

Hill Cantons Compendium II



HILL CANTONS COMPENDIUM II

*BEING A COLLECTION OF PLAYER OPTIONS AND HOUSE RULES VARIOUS AND SUNDRY FOR CLASSIC
FANTASY ROLE-PLAYING GAMES OLD AND DEAR*

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INTRODUCTION TO THE HILL CANTONS

The Hill Cantons campaign is set in a frontier region of the Overkingdom of the Nemmetz and Pahrusky Lands, a sprawling, loose federation of human-peopled domains ruled by an Overking elected by the Lords Temporal and Spiritual. Our down-and-out heroes have just ridden into the Hill Cantons, a wild and woolly sparsely-settled borderlands region of independent minded freeholders and petty aristocratic micro-states.

THE CORELANDS, BORDERLANDS, & THE WEIRD

The Corelands represent pure human civilization in the world of the Hill Cantons. Though wars, political machinations, plagues, and the rest of the human drama play out here, from the prospective of Cantoners, these lands are something of a movie façade. There is no whiff of the “Weird” here, magic doesn’t function. Monsters and adventure has no real place here. Like a fantasy Oakland there is no there there.

The Borderlands is the contested zone between the Corelands and the Weird. Magic functions here, yet civilization exists here too, even if sparsely and tentatively. The entirety of human settlement in the Hill Cantons (the political/regional entity, not the campaign) is found here and it is rippled like a marble cake with pockets of the Weird. As such, adventure can be found here, but it involves neither the big-ticket risks nor the rewards of exploring otherworldly regions.

Life here for humanity is tainted by the contact with the Weird, indeed literally many who return back to the core from here die quietly and strangely of maladies in the night. Though a rough frontier, fashion is extravagant and quick to change. Doctrines of the mind are extravagant and quick to heated dispute in their over-elaboration. While desperate, life here also carries with it the freedom from dull routine. Heretics, runaway servants, poets, and the sociopaths and pycaros calling themselves adventurers flock here as a result.

The Weird is the Mythic Underworld writ large. Whole areas exist in the hills where the Veil Between the Worlds has ripped asunder, filing areas with the flotsam and jetsam of many worlds and times. Here be monsters and golden onion-domed barges, and great cyclopean halls filling mountain tops. Geography is exaggerated and uncoupled from the expectations of other lands.

The rising tide of such cosmic strangeness produces a startling density of these so-called sites of adventure. It’s not uncommon to walk a few hours from one only to discover another, and then another only a short jaunt away.

PLACES OF NOTE

KEZMAROK

The ancient Southlands metropolis of Kezmarok has been known by many names over the aeons: Vu Commoron, Zenopolus, The City Three Quarters as Old as the Firmament of the Heavens, The City of 500 Graces (or the City of 500 Sybarites and Popinjays to some wags), the list rolls on.

Five long centuries of besiegement by the ever-patient and languid forces of the Turko-Fae have severed its dominance over a vast network of fortified ports. The resulting steady collapse and abandonment of great stretches of the mile- and a-half long city have diminished its once teeming magnificence, but it stubbornly clings to a sad

grandeur high on the Great Rock.

Barely 40,000 of its former 300,000 residents still make their home in the city, and a good quarter of those are the

Northern cantonal mercenaries, bonded outsiders and slick operators looking to make a golden wheel (Ur Kolo) or two from the largesse of the city vaults.

Of its native citizens, gone are many of the common castes. The great legions of the indentured and poorer wage earners have long shipped out for greener pastures, northwards to the Cantons or southwards over the Persimmon Sea.

While clinging like the city to former greatness many of the nobility—almost a third of the residents now—have doggedly stayed, but downshifted into a “shabby gentility”. It’s not uncommon to come across a city block of half-collapsed red marble manses with great taub-taub trees growing through them and families of these pauperized patricians patching long-handed down robes and doublets, writing epic poems, polishing dented heirlooms, and acting out parlor-theater in the remaining shells.

Defense of the triple great walls that choke off the peninsula from the mainland—and the great silken pavilions and stockades of the besiegers—is in the hands of the Bonded Companies. Many a northern landsknecht, gendarme, or reaver has made an easy lifetime of serving a “long bond”, a 20-30 year contract of service walking the walls and performing in the mostly bloodless and symbolic sallies against the great host outside.

AROUND KEZMAROK

The Great Hostels. The sale of intoxicants is strictly—and lucratively—regulated in the city. The typical constellation of seedy inns, taverns, and other watering holes is simply not seen in Kezmarok (though a few illegal speakeasies stubbornly exist). Instead you have enormous, teetering centuries-old edifices, the great hostels, sprawling across entire city blocks.

Because half of all the income from booze, powders, and smokeable herbs is owed to the City, the hostels have spread their commercial range across a range of activities—food, lodging, games, gambling, nefarious meetings, bawdy theater, romantic trysts, etc-- and thus have become central hubs of social life in the city.

