops are not present in your company.
16-17	Ravaging. Members of your company take to pillaging the countryside, taking food and loot. This understandably causes bad feelings against your company.
18-19	Disrupting. Members of your company start fights with the locals, disrespecting local authorities, vandalizing property, etc. This understandably causes bad feelings against your company.
20	Plotting. One of your leaders (captains, lieutenants) is plotting to overthrow you and take command of the company.

## Barbarian

In civilized lands, barbarians have few opportunities to establish themselves. On occasion, one might find himself elevated to the status of courtier, but unless he has taken the time to gain the Courtly Graces secondary skill (which he will have learned, with no small sense of irony, merely to blend in, without ever accepting and internalizing the ways of the court of a civilized lord), all skill and ability checks will be made at a -1/-5% penalty.

While nothing prevents a barbarian from purchasing or building some sort of base in a civilized region, he gains nothing from doing so, and will not gain any followers other than the henchmen he might normally attract, and the mercenaries he might hire.

Barbarians can raise mercenary companies, as do fighters.

## Ranger

Rangers do not gain any special followers for establishing a base or other headquarters in a civilized land, although they do gain a cadre of followers when they reach level ten. As a rule, rangers are at their best when roaming the wilderness and not tied down to any particular place.

## Mage

In a civilized land, a mage of 11th level or higher can opt to create some sort of sanctum as a place to conduct his researches and cast his spells. The sanctum, which is stereotypically a tower, but which could take nearly any form, should be no less than 5,000 square feet, and should include space specifically set aside for conjuring and experimentation. It is also a natural place to set an inlaid pentacle (see **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**, p. 110).

No special followers will be attracted, but once completed, the mage's sanctum will grant the following benefits:

- A 10% bonus to the chance for success when researching new spells.
- Ink to write magic scrolls costs 10% less to brew.
- Magic potions cost 10% less to create (this does not affect the time required, however).
- Familiars within the sanctum are always treated as if they are within 120' of the mage, regardless of the actual distance.

## Illusionist

Illusionists may construct sanctums as do mages, and gain the same benefits therefrom. In addition, all saving throws vs.

illusions fashioned by the illusionist within the confines of the sanctum are made with a -2 penalty on the roll. The illusion in question must be within the sanctum or within 100' of it.

**Savant**

Savants construct sanctums as do mages, and derive the same benefits, but a savant's tower or other structure(s) must include a research facility relevant to his area(s) of scholarship. This facility must be not less than 500 square feet, plus books, etc., costing at least 20,000 g.p. to stock it. Note that this library/laboratory will serve as research facilities for the savant's exclusive use, as described in the Scholarship secondary skill (see the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**, pp. 72-73). A modest facility will have books costing 20,000-60,000 g.p. A fine facility will have books costing more than 60,000 g.p.

**Thief**

At 10th level, a thief may establish his own criminal organization in a town or city. Naturally, any already-extant criminal groups will see the intrusion as a challenge and attempt to obliterate the upstart group before it takes root. Such a group could take any of the following forms or use the following terms (or others determined by the game master):

- Band
- Cartel
- Clan
- Cosca
- Crew
- Family
- Gang
- Legion
- Mandamento
- Mob
- 'Ndrina
- Network
- Racket
- Ring
- Thieves' guild
- Tong
- Triad

If a thief decides to form such an organization in a civilized area, he will usually seek out some abandoned structure or warehouse, or utilize sewers. Or, if he has established a legitimate "front" for his activities, the headquarters of his organization could simply make use of that legitimate business or other establishment.

In either case, the thief will attract 4d6 thieves to his organization within 1d3 weeks of the establishment of a

headquarters. Their composition should be determined as per the tables in the Frontier Lords section under thieves.

Of all followers level 6 or 7, 10% will be thief-acrobats, and 10% will be mountebanks. If a race is indicated that is incompatible with those classes, re-roll the follower's race.

**Thief-Acrobat**

Thief-acrobats can form criminal organizations as do thieves. Any follower of level 6 or 7 will automatically be a thief-acrobat. Also, 50% of all lower-level thief followers will have the necessary prerequisite statistics to become thief-acrobats themselves if they gain sufficient experience points.

**Mountebank**

Mountebanks can form criminal organizations starting at 10th level. The organizations employed by mountebanks are of a somewhat different nature than those of regular thieves and thief-acrobats, being more focused on grifting and confidence games than outright burglary and robbery. That said, existing criminal organizations of both types will see a new group as a threat, and attempt to take steps to either absorb or eliminate it.

If a mountebank does set up a criminal organization in a civilized region, he will attract 1d6 thieves and 3d6 mountebanks to his organization within 1d3 weeks of getting the word out among the local underworld. Mountebank organizations do not need a set headquarters, meeting in taverns and other public places to plan and divvy up loot, but can have one if desired.

Mountebank level and race should be determined as per the tables under Frontier Lords for thieves. For mountebanks, use the following modifier for rolls to determine the race and level of each mountebank, based on the total number of mountebanks who join the PC in his organization:

**TABLE 48: MOUNTEBANK RACE AND LEVEL MODIFIER**

Total Number of Mountebanks	Race and Level Modifier
4	+4
5-6	+3
7-8	+1
9-13	+0
14-17	-1
18	-2

Roll to determine the level of each mountebank individually, applying the modifier above:

**TABLE 49: MOUNTEBANK LEVEL**

Die Roll (d20)	Level of Mountebank
1-4	1
5-9	2
10-13	3
14-16	4
17-18	5
19	6
20	7

Next, determine the race of each mountebank, again applying the modifier from above:

**TABLE 50: MOUNTEBANK RACE**

Die Roll (d20)	Race of Mountebank
1-2	Dwarf (50% hill, 50% mountain)
3-4	Elf (65% high, 35% wood)
5	Gnome (50% hill, 50% forest)
6-7	Half-elf
8-9	Halfling
10	Half-orc
11-20	Human

If a non-human 1st level thief is indicated, there is a 25% chance that he will be a multi-classed character. If so, use the following guidelines:

- Dwarves will be fighter/mountebanks.
- High elves will be fighter/mage/mountebanks (10% chance), fighter/savant/mountebanks (10% chance), fighter/mountebanks (35% chance), mage/mountebanks (35% chance), or savant/mountebanks (10% chance).
- Wood elves will be fighter/mage/mountebanks (15% chance), fighter/mountebanks (55% chance), or mage/mountebanks (30% chance).
- Forest gnomes will be fighter/mountebanks (90% chance) or savant/mountebanks (10% chance).
- Hill gnomes will be fighter/mountebanks (90% chance) or illusionist/mountebanks (10% chance).
- Halflings will be fighter/mountebanks.
- Half-orcs will be cleric/mountebanks (30% chance) or fighter/mountebanks (70% chance).

### Assassin

Rules for the hierarchy of assassin's guilds' are given in the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**. They are reproduced here for the sake of having all related rules in one place.

There is only one assassin of 14th level in any given territory, who is the Guildmaster of the assassins within that territory (the

exact boundaries of such territories will be set by the game master). Once an assassin gains enough experience points to reach 14th level, he must seek out the Guildmaster and destroy him in order to rise to 14th level himself. There are no rules for such a contest, and the prospect of being a constant target for such ambitious assassins is one of the occupational hazards of high level.

The Guildmaster will have 7d4 assassins in his guild, and they will be loyal to him and protect his person and his interests. Use the tables above in the Frontier Lords section to determine race, level, etc.

If and when the previous Guildmaster is slain, 75% of his guild members will desert, but 25% will remain to serve the new Guildmaster. Roll for each to see which remain. Newcomers will always be 1st level.

There is only one assassin of 15th level in the world, who is called the Grandfather (or Grandmother) of Assassins. Once a character gains enough experience points to reach 15th level, he must seek out the Grandfather (which will be an epic quest in and of itself) and then destroy him. At that point, the one who slew the previous Grandfather of Assassins becomes the new Grandfather.

The Grandfather will always have 28 loyal followers, with the following breakdown.

- 1 assassin of 8th level
- 2 assassins of 7th level
- 3 assassins of 6th level
- 4 assassins of 5th level
- 5 assassins of 4th level
- 6 assassins of 3rd level
- 7 assassins of 2nd level

As with a Guildmaster, when the Grandfather of Assassins is slain, there is a 75% chance that any given one of his followers will desert, with the ones who don't staying on to serve the new Grandfather. Over time, new assassins will come to serve the new Grandfather, and these will all be 1st level, who will then need to rise in level through the normal process for followers (i.e., sending them on missions to gain x.p. on their own). The first newcomer will arrive 1d30 days after the death of the previous Grandfather, with new acolytes arriving every 1d10 days until a total of 4d4+14 have arrived.

## Governing

Clearing land in the wilderness and attracting settlers is all well and good, but once a region starts to attract inhabitants, it will require governance.

The same principles of rulership also apply to more civilized and densely-populated regions; in both, crops are grown, industries developed, and taxes collected.

**Agriculture**

Agriculture encompasses the growing of crops, husbanding of animals, and hunting and fishing. For each year, roll to determine the quality and quantity of the harvest in a given 30-mile-across hex:

**TABLE 51: WEATHER MODIFIERS**

Die Roll (d%)	Weather Modifiers	Harvest	Rebellion
01-08	Warm and wet: ±10 towards warm +10 precipitation	+20%	-15%
09-21	Warm and wet: ±5 towards warm +5 precipitation	+10%	-5%
22-61	None	+0%	+0%
62-74	Cool and wet: -5 temperature +5 precipitation	-5%	+5%
75-87	Cool and dry: +5 temperature -5 precipitation	-10%	-5%
88-00	Hot and dry: +10 temperature -10 precipitation	-20%	+10%

The weather modifiers refers to the weather tables in the **ADVENTURES DARK AND DEEP™ GAME MASTERS TOOLKIT**, page 17. Where a modifier says “towards” or “away from”, apply the modifier in such a way as to move the final number towards or away from the “warm” result on the temperature table. The temperature modifiers to the cloud cover and precipitation table still apply.

Example: The GM rolls a 12 on the above table, indicating warm and wet weather for the year. For a given month of the campaign, he rolls 03 on the temperature table in the GMT, which would normally mean sweltering temperatures. However, since there is a ±5 modifier towards warm, the 03 is turned into a 08, which is merely hot weather. If he had rolled 72 on the temperature table (cool), it would have turned into 67 (average) due to the ±5 modifier towards warm.

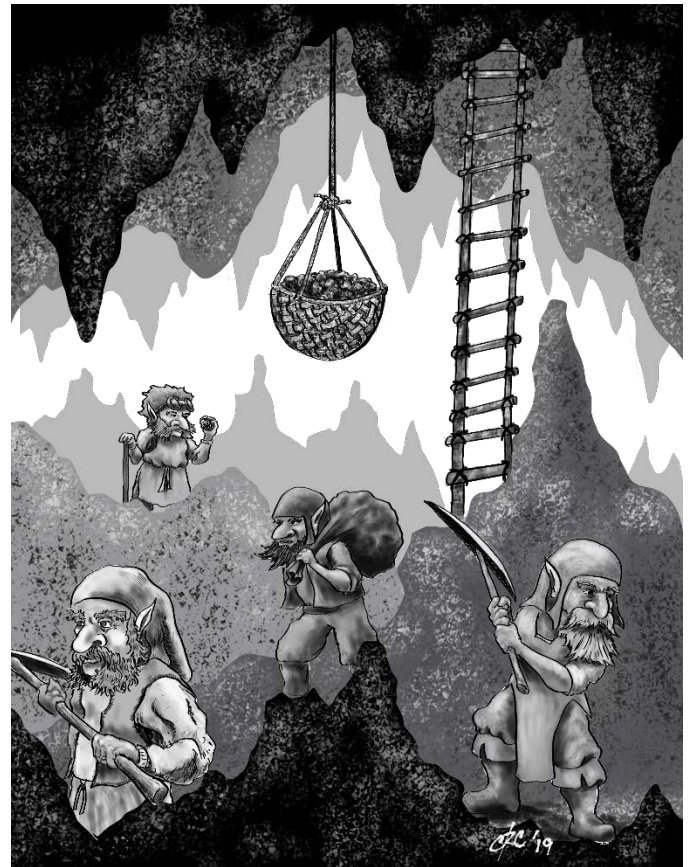
If fishing is a substantial part of the agricultural production of the 30-mile hex, roll again on the harvest table, ignoring the weather modifier and averaging the harvest modifier.

Example: An island has both herds of sheep and a thriving fishing industry. The game master rolls a 68 for the harvest,

resulting in cool and dry conditions and a -10% modifier for the harvest. He then rolls a 47 for the fishing industry, ignoring the weather and altering the overall harvest modifier to -5% for the season (the poor sheep yield being partially offset by the average fishing yield).

The harvest modifier is used only if an exact reckoning of the production of a given plot of land is needed; it has no impact on the collection of taxes. For instance, if someone has a feudal grant to half of the production of a vineyard, the income derived therefrom will be larger or smaller depending on the harvest modifier.

The rebellion modifier impacts the annual chance of a rebellion in a particular region. See the Feudal Lords section below for details.



**Mining**

Any region where mining is indicated as a possible resource can host one or more mines. Well-established civilized regions should have mine sites determined by the GM, whereas newly-cleared frontier areas will need to be prospected for likely mining sites, and then the mines themselves must be constructed.



## Prospecting

Someone with the Mining secondary skill is required to determine a site for a mine. Checks are made on a one-mile-hex basis. A successful skill check means a suitable site has been discovered, and takes one week under good conditions. In poor conditions, such as inclement weather, under threat of attack from bandits or animals, etc., prospecting is not possible.

The type of deposit discovered should be determined randomly:

**TABLE 52: MINE DEPOSIT TYPE**

Die Roll (d1000)	Mineral Deposit Type
001-300	Copper
301-560	Tin
561-840	Iron
841-925	Silver
926-978	Gold
979-989	Platinum
990-999	Gem
000	Mithril

Gem value should be determined using the following table. A given deposit will usually have one type (97% chance), or rarely two types (2% chance) or three (1% chance).

**TABLE 53: GEMSTONE TYPE**

Die Roll (d%)	Mineral Deposit Type
01-22	Hardstone (agate, malachite, lapis lazuli, obsidian, turquoise, etc.)
23-41	Semi-precious (bloodstone, jasper, moonstone, onyx, crystal, quartz, etc.)
42-59	Fancy (amethyst, garnet, jade, jet, etc.)
60-76	Precious (aquamarine, peridot, blue spinel, topaz, etc.)
77-92	Gemstone (opal, emerald, amethyst, sapphire, etc.)
93-00	Jewel (black sapphire, diamond, jacinth, ruby, etc.)

If the skill check is unsuccessful, another check can be made, but there will be a -1 penalty to the skill check. Subsequent attempts each get an additional -1 penalty. It is possible to have enough penalties for an automatic failure.

## Mine Creation

To start a mine, a lead shaft must be dug 10-60 feet down until the ore is reached. The time and cost of doing so depends on the depth of the shaft:

**TABLE 54: MINE SHAFT DEPTH**

Die Roll (d6)	Lead Shaft Depth	Lead Shaft Volume	Man-Days to Dig
1	10'	1,000	20
2	20'	2,000	40
3	30'	3,000	60
4	40'	4,000	80
5	50'	5,000	100
6	60'	6,000	120

The lead shaft volume indicates the total amount of stone and earth that must be moved in order to create the mine. Man-days to dig assumes humans working in soft rock. In hard rock, the time required increases by 50%, while in very soft rock, it is cut in half. Humans can excavate 50 cubic feet per day. If some other race is doing the mining, that rate will increase or decrease accordingly (see the **ADVENTURES DARK AND DEEP™ BESTIARY** for mining rates for most humanoids, giants, etc.).

If non-humans are doing the mining, the number of creatures that can work in a typical 10' wide shaft is as follows:

- Giant (any): 4
- Ogre: 6
- Gnoll: 8
- Hobgoblin, human, orc: 12
- Dwarf, gnome, halfling, kobold: 16

Naturally, not all creatures are working shoulder-to-shoulder at the end of such a tunnel. At any given time, others will be carting away debris, shoring up the tunnels, etc.

In addition, the miner may wish to install a smelter on the premises, to convert the mined ore into pure metal. Such a smelter costs 500 g.p. This is not a necessary step, but the income from the mine will be considerably greater (see below).

Finally, mining is not an activity for the unskilled. To build and work a mine, 1 mining specialist is needed per 25 miners. A mining specialist with 2 levels in the Mining skill can supervise 50 laborers plus 2 other mining specialists, and 3 levels allow him to supervise 75 plus 3 other mining specialists. Supervised mining specialists must have at least 1 less level than the supervisor. Example: A mining specialist with 3 skill levels could supervise three 2nd level mining specialists, each of whom could in turn supervise two 1st level mining specialists, for a total of 394 miners. Mining specialists are those who have at least one skill level in the Mining secondary skill.

## Mine Production

For each mine, the GM should roll 1d100. This is the number of man-weeks the site can be mined before it is exhausted. Thus, if a crew of ten miners is working a site, and the GM rolls a 63,

the site will produce ore or gems for 6 weeks before a new mine site must be selected.

If a natural 100 is rolled, roll again and add the two durations together. If a natural 100 is indicated on the second roll, the number indicates the number of man-years, not man-weeks, the site can be mined. This conversion to man-years does not apply either to platinum or mithril.

The amount of ore that can be removed per man-week depends on the quality of the mine. Note that mines produce ore, not pure metal. The ore must be smelted into metal before it can be used for coins, jewelry, metalsmithing, etc. Roll once when the lead shaft reaches the ore.

**TABLE 55: MINE ORE PRODUCTION (IN G.P. VALUE)**

Die Roll	Copper	Tin	Iron	Silver	Gold	Platinum
(d10) 1	0.5	6	4	1.25	10	25
2	1	10	6	2.5	25	50
3	1.25	14	10	5	50	100
4	1.5	22	14	10	100	200
5	1.75	28	18	15	200	375
6	2	32	24	20	300	500
7	2.5	40	32	25	400	1250
8	3.75	50	40	37.5	500	2000
9	5	80	60	50	750	4000
10	10	120	80	100	1000	5000

The above table shows how much g.p. worth of each metal is produced each man-week. Thus, a silver mine with a grade of 6 will produce silver ore that, when smelted, will create 20 g.p. worth of silver per week per miner. This assumes the ore will be smelted by the character who owns the mine. If the ore is to be sold to a third party without being smelted, it will fetch only 25% of the above-listed value; less if transportation is particularly arduous.

**Mithril**

Mithril is a special case. Mithril is never found in ore form, but is always pure. A seam of mithril will always provide 1d4+1x10 pounds of mithril, and no more. This is needed to create weapons and armor of +4 magical bonuses. See the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL** for weight of armor and weapons.

Of mithril deposits, 1% are actually adamantite, and can be used to create +5 magical items. There is no g.p. value for mithril or adamantite; they are far too valuable for mere cash transactions.

**Minting Coins**

The minting of coins is invariably a privilege which is jealously guarded by royalty and other sovereign powers. It can be granted to a powerful underling, such as the case of a king granting a duke the authority to create coins in a distant province, but it is most definitely not the case that everyone with access to precious metals and a furnace is allowed to make their own coins.

If it is discovered that coins are being made without approval, it is almost beyond doubt that the powers-that-be will step in to stop their manufacture. In the case of a heartland lord (or, worse, someone who isn't a lord at all!), the intervention of troops and city guardsmen should be a relatively simple matter.

In the case of a frontier lord, however, the situation might be very different. The reaction of a frontier lord's neighbors to the sudden production of coinage will depend on a number of factors. How far into the wilderness is the lord's demesne? Is the land officially claimed by some nation or other? How strong is the frontier lord vis-à-vis the forces that would be called upon to bring him into line? What is the volume of coins being produced?

There are so many variables involved that it is impossible to quantify if and when such an intervention would occur, but the GM is encouraged to consider such a reaction if a PC tries to accumulate a dragon-hoard-sized pile of coins without having to actually defeat a dragon.

**Trade**

As a rule, PCs don't normally engage in long-term trade. The movement of bulk or rare commodities, while possibly interesting to those of a mercantile bent, is not exactly the stuff of heroic adventures.\* That said, there may be times when at least the broad outlines of such are helpful for the GM to be aware of while conducting the game, especially when the PCs graduate to the level of landowners and lords themselves.

For a lord, be he a frontier lord or a heartland lord, trade is largely of concern because of the revenue it generates through taxation. This revenue takes two forms: taxes on trade goods that are created or sold within the lord's lands, or taxes on trade goods that simply pass through. See Taxes below.

For reference, the weights of common trade goods are given below:

\* There is a reason the game is not called **TRANSACTIONS COMMERCIAL AND CONTRACTUAL**.

**TABLE 56: WEIGHT OF TRADE GOODS**

Trade Good	Lbs./g.p.	Value/lb.
Fish	10	2 s.p.
Furs	0.5	2 g.p.
Ivory	2	10 s.p.
Lumber	100	2 c.p.
Spices, common	0.15	6 g.p.
Spices, rare	0.1	10 g.p.
Salt	1	1 g.p.
Grain	5	4 s.p.
Flour	2.5	8 s.p.
Cloth	1.3	15 s.p.
Copper ore	800	> 1 c.p.
Copper, refined	200	1 c.p.
Tin ore	40	5 c.p.
Refined tin	10	2 s.p.
Iron ore	10	2 s.p.
Iron, refined	5	4 s.p.
Silver ore	8	3 s.p.
Silver, refined	2	10 s.p.
Gold ore	0.4	50 s.p.
Gold, refined	0.1	10 g.p.
Platinum ore	1	1 g.p.
Platinum, refined	0.2	5 g.p.

## Roads

Roads and bridges will spring up naturally as people travel. Although lords are not required to maintain them, doing so will make the populace happy. If the following minimums are met, subtract 10% from the annual chance of rebellion. In addition, lords can build their own roads if they have some specific need for easy travel from one location to another. The cost of roads depends on the terrain of the hex:

**TABLE 57: COST OF BUILDING ROADS**

Terrain	Cost/mile (gold pieces)			
	To Maintain		To Build	
	Dirt	Paved	Dirt	Paved
Badlands	11	110	110	1,100
Desert	10	100	110	1,100
Forest	20	200	200	2,000
Hills	15	150	150	1,500
Mountains	20	200	300	3,000
Plains	10	100	100	1,000
Scrub	12	120	120	1,200
Swamp	30	300	200	2,000
Small river crossing	+100	+10	+100	+10
Large river crossing	+500	+50	+500	+50

Each mile of road will take a number of man-hours equal to the cost divided by four, but see the **ADVENTURES DARK AND DEEP™**

**GAME MASTERS TOOLKIT**, p. 31, for details on construction time. It should be noted that paved roads will be extraordinarily rare in a medieval European-type setting. If all roads in a hex are paved, the rebellion chance modifier is doubled.

## Construction and Monopolies

While the guidelines in “Building the Stronghold”, above, can be used for specific structures and large complexes such as walled towns, fortifications, and the like, there are other, more prosaic, construction projects in which a lord might want to engage in order to either attract more settlers or improve the economic infrastructure of his lands.

It is assumed that individuals within your lands will construct such things as salt works, ore smelters, and mills themselves as part of their normal activities (and the produce from such is built into the taxation rules); it is also possible that the lord himself will wish to do so, to improve the economic prospects of his own land.

However, as lord, you are within your rights to declare a monopoly on certain activities, and thus only you will be able to construct things associated with them. For instance, the production of salt was the province of the establishment in many places for centuries, and private individuals could not do so without harsh penalties. That said, while such monopolies can generate income in the short term, they also stir up resentment and increase the chance of a rebellion (see below). Other types of monopolies may be possible, should the GM determine them consistent with the campaign.

**Mills** cost 300 g.p. and will either be powered by water, wind, animal power, or human labor. At least one mill is required for every 100 people within a 5-mile radius. A monopoly on mills will generate 1d6x100 g.p. per year, but will increase the annual chance of rebellion by 20%.

**Ovens** cost 100 g.p. and are communally used. At least one oven is required for every 50 people within a 1-mile radius. A monopoly on ovens will generate 1d4x100 g.p. per year, but will increase the annual chance of rebellion by 25%.

**Salt Works** cost 800 g.p. and must be located along a shallow ocean shoreline, estuary, etc. They are not required, but if the terrain is favorable to their construction, a monopoly on salt works will generate 1d10x100 g.p. per year, and increase the annual chance of rebellion by 15%.

**Mines** are covered above. A monopoly on mining a particular metal or gems will yield income as described above, and will increase the annual chance of rebellion as follows (add 5% if there is a significant dwarven population):

- Copper, Tin, Iron: 5%
- Silver, Gold, Platinum: 10%
- Gems (any): 15%
- Mithril: 20%

**Wine Presses** cost 100 g.p. each and are required in any settled land in temperate hills, mountains, or plains terrain. At least 1 wine press for every 500 people within a 15-mile radius is required. If in the required terrain, a monopoly on wine presses will generate 2d210x100 g.p. per year, but increase the annual chance of rebellion by 25%.

**Loans**

PCs can borrow money from moneylenders. Annual interest rates of between 10-20% are typical, and will be larger or smaller depending on the perceived likelihood of the loan being returned.

Failure to make payments as agreed, as might tempt some less-than-scrupulous PCs, could result in penalties of various sorts, not all of which are financial. Future loans would, of course, be ruled out as the PC would be regarded as a bad risk. Any sort of property used as surety of the loan (such as a castle, etc.) would be subject to confiscation, and the moneylender might be inclined to transfer the debt to someone better able to... forcibly collect on such a debt.

The social implications are “soft” but no less real. Once the PC’s reputation as a debtor begins to become known (and a lender in a position of being stiffed by a PC would certainly make sure to spread the word), various opportunities in society would start to be shut off, as few people are inclined to want to associate with a known debtor.

It is also possible, of course, that in extreme situations a lender might be inclined to resort to hiring a less-than-reputable organization to either recover the funds, or to eliminate the debtor as an example to others. Fantasy fiction has several examples of lending institutions which are powerful enough in and of themselves to recover bad debts through the hiring of mercenaries and the like.

**Taxes**

The lord of the territory can choose to set a tax rate between 1 s.p. and 10 s.p. per month per person. These taxes represent an overall tax on land, produce, and the like. Rather than breaking things down into very discrete (and in the long run not particularly necessary) taxes, this overall rate is used to determine income on a per capita basis, and forms the basis of the chance that there will be a rebellion against the lord in any given year. The higher the taxes, the greater the chance of rebellion.

**Rebellion**

As a rule, peasants and serfs in a feudal-type society resent their masters, and will tend to build up tensions that eventually erupt into open rebellion. One of the duties of a lord is to put down these periodic revolts with as little damage to the economic infrastructure as possible.

The base chance of such an uprising happening in any given year depends on the tax rate that the lord has chosen to impose upon his subjects:

**TABLE 58: BASE CHANCE OF REBELLION**

Monthly Tax Rate	Annual Base Chance of Rebellion
1 s.p.	2%
2 s.p.	3%
3 s.p.	4%
4 s.p.	5%
5 s.p.	10%
6 s.p.	15%
7 s.p.	20%
8 s.p.	30%
9 s.p.	40%
10 s.p.	50%
11 s.p.	75%
12 s.p. or more	100%

In addition, the class of the lord of the territory will have an impact on the chance for a rebellion:

**TABLE 59: REBELLION CHANCE CLASS MODIFIER**

Class	Annual Tax Rate				
	6 s.p.	7 s.p.	8 s.p.	9 s.p.	10 s.p.
Bard	-	+1%	+2%	+3%	+4%
Jester	-	+1%	+2%	+3%	+4%
Cavalier	-	-	+2%	+3%	+4%
Paladin	-	-	+2%	+3%	+4%
Cleric	-	-	-	-	+2%
Druid	-	+2%	+3%	+4%	+5%
Mystic	-	-	-	-	+2%
Fighter	-	-	+2%	+3%	+4%
Barbarian	+2%	+3%	+4%	+5%	+6%
Ranger	-	-	+2%	+3%	+4%
Mage	+2%	+3%	+4%	+5%	+6%
Illusionist	+2%	+3%	+4%	+5%	+6%
Savant	+2%	+3%	+4%	+5%	+6%
Thief	-	-	-	-	-
Acrobat	-	-	-	-	-
Mountebank	+3%	+4%	+5%	+6%	+7%
Assassin	-	-	-	-	-

This chance is then modified by various factors (and the game master should feel free to add modifiers of his own depending

on the specifics of his campaign, as the following are only provided as examples):

**TABLE 60: REBELLION CHANCE MODIFIERS**

Circumstance	Rebellion Modifier
Majority of residents are same religion as lord (if cleric or paladin)	-25%
Imminent threat from outside	-20%
Roads are maintained to minimum standards	-10%
Good crop yield (cumulative per consecutive year)	-5%
Personal scandal affecting the lord	+1d10%
Lord is evil alignment	+5%
Recent (within the past year) unnecessary and/or extravagant expenditures by the lord	+5%
Poor crop yield (cumulative per consecutive year)	+5%
A suitable replacement lord is available	+5%
Lord is absent for more than 25% of the year	+5%
City or town being used as a supply base for a military force, 1% or more of the population.	+5%
City or town being used as a supply base for a military force, 5% or more of the population.	+10%
Lord's followers are cruel, arbitrary, demonstrably unjust, or otherwise tyrannical	+10%
Lord absent more than half the year	+10%

If the game master determines that a rebellion will erupt in a given year, he should then roll randomly to determine in which month it does (a universal table for this is impossible to provide, as calendars will vary from campaign to campaign, but a d12 should suffice in most cases).

Initially, the rebellion will have the support of only 20% of the population. Those in arms against the lord will be militia (see below), and will have little in the way of weapons, armor, or leadership. An exception is if the rebels have access to professional mercenaries, which is unlikely at the outset of such a thing, but which may happen because of outside interference.

For every month the rebellion continues, another 10% of the populace will join the cause and another 10% of the rebel army will become professionalized, which also includes concomitant increases in tactical and strategic ability.

If a rebellion persists for six months or more, assume that full civil war has erupted, and the quality of the rebel troops is equal to that of the lord.

The game master is encouraged to resolve the rebellion and civil war through one of the mass combat systems described later in this book.

## Militia

One quarter of the population of a given domain can be called up as a militia. Such represents the able-bodied male population of the region (the GM should increase this percentage if the milieu has a more egalitarian view of the sexes than was the case historically in medieval Europe). Such a militia will consist entirely of commoners, and will only be armed with improvised weapons (see the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**, pp. 89-90).

## Events

Once per month, roll 1d10 to see if any special events occur in your lands. On a roll of 1, there will be an event. Note that these are in addition to the normal chance for wandering monsters to enter the territory (see Selecting and Clearing Territory above). The GM should roll for the event secretly, and only disclose the nature of the event through playing out its ramifications. For instance, it might not be clear at first whether a plot against the lord is started by a retainer or a neighboring lord.

**TABLE 61: LORD EVENT TABLE**

Die Roll (d%)	Event
01-22	<b>Corruption.</b> 1d6 of your retainers and/or followers have been taking bribes, keeping collected taxes, taking private property, and generally abusing their authority. +5% chance of rebellion this year, +10% if nothing is done to stop it.
23-29	<b>Discovery: resources.</b> A new mine (75%) or source of other trade goods (25%) is discovered. -10% chance of rebellion this year due to overall increased wealth.
30-37	<b>Discovery: ruins.</b> A dungeon (25%) or ruined castle (75%) is discovered in the wilderness.
38-42	<b>Heresy.</b> A heretical religious belief is rising amongst your people. If allowed to spread, orthodox clerics will come in 1d6 months to investigate, possibly leading to stronger action. +10% chance of rebellion until the heresy is either stamped out or the lord formally accepts it as his own faith, which could have its own ramifications.
43-50	<b>Natural disaster.</b> The exact nature of the disaster will depend on the terrain of the 30-mile hex in which the lord's land is found (see below).
51-55	<b>Plague.</b> Deadly disease is spreading faster than clerics can cure it. By the end of the month, 10% of your population will have died of the plague, which by that time will be under control.
56-57	<b>Plot.</b> A neighboring lord plots to annex your lands through guile.

Die Roll (d%)	Event
58-62	<b>Plot.</b> One of your trusted retainers is plotting to replace you as lord.
63-72	<b>Prominent settler.</b> A high-level or otherwise noteworthy individual (and possibly his retainers and other followers) has settled in your lands.
73-75	<b>Raid.</b> A neighboring lord launches a raid into your territory for loot and rapine.
76-81	<b>Religious revival.</b> Religious fervor grips your people, with itinerant preachers whipping up religious feelings. +10% chance of rebellion this year if you do not share the dominant religious faith, -10% if you do and embrace the revival.
82-85	<b>Unrest.</b> A neighboring lord is stirring up discontent amongst your people. +20% chance of rebellion.
86-90	<b>Unrest.</b> Your people are generally dissatisfied. +20% chance of rebellion.
91-95	<b>Visit.</b> A neighboring lord wants to show his friendship by visiting your lands with his retainers.
96-97	<b>War.</b> A neighboring lord attempts to conquer your lands through military force.
98-99	<b>Interesting times.</b> Roll twice, ignoring rolls above 97.
00	<b>Divine visitation.</b> Roll again. On another roll of 00, a quasi-deity, demigod, or lesser god makes an appearance.

TABLE 62: NATURAL DISASTERS

Terrain	Natural Disaster
Badlands	Earthquake
Coast	Hurricane
Desert	Sandstorm
Forest	Forest fire
Hills	Avalanche, earthquake
Mountains	Avalanche
Plains	Tornado
River	Flooding
Scrub	Earthquake, tornado
Swamp	Flooding

Note: In hexes with mixed terrain (wooded hills, or plains with a river, for example), or in terrains with multiple disasters listed, there is an equal chance of using a disaster from each relevant terrain type.

Note that it is impossible to quantify the effects of natural disasters, owing to the limitless variation in geography, building patterns, etc. Suffice to say that natural disasters can destroy between 20-50% of structures where they strike, and generally 1-20% of inhabitants can be killed. The GM must fill in the details to suit the campaign.

# The Long Game

The Long Game is a style of play that can be incorporated into any **ADVENTURES DARK AND DEEP™** or other similar RPG. It is designed to prevent the “racehorse syndrome” in which adventures happen one after another in lightning fashion, and player characters advance to high level in the course of only one or two in-game years (if time is even tracked at all).

The Long Game forces that pace to slow down to something more realistic. There are bursts of adventuring activity, broken up by long periods of relative inactivity where the characters consolidate their gains, improve themselves and their possessions, and prepare for the next round of action.

In the Long Game, the actions of the player characters are divided into two phases: an Adventure Phase and a Campaign Phase.

The Adventure Phase is played normally. The player characters will have adventures, earn experience points, and so on. Time is measured in days or weeks at most. As a rule, the player characters should go through one or two adventures (which can consist of multiple sessions, of course) per Adventure Phase, but this is entirely at the discretion of the GM and should reflect the cadence that best suits his game. The Adventure Phase can last from six to nine months of game time. Regions with longer winters will undoubtedly have shorter Adventure Phases.

The Campaign Phase is new. It is a time when the player characters do not travel, but stay close to their home base, wherever that may be. It could be a town or city, a castle, or even an inn. There are special actions that player characters can take during the Campaign Phase that will have long-term implications for them going forward. It will last from three to six months of game time. Three is recommended.

If playing the Long Game, the optional training rule from the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL** should be used.

When playing the Long Game, secondary skills are gained and improved (only) during the Campaign Phase.

Each player character becomes a year older during the Campaign Phase. Any relevant changes to ability scores take place at the end of the Campaign Phase. See the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL** for details on the effects of aging.

Remember also that all characters must pay monthly expenses for the duration of the Campaign Phase (See the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL** for monthly expenses).

## Action Points

Each Campaign Phase will last between three and six months of game time (see above; the Adventure Phase lasts between six and nine months, so just subtract from twelve for the length of the Campaign Phase). For each month the Campaign Phase lasts, player characters get 4 action points to spend during the phase. This represents the total amount of free time they will have during the phase, that can be spent on various activities. Each campaign action will take a number of points, depending on how much time it will take.

