

THE DOMESDAY BOOK

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The Changing Season...

As the year begins to wind down, the leaves have turned to red, yellow, orange and all the colors in-between. Change is in the air and looking back at the hobby, it almost seems like things are changing for the better. Smaller companies have expanded, and new games and various indie efforts seem to be helping the hobby to try and re-vitalize themselves. Part of the success this past year has been because of crowdfunding initiatives which have exploded in popularity. This can be a good thing but sometimes, there can be too much of a good thing. It did help realize a few projects that would not have seen the light of day otherwise but what we will need in the coming months is new people to the hobby. In the end, it's about having fun and with Halloween now upon us, I hope you enjoy the tricks and treats available in these pages and play many-a-game!

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Editorial - Big Business

By Pat Bellavance

Success is usually a very desirable thing. We wish it for ourselves and we wish it for our families, friends, and even those who contribute to the development of the creative endeavours which contribute to our enjoyment. This can be movies, music, books, or our games. A measure of success will also influence how these things are produced.

The hobby started small. It started very much like how small indie publishers still go about starting today though, arguably it is easier to do now. Computers, the reach of the Internet, and people already invested in the hobby make it more accessible than it once was to do this sort of thing. That doesn't mean that success will always follow. If and when it does happen, I sometimes have the feeling that the hobby is not always better off for it.

TSR had success and grew as a result of it. Controlling interests shifted along with direction and instead of dealing with issues that were plaguing the company, it ended up digging itself a financial pit it wouldn't climb out of. Along the way, it also lost touch with its consumer base. This resulted in the buyout of TSR by Wizards of the Coast. Under WOTC, it finished some of the projects TSR commenced and shelved others and they re-organized the release of Dungeons & Dragons as a third edition. It would be fair to say that they did have the best of intentions with this new edition and they did a fine enough job with it early on. Controlling interests shifted once more when WOTC became 'absorbed' as part of Hasbro – a very big corporate entity, albeit a successful one. However, a desire to maintain a level of revenue pushed a revision of the third edition rules and even the production of a fourth edition which was contrary to what the consumer base actually wanted.

It is possible to be a big company, maintain a level of success, and still listen to the consumer base. Paizo did exactly that. With a loyal fan base feeling disenfranchised, Paizo developed a compatible game for its Pathfinder line. Minor tweaks were made to the existing system that made up third edition and they have done amazingly well compared to the latest incarnation of Dungeons & Dragons where sales have slumped in comparison. That isn't to say that the new edition was a bad game – just one that deviated enough from the model that past fans were familiar with.



Other smaller publishers and game enthusiasts have also been producing material which feels very familiar to seasoned gamers and others continue to go in a different and unique direction. It is no coincidence that WOTC is now offering premium reprints of older material and taking a very careful approach with the newest edition currently being developed.

Ultimately, it is easy for a company who achieves a certain level of success to forget and overlook what the fans actually want but it is possible to correct that path. My only wish is that the smaller companies that have met with a level of success remember why and who helped to give them a measure of that success.

Remember and, most importantly, listen to the fans. There is no way you'll ever please everybody but if there is a theme to some of the things you are hearing, maybe it's time to take a step back and listen. Address the concerns and feedback and keep lines of communication open. If you chose to put yourselves 'out there' by email, forums, or other forms of social media, maybe you also need to respond from time to time. No business is too big to listen to the people they are ultimately serving!

Designing a Quasi-Feudal Society for C&C

Part II - By Andrew Gelbman

The Unguilded Townsmen

For our purposes, we will break the urban workers into two broad groups, townsmen – the unguilded professions and guildsmen – the guilded professionals. The townsmen form the lower and lower middle-classes while guildsmen for the upper-middle and upper classes of the town.

A master is a proprietor or an independent business owner, while a journeyman is a fully skilled employee who has not, for one reason or another, left to start his own enterprise and an apprentice is a trainee just learning the craft. Apprentices are generally unmarried and need only support themselves while journeymen and masters will have families to support. Livings are in silver pieces per year.

Some of these unguilded merchants (especially moneylenders, wine merchants and mine owners) can be quite wealthy indeed. While their wealth can buy comfort and even political influence, they remain closed out of civic office because they have no guild to represent them.

For our purposes we will assume that apprentices are unmarried and childless – in historic times, apprentices were usually adolescents and too young (and too poor) to marry. A journeyman is a fully qualified artisan; he is typically a younger adult with a wife and small family (we will assume 2 dependents – a wife and child). A master artisan is an established proprietor with his own shop. He will be married with 3 children and will have 1-2 journeymen and 1-3 apprentices working for him.

Guildsmen of the Town

The journeymen and masters of the guilded professions form the middle and upper classes of the town respectively. However, even within the guilds there is a pecking order. Those professions marked with an asterisk (*) cannot be elected to the post of guildmaster or syndic within their guild (and are similarly closed out of town offices which require guildmaster or guild syndic rank). They can hold lesser civic offices that merely require a master guildsman rank. All incomes are expressed as silver pieces per year.

Table 1

D%	Profession	Master Craftsman (sp/year)	Journeyman (sp/year)	Apprentice (sp/year)
01-05	Barrow Wight	2700	2025	140
06-10	Tinker	4500	3375	230
11-20	Peddler	10000	7500	500
21-25	Laborer-Porter	2700	1800	120
26-30	Mine Owner / Miner	10000	7500	500
31-35	Brothelkeeper / Harlot	7200	5400	360
36-40	Ostler (Stablekeeper)	7200	5400	360
41-45	Cobber (Shoemaker)	4500	3375	230
46-50	Greengrocer	7200	5400	360
51-55	Moneylender	15000	11250	750
56-60	Cartwright	2700	2025	140
61-65	Harnessmaker / Tanner	2700	1800	120
66-70	Barber-Hairedresser	4500	3375	230
71-75	Butcher	7200	5400	360
76-80	Rural Blacksmith	15000	11250	750
81-85	Baker	7200	5400	360
86-90	Wine Merchant	15000	11250	750
91-00	Innkeeper	17500	13125	880

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Designing a Quasi-Feudal Society for C&C (Continued)

If a character comes from a guilded background, roll a D% to determine his father's guild rank:

Table 2

D %	Guild Rank
01-69	Journeyman
70-89	Master Craftsman
90-99	Guild Syndic
0	Guildmaster

A master guildsman owns his establishment, and is assumed to be married with four dependents. A guild journeyman is also assumed to be married, with 3 dependents. In order to become a master guildsman, he will need to have saved 3 times his annual salary on hand (to start his own business) and will have to prove to the Guildmaster that he is competent at his trade (a successful skill or charisma check will suffice). A journeyman is legally able to work for guild rates and may legally accept employment in the town in his field.