Though each varies wildly in its character, each hostel does have a few common features. Each hostel is from 3-6 floors high with a dizzying array of sunny verandas, patios, trellises and balconies jutting out over the streets and structures below. Each floor caters progressively higher to a classier clientele, indeed after the second level customers are only those who pay exclusive membership dues and undergo initiation rites. Such “club” membership has become important to the status jockeying of residents.

A SAMPLE OF THE GREAT HOSTELS:

Finestra, Lodge of a Thousand Mirrored Gazes. Famed for its many, baroquely-famed mirrors and gawking, ever-judging clientele. Past the swill served on the first floor, the food and drink is quite good.

Ulthnarn of the Hanging Blade. The martially-themed Ulthnarn is noted for its many games of skill and chance, indeed it's the only hostel that has a full hobbit-boloing arena. Gentlemen's games can be found on the upper floors.

Duke Mraz's Folly. The hruz, hallucinogenic mollusk paste, is out of this world as is the food. Decorated with strange shiny polished suits of armor.

MARLINKO

Marlinko (or Marlank if you using the Nemec exonym) is a bustling, smallish city of about 7,000 and council seat of the Marlinko Canton. It is the southernmost town-sized settlement in the Overkingdom before civilization peters off into pure howling wilderness.

Though prosperous due to its role as a trade hub for the distant civilized lands of the South, Marlinko is deeply infected by its relative isolation and closeness to the Weird. Life there as such takes on a strange dream-logic cast even by the standards of the rest of the borderlands. Around Marlinko town

The Flaming Goat. A rather seedy inn just inside the West Gate. The halushky ranges from poor to offal quality, but the beer and white gravy are both decent enough to keep a clientele for the lunch crowd.

The Drunken Troll. An upmarket inn located just south of the Tomb-Plaza of the City Gods. The inn's silent owner is said to be local gossips to be the infamous Yadis, an anonymous, foul-mouthed satirist. The inn is also noted as the home of local second-fiddle mage (and man of letters) Mandamus the Erudite and his companions Uma, Barbarella, and "Martin".

Tomb of the City Gods. Located in the central plaza is the squat polished basalt bulk of this mausoleum. The local Sun Lord followers have made a lifetime of quietly ignore the obvious blasphemy of such a thing existing.

The Guild Hall and the Dome of Supernal Dealings. Where you can get your so-called hirelings. The hiring of "scab" henchmen is intolerable.

The Manse of the Lady Szara. The notoriously-erratic lady abruptly moved away three years ago "to visit relatives back in the Corelands" and her town-manse was overtaken by the seemingly-undead, thief-hero Kugel the Lucky.

Catacombs of St. Jack's Church of the Blood Jesus. After three weeks of backbreaking work—under the expert supervision of the Termex the Robodwarf--by devotees of this imported, alien and utterly syncretistic cult, a catacomb space has been excavated by nun-maeneds under the Marlinko. The new sparagamos fane and exquisite ossuary-like sculptures are "things of beauty" report cult leader Vatek son of Vatek.

Fraza's Brokerhouse. Dealer in curios, a good place to get a fair price on things of the Weird.

Onion Tower of the Striped Mage. Home of the resident arch-mage Frantisek.

The South Market. Arcaded mall where you can buy things mundane and slightly less so.

Bathhouses. Where business and hanky panky occur.

Avenue of Anchorites. Where hermits and adventurers living on the cheap live.

The Guild of Accipitraries, Drovers, and Ankle-Beaters. Run by the supreme hard-ass, Hurloj Kladio, a good place for the sale or training of animals. Be wary of kidnapping his daughter.

OSTROVO

Ostrovo is a shockingly tidy, white-washed town of 3,000 souls that is the seat of the Velky Ostrovo canton. The town is a hotbed of activity for the Morning Star heretical society.

MUTH

The salty reek of fish and decay dominates this former port-town (now really just a large village).

KUGELBERG

A bustling little thorpe built around wealth coming back from the nearby dunes. Several new longhouses have been erected by the returning sons of the old smith (whose fortified farmhouse was the sole building on the site two years ago.)

BAD RAJETZ

Inbred eastern hinterland town renowned for its leather goods (especially its fetishwear). Infested with diabolists and heretics.

DUNGHAHM

The name says it all. A squalid little hamlet in the bogs located on the Ostrovo-Muth road.

THE WEIRD

Mountain Hall of the Hyperboreans. Massive mountain-side underground complex.

Slumbering Ursine Dunes. Massive five-hundred foot dunes filled with strange sites--and sights.

The Golden Barge. Home of the Master (local godling) and former home of the Wereshark Lord.

Frog Demon Temple. Here be easy to pluck treasure.

Luumash, the Tower of Bone. Teetering tower of bone with tomb complex underneath.

The Undercity of Kezmarok. Under the (off the map) city of Kezmarok. Duh.

The Pagoda City beyond the Blackness. Supposedly in the Anti-Cantons. Surrender all player agency all ye who enter.

The Horned Oracle. What it says on the box.

Isle of Tolmin and the House of the Axe.