## Campaign Actions

There are many different activities that can be undertaken during the Campaign Phase. Those listed below are the most common, but the game master is encouraged to design additional ones to suit his campaign, and players are reminded that the Campaign Phase can be just as free-form as a melee round, should they want to do some undertaking not listed below.

It should be stressed, however, that actions taken during the Campaign Phase should be those which take weeks or months to complete. Ordinary adventuring-type activities should only be done during the Adventure Phase. That said, the game master should feel free to role-play out any particular events or interactions that he feels warrant it, and apply modifiers to the roll (if any).

It's also the case that in special circumstances, the GM might want to do an adventure during the Campaign Phase. As long as the duration is limited to a week or so, this should not disrupt the flow of the Campaign Phase.

### Arms Practice

Done by: cavaliers, paladins, fighters, barbarians, rangers  
 Make Success Roll Against: Strength  
 Action point cost: 4

The warrior character spends a month in practicing the regular skills of his class. He will hone his skill at arms against others or quintains, study or develop new techniques to counter an enemy's moves, etc. At the end of a successful arms practice, the character will earn 100 x.p.



### Contemplation and Prayer

Done by: clerics, druids, mystics, paladins  
 Make Success Roll Against: Wisdom  
 Action point cost: 4

The character spends a month in practicing the regular skills of his class: time is spent in prayer, study of holy books, fasting, and contemplation of philosophical aspects of his faith. At the end of a successful practice, the character will earn 100 x.p.

### Courtship

Done by: all classes  
 Make Success Roll Against: Charisma  
 Action Point Cost: 1

If a character wishes to ask for the hand of another in marriage, he must first engage in courtship. The Courtship action may be used more than once in a Campaign Phase. Each successive use of the Courtship action towards the same character yields a +1 bonus to the roll; so the second time it is done in a row, there is a +1 bonus, the third time in a row gets a +2 bonus, etc. If a week is skipped without performing the Courtship action, all bonuses reset to 0, but subsequent successive uses can still earn the bonus again. It counts as a contested action, with the target using WIS as the relevant statistic. Once successful, the Wedding action may be performed in the next Campaign Phase.

If a natural 1 is rolled when attempting a Courtship action, the result is an automatic failure, and no further Courtship actions can ever be taken with the character in question.

If used against a PC rather than an NPC, the GM is encouraged to require that the player in question agree to the Courtship action. If not, consider it an automatic failure regardless of the roll.

### Develop Informant Network

Done by: all classes  
 Make Success Roll Against: Charisma  
 Action Point Cost: 1

This action allows the character to develop a network of NPCs in and around the area of his home base. Doing so costs 10 g.p. per NPC, and one NPC can be added to the network per action, to a total maximum of the character's charisma (so a character with 12 charisma could have a network of 12 NPC informants). Each informant will cost 1 g.p. per month thereafter to maintain.

The social class of the character performing the action will modify the chance of success depending on the social class of the NPC being added (the character performing the action gets to choose what social class of NPC will be added to the network):

- Recruiting someone of the same social class (lower, middle, upper): +1
- Lower class recruiting upper class: -2
- Upper class recruiting lower class: -1

For purposes of this action, gradations of social class (lower middle class, middle upper class, etc.) do not count.

Such operatives act as eyes and ears for the character, and can pass along vital clues and intelligence if directed to look for objects, individuals, or specific patterns of behavior. They will in no way fight for the character who employs them (and indeed might be employed by more than one individual or organization). Such networks of informants may well be led by henchmen who will take a more active role on behalf of their master, however.

The ability of such a network to collect a given piece of information depends on the nature of the information sought and the social class of the members of the network.

A PC's network of informants may be set to discovering a particular piece of information. The chance that the information will be discovered will depend on whether the given piece of information (in the estimation of the GM) is easy, medium, or hard to find. The chance is per week; the same search can be performed in subsequent weeks, if desired.

**TABLE 63: BASE CHANCE OF INFORMANT NETWORK SUCCESS**

Observer Class	Target Class	Easy	Medium	Hard
Lower	Lower	14%	11%	7%
Lower	Middle	11%	7%	3%
Lower	Upper	7%	3%	-1%
Middle	Lower	11%	7%	3%
Middle	Middle	14%	11%	7%
Middle	Upper	11%	7%	3%
Upper	Lower	7%	3%	-1%
Upper	Middle	11%	7%	3%
Upper	Upper	14%	11%	7%

The percent chance is increased by 1 for every additional member of the informant network.



### Establish Alias

Done by: all classes

Make Success Roll Against: Intelligence, Charisma (whichever is lower)

Action Point Cost: 4

This campaign action allows the character to establish a new alias in and around his home base. It may be used in conjunction with the Disguise secondary skill (see below). Doing so allows the character to essentially set up a second persona, who can be of a different social class, age, class, and even race. The alias can be used as a persona during the Adventure Phase if desired, and if the character wishes, the alias persona can establish its own informant network and have a separate set of henchmen, although the costs of doing so must be paid separately. The social class of the alias must be established, and other factors (appearance, age, profession etc.) may be changed in consultation with the GM. In no way will an alias confer any new abilities, languages, etc., that are not already known by the character, but a canny character will only use certain abilities when in the persona of the alias. A given character can have as many aliases as he can learn additional languages (although there is no requirement that each alias actually speak a different language – the number merely happens to be the same).

Establishing an alias will cost a number of g.p. equal to four times the “good” monthly living expenses (see **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**, p. 75). Once the alias is established, it must be maintained (see Maintain Alias below).

### Land Acquisition/Sale

Done by: all classes

Make Success Roll Against: n/a

Action Point Cost: 1

This action allows the character to purchase or sell off land and buildings. The GM will determine whether or not any such properties are available in the vicinity, or whether or not there are interested buyers for those wishing to sell. It should be noted that properties do not always come with all of their rights attached; a local lord or other person may have a right to a portion of food produced on a given parcel of land, for instance.



### Learn Secondary Skills

Done by: all classes

Make Success Roll Against: n/a

Action Point Cost: 4

If a character wishes to spend experience points to acquire a new secondary skill or gain another level in a skill he already has, he may do so, assuming a suitable teacher is at hand.

### Magical Research

Done by: mages, illusionists, savants

Make Success Roll Against: see below

Action point cost: see below

If a character wishes to use the Campaign Phase to attempt to create a new spell, write a scroll, brew a potion, or create a magical item, he may certainly do so. The rules in the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL** pp. 111-112 should be followed. The number of action points that are required depends on the time required for the specific type of item being created. As a general rule, each week required, or fraction thereof, will take 1 action point. If he wishes, the GM may make exceptions for such things as writing first-level scrolls, or creating potions, which normally only take a day or two. Even when allowing multiple smaller items per action point, however, the total action points required should always be rounded up (so something taking 8 days would take 2 action points).

### Magical Study

Done by: mages, illusionists, savants, rangers (level 9+)

Make Success Roll Against: Intelligence

Action point cost: 4

The magic-user character spends a month in practicing the regular skills of his class. He will study arcane tomes and practice incantations and gestures. Rangers can only perform this action once per Campaign Phase. At the end of a successful practice, the character will earn 100 x.p.

### Maintain Alias

Done by: all classes

Make Success Roll Against: Intelligence or Charisma (whichever is lower)

Action point cost: 1

Once an alias has been established (see Establish Alias above), it must be periodically maintained in order to perpetuate the illusion that a second person actually exists. Doing so involves showing the alias on the streets, being seen by the alias'

acquaintances, and maintaining a lifestyle appropriate to the alias. Maintaining an alias costs a number of g.p. appropriate to the social class of the alias (see **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**, p. 75). If a given alias is not maintained in a given year during the Campaign Season, it must be re-established using the Establish Alias action.

### Rehearse

Done by: bards, jesters, mountebanks  
Make Success Roll Against: Charisma  
Action point cost: 4

The entertainer character spends a month in practicing the regular skills of his class. In the case of bards, time is spent in rehearsal of songs, playing his instruments, creating new compositions, and the like. This applies to magical as well as mundane skills. Jesters and mountebanks do likewise, but are focused on their arts requiring hand-eye coordination, as well as cultivating new ways to influence their audiences with verbal patter. At the end of a successful rehearsal, the character will earn 100 x.p.

### Thiefly Practice

Done by: thieves, assassins, thief-acrobats, mountebanks  
Make Success Roll Against: Dexterity  
Action point cost: 4

The thief character spends a month practicing the regular skills of his class. Thieves' time (and that of others who can practice thiefly skills) is spent in practicing climbing, dismantling and reassembling locks, and picking pockets with specially-lined blades to improve one's skill. Assassins study the brewing of poisons and their skills at mimicry and disguise. Thief-acrobats have their special routines of tumbling, jumping, knife-throwing, and the like. And mountebanks have not only their mundane sleight of hand and alchemy, but also regular spellcasting at higher levels, that all demand study. At the end of a successful practice, the character will earn 100 x.p.

### Training

Done by: all classes  
Make Success Roll Against: n/a  
Action Point Cost: 6

If the character has gained enough experience to go up a level, training takes place. This costs 3,000 g.p. per level being advanced to. In addition, all characters of 9th level or less must find a teacher at least two levels higher than the level to which the player character is rising. Example: Otto is a 5th level fighter who now has enough experience points to reach 6th

level. To train, he will need to find a teacher of at least 8th level, as well as spending 18,000 g.p. to complete the training.

### Wedding

Done by: all classes  
Make Success Roll Against: n/a  
Action Point Cost: 1

If a courtship action has been successful in the previous Campaign Phase, a wedding action can be taken. Doing so means that the two characters are now married; see the Families section below. Note that a wedding could also be done during the Adventure Phase, if desired.

## Families

### Marriage

Player characters do not begin the game married, either to one another or to an NPC. There are several ways a character might get married in the game. First, two PCs might decide that their characters would like to get married. This can be a significant character-developing moment in the campaign.

Second, a PC might marry an NPC. This can be done by the PC first courting the NPC (see the Courtship campaign action, above) and then holding a wedding.

However, it is also possible for an NPC to wed a PC as part of an arranged marriage, which was a very common phenomenon in Medieval Europe and Asia.

Marriage will usually involve a dowry, and may result in children being born. This latter is, of course, essential to the Long Game (the really long game), in that the children of the PCs may take up their mantle after the original PCs have retired.

If you're playing the Power Game, this could, of course, be the result of a reward at court (see above), and could in that instance be an unwilling match on both sides that cannot be avoided.

### Dowry

As a general rule, women bring a dowry with them to a marriage. In some cultures, they are entitled to the return of this dowry if the marriage is dissolved. GMs may wish to make other arrangements for dowries in their particular campaign worlds, such as having men bring a dowry in a matriarchal society, etc. The value of the dowry depends on the social class of the bride. It should also be noted that often a dowry won't

simply be cash, but might be in the form of livestock, land, buildings, etc.

**TABLE 64: DOWRY VALUE**

Social Class	Dowry Value
Lower Lower Class	1d6 - 2 g.p.
Middle Lower Class	2d6 - 5 g.p.
Upper Lower Class	3d6 + 10 g.p.
Lower Middle Class	3d6 x 10 g.p.
Middle Middle Class	1d6 x 100 g.p.
Upper Middle Class	2d6 x 500 g.p.
Lower Upper Class	1d6 x 1,000 g.p.
Middle Upper Class	1d6 x 5,000 g.p.
Upper Upper Class	2d6 x 10,000 g.p.

If a dowry ends up with a negative value, treat it as zero. The family can afford no dowry. Note that in the case of royalty and the highest levels of nobility, entire provinces can act as a dowry, so the gold piece value should be discarded.

**Children**

Assuming that the couple is having regular relations, the base chance of a woman becoming pregnant, and the number of children born per pregnancy, depends on the race of the mother:

**TABLE 65: CHILDREN**

Race	Base Chance of Pregnancy/Year	No. of Children
Dwarf	10%	1 (95%), 1d2 (5%)
Elf	5%	1 (99%), 1d2 (1%)
Half-elf	10%	1 (90%), 1d3 (10%)
Half-orc	50%	1 (50%), 1d4 (50%)
Halfling	25%	1 (80%), 1d3 (20%)
Human	30%	1 (95%), 1d3 (5%)

Certain magic items might alter the base chance of pregnancy, and the GM might afford a modifier based on the events of the campaign itself. The base chance of pregnancy is impacted by the age of the parents:

**TABLE 66: PREGNANCY AGE ADJUSTMENT**

		Father's Age				
		YA	M	MA	Old	VO
Mothers Age	YA	+15%	+10%	+5%	+0%	-15%
	M	+5%	+0%	-5%	-10%	-25%
	MA	-5%	-10%	-15%	-20%	-35%
	Old	-15%	-20%	-25%	-30%	-45%
	VO	-25%	-30%	-35%	-40%	-55%

There is a base 10% chance that a mother will die in childbirth. Elven mothers carrying half-elven babies, or human mothers

carrying half-orc babies have a base 20% chance. This is decreased by 5% if someone with magic curing (such as a cleric who can cast *cure light wounds*), or the Healing secondary skill is present. If the mother dies, there is a 50% chance the child or children will die as well. Strenuous activity (travel, combat, heavy manual labor, etc.) should be avoided towards the end of pregnancy, or there is a +10% chance of dying in childbirth.

**TABLE 67: GESTATION PERIODS**

Race	Gestation Period	Avoid Strenuous Activity in Last...
Dwarf	7 months	1d2 months
Elf	11 months	1d4 months
Half-elf	10 months	2d3 months
Half-orc	6 months	n/a
Halfling	8 months	1d3 months
Human	9 months	1d3+1 months

There is a 3% chance that a pregnancy with 2 or more children will have identical twins, otherwise they will be fraternal twins. For elves, that chance is increased to 10%.

Roll randomly for sex. Statistics (strength, intelligence, etc.) should not be rolled until the child reaches young adulthood (the precise age of which varies by race; see the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL** for details).



**Events**

While the Campaign Phase may be viewed as a sort of “down-time” for individual characters, it by no means should be taken to mean that everything is frozen in time for the next three months. Events in the campaign go on, and some of those will impact the PCs. Some may even lead to adventures that are played out during the Adventure Phase.

For every month of the Campaign Phase, roll 1d6. On a roll of 1, an event will take place. If an event is indicated that does not apply to the PC in question, roll again.

**TABLE 68: CAMPAIGN PHASE EVENT TABLE**

Die Roll (d%)	Event
01-03	<b>Courtly gift.</b> You have been given a gift by the lord for reasons that remain obscure, even if you are not a courtier. Roll on Table 15: Courtly Rewards.
04-08	<b>Death in the family.</b> A relative dies: 1-2 mother, 3-4 father, 5 brother, 6 sister, 7 spouse, 8-0 child.
09-11	<b>Grave illness.</b> You are stricken with a mysterious illness that leaves you incapacitated for 1d4 weeks. There is a 10% chance it cannot be cured by clerical spells or magic items.
12-15	<b>Inheritance.</b> A distant relative has died, and you receive either 2d100 g.p., a piece of jewelry, a writ or deed, or a luxury item (see Table 85: New Luxury Treasure).
16-20	<b>Invitation to a courtly ball.</b> If you are not a courtier, you are invited to a gala. If you are a courtier and a court event is not scheduled, this becomes one.
21-24	<b>Love.</b> An NPC falls in love with you, whether you are married or not.
25-53	<b>Relative does poorly.</b> A close family member (50%) or cousin (50%) suffers a personal disgrace. 25% of the time this will mean their banishment. If you are a courtier, you lose 1 Favor point for a cousin, and 2 Favor points for a family member.
54-82	<b>Relative does well.</b> A close family member (50%) or cousin (50%) is knighted, wins a battle, becomes very wealthy suddenly, saves the life of the king, etc. If you are a courtier, you gain 2 Favor points for a close family member, and 1 Favor point for a cousin.
83-92	<b>Theft.</b> A valuable magic item or singularly valuable mundane item is stolen from the PC. Roll randomly for which item.
93-94	<b>Visitor.</b> A distant relative comes to visit for a month. Double your living expenses for the month, and there is a 50% chance he must roll on Table 13: Faux Pas while attempting Favor Action, even if he's not a courtier. If this happens and you are a courtier, you lose a Favor point for the month because of your relative's misstep.

Die Roll (d%)	Event
95-96	<b>Fire.</b> Your home catches fire. Roll percentile dice to determine the extent of the destruction; for significant possessions like magic items, each has that percent chance of being destroyed. Anything above 40% indicates the structure itself is damaged beyond repair and must be re-built. For a castle, that will usually only mean the central keep.
97	<b>Lord event.</b> If the PC is a lord of a territory, roll on Table 61: Lord Event Table, otherwise re-roll. If applicable, the event will impact the lord directly.
98-99	<b>Interesting times.</b> Roll twice, ignoring rolls above 97.
00	<b>Divine favor.</b> Roll again. On another roll of 00, a quasi-deity, demigod, or lesser god takes a direct, if fleeting, interest in you.

## Adventuring During the Campaign Phase

Although the Campaign Phase is meant to be a time when the PCs are able to regroup, plan for the future, heal, make long-term plans and investments, and increase their skills, that should not be taken to mean that no role-playing, or even whole adventures, can take place.

If the GM feels it is appropriate, whether due to the actions of a PC, a random event, or even simply the progression of the campaign timeline, then some adventure or role-playing scenes should take place. It may be as simple as role-playing a meeting between the PC and one of his henchmen, who is reporting on intrigues from a neighboring realm, or a small-scale adventure in town to recover a stolen sheaf of letters that could prove embarrassing should they be disclosed.

Single-scene role-playing (which takes place more or less in real time, or at most takes up a day of game time) should have no impact on the progression of the Campaign Phase, as it is part of the regular events that take place during that phase. Any actual adventuring, however, should remove 1 action point per week or portion thereof. Thus, if an adventure takes two days of game time, all those involved would lose 1 action point.

# Mass Combat

There are two ways to handle combat between large numbers of troops and monsters: miniatures combat and mass combat. Miniatures combat is played with miniatures or counters on a board with terrain. For small engagements (with less than 50 characters/monsters total) the normal combat rules in **ADVENTURES DARK AND DEEP™** can be used. For larger battles, where the record-keeping for normal combat can be rather onerous, mass combat is offered as an alternative.

Mass combat is an abstract means of determining the outcome of large battles, and is based on the idea that in every battle there is a turning point where the battle as a whole is decided. Each individual or group of monsters and NPCs is given a combat factor (CF). The combat factors of each side in the battle are compared, adjustments made for terrain and tactics, and the turning point of the battle thus identified.

Once the turning point of the battle has been identified, a smaller skirmish involving the PCs (if any) is staged using the **ADVENTURES DARK AND DEEP™** rules, and used as the basis for determining the outcome of the battle as a whole. If the PCs are facing a greater force, they need to defeat a lesser force of enemies (modified by the strategy each side has chosen) to win the battle. If their side is facing a lesser force, they need to defeat a proportionally greater force of enemies.

The outcome of the small turning-point melee is then applied to both armies. Thus, if half of the defenders are wiped out in the melee, half of the defenders' army is deemed to be destroyed in the larger battle. Thus, PCs can help determine the outcome of the battle, while still being able to fight as their individual

characters.

There are two basic types of battle: set-piece and siege. A set-piece battle is the classic formation, where two lines of soldiers advance towards one another. A siege is self-explanatory: one army is holed up in a fortification, and the other is trying to breach the walls and get in.

The following process assumes one force is larger (even slightly) than the other. If both sides happen to have exactly the same total combat factor, randomly designate one the larger.

## Mass Combat Outline

- Calculate combat factor of both sides
- GM determines type of battle
- Each side secretly chooses a strategy and then both reveal their choice at the same time
- Determine the turning point of the battle (location, terrain, and impact)
- Resolve the turning point by normal combat rules
- Resolve outcome of battle based on outcome of the turning point

## Combat Factor

Every large monster, or group of soldiers or smaller monsters, has a combat factor. The combat factor of characters can be easily calculated as well, allowing the GM to establish the relative strength of both sides in a battle.

The GM should have the total combat factors of each side in a battle calculated beforehand, as they will be critical in determining the outcome. See Appendix C: Mass Combat



Common Creature Types for a list of common unit compositions and battlefield monsters.

Although the combat factor of an army can be modified by the tactics chosen in a battle or the presence of defensive fortifications (see below), there are any number of other factors which could lead to an army having a greater or lesser effect in battle. The GM should feel free to apply situational modifiers as he sees fit, although anything above a 20% modifier should require truly extraordinary circumstances.

**Monsters and Humanoids**

The combat factor of monsters (including commoners or 1st level human soldiers, humanoids, large groups of demi-humans, etc.) is equal to their experience point value, assuming an average number of hit points, divided by 100. When fractions occur in a final calculation, always round down.

Example: A fire giant has 11d12 hit dice. Assuming an average of 6.5 hit points per hit die\*, that means every fire giant is worth 3,844 experience points. Divided by 100 and rounded down, that means a fire giant has a combat factor of 38.

For mounted troops, don't forget to include the combat factor of the mounts as well.

For convenience, the following table can be used for reference:

**TABLE 69: AVERAGE HIT POINTS PER HIT DIE**

Hit Dice	Hit Die Type				
	d4	d6	d8	d10	d12
1	2	3	4	5	6
2	5	7	9	11	13
3	7	10	13	16	19
4	10	14	18	22	26
5	12	17	22	27	32
6	15	21	27	33	39
7	17	24	31	38	45
8	20	28	36	44	52
9	22	31	40	49	58
10	25	35	45	55	65
11	27	38	49	60	71
12	30	42	54	66	78
13	32	45	58	71	84
14	35	49	63	77	91
15	37	52	67	82	97
16	40	56	72	88	104
17	42	59	76	93	110
18	45	63	81	99	117

\* That's because a d12 can generate a number between 1 and 12. 1+12=13, and 13÷2=6.5. Thus, the average roll of a d12 is 6.5. Yay math!

Hit Dice	Hit Die Type				
	d4	d6	d8	d10	d12
19	47	66	85	104	123
20	50	70	90	110	130
21	52	73	94	115	136
22	55	77	99	121	143
23	57	80	103	126	149

A listing of combat factors for various common groupings of monsters and humans is provided in Appendix C: Mass Combat Common Creature Types.

**Characters**

Calculating the combat factor of PCs and NPCs is similarly easy. Simply take the minimum number of experience points for the character's level, and divide by 1,000. Level 0 or 1 characters should have a CF based on their hit dice rather than x.p.

Example: A 6th level mage has a minimum x.p. total of 40,000. Thus, he would have a combat factor of 40, roughly the same as a band of 200 orc warriors. While this may seem a bit lopsided, consider the damage that this mage can do with spells such as *lightning bolt* or *fireball*, as well as the magic items he will undoubtedly have acquired by that time.

**Siege Engines**

Certain siege engines can be used in set-piece battles, or by the attacker or defender in a siege. Refer to the following table to determine the combat factor of each type of siege engine, and whether it can be used in a given type of battle. The combat factor listed below assumes there are trained crews able to operate the device in question.

**TABLE 70: SIEGE ENGINES**

Weapon	Combat Factor	Set Piece	Siege Atk.	Siege Def.
Ballista	7	Y	Y	Y
Catapult, Heavy	20	Y	Y	Y
Catapult, Light	15	Y	Y	Y
Cauldron	20	N	N	Y
Gallery	35	N	Y	N
Ram	15	N	Y	N
Siege Tower	80	N	Y	N
Sow	15	N	Y	N
Trebuchet	50	Y	Y	Y

It should be remembered that not every type of siege engine will be useful in all situations, even those marked "Y" in the table above.

## Set-Piece Battles

In a regular set-piece battle, both sides face one another in long lines, and generally move towards one another with little maneuvering.

### Terrain

Certain types of terrain have an impact on the combat factor of a given force. All adjustments are cumulative.

- Badlands: n/a
- Desert: Desert favors larger forces and cavalry. Move 1 column left on Table 74. If the large force CF is more than 25% mounts (not including their riders, but including intelligent creatures such as centaurs and kenleons, who function as their own mounts), move 1 row down. If small force CF is more than 25% mounts, move 1 column right.
- Forest: Forest favors smaller forces and missiles don't do as well. Move 2 columns right on Table 74. If large force CF is more than 25% missile troops (archers, slingers, crossbowmen, etc.) move 1 row up. If small force CF is more than 25% missile troops, move 1 column left.
- Hills: Hills are harder on infantry. If the large force CF is less than 25% mounts, move 1 row up. If the small force CF is less than 25% mounts, move 1 column left.
- Mountains: Hills are very hard on infantry. If the large force CF is less than 50% mounts, move 2 rows up. If the small force CF is less than 50% mounts, move 2 columns left.
- Plains: Plains favor larger forces and cavalry. Move 1 column left on Table 74. If the large force CF is more than 25% mounts, move 1 row down. If small force CF is more than 25% mounts, move 1 column right.
- Scrub: n/a
- River: Rivers favor missile troops and are harder on cavalry. If the small force CF is more than 25% missile troops, move 1 column right on Table 72. If the large force is more than 25% missile troops, move 1 row down. If the small force CF is more than 25% mounts, move 1 column left. If the large force is more than 25% mounts, move 1 row up.
- Swamp: Swamp favors smaller forces and missiles don't do as well. Move 1 column right on Table 74. If large force CF is more than 25% missile troops (archers, slingers, crossbowmen, etc.) move 1 row up. If small force CF is more than 25% missile troops, move 1 column left.

### Tactics

Each side must pick one of the following tactics. This will determine the relative strength of each wing of their army.

**Center Strong:** The greatest strength of the army is in the center, intending to punch through the enemy center, splitting their army.

**Envelopment:** The strength of the army is divided between both flanks, leaving the center weakest. The intention is to envelop the enemy on both flanks, encircling and annihilating them.

**Left Wing Strong:** The greatest strength of the army is on its left flank, intending to wheel around in a great clockwise movement.

**Right Wing Strong:** The greatest strength of the army is on its right flank, intending to wheel around in a great counter-clockwise movement.

Once both sides have selected a tactic, consult the following table to determine the effect of the chosen strategy. L/R means to move columns left or right on Table 74, U/D means to move rows up or down, and the number is the number of rows to move. Larger and smaller refers to CF total, not head count.

**TABLE 71: SET-PIECE BATTLE TACTICS IMPACT**

Larger	Smaller Force			
	Left	Center	Right	Envelop
<b>Left</b>	n/a	R1	n/a	L1
<b>Center</b>	D1	n/a	L1	R2
<b>Right</b>	n/a	U1	n/a	L1
<b>Envelop</b>	U1	D2	U1	n/a

### Turning Point Melee

Once the initial force sizes and adjustments for terrain and strategy have been made, the size of the turning point melee must be determined.

In a set-piece battle, the PCs and their retainers and hirelings form one side of this turning point melee. They may add up to 10% of their total CF worth in friendly forces as NPCs for the battle. If the PCs are not involved in the battle, the force with the smaller CF will commit 10% of its total CF to the battle (or as close as can be managed).

Based on the CF of the lesser force, use Table 74 to determine the size (in CF) of the greater force. Note that it is possible for the side with the larger-CF army in the overall battle to have a lesser force present at the turning point melee, because of the impact of terrain and tactics.

Once the two sides in the battle have been selected, the melee itself is conducted. The outcome of that melee is then applied proportionally to each army for the battle as a whole; see Battle Outcome, below.

The PCs are free to use whatever tactics they wish, but no reinforcements will be forthcoming from either side's army. Note that this does not preclude the use of spells to summon or conjure creatures magically, so long as it is done by participants in the turning point battle.

## Siege Battles

In a siege battle, the options are more limited than in a set-piece battle. Generally, the initiative is on the side of the besieging force, and terrain ceases to be a factor. The defenders, however, will have a multiplier equal to the value of the fortification divided by 10,000 (rounded down). Ignore discounts for clerical strongholds when calculating their value.

Example: If a castle cost 50,000 g.p., then a defending force within would have its combat factor multiplied by 5. Small units in good fortifications are able to fend off larger armies.

### Tactics

Just like a set-piece battle, each side in a siege picks a tactic.

**Contain:** The besieging forces are focused on making sure none of the defenders escape. Usually used when the objective is to starve the defenders into submission.

**Defend:** The defenders concentrate their efforts on defending the walls and gates against attack, in a defensive posture.

**Mine:** Either or both the defender and the besieger dig deep tunnels, the attacker seeking to enter into the fortification from below, and the defender seeking to intercept such tunnels and either slay besieging miners or pop out and wreak havoc in the enemy's rear. The besieger must have at least 1% of his force be sappers/miners in order to select this tactic. The defender must have a similar number of sappers/miners, unless he is in a fortification that already has dungeons built beneath it.

**Sally:** The defending forces come out from their fortifications and attack the enemy.

**Storm:** The besieging force attempts to breach the walls of the fortification with a sudden onrush.

Once both sides have selected a tactic, consult the following table to determine the impact of the chosen tactics. L/R means to move columns left or right on Table 74, U/D means to move

rows up or down, and the number is the number of rows to move.

**TABLE 72: SIEGE BATTLE TACTICS IMPACT**

Attacker	Defender		
	Defend	Mine	Sally
Contain	n/a	L1	R1
Mine	D1	n/a	R1
Storm	U1	U1	D1/L1

Note: if the defender chooses to defend, and the attacker chooses to contain, no battle takes place. This is the default position for a siege, and assumes the besieging force is attempting to starve out the defenders.

### Turning Point Melee

If the besieging force is containing, the turning point of the battle will be outside the fortifications, by the main gate or sally port (if any), or at a spot chosen by the defender where his tunnel emerges. If the besieging force is mining, the turning point will be in the tunnels/dungeons. If the besieging force is storming, the turning point will take place at the gate or at a section of the wall.

Just like in a set-piece battle, the PCs and their retainers and hirelings form one side of this turning point melee. They may add up to 10% of their total CF worth in friendly forces as NPCs for the battle. If the PCs are not involved in the battle, the force with the smaller CF will commit 10% of its total CF to the battle (or as close as can be managed), not including the defensive value of the castle itself.

Based on the CF of the smaller force, use Table 74 to determine the size (in CF) of the larger force. Note that it is possible for the side with the larger-CF army in the overall battle to have a smaller force present at the turning point melee, because of the impact of terrain and tactics.

However, in a siege battle, it is important that the defensive value of the fortifications must be taken into account when running the turning point melee. It is this way that a relatively small force can hold off a much larger one. Many features of fortifications will provide cover in melee. The exact percentages will be determined by the GM, but the following base cover percentages are suggested as a starting point:

**TABLE 73: COVER DURING SIEGES**

Feature or Item	Provides Cover
Arrow slit	90%
Battlements	75%
Gallery	100% from top, 50% from sides
Siege tower	100% while closed



**TABLE 74: TURNING POINT BATTLE FORCE CALCULATOR**

		Smaller (set-piece battle) / Defending (siege) Force CF Total																								
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Larger (set-piece battle) / Attacking (siege) Force CF Total	1	100%	50%	33%	25%	20%	17%	14%	13%	11%	10%	9%	8%	8%	7%	7%	6%	6%	6%	5%	5%	5%	4%	4%	4%	
	2	200%	100%	67%	50%	40%	33%	29%	25%	22%	20%	18%	17%	15%	14%	13%	13%	12%	11%	11%	10%	10%	9%	9%	8%	8%
	3	300%	150%	100%	75%	60%	50%	43%	38%	33%	30%	27%	25%	23%	21%	20%	19%	18%	17%	16%	15%	14%	14%	13%	13%	12%
	4	400%	200%	133%	100%	80%	67%	57%	50%	44%	40%	36%	33%	31%	29%	27%	25%	24%	22%	21%	20%	19%	18%	17%	17%	16%
	5	500%	250%	167%	125%	100%	83%	71%	63%	56%	50%	45%	42%	38%	36%	33%	31%	29%	28%	26%	25%	24%	23%	22%	21%	20%
	6	600%	300%	200%	150%	120%	100%	86%	75%	67%	60%	55%	50%	46%	43%	40%	38%	35%	33%	32%	30%	29%	27%	26%	25%	24%
	7	700%	350%	233%	175%	140%	117%	100%	88%	78%	70%	64%	58%	54%	50%	47%	44%	41%	39%	37%	35%	33%	32%	30%	29%	28%
	8	800%	400%	267%	200%	160%	133%	114%	100%	89%	80%	73%	67%	62%	57%	53%	50%	47%	44%	42%	40%	38%	36%	35%	33%	32%
	9	900%	450%	300%	225%	180%	150%	129%	113%	100%	90%	82%	75%	69%	64%	60%	56%	53%	50%	47%	45%	43%	41%	39%	38%	36%
	10	1000%	500%	333%	250%	200%	167%	143%	125%	111%	100%	91%	83%	77%	71%	67%	63%	59%	56%	53%	50%	48%	45%	43%	42%	40%
	11	1100%	550%	367%	275%	220%	183%	157%	138%	122%	110%	100%	92%	85%	79%	73%	69%	65%	61%	58%	55%	52%	50%	48%	46%	44%
	12	1200%	600%	400%	300%	240%	200%	171%	150%	133%	120%	109%	100%	92%	86%	80%	75%	71%	67%	63%	60%	57%	55%	52%	50%	48%
	13	1300%	650%	433%	325%	260%	217%	186%	163%	144%	130%	118%	108%	100%	93%	87%	81%	76%	72%	68%	65%	62%	59%	57%	54%	52%
	14	1400%	700%	467%	350%	280%	233%	200%	175%	156%	140%	127%	117%	108%	100%	93%	88%	82%	78%	74%	70%	67%	64%	61%	58%	56%
	15	1500%	750%	500%	375%	300%	250%	214%	188%	167%	150%	136%	125%	115%	107%	100%	94%	88%	83%	79%	75%	71%	68%	65%	63%	60%
	16	1600%	800%	533%	400%	320%	267%	229%	200%	178%	160%	145%	133%	123%	114%	107%	100%	94%	89%	84%	80%	76%	73%	70%	67%	64%
	17	1700%	850%	567%	425%	340%	283%	243%	213%	189%	170%	155%	142%	131%	121%	113%	106%	100%	94%	89%	85%	81%	77%	74%	71%	68%
	18	1800%	900%	600%	450%	360%	300%	257%	225%	200%	180%	164%	150%	138%	129%	120%	113%	106%	100%	95%	90%	86%	82%	78%	75%	72%
	19	1900%	950%	633%	475%	380%	317%	271%	238%	211%	190%	173%	158%	146%	136%	127%	119%	112%	106%	100%	95%	90%	86%	83%	79%	76%
	20	2000%	1000%	667%	500%	400%	333%	286%	250%	222%	200%	182%	167%	154%	143%	133%	125%	118%	111%	105%	100%	95%	91%	87%	83%	80%
	21	2100%	1050%	700%	525%	420%	350%	300%	263%	233%	210%	191%	175%	162%	150%	140%	131%	124%	117%	111%	105%	100%	95%	91%	88%	84%
	22	2200%	1100%	733%	550%	440%	367%	314%	275%	244%	220%	200%	183%	169%	157%	147%	138%	129%	122%	116%	110%	105%	100%	96%	92%	88%
	23	2300%	1150%	767%	575%	460%	383%	329%	288%	256%	230%	209%	192%	177%	164%	153%	144%	135%	128%	121%	115%	110%	105%	100%	96%	92%
	24	2400%	1200%	800%	600%	480%	400%	343%	300%	267%	240%	218%	200%	185%	171%	160%	150%	141%	133%	126%	120%	114%	109%	104%	100%	96%
	25	2500%	1250%	833%	625%	500%	417%	357%	313%	278%	250%	227%	208%	192%	179%	167%	156%	147%	139%	132%	125%	119%	114%	109%	104%	100%
	26	2600%	1300%	867%	650%	520%	433%	371%	325%	289%	260%	236%	217%	200%	186%	173%	163%	153%	144%	137%	130%	124%	118%	113%	108%	104%
	27	2700%	1350%	900%	675%	540%	450%	386%	338%	300%	270%	245%	225%	208%	193%	180%	169%	159%	150%	142%	135%	129%	123%	117%	113%	108%
	28	2800%	1400%	933%	700%	560%	467%	400%	350%	311%	280%	255%	233%	215%	200%	187%	175%	165%	156%	147%	140%	133%	127%	122%	117%	112%
	29	2900%	1450%	967%	725%	580%	483%	414%	363%	322%	290%	264%	242%	223%	207%	193%	181%	171%	161%	153%	145%	138%	132%	126%	121%	116%
	30	3000%	1500%	1000%	750%	600%	500%	429%	375%	333%	300%	273%	250%	231%	214%	200%	188%	176%	167%	158%	150%	143%	136%	130%	125%	120%
	31	3100%	1550%	1033%	775%	620%	517%	443%	388%	344%	310%	282%	258%	238%	221%	207%	194%	182%	172%	163%	155%	148%	141%	135%	129%	124%
	32	3200%	1600%	1067%	800%	640%	533%	457%	400%	356%	320%	291%	267%	246%	229%	213%	200%	188%	178%	168%	160%	152%	145%	139%	133%	128%
	33	3300%	1650%	1100%	825%	660%	550%	471%	413%	367%	330%	300%	275%	254%	236%	220%	206%	194%	183%	174%	165%	157%	150%	143%	138%	132%
	34	3400%	1700%	1133%	850%	680%	567%	486%	425%	378%	340%	309%	283%	262%	243%	227%	213%	200%	189%	179%	170%	162%	155%	148%	142%	136%
	35	3500%	1750%	1167%	875%	700%	583%	500%	438%	389%	350%	318%	292%	269%	250%	233%	219%	206%	194%	184%	175%	167%	159%	152%	146%	140%
	36	3600%	1800%	1200%	900%	720%	600%	514%	450%	400%	360%	327%	300%	277%	257%	240%	225%	212%	200%	189%	180%	171%	164%	157%	150%	144%
	37	3700%	1850%	1233%	925%	740%	617%	529%	463%	411%	370%	336%	308%	285%	264%	247%	231%	218%	206%	195%	185%	176%	168%	161%	154%	148%
	38	3800%	1900%	1267%	950%	760%	633%	543%	475%	422%	380%	345%	317%	292%	271%	253%	238%	224%	211%	200%	190%	181%	173%	165%	158%	152%
	39	3900%	1950%	1300%	975%	780%	650%	557%	488%	433%	390%	355%	325%	300%	279%	260%	244%	229%	217%	205%	195%	186%	177%	170%	163%	156%
	40	4000%	2000%	1333%	1000%	800%	667%	571%	500%	444%	400%	364%	333%	308%	286%	267%	250%	235%	222%	211%	200%	190%	182%	174%	167%	160%
	41	4100%	2050%	1367%	1025%	820%	683%	586%	513%	456%	410%	373%	342%	315%	293%	273%	256%	241%	228%	216%	205%	195%	186%	178%	171%	164%
	42	4200%	2100%	1400%	1050%	840%	700%	600%	525%	467%	420%	382%	350%	323%	300%	280%	263%	247%	233%	221%	210%	200%	191%	183%	175%	168%
	43	4300%	2150%	1433%	1075%	860%	717%	614%	538%	478%	430%	391%	358%	331%	307%	287%	269%	253%	239%	226%	215%	205%	195%	187%	179%	172%
	44	4400%	2200%	1467%	1100%	880%	733%	629%	550%	489%	440%	400%	367%	338%	314%	293%	275%	259%	244%	232%	220%	210%	200%	191%	183%	176%
	45	4500%	2250%	1500%	1125%	900%	750%	643%	563%	500%	450%	409%	375%	346%	321%	300%	281%	265%	250%	237%	225%	214%	205%	196%	188%	180%
	46	4600%	2300%	1533%	1150%	920%	767%	657%	575%	511%	460%	418%	383%	354%	329%	307%	288%	271%	256%	242%	230%	219%	209%	200%	192%	184%
	47	4700%	2350%	1567%	1175%	940%	783%	671%	588%	522%	470%	427%	392%	362%	336%	313%	294%	276%	261%	247%	235%	224%	214%	204%	196%	188%
	48	4800%	2400%	1600%	1200%	960%	800%	686%	600%	533%	480%	436%	400%	369%	343%	320%	300%	282%	267%	253%	240%	229%	218%	209%	200%	192%
	49	4900%	2450%	1633%	1225%	980%	817%	700%	613%	544%	490%	445%	408%	377%	350%	327%	306%	288%	272%	258%	245%	233%	223%	213%	204%	196%
	50	5000%	2500%	1667%	1250%	1000%	833%	714%	625%	556%	500%	455%	417%	385%	357%	333%	313%	294%	278%	263%	250%	238%	227%	217%	208%	200%

**How to use this table:** Refer to the table above to determine the relative size of the larger-CF force in the turning point battle, compared to the smaller-CF force. If force sizes are larger than 50 CF on either side or both, reduce the CFs proportionally until you arrive at a pair that shows up in the table (round down). Then use the table to determine how much larger the greater force is, compared to the lesser force. Modifiers for terrain, force composition, and tactics can move the final result one or more columns or rows. Right or up favors the smaller/defending force, left or down favors the larger/attacking force. The larger-CF force in the battle could have a smaller CF force in the turning point melee, because of modifiers.