Table 3

D %	Profession	Guild	Master Craftsman	Journeyman	Apprentice
01-03	Musician	Entertainer's Guild	7200	5400	144
04-06	Dancer	Entertainer's Guild	7200	5400	144
07-10	Troubadour	Entertainer's Guild	9000	6750	180
11-17	Actor	Entertainer's Guild	8500	6375	170
18	Sculptor	Guild d'Artistes	10800	8100	216
19	Painter	Guild d'Artistes	10800	8100	216
20	Poet / Bard	Guild d'Artistes	14400	10800	288
21-24	Cabinetmaker	Cabinetmakers' Guild	9000	6750	180
25	Chef / Cook	Guild de Cuisine	15000	11250	300
26	Spicegrinder	Guild de Cuisine	16500	12375	330
27-28	Foundryman	Foundrymen's Guild	10000	7500	200
29	Armorer	Armorer's Guild	15000	11250	300
30	Weaponsmith	Armorer's Guild	15000	11250	300
31	Shipwright	Shipwright's Guild	13500	10125	270
32-33	Ropemaker *	Shipwright's Guild	9000	6750	180
34	Sailmaker *	Shipwright's Guild	9000	6750	180
35	Sea Captain †	Shipmen's Guild	22500	16875	450
36	Coastal Captain †	Shipmen's Guild	16500	12375	330
37	Pilot-Navigator †	Shipmen's Guild	15000	11250	300
38	Marine *	Shipmen's Guild	12000	9000	240
39	Ship's Carpenter *	Shipmen's Guild	10800	8100	216
40	Ship's Cook *	Shipmen's Guild	6000	4500	120
41	Sailor *	Shipmen's Guild	4500	3375	90
42	Architect	Builder's Guild	22500	16875	450
43-45	Mason	Builder's Guild	22500	16875	450
46-47	Carpenter	Builder's Guild	15000	11250	300
48	Cloth / Wool Merchant	Cloth Guild	26500	19875	530
49-50	Weaver	Cloth Guild	10800	8100	216

† A "journeyman" captain / navigator is a "mate", and "apprentices" are cadets"

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Designing a Quasi-Feudal Society for C&C (Continued)

Table 3 (Continued)

D %	Profession	Guild	Master Craftsman	Journeyman	Apprentice
51	Dyer	Cloth Guild	9000	6750	180
52-53	Tailor	Cloth Guild	7200	5400	144
54	Embroiderer	Cloth Guild	108000	8100	216
55	Perfumer	Perfumer's Guild	15000	11250	300
56-57	Glazier / Glassblower	Glazier's Guild	15000	11250	300
58	Jeweler	Jewelers' Guild	22500	16875	450
59-60	Gold / Silversmith	Jewelers' Guild	22500	16875	450
61-62	Gemcutter / Appraiser	Jewelers' Guild	22500	16875	450
63	Financier	Financiers' Guild	37500	28125	750
64	Banker	Financiers' Guild	27000	20250	540
65	Moneychanger *	Financiers' Guild	15000	11250	300
66-70	Crafter	Craftsmen's Guild	7200	5400	144
71-74	Merchant	Merchants' Guild	24000	18000	480
75	Beggar	Beggar's Guild	2700	2025	54
76	Thief	Thieves' Guild	4500	3375	90
77	Military Engineer	Mercenaries' Guild	30000	22500	600
78-79	Captain / Knight Errant ‡	Mercenaries' Guild	40000	30000	800
80	Sergeant-at-Arms *	Mercenaries' Guild	15000	11250	300
81	Longbowman *	Mercenaries' Guild	10000	7500	200
82	Crossbowman *	Mercenaries' Guild	10000	7500	200
83	Pikeman *	Mercenaries' Guild	7200	5400	144
84	Spearman / Man-at-Arms *	Mercenaries' Guild	6000	4500	120
85	Physician	Guild of Physicians	22500	16875	450
86-87	Barber-Chirurgeon *	Guild of Physicians	15000	11250	300
88	Apothecary	Guild of Physicians	18750	14000	375
89	Wizard	Guild Arcane	30000	22500	600
90	Philosopher-Sage	Guild of Scribes	26250	19650	525
91	Scholar	Guild of Scribes	24000	18000	480
92	Sage	Guild of Scribes	22500	16875	450
93	Scribe	Guild of Scribes	21000	15750	420
94	Paper / Ink Maker *	Guild of Scribes	10800	8100	216
95	Barrister	Guild of Litigators	22500	16875	450
96	Solicitor	Guild of Litigators	24000	18000	480
97	Clerk *	Guild of Litigators	18750	14000	375
98	Herald	Guild of Herald's	24000	18000	480
99	Limner *	Guild of Herald's	18500	13875	370
0	Bellman-Crier *	Guild of Herald's	9000	6750	180

‡ A "journeyman" Knight-Errant is a "squire-at-arms" and a "journeyman" captain is a lieutenant. An "apprentice" Knight-Errant is a "page" and an "apprentice" captain is a "cadet".

Designing a Quasi-Feudal Society for C&C (Continued)

An apprentice is unmarried, eats at his master's table, and lives in his master's shop (obviating the need for guard dogs). His pay is pocket money given him by his master. To become a journeyman, he must be 16 years of age and make a successful charisma check to convince his master that he is sufficiently competent to be a journeyman. As you can see from this table, the wealthiest members of guilded society will make about 5,000gp per year, or about as much as your favorite character made last week.

Guild Officers and Elections

Guild elections are exercises in graft and populist electioneering. Any character seeking election to guild office must spend no less than 25% of his annual income on the race.

A master guildsman may seek the office of guild syndic if he has been a master for more than two years. To be eligible for the office of Guildmaster, one must first serve three terms as a guild syndic (not necessarily consecutively). Each guild has one Guildmaster and 6 board members called Syndics. A guild syndic will increase his income by 50% and the guildmaster will double his income since they can regulate commerce in the city to their own benefit.

Assume that there are 1d6+1 candidates for guildmaster in any given election and 1d6+6 candidates for guild syndic in addition to any player characters seeking the office. Roll D% plus any charisma bonus. A candidate may also seek to press the full weight of their personality in the election and can spend an additional 1% of their annual income per point of Charisma they possess and may add any charisma points he has purchased in this manner to the election roll. The money goes to pay for bribes, parties, gifts, and other forms of electioneering.

Example – Aelfric seeks to be elected guild syndic and has a 14 charisma giving him a +1 to his D% roll. He really wants the job so he decides to spend 25% + an additional 14% (the maximum allowed for his Charisma score) of his annual income on electioneering. There are six syndic positions open and nine candidates besides Aelfric

seeking them. For NPC's assume no charisma bonus and a +12 for electioneering payouts. Much like votes, higher numbers win.

Let Aelfric roll first: he rolls 34+14+1 = 49
Candidate 1 (Boris): rolls 15 +12 = 27
Candidate 2 (Carl): rolls 12+12 = 24
Candidate 3 (Donal): rolls 6 +12 = 18
Candidate 4 (Erik): rolls 36+12 = 48
Candidate 5 (Ferdinand): rolls 50 +12 = 62
Candidate 6 (Garelton): rolls 90 + 12 = 102
Candidate 7 (Hugh): rolls 38 + 12 = 50
Candidate 8 (Isadore): rolls 62 + 12 = 74
Candidate 9 (Jives): rolls 76 + 12 = 84
Candidate 10 (Karol): rolls 5 + 12 = 17

Our six winners are Garelton, Jives, Isadore, Ferdinand, Hugh and Aelfric. Aelfric has just barely finished in the top six. Guild officers serve for 3 years and may seek immediate re-election.

Civic Officers and Elections

Guildsmen of sufficient rank may also seek office in civic government. Like guild offices, they have a 3-year term and the same procedure for guild elections governs civic elections. The number of positions, and number of candidates varies by office (see Table 4). Like guild elections, civic elections are exercises in graft and populism. Unlike modern republics, the franchise is limited to master guildsmen – unguilded townsmen, journeymen, and apprentices cannot vote. Furthermore, civic elections only occur in towns with Royal Charters, giving them independence from direct feudal control.

Table 4

Office	Minimum Guild Rank Required	# of Positions	# of Candidates	Monthly Income *
Lord Mayor	Guildmaster	1	6 + 1d6	500 sp
Lord Jusice	Guildmaster	1	6 + 1d6	350 sp
Alderman	Guild Syndic	5	5 + 2d6	350 sp
Town Clerk	Master Guildsman	1	3 + 1d6	250 sp
Town Scribe	Master Guildsman	1	3 + 1d6	250 sp
Tax Collector	Master Guildsman	2	2 + 2d4	270 sp
Militia Captain	Guild Syndic	1	5 + 1d6	375 sp

* multiply income by town population/1000. Example: The mayor of a town of 10,000 people makes 5000 sp per month (60,000 per year) in addition to his regular income as a guildmaster.

The offices of Lord Mayor and Lord Justice require confirmation by His Royal Highness and bring a baronetcy and a seat in the Most Loyal Order of Grand Sergeants of the Throne Room (O.G.S.)