NEW CHARACTER CLASSES

BLACK HOBBITS

Requirements: DEX 9, CON 9

Prime Requisite: STR and DEX

Hit Dice: 1d6

Maximum Level: 8

From Monsters! Monsters!:

“[Black Hobbits] does not refer to their skin tone, but rather to their political affiliations. They are physically the same as other hobbits, but are not nice people...Unlike normal hobbits, black hobbits hair is black and wiry, and they are fully bearded (like dwarves).”

Black hobbits are outwardly plain, ordinary halflings—who have secretly devoted their dark little hearts to the cause of Chaos. Indeed their devotion to the cause runs so deep that all black hobbits are required to join the local branch of the Chaos Party (though the inherent divisiveness of such an organization has lead to a vast confusing array of splinter groups, internal tendencies, factions, and rump groups.)

Black hobbits share the same abilities and limitations as their comfort and law-loving brethren, though they possess a few special abilities particular to their class. At second level a black hobbit learns the ability of Agitation, a skill in which they can temporarily raise their Charisma score to 18 once a day when exhorting others to perform acts of mischief and mayhem. At 4th level they can do this twice a day, at 8th three times.

They also gain the ability at third level to manufacture little round black bombs, a small hand-held explosive device that deals out 1d8+1 damage in a 10-foot range. They can make one such bomb per week and 30 gp worth of material. At sixth level they can begin to make two bombs a week.

Black Hobbit Level Progression

| XP | Level | HD (1d6) |
|---------|-------|----------|
| - | 1 | 1 |
| 2,100 | 2 | 2 |
| 4,200 | 3 | 3 |
| 8,400 | 4 | 4 |
| 16,800 | 5 | 5 |
| 33,600 | 6 | 6 |
| 67,200 | 7 | 7 |
| 134,000 | 8 | 8 |

CHAOS MONK

Requirements: Not be eligible to be a Monk, WIS or INT less than 10

Prime Requisite: None

Hit Dice: 1d3

Maximum Level: None

It is said by the sages that “clerics” are a martial lot that look outwardly for divine power and that a sub-class of those are “monks” who look inwardly for the same. But what is known only by men

of science and the gentlest of birth is that that sub-class has its own sub-class of practitioners that look “nowhere and everywhere” for the source of power: the confused and puerile way of the Chaos Monk.

Chaos Monks may use no armor and often will eschew the wearing of shirts, doublets and other clothing that obscure their abs. The sheer force of will involved in the suspension of disbelief in following this path does however allow them to add a DEX bonus and a further AC bonus of +1 for each 2 levels of advancement.

Further they are restricted to a select range of weapons typically used by their more lawful and competent brethren or ninja-loving tweens of the early 80s: bo and jo sticks, nun-chucks (sic), clubs, man catchers, bowie knives, sais, metal claws and throwing stars.

Chaos Monks are rarely surprised (a 1 on a d8) and then only if spoken to by a member of the opposite gender.

Due to the improbable nature of their powers, Chaos Monks are limited to only 8 levels of advancement. Further after the 5th level they may only advance by “kicking the asses” of an equal number of lower-level Chaos Monks to the level of advancement. (Low-level Chaos Monks as a consequent rule of thumb tend to avoid their higher-level equivalents like a bad case of scabies.)

Chaos Monk Level Progression

| XP | Level | HD (1d3) |
|--------|-------|----------|
| - | 1 | 2 |
| 1,251 | 2 | 3 |
| 2,501 | 3 | 4 |
| 5,001 | 4 | 5 |
| 10,001 | 5 | 6 |
| 20,001 | 6 | 7 |
| 40,001 | 7 | 8 |
| 80,001 | 8 | 9 |

Reaching 2nd level: a Chaos Monk may attempt a “kung-fu kick” in combat, a d5 attack that adds a +1 for each level attained.

Reaching 3rd level: They gain the ability to speak with fungi.

Reaching 4th level: At 4th level, Chaos Monks can flip over the back of their opponent while making a high-pitched scream. Also at this level the Chaos Monk learns the ability to use the Samurai sword without chance of self-injury (lower-level Chaos Monks will hit themselves when using the sword on a natural 1-3 on a d20.)

Reaching 6th level: Chaos Monks gain the ability to cast Confusion once a day on not just themselves but others.

Reaching 8th level: Chaos Monks can use the Five Point Palm Exploding Heart Technique. It is unclear whether this has any real mechanical effect however.

FERAL DWARF

Requirements: CON 9

Prime Requisite: STR

Hit Dice: 1d8

Maximum Level: 12

[Special thanks to Scott Moberly aka Scalydemon as co-creator.]

Feral dwarves are the deep-dwelling, untamed, neanderthal-like cousins of the more common dwarf. Their skin ranges from deep tan to light brown, and bright eyes which are almost never blue, with brown, black, or gray hair and ruddy cheeks.

They are slightly taller and more wiry than their more domesticated cousins (ranging up to 4'6 and 140 pounds on the average).

Feral dwarves speak trade-speak, and their guttural language, but cannot learn more than two additional languages regardless of their intelligence.