Smaller (set-piece battle) / Defending (siege) Force CF Total																									
26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	
4%	4%	4%	3%	3%	3%	3%	3%	3%	3%	3%	3%	3%	3%	3%	2%	2%	2%	2%	2%	2%	2%	2%	2%	2%	1
8%	7%	7%	7%	7%	6%	6%	6%	6%	6%	6%	5%	5%	5%	5%	5%	5%	5%	5%	4%	4%	4%	4%	4%	4%	2
12%	11%	11%	10%	10%	10%	9%	9%	9%	9%	8%	8%	8%	8%	8%	7%	7%	7%	7%	7%	7%	6%	6%	6%	6%	3
15%	15%	14%	14%	13%	13%	13%	12%	12%	11%	11%	11%	11%	10%	10%	10%	10%	9%	9%	9%	9%	9%	8%	8%	8%	4
19%	19%	18%	17%	17%	16%	16%	15%	15%	14%	14%	14%	13%	13%	13%	12%	12%	12%	11%	11%	11%	11%	10%	10%	10%	5
23%	22%	21%	21%	20%	19%	19%	18%	18%	17%	17%	16%	16%	15%	15%	15%	14%	14%	14%	13%	13%	13%	13%	12%	12%	6
27%	26%	25%	24%	23%	23%	22%	21%	21%	20%	19%	19%	18%	18%	18%	17%	17%	16%	16%	16%	15%	15%	15%	14%	14%	7
31%	30%	29%	28%	27%	26%	25%	24%	24%	23%	22%	22%	21%	21%	20%	20%	19%	19%	18%	18%	17%	17%	17%	16%	16%	8
35%	33%	32%	31%	30%	29%	28%	27%	26%	26%	25%	24%	24%	23%	23%	22%	21%	21%	20%	20%	20%	19%	19%	18%	18%	9
38%	37%	36%	34%	33%	32%	31%	30%	29%	29%	28%	27%	26%	26%	25%	24%	24%	23%	23%	22%	22%	21%	21%	20%	20%	10
42%	41%	39%	38%	37%	35%	34%	33%	32%	31%	31%	30%	29%	28%	28%	27%	26%	26%	25%	24%	24%	23%	23%	22%	22%	11
46%	44%	43%	41%	40%	39%	38%	36%	35%	34%	33%	32%	32%	31%	30%	29%	29%	28%	27%	27%	26%	26%	25%	24%	24%	12
50%	48%	46%	45%	43%	42%	41%	39%	38%	37%	36%	35%	34%	33%	33%	32%	31%	30%	30%	29%	28%	28%	27%	27%	26%	13
54%	52%	50%	48%	47%	45%	44%	42%	41%	40%	39%	38%	37%	36%	35%	34%	33%	33%	32%	31%	30%	30%	29%	29%	28%	14
58%	56%	54%	52%	50%	48%	47%	45%	44%	43%	42%	41%	39%	38%	38%	37%	36%	35%	34%	33%	33%	32%	31%	31%	30%	15
62%	59%	57%	55%	53%	52%	50%	48%	47%	46%	44%	43%	42%	41%	40%	39%	38%	37%	36%	36%	35%	34%	33%	33%	32%	16
65%	63%	61%	59%	57%	55%	53%	52%	50%	49%	47%	46%	45%	44%	43%	41%	40%	40%	39%	38%	37%	36%	35%	35%	34%	17
69%	67%	64%	62%	60%	58%	56%	55%	53%	51%	50%	49%	47%	46%	45%	44%	43%	42%	41%	40%	39%	38%	38%	37%	36%	18
73%	70%	68%	66%	63%	61%	59%	58%	56%	54%	53%	51%	50%	49%	48%	46%	45%	44%	43%	42%	41%	40%	40%	39%	38%	19
77%	74%	71%	69%	67%	65%	63%	61%	59%	57%	56%	54%	53%	51%	50%	49%	48%	47%	45%	44%	43%	43%	42%	41%	40%	20
81%	78%	75%	72%	70%	68%	66%	64%	62%	60%	58%	57%	55%	54%	53%	51%	50%	49%	48%	47%	46%	45%	44%	43%	42%	21
85%	81%	79%	76%	73%	71%	69%	67%	65%	63%	61%	59%	58%	56%	55%	54%	52%	51%	50%	49%	48%	47%	46%	45%	44%	22
88%	85%	82%	79%	77%	74%	72%	70%	68%	66%	64%	62%	61%	59%	58%	56%	55%	53%	52%	51%	50%	49%	48%	47%	46%	23
92%	89%	86%	83%	80%	77%	75%	73%	71%	69%	67%	65%	63%	62%	60%	59%	57%	56%	55%	53%	52%	51%	50%	49%	48%	24
96%	93%	89%	86%	83%	81%	78%	76%	74%	71%	69%	68%	66%	64%	63%	61%	60%	58%	57%	56%	54%	53%	52%	51%	50%	25
100%	96%	93%	90%	87%	84%	81%	79%	76%	74%	72%	70%	68%	67%	65%	63%	62%	60%	59%	58%	57%	55%	54%	53%	52%	26
104%	100%	96%	93%	90%	87%	84%	82%	79%	77%	75%	73%	71%	69%	68%	66%	64%	63%	61%	60%	59%	57%	56%	55%	54%	27
108%	104%	100%	97%	93%	90%	88%	85%	82%	80%	78%	76%	74%	72%	70%	68%	67%	65%	64%	62%	61%	60%	58%	57%	56%	28
112%	107%	104%	100%	97%	94%	91%	88%	85%	83%	81%	78%	76%	74%	73%	71%	69%	67%	66%	64%	63%	62%	60%	59%	58%	29
115%	111%	107%	103%	100%	97%	94%	91%	88%	86%	83%	81%	79%	77%	75%	73%	71%	70%	68%	67%	65%	64%	63%	61%	60%	30
119%	115%	111%	107%	103%	100%	97%	94%	91%	89%	86%	84%	82%	79%	78%	76%	74%	72%	70%	69%	67%	66%	65%	63%	62%	31
123%	119%	114%	110%	107%	103%	100%	97%	94%	91%	89%	86%	84%	82%	80%	78%	76%	74%	73%	71%	70%	68%	67%	65%	64%	32
127%	122%	118%	114%	110%	106%	103%	100%	97%	94%	92%	89%	87%	85%	83%	80%	79%	77%	75%	73%	72%	70%	69%	67%	66%	33
131%	126%	121%	117%	113%	110%	106%	103%	100%	97%	94%	92%	89%	87%	85%	83%	81%	79%	77%	76%	74%	72%	71%	69%	68%	34
135%	130%	125%	121%	117%	113%	109%	106%	103%	100%	97%	95%	92%	90%	88%	85%	83%	81%	80%	78%	76%	74%	73%	71%	70%	35
138%	133%	129%	124%	120%	116%	113%	109%	106%	103%	100%	97%	95%	92%	90%	88%	86%	84%	82%	80%	78%	77%	75%	73%	72%	36
142%	137%	132%	128%	123%	119%	116%	112%	109%	106%	103%	100%	97%	95%	93%	90%	88%	86%	84%	82%	80%	79%	77%	76%	74%	37
146%	141%	136%	131%	127%	123%	119%	115%	112%	109%	106%	103%	100%	97%	95%	93%	90%	88%	86%	84%	83%	81%	79%	78%	76%	38
150%	144%	139%	134%	130%	126%	122%	118%	115%	111%	108%	105%	103%	100%	98%	95%	93%	91%	89%	87%	85%	83%	81%	80%	78%	39
154%	148%	143%	138%	133%	129%	125%	121%	118%	114%	111%	108%	105%	103%	100%	98%	95%	93%	91%	89%	87%	85%	83%	82%	80%	40
158%	152%	146%	141%	137%	132%	128%	124%	121%	117%	114%	111%	108%	105%	103%	100%	98%	95%	93%	91%	89%	87%	85%	84%	82%	41
162%	156%	150%	145%	140%	135%	131%	127%	124%	120%	117%	114%	111%	108%	105%	102%	100%	98%	95%	93%	91%	89%	88%	86%	84%	42
165%	159%	154%	148%	143%	139%	134%	130%	126%	123%	119%	116%	113%	110%	108%	105%	102%	100%	98%	96%	93%	91%	90%	88%	86%	43
169%	163%	157%	152%	147%	142%	138%	133%	129%	126%	122%	119%	116%	113%	110%	107%	105%	102%	100%	98%	96%	94%	92%	90%	88%	44
173%	167%	161%	155%	150%	145%	141%	136%	132%	129%	125%	122%	118%	115%	113%	110%	107%	105%	102%	100%	98%	96%	94%	92%	90%	45
177%	170%	164%	159%	153%	148%	144%	139%	135%	131%	128%	124%	121%	118%	115%	112%	110%	107%	105%	102%	100%	98%	96%	94%	92%	46
181%	174%	168%	162%	157%	152%	147%	142%	138%	134%	131%	127%	124%	121%	118%	115%	112%	109%	107%	104%	102%	100%	98%	96%	94%	47
185%	178%	171%	166%	160%	155%	150%	145%	141%	137%	133%	130%	126%	123%	120%	117%	114%	112%	109%	107%	104%	102%	100%	98%	96%	48
188%	181%	175%	169%	163%	158%	153%	148%	144%	140%	136%	132%	129%	126%	123%	120%	117%	114%	111%	109%	107%	104%	102%	100%	98%	49
192%	185%	179%	172%	167%	161%	156%	152%	147%	143%	139%	135%	132%	128%	125%	122%	119%	116%	114%	111%	109%	106%	104%	102%	100%	50

Larger (set-piece battle) / Attacking (siege) Force CF Total

Example 1: Army A has a total CF of 450, while army B has a total CF of 220. This can be reduced to 45 and 22 (dividing by 10), respectively, meaning army A will have a force in the turning point melee 205% larger than army B.

Example 2: Army A has a total CF of 437, while army B has a total CF of 190. This can be reduced to 43.7 and 19 (dividing by 10), respectively, and then rounding down to 43 and 19. Thus, army A will have a force 226% larger than army B in the melee.

### Relieving a Siege

It is very possible that a friendly force will arrive during a siege to relieve the defenders. In such cases, the besieging force has two choices. First, it can retreat, lifting the siege. Second, it can choose to split its force, and run two simultaneous battles: one as a siege, and one as an open-field battle. In such a case, the outcomes of the battle are assumed to happen simultaneously, unless circumstances dictate otherwise. The GM should use his judgment.

### Battle Outcome

Once the smaller-scale melee has been set up and fought using the standard **ADVENTURES DARK AND DEEP™** combat rules, the results of that melee are applied to the larger battle between the entire armies.

The turning point battle is over when one side or the other is dead, surrenders, or has fled (be sure to apply the relevant rules for morale checks). Care should be taken to keep track of which troops fall into each category, as they will usually be applied proportionally to the larger army of which they are a part.

Losses for each side are calculated proportionally to the losses in the turning point battle, and then compared to determine the final outcome of the battle. Only deaths count when consulting the combat results table. Wounded, escaped, or surrendered troops don't count.

Results on the combat results table are displayed with the effect on the smaller force first, followed by the effect on the larger force. All percentages are based on the x.p. value, not the hit dice, of the troops.

**A: Attrition.** Only 10% of the casualties taken in the turning point battle are applied to the army at large (round up). For example, if the defender took 25% casualties in the turning point battle, only 3% would be lost from the army.

**L: Loss.** Apply the losses in the turning point battle to the army as a whole. For example, if the attacker took 50% casualties in the turning point battle, the army would lose 50% of its strength.

**R: Rout.** The army disintegrates as a fighting force. Any survivors will either surrender or desert after the turning point battle.

To determine the final casualties to each army, apply the losses as determined on the combat results table proportionally. That is, deaths, surrenders, and desertions will be in the same proportions as they were in the turning point battle, even though only deaths are counted when consulting the CRT below.

Losses are applied to the base CF total of each army (before any modifiers, such as tactics or fortifications) are applied.

### Logistics

Units of troops are not simply able to live off the land indefinitely. Especially in large numbers, troops will require supplies from friendly bases. This is particularly true of those who are stationary for long periods, such as besieging armies, or forces which are themselves under siege. Fortifications will usually have great stores of food for exactly this purpose.

Each human, demi-human, or humanoid in an army requires 3 pounds of food per day. For monsters and mounts (horses, ogres, giants, dragons, etc.), this increases to 3 pounds per hit die. Undead and extra-planar creatures do not require food,

**TABLE 75: COMBAT RESULTS TABLE (CRT)**

Larger Force Losses	Smaller Force Losses (calculated by CF value)									
	0-10%	11-20%	21-30%	31-40%	41-50%	51-60%	61-70%	71-80%	81-90%	91-100%
0-10%	A/A	A/A	A/A	L/A	L/A	L/A	L/A	R/A	R/A	R/A
11-20%	A/A	A/A	L/A	L/A	L/A	L/A	L/A	L/A	R/A	R/A
21-30%	A/A	A/L	L/A	L/L	L/L	L/L	L/L	R/L	R/L	R/A
31-40%	A/L	A/L	L/L	L/L	L/L	L/L	L/L	R/L	R/L	R/L
41-50%	A/L	A/L	L/L	L/L	L/L	L/L	L/L	R/L	R/L	R/L
51-60%	A/L	A/L	L/L	L/L	L/L	L/L	L/L	R/L	R/L	R/L
61-70%	A/L	A/L	L/L	L/L	L/L	L/L	L/L	R/L	R/L	R/L
71-80%	A/R	A/L	L/R	L/R	L/R	L/R	L/R	R/R	R/R	R/R
81-90%	A/R	A/R	L/R	L/R	L/R	L/R	L/R	R/R	R/R	R/R
91-100%	A/R	A/R	A/R	L/R	L/R	L/R	L/R	R/R	R/R	R/R

and creatures underwater are almost always assumed to be able to forage from the ocean's bounty.

### Supply Trains

It is usual to carry supplies with the army as it travels; such supplies must be carted on wagons. Each wagon can hold 4,000 pounds of food, or 8,000 pounds if moving at half speed. Each wagon is pulled by 2 oxen or draft horses.

**TABLE 76: RATIONS FOR TROOPS**

Rations	Base Cost per Pound	Morale Effect
Bread	1 g.p.	-1
Cured meat/fish	3 g.p.	+1
Dried vegetables/fruit	2 g.p.	+0
Fresh meat/fish	6 g.p.	+3
Fresh vegetables/fruit	4 g.p.	+2
Grain	1/5 g.p.	-3

### Supply Lines

Once the stores of food in a given hex are exhausted, food must either be imported to where the troops are, or the troops must move. The cheapest food is simply porridge, which the soldiers can make themselves out of a grain ration they receive. This will have an effect on morale, unless higher-quality (and thus higher-priced) rations are provided. This is particularly an issue in lengthy sieges, where local resources are soon exhausted and the besieged have supplies laid in for many months.

It should be noted that food for horses and oxen is always grain, and is not included when calculating the morale effect on a body of troops.

The base cost is multiplied by the distance from the base whence the supplies come. No rules are provided for defining what such a base might be; the GM is encouraged to use his own discretion in determining the most likely candidate. Usually, it will be the nearest friendly town or city, but a thickly settled agricultural region could also be considered such. All manner of things could impact this choice; a recently conquered town, for instance, might have had all of its supplies burned by the fleeing defenders, and thus be turned into a non-candidate for a supply base.

As a rule, the longer the distance, the larger the impact on cost. Anything within 30 miles is, of course, consumed by foraging.

**TABLE 77: RATION DISTANCE ADJUSTMENT**

Distance	Cost Multiplier
31-60 miles	1.5
61-90 miles	2
91-120 miles	4
121 miles or more	5

Supplies moved by ship count as if they had moved only one-third the distance, while those brought in on good roads count as having moved half the distance.

As can be inferred from the above, bringing in supplies to an army is an incredibly expensive affair. Only the most sophisticated empires with transportation networks can sustain troops for long periods from remote supply bases.

Taking supplies from cities or towns will increase the chance of rebellion, as it increases the price of food at home.

### Foraging

It is also possible for troops to live off the land. Doing so involves raiding farmsteads and towns for stores of provisions in civilized terrain, and hunting game and gathering wild plants in wilderness. The following table indicates how many pounds of food are available for foraging troops per year in a given 30-mile hex. If the same hex is crossed by several armies in the same year, or if a prolonged siege is taking place, even these large numbers will soon become exhausted.

**TABLE 78: TROOPS LIVING OFF THE LAND**

Terrain	Civilized	Wilderness
Badlands	30,000	10,000
Desert	30,000	10,000
Forest	180,000	60,000
Hills	360,000	120,000
Mountains	240,000	80,000
Plains	360,000	120,000
Scrub	180,000	60,000
Swamp	60,000	20,000

Troops that are foraging can move a maximum of 10 miles per day in civilized terrain, and 5 miles per day in wilderness. In winter, the ability of wilderness foraging to support troops is halved. Horses and other mounts can forage without slowing down the army.

### Fortification Stores

In order to endure sieges, fortifications are usually constructed with great storehouses for food. Many times, these are underground to help them retain an even temperature. As a rule, for every 50,000 g.p. spent on structures other than walls and ditches, a fortification can store 100,000 lbs. of food. Unless

otherwise specified, such stores can be assumed to be full at the beginning of a siege.

### Scorched Earth

Troops passing through a given 30-mile hex, or the garrison of a fortification expecting to be besieged, can intentionally destroy the supplies contained therein, to deny them to enemy forces. This will reduce their movement rate to 10 miles per day, and is only effective in civilized terrain, where foraging entails raiding farms and other stores of food, rather than wilderness, which means troops are hunting and scavenging.

#### Optional Rule: Individual Unit Supplies

Generally, costs of supplies and effectiveness of foraging are calculated at the level of the entire army. However, if the player or GM wishes to do so, and is willing to put in the extra effort of additional calculations, it is possible to determine which units receive which food, and adjust their morale accordingly. Note that this could take a great deal of time to keep track of; fair warning.

### Out of Supply

If troops are unable to obtain supplies, either by foraging or by receiving supplies from a friendly base, they will desert at the rate of 10% per week for the first three weeks, and 20% per week thereafter until supplies are restored, or until no troops are left. The effective combat factor of those who remain will drop at a similar rate; both numbers are rounded down. These adjustments apply to the remainder, so if you start with 100 troops, you have 90 after the first week, 81 in the second week, and so forth. Assuming each has a CF of 1, that means you would have a CF of 81 in the first week (90% of 90 troops), a CF of 64 in the second week (80% of 81 troops), etc. Supply is important.

If there is nowhere for the troops to go (for instance, they are surrounded or besieged) they will simply surrender to the enemy if possible; if that is not a tenable option, they have a 5% chance per week (cumulative) of turning on their leaders.

## Moving an Army

Most armies will be made up of a mix of mounted and unmounted troops, and will be moving wagons and carts filled with supplies. Based on these assumptions, the following table provides an average movement possible per day:

**TABLE 79: ARMY MOVEMENT RATES**

Terrain	Miles per Day
Badlands	20
Desert	20
Forest	10
Hills	10
Mountains	5
Plains	20
Road	30
Scrub	20
Swamp	5

It is also possible for an army to move via forced march. Doing so is very taxing, however, and will cause the army to lose 10% of its normal combat factor per day when in battle. For every 3 days' forced march, the army must rest 1 day. Resting restores an army back to 100% combat effectiveness.

Armies that are made up entirely of mounted troops can move twice as fast.

Note that armies that are foraging can move a maximum of 10 miles per day in civilized terrain, and 5 miles in wilderness. Horses and other mounts can forage without slowing down the army.

## Combat Common Unit Composition

Although Appendix C lists the food requirements and combat factors for a number of monsters, humanoids, and demi-humans, for the convenience of the Game Master the following units come pre-assembled, so to speak. They represent the most common collections of troops found on the battlefield, and can be used in a pinch when calculations aren't practical.

The following are also combinable; so a mixed force of orcs and goblins can simply add together the food and combat factors of each appropriately-sized force, and proceed from there.

The creatures from Appendix C can also be added to these pre-calculated units as well. Thus, a small troglodyte war band led by a stone giant would have a combined food requirement of 1,743/week, and a combat factor of 79.

Remember too that NPCs have a combat factor equal to the minimum x.p. needed for their level, divided by 1,000. Thus, an 8th level mage has a combat factor of 225.

**Wilderness and Dungeon Creatures**

**Bugbear Warband, Small**

18 warriors, 1 captain  
Food: 399/week  
Combat Factor: 37

*Savage and silent, small warbands of bugbears raid small settlements on the fringes of civilization.*

**Bugbear Warband, Large**

36 warriors, 1 captain, 1 chief  
Food: 798/week  
Combat Factor: 74

*When a bugbear tribe goes to war, even a relatively small number are as strong as hundreds of lesser creatures.*

**Derro Warband, Small**

15 warriors, 5 corporals, 2 sergeants, 1 lieutenant, 1 captain  
Food: 504/week  
Combat Factor: 36

*Small warbands of derro will often be sent forth as scouts, or to soften up an enemy position before a larger attack.*

**Derro Warband, Large**

30 warriors, 10 corporals, 5 sergeants, 1 lieutenant, 1 captain, 1 savant  
Food: 1,008/week  
Combat Factor: 77

*Operating under the command of their inscrutable savants, derro warbands often raid the surface for booty and slaves.*

**Grey Dwarf Scouting Party**

16 grey dwarves, 4 x 2nd level fighters, 1 x 4th level fighter  
Food: 441/week  
Combat Factor: 28

*Grey dwarves are rarely found outside their underground settlements in large numbers, saved when threatened.*

**Hill/Mountain Dwarf Scouting Party**

40 dwarves, 1 x 3rd level fighter  
Food: 861/week  
Combat Factor: 11

*Ever wary of enemies, dwarves will scour the lands around their settlements looking for humanoids, giants, and others.*

**Hill/Mountain Dwarf Army, Small**

160 dwarves, 1 x 4th level fighter, 1 x 6th level fighter  
Food: 3,402/week  
Combat Factor: 71

*Dwarven armies are particularly effective against equally-sized humanoid armies, due to their superior leadership.*

**Hill/Mountain Dwarf Army, Medium**

200 dwarves, 1 x 4th level fighter, 1 x 6th level fighter, 1 x 4th/5th level fighter/cleric  
Food: 4,263/week  
Combat Factor: 100

*"Mounts? They just get in the way of killing more orcs."  
- Dain Ironbeard*

**Hill/Mountain Dwarf Army, Large**

400 dwarves, 1 x 4th level fighter, 1 x 6th level fighter, 1 x 7th level fighter, 1 x 8th level fighter, 1 x 4th/5th level fighter/cleric, 2 x 4th level fighter/clerics, 1 x 6th/7th level fighter/cleric  
Food: 8,568/week  
Combat Factor: 449

*With its broad array of high-level characters as leaders, a dwarven army dominates most humanoid armies.*

**Dark Elf Scouting Party**

15 dark elves, 1 x male 3rd level fighter/mage  
Food: 336/week  
Combat Factor: 21

*The dangers of the underdark are many, and the dark elves seek out potential enemies as early as possible.*

**Dark Elf Warband, Small**

25 drow, 1 male 3rd level fighter/mage, 1 female 6th level fighter/mage  
 Food: 567/week  
 Combat Factor: 104

*Drow warbands will often raid the surface on cloudy nights, seeking out slaves, loot, or intelligence.*

**Dark Elf Warband, Large**

50 drow, 1 male 3rd level fighter/mage, 1 female 6th level fighter/mage, 1 male 5th/4th level fighter/mage, 1 female 8th/7th level fighter/cleric  
 Food: 1,134/week  
 Combat Factor: 333

*Though few in number, the superior leadership of a drow warband allows them to cut through enemies.*

**Grey/High/Wood Elf Scouting Party, Small**

20 grey, high, or wood elves, 1 x 2nd level fighter  
 Food: 441/week  
 Combat Factor: 9

*Though small in number, elven scouts are excellent at patrolling the edges of their woodland realms.*

**Grey Elf Scouting Party, Small, Mounted**

20 grey elves, 1 x 2nd level fighter, 21 hippogriffs  
 Food: 1,764/week (441 troops, 1,323 mounts)  
 Combat Factor: 36

*With their hippogriff mounts, grey elves can cover enormous distances in but a short while.*

**Grey/High/Wood Elf Scouting Party, Large**

40 grey, high, or wood elves, 2 x 2nd level fighters, 1 x 3rd/2nd level fighter/mage  
 Food: 903/week  
 Combat Factor: 26

*Woe betide the orc or goblin warband that is discovered by an elven scouting party.*

**Grey Elf Scouting Party, Large, Mounted**

40 grey elves, 2 x 2nd level fighters, 1 x 3rd/2nd level fighter/mage, 43 hippogriffs  
 Food: 3,612/week (903 troops, 2,709 mounts)  
 Combat Factor: 80

*The hippogriff mounts of the grey elves are not only swift, but effective in battle as well.*

**Grey Elven Army, Small**

100 grey elves, 3 x 2nd level fighters, 2 x 3rd level fighters, 2 x 2nd/1st level fighter/mages, 1 x 5th/8th level fighter/mage, 2 x 4th/5th level fighter/savants, 1 x 4th level fighter/mage, 1 x 4th level cleric, 62 hippogriffs  
 Food: 6,258/week (2,352 troops, 3,906 mounts)  
 Combat Factor: 319

*The large numbers of higher-level characters gives a grey elven army strength far beyond its numbers.*

**Grey Elven Army, Large**

200 grey elves, 6 x 2nd level fighters, 4 x 3rd level fighters, 3 x 2nd/1st level fighter/mages, 2 x 3rd/2nd level fighter/mages, 1 x 5th/8th level fighter/mage, 2 x 4th/5th level fighter/savants, 1 x 4th level fighter/mage, 1 x 4th level cleric, 1 x 9th/10th level fighter/mage, 1 x 6th level fighter/mage, 1 x 6th level cleric, 123 hippogriffs  
 Food: 12,432/week (4,683 troops, 7,749 mounts)  
 Combat Factor: 1,066

*A grey elven army, led by impressive elven heroes and spellcasters, is feared by nearly all on the battlefield.*

**High/Wood Elven Army, Small**

100 high or wood elves, 3 x 2nd level fighters, 2 x 3rd level fighters, 1 x 5th/8th level fighter/mage, 2 x 4th/5th level fighter/mages, 1 x 4th level fighter/mage/cleric  
 Food: 2,289/week  
 Combat Factor: 246

*High-level leaders will often be found at the key moment of the battle, hoping to turn the tide even against long odds.*

**High/Wood Elven Army, Large**

200 high or wood elves, 6 x 2nd level fighters, 4 x 3rd level fighters, 1 x 5th/8th level fighter/mage, 2 x 4th/5th level fighter/mages, 1 x 4th level fighter/mage/cleric, 1 x 6th/9th level fighter/mage, 1 x 6th level fighter/mage/cleric  
Food: 4,536/week  
Combat Factor: 571

*Though lacking the hippogriff cavalry of their grey elf cousins, any elven army is still impressive in battle.*

**Wild Elf Scouting Party, Small**

20 wild elves, 1 x 2nd level fighter, 14 stag mounts  
Food: 1,323/week (441 troops, 882 mounts)  
Combat Factor: 27

*Wild elves know their territories better than anyone, and will use their knowledge to surprise and decimate an enemy.*

**Wild Elf Scouting Party, Large**

40 wild elves, 2 x 2nd level fighters, 1 x 3rd/2nd level fighter/druid, 30 stag mounts  
Food: 2,793/week (903 troops, 1,890 mounts)  
Combat Factor: 62

*The combination of natural wild elf strength with spellcasting and cavalry can be devastating.*

**Wild Elven Warband, Small**

100 wild elves, 3 x 2nd level fighters, 2 x 3rd level fighters, 1 x 2nd/1st level fighter/druid, 1 x 3rd/2nd level fighter/druid, 1 x 5th/8th level fighter/druid, 2 x 4th/5th level fighter/druids, 1 x 4th level fighter/druid, 77 stag mounts  
Food: 7,182/week (2,331 troops, 4,871 mounts)  
Combat Factor: 290

*With a large number of druidic spellcasters, a wild elven warband is especially effective in a forest battle.*

**Wild Elven Warband, Large**

200 wild elves, 6 x 2nd level fighters, 4 x 3rd level fighters, 1 x 2nd/1st level fighter/druid, 1 x 3rd/2nd level fighter/druid, 1 x 5th/8th level fighter/druid, 2 x 4th/5th level fighter/druids, 1 x 4th level fighter/druid, 1 x 6th/9th level fighter/druid, 1 x 6th level fighter/druid, 152 stag mounts  
Food: 14,151/week (4,578 troops, 9,576 mounts)  
Combat Factor: 616

*The stag-mounted cavalry of the wild elves often comes as an unpleasant surprise to unwary enemies.*

**Gnoll Squad**

20 warriors, 1 captain  
Food: 441/week  
Combat Factor: 10

*The basic unit of a gnoll army, a squad is an effective force in and of itself, but much more so in larger numbers.*





**Gnoll Warband, Small**

100 warriors, 5 captains, 1 chieftain  
 Food: 2,226/week  
 Combat Factor: 55

*Feared more than most humanoid, a gnoll warband can raid a settlement and be gone before relief can arrive.*

**Gnoll Warband, Large**

200 warriors, 10 captains, 1 chieftain  
 Food: 4,431/week  
 Combat Factor: 109

*Among the most powerful of humanoids, a gnoll warband can prove a tough nut to crack for many other humanoids.*

**Deep Gnome Scouting Party**

16 x 3rd level fighters, 1 x 4th level fighter  
 Food: 357/week  
 Combat Factor: 72

*Every ordinary deep gnome is a leveled character, making even the smallest units formidable in battle.*

**Deep Gnome Warband**

30 x 3rd level fighters, 7 x 4th level fighters, 2 x 5th level fighters, 1 x 6th level fighter  
 Food: 840/week  
 Combat Factor: 247

*Deep gnome warbands are small, but when they go to war even a few svirfneblin can defeat a much larger force.*

**Forest/Hill Gnome Scouting Party**

40 forest or hill gnomes, 1 x 3rd level fighter  
 Food: 861/week  
 Combat Factor: 11

*Gnomes will patrol the borders of their communities, ensuring baleful creatures do not enter to cause mischief.*

**Forest Gnome Army, Small**

200 forest gnomes, 3 x 2nd level fighters, 3 x 3rd level fighters, 1 x 5th level fighter, 1 x 4th level druid, 1 x 2nd level thief  
 Food: 4,389/week  
 Combat Factor: 80

*When the forest gnomes gather in strength assisted by their druids, they can be tough to defeat in woodlands.*

**Forest Gnome Army, Large**

400 forest gnomes, 6 x 2nd level fighters, 5 x 3rd level fighters, 3 x 5th level fighters, 1 x 6th level fighter, 1 x 4th level druid, 3 x 2nd level thieves, 1 x 7th level druid, 4 x 3rd level druids  
 Food: 8,904/week  
 Combat Factor: 257

*Individually weak, a gnomish army led by high-level spellcasters and fighters can be surprisingly tough.*

**Hill Gnome Army, Small**

200 hill gnomes, 3 x 2nd level fighters, 3 x 3rd level fighters, 1 x 5th level fighter, 1 x 4th level cleric, 1 x 2nd level illusionist  
 Food: 4,389/week  
 Combat Factor: 80

*An army of gnomes can seemingly spring up out of nowhere if their hills and dales are threatened by invaders.*