Next Issue: Part III will discuss Nobility & the Clergy

A Touch of Class:

The Harlequin by Robert Doyel as inspired by the Arcanum

Highly skilled in the performing arts, these characters can command a hefty sum for their talents – 1d10 GP per level, for one show, upwards of a multiplicative factor of 10-100 times greater if the harlequin is famous (10th level or higher) and / or with a globally recognized troupe. One area of additional expertise is that of impersonation, gaining a +2 bonus when using the Acting skill for such.

ABILITIES

Music: The character is skilled in a musical talent, such as singing or playing an instrument (the player must select one), but the level of ability is random – when this ability is first gained, roll 1d100-2 (this is so no character begins play as a Master performer, or there would be no room to develop); on a result below 10%, the character is amateurish but passable, neither gaining or receiving any Charisma penalties when using this ability in conjunction with other skills; on a 21-89%, the character is “promising” which grants a +1 bonus to Charisma checks while music is played / or the character sings; on a 90-98%, the character is “talented” and gets a +2 bonus on Charisma checks when music can be used, in addition to being able to select another musical talent (another instrument or singing, with which they are as equally talented). At the talented level, a character can perform and, should anyone listening fail a Charisma save (remember the +2 bonus can be considered a penalty) will offer to pay for the character’s drinks while doing so in a tavern or inn. An amateur, when gaining this skill a second time, has a 75% chance to improve to the next category; one at promising,

gaining this skill again, has a 50% chance to increase to talented, and a talented individual who gains this ability again has a 60% chance of becoming a “virtuoso” which grants a +4 bonus on Charisma, allows the character to generate the same effects as oratory (through music alone without speaking, and therefore, no requirement for the audience to speak the same language), a +1 level bonus when using any magical instrument (if it has level-based enhancements), and the ability to use any instrument at the talented level. This check is made

once for every level attained with subsequent rolls never being any lower than a previously established skill level. However, no character should ever be able to gain (at least not without the Castle Keeper’s approval) virtuoso talent without developing it first.

Acrobatics I (Dexterity): This skill bestows several abilities to a character – 1) Leaping: the character can jump 4 feet upwards, 10 feet horizontally, or down 10 feet without suffering any damage; to clear a distance greater than this requires a running start of twice the intended distance to be leapt. Vertical leaps improve by +1 foot per 4 levels, across by +1 foot per level, and downward by +2 feet per level. The maximum possible distance, even with a running start, is Dexterity x ½ (upwards), Dexterity doubled (across), and Dexterity tripled (downward). In general, no check is needed unless the situation



is dire or on a slippery surface; 2) Pratfall: if the character falls (as opposed to purposefully leaping), the maximum safe distance without damage is 10 feet, +2 feet per level. For falls greater than this, the character can make a check (use the number of dice inflicted from the fall as the difficulty, subtracting any the character could fall without

The Harlequin (Continued)

injury as noted) to halve the damage, halving again if the character falls into a soft body or into water. If the Castle Keeper rules that a fall is beyond the abilities of any character, no save may be allowed, or one can be granted but at -10; wearing metal armor always penalizes this skill by -6; 3) Scaling: the character gains the climb ability as described for the rogue class in the C&C PHB.

Acting (Charisma): If used for entertainment purposes, the character can earn an amount of coin as per the harlequin class (as detailed earlier). However, the skill can also be used to deceive and impersonate, either of which can function as the disguise ability as found for the rogue class in the C&C PHB, allowing the character to also mimic voice and mannerisms. The more intimate details one knows about the victim, the greater the chance of success, and the more scrutinized the actor, the less likely success will be. This ability is not the same as that of con, although it certainly does not hurt to have both. It is also not the same as infiltrate as this ability assumes the character is taking the role of a specific individual, not "someone."

Juggling (Dexterity): With a successful check, using an attack roll (not a save) with Dexterity as the modifier instead of Strength, the character can attempt to catch any thrown weapon used against them in combat; failure, however, means the character was struck automatically – use of this ability must be declared before the opponent makes an attack roll and counts as an attack. In addition, the character is able to, without a check, juggle 3 objects, +1 per level, each weighing no more than 5 pounds; half this number can also be used in combat as thrown weapons but doing so calls for off-hand penalties.

Oratory (Charisma): This is the ability to produce a desired response in a crowd, through careful selection of words and gestures. Before a check is made, the player must decide how long the speech will be, as this helps to determine difficulty as well as what response is engendered. A failure will always have the opposite reaction than intended but even this, if calculated well, could play into the hands of the player. A Castle Keeper should feel free to modify any of these general guidelines if needed. There are generally four categories of responses – 1) Sympathy: those affected are eager and willing to

help, as if a charm of sort minor sort had been cast upon them, but the longer (any period after 7 minutes of speech) one talks the less likely the result will be positive (in this case, for every minute after 7, apply a -2 penalty to the check) and also assume that, 50% of the time, the audience simply feels sympathetic, without actually doing anything about it; 2) Antipathy: the crowd becomes angry, incited, and full of wrath toward a subject such as "the beast upon the hill" or at the state of taxation. Fortunately, time works with the character, and gives a +1 bonus for every minute after 10, however, even with a successful check, there is still a 25% chance the audience will simply be angered but not rally to violence; 3) Fascination: this ability cannot function unless the user spends at least 5 minutes and must be dressed or acting in a manner that is worthy of attention, such as in the robes of nobility or the like, but the general effect is identical to that of the bard's fascinate as found in the C&C PHB. Additional time spent has no impact, and there is no chance of "semi-fascination;" 4) Boredom: the audience becomes disinterested or (if too much time is spent, the absolute maximum allowed being 5 minutes) the gathered crowd leaving in whatever method works best for them. If this check fails, the audience becomes fascinated, but negatively, with the orator becoming the target of verbal assaults and possibly thrown refuse. By no means is this list complete and a Castle Keeper can allow any variations and alternate effects, such as those of the C&C knight class like call to arms, demoralize, embolden and inspire. One very important rule is that this ability cannot function if the audience cannot hear the speaker and especially if they cannot understand the words.

Legerdemain: This is the ability to perform certain types of tricks as one might find at a carnival, such as "magic card tricks," the shell game, or even ventriloquism. Those who possess this ability may also use it to cheat in any Gambling contest (see that skill in the Skills section) to gain a +1d6 bonus but there is always a chance (1d4+1%) of being caught doing so, with often dire consequences. Very small items can be palmed and concealed, this ability not being fully trained in sleight of hand, but it is sufficient to hide something approximately the size of the character's finger in a few seconds. Ventriloquism allows one to make their voice appear to come from another location, at most 5 feet, +1 foot per level, distant; a save against Wisdom is allowed to onlookers to notice the real source of a "thrown voice".

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The Harlequin (Continued)

Knife Throwing: The character gains a +2 bonus to hit when using a throwing knife, dagger, or axe. The distance at which the weapon can be thrown is increased by 10 feet. Lastly, at ranges under 20 feet, the character can make a called shot, at only -4 (rather than the usual -8 and the usual +2 bonus gained from this skill does not apply); if a vital area (such as the neck) is hit, the attack deals double damage and the victim must make a Constitution save or be incapacitated. Regardless of how many attacks a character might get in a round (especially if they also possess the juggling skill), only one called shot may be made per round.