Because of their background as miners and underground dwellers, they can detect by concentration within 10' any grade or slope or new construction (1-4 on a d6), sliding or shifting walls or rooms (1-4), and large stonework-type traps such as pits and dead falls (1-3). They can also detect with concentration depth underground (1-3). They also have 60 foot infravision.

Because they are unfamiliar with new-fangled civilized weaponry and armor, feral dwarves tend to choose simple weapons such as spears, hammers, axes, clubs, and javelins (though once in civilized environs they can employ any weapon they choose). Because of their unfamiliarity and lack of comfort with heavy armor they can only wear leather, padded, studded leather, hide/fur, scale, or chain armor.

Feral dwarves also receive a +1 to hit deodands, due to an extended racial animosity.

Coming from a living in the remote hills and being somewhat crude in nature, feral dwarves have the ability to throw small boulders effectively in combat. They gain a +1 to hit on this and damage is 1d4 plus any STR modifiers. If they have an advantage in terrain latitude over 20 feet (i.e they are on a hill) they gain +2 to hit and +2 to damage on top of their STR modifier if applicable.

Some feral dwarves specialize in a primitive polished flint mallet. This wicked hammer inflicts 1d4+1 damage and on a roll of a natural 20 can knock its opponent unconscious/stun for 1d6 rounds.

Living on the primitive edge is a hard life, thus feral dwarves gain the ability to forage for food and water in hilly and mountainous environments. At 1st level this ability they can do so successfully at 30%. This improves at 3% per each additional level. They also have the ability to start a fire in any environment without the use of flint and steel at the same levels of success as their foraging skills.

Example: Craggo Uthuk is a third-level feral dwarf. He can successfully scavenge for food in the Big Rock Candy Mountains at a chance of 36%.

Despite these differences, feral dwarves fight and save on the same tables as the Robo-Dwarf race/class.

When a feral dwarf reaches 9th level he becomes a clan chieftain and can attract followers once he has found a suitable cavern.

Feral Dwarf Level Progression

| XP | Level | HD (1d8) |
|---------|-------|-------------|
| - | 1 | 1 |
| 2,187 | 2 | 2 |
| 4,375 | 3 | 3 |
| 8,751 | 4 | 4 |
| 17,501 | 5 | 5 |
| 35,001 | 6 | 6 |
| 70,001 | 7 | 7 |
| 140,001 | 8 | 8 |
| 280,001 | 9 | 9 |
| 400,001 | 10 | +3 hp only* |
| 540,001 | 11 | +6 hp only* |
| 660,001 | 12 | +9 hp only* |

**Hit point modifiers from CON are ignored.*

Optional rule: Feral dwarves do not receive starting money as other characters. Instead they start with a flint mallet, hide/fur armor, and 10-40 gp of simple equipment (food, torches, bedrolls, etc). In addition they start with a small horde of raw gemstones, 1d6 gems worth 10 gp a piece and 1d4 worth 20 gp.



HALF-OGRE

Requirements: STR 14, CON 14, CHR <9
Prime Requisite: STR
Hit Dice: 1d10
Maximum Level: 9

Half-ogres are the ungainly and unlikely products of miscegenation between indiscriminating humans and beastly, terrifying ogres. Although quite short in respect to their ogre parent, they stand tall amongst the race of men; often reaching seven and a half feet in height. Because of their great size, they tend to be stronger and more durable than their pure-human cousins and are able to thus carry weight at one encumbrance category less than their human counterparts. For example, a half-ogre carrying 81-160 lbs. can schlep all that gear at the 60'/turn movement rate of other characters carrying 61-80 lbs.

Half-ogres have rather swarthy and dull skin tones only made worse by poor skin care. A few human-raised exceptions will have sufficiently learned enough about alternately washing their faces in cold and warm water with a clean, exfoliating towlette to have raised their maximum Charisma score to 9. Their hair is across the board hopeless, however, and will invariably be lank, greasy, and dark.

If the character is raised by ogre kinfolk he will speak black tongue, but only with a pronounced lisp.

Half-ogres can see quite well in the dark with dark vision up to 60'.

Half-ogres fight and save as fighters of the same level. They can use any weapon or armor, but are inordinately fond of two-handed weapons--especially those with sharp, fangy bits.

Half Ogre Level Progression

| XP | Level | HD (1d10) |
|---------|-------|-----------|
| - | 1 | 1 |
| 2,300 | 2 | 2 |
| 4,600 | 3 | 3 |
| 9,200 | 4 | 4 |
| 18,400 | 5 | 5 |
| 36,800 | 6 | 6 |
| 73,600 | 7 | 7 |
| 147,200 | 8 | 8 |
| 294,400 | 9 | 9 |

MOUNTEBANK

Requirements: INT 13, DEX 13, CHA 13
Prime Requisite: CHA
Hit Dice: 1d4
Maximum Level: None

The mountebank is the consummate con artist of the medieval-fantasy world. By use of smooth talk, sleight of hand, and magical illusion the mountebank stays one step of the law—and earns a decent living in the meantime. Because of their specialized skill set they are often also employed as spies.