**Hill Gnome Army, Large**

400 hill gnomes, 6 x 2nd level fighters, 5 x 3rd level fighters, 3 x 5th level fighters, 1 x 6th level fighter, 4 x 3rd level clerics, 1 x 4th level cleric, 1 x 7th level cleric, 2 x 2nd level illusionists, 1 x 3rd level illusionist  
 Food: 8,904/week  
 Combat Factor: 277

*Where their forest-dwelling cousins draw on druidical power, hill gnomes have illusionists and clerics to support them.*

**Goblin Raiding Party**

40 warriors, 5 sergeants  
 Food: 945/week  
 Combat Factor: 5

*Prowling by night or in dark forests and deep tunnels, goblin raiders can loot and burn a settlement in an instant.*

**Goblin Raiding Party, Mounted**

40 warriors, 5 sergeants, 5 wolf mounts, 10 riderless wolves

Food: 1,575/week (945 troops, 630 wolves)

Combat Factor: 16

*Accompanied by their fierce wolf companions, even a small goblin raiding party can be fearsome.*

**Goblin Warband, Small**

100 warriors, 10 sergeants

Food: 2,310/week

Combat Factor: 14

*Such small detachments are usually sent out to secure the flanks of larger forces, or act as decoys.*

**Goblin Warband, Small, Mounted**

100 warriors, 10 sergeants, 20 wolf mounts, 10 riderless wolves

Food: 3,570/week (2,310 troops, 1,260 wolves)

Combat Factor: 34

*A charge from a unit of wolf-mounted goblins can be as devastating as a regular cavalry attack.*

**Goblin Warband, Medium**

250 warriors, 6 sergeants, 5 bodyguards, 1 sub-chief

Food: 5,502/week

Combat Factor: 35

*Goblin warbands are often bolstered by detachments of bugbears and hobgoblin mercenaries.*

**Goblin Warband, Medium, Mounted**

250 warriors, 6 sergeants, 5 bodyguards, 1 sub-chief, 37 wolf mounts, 25 riderless wolves

Food: 8,106/week (5,502 troops, 2,604 wolves)

Combat Factor: 77

*The relationship between wolf and goblin is akin to that of horse and man, and they're not afraid to use it to best advantage.*

**Goblin Warband, Large**

400 warriors, 50 sergeants, 8 bodyguards, 1 sub-chief

Food: 9,639/week

Combat Factor: 62

*If bolstered with a few squads of hobgoblins, a goblin warband can be even more effective and disciplined.*

**Goblin Warband, Large, Mounted**

400 warriors, 50 sergeants, 8 bodyguards, 1 sub-chief, 56 wolf mounts, 40 riderless wolves

Food: 12,831/week (8,799 troops, 4,032 wolves)

Combat Factor: 127

*The goblin wolfriders are the most feared of humanoid armies, with their savage and swift wolf-allies.*

**Halfling Patrol**

30 halflings, 2 x 2nd level fighters

Food: 672/week

Combat Factor: 7

*Halfling patrols are often encountered on the borders of quiet halfling communities, determined to keep them that way.*

**Halfling Militia, Small**

100 halflings, 6 x 2nd level fighters, 1 x 3rd level fighter, 1 x 2nd level thief

Food: 2,268/week

Combat Factor: 27

*Halfling militias are often raised to deal with minor threats such as monsters and the occasional band of ogres.*

**Halfling Militia, Large**

200 halflings, 12 x 2nd level fighters, 1 x 3rd level fighter, 1 x 4th level fighter, 2 x 3rd level clerics, 4 x 2nd level thieves

Food: 4,620/week

Combat Factor: 67

*When the militia is raised to deal with a major threat, the large number of leveled characters greatly boosts its strength.*

**Hobgoblin Squad**

20 warriors, 3 sergeants  
 Food: 483/week  
 Combat Factor: 8

*Squads of well-drilled hobgoblin soldiers are often found as officers for goblin armies.*

**Hobgoblin Warband, Small**

100 warriors, 15 sergeants, 1 sub-chief  
 Food: 2,436/week  
 Combat Factor: 42

*Brutal, cunning, and well-armed, a hobgoblin warband is nothing to be trifled with.*

**Hobgoblin Warband, Large**

200 warriors, 30 sergeants, 1 sub-chief  
 Food: 4,851/week  
 Combat Factor: 83

*The lawful nature of hobgoblins means they are one of the few humanoid races able to maintain a siege.*

**Human Amazons**

36 amazons, 8 x 2nd level fighters, 3 x 4th level fighters, 1 x 6th level fighter, 3 x 2nd level clerics, 1 x 4th level cleric, 31 light warhorses, 21 medium warhorses  
 Food: 3,276/week (1,092 troops, 2,184 mounts)  
 Combat Factor: 122

*Trained from birth to make war, an amazon unit is both beautiful and deadly on the battlefield.*

**Human Bandits, Scouting Party**

20 bandits, 1 x 3rd level fighter, 1 x 8th level fighter  
 Food: 462/week  
 Combat Factor: 130

*Larger bandit groups will often send out smaller scouting parties to identify likely targets.*

**Human Bandits, Small Band (Hills, Mountains, etc.)**

100 bandits, 5 x 3rd level fighters, 3 x 4th level fighters, 2 x 5th level fighters, 2 x 6th level fighters, 1 x 9th level fighter, 11 medium warhorses  
 Food: 2,835/week (2,373 troops, 462 mounts)  
 Combat Factor: 415

*Bandits in rough terrain aren't normally mounted as are bandits elsewhere.*

**Human Bandits, Large Band (Hills, Mountains, etc.)**

200 bandits, 10 x 3rd level fighters, 6 x 4th level fighters, 3 x 5th level fighters, 4 x 6th level fighters, 1 x 10th level fighter, 22 medium warhorses  
 Food: 5,628/week (4,704 troops, 924 mounts)  
 Combat Factor: 812

*A huge force of bandits is an army unto itself, but completely free from any concept of fair play or justice.*

**Human Bandits, Small Band (Forest, Jungle, Swamp, etc.)**

100 bandits, 5 x 3rd level fighters, 3 x 4th level fighters, 2 x 5th level fighters, 2 x 6th level fighters, 1 x 9th level fighter, 22 light warhorses, 11 medium warhorses  
 Food: 3,759/week (2,373 troops, 1,386 mounts)  
 Combat Factor: 423

*The close terrain of wooded areas prevents large cavalry forces, but bandits are adept at the arts of camouflage and ambush.*

**Human Bandits, Large Band (Forest, Jungle, Swamp, etc.)**

200 bandits, 10 x 3rd level fighters, 6 x 4th level fighters, 3 x 5th level fighters, 4 x 6th level fighters, 1 x 10th level fighter, 44 light warhorses, 22 medium warhorses  
 Food: 7,476/week (4,704 troops, 2,772 mounts)  
 Combat Factor: 829

*Tough, experienced warriors well-versed in hit-and-run tactics make most bandit groups difficult to defeat.*

**Human Bandits, Small Band (Desert, Plains, etc.)**

100 bandits, 5 x 3rd level fighters, 3 x 4th level fighters, 2 x 5th level fighters, 2 x 6th level fighters, 1 x 9th level fighter, 90 light warhorses, 11 medium warhorses  
 Food: 6,615/week (2,373 troops, 4,242 mounts)  
 Combat Factor: 449

*Bandit bands often have experienced leaders, making them harder to defeat than their numbers might lead one to believe.*

**Human Bandits, Large Band (Desert, Plains, etc.)**

200 bandits, 10 x 3rd level fighters, 6 x 4th level fighters, 3 x 5th level fighters, 4 x 6th level fighters, 1 x 10th level fighter, 179 light warhorses, 22 medium warhorses  
 Food: 13,146/week (4,704 troops, 8,442 mounts)  
 Combat Factor: 880

*With their large mounted force and numerous tough experienced officers, a large bandit band is formidable indeed.*

**Berserker Warband**

50 berserkers  
 Food: 1,050/week  
 Combat Factor: 9

*The ferocity and indomitable morale of a berserker warband often make up for their relatively small numbers.*

**Merchant Caravan Guards, Small**

120 soldiers, 12 x 2nd level fighters, 1 x 7th level fighter, 1 x 8th level fighter, 26 heavy warhorses, 12 light warhorses, 36 medium warhorses  
 Non-combatants: 15 merchants, 15 drovers, 30 draft horses  
 Food: 8,988/week (3,444 troops & non-combatants, 5,544 mounts)  
 Combat Factor: 290

*Small caravans crisscross the land in vast numbers, bringing trade with them, but they are well protected.*

**Merchant Caravan Guards, Large**

240 soldiers, 12 x 2nd level fighters, 1 x 7th level fighter, 1 x 8th level fighter, 38 heavy warhorses, 24 light warhorses, 72 medium warhorses  
 Non-combatants: 30 merchants, 30 drovers, 60 draft horses  
 Food: 16,800/week (6,594 troops & non-combatants, 10,206 mounts)  
 Combat Factor: 344

*Often protecting great wealth in goods and precious metals, large merchant caravans sport an impressive array of guards.*

**Nomad Warband, Small**

100 nomads, 3 x 3rd level fighters, 2 x 4th level fighters, 2 x 5th level fighters, 1 x 6th level fighter, 1 x 7th level fighter, 1 x 8th level fighter, 2 x 3rd level clerics, 1 x 4th level mage, 105 light warhorses, 20 medium warhorses  
 Food: 7,623/week (2,373 troops, 5,250 mounts)  
 Combat Factor: 371

*Even a small nomad warband is feared, as these horse-masters can raid and disappear like the wind.*

**Nomad Warband, Medium**

200 nomads, 6 x 3rd level fighters, 5 x 4th level fighters, 4 x 5th level fighters, 3 x 6th level fighters, 1 x 8th level fighter, 1 x 9th level fighter, 2 x 3rd level clerics, 1 x 4th level mage, 195 light warhorses, 40 medium warhorses  
 Food: 14,553/week (4,683 troops, 9,870 mounts)  
 Combat Factor: 749

*Nomads of the steppes and deserts are incomparable horsemen, and use their mobility to great effect.*

**Nomad Warband, Large**

300 nomads, 10 x 3rd level fighters, 7 x 4th level fighters, 6 x 5th level fighters, 5 x 6th level fighters, 1 x 9th level fighter, 1 x 10th level fighter, 2 x 3rd level clerics, 1 x 4th level mage, 289 light warhorses, 60 medium warhorses  
 Food: 21,651/week (6,993 men, 14,658 mounts)  
 Combat Factor: 1,310

*With its combination of large numbers, terrific mobility, and high-level leaders, a large nomad warband is quite deadly.*

**Human Knights**

6 x 1st level cavaliers, 12 x 2nd level cavaliers, 10 x 5th level cavaliers, 1 x 7th level cavalier, 1 x 8th level cavalier, 2 x 4th level clerics, 1 x 8th level cleric, 21 medium warhorses, 12 heavy warhorses  
 Food: 2,331/week (693 men, 1,638 mounts)  
 Combat Factor: 591

*Only the largest and most formidable forces can stand up to a full panoply of knights at full charge.*

**Human Knights, Holy**

6 x 1st level paladins, 12 x 2nd level paladins, 10 x 5th level paladins, 1 x 7th level paladin, 1 x 8th level paladin, 2 x 4th level clerics, 1 x 8th level cleric, 21 medium warhorses, 12 heavy warhorses  
 Food: 2,331/week (693 men, 1,638 mounts)  
 Combat Factor: 659

*Take the power of a knights' charge and add to it the divine spellcasting abilities of the paladin. Prepare to lose.*

**Human Patrol, Levies**

45 soldiers, 8 x 1st level fighters, 4 x 3rd level fighters, 2 x 5th level fighters, 1 x 7th level fighter, 7 light warhorses  
 Food: 1,554/week (1,260 men, 294 mounts)  
 Combat Factor: 128

*Consisting mainly of peasants pressed into service, levies are used to plug holes when real troops are needed elsewhere.*

**Human Patrol, Light**

14 soldiers, 8 x 1st level fighters, 2 x 4th level fighters, 1 x 6th level fighter, 1 x 5th level cleric, 26 light warhorses  
 Food: 1,638/week (546 men, 1,092 mounts)  
 Combat Factor: 75

*Patrols of this sort are found on the borders of just about every human realm.*

**Human Patrol, Medium/Heavy**

14 soldiers, 8 x 1st level fighters, 2 x 4th level fighters, 1 x 6th level fighter, 1 x 5th level mage, 22 medium warhorses, 4 heavy warhorses  
 Food: 1,722/week (546 men, 1,176 mounts)  
 Combat Factor: 94

*The difference between a medium and heavy patrol will tell in battle, where the armor of the latter offers more protection.*

**Human Slavers**

14 soldiers, 8 x 1st level fighters, 2 x 4th level fighters, 1 x 7th level fighter, 1 x 5th level mage, 26 light warhorses  
 Non-combatants: 4 wagons, 100 slaves, 8 draft horses, 8 drivers  
 Food: 4,410/week (2,814 men, 1,596 mounts)  
 Combat Factor: 119

*Slavers operate on the fringes of civilization, always on the lookout for new stock to sell in distant lands.*

**Human Tribesmen Warband**

60 tribesmen, 6 x 3rd level fighters, 2 x 4th level fighters, 1 x 5th level fighter, 1 x 3rd level druid, 6 x 4th level druids, 2 x 6th level druids, 1 x 8th level druid  
 Food: 1,659/week  
 Combat Factor: 215

*Backed up by powerful high-level spellcasters, a warband of tribesmen can prove devastating against many forces.*

**Kobold Scouting Party**

40 warriors, 2 guards, 1 chief  
 Food: 903/week  
 Combat Factor: 3

*Small, sneaky, and ubiquitous, kobold scouts are everywhere, but you probably don't realize it, because they snuck past you.*

**Kobold Warband, Small**

200 warriors, 10 guards, 1 chief  
 Food: 4,431/week  
 Combat Factor: 15

*Against other organized armies, kobolds may be weak, but against an unarmed opponent, they are vicious and effective.*

**Kobold Warband, Medium**

300 warriors, 15 guards, 1 chief  
Food: 6,636/week  
Combat Factor: 23

*Kobold chiefs always accompany their warbands, to keep the warriors under their watchful eye.*

**Orc Warband, Medium**

200 warriors, 24 sergeants, 10 captains  
Food: 4,914/week  
Combat Factor: 36

*Their discipline and tenaciousness make orcs one of the few humanoid races adept at siege warfare.*

**Kobold Warband, Large**

400 warriors, 20 guards, 1 chief  
Food: 8,841/week  
Combat Factor: 31

*Even when an entire tribe of kobolds goes to war, it is weak on the field. They make up for this with ambushes and trickery.*

**Orc Warband, Large**

300 warriors, 40 sergeants, 19 captains  
Food: 7,539/week  
Combat Factor: 57

*Well-organized, disciplined, and efficient, orc warbands will often be engaged by others as mercenaries.*

**Ogre Warband, Small**

11 warriors, 1 leader  
Food: 1,071/week  
Combat Factor: 27

*Small bands of ogres will often be found in the company of larger humanoid armies, used as shock troops.*

**Troglodyte Scouting Party**

20 warriors, 2 guards, 1 sub-chief  
Food: 483/week  
Combat Factor: 14

*Troglodytes will often send out small scouting parties in nearby tunnels to find food and spot approaching enemies.*

**Ogre Warband, Large**

20 warriors, 2 leaders, 1 chieftain  
Food: 2,121/week  
Combat Factor: 58

*A single ogre warband, led by the tribal chieftain, can be as devastating as hundreds of smaller humanoids.*

**Troglodyte Warband, Small**

60 warriors, 10 guards, 3 sub-chiefs, 1 chieftain  
Food: 1,554/week  
Combat Factor: 52

*When defending their nest, troglodytes can be both cunning and surprisingly well-organized.*

**Orc Squad**

30 warriors, 4 sergeants  
Food: 714/week  
Combat Factor: 4

*The basic unit of the fearsome orc war machine, the squad is a disciplined unit used to working together.*

**Troglodyte Warband, Large**

100 warriors, 14 guards, 5 sub-chiefs, 1 chieftain  
Food: 2,520/week  
Combat Factor: 82

*Troglodytes are able to hold their own in the fierce competition of the underdark thanks to their toughness and special attack.*

**Orc Warband, Small**

100 warriors, 12 sergeants  
Food: 2,352/week  
Combat Factor: 16

*Often composed of troops well-drilled in the use of pole arms, an orc warband can defeat less-organized forces with ease.*

**Zvert Raiding Party**

100 warriors, 1 lieutenant  
Food: 2,121/week  
Combat Factor: 8

*Even in large numbers, zverts are, shall we say, not the most effective troops on the battlefield.*



**Zvert Warband, Small**

200 warriors, 2 lieutenants  
 Food: 4,242/week  
 Combat Factor: 16

*While large numbers of zverts can overcome lightly-defended settlements, they are rarely victorious in open battle.*

**Zvert Warband, Medium**

300 warriors, 3 lieutenants  
 Food: 6,363/week  
 Combat Factor: 24

*The least of the many humanoid races, zverts are not known for their fighting ability. A zvert once bit my sister...*

**Zvert Warband, Large**

400 warriors, 4 lieutenants  
 Food: 8,484/week  
 Combat Factor: 32

*Vicious but cowardly, even the largest warband of zverts can only take on the weakest of enemies with a chance of success.*

**Underwater and Waterborne Creatures**

**Locathah Raiding Party**

40 warriors, 4 sergeants, 1 captain, 45 giant moray eel mounts  
 Food: 5,670/week (945 troops, 4,725 mounts)  
 Combat Factor: 165

*The giant moray eels the locathah use as mounts give them an enormous edge in battle.*

**Locathah Warband, Small**

100 warriors, 8 sergeants, 2 captains, 110 giant moray eel mounts  
 Food: 13,860/week (2,310 troops, 11,550 mounts)  
 Combat Factor: 402

*Locathah warbands are greatly feared throughout the oceans. Mynd you, zvert bites Kan be pretty nasti...*

**Locathah Warband, Large**

200 warriors, 16 sergeants, 2 captains, 1 chief, 219 giant moray eel mounts  
 Food: 27,594/week (4,599 troops, 22,995 mounts)  
 Combat Factor: 801

*Coming both in large numbers and mounted on fierce creatures, a locathah warband can command the seas.*

**Merman Warband**

100 mermen  
 Food: 2,100/week  
 Combat Factor: 31

*Mermen lack singular leaders like other races, but in numbers they can hold their own in combat.*

**Merrow Warband**

12 warriors, 1 sub-chief  
 Food: 1,113/week  
 Combat Factor: 32

*Much like their land-dwelling ogre cousins, merrow warbands can be found in many other forces, acting as mercenaries.*

**Sahuagin Raiding Party**

20 warriors, 2 lieutenants, 1 chieftain  
 Food: 483/week  
 Combat Factor: 19

*Fearred both on land and undersea, a raiding party of sea devils will strike fear into all but the strongest prey.*

**Sahuagin Warband, Small**

50 warriors, 5 lieutenants, 1 chieftain  
 Food: 1,176/week  
 Combat Factor: 43

*A sahuagin warband will often be accompanied by sharks, with whom the sea devils have a close relationship.*

**Sahuagin Warband, Large**

80 warriors, 8 lieutenants, 1 chieftain  
 Food: 1,869/week  
 Combat Factor: 68

*With the flexibility to attack by land or underwater, the sahuagin have a well-earned reputation for destruction.*

**Triton Scouting Party, Mounted (1)**

20 warriors, 2 sergeants, 1 lieutenant, 1 captain, 24 giant sea horses  
 Food: 2,016/week (504 troops, 1,512 mounts)  
 Combat Factor: 81

*Much like they do on land, mounts increase the combat ability of troops even beneath the waves.*

**Triton Scouting Party, Mounted (2)**

20 warriors, 2 sergeants, 1 lieutenant, 1 captain, 24 hippocampi  
 Food: 2,520/week (504 troops, 2,016 mounts)  
 Combat Factor: 75

*In the turning point of the battle, the magic conch shells carried by tritons may well, shall we say, turn the tide...*

**Triton Warband, Mounted (1)**

60 warriors, 6 sergeants, 3 lieutenants, 1 captain, 70 giant sea horses  
 Food: 5,880/week (1,470 troops, 4,410 mounts)  
 Combat Factor: 207

*Despite their extra-planar origins, tritons have adapted well to warfare in the seas of the Prime Material Plane.*

**Triton Warband, Mounted (2)**

60 warriors, 6 sergeants, 3 lieutenants, 1 captain, 70 hippocampi  
 Food: 7,350/week (1,470 troops, 5,880 troops)  
 Combat Factor: 189

*Despite their small numbers, tritons have great power in battle due to their mounts and more powerful officers.*

**Extraplanar Creatures**

**Angelic Host**

200 archangels, 5 dominions, 5 powers, 20 principalities, 1 seraph  
 Food: n/a  
 Combat Factor: 773

*An Angelic host is truly an awe-inspiring sight, possessed of unflinching courage and righteous wrath.*

**Daemonic Army**

50 piscodaemons, 10 mediodaemons, 1 nufanodaemon  
 Food: n/a  
 Combat Factor: 749

*The armies of Hades fight for pure, unadulterated evil, mixing discipline and savagery as needed.*



**Demonic Horde**

102 dretch, 2 dipterean demons, 13 vrock, 5 glabrezu  
 Food: n/a  
 Combat Factor: 666

*What the hordes of the Abyss lack in discipline they make up for in ferocity and sheer numbers.*

**Infernal Legion**

3 barbed devils, 9 horned devils, 300 lemures, 900 nupperibo devils, 1 pit fiend  
 Food: n/a  
 Combat Factor: 796

*The legions of the Nine Hells are vast, disciplined, and commanded by cunning officers.*

**Lexon Battalion**

100 x 1st rank lexons, 90 x 2nd rank lexons, 80 x 3rd rank lexons, 70 x 4th rank lexons, 60 x 5th rank lexons, 1 knight lexon  
 Food: n/a  
 Combat Factor: 786

*One of nearly an infinite number of such units, a battalion of lexons is unmatched in discipline, but lacking in creativity.*

## Examples of Play

### The Battle of the Ferren Plain

An alliance of goblinoid tribes, led by an evil mage, is bent on a full-on invasion of the peaceful land of Ferren. Knights and regular soldiery meet them on the wide spaces of the Ferren Plain.

The attackers are a motley assortment of goblinoid races:

- Four large goblin warbands, mounted (CF 127 each)
- Two medium goblin warbands (CF 36 each)
- Four large hobgoblin warbands (CF 83 each)
- Two large bugbear warbands (CF 74 each)
- One 10th level mage (CF 250)

Total combat factor 1,310

The defenders represent the chivalry of Ferren, on whose side the PCs are fighting, with support from human soldiers and a detachment of elves:

- One small high elven army (CF 246)

- One unit of human knights (CF 591)
- 300 human soldiers (CF 24)
- The PC party – a 5th level fighter, 6th level druid, 4th level mage, and 5th level cleric (CF 61)

Total combat factor 922

The larger force is 1310, the smaller is 922. That reduces down to 43 and 30, respectively (dividing each by 30, and rounding down). That gives us a starting point on Table 74 of the larger force being 143% the size of the smaller force in the turning point melee.

The battle is fought on open plains. We move 1 column to the left on Table 74. Neither side gets 25% of its strength from animal mounts, so no other variables apply. We are now at 148%.

Now each side chooses a strategy. The goblins attempt to envelop the enemy, counting on their larger numbers. The humans choose to concentrate their power in the center, which is the worst option they could have chosen. We move down 2 rows on Table 74, and arrive at a final size of 155%, meaning the goblin force in the turning point melee will be 155% the size of the Ferren force.

The turning point battle takes place in the center of the battle. The PCs have a combat factor of 61, and could bring in up to 10% of that total from the friendly force as NPCs in the turning point melee. They decide to bring in 25 soldiers, with a total CF of 2. (They could have brought in three times as many, but since the goblins have such a large advantage, it's smarter to keep their force small, because every CF they bring in, is one and a half CFs for the goblins.) The Ferren forces stand at 63 CF.

Since the goblins have a 155% advantage, their force in the turning point melee will be 97 CF ( $63 \times 155\% = 97.65$ , rounded down).

Bringing the enemy mage, with his CF of 250, into the turning point battle would vastly over-power the PCs, so the GM elects to bring in one large hobgoblin warband (CF 83, 231 troops), and a small goblin warband (CF 14, 110 troops, formed from one of the larger warbands), for a total of 97 CF, right on the nose.

Needless to say, the turning point battle does not go well for the humans. They manage to kill a surprisingly large number of the hobgoblins, but are forced to withdraw after killing 36 of the hobgoblin soldiery (11 CF). None of the PCs or human soldiers are slain.

The PCs actually did quite well. By killing 11% of the enemy, and taking no losses themselves, they achieved a result of A/A

on the combat results table. Thus, the goblinoid army is reduced in overall strength by 2% (10% of 11, rounded up), so its new base CF is now 1,283. Since the PCs took no losses in the turning point battle, the human army takes no losses either.

The goblinoids have been checked for the moment. They could attempt to recruit more monsters to help defeat the enemy at the turning point, or they could retreat as circumstances allow.

### The Siege of Castle Fenwick

Castle Fenwick, held by Baron Ewin, is being besieged by his longtime rival Count Grattle. No PCs are involved in this battle; they are adventuring nearby, and the course of the battle might impact them later on.

The baron has a small force defending his small concentric castle (see Appendix A

Sample Strongholds). His force is largely made up of men-at-arms with a few select retainers to bolster their ranks:

- One human patrol, levies (CF 129)
- Twenty-five mercenary archers (level 0 fighters) (CF 2)
- Baron Ewin (9th level fighter) (CF 250)
- Cullor the Magnificent (7th level mage) (60)
- 4 cauldrons (CF 80)

Total combat factor 521

As the castle cost some 42,000 g.p. to construct, it affords the defenders a bonus of 4 times their normal combat factor, for an adjusted combat factor of 2,084.

Count Grattle has raised a large mercenary army to supplement his own retainers and followers, determined to crush his long-standing rival:

- 4 medium human patrols (CF 400)
- 500 mercenary infantry (level 0 fighters) (CF 40)
- 50 mercenary light cavalry (level 0 fighters) (CF 23)
- Mercenary captain (level 8 fighter) (CF 125)
- 8 mercenary lieutenants (level 4 fighters) (CF 64)
- 65 mercenary sergeants (level 1 fighters) (CF 5)
- 10 artilleryists (level 0 fighters) (CF 0)
- 1 ram (CF 15)
- 1 gallery (CF 35)
- 4 light catapults (CF 60)

Total combat factor 767

Obviously the count's forces vastly outnumber those of the baron, but the baron's castle gives him an enormous advantage.

With the defenders at 2084 and the attackers at 767, we reduce (dividing each by 50) to get 41 and 15, respectively, on Table 74. That gives us a size of the attacking force of 37% of the size of the defenders, in the set-piece melee.

Each side now must select a strategy. Since neither side has sappers/miners in their respective armies, taking the mining strategy is not an option for either. The defending baron selects the defend strategy, as he dare not risk his forces, while the over-zealous count orders his mercenaries and loyal troops to storm the castle. Doing so favors the defenders slightly, moving up 1 row, changing the size of the attacking force to 34% of that of the attackers.

Since the besieging force is storming, the GM decides the attackers will attempt to overwhelm a portion of the wall where the defenders are spread thin.

There are no PCs on either side of the battle, but the proportions in CF are still maintained for the turning point battle. Since his is the smaller force, the count can commit 76 combat factors to the turning point battle, or 10% of his force.

He decides to commit 1 catapult, 2 mercenary artilleryists, 4 mercenary lieutenants, 80 mercenary soldiers, 9 mercenary sergeants, and one of the 5th level mages from his own soldiery (the medium patrols), for a total CF of 76.

The attacking force is only 34% of the effective Combat Factor of the defenders, so the defenders are able to commit three times as many CF worth of troops, or 228.

The baron decides to commit all his forces except himself, one 3rd level fighter, and two of his cauldrons, for a total of 227. They also have the tactical advantage of being atop the rampart, so they enjoy the benefit of cover behind the battlements.

The GM decides it is reasonable that the attackers would have scaling ladders with them, and a section of wall is used as the battlefield.

The battle does not go well at all for the count. While his men are able to get two scaling ladders up to the wall, and even gets some troops atop the rampart, the baron's men are able to keep them bottled up as they attempt to step off the ladders. The attack is repulsed, with the attacker losing 15% of his total CF's, and the defender losing 9% of his.

Looking at the Combat Results Table, that results in an A/A (Attrition/Attrition) result. Count Grattle loses 2% of his total force (which he takes out of the 100 mercenary soldiers, naturally), while Baron Ewin loses 1% of his total force. That

leaves Count Grattle with a new base CF total of 613, while Baron Ewin's army now totals 468 CF.

While the result seems to favor the baron, in truth he cannot afford too many victories such as this. Although his fortifications afford his troops a great defensive bonus, that also means that every CF he loses is effectively worth 4 CF in battle.

# Putting It All Together

## Secondary Skills

The following secondary skills should be available to characters who use any of the rules in this book. These skills are either additions to or replacements of the much more extensive secondary skills to be found in the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL** and **GOLDEN TOME OF JUSTICE**. For the convenience of those readers who might not have access to those volumes, the rules on obtaining and using secondary skills are reprinted below.

### Obtaining Secondary Skills

Skills are obtained by “spending” experience points, which are used to either obtain a new skill or gain an additional skill level in a skill the character already possesses. A character can only spend experience points on the same skill once per experience level. If the player chooses to spend x.p. on a skill, those x.p. are forever lost, although new x.p. can, of course, be earned to make up for that loss. Skills can be obtained at any point, but the game master may, at his discretion, require that the character engage in some sort of study, training, or other action to obtain the skill.

The base x.p. cost of obtaining a given skill is listed in the particular description of that skill. For each additional skill level, the cost is equal to the base cost multiplied by the skill level being added. For example, if a character is adding a skill with a base cost of 3,000 x.p., and already has two skill levels in that particular skill, the cost for the third skill level would be 9,000 x.p.

The base experience point (x.p.) cost of a skill sometimes is dependent on the attributes the character possesses (strength, intelligence, etc.). If an attribute is listed, then the character can pay that price if the attribute is the highest he possesses (or is tied for highest). For example, a character with S 12, I 11, W 14, D 17, Co 15, Ch 15 would only pay 5,000 for the Ambush skill, but would have to pay 8,000 for Business.

There is no limit to how many skill levels a character can possess in a given skill, unless otherwise specified.

### Using Skills

Each skill has one or more attributes listed, such as strength, intelligence, etc. When a character wishes to use one of his skills, the game master simply rolls a d20, subtracts 2 for every skill level the character possesses in that particular skill, and applies any other modifiers that might be applicable. If the

modified roll is equal to or below the applicable attribute, the character has successfully used the skill. If the skill check uses a specialty the character has selected, subtract an additional 2 from the die roll.

It should be remembered that a skill check will not be necessary for purely routine things. One should only be required when the outcome would really be in doubt, when failure would be catastrophic, or in a combat situation (as applicable). In addition, the game master should feel free to apply situational modifiers as he sees fit: anything from a -8 for completely routine and novice-level basics, like using Blacksmithing to make a dozen nails, to a +11 for something regarded as nigh unto impossible to achieve, like using cooking to make duck a l’Orange with neither a duck nor oranges.

When the use of a skill requires that another character make a saving throw or roll against some attribute, that character gets a penalty of -2 to his roll for every skill level possessed by the first character.

Where a character's secondary skill has obvious application to a class ability or power (for example, a mountebank applying the Swindle skill to his verbal patter ability), the skill will provide either a +2 or 10% bonus to his chance of success for every relevant skill level the character possesses.

### Skill Descriptions

#### Astralology

Base X.P. Cost: 8,000 (wisdom), 9,000 (all others)

Make Skill Checks Against: wisdom

Specialties: evil, good, law, chaos, neutrality

This skill (which should not be confused with astrology) represents a study of a particular group of creatures native to the outer planes (all those which touch on, and including, the astral plane), providing insight into their strengths, weaknesses, and so forth, that can be used against them in combat. On a successful skill check, the skill provides a +2/+10% bonus per skill level to all saving throws against those creatures. Creatures from the outer planes, in turn, get a -1/-5% penalty to all saving throws against spells cast by the possessor of the skill, per skill level. Magic resistance is unaffected; only saving throws are impacted by this skill. One skill check is required per specific type of creature faced in a given battle (bone and horned devils would count as two different types of creatures requiring two INT checks, for instance).

The student may or may not select a specialty; if a specialty is selected, the bonuses against creatures of the selected alignment are increased by +1/+5% per skill level, but against creatures outside the alignment they are decreased accordingly (-1/-5%



per skill level). Creatures outside the specialty do not get any penalty to their own saving throws. Any element of the creature's alignment counts for purposes of determining whether or not it is included in the specialty; thus a ronian, with an alignment of chaotic neutral, would count for both those who chose chaos, and those who chose neutrality, as their specialty.

Example: A mage has taken two levels of the Astralology skill with a neutrality specialty, and is in combat with a demon (CE) and a night hag (NE). Against the hag, which falls within his specialty, he gets a +6 bonus on all his saving throws, and the hag gets a -4 penalty on saving throws against spells cast by the cleric. The demon, on the other hand, falls outside of his specialty, and against it the mage has a +2 bonus on saving throws, plus the demon gets no penalty on its own saving throws vs. spells.

## Disguise

Base X.P. Cost: 4,000 (charisma), 7,000 (all others)  
 Make Skill Checks Against: charisma  
 Specialties: n/a

Disguise is used to change one's appearance. It can be used to make the character appear up to three inches shorter, or five inches taller, than his actual height. Gender can be changed, as

can weight; the disguised character can appear up to 25% slimmer or 50% heavier than his actual weight. Race can also be changed, within reason; a short human might be able to pass as an elf, but never a halfling. On the other hand, a gnome could appear as a dwarf or halfling, in theory. Character class, as well as social class, is very easily imitated with this skill, and the disguised character can appear as anything from a mage to a prince, from a merchant to a beggar.

The character must make a charisma check to successfully apply a disguise, with the following modifiers (modifiers are applied to the die roll when making the check):

**TABLE 80: DISGUISE MODIFIERS**

Condition	Modifier
Posing as another race	+1
Posing as opposite gender	+1
Posing as another class	+1
Familiar observer WIS+INT 35 or more	+2
Familiar observer WIS+INT 20-34	+1
Familiar observer WIS+INT 19-15	-1
Familiar observer WIS+INT 14 or less	-2
Each successful consecutive Disguise skill check	-1
Done in conjunction with a successful	-3
Establish/Maintain Alias campaign action	

These modifiers are cumulative, except only one familiar observer modifier applies. A higher modifier is worse from the disguised character's point of view. Disguises must be reapplied daily, and a new charisma check made. A further check must be made every day if the character is posing as a specific individual with whom some observer is familiar. That is the only time the "familiar observer" modifier is used.

Magic items such as a *gem of seeing* will penetrate a disguise automatically.

## Etherology

Base X.P. Cost: 7,000 (intelligence), 9,000 (all others)  
 Make Skill Checks Against: intelligence  
 Specialties: evil, good, law, chaos, neutrality

This skill represents a study of a particular group of creatures native to the inner planes (including the ethereal and those which touch it, but not the Prime Material Plane), providing insight into their strengths, weaknesses, and so forth, that can be used against them in combat. On a successful skill check, the skill provides a +2/+10% bonus per skill level to all saving throws against creatures of the inner planes. Creatures from the inner planes, in turn, get a -1/-5% penalty per skill level to all saving throws against spells cast by the possessor of the skill. Magic resistance is unaffected; only saving throws are impacted

by this skill. One skill check is required per specific type of creature faced in a given battle (air and fire elementals would count as two different types of creatures requiring two INT checks, for instance).

The student may or may not select a specialty; if a specialty is selected, the bonuses against creatures of the selected alignment are increased by +1/+5% per skill level, but against creatures outside the alignment they are decreased by -1/-5% per skill level. Creatures outside the specialty do not get any penalty to their own saving throws. Any element of the creature's alignment counts for purposes of determining whether or not it is included in the specialty; thus an efreeti, with an alignment of lawful evil, would count for both those who chose law, and those who chose evil, as their specialty.