Acrobatics II (Dexterity): Building on learned abilities from the previous skill, a character with this knowledge gains several additional advantages – 1) Stunt: this is perhaps the most useful and also potentially most abused for it allows a character to perform up to three acrobatic maneuvers as one, provided none of them involve moving more than double the character's normal movement rate and are not outside the scope of what the Castle Keeper feels is possible. For example, a character could leap to a chandelier, swing from it to a balcony and climb over, jump out a window and pratfall to safety... or something even wilder such as what a modern audience would call parkour. Should the Castle Keeper decide any of the designated "actions" be impossible the character still tries to do it, but fails at that stage; if any action requires a check, only one is made, and if the roll fails, the Castle Keeper should roll 1d6. On a 1-2, the first step fails, 3-4 the second, and 5-6 the third, which means a character never knows how far they might through the process; 2) Tightrope Walking: this ability functions as the catwalk skill as well as allowing one to traverse a thin (less than 6 inch surface, usually a rope) at a movement rate of 10 feet on a successful check; if the character uses a balance beam (a staff of 6 feet or longer), movement rate is doubled. If these rates are faster than the character can normally do, reduce them to one-third the character's movement rate. It is not possible for a character to tightrope walk on an incline greater than 45 degrees, but they could climb it using the scaling option of Acrobatics I; 3) Vaulting: the character can, with a running start of at least 25 feet, and with the aid of a staff of at least 6 feet, vault and land up to 8 feet, +1 foot per level in height; safety is not assured, unfortunately. The maximum distance that can be vaulted is equal to

the character's Dexterity score; 4) Team Acrobatics: the character may work with any other that also possesses Acrobatics II to form pyramids, ladders, and the like. Any use of this ability while wearing metal armor calls for a -6 penalty.

Extra Attack: Same as the C&C fighter ability of the PHB

PRIME ATTRIBUTE: Dexterity or Charisma

HIT DICE: d6

ALIGNMENT: Any

WEAPONS ALLOWED: As Rogue (or CK's Discretion)

ARMOR ALLOWED: As Rogue (or CK's Discretion)

ABILITIES:

1st level - Music, Acrobatics I, Acting, Juggling, Oratory, Legerdemain

3rd level - Knife Throwing

6th level - Acrobatics II

9th level - Extra Attack

12th level - Choice of 1 Performance Skill

Level	Hit Dice	Base to Hit	EPP
1	d6	+0	0
2	d6	+1	2,001
3	d6	+1	4,001
4	d6	+2	8,001
5	d6	+2	16,001
6	d6	+3	32,001
7	d6	+3	64,001
8	d6	+4	128,001
9	d6	+4	256,001
10	d6	+5	500,001
11	+1 hp	+5	700,001
12	+1 hp	+6	900,001
13+	250,000 xp per level		

The Muse's Market

Leschemochy “Council or Conversation Battle” By Lesley Rouell

A leschemochy is a small but powerful magical item much sought after by nobles, reformers and leaders in the political arena. The leschemochy can be of various sizes, but all are easily portable by an average sized person. If one is made for a personal level of power – with the ability to cover and influence an area the size associated with an average conversation among friends or associates – aprox 20 sq ft, it will normally be the size of a common broach, ring etc. If it is made to cover a larger area – a council chamber or library – the Leschemochy will be the size of a statuette or plaque.

A leschemochy bestows the following benefits on its owner/user:

Charisma: it give a +1 to all charisma rolls (including reaction rolls and saving throws) to its owner/user. This ability expands beyond the normal area of influence of the leschemochy. Additionally, it will increase the charisma score of the user by +4 to those in the influence area .

Oratory: it gives the user the oratory skill of a master speaker & debater – equivalent to the Bard's ? ability without the use of music

Discernment: The user is aware of any lies and/or half truths spoken in the area of influence. This includes the truth being stated in a misdirecting manner or without key information that changes the context of the truth. This does not stop the speaker from lying, it just informs the leschemochy's owner of the lie.

Unfortunately, for the less than honest users of the leschemochy, the discernment ability does keep its owner/user of from lying or telling the truth in a misrepresentative way.

Finally, the leschemochy can mask it magical aura at will. A detect magic cast on are around the item or its owner/user will result in a very faint and inaccurate reading i.e. it will appear to have a very minor enchantment (something like a ring that never needs to be

polished etc). With this ability to mask its magic, there is no accurate information on the number of leschemochies in existence.

It is rumored that there are other more powerful and intelligent leschemochy that will actively seek out those the follow their own beliefs or slowly convince their users to support their beliefs (i.e. a leschemochy that supports a specific city-state will look for leaders that are inclined to friendship with the preferred city or slowly convince the current owner to begin to work in a way that supports the preferred city). It is believed that Cimon had one such leschemochy that that either was drawn to him because of his friendship with Sparta or enhanced his natural support of Sparta.

Parmenion's Armor By Lesley Rouell

Parmenion was a common born but legendary infantry leader and historic general. He is famous for his quick mind and ability to modify the strategic and tactical battle plan to meet the specific terrain of the battle field or react quickly to the events as they unfold after the fight begins. Additionally, he was renowned for his ability to see and avoid an trap or ambush, thus saving himself and his followers from many close calls.

Early in his career, Parmenion was given a special suit of armor (made up of the various pieces of armor used in the culture of the area) in return for a small kindness he did while being watched by either a nymph or powerful servant to a god/goddess. The armor was of masterwork quality but unadorned. In addition to being masterwork quality, it was also enhanced by midlevel protective magic (+2 total bonus to AC). Originally, the armor had little innate magic; however, over the years, and through the numerous battles Parmenion survived and won, the armor developed into a more potent suite. This increase in power has resulted in the armor being +3 to AC and with the following special abilities:

Terrain and strategy: The wearer of the armor after 1d6 rounds of viewing the area around a battle (or combat made up of 6 or more personnel) can formulate a plan that gives his followers a +1 to all

The Muse's Market (Continued)

rolls associated with combat. This bonus is in effect only if the characters follow the plan.

Ambush avoidance: The wearer of the armor receives a +4 to recognize and avoid an ambush or surprise attack. Additionally, any companions of the wearer can receive a +1-2 to avoid the same ambush (due to seeing the wearer recognizing the coming ambush and preparing for the ensuing fight). This is only in effect if the characters are close enough to see him react to the armor's warning and prepare for the coming attack.

Inspiration & Embolden : if the wearer is not of the knight class, he gains the inspiration and embolden abilities of a knight at $\frac{1}{4}$ his current level. If the wearer is a knight he acts at 1 level higher when using these abilities

Additionally, the wearer will always know the general distance, direction, and safest path to the nearest source of water (and possibly food) that is large enough to support his companions and followers.

However, there is a dark fate tied to the armor. Eventually, the wearer will become the target of an assassin or be ordered murdered – either due to mistaken identify, a false accusation, or the results of an act of the wearer's kin or servant i.e. his brother is found to be a traitor so the whole family is condemned to death. As a twist of fate, when the attack comes, the wearer will not be in his armor and will have no chance of spotting the ambush. Furthermore, the attacker will more than likely be someone the wearer knows and trusts – a companion for previous wars, a member of the same order etc. This will cause the wearer to be completely surprised and initially unprepared to defend himself. However, if he does survive the initial attack, he will be able to fight to protect himself, without the benefit of the armor.

notes, and after sacrificing to the muses, the sage completed this wondrous manual.

On the surface, the tome does not appear to be truly wondrous – it appears either as a lidded basket with various papyrus scrolls/books, or a common leather bound book (depending on the general form of the books in the game world). However, the tome is well made, masterfully illustrated, and though showing signs of being well used, is impervious to normal damage or moderately weak destructive magic. Despite the book's common appearance, it has a wondrous effect. If a character spends a year studying and following the information in the book, the book's hidden magic takes effect. This magic can cause one of 2 effects. Either the character gains 1d3 of strength, or gains 1d3 levels as a pankratiast, the player's choice.

However, this boon does not come without a price. There is also a curse tied to book. Once the effect takes effect, the player is cursed to Polydamas' fate. He died using his legendary strength to save his friends' from a collapsing cave. This curse will be tied to the boon the player chooses. i.e. if the character chooses strength his will one day be forced to use that strength to save the party with no hope of escaping with them.- something like holding a severed rope so that the party can escape down a cliff, but himself cannot follow them down etc. The same is true for taking a level in pankratia – he has to hold a lion that is impervious to weapons as the party retreats. Note, this fate does not necessarily mean the character will have to die in the heroic act, but he will be separated from his party, loose most, if not all of his possessions, and hard pressed to survive. Additionally, a spell cannot be used to circumvent the curse i.e. feather fall cast to allow the character to fall to safety after holding the rope in the above example.