As a sub-class of the thief, they are allowed to wear leather armor and use any weapon. They are also allowed to pick pockets, move silently, hide in shadows, listen at doors, and back stab as per a thief of the equivalent level. They can further use disguises as per the assassin class. All saving and combat throws are made on the thief table.

They are also able to use a new skill, sleight-of-hand, at the level they can pick pocket--plus an additional 15 percent. Sleight of hand allows the mountebank to move, switch out, or otherwise manipulate without being noticed a hand-sized object.

They are restricted to only using magic items open to thieves until ninth level at which time they can also begin to use items available to illusionists.

At ninth level, the mountebank attracts a crew of 2d6 grifters, con-men, and other ne'er do wells (1st level mountebanks) as followers.

Mountebanks cannot be lawful or "good" in alignment.

Beginning at first level, a mountebank can use their smooth fast-talking and arcane powers to create semi-magical effects. All abilities are dependent on the character being able to talk in a language understandable to the target.

Mountebank Level Progression

| XP | Level | HD (1d4) |
|-----------|-------|--------------|
| - | 1 | 1 |
| 1,565 | 2 | 2 |
| 3,125 | 3 | 3 |
| 6,251 | 4 | 4 |
| 12,501 | 5 | 5 |
| 25,001 | 6 | 6 |
| 50,001 | 7 | 7 |
| 100,001 | 8 | 8 |
| 200,001 | 9 | 9 |
| 300,001 | 10 | +1 hp only* |
| 400,001 | 11 | +2 hp only* |
| 500,001 | 12 | +3 hp only* |
| 600,001 | 13 | +4 hp only* |
| 700,001 | 14 | +5 hp only* |
| 800,001 | 15 | +6 hp only* |
| 900,001 | 16 | +7 hp only* |
| 1,000,001 | 17 | +8 hp only* |
| 1,100,001 | 18 | +9 hp only* |
| 1,200,001 | 19 | +10 hp only* |
| 1,300,001 | 20 | +11 hp only* |

*Hit point modifiers from CON are ignored.

Mountebank Special Abilities

| Level | Effect | Duration |
|-------|--|-------------------------|
| 1 | <i>Flim Flam</i> , raises CHA to 18. | 1 turn, +1 per level |
| 2 | <i>Hustle</i> , lower or raise price in a commercial transaction by 10 - 40%. | Immediate. |
| 3 | <i>Charm Person</i> , same as Magic-User spell. | 1d4 hours, +1 per level |
| 4 | <i>Hypnotism</i> , same as Illusionist spell. | 1 round, +1 per level |
| 5 | <i>Manufacture Flash Powder</i> , causes blindness, one batch a day with appropriate materials (150 gp). | Immediate. |
| 6 | <i>Charm Person</i> , twice a day. | See above. |
| 7 | <i>Hypnotism</i> , twice a day. | See above. |
| 8 | <i>Charm Monster</i> , same as Magic-User spell. | 1d4 hours |
| 9 | <i>Suggestion</i> , same as Magic-User spell. | 6 turns, +1 per level |
| 10 | <i>Implant Emotion</i> , same as Illusionist spell. | Same as spell. |

PANTLESS BARBARIANS

Requirements: CON 11
 Prime Requisite: CON
 Hit Dice: 1d10
 Maximum Level: 12

For centuries the barbarian hordes that inhabit the northeastern most point of the southwestern most continent of the Hill Cantons world were riven by two great tribal divisions: that of the shirtless, trouser-wearing followers of the Triple Goddess and that of the tattooed—and wholly pantless--barbarians who follow an aspect of the Sun Lord.

A rough balance of power prevailed on the forests and plains of that land until an enterprising, wily pantless hetman, Vermurmur A-Khan, diplomatically prevailed upon his co-religiousists in the Overkingdom to send landsknechts in a great crusade. Over a fast and furious decade the Goddess worshipers were decimated and retreated into the forbidden reaches of the (perhaps euphemistically-named) Fields of Paradise, leaving the pantless in control of most of the region.

Religious taboos mandate that their privates must be close at hand to the divine rays of the sun. Even when wearing heavy upper garments like bear skins or armor, this strange tribe is barred from the wearing of pants (a short, revealing kilt is acceptable in colder months). As a result of this predilection, the poor savage has a penalty of -1 from AC and may only wear armor of chain (or half-plate) or weaker.

When striking with a preferred tribal weapons--tridents, bolas, atlatls, and falchions—the barbarian receives a +1 to hit.

Every other level the pantless barbarian can also take a +1 to a Lot-FP-like d6 skill in either Tracking or Wilderness Survival.