Example: A cleric has taken one level of the Etherology skill with a neutrality specialty, and is in combat with an efreeti (LE) and a fire elemental (N). Against the elemental, which falls within his specialty, he gets a +3 bonus on all his saving throws, and the elemental gets a -2 penalty on saving throws against spells cast by the cleric. The efreeti, on the other hand, falls outside of his specialty, and against it he has only a +1 bonus on saving throws, and the efreeti gets no penalty on its own saving throws vs. spells.

**Generalship**

Base X.P. Cost: 5,000 (intelligence or charisma), 8,000 (all others)  
 Make Skill Checks Against: intelligence or charisma  
 Specialties: logistics, tactics, siege warfare

This skill includes logistics, organization, and strategizing as well as battlefield leadership. As a rule, it applies only to large numbers of soldiers (100+), and would not apply in a typical dungeon exploration situation. This would enable the character, for example, to set up a supply line from a town to an army in the field, to organize and train a village militia, and to inspire troops on the battlefield to greater exertions, giving them a morale bonus (+2 or +10% per skill level, as applicable). No more than three skill levels can be taken in this skill.

One skill level will allow you to command 10 troops per experience level (not skill level). Your captains can also command 30 troops per experience level, rather than 20.

Two skill levels will allow you to command 20 troops per experience level. Your captains can also command 30 troops, and your lieutenants 15 troops, per experience level.

Three skill levels will allow you to command 25 troops per experience level. Your captains can also command 30 troops, and your lieutenants 20 troops, per experience level.

If you take the logistics specialty, your troops require 10% less food per day, per skill level. So 2 skill levels means they require 20% less, etc.

If you take the tactics specialty, the combat factor of your troops is increased by 10% per skill level when you are in an open-field battle. So if you have 2 skill levels, the CF is increased by 20%, etc.

If you take the siege warfare specialty, the combat factor of your troops is increased by 10% per skill level when you are in a siege battle. As with the others, 2 skill levels grants an increase of 20%, etc.

**Ley Lines**

Base X.P. Cost: 9,000 (all)  
 Make Skill Checks Against: intelligence or wisdom  
 Specialties: n/a

This skill gives the student an understanding of magical bands of energy that crisscross the world, known as ley lines. Along these lines, and at key intersections (called nexuses), different magical effects are heightened, and the casting of spells and use of magic items becomes easier and the effects more powerful.

**TABLE 81: LEY LINE SKILL CHECKS**

Skill Level	No Skill Check Needed for...	Skill Check Needed for...
1	Detect major ley nexus	Detect major ley line
2	Detect major ley line	Detect minor ley nexus
3	Detect minor ley nexus	Detect minor ley line

Detection of major nexuses and lines works with a ten-mile radius. Detection of minor nexuses and lines has a one-mile radius. Both require a forked stick, and take 1d10 minutes for the initial detection. If a line or nexus is detected, the forked stick will point the direction in which it can be found, and point straight down when the line is actually reached. If concentration is broken during the search, a new skill check is required (if applicable). If a skill check is failed, a new check cannot be made for a full lunar cycle (normally 28 days, but might vary depending on the campaign).

Major ley nexuses are formed by the intersection of two or more major ley lines, and are ninety feet in diameter, while minor ley nexuses are thirty feet across and consist of the crossing of two or more minor ley lines. Major ley lines are thirty feet across and can run for hundreds or even thousands of miles, while minor ley lines are ten feet across and rarely exceed a few hundred miles in length.

Ley lines normally cannot be seen, even with *true sight*, except when the possessor of the *true sight* has at least one level in this

skill. Powerful wizards with a knowledge of ley lines will often site their strongholds over nexuses, and large temples are often similarly situated.

Major ley nexuses have the following effects:

- Casting level 10-12 magic spells and level 8-9 cleric spells is possible
- All spellcasters are treated as if they were two levels higher; includes maximum spell level, number of spells, effects, etc.
- Magic weapon or item effects do not drain charges when used
- Spells cast have 150% effectiveness for duration, damage, and range
- Magic resistance has a -30% penalty on the roll

Minor ley nexuses have the following effects:

- All spellcasters are treated as if they were one level higher; includes maximum spell level, number of spells, effects, etc.
- Spells cast have 150% effectiveness for duration, damage, and range
- Magic resistance has a -15% penalty on the roll

Major ley lines have the following effects:

- Casting level 10 magic spells and level 8 cleric spells is possible
- Magic weapon or item effects do not drain charges when used
- Spells cast while on the line have maximum effect for duration, damage, and range (if applicable)

Minor ley lines have the following effects:

- Spells cast while on the line have maximum effect for duration, damage, and range (if applicable)

Unless the GM has deliberately placed such ley lines in his campaign (which is recommended), assume there is a 3% chance for a major ley line within range, 1% chance of a major ley nexus, a 15% chance of a minor ley line, and a 5% chance of a minor ley nexus.

Ley line and nexus effects impact bard, cleric, and mage spells, as well as spells of their sub-classes. Magical effects of monsters are also impacted, except for magic resistance, which is unaffected, except at a major ley nexus (see above).

One skill level allows the character to cast spells of level 1-6 that require it. Two skill levels allow the character to cast spells of levels 7 and 8. Three skill levels allow the character to cast

spells up to 9th level that require this skill. Only certain mage, illusionist, and savant spells will have this requirement, as specified in the spell description.

### Magical Flourish

Base X.P. Cost: 3,000 (all)  
Make Skill Checks Against: n/a  
Specialties: n/a

This skill is much like the mage cantrip *flourish*. It enables the possessor to make cosmetic changes to spells cast, such as changing the color of a *fireball* to blue, making *magic missiles* appear as bees, having a *wall of stone* appear to be carved into hundreds of skulls, etc. Doing so adds 1 segment to the casting time of the spell, regardless of the spell level. It is important to note that this skill can never cause the affected spell to be functionally different; the effects are always cosmetic only. This skill only applies to spells that need to be memorized, such as those used by bards, jesters, mages, illusionists, savants, and mountebanks. Spells that are received from gods and godlike powers, such as those of clerics, druids, and mystics, are not susceptible to this skill.

### Mental Discipline

Base X.P. Cost: 6,000 (intelligence), 8,000 (others)  
Make Skill Checks Against: intelligence  
Specialties: n/a

This skill allows the possessor to so condition his own mind as to be able to segregate vital information, emotions, memories, etc., against unwanted detection. A successful skill check with one skill level will protect the information, but the intruder will be aware of the segregation. If two skill levels are possessed, the fact that some parts of the mind are cut off from intrusion will itself be masked. If three skill levels are had, the mind will appear as a complete blank, as if the character were an illusion or automaton.



## Mining

Base X.P. Cost: 3,000 (all)  
 Make Skill Checks Against: intelligence  
 Specialties: n/a

This skill provides the character with knowledge of mines and mining procedures, and at higher levels gives insight into mining lands and rock strata. Specialists with skill levels in Mining are needed to supervise the digging and working of mines (see Mining, p. 37).

For every skill level you possess, you will get a -1 to the lead shaft depth of any mine you are in charge of digging (minimum 1). See mine creation on p. 38, above. If you are in a mine that has been tapped out (been mined for the duration rolled), then you have a 10% chance of being able to detect a new vein of metal. You may then re-open the mine, rolling again for duration and production, although the type of mine will not change. No new lead shaft need be dug. You may only check once per mine, until you get a new skill level in Mining.

If you have 2 skill levels, you will get +10 per skill level when rolling to determine how many weeks the mine will produce. You also have a 20% chance of being able to reopen a tapped-out mine.

If you have 3 skill levels, you will get a +1 per skill level when rolling to determine mine production per week. You also have a 30% chance of being able to reopen a tapped-out mine.

## Meta-magic

Base X.P. Cost: 10,000 (intelligence), 15,000 (other)  
 Make Skill Checks Against: n/a  
 Specialties: demiplane, meta-divination, energy work

This skill is the result of intense study and training in the magical arts, leading to an understanding of how ordinary magical effects can be warped and impacted in otherwise-impossible ways. Certain spells require the Meta-magic skill in order to be used.

Taking a specialty is required. The demiplane specialty provides knowledge of the nature of these small pockets of matter and magical energy that float in the Ethereal plane, including discovering their special natures, altering them, and ultimately creating your own. With it, you can cast spells of the demiplane type. In addition, you gain the following abilities:

**TABLE 82: META-MAGIC SKILL CHECKS, DEMIPLANE Skill**

Level	No Skill Check	With Skill Check
1	Know when you are in a demiplane.	Know whether a demiplane you are in is permanent or temporary.
2	Know the direction of the nearest portal out of a demiplane you are in.	Know the approximate distance of the nearest portal out of a demiplane you are in.
3	Know whether the creator of a demiplane you are in is also present.	Know the identity of the creator of a demiplane you are in.

The meta-divination specialty allows you to modify the way divination works, including preventing or even changing the results of divinatory spells from afar. With it, you can cast spells of the meta-divination type. In addition, you gain the following abilities:

**TABLE 83: META-MAGIC SKILL CHECKS, DIVINATION Skill**

Level	No Skill Check	With Skill Check
1	Identify when a divination spell is being cast within sight.	Identify which divination spell is being cast.
2	If the subject of a divination spell you cast is screened by the reverse of that spell (such as <i>undetachable lie</i> ), you will know.	Double the range (whether physical or temporal) of any divination spell you cast.
3	Know when a divination spell you have cast is producing a false result.	Able to re-roll a failed result on a divination spell you cast, once.

The energy work specialty gives you insight into sensing the warp and weft of magic. You will sense when mighty spells are cast that disrupt the flow of magic, when *gates* to other planes are formed, and can even sense the presence of powerful beings by the imprint they make on the magical energies that surround the world. With it, you can cast spells of the energy work type. In addition, you gain the following abilities:



**TABLE 84: META-MAGIC SKILL CHECKS, ENERGY WORK**

Skill Level	No Skill Check	With Skill Check
1	Sense when 7th-9th level spells are cast within 1,000'.	Know direction from which spells were cast.
2	Sense when character or creature capable of casting 7th-9th level spells is within 100'.	Know direction of character or creature and relative power level (barely able to cast high-level spells, very able, godlike).
3	Sense when magic item capable of producing 7th-9th level spell effects is used within 500'.	Know direction of magic item use.

One skill level allows the character to cast spells of level 1-5 that require it. Two skill levels allow the character to cast spells of levels 6 and 7. Three skill levels allow the character to cast spells up to 9th level that require this skill. Only certain mage, illusionist, and savant spells will have this requirement, as specified in the spell description.

### Quick Spellcasting

Base X.P. Cost: 5,000 (intelligence, wisdom, or charisma), 8,000 (all others)  
 Make Skill Checks Against: intelligence, wisdom, or charisma  
 Specialties: bard, cleric, mage

This skill allows the possessor to cast spells faster than he ordinarily would. It involves a combination of practice and development of memory, as well as study of possible "short cuts" that will not impact the outcome of the spell itself.

Those with this skill may shorten the casting time of any spell by 1 segment per skill level. Spellcasting time can never be less than 1 segment. A specialty must be chosen, but includes sub-class spells. Thus, the cleric specialty would also include druid and mystic spells.

### Sortilege

Base X.P. Cost: 4,000 (intelligence), 6,000 (others)  
 Make Skill Checks Against: intelligence  
 Specialties: n/a

This skill is the result of intense study relating to the summoning or conjuration of creatures from other planes to the Prime Material Plane. When dealing with a creature from another plane that has been summoned or conjured by the skill holder, the skill holder gets a +1 bonus per skill level to all saving throws against that creature. In addition, creatures summoned

by the skill holder get a -1 penalty per caster's skill level when rolling to break control.

### Spymaster

Base X.P. Cost: 5,000 (all)  
 Make Skill Checks Against: n/a  
 Specialties: n/a

This skill allows you to develop and maintain larger networks of informants using the Develop Informant Network campaign action. The more skill levels you possess, the larger your potential network:

- One skill level = Charisma x 2
- Two skill levels = Charisma x 3
- Three skill levels = Charisma x 4

You must still recruit and pay for these operatives normally.

In addition, when performing the Identify Secret Society, Uncover Secret Society, or Unearth Scandal actions, you get a +1 bonus to your INT check per skill level.

### Stewardship

Base X.P. Cost: 6,000 (intelligence), 8,000 (other)  
 Make Skill Checks Against: intelligence  
 Specialties: n/a

This skill allows more efficient administration of lands and businesses. An effective steward can eliminate much overhead and make raising money more efficient, and therefore make it effectively as if income is higher than it is.

For frontier lords, a steward will increase income by 1 s.p. per person per skill level, without increasing the chance for rebellion. A steward will also decrease expenses associated with maintaining a castle and troops by 10% per skill level each (up to 100 troops can be affected per steward skill level).

Stewards can be hired as hirelings for 40 g.p. per skill level per month.

### Tempo Fighting

Base X.P. Cost: 5,000 (dexterity), 6,000 (other)  
 Make Skill Checks Against: dexterity  
 Specialties: n/a

This skill is available only to bards, or multi-classed bard characters. By learning this art, the bard is able to time his attacks in melee with a song which is sung while he fights. Appropriate points in the song are punctuated by attacks, and

the combination of the rhythm of the song with the bard's fighting skill provides a bonus to hit. The bard must make a successful dexterity check at the beginning of the melee. For every skill level possessed, the bard gets a +1 bonus on all to hit and damage rolls. Tempo fighting cannot be used with missile weapons, nor can it be used underwater or in any area affected by magical silence, or if the bard himself is deafened.

## Treasure

If using the rules for feudal grants, you may wish to change the way luxuries are used as treasure, using Treasure Method II in the **ADVENTURES DARK AND DEEP™ GAME MASTERS TOOLKIT**. Where luxuries are indicated, use the following table first, to determine which table should be used:

**TABLE 85: NEW LUXURY TREASURE TYPES**

Die Roll (d%)	Luxury Type
01-68	Traditional luxury item (use GMT Table 50)
69-82	Wine (use Table 86 and Table 87 below)
83-92	Writ of Obligation, 25% of value (use Table 88 below)
93-97	Writ of Obligation, 50% of value (use Table 88 below)
98-00	Deed of Ownership (use Table 90 below)

### Wine as Treasure

Wine can vary enormously in value, based on its quality. As such, it represents a great way to introduce a degree of variability in the value of treasure discovered, especially when it is tied into the campaign setting itself. It is very possible that in certain regions of the campaign, wine is considered one of the standard commodities which can be found as treasure (in which case, the percentages in Table 85 will need to be adjusted accordingly). The GM is encouraged to customize the following broad categories and utilize suitable region names from his own campaign.

**TABLE 86: TREASURE – WINE TYPE**

Die Roll (d%)	Wine Type	Value (per pint)
01-13	White	2 g.p.
14-21	Golden	3 g.p.
22-28	Green	4 g.p.
29-34	Amber	4 g.p.
35-38	Emerald	7 g.p.
39-43	Rosé	5 g.p.
44-56	Red	2 g.p.
57-64	Lilac	3 g.p.
65-71	Ruby	4 g.p.
72-77	Black	4 g.p.

### Die Roll

(d%)	Wine Type	Value (per pint)
78-82	Peppered white	5 g.p.
83-87	Peppered red	5 g.p.
88-97	Fruit	3 g.p.
98-99	10-60 year-old vintage; re-roll for type, multiply value by 10	
00	60+ year-old vintage; re-roll for type, multiply value by 100	

In addition, when valuating wine, the distance from the current locale is also important. Roll to determine the origin of the wine, and multiply the value accordingly. In regions noted for their own wine, the chance to get a non-local vintage might be half as much, but the value multiplier could be double.

**TABLE 87: WINE VINTAGE DISTANCE**

Die Roll (d%)	Distance	Value Multiplier
01-50	Local	1
51-75	Nearby	1.5
76-90	Far	2
91-98	Very Far	3
99-00	Distant	5

### Writs and Deeds as Treasure

When calculating the value of a writ or deed as part of a total treasure hoard, use the annual income (in cash, if applicable) derived from the property.

Writs of obligation are documents that record who owes a particular feudal grant, and to whom the grant is owed. Without such a writ, it is impossible to prove one's right to collect a particular grant without a lengthy and problematic legal process. Note that writs always name a particular person, family, or institution; they are never "for whomever bears this document," so they hold no intrinsic value.

That said, it is entirely possible, indeed likely, that such a writ could be sold to its rightful holder to allow him to prove his grant, or to the grantee in order for him to escape his obligation by removing the proof.

They are physically like most scrolls, although they bear weighty wax and ribbon seals of authenticity. One-tenth (10%) of such writs and deeds are magically protected against forgery.

**TABLE 88: TREASURE – WRITS OF OBLIGATION**

Die Roll (d1000)	Feudal Grant	Total Value
001-004	Artisan family pledge	1-10 g.p. worth of goods per month, or half that in cash
005-007	Bridge tolls portion	1-10 g.p. per month
008-009	Castle	Use of the castle and troops 1 month per year (500 g.p. value, not actual income)
010-012	City gate fees portion	1-20 g.p. per month
013-025	Garden portion	2-20 bushels of vegetables or 4-40 g.p. in cash per year
026-077	Grain field portion	2-20 bushels of grain or 1-10 g.p. in cash per year
078-079	Druid's grove pledge	4 level's worth of spells per year (200 g.p. value)
080-085	Inn portion	Use of the inn 1-6 days, or 1d6 g.p. in cash, per month
086-087	Keep	Use of the keep and troops (250 g.p. value) 1 month per year
088-096	Mage pledge	1-4 g.p. per month, or 1-8 level's worth of spells per year (max 4th level)
097-101	Manor portion	10-100 g.p. per year
102-104	Merchant family pledge	20-200 g.p. per year
105-114	Mill portion	1-4 g.p. per month
115-119	Noble family pledge	10-100 g.p. per year, and/or 1-3 courtly intrigue actions in your favor
120-132	Orchard portion	2-20 bushels of fruit or 4-40 g.p. in cash
133-276	Oven portion	1-3 g.p. per month
277-564	Peasant family pledge	1-4 meals per month
565-617	Petite noble family pledge	1-10 g.p. per year, and/or 1 courtly intrigue action in your favor
618-713	Salt works portion	1-10 lbs. of salt per year or 1-5 g.p. in cash
714-715	Shrine pledge	1-3 levels' worth of spells per year (50-150 g.p. value)
716-860	Tavern portion	1 barrel of ale or 1-3 g.p. in cash per month
861-873	Temple pledge, large	1-10 levels' worth of spells per year (max 5th level) or 4-40 g.p.
874-899	Temple pledge, small	1-6 level's worth of spells per year (max 3rd level) or 2-20 g.p.

**Die Roll (d1000)****Feudal Grant****Total Value**

900-905	Tower pledge	Use of the tower and troops (50 g.p. value) one month per year
906-918	Vineyard portion	2-20 bushels of fruit or 4-40 g.p. in cash per year
919-000	Wine press portion	1-3 gallons of wine or 1-6 g.p. per year

**TABLE 89: DEED OF OBLIGATION PERCENT OWNERSHIP**

Die Roll (d20)	% Ownership
1-10	10%
11-15	20%
16-19	30%
20	40%

Once the subject of a writ of obligation has been determined, roll on the above table to determine how much of the monetary value the writ actually entitles the writ holder to. For instance, if someone owns 30% of a vineyard's produce, roll 4d10 to determine the total annual cash reward, and then multiply that by 30% to get the amount the writ holder actually receives. This is the essential difference between a writ of obligation and a deed of ownership; a writ only entitles one to a percentage of the value, while a deed entitles one to the whole value.

Ignore the above table when the writ includes the right to spells cast, Favor actions, nights at an inn, etc.

**TABLE 90: TREASURE – DEEDS OF OWNERSHIP**

Die Roll (d1000)	Deed	Value
001-012	Bridge	1-10 g.p. per month
013	Castle	The castle itself, and any furnishings (6,000 g.p. value, not actual income)
014-019	City gate	1-20 g.p. per month
020-055	Garden	2-20 bushels of vegetables or 4-40 g.p. in cash per year
056-198	Grain field	2-20 bushels of grain or 1-10 g.p. in cash per year
199-217	Inn	Use of the inn 1-6 days per month, or 1d6 g.p. in cash
218	Keep	Use of the keep and troops (3,000 g.p. value)
219-232	Manor	10-100 g.p. per year
233-259	Mill	1-4 g.p. per month
260-294	Orchard	2-20 bushels of fruit or 4-40 g.p. in cash
295-327	Oven	1-3 g.p. per month
328-589	Salt works	1-10 lbs. of salt per year or 1-5 g.p. in cash

Die Roll (d1000)	Deed	Value
590-597	Shrine	1-3 levels' worth of spells per year (50-150 g.p. value)
598-630	Tavern	1 barrel of ale or 1-3 g.p. in cash per month
631-666	Temple, large	1-10 levels' worth of spells per year (max 5th level) or 4-40 g.p.
667-738	Temple, small	1-6 levels' worth of spells per year (max 3rd level) or 2-20 g.p.
739	Tower	Use of the tower and troops (600 g.p. value)
740-775	Vineyard	2-20 bushels of fruit or 4-40 g.p. in cash per year
776-000	Wine press	1-3 gallons of wine or 1-6 g.p. per year

## Magic items

### Amulet of Predictable Spellcasting

This amulet takes the chance out of spellcasting, and is highly prized by those of lawful bent, particularly those of lawful neutral alignment. When worn while casting a spell whose effects (damage, range, duration, etc.) are randomly determined according to the spell description, no dice are rolled. Instead, the average effect invariably results, rounding down. Example: A 12th level mage casts *fireball*. Normally, it would do 12d6 hit points of damage. If the amulet is worn while the spell is cast, however, it would do 12 x 3.5, or 42, hit points of damage, since the average of 1, 2, 3, 4, 5, and 6 (all the possible outcomes of a d6 roll) is 3.5. It is worth 500 x.p.

### Banner of Victory

This magical pennon bears the crest of a famous hero or kingdom from ancient times (if the secret to creating such an item is known, it can of course be made to bear whatever heraldry is desired). All friendly troops within a 60' radius get a +1 bonus on all to hit rolls, as well as on all rolls for morale checks. It is worth 750 x.p.

### Book of Knowledge

This enchanted tome is especially prized by savants and scholars of all types, as it magically presents knowledge that the user desires, if that user knows how to properly interpret the writings. It appears as a large book, bound in leather with metal bindings, and its true nature cannot be discerned except by scanning its contents. It will radiate magic if detected for. Anyone possessing this book will get a +20% bonus to all Scholarship skill checks, and specific or precise questions will be answered in half the indicated time. It is worth 4,000 x.p.

### Cart of Carrying

This appears to be a normal one-axle cart, such as are found around the world hauling goods and people, and drawn by a single horse or mule. Due to its enchantment, it can carry twice the load of a mundane cart: 4,000 lbs. at normal speed, and as much as 8,000 lbs. at half speed. It is worth 2,000 x.p.

### Cloak of the Courtier

This cloak looks like a fine embroidered cloak or half-cloak (either has the same effect), but will radiate magic if detected for. While worn, this magical garment subtly changes the attitudes of those around the wearer towards him, making him seem more charming, approachable, and/or impressive than he otherwise would. While worn, this cloak gives the wearer a +2 bonus on all Favor action checks, and he gains 1 Favor point while it is worn. It is worth 1,750 x.p.

### Cornerstone of Good Fortune

This appears as an ordinary block of granite or other stone, such as is found in the foundations of many sorts of larger buildings. It is, in fact, a powerfully enchanted object. When laid into the ground as the first stone of the foundation of a structure, that structure will have a bonus of 10% to its hit point total, and no hit that does less than 12 h.p. of damage will damage the structure. Such a structure could be a tower, a castle, a wall, etc. It is worth 3,000 x.p.

### Magic Beans

These enchanted legumes appear as an ordinary handful of beans, but will radiate magic if detected for. When planted in even the poorest soil and given the smallest morsel of water, they will germinate overnight and sprout into an enormous tangle of vines reaching straight up. If planted under a small building or similar structure, the whole thing will be lifted to the top of the beanstalk. There are enough branches and leaves to allow almost any human, demi-human, or humanoid to climb the stalk without risk, but if attacked or otherwise engaged in strenuous activity, DEX checks may be required by the GM to prevent falling. Roll randomly to determine the height to which the beans will grow:

TABLE 91: MAGIC BEANS

Die Roll (d%)	Beanstalk Height	Experience Point Value
01-70	1d12x10 feet	300
71-95	1d12x100 feet	600
96-99	1d12x1,000 feet	900
00	2d12x1,000 feet	1,200

One percent of all magic beans will sprout as normal and reach the indicated height, but the fleshy leaves will actually be jaws that attack as 3d8 HD creatures and inflict 1d6 hit points of damage. For every 20' climbed, another set of leaf-jaws will attempt to attack. Spells such as *plant friendship* will be effective against such beanstalks. It is not possible to distinguish between the regular and biting stalks without provoking an attack. It should be noted that the castles of cloud giants, cloud dragons, etc., are usually to be found from 6,000 feet up.

### Mask of Acting

This appears to be a mundane theatrical mask, such as are commonly used by actors to convey different emotions or the identity of certain characters. It can be designed either to be held on to the face with a tie, to cover the whole head, or to be held in front of the face by a handle. There is a 25% chance of the latter, in which case one hand will be busy while the mask is in use, and thus spells with gestures, two-handed weapons, some acrobatics, etc., will not be possible. When such a mask is worn while a bard, jester, or mountebank is attempting to use their verbal patter skills, the chance of success increases based on the power of the mask:

**TABLE 92: MASK OF ACTING QUALITY**

Die Roll (d%)	Verbal Patter Bonus	Experience Point Value
01-50	+5%	400
51-73	+10%	800
74-81	+15%	1,400
82-87	+20%	2,000
88-91	+25%	3,000
92-95	Cursed, -5%	0
96-99	Cursed, -10%	0
00	Cursed -15%	0

**TABLE 93: MASK OF ACTING TYPE**

Die Roll (d%)	Type of Mask	Bonus Applies To
01-07	Chorus/blank	Second Look
08-14	Comedy	Value
15-22	Doctor	Assure
23-31	God/Goddess	Distract
32-39	Harlequin	Entertain
40-46	King	Inspire
47-55	Lover	Attend
56-64	Merchant	Distrust

### Die Roll

(d%)	Type of Mask	Bonus Applies To
65-71	Rabbit	Befuddle
72-78	Rage	Enrage
79-85	Rooster	Trust
86-92	Servant	Demean
93-00	Tragedy	Question

### Mask of Disguise

This potent magic item is coveted by spies, assassins, and others. It allows the wearer not only to change his own appearance, but to mimic the face and hair of a specific individual. It does not change the voice or clothing of the wearer, however. The wearer can specify any individual he has seen with his own eyes, and can change the face on the mask once per minute, by concentrating for a single segment (6 seconds). It is worth 3,500 x.p.

### Potion of Fertility

This potion will cause a woman to add 25% to her base chance of becoming pregnant in a given year. It is worth 200 x.p. and requires a rabbit's ovaries to create.

### Potion of Infertility

This potion will cause a woman to subtract 25% from her base chance of becoming pregnant in a given year (negative chances can still be brought above 0% by other factors). It is worth 200 x.p. and requires pennyroyal and yarrow to create.

### Siege Tower of Growth

This enchanted siege tower is a marvel of the war-wizard's art. It appears as an ordinary wagon filled with a load of lumber. When the command word is uttered, it will magically grow into a siege tower 10' in height. Every time the command word is uttered subsequently, it will grow an additional 10', until it reaches its maximum of 50'. Every 10' of growth requires one round to complete. It can function as a siege tower at any stage of its growth; it need not be set to its maximum height. It can be repaired if damaged in combat, but if it takes 160 hit points of damage, will be forever ruined. Note that as with all siege engines, hits that do less than 10 h.p. have no effect. It is worth 6,000 x.p.

### Signet Ring of Ambassadorial Cunning

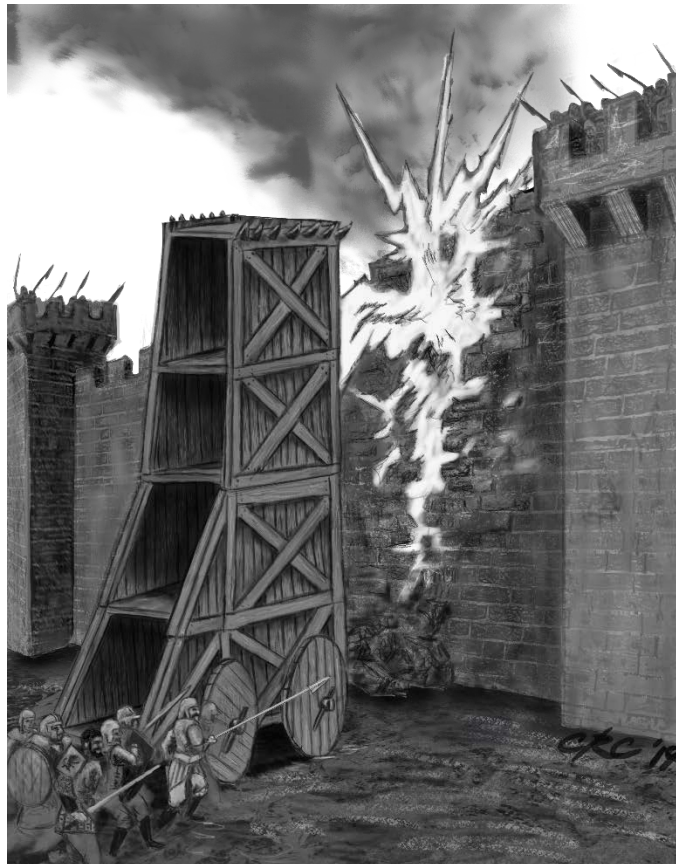
These rings are often presented to ambassadors about to be sent to a foreign court, in order to assist them with their duties. In addition to functioning as a *signet ring of sealing*, such a ring also provides a +1 bonus to all rolls while performing Favor actions at court, while worn. It is worth 2,000 x.p.

### Signet Ring of Sealing

This special signet ring allows the wearer to put its impression on a wax seal, like any ordinary such ring. However, the contents of the missive (whether it be a scroll, folded parchment, envelope, etc.) cannot be seen without shattering the wax seal completely, thus making it obvious that the note within has been compromised. The effect can be broken by a *dispel magic* spell cast on the seal itself, but then mundane means must be taken to open the seal without breaking it. It is worth 1,000 x.p.

### Staff of Demiplane Control

This rare and powerful device allows the user to change certain aspects of a demiplane. The number of charges used is determined by the extent and type of the alterations that the staff



is used to enact:

- The nature of the demiplane can be changed in a 20' radius of the bearer of the staff. The bearer can choose the nature from any of the options listed in the *create demiplane I* spell. The bubble of altered nature remains centered on the staff if it is moved or carried. The change will expend 1 charge for every hour it is maintained.
- Within a 20' radius of the bearer of the staff, time can be made to flow from one-tenth to ten times the normal rate. The bubble of altered time-flow remains centered on the staff if it is moved or carried. Such a change will expend 2 charges for every subjective hour (i.e., hours that pass inside the radius).
- The bearer of the staff can cast *demiplane portal* by expending 3 charges. The portal will only last for 1 hour, however.

If the creator of the demiplane is in the demiplane when the staff is used, the creator is immediately alerted. If the creator is within 60' when the staff is used, he can choose to make a WIS check to attempt to override the staff's effect. If the WIS check is successful, the staff will not function in that round, and the charges are still expended. Another attempt to use the staff can be made in the following round, however.

The staff will originally be found with 24 minus 1d6 charges. Only clerics, mages, and savants may use the staff; anyone else who utters the command word while holding it will take 3d6 points of electrical damage. It can be recharged by the spell *alter demiplane* cast by a spellcaster of 19th level or greater. It is worth 8,000 x.p.

### Staff of Ley Line Attraction

This potent wooden staff allows the user to temporarily shift nearby ley lines to it as a magnet draws iron filings. By thrusting the staff into the ground and uttering the command word, the user makes nearby ley lines snap to its location. If more than one is nearby, a ley line nexus might even be formed.

- If one charge is expended, all ley lines (minor and major) within 1 mile will be drawn to the point where the staff is thrust into the ground for one hour
- If two charges are expended, all ley lines within 10 miles will be drawn to the staff for eight hours
- If three charges are expended, all ley lines within 30 miles will be drawn to the staff for twelve hours

The staff will stick in the ground, immovable, until the second command word is spoken. The instant that happens, the ley lines will snap back to their original positions like rubber bands. When this happens, there is a 25% (minor line) or 45% (major

line) chance in any given square mile within the ley line's original location that a random cantrip (50%), 1st level spell (30%) or 2nd level spell (20%) will go off. Roll randomly to determine exact location and which spell.

If the locations of ley lines have not already been established by the GM (which is recommended), use the following chart to determine whether there is a ley line within range:

**TABLE 94: LEY LINE RANGE**

Range	Minor Ley Line	Major Ley Line
One mile	1%	Special*
Ten miles	15%	3%
Thirty miles	95%	27%

\* With a one-mile radius, roll percentile dice. If a natural 00 is rolled, roll again. If 00 comes up again, there is a major ley line within range.

If a minor or major ley line is indicated, roll again. If another such line is indicated, a nexus will be formed at the point where the staff has entered the ground. See the Ley Lines secondary skill on page 75 for details on the effects of ley lines and ley line nexuses.

The staff will originally be found with 24 minus 1d6 charges. Only clerics, druids, mages, and savants may use the staff; anyone else who utters the command word while holding it will be blinded for 1d6 days. It can be recharged by the spell *shift ley line* cast by a spellcaster of 19th level or greater. It is worth 9,000 x.p.

### Stone of Monster Attraction

Much like all other magic stones, this appears to be a fist-sized roughly polished stone, but will radiate magic if detected for. The presence of this stone will double the chance of a wandering monster entering core and border hexes within 1, 15, and 30 miles of its location (see Table 16: Courtly Reward: Strongholdance of Wandering Monsters). If in a location where wandering monsters are numerous, such as a dungeon, it will double the normal chance of such an encounter. The effect can be stopped for 24 hours by a *dispel magic* spell, and will similarly be blocked if the stone is encased in a container of lead or gold. It is not worth any x.p.

### Stone of Monster Repulsion

This appears to be a roughly polished stone, but will radiate magic if detected for. The presence of this stone will cut in half the chance of a wandering monster entering core and border hexes within 1, 15, and 30 miles of its location (see Table 16: Courtly Reward: Strongholdance of Wandering Monsters). If in a location where wandering monsters are numerous, such as a

dungeon, it will halve the normal chance of such an encounter. A *dispel magic* spell will stop the effect for 24 hours, and if the stone is encased in a container of lead or gold it will similarly not function. It is worth 3,000 x.p.

### Wagon of Hauling

This appears to be a normal two-axle wagon, such as are commonly used to haul all manner of goods, pulled by two draft horses or oxen. Such an enchanted wagon can haul twice the normal load, 8,000 lbs, and move at normal speed. It can hold up to 16,000 lbs. if moving at half speed. It is worth 4,000 x.p.

### Weapon (Siege), Enchanted

Much like conventional melee and missile weapons, it is very possible to enchant siege weapons with spells that make them more effective. Experience point values are cumulative, so a *ballista of speed +1* would be worth 1,575 x.p.