Polydamas of Skotoumassa's Manual By Lesley Rouell

Polydamas, a legendary athlete and pankratiast with heroic strength, spent a year with a sage – whose name has been lost to history – demonstrating various exercises, training regimes, etc. From these



The Seven Treasures of the Overlords of Order & The Seven Implements of Chaos by Bill De Franza

What if Michel Moorcock had created a group of magic items like the Rod of Seven Parts? Perhaps it might have been something like this...

At the dawn of time, the universe's Overlords of Order tasked their most skillful artisans and magicians to equip their champions with weapons to further their cause. Thus were forged the first six of the Seven Treasures of Order. Shortly after the Treasures of Order were crafted, the Lords of Entropy gathered their most talented craftsmen to create twisted counterparts to the Treasures in order to take the fight to their foes. These artifacts became known as the Seven Implements of Chaos, as they created an extra one to rule over the other six Implements, knowing that to win the fight against Order, they must stand united – and to do that, they would need a very persuasive leader. The seventh implement of Chaos is a sentient barbed whip that is the physical manifestation of a demon of chaos named Gnathash. Upon learning of Gnathash's presence in the mortal realms, Artuviel, an angel of order, descended to the mortal realms and adopted the form of a magical cloak, to take up the fight against the champions of chaos, and to protect and lead the wielders of the other Seven Treasures against the Implements of chaos.

In addition to these ruling artifacts, each set of artifacts is comprised of three primary items:

- A Sword, granting its wielder greater ability to attack
- A Wand, granting its user much greater spell-casting power
- A Shield, granting its user excellent protection

Between each Primary artifact is a secondary one that blends their characteristics. They are:

- A Staff, granting the user extra magical power as well as being a good melee weapon
- A Mask, granting its wearer magical abilities of disguise and detection, and protection like a helmet
- A Gauntlet, granting its wearer some protection and extra strength for combat

If one mortal carrier has two or more of the artifacts, they enjoy all the benefits of every artifact they possess, plus several extra powers derived from the interaction of the enchantments, described below.

Of course, no mortal can carry both Lawful and Chaotic artifacts from the opposing sets at the same time.

Descriptions of the Artifacts

All the artifacts are made from unearthly materials that cannot be found, manufactured, or even identified in the mortal realms. Each is graven with eldritch runes that defy description and cannot be remembered for long, truly understood or even copied by mortals. These artifacts cannot rust, tarnish, be torn or dented, dissolved, disenchanting or damaged in any way short of a divine act.

The metal used to make the Seven Treasures is an unnamed and unidentifiable alloy that resembles bright, shiny silver or nickel. The Seven Implements of Chaos are made from a dull charcoal gray alloy. When sharpened, the edge resembles shiny polished obsidian.

Where cloth is used, it is like the finest feathery-soft silk, though it cannot tear and shows no stains or wear. Any leather used in the Seven Treasures is a creamy tan, while the Seven Implements have leather of the deepest black. Both are supple though tough as iron, and again, impervious to damage, aging, or use wear.

Any character touching the artifacts must have a matching lawful or chaotic alignment or they will feel overwhelming nausea that renders them helpless for 2d4 rounds. They also suffer 1d4 Constitution and 1d4 Strength damage, which heals normally. Characters of opposing lawful or chaotic alignment must also save vs. death or suffer permanent Intelligence and Charisma damage of 1d4 each.

The Cloak of Order: This artifact is a billowing cloak of light tan leather lined with silvery white cloth that shimmers like mother of pearl as it moves. The shoulders are covered with protective metal scales. The scales are etched with runes and the hems are embroidered with diamonds and pearls. The runes glow with a pearly radiance and the diamonds sparkle with inner fire when any of the Cloak's magic is invoked (except magical darkness). The cloak is breathtaking to behold, and changes length and size to fit any wearer. Magic users can wear the cloak and still cast spells as it is not a piece of armor despite the armored shoulders.

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The 7 Treasures / 7 Implements... (Continued)

When worn it grants AC +2, and a +2 bonus to all saving throws and initiative rolls. The wearer can cast Light or Darkness three times per day, and use Haste upon themselves once per day, without being aged. The wearer can use the cloak to heal them of 2d8+3 hit points twice per day. While wearing the Cloak, the wearer can detect Gnathash anywhere on the same world if they pause to concentrate for one minute. The wearer can communicate telepathically with anyone carrying the other Treasures of Order. The Cloak is a sentient artifact with a Will of 20, though it can speak any language and communicates telepathically with its wearer. It will always guide the wearer towards lawful, orderly conduct and will teleport away from its wearer if they violate any laws, or the cloak's goals or cause.

Gnathash: A demon of chaos, Gnathash manifests in the form of a torturers' whip with metal barbs woven into the last third of its length. The handle terminates with a knob of aged ivory or bone from some unidentifiable beast. Eldritch runes are carved into the knob, and they emanate a disquieting unlight when the weapon's magic is invoked. It is a +3 weapon that inflicts 2d6 damage instead of normal whip damage.

Gnathash's power grants its wielder a +3 to any Charisma rolls when dealing with characters of a Chaotic alignment. In combat, it grants its wielder AC +1, a +2 bonus to all saving throws and a +1 to initiative rolls. Being a long weapon, its carrier enjoys a reach advantage. Several times per day (1d3+1, rolled in secret by the CK) with successful touch attack, it can Chaos Smite any creature or monster, with results detailed below. This touch attack will also inflict normal damage if the attack roll exceeds the target's true AC. Gnathash grants its carrier the ability to cast Command three times per day, and Slow, Cause

Fear and Invisibility once per day each. While holding Gnathash, any mortal can detect the Cloak of Order anywhere on the same world if they pause to concentrate for one minute. Gnathash's wielder can communicate telepathically with anyone carrying the other implements of Chaos. Gnathash is a sentient artifact, a Will of 21, though it can speak any language and communicates telepathically with its keeper. It will always coax its wielder towards the goals of the cosmic lords of chaos, and whisper hints of how to manipulate the users of other Implements of Chaos to follow Gnathash's wishes. If its wielder cannot corral the users of the other artifacts effectively, Gnathash will animate and attack the former carrier in the same manner as a Dancing Sword, though it doesn't stop after four rounds; it fights until the character has been slain.

Chaos Smite, roll 1d6: 1 = Slow, as spell, 2 = jolt of energy (electricity, fire, frost, etc, CK choose or roll any type) 3d6 damage, 3 = Victim sprouts feathers, scales and vestigial tentacles which remain for 1d12 days, 4 = target must save vs. Spell or all metal items they carry Rust away to useless dust, 5 = Shrink to half size or enlarge to double size (odd/even on any die and equipment is not affected), 6 = Polymorph

for 2d12 hours, into 1: Kobold, 2: goblin, 3: infant, 4: toad, 5: cat, 6: huge spider.

The White Rune Sword: This is a perfectly balanced broadsword with eldritch runes graven along its length, on either side of the blood gutter. The runes are inlaid with red lacquer and the cross guard is made of the finest mithril. The runes glow like red molten iron when the sword's magic is aroused. It is not truly white, but of the alloy described above.

It is a Featheredged Sword, though it has a magical +3 to both hit and damage. Three times per day its wielder can Slay Chaos (declared



The 7 Treasures / 7 Implements... (Continued)

before rolling their attack) which makes it a +5 sword for that round and adds the wielder's level to attack and damage rolls. Naturally, this power can only be used against targets of a chaotic alignment. At any time, if the sword strikes a killing blow, it feeds off the victim's life force and increases the wielder's lowest attribute score by 1 for the next 24 hours. Attributes raised in this manner can not exceed 20.