Pantless Barbarian Level Progression

| XP | Level | HD (1d10) | Skill Progression |
|---------|-------|-------------|-------------------|
| - | 1 | 1 | +1 |
| 2,187 | 2 | 2 | - |
| 4,375 | 3 | 3 | +1 |
| 8,751 | 4 | 4 | - |
| 17,501 | 5 | 5 | +1 |
| 35,001 | 6 | 6 | - |
| 70,001 | 7 | 7 | +1 |
| 140,001 | 8 | 8 | - |
| 280,001 | 9 | 9 | +1 |
| 400,001 | 10 | +3 hp only* | - |
| 540,001 | 11 | +6 hp only* | +1 |
| 660,001 | 12 | +9 hp only* | - |

*Hit point modifiers from CON are ignored.

ROBO-DWARVES

Requirements: CON 9
 Prime Requisite: CON
 Hit Dice: 1d8
 Maximum Level: 12

Strange tales are told in these hills of the appearance of squat constructs from beyond the weird. Said to be made of equal parts living animate stone, whirling mechanical gears, and living tissue, these so-called Robo-Dwarves are the freakish creation of an irresponsible higher power. Some blame the baleful White God, others an extra-dimensional ur-dwarf called Xhom. It matters little.

Though fleshy in feel, their skin is composed of a dull greyish-silver matter (natural armor of AC 8 if not wearing any other armor) and their eyes an unsettling black with no iris. Their hair is always a greasy, lanky black and exudes an odor vaguely reminiscent of fresh primrose. Beards are always on the patchy short side with pencil-thin mustaches.

Robo-dwarves always speak in a halting monotone that makes vague references to “The Future”. They can speak their own tongue (Xho), common, dwarvish, and a halting pidgin tongue with living statues, gelatinous, lurkers above, piercers, gas spores, rot grubs and other “dick” monsters. When angered in conversation, small black wisps of brimstone-smelling smoke issue from their ears.

Robo-dwarves consume no organic food, no water or distilled spirits—with the inexplicable exception of herd-animal milk which seems to have an intoxicating effect on their constitution. Indeed organic food and water consumption is so toxic to their system that if forced to do so they must save vs. poison in order to prevent themselves from exploding inwardly. For sustenance they must consume one flask of lamp oil every third day and are fond of snacking on gravel and small bits of rusted metal.

Robo-dwarves have a deep set and perhaps unwholesome attachment to metal armor, especially that. with outlandishly fluted and raised flourishes. They are banned from wearing leather or other armor

composed mostly of organic matter and will prefer to go buck naked (they have no naughties) if they can't find and use metal armor. Though they greatly prefer helmets with large protruding spikes they will make do with unadorned helms in a pinch.

Robo-dwarves share the same special abilities and disadvantages as their full-fleshed counterparts. They see in the dark with their Robo-tronic eyes at 60 feet and have a 2 in 6 chance of weak spots in stone work, detecting traps, false walls, hidden construction, or noticing subtle slopes. The Robo-dwarf must lay his hands on stonework in the general vicinity and use his special stonopathy mental powers to "commune with the rock" for this to happen.

Robo-Dwarf Level Progression

| XP | Level | HD (1d8) |
|---------|-------|-------------|
| - | 1 | 1 |
| 2,251 | 2 | 2 |
| 4,501 | 3 | 3 |
| 9,001 | 4 | 4 |
| 18,001 | 5 | 5 |
| 36,001 | 6 | 6 |
| 80,001 | 7 | 7 |
| 160,001 | 8 | 8 |
| 310,001 | 9 | 9 |
| 450,001 | 10 | +3 hp only* |
| 600,001 | 11 | +6 hp only* |
| 750,001 | 12 | +9 hp only* |

*Hit point modifiers from CON are ignored.

WAR BEAR

Requirements: STR 13, CON 14

Prime Requisite: CON

Hit Dice: 1d10

Maximum Level: 8

The Nurian Soldier-Bear stands alongside the Ostrovan pikeman, Kozak horse-archer and Amazon sword-and-buckler as one of the most renowned examples of soldiery in the world of Zem. Lesser known are the wayward bears who strike out on their own in the world in search of quantitatively measured experience, the proud bearers of the appellation "War Bear."

War Bears can wear no armor other than a helmet and instead have a base armor class determined by level (a DEX bonus can be added). Magical devices can be used but must be able to fit around the large-sized limbs of the War Bear.

Though outside the comforting phalanx of soldier life, the War Bear retains the deep, obsessional love of polearms, including the traditional +1 to hit and damage when employing it. Indeed a War Bear who has been parted from the sight of such a weapon for longer than a day sickens with dejection and beyond a constant audible and dramatic sighing also loses 3 points of Wisdom until he or she grasps it again.

At level 6, the War Bear can invent and name a polearm of his own design at a cost of 500 gp and two weeks of intense concentration. Such a weapon is +2 to hit and damage only in his own paws and can even strike those creatures only harmable by magic weapons. At level 8, the War Bear has reached such fame that he can automatically attract a warband of 50 soldier-bears on the creation of a comfy underground den complex of no less than 2000 square feet (and two latrines).

War Bears save as Dwarves and fight as Fighters of the same level.