**TABLE 95: SIEGE WEAPON TYPE**

Die Roll (d20)	Type of Siege Weapon	X.P. Value
1-4	Ballista (use Table 97)	375
5-6	Catapult, heavy (use Table 97)	1,000
7-9	Catapult, light (use Table 97)	750
10-12	Cauldron (use Table 99)	250
13	Gallery (use Table 100)	1,750
14-16	Ram (use Table 98)	750
17-18	Siege tower (use Table 100)	4,000
19	Sow (use Table 98)	750
20	Trebuchet (use Table 97)	2,500

**TABLE 96: WEAPON PRIMARY QUALITY**

Die Roll (d%)	Quality	X.P. Value
01-63	+1	400
64-84	+2	800
85-94	+3	1,400
95-99	+4	2,000
00	+5	3,000

**TABLE 97: MISSILE WEAPON SECONDARY QUALITY**

Die Roll (d%)	Secondary Quality	X.P. Value
01-17	Acid splashing	200
18-32	Ever-full	500
33-52	Far-reacher	400
53-58	Fire Resistance	400
59-69	Flame burst	200
70-86	Frost shatter	200
87-89	Interceptor	1,100
90-93	Shielding	400
94-00	Speed	800

**TABLE 98: NON-MISSILE WEAPON SECONDARY QUALITY**

Die Roll (d%)	Secondary Quality	X.P. Value
01-37	Flame burster	200
38-74	Frost shatterer	200
75-79	Shielding	400
80-00	Speed	800

**TABLE 99: CAULDRON SECONDARY QUALITY**

Die Roll (d%)	Secondary Quality	X.P. Value
01-25	Ever-full	500
26-00	Speed	800

**TABLE 100: GALLERY / SIEGE TOWER SECONDARY QUALITY**

Die Roll (d%)	Secondary Quality	X.P. Value
01-50	Fire Resistance	300
51-00	Shielding	400

**Acid Splashing**

When a missile fired from this weapon impacts its target, not only does it do the normal damage indicated, but it explodes in a burst of highly corrosive acid. All items in the splash zone must make a saving throw vs. acid or be ruined by the acid. All creatures in the splash zone must make a saving throw vs. breath weapon or take acid damage as indicated below. A successful saving throw indicates half damage. If a structure is hit, the structure must make a saving throw vs. fire or take damage as well (no damage if the save is successful)

**TABLE 101: ACID SPLASHING**

Type of Siege Weapon	Splash Radius	Additional Damage if Failed Save
Ballista	10'	1d4
Catapult, heavy	20'	2d6
Catapult, light	10'	1d6
Trebuchet	30'	2d8

**Ever-full**

Ever-full weapons never run out of ammunition. As soon as a missile has been launched, or a cauldron has dropped its contents on those below and been returned to an upright position, new ammunition or oil will appear by magic. This does not ordinarily impact rate of fire, but cauldrons will be able to be re-used, at a rate of 1ce/2 rounds.

**Far-reacher**

Far-reacher weapons have twice the normal maximum range of non-magical weapons of their type. Minimum range (if any) is unchanged.

**Fire Resistance**

Weapons of fire resistance cannot be harmed by ordinary fire, and only suffer half damage from all magical fire except dragon's breath.

**Flame Burster**

When a missile fired from this weapon impacts its target, not only does it do the normal damage indicated, but it explodes in a burst of flame. All items in the explosion must make a saving throw vs. fire, taking half damage if they succeed. All creatures in the explosion must make a saving throw vs. breath weapon or take fire damage as indicated below. A successful saving throw indicates half damage. If a structure is hit, the structure must make a saving throw vs. fire or take damage as well (no damage if the save is successful).

**TABLE 102: FLAME BURSTER**

Type of Siege Weapon	Explosion Radius	Additional Damage if Failed Save
Ballista	10'	1d4
Catapult, heavy	20'	2d6
Catapult, light	10'	1d6
Ram	5'	1d4
Sow	5'	1d4
Trebuchet	30'	2d8

A stone structure that has been successfully hit by a flame burster weapon within 5 minutes of being hit by a frost shatterer weapon will automatically fail its saving throw.

**Frost Shatterer**

When a missile fired from this weapon impacts its target, not only does it do the normal damage indicated, but it explodes in a burst of ice and cold. All items in the burst must make a saving throw vs. frost, taking half damage if they succeed. All creatures in the explosion must make a saving throw vs. breath weapon or take cold damage as indicated below. A successful saving throw indicates half damage. If a structure is hit, the structure must make a saving throw vs. cold or take damage as well (no damage if the save is successful)



**TABLE 103: FROST SHATTERER**

<b>Type of Siege Weapon</b>	<b>Explosion Radius</b>	<b>Additional Damage if Failed Save</b>
Ballista	10'	1d4
Catapult, heavy	20'	2d6
Catapult, light	10'	1d6
Ram	5'	1d4
Sow	5'	1d4
Trebuchet	30'	2d8

A stone structure that has been successfully hit by a flame burster weapon within 5 minutes of being hit by a frost shatterer weapon will automatically fail its saving throw.

### **Interceptor**

If an interceptor weapon is ready to be fired in a given round, rather than a target on the ground, the crew can attempt to hit an enemy projectile in mid-flight. The projectile must, at some

point in its flight, cross the interceptor's arc of fire, and be in short, medium, or long range. The interceptor must make a successful roll against AC 5 in order to hit the target. If successful, the enemy projectile is shattered harmlessly in mid-air.

### **Shielding**

Weapons of shielding can only be harmed by enchanted weapons of +1 or better strength.

### **Speed**

Weapons of speed can be fired at twice the normal rate.

## Spells Lists by Class and Level

(Spells in *italic type* are described in this volume)

**TABLE 104: BARD SPELLS BY LEVEL**

	<b>First Level</b>	<b>Second Level</b>	<b>Third Level</b>
1	Alter Animal	Alter Self	Animal Friendship
2	Alter Plant	Animal Fear	Comfortable Refuge
3	Bless	Bind	<i>Command Performance</i>
4	Calmness	Birdsong	Distraction
5	Climb	Enhance Beverage	Easy Travels
6	Cure Animal Wounds	Enhance Food	Fear
7	Disgust	Enhance Image	Fly
8	Dry	Far Wandering	Fresh Air
9	False Trail	Gust of Wind	Fumble
10	Friends	Healing Sleep	Haste
11	Haunting Dream	Knock	Martial Arts
12	Jump	Levitate	Neutralize Poison
13	Message	Lucky Draw	Remove Paralysis
14	Perception	Predict Weather	Resist Charm
15	Ready Spell	Refresh	Shillelagh
16	Resist Cold	Remove Fear	Shout
17	Sharp Note	Resist Fire	Song of Combat
18	Sleep	Social Grace	Spectral Force
19	Ventriloquism	Spike Growth	Water Breathing
20	Wizard Lock	Tiny Hut	Weakness
21			Whispering Wind

	<b>Fourth Level</b>	<b>Fifth Level</b>	<b>Sixth Level</b>	<b>Seventh Level</b>
1	Awestruck	Dig	Affect Normal Fires	Animal Summoning I
2	Depression	Improved Fear	Avalanche	Bridge
3	Detect Invisibility	Inspiration	Bonhomie	Cacophony
4	Distance Distortion	Invisibility	Control Winds	Charm Monster
5	Emotion	Irresistible Dance	Fascinate	Conjure Fire Elemental
6	Fetter	Maze	Fog Cloud	Control Weather
7	Hallucinatory Forest	Polymorph Other	Mass Invisibility	Dancing Weapon
8	Interrupt Concentration	Song of War	Sonic Blast	Enveloping Flame
9	Pass without Trace	Sympathy	Teleport	Gale
10	Polymorph Self	Volley of Javelins	Veil	Teleport Other
11	Song of Battle	Wall of Force	Veil of Shadows	Volley of Icicles
12	Steadfast Mount	Wall of Thorns	Volley of Arrows	Wind Walk

**TABLE 105: JESTER SPELLS BY LEVEL**

	<b>First Level</b>	<b>Second Level</b>	<b>Third Level</b>	<b>Fourth Level</b>
1	Animal Friendship	Feign Death	Animal Summoning I	Ethereality
2	Audible Glamer	Gust of Wind	Cloudburst	Exchange
3	Color Spray	Ignore	<i>Command Performance</i>	Passwall
4	Dancing Lights	Invisibility	Emotion	Place of Holding
5	Darkness 15' Radius	Lightning Bolt	<i>Faux Pas</i>	Prismatic Spray
6	Enlarge	Mirror Image	Fireball	Stone to Flesh
7	ESP	Phantasmal Force	Greater Morphing	
8	Faerie Fire	Plant Growth	Hide in Plain Sight	
9	Fool's Luck	Skyhook	Hideous Laughter	
10	Minor Morphing	Slow	Just out of Time	
11	Palm of My Hand	Stream	Project Image	
12	Stinking Cloud	Ventriloquism		

**TABLE 106: CLERIC SPELLS BY LEVEL**

	<b>First Level</b>	<b>Second Level</b>	<b>Third Level</b>
1	Bless	Aid	Animate Dead
2	Ceremony	Augury	Boundary
3	Combine	Chant	Cloudburst
4	Command	Detect Charm	Continual Light
5	Create Water	Detect Life	Create Food & Water
6	Cure Light Wounds	Dust Devil	Cure Blindness
7	Detect Evil	Enthrall	Cure Disease
8	Detect Magic	Find Traps	Dispel Magic
9	Endure Cold	Hold Person	Feign Death
10	Invisibility to Undead	Holy Symbol	Flame Walk
11	Light	Know Alignment	Glyph of Warding
12	Magic Stone	Messenger	Holy Vestment
13	Penetrate Disguise	Resist Fire	Locate Object
14	Portent	Silence 15' Radius	Meld into Stone
15	Precipitation	Slow Poison	Negative Plane Protection
16	Protection from Evil	Snake Charm	Prayer
17	Purify Food & Drink	Speak with Animals	Remove Curse
18	Remove Fear	Spiritual Hammer	Remove Paralysis
19	Resist Cold	Withdraw	Speak with the Dead
20	Sanctuary	Wyvern Watch	Water Walk

	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Abjure	Access Demiplane	Aerial Servant	Alter Demiplane
2	Cloak of Fear	Air Walk	Animate Object	Astral Spell
3	Cure Serious Wounds	Atonement	Blade Barrier	Control Weather
4	Detect Lie	Commune	Conjure Animals	Conversion
5	Detect Portal	Create Demiplane I	Cure Insanity	Create Demiplane II
6	Divination	Cure Critical Wounds	Demiplane Portal	Disruption
7	Exorcise	Dispel Evil	Find the Path	Earthquake
8	Giant Insect	Flame Strike	Forbiddance	Exaction
9	Imbue with Spell Ability	Golem	Gate Sense	Gate
10	Lower Water	Insect Plague	Heal	Holy (Unholy) Word
11	Neutralize Poison	Magic Font	Heroes' Feast	Improved Anti-divination Screen
12	Protection from Evil 10' Radius	Plane Shift	Know Demiplane	Interrupt Divination
13	Speak with Plants	Quest	Part Water	Planar Window
14	Spell Immunity	Rainbow	Raise Dead Fully	Regenerate
15	Spike Stones	Raise Dead	Speak with Monsters	Restoration
16	Sticks to Snakes	Spell Cluster Sense	Stone Tell	Resurrection
17	Tongues	Spike Growth	Word of Recall	Succor
18		Sunburst		Symbol
19		True Seeing		Wind Walk

TABLE 107: DRUID SPELLS BY LEVEL

	First Level	Second Level	Third Level
1	Alter Animal	Animal Telepathy	Call Lightning
2	Alter Plant	Barkskin	Cloudburst
3	Animal Friendship	Charm Person or Mammal	Cure Disease
4	Ceremony	Create Water	Hold Animal
5	Cure Animal Wounds	Cure Light Wounds	Know Alignment
6	Detect Balance	Feign Death	Neutralize Poison
7	Detect Magic	Fire Trap	Plant Growth
8	Detect Poison	Flame Blade	Protection from Fire
9	Detect Snares & Pits	Goodberry	Pyrotechnics
10	Entangle	Heat Metal	Resist Water
11	Faerie Fire	Locate Plants	Snare
12	Invisibility to Animals	Plant Friend	Spike Growth
13	Locate Animals	Produce Flame	Starshine
14	Pass without Trace	Reflecting Pool	Stone Door
15	Precipitation	Resist Fire	Stone Shape
16	Predict Weather	Slow Poison	Summon Insects
17	Purify Water	Trip	Tree
18	Shillelagh	Warp Wood	Water Breathing
19	Speak with Animals		

	<b>Fourth Level</b>	<b>Fifth Level</b>	<b>Sixth Level</b>	<b>Seventh Level</b>
1	Animal Summoning I	Animal Growth	Animal Summoning III	Animate Rock
2	Call Woodland Beings	Animal Summoning II	Anti-animal Shell	Changestaff
3	Control Temperature 10' Radius	Animate Tree	<i>Charge Ley Line</i>	Chariot of Flame
4	Cure Serious Wounds	Anti-plant Shell 10' Radius	Conjure Fire Elemental	Confusion
5	Dispelling Magic	Balance	Cure Critical Wounds	Conjure Earth Elemental
6	Hallucinatory Forest	Commune with Nature	Faerie Summoning	Control Weather
7	Hold Elemental	Control Winds	Feeblemind	Creeping Doom
8	Hold Plant	Insect Plague	Fire Seeds	<i>Deactivate Ley Line</i>
9	Plant Door	Moonbeam	<i>Forest Wards</i>	Earthquake
10	Produce Fire	Pass Plant	Liveoak	Finger of Death
11	Protection from Lightning	Spike Stones	Resist Charm	Fire Storm
12	Repel Insects	Sticks to Snakes	Transmute Water to Dust	Regenerate
13	Speak with Plants	Transmute Rock to Mud	Transport via Plants	Reincarnate
14	Sunburst	Wall of Fire	Turn Wood	<i>Shift Ley Line</i>
15			Wall of Thorns	Sunray
16			Weather Summoning	Transmute Metal to Wood

**TABLE 108: MYSTIC SPELLS BY LEVEL**

	<b>First Level</b>	<b>Second Level</b>	<b>Third Level</b>
1	Augury	Awaken 2nd Chakra	Awaken 3rd Chakra
2	Awaken 1st Chakra	Crystal Magic II	Crystal Magic III
3	Bless	Cure Light Wounds	Feign Death
4	Ceremony	Detect Ethereal	Fly
5	Clairaudience	Detect Life	Invisibility
6	Clairvoyance	Gaze Reflection	Locate Object
7	Comprehend Languages	Know Alignment	Material
8	Crystal Magic I	Language of Birds	Meld into Stone
9	Detect Evil	Levitate	Message
10	Detect Magic	Obscurement	Negative Plane Protection
11	Light	Penetrate Disguise	Non-detection
12	Portent	Protection from Normal Missiles	Prayer
13	Protection from Evil	Resist Fire	Protection from Evil 10' Radius
14	Resist Cold	Rope Trick	Resist Water
15	Snake Charm	Slow Poison	Spirit Gift II
16	Spirit Gift I	Sunrise	Water Walk

	<b>Fourth Level</b>	<b>Fifth Level</b>	<b>Sixth Level</b>	<b>Seventh Level</b>
1	Awaken 4th Chakra	<i>Access Demiplane</i>	Astral Spell	<i>Alter Demiplane</i>
2	Crystal Magic IV	Awaken 5th Chakra	Awaken 6th Chakra	Animate Rock
3	Cure Blindness	Awareness	Cloud of Unknowing	Awaken 7th Chakra
4	Cure Disease	Commune with the Multiverse	Cure Critical Wounds	<i>Create Demiplane II</i>
5	Detect Astral	<i>Create Demiplane I</i>	<i>Demiplane Portal</i>	Heal
6	<i>Detect Portal</i>	Cure Serious Wounds	Empathy	Holy Word
7	Divination	Dispel Evil	Find the Path	<i>Improved Anti-divination Screen</i>
8	Exorcise	Earthwalk	<i>Gate Sense</i>	<i>Interrupt Divination</i>
9	Hypnotic Pattern	Prophecy	Grounding	Know Self
10	Protection from Lightning	Protection from Disease	Infravision	Limited Wish
11	Selflessness	Sacred Place	Intuition	Luck
12	Sticks to Snakes	<i>Spell Cluster Sense</i>	<i>Know Demiplane</i>	<i>Planar Window</i>
13	Telepathy	Spirit Gift III	Run	Planetrack
14		Spirit Possession	Triumph of the Will	Restoration
15		True Seeing	Ultravision	Spirit Gift IV
16				Time Stop
17				Turn Wood

**TABLE 109: MOUNTEBANK SPELLS BY LEVEL**

	<b>First Level</b>	<b>Second Level</b>	<b>Third Level</b>	<b>Fourth Level</b>
1	Affect Normal Fires	Alter Self	Clairaudience	Charm Monster
2	Change Self	Detect Magic	Delude	Dispel Exhaustion
3	Charm Person	<i>Exaggerated Vintage</i>	<i>Faux Pas</i>	Emotion
4	Dancing Lights	Fascinate	Feign Death	Fear
5	Friends	Fools Gold	Infravision	Fumble
6	Magic Aura	Forget	Non-detection	Plant Growth
7	Mending	Hypnotic Pattern	<i>Shadow Lover</i>	
8	Message	Misdirection	Suggestion	
9	Push	Preserve	Tongues	
10	Spook	Rope Trick	Water Breathing	
11	Taunt	<i>Salt Mine</i>		
12	Ventriloquism	Sobriety		

**TABLE 110: MAGE SPELLS BY LEVEL**

	<b>First Level</b>	<b>Second Level</b>	<b>Third Level</b>	<b>Fourth Level</b>
1	Affect Normal Fires	Acid Arrow	Amnesia	<i>Anti-divination Screen</i>
2	Alarm	Audible Glamer	Blink	Ball Lightning
3	Armor	Bind	Clairaudience	Black Tentacles
4	Burning Hands	Continual Light	Clairvoyance	Charm Monster
5	Charm Person	Darkness 15' Radius	Cloudburst	Confusion
6	Comprehend Languages	Deeppockets	Detect Illusion	<i>Detect Portal</i>
7	Dancing Lights	Detect Evil	Dispel Magic	Dig
8	Detect Magic	Detect Invisibility	Explosive Runes	Dimension Door
9	Enlarge	ESP	Feign Death	Dispel Illusion
10	Erase	Flaming Sphere	Fireball	Enchanted Weapon
11	Feather Fall	Fools Gold	Flame Arrow	Enchantment I
12	Find Familiar	Forget	Fly	Fear
13	Firewater	Hideous Laughter	Gust of Wind	Fire Charm
14	Floating Disc	Illusionary Trap	Haste	Fire Shield
15	Friends	Invisibility	Hold Person	Fire Trap
16	Grease	Irritation	Infravision	Fumble
17	Hold Portal	Knock	Invisibility, 10' Radius	Hallucinatory Terrain
18	Identify	Know Alignment	Item	Ice Storm
19	Jump	Levitate	Lightning Bolt	Magic Mirror
20	Light	Locate Object	Material	Massmorph
21	Magic Aura	Magic Mouth	Minute Meteors	Minor Globe of Invulnerability
22	Magic Missile	Mirror Image	Monster Summoning I	Mnemonic Enhancer
23	Melt	Preserve	Phantasmal Force	Monster Summoning II
24	Mending	Protection from Cantrips	Protection from Evil, 10' Radius	Plant Growth
25	Message	Pyrotechnics	Protection from Normal Missiles	Polymorph Other
26	Mount	Ray of Enfeeblement	Secret Page	Polymorph Self
27	Precipitation	Rope Trick	Sepia Snake Sigil	Remove Curse
28	Protection from Evil	Scare	Slow	Resilient Sphere
29	Push	Shatter	Suggestion	Secure Shelter
30	Read Magic	Spark Shower	Tiny Hut	Shout
31	Run	Stinking Cloud	Tongues	Stoneskin
32	Shield	Strength	Water Breathing	Ultravision
33	Shocking Grasp	Tracking Mark	Wind Wall	Wall of Fire
34	Sleep	Vocalize		Wall of Ice
35	Spider Climb	Web		Wizard Eye
36	Taunt	Whip		
37	Unseen Servant	Wizard Lock		
38	Ventriloquism	Zephyr		
39	Wizard Mark			
40	Write			

	<b>Fifth Level</b>	<b>Sixth Level</b>	<b>Seventh Level</b>	<b>Eighth Level</b>	<b>Ninth Level</b>
1	<i>Access Demiplane</i>	Anti-magic Shell	<i>Alter Demiplane</i>	Antipathy/Sympathy	<i>Alter Divination</i>
2	Airy Water	Chain Lightning	Banishment	Binding	Astral Spell
3	Animal Growth	<i>Charge Ley Line</i>	Cacodaemon	Charm Immunity	<i>Create Demiplane III</i>
4	Animate Dead	Contingency	Charm Plants	Clenched Fist	Crushing Hand
5	Animate Object	Control Weather	<i>Create Demiplane II</i>	Clone	Crystalbrittle
6	Avoidance	Death Spell	<i>Deactivate Ley Line</i>	Demand	Energy Drain
7	Cloudkill	<i>Demiplane Portal</i>	Delayed Blast Fireball	Glassteel	Gate
8	Cone of Cold	<i>Detect Divination</i>	Duo-dimensions	Incendiary Cloud	<i>Great Game</i>
9	Conjure Elemental	Disintegrate	Forcecage	<i>Intercept Divination</i>	Imprisonment
10	Contact Other Plane	Enchant an Item	Grasping Hand	Irresistible Dance	Magical Disjunction
11	<i>Create Demiplane I</i>	Ensnarement	<i>Improved Anti-divination Screen</i>	<i>Mask Energy</i>	Meteor Swarm
12	Dismissal	Extension III	Instant Summons	Mass Charm	Monster Summoning VII
13	Distance Distortion	Eyebite	<i>Interrupt Divination</i>	Maze	Power Word, Kill
14	Dolor	Forceful Hand	Limited Wish	Mind Blank	Prismatic Sphere
15	Extension II	Freezing Sphere	Mage Sword	Monster Summoning VI	Shape Change
16	Fabricate	<i>Gate Sense</i>	Magnificent Mansion	Permanency	Succor
17	Faithful Hound	Geis	<i>Mask Spell</i>	<i>Planar Window</i>	Temporal Stasis
18	Feeblemind	Glasse	Mass Invisibility	Polymorph Any Object	Time Stop
19	Hold Monster	Globe of Invulnerability	Monster Summoning V	Power Word, Blind	Wish
20	Interposing Hand	Guards and Wards	Phantom Stalker	<i>Shift Ley Line</i>	
21	Lamentable Distraction	Hold Elemental	Phase Door	Sink	
22	Magic Jar	Invisible Stalker	Power Word, Stun	Symbol	
23	Monster Summoning III	<i>Know Demiplane</i>	Reverse Gravity	Telekinetic Sphere	
24	Passwall	Legend Lore	Sequester	Trap the Soul	
25	Secret Chest	Lower Water	Simulacrum		
26	Sending	<i>Magic Sense</i>	Statue		
27	Shooting Stars	Monster Summoning IV	Teleport without Error		
28	<i>Spell Cluster Sense</i>	Move Earth	Torment		
29	Stone Shape	Part Water	<i>Trance</i>		
30	Telekinesis	Project Image	Truename		
31	Teleport	Recall	Vanish		
32	Transmute Rock to Mud	Reincarnate	Volley		
33	Wall of Force	Repulsion			
34	Wall of Iron	Sand Stalker			
35	Wall of Stone	Spiritwrack			
36		Stone to Flesh			
37		Terrible Transformation			
38		Transmute Water to Dust			



**TABLE 111: ILLUSIONIST SPELLS BY LEVEL**

	<b>First Level</b>	<b>Second Level</b>	<b>Third Level</b>	<b>Fourth Level</b>
1	Audible Glamer	Alter Self	Continual Darkness	Confusion
2	Change Self	Backstab	Continual Light	Dispel Exhaustion
3	Chromatic Orb	Blindness	Delude	Dispel Magic
4	Color Spray	Blur	Dispel Illusion	Emotion
5	Dancing Lights	Cause Shadows	Fear	Improved Invisibility
6	Darkness 15' Radius	Deafness	Hallucinatory Terrain	Massmorph
7	Detect Illusion	Detect Magic	Illusionary Script	Minor Creation
8	Detect Invisibility	Fascinate	Improved Ventriloquism	Phantasmal Killer
9	Dim Lights	Fog Cloud	Invisibility 10' Radius	<i>Phantom Miner</i>
10	Gaze Reflection	Hypnotic Pattern	Non-detection	Rainbow Pattern
11	Hypnotism	Improved Phantasmal Force	Paralyzation	Shadow Monsters
12	Light	Invisibility	Pass without Trace	<i>Shadow Tower</i>
13	Phantasmal Force	Magic Mouth	<i>Phantom Builder</i>	Solid Fog
14	Phantom Armor	Mirror Image	Phantom Steed	Vacancy
15	Read Illusionist Magic	Misdirection	Phantom Wind	
16	Spook	Ultravision	Rope Trick	
17	Wall of Fog	Ventriloquism	<i>Shadow Lover</i>	
18	Write	Whispering Wind	Spectral Force	
19			Suggestion	
20			Wraithform	

	<b>Fifth Level</b>	<b>Sixth Level</b>	<b>Seventh Level</b>
1	Advanced Illusion	Conjure Animals	Alter Reality
2	Chaos	Death Fog	Astral Spell
3	Demi-shadow Monsters	Demi-shadow Magic	<i>Demi-shadow Army</i>
4	Dream	<i>Demi-shadow Village</i>	<i>Demi-shadow Castle</i>
5	Magic Mirror	Mass Suggestion	Magery
6	Major Creation	Mirage Arcane	Prismatic Spray
7	Maze	Mislead	Prismatic Wall
8	Projected Image	Permanent Illusion	Shadow Walk
9	Shadow Door	Phantasmagoria	<i>Trance</i>
10	<i>Shadow Farm</i>	Programmed Illusion	Vision
11	Shadow Magic	Shades	Weird
12	Summon Shadow	<i>Shadow Army</i>	
13	Tempus Fugit	True Seeing	
14		Veil	

TABLE 112: SAVANT SPELLS BY LEVEL

	First Level	Second Level	Third Level	Fourth Level
1	Affect Normal Fires	Alter Writing	Answer	<i>Anti-divination Screen</i>
2	Alarm	Charm Person	Blink	Commune
3	Augury	Detect Charm	Clairaudience	Contact Other Plane
4	Comprehend Languages	Detect Invisibility	Clairvoyance	<i>Detect Portal</i>
5	Detect Evil	Detect Possession	Detect Lie	Dismiss Creature I
6	Detect Illusion	Erase	Dispel Magic	Dispel Illusion
7	Detect Life	Hypnotic Pattern	Divination	Exorcise
8	Detect Magic	Invisibility	Infravision	Explosive Runes
9	Detect Poison	Know Alignment	Negative Plane Protection	Hold Elemental
10	Detect Snares and Pits	Language of Birds	Non-detection	Lamentable Distraction
11	ESP	Levitate	Paralyzation	Magic Mirror
12	Identify	Locate Object	Planar Stability	Mnemonic Enhancer
13	Invisibility to Animals	Locate Plants	Protection from Evil 10' Radius	Plane Shift
14	Invisibility to Undead	Penetrate Disguise	Read Illusionist Magic	Prophecy
15	Light	Prediction	Reflecting Pool	Ultravision
16	Locate Animals	Read Magic	Tongues	
17	Message	Whispering Wind		
18	Predict Weather			
19	Protection from Evil			
20	Read Savant Magic			
21	Spider Climb			
22	Ventriloquism			
23	Wall of Fog			
24	Write			

	Fifth Level	Sixth Level	Seventh Level	Eighth Level	Ninth Level
1	<i>Access Demiplane</i>	Animate Object	<i>Alter Demiplane</i>	Demand	<i>Alter Divination</i>
2	Command Word	Anti-magic Shell	Banishment	<i>Demiplane Portal</i>	Astral Spell
3	Conjure Elemental	Cloudkill	Cacodaemon	Detect Curse	<i>Create Demiplane III</i>
4	<i>Create Demiplane I</i>	<i>Detect Divination</i>	<i>Create Demiplane II</i>	Devil's Advocate	Gate
5	Dismiss Creature II	Dismiss Creature III	Detect Power	Dismiss Creature V	<i>Great Game</i>
6	Dismissal	Ensnarement	Dismiss Creature IV	Elemental Transformation	Light of Truth
7	Distance Distortion	Exaction	Enchant an Item	Inanimate Object	Reverse Transmutation
8	Dolor	<i>Gate Sense</i>	<i>Improved Anti-divination Screen</i>	<i>Intercept Divination</i>	Shadow Walk
9	Find the Path	<i>Know Demiplane</i>	<i>Interrupt Divination</i>	Limited Wish	Word of Knowledge
10	Minor Creation	Legend Lore	Invisible Stalker	<i>Mask Energy</i>	
11	Sending	<i>Magic Sense</i>	Know Name	Mind Blank	
12	Shadow Magic	Repulsion	<i>Mask Spell</i>	Permanency	
13	<i>Spell Cluster Sense</i>	Sequester	Measure	<i>Planar Window</i>	
14	Spell Immunity	Shadow Door	Phantom Stalker		
15	Stone Tell	Spiritwrack	Sand Stalker		
16	Wall of Force	True Seeing	Torment	Vision	
17			Trance		
18			Truename		
19					

## A Note on New Spells

A number of new spells listed below require certain secondary skills before they can be memorized or used. If such is the case, it will be noted in the spell description itself. It is recommended that such spells not be readily available, and certainly not given to spellcasters who train and receive a new spell when a new spell level is achieved.

### A Note on Spellcasting Classes

While the present rules are designed to be played in conjunction with the **ADVENTURES DARK AND DEEP™** rules, they are quite compatible with other old-school RPGs. However, since not all games have the same character classes as ADD, feel free to switch spells around as follows:

- Bard spells can be used by druids
- Jester spells can be used by illusionists
- Mystic spells can be used by clerics
- Savant spells can be used by magic-users
- Mountebank spells can be used by illusionists

## Spell Descriptions

### Access Demiplane

Level 5 cleric, mage, mystic, savant spell (demiplane)  
Requires: incantation, gestures, gold key  
Casting time: 30 seconds (5 segments)

This spell enables the caster to open a temporary passage to a specific demiplane from the Prime Material Plane. The passage is only one way (into the demiplane), and will only last for a number of minutes equal to the caster's level. In order to successfully cast the spell, the caster must know at least the nature, creator, and name (if any) of the plane. If more details are known, they can be added to the spell in order to render it more specific. If more than one demiplane could answer the description given, roll randomly to determine which demiplane is accessed.

If the creator of the demiplane is present in the demiplane when this spell is cast, he will instantly become aware of it, and may attempt to make a WIS check to prevent its functioning. The caster may, in turn, oppose that WIS check with his own. Whoever wins the battle of wills determines whether the *access demiplane* spell works or not.

This spell requires the caster to know the Meta-magic skill, with a specialization in demiplane. It also requires a golden key

worth at least 1,000 g.p., which is lost in the casting whether it is successful or not.

### Alter Demiplane

Level 7 cleric, mage, mystic, savant spell (demiplane)  
Requires: incantation, gestures, steel wand  
Casting time: 42 seconds (7 segments)

This spell allows the caster to change certain attributes of a demiplane for a limited time. If the demiplane is temporary (i.e., it has been created by the spells *create demiplane I* or *II*), the spell will simply function. If the demiplane is permanent, however, a successful Meta-magic skill check is needed for the spell to be effective.

The nature of the demiplane can be changed for 10 minutes per level of the caster. The creatures inhabiting the demiplane will not be altered, except to be immune to any inimical effects of the new substance of their world (i.e., changing the atmosphere to one of poison will not asphyxiate the population). They will be aware of the change, and desirous of changing it back. Features in the demiplane will alter to equivalents in the new desired nature; for instance, a mesa in badlands would be converted to an island in a lake, a basalt outcropping in meta-elemental magma, or a stone table in an enclosed room of stone. The GM and player are encouraged to be creative with such alterations.

In addition, geographical and topographical features can be moved within the same time period. With a successful WIS check, the caster may move the course of a stream, turn a hedge into a wall or cause an opening to appear, etc. Such changes can only be done once per three levels of the caster (rounded down), and can only affect an area one 10'x10'x10' cube per level of the caster. A separate WIS check is required for each change. Example: A 22nd level mage could perform seven such changes, each affecting an area 22 ten-foot-cubes in size.

If the creator of the demiplane is present in the demiplane when this spell is cast, he will instantly become aware of it, and may attempt to make a WIS check to prevent its functioning. The caster may, in turn, oppose that WIS check with his own. Whoever wins the battle of wills determines whether the *access demiplane* spell works or not.

This spell requires the caster to know the Meta-magic skill, with two levels of specialization in demiplane. It also requires a short steel wand with an open hexagonal hole on one end.

### Alter Divination

Level 9 mage, savant spell (meta-divination)  
 Requires: incantation, gestures, scrying mirror  
 Casting time: 6 seconds (1 segments)

This spell enables the caster to interfere with the result of a regular divination spell, substituting the answer of his choice for the answer the spell would normally have provided. The caster must be aware of the divination being cast, either by means of the *detect divination* spell, or by being within 60' of the person casting the divination to be altered; the caster must of course be aware of the casting of the spell (usually this means he must be in line of sight).

If the divination being altered would otherwise have failed (as could be the case with certain spells such as *divination*), the caster may attempt to make a Meta-magic skill check. If successful, the caster is able to successfully insert whatever result into the target's divination he wishes, even if the spell being altered would otherwise have failed.

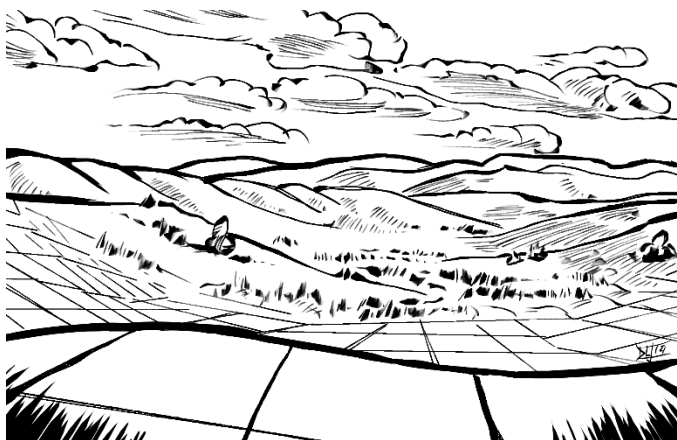
This spell requires the caster to know the Meta-magic skill, with a specialization in meta-divination. It also requires a scrying mirror worth at least 100 g.p.

See also: *detect divination*

### Anti-divination Screen

Level 4 mage, savant spell (meta-divination)  
 Requires: incantation, gestures, fan  
 Casting time: 24 seconds (4 segments)

This spell allows the caster to render himself or some other person totally invisible to all divination spells for one hour per level of the caster. However, the caster of the *anti-divination screen* must make a successful Meta-magic skill check for this spell to be effective against any divination spell of 5th level or higher. The GM should roll the check in secret; the caster will



not know whether or not his efforts were successful in that regard. The caster must touch the target of the spell while fanning him with a folding fan.

This spell requires the caster to know the Meta-magic skill, with a specialization in meta-divination.

### Charge Ley Line

Level 6 druid, mage spell (alteration, ley lines)  
 Requires: incantation, gestures, dousing stick  
 Casting time: 6 minutes

This spell enables the caster to temporarily turn minor ley lines into major ones. This is done by the line drawing energy from other nearby lines with which it intersects, draining them completely. It must be cast within 30' of a minor ley line or ley nexus. All minor ley lines within a 6-mile radius will be deactivated, and all major lines within the same radius will be demoted to minor lines. This may impact ley nexuses as well; minor nexuses will be deactivated (since there are no intersecting ley lines) and major nexuses will be turned into minor ones.

The spell will last for one minute per level of the caster.

This spell requires the caster to know the Ley Line skill. It requires a dousing stick, which is not destroyed during the casting of the spell.

### Command Performance

Level 3 bard, jester spell (enchantment/charm)  
 Requires: incantation, gestures, flowers  
 Casting time: 18 seconds (3 segments)

This spell allows the caster to focus and improve the effectiveness of verbal patter. It can be cast on either one individual or an entire troupe of performers. If the former, the target must be touched by the caster. If the latter, the entire troupe must be within 30' of each other, and no further than 60' from the caster. The chance of success will be improved by 5% for every level of the caster. A particular verbal patter skill must be selected as the spell is cast.

The spell's effect will last for two hours. If cast upon a troupe of performers, it must be cast prior to every performance for a month in order to impact the local population. One-off performances of course do not require this.