The Dark Rune Sword: This is a perfectly balanced bastard sword with eldritch runes graven along its length, on either side of the blood gutter. The runes are inlaid with red lacquer and the cross guard is made of indestructible demon horn. The runes glow a lurid, bloody red when the sword's magic is aroused.

It is a +3 Vorpal Sword. Three times per day its wielder can Slay Order (declared before rolling their attack) which makes it a +5 sword for that round and adds the wielder's level to attack and damage rolls. Naturally, this power can only be used against targets of a Lawful alignment. Once per day, the sword can kill with a single cut. The wielder must declare this attempt before their attack roll. If they hit, the target must succeed a Constitution save at CL 6 or die. If the attacker misses, the power is not lost for the day. This power can be used against any target. At any time, if the sword strikes a killing blow, it devours a portion of the victim's soul and increases the wielder's highest attribute score by 1 for the next 4d12 hours. Attributes raised in this manner can not exceed 20. The carrier of the Dark Sword must kill something with it every day or the sword will leap from its scabbard and attack the wielder for 3d3 rounds as a Dancing Sword.

The Light Rune Wand and Dark Rune Wand: Both are wands of about a cubit in length, wrapped in the fine leather along the lower third. The thick ends are about an inch in diameter and they taper along their lengths to the thickness of an arrow shaft. The lawful Light Wand is made of the silvery metal and wrapped in the tan leather described above. It is pin straight and etched with sunny yellow runes. The chaotic Dark Wand is carved from some unidentifiable bony substance with runes of a sickly, ugly yellow. It is gnarled and crooked, and it sometimes sprouts thorns. It warps subtly and occasionally straightens out. Its wrapping is of the black leather used

in all the Seven Implements, and sometimes the leather appears smooth and sometimes it is scaly.

Any non-spell caster grasping one of these wands will feel nauseous until they put it down. Wielders of these wands enjoy a significant boost to their spell-casting power. All spells are cast as if the caster was one level higher, and they can memorize additional spells every day. The number of extra spells is equal to the daily spell allocation for a character of the same class, five levels lower in level. So a 10th level illusionist holding the Wand would have their regular allotment of six 0-level spells, five 1st level spells, four 2nd level, three 3rd, three 4th and two 5th level spells, plus an extra five 0 level, four 1st, two 2nd and one 3rd level spells per day for a total of eleven 0 level, nine 1st, six 2nd, four 3rd, three 4th and two 5th level spells (plus bonus spells for intelligence).

The Shield of Order and the Shield of Entropy: Both are large metal shields with thick, quilted blue cloth padding for the arm. The Shield of Order is a perfectly circular large shield made of the silvery alloy described above. In the center of its face is etched the symbol of Order, surrounded in a perfect circle of runes colored with azure lacquer. The Shield of Entropy is made of the dark metal described above, its face emblazoned with the symbol for Chaos, which is surrounded in a constantly shifting splatter of runes tinted with a bruise-colored blue lacquer. The inside of both shields has a silver coating polished to a mirror finish that makes the shield's user harder to surprise.

The CL to surprise, sneak attack or backstab the carrier of these shields is increased by +2. The shields grant a magical +2 to AC against all attacks in any round. The magic protection of the shield also grants its wielder a +1 to save vs. Breath Weapons and a +4 vs. Gaze attacks. Any time the wielder saves against a Gaze attack, the attacker must then save vs. Gaze at the same CL -4, or suffer the effects, unless they would usually be immune to such an attack.

The Masks of Order and Entropy: Both masks are perfectly smooth and featureless except for a row of runes crossing the foreheads. They are made of the same alloy as the swords, with soft green cloth backings to pad the face of the wearer and protect it from harm.

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The 7 Treasures / 7 Implements... (Continued)

When worn, the masks morph into a perfect likeness of the wearer and become undetectable.

While worn, the masks provide a +1 AC to head attacks, as a helmet. The masks function as a Hat of Disguise but also grant the wearer a +10 bonus to spot disguised characters, a +5 bonus to detect invisible creatures and a +2 to save vs. illusions and poison gases.

The Staff of Law and the Entropy Staff: The Staves are both metal-shod quarter staves. The Staff of Law is carved from a honey-colored wood, and the metal work is of the same near-white alloy as the White Rune Sword. The Entropy Staff is a sooty-colored wood shod with the same dark alloy as the Black Rune Sword. Both are graven all over with eldritch runes inlaid with orange lacquer that glows when the staff's magic is used. Combining the characteristics of the wands and swords, that is, magic and attack, the staves enhance a magic-user's spell casting power and can be used as melee weapons.

Each is a Staff +2, inflicting 1d10 damage in melee combat. Each grants its wielder two bonus 0 level spells and one bonus 1st level spell per day. Twice per day, each staff can emit a conical blast of magical energy at the command of its wielder. The cone can be either 40 feet long with a 40 foot base, or 80 feet long with a 20 foot base, and it inflicts 7d6 damage to all beings in the area (Dexterity save for half damage).

The Gauntlets: The Gauntlet of Order fits the right hand, while the Gauntlet of Chaos fits the left. They are sometimes called the Right Hand of Law and the Left Hand of Chaos. They are both leather gauntlets armored with plates of the same alloy as the rune swords and graven with purple runes. They are akin to the gauntlets that would be a part of a set of full plate armor.

They both function as small shields, adding +1 AC vs. one attack per round. The lawful gauntlet grants the wearer a strength of 21, while the Chaotic one grants its wearer a Strength of 19+1d3, which is rolled every 3d12 hours. Once per day, each gauntlet allows its wearer to deliver a terrible blow inflicting 4d6 (plus STR bonus) damage and releasing a deafening thunderclap that stuns all within a

20 foot radius if they fail a Constitution saving throw. Any characters wielding any of the Seven Treasures or Seven Implements are immune to the deafness effect. The Right Hand of Law allows its wearer to Cure 2 hp per level once per day. The wearer can heal themselves or anyone else. The Left hand of Chaos can grow claws and allow a raking attack for 2d4 damage.

Interactions of the Artifacts

When a mortal carries more than one of the artifacts, they enjoy all the powers of each artifact and also additional abilities are created through the synergies of the artifacts' magics. See below:

- Cloak & any Treasure of Order: DR1 and SR 2
- Whip (Gnathash) & any Implement of Chaos: DR 1 and SR 1d3, rolled every 1d12 days
- Staff & Wand: The two artifacts work in concert as a Major Ring of Spell Storing, storing up to 10 levels of spells for the wielder. Three spells per day can be cast as if the wielder was 2 levels higher (instead of 1 level higher)
- Staff & Mask: Wearer gains Invisibility, as spell, once per day
- Staff & Shield: The Shield will act as an Animated Shield, so that the user can still use the staff (a two-handed weapon) while enjoying the Shield's protections.
- Staff & Gauntlet: Wearer can affect a target with spell-like effects of Strength or Ray of Enfeeblement once per day. Either effect requires a touch or touch attack.
- Staff & Sword: The Artifacts unite into a Halberd-like weapon of Wounding. They can be separated at will by the wielder or user of the master artifact (the Cloak for the Seven Treasures or the Whip for the Seven Implements).
- Wand & Mask: Wielder can use Polymorph Self twice per day.
- Wand & Mask & Cloak or Whip: Wielder can Shapechange one per day, Polymorph self three times per day, Polymorph other once per week.
- Wand & Shield: Spell reflection: All spells cast at the carrier have a 4 in 6 chance of being reflected back at the caster and affecting them instead of the target.