War-Bear Level Progression

| XP | Level | HD (1d8) | Armor Class |
|---------|-------|----------|-------------|
| 0 | 1 | 1+2 | 6 |
| 2,300 | 2 | 2+2 | 6 |
| 4,600 | 3 | 3+2 | 5 |
| 9,200 | 4 | 4+2 | 4 |
| 18,400 | 5 | 5+2 | 4 |
| 36,800 | 6 | 6+2 | 4 |
| 73,600 | 7 | 7+2 | 3 |
| 147,200 | 8 | 8+2 | 3 |

WHITE WIZARD

Requirements: INT 12, WIS 12

Prime Requisite: WIS

Hit Dice: 1d4

Maximum Level: None

White Wizards are practitioners of a benign, defensive, and naturalistic magic school. White Wizards are much akin to their magic user cousins. They save as magic users and must keep spell books and memorize spells in the same manner. All saving throws are as a magic user.

White Wizards are only allowed to use simple non-edged weapons such as staves, slings, and clubs as weapons and are not allowed to wear any armor.

White wizards differ from magic users in that they are allowed to cast spells from the cleric (and druid in advanced games) spell lists and limited spells from the magic user lists (see below). Their magic is arcane in nature and not divine in origin however.

They may use any magic item appropriate to clerics (and druids) or magic user items that do not directly deal damage (a wand of magic missiles or fireballs for instance would be prohibited but a wand of detection would not be)

White Wizards must be good in alignment.

Optional rule: Because of their rigorous studies, White Wizards of any level are allowed to create clerical scrolls at a cost of 75 gp times the spell level. The scroll will take one week times the spell level to create.

White Wizard Level Progression

| XP | Level | HD (1d4) | White Wizard spells per level | | | | | | |
|------------|-------|--------------|-------------------------------|---|---|---|---|---|---|
| | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| - | 1 | 1 | 1 | - | - | - | - | - | - |
| 2,001 | 2 | 2 | 2 | - | - | - | - | - | - |
| 4,001 | 3 | 3 | 2 | 1 | - | - | - | - | - |
| 8,001 | 4 | 4 | 3 | 2 | - | - | - | - | - |
| 16,001 | 5 | 5 | 3 | 2 | 1 | - | - | - | - |
| 32,001 | 6 | 6 | 3 | 3 | 2 | - | - | - | - |
| 64,001 | 7 | 7 | 4 | 3 | 2 | 1 | - | - | - |
| 128,001 | 8 | 8 | 4 | 3 | 3 | 2 | - | - | - |
| 256,001 | 9 | 9 | 4 | 4 | 3 | 2 | 1 | - | - |
| 376,001 | 10 | +1 hp only* | 5 | 4 | 3 | 3 | 2 | - | - |
| 496,001 | 11 | +2 hp only* | 5 | 4 | 4 | 3 | 2 | 1 | - |
| 616,001 | 12 | +3 hp only* | 5 | 5 | 4 | 3 | 3 | 2 | - |
| 736,001 | 13 | +4 hp only* | 6 | 5 | 4 | 4 | 3 | 2 | - |
| 856,001 | 14 | +5 hp only* | 6 | 5 | 5 | 4 | 3 | 3 | - |
| 976,001 | 15 | +6 hp only* | 7 | 6 | 5 | 4 | 4 | 3 | 1 |
| 10,960,001 | 16 | +7 hp only* | 7 | 6 | 5 | 5 | 4 | 3 | 2 |
| 1,216,001 | 17 | +8 hp only* | 8 | 7 | 6 | 5 | 4 | 4 | 2 |
| 1,336,001 | 18 | +9 hp only* | 8 | 7 | 6 | 5 | 5 | 4 | 3 |
| 1,456,001 | 19 | +10 hp only* | 9 | 8 | 7 | 6 | 5 | 4 | 3 |
| 1,576,001 | 20 | +11 hp only* | 9 | 8 | 7 | 6 | 5 | 5 | 3 |
| 1,696,001 | 21 | +12 hp only* | 9 | 8 | 7 | 6 | 5 | 5 | 4 |

*Hit point modifiers from CON are ignored.

ALTERNATIVE CHARACTER GENERATION SYSTEM

1. Roll character backstory. Kindly, permissive GM-types can opt to let a player modify one or more results to suit.
2. Record all five extra d6 dice rolls for abilities (one for parent occupation, two each for childhood and young adulthood). Player gets one free die to be used on any attribute.
3. Roll 3d6 attributes in order with extra dice as assigned by tables or player's choice.
4. Use best three dice results in each roll from dice pool for each attribute.
5. Pick class and race.
6. In advanced games add in racial modifiers for attributes.
7. Roll on charts in section B for equipment and starting money.

Table 1: Birth Order

| Roll 1d10 | Birth Order |
|-----------|------------------|
| 1 | First Child |
| 2-3 | Second Child |
| 4-5 | Third Child |
| 6 | Fourth Child |
| 7 | Fifth Child |
| 8 | Sixth Child |
| 9 | Seventh Child |
| 10 | Eighth or more.. |

Example: Mr. Pink is rolling up a new character called Mogg the Mendicant. Using the backstory charts he finds that Mogg is the fourth son of a beast master (plus d6 when he rolls for his WIS). In childhood/adolescence he lived a nomadic life (one extra roll for DEX) and committed the crime of insulting a noble (one extra roll for CHR). As a young adult he encountered monsters (one extra roll on any attribute) and is conscripted into the army from which he promptly deserts (one extra for INT).