## Create Demiplane I

Level 5 cleric, mage, mystic, savant spell (demiplane)

Requires: incantation, gestures, 5,000 g.p. gem

Casting time: 2 hours

This spell taps into the proto-substance of the ethereal plane and allows the caster to create a small pocket of reality with a very limited life-span. Many of the features of the demiplane will be outside the control of the caster, but some can be changed to suit the caster's wishes. All such attempts can only be made once per demiplane, although the spell *alter demiplane* can be used afterwards.

- **Size:** The demiplane will be 1d20x10 feet in diameter (or for irregular shapes, across at its widest point), to a maximum of the caster's level times ten. Thus, a 9th level mage could create a demiplane a maximum of 90' in diameter. With a successful WIS check, you can decrease the size by as much as half.
- **Shape:** The demiplane will be a hemisphere 50% of the time, a sphere 20%, a cube 20%, and geometrically irregular 10% of the time (DM's choice). With a successful WIS check, you may change the shape of the demiplane, as long as you do not significantly change its size.
- **Nature:** The demiplane will have conditions similar to one of the four elemental planes 7% of the time, one of the quasi- or meta-elemental planes 2% of the time, shadow 10% of the time, the ethereal plane 10% of the time, one of the outer planes 1% of the time, or have conditions similar to the material plane 70% of the time. If the latter, roll randomly to determine terrain type:

**TABLE 113: NATURE OF DEMIPLANE**

Die Roll (d%)	Terrain
01-07	Badlands
08-14	Desert
15-23	Enclosed room – wood
24-32	Enclosed room – stone
33-41	Enclosed room – crystal
42-50	Enclosed room – metal
51-57	Forest
58-64	Lake
65-71	Hills
72-78	Mountain
79-86	Plains
87-92	Scrub
93-99	Swamp
00	Roll again, but demiplane has a poisonous/corrosive/vacuum atmosphere (even chance of each)

Material terrain demiplanes will have appropriate (non-intelligent) flora and small fauna (nothing larger than a foot in length, and again nothing intelligent).

You may attempt to change the nature of the plane once, by making a successful WIS check. You may change any element, para-element, or quasi-element to another, change anything to the material plane, or make changes to material plane terrain within the following groups:

- Badlands, desert, plains, scrub (to/from any of these)
- Enclosed room (to/from any type of enclosed room)
- Mountain, hills, badlands (to/from any of these)
- Forest/swamp
- Any terrain type to plains
- Poisonous/corrosive/vacuum atmosphere to a regular one

In addition, demiplanes with a material nature should roll to determine their climate (1-2 = cold, 3-8 = temperate, 9-10 = tropical).

- **Time:** Time will flow normally 80% of the time. 10% of the time it will flow at half the normal rate (i.e., for every hour spent in the demiplane, only 30 minutes will pass outside it), and 10% of the time it will flow at twice the normal rate (i.e., for every day spent in the demiplane, two days will pass elsewhere).
- **Magic effect:** If the demiplane has a nature of anything other than the material plane, magic will be affected as if on that plane (see the **ADVENTURES DARK AND DEEP™ GAME MASTERS TOOLKIT**, pp. 62-70).

The act of creating the demiplane automatically transports the caster to the demiplane thus created (note that this could be dangerous, if an elemental nature is created against which the caster has no defense). After that, the creator can come and go using a traditional *teleport* spell, by setting up a portal (see the spell *demiplane portal* below), ethereal travel, etc. For purposes of *teleport*, the demiplane is considered well known, but only the individual who created the demiplane can use that spell to travel there; this is the only instance in which the prohibition on inter-planar travel using *teleport* does not apply.

Demiplanes with a material nature will have a cycle of day and night lasting 2d12 hours each. Enclosed rooms will need artificial lighting, with the exception of those with crystal walls, which glow with an eerie opalescence. The boundaries of all

except enclosed rooms will be cloudy areas which cannot be pierced by conventional or magical weapons. Should something manage to do so (say, with an artifact, or the action of a god), the whole demiplane will instantly disintegrate like a popped soap bubble, and all within will be hurled to the far corners of the multiverse.

Demiplanes created with this spell will endure for 1 day per level of the caster (external time, not altered time rate within the plane, if any). The caster may attempt to voluntarily destroy the demiplane. If he is within it at the time, he may simply will it to be destroyed and it will disappear 1d6 minutes later. If he is elsewhere, he must make a successful WIS check in order to destroy it. If any creatures that have entered the demiplane from outside happen to be within when the spell duration expires, there is a 1% chance they will be hurled into the ethereal plane, otherwise they will be returned to the place whence they came.

This spell requires the caster to know the Meta-magic skill, with a specialization in demiplane. It requires a single gem of not less than 5,000 g.p. value, which is destroyed during the casting.

### Create Demiplane II

Level 7 cleric, mage, mystic, savant spell (demiplane)

Requires: incantation, gestures, 10,000 g.p. gem

Casting time: 6 hours

This spell is much like *create demiplane I*, with the exceptions cited herein. The caster has much more control over the form of the plane, even if there are still limitations.

- **Size:** Up to 1 mile in diameter per level of the caster, caster's choice.
- **Shape:** You may choose any shape, as long as it is within the size limitation above. Once chosen, it cannot be changed.
- **Nature:** You may change the nature of the plane within the groups specified in *create demiplane I* once, without the need for a WIS check. If it is a demiplane with a material nature, you can choose up to two different types of terrain, in segments each one mile across. You may also attempt once to chance the climate with a WIS check, but cannot change tropical to cold, or vice versa.
- **Time:** With a successful WIS check, you may change the speed with which time flows one step. Thus, you could change the flow of time from half-speed to normal speed, or double-speed to normal speed, but not from half-speed to double-speed. You can change the speed of time only once.
- **Magic effect:** Non-material natured planes have magic effects as per their nature. Demiplanes with a

material nature allow the caster to choose 1d6 spells which will not function within it.

Demiplanes with material natures will have non-sentient life appropriate to the terrain. You can attempt to change the appearance of the edge/boundary of the demiplane with a successful WIS check once. Such a change will only affect the appearance of the boundary, not impart any actual function. It is purely cosmetic.

Demiplanes created with this spell will endure for 1 week per level of the caster (external time, not altered time rate within the plane, if any). This spell can be cast again, from within the demiplane, to extend its life by one week per level of the caster from the time of casting (i.e., the extra time is not simply added to the total duration). The caster may attempt to voluntarily destroy the demiplane. If he is within it at the time, he may simply will it to be destroyed and it will disappear 1d6 minutes later. If he is elsewhere, he must make a successful WIS check in order to destroy it. If any creatures that have entered the demiplane from outside happen to be within when the spell duration expires, there is a 1% chance they will be hurled into the ethereal plane, otherwise they will be returned to the place whence they came.

This spell requires the caster to know the Meta-magic skill, with two levels of specialization in demiplane. It requires a single gem of not less than 10,000 g.p. value, which is destroyed during the casting. The caster will be aged 1 year.

### Create Demiplane III

Level 9 mage, savant spell (demiplane)

Requires: incantation, gestures, 10,000 g.p. gem

Casting time: 18 hours

This spell is much like *create demiplane II*, with the exceptions cited herein. The caster has great control over the form of the plane, with few limitations.

- **Size:** Up to 5 miles in diameter per level of the caster.
- **Shape:** You may choose any shape, as long as it is within the size limitation above.
- **Nature:** You may choose the nature of the demiplane. If it is material in nature, you may choose any sort of terrain, as you see fit, counting large bodies of water as ocean rather than lake, at your discretion. You may also choose whether it is cold, temperate, or tropical.
- **Time:** Your choice, from one-tenth speed to ten-times speed.
- **Magic effect:** In addition to the normal effects for non-material planes, the caster may choose one spell per his experience level and declare that it will either not function, or will function differently according to a

specified effect (the effect may not increase the spell's effect beyond its normal level, so *magic missile* couldn't turn into *fireball*, for instance). Magic items and innate powers that reproduce spell effects are also included. You may name a spell type (alteration, divination, etc.) in place of eight individual spells.

Spells cast by you that affect the physical environment of the demiplane, such as *dig*, *plant growth*, etc., will always have double effect, if applicable.

Demiplanes with material natures will have non-sentient life appropriate to the terrain. In addition, there will be seasons, sustainable ecologies, etc. The caster will still need to import any sentient creatures, however. You may set the appearance of the boundary of the demiplane to anything you wish, but it will not have any actual effect, being entirely cosmetic.

Demiplanes created with this spell will endure until destroyed. The caster may attempt to voluntarily destroy the demiplane. However, due to the nature of such permanent demiplanes, doing so will get harder as time goes on and the reality of the demiplane becomes more and more established.

After one month of the demiplane's continuous existence, the creator of the demiplane must make a WIS check to destroy it, whether or not they are inside it at the time, with a -1 penalty to the roll for every month it exists. After two years, the demiplane cannot be destroyed by the caster, but special artifacts, the acts of deities, etc., might be able to shatter the bubble which keeps it whole in the ethereal plane.

If any creatures that have entered the demiplane from outside, but who have resided less than 1d6 months (roll for each such creature that has been in the demiplane more than a month but less than six), happen to be within when the plane is destroyed, there is a 1% chance they will be hurled into the ethereal plane, otherwise they will be returned to the place whence they came. Creatures who dwell in the demiplane for more than 6 months are automatically considered natives and will be destroyed if the demiplane itself is laid low.

This spell requires the caster to know the Meta-magic skill, with three levels of specialization in demiplane. It requires a single gem of not less than 10,000 g.p. value, which is destroyed during the casting. This spell will age the caster 5 years.

### Deactivate Ley Line

Level 7 druid, mage spell (alteration, ley lines)  
Requires: incantation, gestures, dousing stick  
Casting time: 7 minutes

This spell enables the caster to temporarily deactivate minor ley lines, and turn major ley lines into minor ones. This is done by the line drawing energy from other nearby lines with which it intersects, draining them completely. It must be cast within 30' of the ley line to be deactivated. All minor ley lines within a 6-mile radius will be deactivated, and all major lines within the same radius will be demoted to minor lines. This may impact ley nexuses as well; minor nexuses will be deactivated (since there are no intersecting ley lines) and major nexuses will be turned into minor ones.

The spell will last for one minute per level of the caster.

This spell requires the caster to know the Ley Line skill. It requires a dousing stick, which is not destroyed during the casting of the spell.

### Demi-shadow Army

Level 7 illusionist spell (illusion/phantasm)  
Requires: incantation, gestures  
Casting time: 2 minutes per level of the caster

This spell allows the caster to create quasi-real illusions of a military force. Up to ten infantry or five mounted cavalymen can be created per level of the caster (all will be level 0, with 1d2 hit points), to a maximum of 360 infantry or 180 mounted cavalry, or some combination of the two. Horses, if any, will have 40% of the normal number of hit points. All must remain within 100' of one another, and cannot stray more than 200' from the caster and must remain within his sight (exception: if a *demi-shadow castle* or *shadow castle* is nearby, the *demi-shadow army* can be disbursed within it regardless of their distance from the caster). Note that if the spell is cast in an underground environment or other confined space, only as many soldiers as will fit within the above-stated limitations will appear; a maximum of 4 soldiers can occupy a 10'x10' space, so the most soldiers that could ever be created is 360. The soldiers can be armed and armored as the caster wishes.

The soldiers will remain for 2 minutes per level of the caster or until they are willed to disappear by the caster; the caster must maintain concentration during this time. Unlike with many other illusions, all viewers are automatically entitled to a saving throw when the *demi-shadow army* is first seen. If the saving throw is successful, the army will have an effective armor class of 8 and will only inflict 40% of the damage it should. If the saving throw



is unsuccessful, the soldiers will inflict normal damage and have an armor class appropriate to the armor worn.

### Demi-shadow Castle

Level 7 illusionist spell (illusion/phantasm)

Requires: incantation, gestures

Casting time: 1 hour

This spell enables the caster to create a quasi-real illusion of a small castle. The castle cannot have a footprint greater than 500 square feet per level of the caster. Within that limitation, the caster can create walls, a keep, towers, etc. The castle cannot have any structure that goes below ground, however, such as tunnels, dungeons, etc. Furnishings are not included, nor are servants, soldiers, etc., although they could be provided by other spells. The height of structures within the castle cannot exceed 3' per level of the caster. The castle will remain for 1 hour per level of the caster or until it is willed to disappear by the caster. For siege combat purposes, the *demi-shadow castle* has only 40% of the normal hit points for structures of its type. Unlike with many other illusion/phantasm spells, anyone approaching within a furlong of the castle is entitled to a saving throw. If the saving throw fails, he will believe the castle to be real. If the saving throw is successful, the individual can see and walk through any door in the castle as if it were a diaphanous

curtain, as well as getting a +4 bonus to all saving throws against other illusions within the castle.

### Demi-shadow Village

Level 6 illusionist spell (illusion/phantasm)

Requires: incantation, gestures

Casting time: 1 hour

This spell calls into being a quasi-real illusion of a small village. The village can consist of up to 20 different structures typical of such a place: small buildings, barns, a tavern, etc. Appropriate villagers will be created by the spell as well. No fortifications of any kind can be included, however. The whole village must be no more than 100 yards across. The village will remain for 30 minutes per level of the caster, or until it is willed to disappear by the caster. All villagers will be level 0 with 1-2 h.p. They will be friendly, or hostile, to strangers entering the village as willed by the caster at the time the spell is cast. The center of the village can be no further than 200 yards from the caster when the spell is cast.

Unlike with many other illusion/phantasm spells, anyone approaching within a furlong of the village is entitled to a saving throw. If the saving throw fails, he will believe the tower to be real. If the saving throw is successful, the individual will see through the buildings and people as if they were translucent.

### Demiplane Portal

Level 6 cleric, mage, mystic, savant spell (demiplane)

Requires: incantation, gestures, knife

Casting time: 36 seconds (6 segments)

This spell allows the caster to create a magical gateway between a demiplane and some other plane. If the caster of this spell is the creator of the demiplane, then it will be successful, lasting for 1 minute per level of the caster if the demiplane is temporary, or 1 hour per level of the caster if the demiplane is permanent.

If the demiplane is permanent, the caster can make the portal permanent by casting a *permanency* spell and making a successful Meta-magic skill check. The caster must be within 60' of the end point of the portal which is not in the demiplane.

If the caster of this spell is in the demiplane when it is cast, the guidelines for a *teleport* spell should be used when determining the location of the other end of the portal.

If the creator of the demiplane is present in the demiplane when this spell is cast by someone else, he will instantly become aware of it, and may attempt to make a WIS check to prevent its functioning. The caster may, in turn, oppose that WIS check



with his own. Whoever wins the battle of wills determines whether the *demiplane portal* spell works or not.

This spell requires the caster to know the Meta-magic skill, with two levels of specialization in demiplane.

### Detect Divination

Level 6 mage, savant spell (meta-divination)  
Requires: incantation, gestures, scrying mirror  
Casting time: 30 seconds (5 segments)

This spell is cast upon some creature with whom the caster is familiar, either by name, by reputation, or personally. The spell has a range of 100 miles per level of the caster; if cast by someone of hero-deity rank or higher, there are no range requirements, and the spell can also be cast across planes. The effect will last for one day per level of the caster.

This spell allows the caster to know if the target of the spell either casts, or is the subject of, a divination spell, during the *detect divination's* duration. A successful Meta-magic skill check will allow the caster to know which divination spell is being cast.

This spell requires the caster to know the Meta-magic skill, with a specialization in meta-divination. It also requires a scrying mirror worth at least 100 g.p., which is not destroyed in the casting.

See also: *alter divination*, *intercept divination*, and *interrupt divination*.

### Detect Portal

Level 4 cleric, mage, mystic, savant spell (demiplane, divination)  
Requires: incantation, gestures, magnifying glass  
Casting time: 24 seconds (4 segments)

This spell allows the caster to detect any portals to or from a demiplane within a cone 30' wide at the base and 10' long per level of the caster. The beam of detection will last up to 1 minute per level of the caster. Note that only magical gateways to demiplanes will be detected; *gates* to other planes or worlds will not be detectable using this spell. It will, however, detect objects or magic items which will perform the same function as a demiplane portal.

This spell requires the caster to know the Meta-magic skill, with a specialization in demiplane. It also requires a magnifying glass, which is not destroyed as the spell is cast.

### Exaggerated Vintage

Level 2 mountebank spell (illusion/phantasm)  
Requires: incantation, gestures, sugar of lead  
Casting time: 12 seconds (2 segments)

This spell allows the user to make wine taste much better than its actual vintage. It is often used by those who wish to swindle others into paying more for wine than it is worth. Up to one pint per level of the caster may be affected by the spell, which lasts for ten minutes plus two minutes per level of the caster. When calculating the value of wine that has been enchanted by the spell, it will appear to be one distance greater than it really is; thus, a local wine will taste as if it is nearby, a very far wine will seem like it is distant, etc. If a distant wine is treated with this spell, double its apparent worth. The spell requires a pinch of sugar of lead, which is sprinkled into the wine itself.

### Faux Pas

Level 3 jester, mountebank spell (enchantment/charm)  
Requires: incantation, gestures  
Casting time: 18 seconds (3 segments)

This spell causes one individual within 30' of the caster to make a minor social blunder. The target is entitled to a saving throw vs. spells. If the saving throw fails, use the following table to determine the nature of the faux pas (if cast on a courtier at court, use the faux pas table on p. 12):

**TABLE 114: FAUX PAS SPELL EFFECT**

Die Roll (d20)	Faux Pas
1	Spill drink on someone, ruining their clothing
2	Drunk in public
3	Address someone too familiarly
4	Wardrobe malfunction
5	Masterful belch in the midst of speaking
6	Over-reaction when approached by someone's favorite pet
7	Make a bawdy jest that was taken way too seriously
8	Continuously use the wrong word in an embarrassing way
9	Address a social better by an incorrect title
10	Trip and stumble, causing a huge clatter and commotion
11	Mention a recently-deceased friend of someone as if they were still alive, forgetting or unaware they had died
12	Continuously call someone by the wrong name
13	In an instant of pique, use a slang word not suitable for polite company

Die Roll (d20)	Faux Pas
14	Try making an abstract philosophical point by referring to a relatively recent military defeat; too soon
15	Inadvertently imply that a social better is feeble-minded
16	Made a joke about someone, not realizing he is standing behind you
17	Fall atop someone, noisily and conspicuously
18	Yawn noticeably while someone is speaking to you
19	Accidentally imply a belief in some minor heresy target don't actually believe in
20	Insult a friend to their face, unintentionally

The GM will determine the exact fallout from the faux pas, but it should provide at least a minor inconvenience and not just be brushed aside. Naturally, the circumstances will determine if it is even relevant; casting this spell on someone alone in the woods would be useless.

### Forest Wards

Level 6 druid spell (evocation, alteration, enchantment/charm, illusion/phantasm)

Requires: incantation, gestures, holy symbol, sulfur or charcoal, thorns or twigs, snake skin, sinew

Casting time: 30 minutes

This spell enables the druid to provide protection for his sacred grove and its surroundings, triggering a number of spell effects, much like the mage spell *guards and wards*. The spell lasts for 1 hour per experience level of the caster, and affects a sphere 10' in radius plus 10' per level of the caster. Within that area of effect, the following conditions prevail:

- If there is no forest present, a *hallucinatory forest* will fill the area
- A thick fog permeates the air, reducing visibility to 10'
- All paths in the area have *trip* cast upon them
- All areas with underbrush or grass in the area have *entangle* cast upon them
- At all intersections of paths, there is a 50% chance creatures will believe themselves to be going in the wrong direction
- The entire area will radiate magic if detected for
- The caster may choose one of the following additional effects within the radius affected by the spell:
  - *Spike growth* in 4 locations
  - *Fire trap* in 2 locations
  - *Snare* in 2 locations
  - *Animate tree* in 1 location
  - *Hallucinatory terrain* in 1 location

This spell requires the druid's holy symbol, a bit of sulfur or charcoal, thorns or twigs, snake skin, and sinew.

This spell cannot be cast underwater.

### Gate Sense

Level 6 cleric, mage, mystic, savant spell (divination, energy work)

Requires: incantation, gestures

Casting time: 36 seconds (6 segments)

This spell allows the caster to detect any gates to another plane within a cone 30' wide at the base and 10' long per level of the caster. The beam of detection will last up to 1 minute per level of the caster. Portals to demiplanes will also be detected by means of this spell. It will also detect objects or magic items which will perform the same function as a demiplane portal or gate.

This spell requires the caster to know the Meta-magic skill, with a specialization in energy work.

### Great Game

Level 9 mage, savant spell (divination, energy work)

Requires: incantation, gestures

Casting time: 54 seconds (9 segments)

This spell calls into existence a vast multi-level gaming board, with the board representing the entire multiverse and various pieces representing different powerful members of different factions. Alignment of the individual pieces is indicated by color, and relative power is determined by how brightly the piece shines. The great game is not useful for determining where exactly a given individual might be, but is rather a symbolic representation of the relative locations and intentions of the various powerful beings and factions within the multiverse. For instance, if a powerful mage aligned with the Hells is engaged in a subtle struggle against a powerful lawful good cleric, the two pieces would be in proximity to one another, maneuvering around one another. Such maneuvering is not necessarily physical, but can represent the sending out of minions (who could be represented by pawns), making of alliances, etc. As individuals become more powerful, they will be represented by ever-more powerful pieces on the board. It can, therefore, be used to determine if there are major powers involved in countering a particular powerful being, or if hidden opponents lurk to disrupt a particular scheme or stratagem. Steps can then be taken to remove such obstacles. The game board will remain in being, with the pieces slowly moving to reflect changes, for up to 10 minutes per level of the caster.

This spell requires the caster to know the Meta-magic skill, with a specialization in meta-divination.

### Improved Anti-divination Screen

Level 7 cleric, mage, mystic, savant spell (meta-divination)  
Requires: incantation, gestures, fan  
Casting time: 42 seconds (7 segments)

This spell allows the caster to render himself or some other person totally invisible to all divination spells for one hour per level of the caster, regardless of the level of the caster of the divination spell, or the caster of this spell. The caster must touch the target of the spell while fanning him with a folding fan.

This spell requires the caster to know the Meta-magic skill, with a specialization in meta-divination.

### Intercept Divination

Level 8 mage, savant spell (meta-divination)  
Requires: incantation, gestures  
Casting time: 6 seconds (1 segment)

This spell enables the caster to “listen in on” the result of a regular divination spell, knowing both the question(s) asked and the results obtained. The caster must be aware of the divination being cast, either by means of the *detect divination* spell, or by being within 60’ of the person casting the divination to be intercepted; the caster must of course be aware of the casting of the spell (usually this means he must be in line of sight).

This spell requires the caster to know the Meta-magic skill, with a specialization in meta-divination. It also requires a scrying mirror worth at least 100 g.p.

See also: *detect divination*

### Interrupt Divination

Level 7 cleric, mage, mystic, savant spell (meta-divination)  
Requires: incantation, gestures, scrying mirror  
Casting time: 6 seconds (1 segment)

This spell enables the caster to interfere with the result of a regular divination spell, preventing any answer from reaching the questioner. The caster must be aware of the divination being cast, either by means of the *detect divination spell*, or by being within 60’ of the person casting the divination to be altered (usually this means he must be in line of sight).

If the spell being intercepted would otherwise have failed, such as is possible with certain spells such as *divination*, the caster will know that fact.

This spell requires the caster to know the Meta-magic skill, with a specialization in meta-divination. It also requires a scrying mirror worth at least 100 g.p.

See also: *detect divination*

### Know Demiplane

Level 6 cleric, mage, mystic, savant spell (demiplane, divination)  
Requires: incantation, gestures  
Casting time: 1 minute

This spell enables the caster to know the details of a demiplane. If cast on a portal to the demiplane in question, the caster will know the nature of the demiplane, but nothing else. If cast while in the demiplane, the caster will know its size, nature, and time effect. If a successful Meta-magic skill check is made, the caster will also know the spell effects of the demiplane (if any).

This spell requires the caster to know the Meta-magic skill, with a specialization in demiplane.

### Magic Sense

Level 6 mage, savant spell (divination, energy work)  
Requires: incantation, gestures  
Casting time: 36 seconds (6 segments)

This spell allows the caster to detect powerful magical energy in the vicinity. It lasts for 10 minutes per level of the caster, and will allow him to feel magical emanations from spellcasters, creatures capable of spell-like powers, and magic items. The spell will only let the caster know when such spells and powers are actually used within the last hour, not when some creature or item capable of them is present. Direction and distance are not given by the spell. The range of the spell, and the level of magic energy detectable, is determined by how many skill levels in Meta-magic, with a specialization in energy work, the caster has:

**TABLE 115: MAGIC SENSE**

Skill Level	Spell Level	Distance
1	4-6	5 miles
1	7-9	25 miles
2	4-6	10 miles
2	7-9	50 miles
3	4-6	20 miles
3	7-9	100 miles

Only the fact that a spell of the requisite level was cast will be known. Once cast, no further concentration is required. The spell will only allow the caster himself to sense magical energies; it cannot be cast on someone else.

This spell requires the caster to know the Meta-magic skill, with a specialization in energy work.

### Mask Energy

Level 8 mage, savant spell (energy work)  
Requires: incantation, gestures, black opal dust  
Casting time: 54 seconds (8 segments)

This spell allows the caster to erect a screen that renders a powerful magical creature, character, or object undetectable to any spells, skills, or other methods of detecting magic. The creature or object to be screened must be touched by the caster, and only a single such creature or object can be so screened. The spell will be proof against spells such as *detect magic*, *magic sense*, *spell cluster sense*, the Meta-magic skill, etc., and is effective both if magical powers are being used, or if the magic creature/object is merely present. Only the power of a lesser god or higher will be able to penetrate the spell, and then only 25% of the time (lesser god), 50% of the time (intermediate god), or 75% of the time (greater god).

This spell requires the caster to know the Meta-magic skill, with a specialization in energy work. It also requires a pinch of black opal dust worth no less than 200 g.p.

### Mask Spell

Level 7 mage, savant spell (energy work)  
Requires: incantation, gestures, black opal dust  
Casting time: 6 seconds (1 segment)

This spell allows the caster to conceal the fact that a high-level spell is being cast. The object to be screened, or creature/character casting a spell, must be touched by the caster, and only a single use of a magic power, or spell being cast, will be concealed by the spell. It will only conceal the active use of magic; it will not be effective against spells and skills which detect the presence of those able to cast such magic. Only the power of a lesser god or higher will be able to penetrate the spell, and only then 35% of the time (lesser god), 60% of the time (intermediate god), or 85% of the time (greater god). The *mask spell* spell is, itself, masked as if the spell were in effect.

This spell requires the caster to know the Meta-magic skill, with a specialization in energy work. It also requires a pinch of black opal dust worth at least 50 g.p.

### Phantom Builder

Level 3 illusionist spell (conjunction/summoning, illusion/phantasm)  
Requires: incantation, gestures  
Casting time: 10 minutes

This spell brings into being a semi-real worker that can perform simple building tasks such as those used in construction of buildings. The spell will create 1 *phantom builder* per level of the caster, who will last for 8 hours without the caster needing to concentrate. The builders will appear within 30' of the caster and then set to work. As the *phantom builders* are unskilled, they will still need the direction of someone with at least 1 level in the Construction skill (either the engineering/architecture, carpentry, or masonry specializations). If the caster himself has such a skill level, then no such specialist is required.

If the caster is 8th level or higher, no construction specialist is needed to guide the *phantom builders*. If the caster is 10th level or higher, the *phantom builders* will work at 10% above the normal rate of construction (thus each will do 9 man-hours of work in 8 hours' time). If 12th level, they will work 20% faster than normal workers, and if 14th level, they will work 30% faster.

This spell can be cast underwater within the sphere of an *airy water* spell.

### Phantom Miner

Level 4 illusionist spell (conjunction/summoning, illusion/phantasm)  
Requires: incantation, gestures  
Casting time: 24 seconds (4 segments)

This spell brings into being a semi-real worker that can perform work digging mines and mining ore. The spell will create 1 *phantom miner* per level of the caster, who will last for 8 hours without the caster needing to concentrate. The miners will appear within 30' of the caster and then set to work. As the *phantom miners* are unskilled, they will still need the direction of someone with at least 1 level in the Construction skill (either engineering/architecture, carpentry, or masonry specializations). If the caster himself has such a skill level, then no such specialist is required.

If the caster is 8th level or higher, no mining specialist is needed to guide the *phantom builders*. If the caster is 10th level or higher, the *phantom builders* will work at 10% above the normal rate of construction (thus each will do 9 man-hours of work in 8 hours' time). If 12th level, they will work 20% faster than normal workers, and if 14th level, they will work 30% faster.

## Planar Window

Level 7 cleric, mystic; level 8 mage, savant spell (conjunction/summoning)

Requires: incantation, gestures

Casting time: 30 seconds (5 segments)

This spell allows the caster to create a small window into another plane. The window is too small for any but the smallest creatures to pass, but is large enough for spells to be cast through. The planar window will remain in existence for but a single round, and can be made to appear anywhere within 30' of the caster. The chance of success of the spell depends on the familiarity the caster has with the intended target's plane and the precise locale within that plane:

**TABLE 116: PLANAR WINDOW**

Target is...	Wrong Locale	Correct Plane/Locale	Wrong Plane
Very familiar	01-02	03-99	00
Studied carefully	01-04	05-98	99-00
Seen casually	01-08	09-96	97-00
Viewed once	01-16	17-92	93-00
Never seen	01-32	33-84	85-00

Note that if a window is opened to a plane with a harmful substance (for instance, the elemental plane of fire), any creatures within 10' of the window will be treated as if they were on that plane for 1 round (saving throw applies for half damage/effect).

Casting this spell will age the caster 2 years.

## Salt Mine

Level 2 mountebank spell (illusion/phantasm)

Requires: incantation, gestures, gold or silver dust

Casting time: 12 seconds (2 segments)

This spell allows the caster to give the illusion that a mine shaft is tapping a rich vein of ore, and is worth much more than it is in reality. If cast in a new mine, it will add 1d6 to the roll when determining apparent mine production (although the true roll will really determine its true production) and will apparently turn a copper, tin, or iron mine to a silver mine, and a silver mine to a gold mine. The spell's effect will last for 1 hour per level of the caster. Those who express active disbelief in the mine's appearance are entitled to a saving throw vs. spells; those with skill levels in Mining are entitled to a bonus of +1 per skill level.

If cast in a tapped-out mine, it will raise the chance that someone with the Mining skill will think they have uncovered a

new vein of ore to 100%. Whether or not that is really the case remains unchanged.

The spell requires a pinch of silver dust worth 1 g.p., or gold dust worth 20 g.p., which is sprinkled on the shaft itself as the spell is cast.

## Shadow Army

Level 6 illusionist spell (illusion/phantasm)

Requires: incantation, gestures

Casting time: 36 seconds (6 segments)

This spell allows the caster to create quasi-real illusions of a military force. Up to ten infantry or two mounted cavalymen can be created per level of the caster (all will be level 0, with 1 hit point). Horses, if any, will have 20% of the normal number of hit points. All must remain within 100' of one another, and cannot stray more than 200' from the caster and must remain within his sight (exception: if a *demi-shadow castle* or *shadow tower* is nearby, the *shadow army* can be disbursed within it regardless of their distance from the caster). Note that if the spell is cast in an underground environment or other confined space, only as many soldiers as will fit within the above-stated limitations will appear; a maximum of 4 soldiers can occupy a 10'x10' space, so the most soldiers that could ever be created is 360. The soldiers can be armed and armored as the caster wishes.

The soldiers will remain for 1 minute per level of the caster or until they are willed to disappear by the caster; the caster must maintain concentration during this time. Unlike with many other illusions, all viewers are automatically entitled to a saving throw when the *shadow army* is first seen. If the saving throw is successful, the army will have an effective armor class of 8 and will only inflict 20% of the damage it should. If the saving throw is unsuccessful, the soldiers will inflict normal damage and have an armor class appropriate to the armor worn.

## Shadow Farm

Level 5 illusionist spell (illusion/phantasm)

Requires: incantation, gestures

Casting time: 30 seconds (5 segments)

This spell calls into being a quasi-real illusion of a small farm. The farm can consist of up to 3 different structures typical of such a place: a farmhouse, barn, kennels, etc. Appropriate farmers will be created by the spell as well. No fortifications of any kind can be included, however. The whole farm must be no more than 50 yards across. The farm will remain for 10 minutes per level of the caster, or until it is willed to disappear by the caster. All farmers will be level 0 with 1 h.p. They will be friendly, or hostile, to strangers entering the farm as willed by

the caster at the time the spell is cast. The center of the farm can be no further than 100 yards from the caster when the spell is cast.

Unlike with many other illusion/phantasm spells, anyone approaching within a furlong of the farm is entitled to a saving throw. If the saving throw fails, they will believe the farm to be real. If the saving throw is successful, the individual will see through the buildings and people as if they were translucent.

### Shadow Lover

Level 3 illusionist, mountebank spell (illusion/phantasm)

Requires: incantation, gestures

Casting time: 18 seconds (3 segments)

This spell calls into being a quasi-real illusion of a spectral lover which is the intended target's ideal mate, and will remain for ten minutes per level of the caster. The target must be within 30' of the caster, and visible, as the spell is cast. Once the *shadow lover* is seen by the target, the target makes a saving throw vs. spells. If the saving throw is successful, the target will treat the *shadow lover* as if it had cast a *friends* spell on the target. Failure means the target is enraptured with the *shadow lover*, and will act as if a *charm person* spell had been cast upon him by the *shadow lover*. The *shadow lover's* wishes will be limited to capturing the attention of the target, however, and will at most serve to distract, never convince him to fight for the caster, hand over a magic item, or similar things. It should be noted that sex is not the only way the *shadow lover* can get the attention of its target; it can be a brilliant conversationalist, elegant partner at a court ball, etc. If that is an option, however...

### Shadow Tower

Level 4 illusionist spell (illusion/phantasm)

Requires: incantation, gestures

Casting time: 24 seconds (6 segments)

This spell calls into being a quasi-real illusion of a small stone tower. The tower will be either 30' square or 30' diameter round (the caster may choose which), and will have three floors and an accessible roof, with ladders or stairs connecting each as appropriate. There will be no cellar or other underground portions of the tower; everything is above ground. No furnishings are included, but other spells might be cast to provide such. The tower will remain for 30 minutes per level of the caster, or until it is willed to disappear by the caster. For siege combat purposes, the *shadow tower* has only 40% of the normal hit points for structures of its type. Unlike with many other illusion/phantasm spells, anyone approaching within a furlong of the tower is entitled to a saving throw. If the saving throw fails, he will believe the tower to be real. If the saving

throw is successful, the individual can see and walk through any door in the tower as if it were a diaphanous curtain, as well as getting a +4 bonus to all saving throws against other illusions within the tower.

### Shift Ley Line

Level 7 druid, level 8 mage spell (alteration, ley lines)

Requires: incantation, gestures, dousing stick

Casting time: 8 minutes

This spell allows the caster to move the route of a ley line. Minor ley lines can be shifted automatically, but if a major ley line is to be moved, the caster must also make a successful Meta-magic skill check. The spell must be cast within 30' of the original location of the line to be moved. Lines can be moved up to 1 mile per level of the caster, along any route he chooses, as long as the length of the line is not changed by more than 50%. Also, lines cannot be made to cross themselves.

The spell's effect will last for 1 hour per level of the caster, after which time the line will snap back into place like a rubber band. When this happens, there is a 25% (minor line) or 45% (major line) chance in any given square mile within the ley line's original location that a random cantrip (50%), 1st level spell (30%) or 2nd level spell (20%) will go off. Roll randomly to determine exact location and which spell.

This spell requires the caster to know the Ley Line skill.

This spell can be cast underwater in the area of effect of an *airy water* spell.