The 7 Treasures / 7 Implements... (Continued)

- Wand & Gauntlet: Wielder can catch missiles as Gauntlets of Missile Snaring, or if Monk, deflect missiles an additional time each day.
- Wand & Sword: Wielder can cast spells while wearing armor if they succeed an Intelligence Siege check with CL = Spell level +4 +AC bonus of the armor.
- Mask & Shield: Once per day, wielder can transform into a living iron form for 3d6 rounds, gaining an additional +3 AC and DR 2.
- Mask & Gauntlet: User can make illusionary transformation to appear as a hulking warrior or ogre-like beast, gaining a +4 to any checks to intimidate or demoralize enemies, and can Cause Fear, as spell, once per day.
- Mask & Sword: User gains same back attack abilities as thief of the same level, and can attack with the sword. A rogue so outfitted has backstab bonus damage doubled.
- Shield & Gauntlet: The shield becomes a Shield of Bashing, though with a +2 magical bonus to hit and damage, and inflicting 2d6 damage.
- Shield, Gauntlet, and Cloak or Whip: The user can throw the shield as a weapon, and it will return the next round. Range 20, damage 2d8.
- Shield & Sword: Additional +1 to AC, to hit and damage, DR 2
- Gauntlet & Sword: Enhanced grip strength means wielder cannot be disarmed of the sword, and never drops it unintentionally.
- Any Three: +15 Movement
- Any Four: Fly, as spell, for up to 20 rounds per day



*Interesting in contributing to the
Domesday Newsletter?*

The Domesday is always looking for submissions from fans who want to share their creations. Rest assured that the creator of said work retains ownership and copyright but grants rights to publish and modify this content for the purposes of the newsletter.

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A Hunter's Bestiary

Briarling, Common By Josh Sherrer

NO. ENCOUNTERED: 1-6
SIZE: Medium
HD: 3 (d8)
MOVE: 30 ft.
AC: 14
ATTACKS: 2 Rakes (1d4), Thorn Shoot (1d6)
SPECIAL: Camouflage, Poison Entangle
SAVES: P
INT: Average
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: None
XP: 30+3

The Briarling is a five to six-foot tall creature of vaguely humanoid shape. They are made up of twisted vines of brambles and thorns. Their original use was the guarding of druidic groves and holy places. They can move of their own free will and will attack anything on site. Typically they will not attack to kill but to dissuade interlopers from coming any closer to the area they are guarding.

COMBAT: When engaged a group of briarlings will attempt to encircle their opponents and open with shooting thorns (Treat as a projectile weapon with a range of 60') and then enclosing to attack with it's thorny 'hands'. If all else fails they will use their entangle ability to hold their opponents until a druid of the order that has created it released them.

CAMOUFLAGE: Briarlings can blend in with surrounding foliage looking like nothing more than vines or bushes. To identify one is a CL 6 check.

POISON: Briarlings secrete a mild poison similar to poison ivy or poison oak. Resisting this is a CL 4 check. Failure gives a -1 penalty to all rolls.

ENTANGLE: As the spell but the briarling uses it's body to hold the opponent. The briarling can constrict if needed causing 1d4 damage per round. A CL 5 Strength check can break the vines.

Briarling, Corrupted By Josh Sherrer

NO. ENCOUNTERED: 1-6
SIZE: Medium
HD: 4 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: 2 Rakes (1d4), Thorn Shoot (1d6)
SPECIAL: Camouflage, Poison Entangle
SAVES: P
INT: Average
ALIGNMENT: Neutral Evil
TYPE: Plant
TREASURE: None
XP: 60+4

Corrupted briarlings are the creation of dark druids who see nature as vicious and feral. They are the result of dark magic and have only one mission, kill the enemies of the order. The corrupted briarling resembles a normal briarling except for the smell of rot and an infestation of fungus.

COMBAT: Corrupted briarlings attack as their counterparts but are more vicious in their attacks.

CAMOUFLAGE: Corrupted briarlings can blend in with surrounding foliage looking like piles of rotting leaves or wood. To identify one is a CL 6 check.

POISON: The poison of a corrupted briarling causes a violent sickness in 1d4 rounds and can kill the victim in a day. The save for the poison is CL 5 and if failed the victim is racked with spasms and vomiting. If left untreated the victim dies in 1d3 days.

ENTANGLE: The corrupted briarling can entangle their opponent as the spell. When entangled the thorns of the creature pierce the body and begin extracting the blood from the victim. A CL 6 strength check breaks the vines but causes 1d6+2 damage.

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A Hunter's Bestiary (Continued)

Catbat By Bill De Franza

NO. ENCOUNTERED: 1-4

SIZE: Small

HD: 1 (d3)

MOVE: 30 ft. / 45 ft. (fly)

AC: 15

ATTACKS: Nil

SPECIAL: Twilight Vision, Sonar

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: None (a dead mouse or hairball?)

XP: 3+1

Catbats are magically created hybrid creatures: housecats with bat wings large enough to allow them to fly. They average 12 pounds in weight and 14 inches in length plus a 10 inch tail. While they are very rare, they are able to breed, hunt well and are difficult to capture, so their numbers are growing. They are adept flyers, and hunt large insects, small birds, fish, frogs, and rodents of any kind. They have the sonar sense of bats, and so can hunt at any time of day or night. They are solitary creatures, only found in groups when rearing kittens.

They are found in all the varieties of colors that housecats are. Because of their stealth, intelligence, flight and excellent senses, catbats are prized by wizards as familiars, when one can be summoned.

COMBAT: Catbats are too small to affect combat in any real way. Though they can scratch or bite, no hardened adventurer will feel any real physical damage.

SONAR: Treat as Deepvision with no adjustment time.

Catbat, Great (Batlynx) By Bill De Franza

NO. ENCOUNTERED: 1-4

SIZE: Small

HD: 3 (d4)

MOVE: 40 ft. / 30 ft. (fly)

AC: 14

ATTACKS: 2 Claw (1d3), 1 Bite (1d4)

SPECIAL: Twilight Vision, Sonar, Stealth

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Beast

TREASURE: None

XP: 30+3

The Batlynx is a larger cousin of the catbat. Too large to summon as a familiar, they are wildcats with huge bat wings and natural weapons large enough to make them a real menace. Their numbers are also growing, and since they hunt all day and night, they are may drive out the natural predators in their territories and overhunt their territory before moving on.

COMBAT: Batlynxes are stealthy and will either hide or dive out of the sky to strike with surprise if possible. They enjoy a +5 to stealth related checks.



Under the Looking Glass

Amazing Adventures - Reviewed by Pat Bellavance



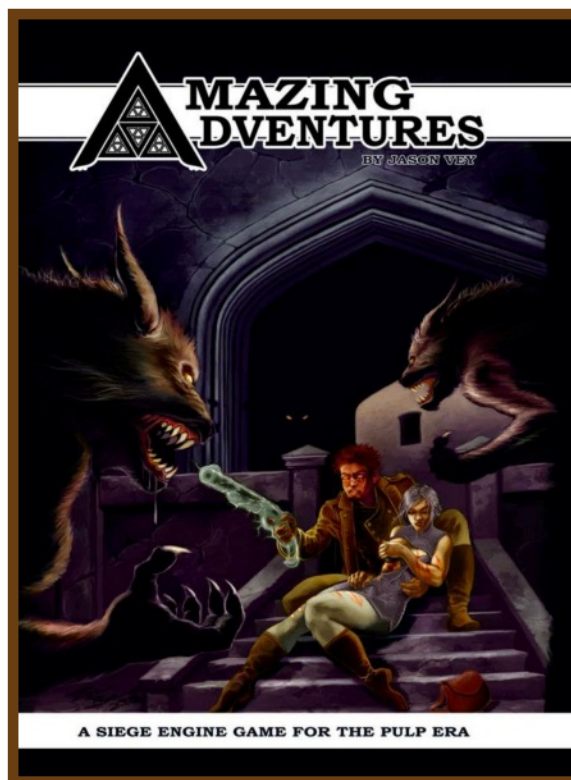
PRODUCT: Amazing Adventures
AUTHOR: Jason Vey
COVER ART: Peter Bradley
INTERIOR ART: Peter Bradley, JR
 Flemming, Sarah Walker, Jason Walton
LAYOUT & DESIGN: Peter Bradley
EDITOR: Tim Burns
PRODUCTION: Troll Lord Games, 2012

But what is Amazing Adventures? Simply put, an RPG focusing on adventures in the 'pulp era'. We're talking of stories typically depicted from the 30's give or take a decade. Think of 'the Shadow', 'Doc Savage', or 'Flash Gordon' or turn towards the hard boiled detective, 'Philip Marlowe' for inspiration. Indiana Jones certainly takes its queues from the pulps of the era. Or, you could go a bit darker, and consider the writings of H.P. Lovecraft. Simply put, there is a lot of inspiration to draw from if considering such a game.