### Spell Cluster Sense

Level 5 cleric, mage, mystic, savant spell (divination, energy work)

Requires: incantation, gestures

Casting time: 30 seconds (5 segments)

This spell allows the character to sense where a concentration of high-level spells has been cast near the same time and place. All spells detected by this spell must have been cast within a 100 yard circle, and all within the space of a single hour. The more powerful magic that is cast together, and the more skill levels the caster has in Meta-magic with a specialization in energy work, the brighter the beacon that is shown to the caster of the spell, and the further away the spell cluster can be sensed:

**TABLE 117: SPELL CLUSTER SENSE**

Skill Level	Spell Level		Max. Time Passed
	Total	Range	
1	35-70	1 mile	1 day
1	71-140	5 miles	1 week
1	141+	10 miles	1 month
2	25-50	1 mile	1 day
2	51-100	5 miles	1 week
2	101+	10 miles	1 month
3	15-30	1 mile	1 day
3	31-60	5 miles	1 week
3	61+	10 miles	1 month

Magic item use and spell-like effects by magical creatures count towards the total the same as spells cast, but spells or magic items that are masked by the spells *mask energy* or *mask spell* do not.

This spell requires the caster to know the Meta-magic skill, with a specialization in energy work.

This spell can be cast underwater in the area of effect of an *airy water* spell.

### Trance

Level 7 mage, illusionist, savant spell (enchantment/charm)

Requires: incantation, gestures, also see below

Casting time: Special

This spell allows the caster to enter into a deep trance state. While in this trance, the caster is able to maintain concentration to keep a spell going or magical device functioning, while at the same time being aware of his surroundings and able to set a series of pre-programmed spells to go off if specific conditions are met.

Once the *trance* spell is cast and all the spell triggers set, the caster has up to 24 hours to enter into the trance. Doing so can be done after a magic item has been used, or a spell requiring concentration has been cast; entering the trance at that point does not break the caster's concentration. Once the trance begins, the caster cannot move, attack, use new magic items, or cast new spells other than those which have been programmed

to be cast. If he does so, the trance is broken, and all spell effects and programming are lost.

Example: Yarath the Savant knows he will be facing a mighty demon very soon. He prepares the *trance* spell and sets various spell triggers. A few hours later he enters the demon's lair and casts *conjure elemental*. He is able to control the elemental by maintaining his concentration, but various spells will go off at pre-determined times, as he has planned the battle well.

In order to set a pre-programmed spell, you must specify the exact conditions under which any given spell will be cast. These conditions can be twenty words or so per spell. For example, you could set the condition "If anyone except my guards opens the door, cast *fireball* towards the door." Simple conditional triggers are possible ("if X does Y, cast spell Z, but if he does Q, cast spell R), as are purely timed castings ("cast spell B 3 minutes after I enter the trance") as long as they fall under the twenty-word limit. Only one spell can be cast in a round; if two spells are simultaneously triggered, roll randomly to determine which goes first.

The spells cast by the conditions will take but a single segment to cast once triggered, and the caster will not need to engage in any gestures to do so (the gestures are made as part of the original *trance* spellcasting). As many spell triggers can be set as you have spells memorized. Only one trigger can be set per memorized spell.

Spells which are not triggered/cast are not lost when the caster decides to come out of the trance. Material components are only lost if the relevant spell ends up being cast.

The spell requires 7 segments (42 seconds) to cast, plus the casting times of all the spells that have triggers set for them. It will last until either the caster ends the trance, or all of the triggered spells have been cast, or the caster takes damage. In the latter case, it is very possible for the caster to have set a trigger for that eventuality ("if I am physically attacked, cast *magic missile* at the attacker; if there is more than one, cast *feign death*").

This spell can be cast underwater in the area of effect of an *airy water* spell.

# Appendix A

## Sample Strongholds

### Manor House

**Description:** A large house that serves as the administrative center of a given rural district.

**Components:** Stone building (480' perimeter, 2 stories (20' high), walls 1' thick).

**Cost:** 2,000 g.p.

**Time to construct:** 400 man-days

### Fortified Manor House

**Description:** Similar to a manor, but with either a moat or outer wall.

**Components:** Stone building (480' perimeter, 2 stories (20' high), walls 1' thick), wall 560' length 10' high, wooden door with iron bands.

**Cost:** 4,825 g.p.

**Time to construct:** 965 man-days

### Stone Tower

**Description:** A round tower with walls 7' thick, consisting of four floors plus an accessible roof.

**Components:** Tower, stone, round (40' high, 40' diameter, walls 7' thick).

**Cost:** 1,600 g.p.

**Time to construct:** 320 man-days

### Donjon (rectangular keep)

**Description:** A large stone building with thick walls and few entrances or windows, 1-4 stories tall. It is intended to be defensible even without curtain walls. Also known as a keep.

**Components:** Outer walls (600' long, 40' high, 10' thick), inner walls (920' total length (including any upper stories), 10' high, 2.5' thick), 30 wooden doors, 2 iron doors, 1 portcullis, 40 arrow slits.

**Cost:** 24,700 g.p.

**Time to construct:** 4,940 man-days

### Small Concentric Castle

**Description:** A donjon (see above) with a surrounding rampart and a gatehouse.

**Components:** Donjon, circular rampart 500' diameter (1,570' long, 10' high, 10' thick), stone gatehouse

**Cost:** 42,400 g.p.

**Time to construct:** 8,480 man-days

### Medium Concentric Castle

**Description:** Similar to a small concentric castle (see above) with outbuildings inside the walls, which are higher and have a greater area.

**Components:** Donjon, circular rampart 750' diameter (2,355' long, 20' high, 10' thick), 4 two-story stone buildings (120' perimeter, 20' high, walls 1' thick), stone gatehouse

**Cost:** 75,800 g.p.

**Time to construct:** 15,160 man-days



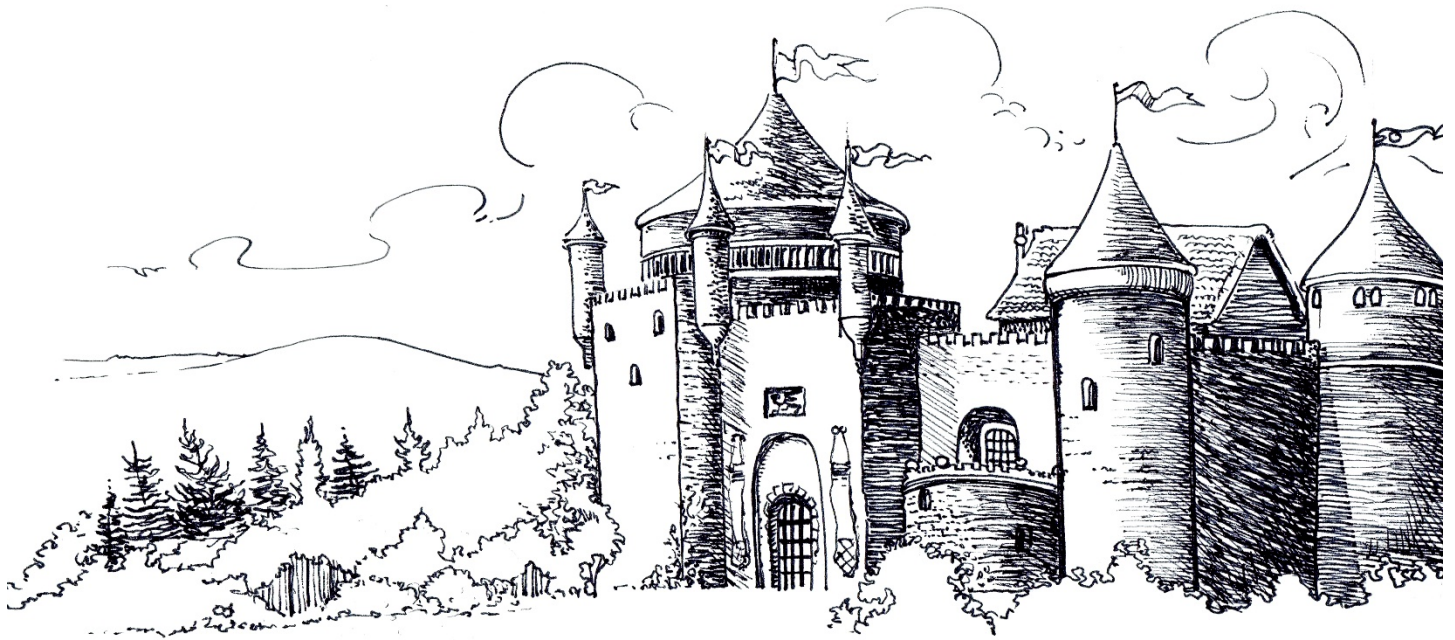
**Large Concentric Castle**

**Description:** A much larger central keep, equal to at least two smaller donjons, with more outbuildings and a double rampart.

**Components:** Keep (equaling 2 donjons), inner circular rampart 500' diameter (1,570' long, 10' high, 10' thick), outer circular rampart 750' diameter (2,355' long, 20' high, 10' thick), 6 two-story stone buildings (120' perimeter, 20' high, walls 1' thick), 2 stone gatehouses.

**Cost:** 119,200 g.p.

**Time to construct:** 23,840 man-days



# Appendix B

## Titles of Peerage, Nobility, and Royalty

Social Rank*	Title (Western Europe)	Title (Eastern Europe)	Title (Middle East)	Title (Asia)	Title (Ancient)
MM	Esquire, Laird, Elder	Junker	Efendi		
MM	Knight, Chevalier	Ritter, Ridder, Lytsar, Rycerz, Kawaler, Bruņinieks	Şovalye		Eques
UM	Baronet, Jonkheer	Edler, Erfridder	Timar		
LU	Baron	Freiherr, Primor, Paroni, Herr, Báró	Timarior	Nan, Danshaku	Baro
MU	Viscount, Vicomte			Zi, Shishaku	Vicomes
MU	Count, Earl, Jarl, Greve, Comte	Župan, Ispán, Graf		Bo, Hakushaku	Comes
MU	Marquess, Marquis, Count Palatine	Landgrave		Hou, Koshaku	Marchio
MU	Duke, Duc	Knyaz	Sheikh	Koshaku, Raja, Nawab, Nizam, Gong, Daimyo	Dux
UU	Prince, Flaith	Tsarevich, Prinz, Karalevich, Herceg, Fürst	Bey, Emir, Shahzede	Huang Zi, Pillai, Mirza, Shinno, Daegun, Sardar, Yuvraj	Princeps
UU	Grand Duke	Herzog	Beylerbey	Maharaja	Magnus Dux
UU	Archduke		Khedive, Pasha	Shogun	Archidux
UU	King, Ri, Roi, Konungur, Dronning	Król, Král, Korol, König, Rege	Shah, Sultan, Malik	Wang, Chanyu, Raja, Khan	Rex, Basileus, Melech, Lugal
UU	High King, King of Kings, Ard Ri, Bretwalda		Padishah, Sulţanu's-Selaţin, Amir al-Mu'minin	Mahoroja, Taewing, Khan of Khans, Xi Chu Ba Wang	Shahanshah, Anax, Nam-Lugal, Pharoh
UU	Emperor, Pope	Kaiser, Basileus, Tsar, Czar	Şahanşáh, Caliph	Huang Di, Samrat, Tenno	Basileus ton Basileon, Caesar, Imperator

\* See the **ADVENTURES DARK AND DEEP™ PLAYERS MANUAL**, p. 75

# Appendix C

## Mass Combat Common Creature Types

### Wilderness and Dungeon Creatures

Creature	Food/ Week	Combat Factor
Aerian	21	0.39
Atomie	21	0.42
Banderlog	21	1.32
Bogwump (advanced)	21	0.22
Bogwump, chief	21	1.2
Bogwump, leader	21	0.54
Bogwump, warrior (primitive)	21	0.22
Brownie	21	0.67
Buckawn	21	0.68
Bugbear, captain	21	2.95
Bugbear, chief	21	2.95
Bugbear, warrior	21	1.91
Centaur	21	1.57
Chimera	189	14.86
Clurichaun	21	0.26
Cockatrice	105	4.27
Coochee	21	1.76
Corpse creeper	63	6.46
Couatl	189	28.86
Crabman	21	0.75
Cthonoid	168	23.28
Cyclops, greater	315	169.25
Cyclops, least	105	71.12
Cyclops, lesser	273	5.12
Dakon	21	0.31
Darkling creeper	21	1.21
Demonic knight	0	44.92
Derro, captain	21	6.02
Derro, corporal	21	1.57
Derro, lieutenant	21	3.87
Derro, savant	21	13.1
Derro, sergeant	21	2.42
Derro, warrior	21	0.9
Dire corby	42	0.38
Dracolisk	147	26.62
Dragon, black, adult, avg.	147	19.35
Dragon, black, old, avg.	147	29.46
Dragon, black, very old, avg.	147	31.98
Dragon, black, ancient, avg.	147	32.82
Dragon, blue, adult, avg.	168	29.28
Dragon, blue, old, avg.	168	43.28
Dragon, blue, very old, avg.	168	46.64
Dragon, blue, ancient, avg.	168	47.76

Creature	Food/ Week	Combat Factor
Dragon, brass, adult, avg.	147	17.6
Dragon, brass, old, avg.	147	26.46
Dragon, brass, very old, avg.	147	28.98
Dragon, brass, ancient, avg.	147	29.82
Dragon, bronze, adult, avg.	189	42.93
Dragon, bronze, old, avg.	189	61.86
Dragon, bronze, very old, avg.	189	66.18
Dragon, bronze, ancient, avg.	189	67.62
Dragon, cloud, adult, avg.	273	111.3
Dragon, cloud, old, avg.	273	142.12
Dragon, cloud, very old, avg.	273	151.87
Dragon, cloud, ancient, avg.	273	155.12
Dragon, copper, adult, avg.	189	42.93
Dragon, copper, old, avg.	189	61.86
Dragon, copper, very old, avg.	189	66.18
Dragon, copper, ancient, avg.	189	67.62
Dragon, electrum, adult, avg.	231	93.39
Dragon, electrum, old, avg.	231	123.8
Dragon, electrum, very old, avg.	231	130.4
Dragon, electrum, ancient, avg.	231	132.6
Dragon, fog, adult, avg.	210	54.3
Dragon, fog, old, avg.	210	75.2
Dragon, fog, very old, avg.	210	80.6
Dragon, fog, ancient, avg.	210	82.4
Dragon, green, adult, avg.	168	29.28
Dragon, green, old, avg.	168	43.28
Dragon, green, very old, avg.	168	46.64
Dragon, green, ancient, avg.	168	47.76
Dragon, mist, adult, avg.	231	74.39
Dragon, mist, old, avg.	231	98.8
Dragon, mist, very old, avg.	231	105.4
Dragon, mist, ancient, avg.	231	107.6
Dragon, red, adult, avg.	189	47.43
Dragon, red, old, avg.	189	68.86
Dragon, red, very old, avg.	189	73.18
Dragon, red, ancient, avg.	189	74.62
Dragon, silver, adult, avg.	210	68.3
Dragon, silver, old, avg.	210	94.2
Dragon, silver, very old, avg.	210	99.6
Dragon, silver, ancient, avg.	210	101.4
Dragon, steam, adult, avg.	252	75.38
Dragon, steam, old, avg.	252	100.1
Dragon, steam, very old, avg.	252	107.3

Creature	Food/Week	Combat Factor
Dragon, steam, ancient, avg.	252	109.7
Dragon, vapor, adult, avg.	231	74.39
Dragon, vapor, old, avg.	231	98.8
Dragon, vapor, very old, avg.	231	105.4
Dragon, vapor, ancient, avg.	231	107.6
Dragon, white, adult, avg.	126	12.64
Dragon, white, old, avg.	126	19.4
Dragon, white, very old, avg.	126	21.2
Dragon, white, ancient, avg.	126	21.8
Dragon, undead, blood	0	76.89
Dragon, undead, bone	0	63.93
Dragon, undead, spectral	0	59.28
Dragon, undead, tumulus	0	55.60
Dragon, undead, wailing	0	7.87
Dragonne	189	20.93
Dragannel	168	11.28
Drider	126	11.39
Dwarf, grey (duergar)	21	0.76
Dwarf, hill	21	0.18
Dwarf, mountain	21	0.18
Elephant, African	231	32.69
Elephant, Asian	210	24.1
Elf, dark (drow)	21	0.83
Elf, grey	21	0.39
Elf, high	21	0.39
Elf, wild	21	0.76
Elf, wood	21	0.39
Ettin	210	27
Faerie	21	6.97
Fish man (2 HD)	21	0.44
Flind, captain	21	1.38
Flind, warrior	21	0.74
Formian, warrior	21	2.16
Formian, worker	21	0.31
Gargoyle	84	2.75
Ghast	0	2.62
Ghoul	0	0.83
Giant, cliff, female	168	31.78
Giant, cliff, male	252	55.10
Giant, cloud, female	231	36.68
Giant, cloud, male	252	54.98
Giant, firbolg	273	86.62
Giant, fire, female	210	30.20
Giant, fire, male	231	38.44
Giant, formorian, female	273	38.03
Giant, formorian, male	273	50.80
Giant, frost, female	189	24.93
Giant, frost, male	210	31.60
Giant, hill, female	126	2.55
Giant, hill, male	168	20.24
Giant, mist	294	74.25

Creature	Food/Week	Combat Factor
Giant, stone, female	168	20.24
Giant, stone, male	189	26.19
Giant, storm	315	78.00
Giant, verlaang	105	4.40
Gloomgabbler	21	0.18
Gnoll, captain	21	1.51
Gnoll, chieftain	21	2.4
Gnoll, warrior	21	0.46
Gnome, deep (svirfneblin)	21	2.16
Gnome, forest	21	0.18
Gnome, hill	21	0.18
Goblin, bodyguard	21	0.38
Goblin, sergeant	21	0.14
Goblin, sub-chief	21	0.31
Goblin, warrior	21	0.13
Golem, clay	0	36
Golem, flesh	0	23.8
Golem, iron	0	145.5
Golem, stone	0	89.5
Gorgimera	210	31.87
Gorgon	168	21.9
Granite man (8 HD)	168	26.78
Greenhag	189	20.86
Griffon	147	7.6
Grimlock, champion	21	1.57
Grimlock, leader	21	0.9
Grimlock, warrior	21	0.46
Halfling	21	0.1
Harpy	21	1.89
Hippogriff	63	1.26
Hobgoblin, sergeant	21	0.68
Hobgoblin, sub-chief	21	1.26
Hobgoblin, warrior	21	0.31
Horse, draft	63	0
Horse, heavy war	63	1.26
Horse, light war	42	0.38
Horse, medium war	42	0.68
Human, amazon	21	0.31
Human, bandit	21	0.08
Human, berserker	21	0.18
Human, nomad	21	0.08
Human, soldier	21	0.08
Human, tribesman	21	0.14
Hydra, 5 heads	105	5.02
Hydra, 6 heads	126	7.36
Hydra, 7 heads	147	11.56
Hydra, 8 heads	168	17.30
Hydra, 9 heads	189	24.58
Hydra, 10 heads	210	33.90
Hydra, 11 heads	231	45.26
Hydra, 12 heads	252	54.42

<b>Creature</b>	<b>Food/ Week</b>	<b>Combat Factor</b>
Hydra, Laernian, 5 heads	105	5.02
Hydra, Laernian, 6 heads	126	7.36
Hydra, Laernian, 7 heads	147	11.56
Hydra, Laernian, 8 heads	168	17.30
Hydra, Laernian, 9 heads	189	24.58
Hydra, Laernian, 10 heads	210	33.90
Hydra, Laernian, 11 heads	231	45.26
Hydra, Laernian, 12 heads	252	54.42
Hydra, Laernian, 13 heads	273	61.59
Hydra, Laernian, 14 heads	294	73.52
Hydra, Laernian, 15 heads	315	80.50
Hydra, Laernian, 16 heads	336	95.70
Hydra, pyro-, 5 heads	105	10.02
Hydra, pyro-, 6 heads	126	12.36
Hydra, pyro-, 7 heads	147	16.56
Hydra, pyro-, 8 heads	168	22.30
Jann, commoner	21	10.41
Jann, Vizier	21	12.49
Jann, Sheik	21	11.51
Jann, Amir	21	12.22
Kenleon, chief	21	6.14
Kenleon	21	3.9
Kobold, chief	21	0.15
Kobold, guard	21	0.15
Kobold, warrior	21	0.07
Kullen	21	0.91
Lamia, common	189	21.86
Lamia, matriarch	210	32.10
Lammasu, common	147	13.05
Lammasu, greater	252	53.54
Leprechaun	21	0.83
Lich	0	117
Lizard man (evolved)	21	0.83
Lizard man (primitive)	21	0.68
Lorn	21	0.46
Lycanthrope, werebear	147	12.10
Lycanthrope, wereboar	105	4.40
Lycanthrope, werejackal	84	8.72
Lycanthrope, wererat	63	2.16
Lycanthrope, weretiger	126	7.89
Lycanthrope, werewolf	84	3.15
Manticore	126	7.89
Mantis, giant	210	39.20
Mantodean	126	10.64
Margoyle	126	5.12
Minotaur	126	6.64
Mongrelman	21	0.85
Mouse, giant white	21	0.75
Mummy	0	10.14
Mummy lord	0	112
Mushroom man	21	1.23

<b>Creature</b>	<b>Food/ Week</b>	<b>Combat Factor</b>
Naga, guardian	231	46.94
Naga, spirit	189	35.19
Ogre mage	105	10.65
Ogre, chieftain	147	8.3
Ogre, leader	147	5.33
Ogre, warrior	84	2
Ogrillon	21	0.46
Oliphant, domestic	210	29
Ophidian	21	1.79
Opinicus	147	27
Orc, captain	21	0.42
Orc, sergeant	21	0.18
Orc, warrior	21	0.14
Owlbear	105	4.45
Owlbear, arctic	210	28.80
Pegasus	84	2.00
Pixie	21	1.07
Quanar, leader	21	0.99
Quanar, warrior	21	0.39
Quickling	21	1.94
Rat Man	21	0.38
Remorhaz, 10 HD	210	30.6
Roc	378	79.25
Salaman, elite	21	1.91
Salaman, warrior	21	1.23
Serpent man, 7 HD	147	6.02
Serpent man, 8 HD	168	9.10
Serpent man, 9 HD	189	13.86
Serpent man, mostly human	126	3.87
Shambling mound, 10 HD	210	28.1
Shedu	189	27.69
Shedu, greater	294	67.9
Skeleton	0	0.18
Skeleton warrior, 12 HD	0	46.38
Sphere of many eyes	231	138.9
Sphinx, androsphinx	252	39.06
Sphinx, criosphinx	210	21.20
Sphinx, gynosphinx	168	19.90
Sphinx, hieracosphinx	189	11.94
Spider, titanic	252	55.60
Sprite	21	0.84
Stag	63	0.75
Sylph	21	3.65
Tabaxi	21	0.38
Taer	21	2.16
Tree man, 7 HD	147	15.85
Tree man, 8 HD	168	19.53
Tree man, 9 HD	189	26.43
Tree man, 10 HD	210	30.70
Tree man, 11 HD	231	38.18
Tree man, 12 HD	252	45.38

Creature	Food/Week	Combat Factor
Troglodyte, chieftain	21	4.62
Troglodyte, guard	21	1.05
Troglodyte, sub-chief	21	1.82
Troglodyte, warrior	21	0.54
Troll	126	8.37
Troll, giant two-headed	210	30.80
Troll, hill	168	14.78
Underground goliath	168	19.24
Unicorn	84	5.10
Vampire	0	43.28
Vampire slave	0	8
Vegepygmy	21	0.98
Weevil man, drone	126	4.62
Wight	0	6.5
Wolf	42	0.68
Worm, purple	315	68.5
Wraith	0	7.4
Wyvern	147	13.8
Yeti	84	5.45
Zombie	0	0.38
Zvert, leader	21	0.18
Zvert, lieutenant	21	0.18
Zvert, warrior	21	0.08

### Underwater and Waterborne Creatures

Underwater creatures can supply their own food from the ocean's bounty, except in extraordinary circumstances; otherwise their food requirements are effectively zero.

Creature	Food/Week	Combat Factor
Aboleth	168	32.78
Deep goliath, fresh water	168	22.28
Deep goliath, salt water	252	55.6
Dolphin	42	0.98
Dragon turtle, 12 HD	252	39.06
Dragon turtle, 13 HD	273	54.71
Dragon turtle, 14 HD	294	65.7
Eel, giant moray	105	3.24
Elf, sea	21	0.39
Hippocampus	84	0.6
Human, pirate	21	0.08
Koalinth (marine hobgoblin)	21	1.92
Kraken	420	245.5
Lacedon (sea ghoul)	0	0.83
Locathah, captain	21	1
Locathah, chief	21	2.02
Locathah, sergeant	21	0.75
Locathah, warrior	21	0.38

Creature	Food/Week	Combat Factor
Lycanthrope, wereseal	42	0.83
Lycanthrope, wereshark	210	22.7
Lycanthrope, werewolf, marine	189	14.94
Merman	21	0.31
Merrow (aquatic ogre), chief	126	6.14
Merrow (aquatic ogre), sub-chief	105	3.9
Merrow (aquatic ogre), warrior	84	2.4
Naga, water	147	17.8
Nixie	21	0.34
Octopus, giant	168	9.9
Sahuagin (sea devil), chieftain	21	2.4
Sahuagin (sea devil), lieutenant	21	1.51
Sahuagin (sea devil), warrior	21	0.68
Scrag (marine troll), fresh water	105	6.2
Scrag (marine troll), salt water	126	12.96
Sea horse, giant	63	0.86
Sea lion	126	3.48
Selkie	21	1.41
Shark, 4 HD	84	1.32
Shark, 5 HD	105	3.15
Shark, 6 HD	126	4.89
Shark, 7 HD	147	8.3
Shark, 8 HD	168	12.24
Squid, giant	252	45.28
Triton, captain	21	17.86
Triton, lieutenant	21	7.77
Triton, sergeant	21	3.17
Triton, warrior	21	1.45
Turtle, giant sea	315	18.75
Turtle, giant snapping	210	28.6
Vampire ray, regular	21	0.39
Whale, grey	504	104.6
Whale, killer (orca)	252	25.48
Whale, narwhal	126	4.89
Whale, sperm	756	161.9
Worm, sea	315	68.5

### Prehistoric Creatures

Creature	Food/Week	Combat Factor
Human, Cro-Magnon	21	0.38
Human, Neanderthal	21	0.61
Triceratops	336	60.8
Tyrannosaurus	378	94.75

## Extraplanar Creatures

Creature	Food/Week	Combat Factor
Agathion	0	21.15
Angel, anima	0	0.46
Angel, archangel	0	1.97
Angel, cherubim	0	40.77
Angel, dominion	0	17.86
Angel, power	0	13.77
Angel, principality	0	9.12
Angel, seraph	0	39.36
Angel, throne	0	27.8
Angel, virtue	0	11.85
Archon, blade	0	41.88
Archon, hound	0	17.86
Archon, keeper	0	30.3
Archon, lantern	0	0.05
Archon, trumpet	0	47.3
Azer	0	1.51
Daemon, andromodaemon	0	131.12
Daemon, charonodaemon	0	61.8
Daemon, derghodaemon	0	67.68
Daemon, guardian	0	16.35
Daemon, hydrodaemon	0	60.36
Daemon, mediodaemon	0	36.1
Daemon, nufanodaemon	0	80.48
Daemon, piscodaemon	0	6.17
Daemon, servodaemon	0	83.37
Demodand, shaggy	0	66.9
Demodand, slime	0	50.03
Demodand, tarry	0	36.42
Demon, alu-	0	34.62
Demon, babau	0	25.46
Demon, balor	0	42.24
Demon, bornean	0	20.55
Demon, diptherean	0	16.6
Demon, dretch	0	2.47
Demon, glabrezu	0	31.7
Demon, gruuntar	0	207.5
Demon, hezrou	0	25.94
Demon, manes	0	0.22
Demon, marilith	0	35.46
Demon, nabassu	0	38.46
Demon, nalfeshnee	0	39.68
Demon, quasit	0	3.56
Demon, rumplekin	0	5.9
Demon, shadow	0	12.1
Demon, succubus	0	22.62
Demon, vrock	0	17.15
Deva, astral	0	115.62
Deva, lar	0	0.1
Deva, monadic	0	91.4

Creature	Food/Week	Combat Factor
Deva, movanic	0	86.69
Devil, barbed	0	18.65
Devil, bearded	0	14.55
Devil, bone	0	32.86
Devil, cocytus	0	15.87
Devil, erinyes	0	11.87
Devil, horned	0	14.85
Devil, ice	0	53.68
Devil, imp	0	3.08
Devil, lemure	0	1.05
Devil, nupperibo	0	0.22
Devil, pit fiend	0	94.21
Devil, scaled	0	7.12
Devil, thorned	0	3.06
Elemental (inc. para-, quasi-), 8 HD	0	21.28
Elemental (inc. para-, quasi-), 10 HD	0	44.3
Elemental (inc. para-, quasi-), 12 HD	0	60.88
Elemental (inc. para-, quasi-), 14 HD	0	80
Elemental (inc. para-, quasi-), 16 HD	0	103
Lexon, 1st rank	0	0.39
Lexon, 2nd rank	0	0.83
Lexon, 3rd rank	0	1.51
Lexon, 4th rank	0	2.75
Lexon, 5th rank	0	5.42
Lexon, baron	0	64.98
Lexon, baronet	0	62.18
Lexon, count	0	96.36
Lexon, duke	0	131.5
Lexon, knight	0	33.2
Lexon, marquis	0	126
Lexon, prince	0	175.37
Lexon, viceroy	0	176.75
Lexon, viscount	0	95.37
Mephit, fire	0	2.16
Mephit, lava	0	1.45
Mephit, smoke	0	1.45
Mephit, steam	0	2.41
Nightmare	0	9.12
Ranian, emerald	0	50.43
Ranian, moonstone	0	70.8
Ranian, onyx	0	149
Ranian, pearl	0	1.37
Ranian, ruby	0	11.27
Ranian, sapphire	0	25.28

# Appendix D

## Godly Abilities

The godly abilities that are listed in the **ADVENTURES DARK AND DEEP™ GAME MASTERS TOOLKIT** do not, obviously, include the spells and skills that are introduced in the present work. Yet it should be obvious that many of the powerful meta-magic spells contained herein are quite applicable to such beings. The lists below should replace the lists in the prior work, if the GM is using the new skills and spells in this book. Gods are assumed to have the required skills to cast any spells (if applicable).

Each godly “rank” has a number of standard powers in addition to the specific powers and abilities unique to that deity. When casting spells, greater gods are treated as 30th level spellcasters, lesser gods as 20th level, and demigods as 15th level, unless otherwise specified in the deity’s description. All deities regardless of rank have saving throws of 2 in all categories (i.e., only a roll of 1 on 1d20 will cause them to fail any saving throw).

All gods, regardless of rank, can use the following powers as they see fit. No baleful side effects of exercising these powers can ever affect any deity. Those marked with an asterisk may be used simultaneously with any other power; otherwise, they can only be used one at a time:

- *Anti-divination screen*
- *Astral travel\**
- *Command* (no saving throw allowed for followers of the deity in question)
- *Comprehend languages\**
- *Continual light (continual darkness)*
- *Cure blindness*
- *Cure deafness*
- *Cure disease*
- *Cure feeble-mindedness*
- *Cure insanity*
- *Detect balance*
- *Detect charm*
- *Detect evil (detect good)*
- *Detect illusion*
- *Detect invisibility*
- *Detect lie*
- *Detect life*
- *Detect magic*
- *Detect poison*
- *Detect portal*
- *Detect traps*
- *Ethereal travel\**
- *Geis*

- *Know alignment*
- *Levitate*
- *Polymorph self*
- *Protection from cantrips*
- *Protection from evil (protection from good)*
- *Read languages\**
- *Read magic\**
- *Remove curse*
- *Remove fear*
- *Remove paralysis*
- *Sending*
- *Sever silver cord* (cuts the silver cord on a successful hit against AC -5)
- *Spell cluster sense*
- *Teleport without error*
- *Tongues\**
- *Vocalize*

In addition, greater gods are able to use the following powers at will:

- *Atonement*
- *Fly*
- *Improved invisibility*
- *Improved phantasmal force*
- *Mirror image*
- *Mislead*
- *Quest*
- *Regenerate*

Greater gods are immune to conjuration/summoning and necromantic spells on their home plane, unless they explicitly desire otherwise. While on their home plane they have a magic resistance of T and their hit points are doubled. They cannot be slain on their home planes; they simply reform in 1d10 days. Once this happens, however, they cannot visit the home plane of their slayer for 100 years. If slain by someone from their own plane, they are confined there for 10 years.

Greater gods can also use any of the following powers a total of six times per day (cumulative). When on their home planes, these powers can be used at will, with no limit on the number of uses per day:

- *Anti-magic shell*
- *Cure critical wounds*
- *Dispel evil (dispel good)*
- *Dispel illusion*
- *Enthrall*
- *Exorcise*
- *Globe of invulnerability*
- *Great game*
- *Know demiplane*
- *Magic sense*



- *Mask spell*
- *Polymorph any object*
- *Polymorph others*
- *Shape change*
- *Spell immunity*
- *Summon*
- *True seeing*

Greater gods can use any of the following powers a total of three times per day (cumulative). They can be used six times per day on their native planes:

- *Alter demiplane*
- *Alter divination*
- *Death spell*
- *Gate*
- *Heal*
- *Holy word (unholy word)*
- *Mask energy*
- *Restoration*
- *Resurrection*
- *Summon* (summons 2d6 creatures, max. 40 hit dice total, of the same alignment as the deity)
- *Symbol*
- *Time stop*
- *Vision*
- *Volley*
- *Wish* (granted to some creature from the material plane, cannot affect any deity)

Finally, greater gods can use the following spells once per month:

- *Create demiplane III*

Lesser gods can use the following powers at will. Note that extremely powerful singular beings from the outer and elemental planes, such as arch-devils, demon lords, etc., are counted as lesser gods for this purpose:

- *Alter self*
- *Improved invisibility*
- *Improved phantasmal force*
- *Mirror image*
- *Sever silver cord* (cuts the silver cord on a successful hit against AC -5)

Lesser gods can be slain on their home planes (unless they have created a *soul object*, in which case they reform in 1d10 days), but if slain elsewhere, are simply prevented from returning to the plane whereupon they were slain for 100 years. They have double the listed number of hit points while on their native layer of their home plane, and have a magic resistance of T on their home plane.

Lesser gods can use the following powers a total of four times per day (cumulative). When on their home planes, these powers can be used at will, with no limit on the number of uses per day:

- *Anti-magic shield*
- *Cure serious wounds*
- *Dispel evil (dispel good)*
- *Dispel illusion*
- *Dispel magic*
- *Enthrall*
- *Magic sense*
- *Minor globe of invulnerability*
- *Polymorph others*
- *Quest*
- *Summon* (summons 1d6 creatures, max. 30 hit dice total, of the same alignment as the deity)
- *True seeing*

Lesser gods can use the following powers a total of two times per day (cumulative). They can be used four times per day (cumulative) on the god's home plane.

- *Create demiplane II*
- *Death spell*
- *Gate*
- *Great game*
- *Heal*
- *Holy word (unholy word)*
- *Know demiplane*
- *Mask spell*
- *Restoration*
- *Resurrection*
- *Spell immunity*
- *Symbol*
- *Vision*
- *Wish* (granted to some creature from the material plane, cannot affect any deity)

Demigods can use the following powers at will:

- *Alter self*
- *Phantasmal force*
- *Invisibility*

Demigods can use the following powers a total of three times per day (cumulative). They can be used four times per day on the demigod's native plane:

- *Cure light wounds*
- *Dispel illusion*
- *Dispel evil (dispel good)*
- *Dispel magic*

Demigods can use one of the following powers per day (their choice of which). They can use these a total of twice per day (cumulative) while on their native plane:

- *Anti-magic shell*
- *Create demiplane I*
- *Finger of death*
- *Gate*
- *Heal*
- *Holy word (unholy word)*

- *Limited wish* (granted to some creature from the material plane, cannot affect any other deity)
- *Raise dead*
- *Summon* (summons 1d3 creatures, max. 20 hit dice total, of the same alignment as the deity)
- *Symbol*
- *True seeing*

Demigods have a magic resistance of no less than R on their home plane. They can be slain, but can be raised by a greater or lesser god (if such a personage decides to do so, of course).

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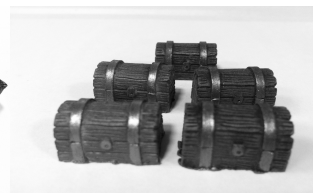
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