Troll Lord Games has had it's share of challenges in the past few years. Castles & Crusades is their biggest line and the Player's Handbook has now gone on to a 5th printing (not to be confused with a new edition of the game). With underlying mechanic known as the Siege Engine, TLG has tried to put out other games to use this game mechanic as a backbone but has, thus far, met with mixed success.

The book comes to just over 200 pages and presents 8 character archetypes, options to customize your character such as traits and backgrounds, and a variety of rules to make this genre of play more accessible (like fate points, sanity rules, and basic vehicular combat). For those of you who are curious, these characters types are: the Arcanist, the Gadeteer, the Gumshoe, the Hooligan, the Mentalist, the Pugilist, the Raider, and the Socialite.

While there are fans of StarSiege, Tainted Lands, and Harvesters -- there are many others that don't share the same opinions on these games for a variety of reasons. StarSiege suffered from poor organization and presentation and took a many departures from what was recognizably the C&C game. Tainted Lands also suffered in terms of organization and, any extended campaign required some of the C&C core books. This gave it the feeling of being more of a setting than it's own thing. Lastly, Harvesters was good but had more of a feel of an adventure module with some new monsters and races than an actual standalone game.



However, with Amazing Adventures, TLG truly did things right here. Everything you need is actually in this book. It is very recognizable and anyone familiar with C&C will know how to play this game. As far as rules and presentation is concerned, it is also very approachable for a new game and new gamers.

such as melee attacks, magic, and firearms (normally a non-issue for a fantasy type game).

White I personally love Amazing Adventures, some may not like it because it is so close to C&C. What does this mean? Well, it's a game that follows a very familiar class and level based system as one would find in C&C and other D&D type games. The game also uses hit points in a similar manner leaving one wondering if a wound track might have been a better option. Of course, by keeping this the same, it means porting existing C&C material into Amazing Adventures extremely easy and something has to be said for that. Frankly the complaints levelled against Star Siege simply won't apply here and, even vehicles have 'hit points' and, given the nature of the genre, the traditional hit point system can work depending on other considerations

Review: Amazing Adventures

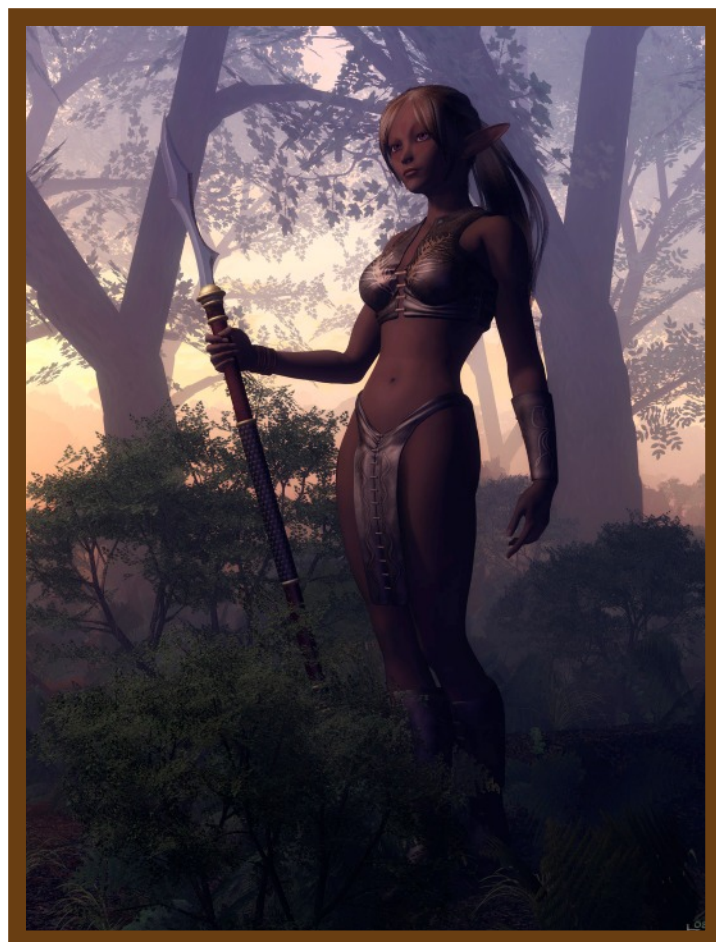
The inclusion of firearms in a framework used in a D&D type game have had a few different approaches. Sometimes it's handled by increasing damage or damage multipliers or allowing for exploding damage dice. If trying to run a gritty and realistic / deadly level of combat, the present hit point system is problematic when dealing with characters of higher levels who also happen to have a lot of hit points. However, as far as the pulp genre is concerned, this isn't so much of a problem. It is 'believable' and perfectly acceptable to have a hero take a few gunshot wounds and keep on going. What the author has done here is acknowledge that some firearms have a rate of fire but there is a cumulative recoil penalty per shot fired. Some weapons are better for accuracy and there are others with are worse. However, the damage per bullet is no worse than damage from something like a sword and, within the context of hit points, this ends up working well enough. Using something like automatic fire will also grant bonuses to hit but the recoil will also deter multiple single shots. For those weapons that have a higher Rate of Fire (10+ shots per round), this is a burst and the targets can do a Dex Save for half damage from such an attack. Let's face it... a Tommy Gun can do a lot of damage but these simple rules will mean that the would-be hero won't be cut down automatically in their first gunfight.

Now, if you are willing to accept that this game uses the same mechanics overall that C&C and other D&D inspired/derived games do, there is one thing that some people might be less happy with. You will have MANY spells simply carried over from C&C. In a couple of cases, these have been renamed but, more often than not, they still have the same names and same effects (Magic Missile is renamed to Arcane Bolt but Fireball is still Fireball). Of course, you don't have 'Arcane Magic' or 'Divine Magic' but rather 'Intelligence based Magic', 'Wisdom based Magic', and 'Charisma based Magic' -- a choice determined when you create an Arcanist character will determine what you have access to. Unlike C&C though, spell casting is mana point based though you still have the various spell levels ranging from 0 through to level 9. Suffice to say that it is an interesting re-organizing of spell lists. Now, using all these spells as a base isn't necessarily a bad thing and some people will no doubt enjoy this but part of me thinks that it is a wasted opportunity to really develop a

more specific and streamlined spell selection appropriate to the genre and possibly re-usable for C&C.

That said, beyond the magic, you also have a section on psionics. Admittedly, this is something I avoid in my fantasy games and never liked but, this fits right in with the genre once again and thus, perfectly acceptable. I'm happy to say that psionics are not just another spell list selection but rather abilities usable with a successful ability check. All pretty cool stuff and, in this case, it won't break the game or end up being another type of spell caster.

Overall, I am very happy with the game. The book truly includes everything you need and there are no additional book requirements but the compatibility is there to easily port in whatever else you feel is needed from C&C. The presentation of the book itself is nice and clean and the layout seems decent enough. As for the game itself,



THE DOMESDAY BOOK

Additional Credits

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And most importantly, thank you to all who refused to give up and wished us all the best with our continued struggles as we worked to get this out to you!



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