Starting in order, Mr. Pink rolls for STR with 3d6 with no modifiers. He gets a 13. He then rolls for INT with one extra die added for his desertion. He gets a 4,3,2,1. He takes the three best and has an INT of 9.

Because he is hoping to play a cleric he opts to add his sixth extra die and his extra ANY die from encountering monsters to his WIS roll. He rolls five dice and gets a result of 6,6,5,3,3. He picks the best three and is awarded a WIS of 17.

He rolls for DEX next adding in his extra die for his nomadic childhood. He gets a 5,3,3,2 and drops the fourth roll for a total DEX of 10.

CON has no extra dice so he rolls a straight 3d6 getting a 10.

CHR has one extra die roll for his sharp tongue He rolls 6,5,2,1 giving him a CHR of 13.

Table 2: Parent Occupation

| Roll 1d20 | Occupation | Attribute Dice | Gear |
|-----------|------------------------|------------------|---|
| 1 | Beggar/Drifter | 1d DEX | -2 on extra cash table, large sack, club, |
| 2 | Criminal | 1d DEX | set of thieves tools OR dagger |
| 3 | Peasant/Farm worker | 1d STR | -1 on extra cash table, sickle OR staff |
| 4 | Farmer/Fisherman | 1d CON | shovel OR 60' rope |
| 5 | Miner/Forester | 1d STR | pick OR hand axe |
| 6 | Sailor | 1d CON | 60' rope OR bottle of whiskey |
| 7 | Soldier/Mercenary | 1d STR | +1 on any weapon equipment table |
| 8-9 | Craftsman/Skill worker | Roll on Table 2A | craft appropriate tools |
| 10 | Sage/Scholar/Alchemist | 1d INT | book (GM's determination) |
| 11 | Scribe | 1d INT | blank scroll |
| 12 | Slaver | 1d STR | whip OR manacles |
| 13 | Adventurer | 1d ANY | +1 on Any equipment table |
| 14 | Actor/Bard/Courtesan | 1d CHA | musical instrument |
| 15 | Government Official | Roll on Table 2B | +1 extra cash table |
| 16-17 | Merchant | Roll on Table 2C | +1 on any equipment table |
| 18 | Clergy | Roll on Table 2D | silver holy symbol |
| 19 | Gentry | 1d CHA | +1 on extra cash table |
| 20 | Noble | Roll on Table 2E | +2 on any equipment or cash table |

Table 2A: Craft

| Roll 1d20 | Craft | Attribute Dice |
|-----------|-----------------------------|----------------|
| 1 | Tailor | 1d DEX |
| 2 | Fletcher/Bowyer | 1d DEX |
| 3 | Glass Blower | 1d DEX |
| 4 | Carpenter | 1d DEX |
| 5 | Animal Trainer/Beast Master | 1d WIS |
| 6 | Cartographer | 1d INT |
| 7 | Smith | 1d STR |
| 8 | Cobble | 1d DEX |
| 9 | Weaver | 1d DEX |
| 10 | Armorer/Weaponsmith | 1d STR |
| 11 | Brewer/Baker | 1d DEX |
| 12 | Mason | 1d DEX |
| 13 | Potter | 1d DEX |
| 14 | Miller | 1d DEX |
| 15 | Dyer | 1d DEX |
| 16 | Shipwright | 1d DEX |
| 17 | Jeweler | 1d DEX |
| 18 | Artist/Sculptor | 1d INT |
| 19 | Musician | 1d CHA |
| 20 | Agitator/Mountebank | 1d CHA |

Table 2B: Government Officials

| Roll 1d8 | Position | Attribute Dice |
|----------|---------------------|----------------|
| 1-2 | Tax Collector | 1d STR |
| 3 | Sheriff/Reeve | 1d STR |
| 4 | Forest Warden | 1d DEX |
| 5 | Magistrate | 1d WIS |
| 6 | Town Councilor | 1d CHA |
| 7 | Mayor | 1d CHA |
| 8 | Royal/Ducal Advisor | 1d CHA |

Table 2D: Clergy

| Roll 1d6 | Type | Attribute Dice |
|----------|------------------------------------|----------------|
| 1-2 | Parish Clergy, mainstream religion | 1d WIS |
| 3 | Upper Clergy, mainstream | 1d WIS |
| 4 | Clergy, heretic religion | 1d WIS |
| 5 | Pagan/Druidical | 1d WIS |
| 6 | Elder Gods | 1d INT |

Table 2E: Nobility

| Roll 1d10 | Title | Attribute Dice |
|-----------|------------------|----------------|
| 1-2 | Landless Knight | 1d STR |
| 3-4 | Knight | 1d STR |
| 5 | Knight Banneret | 1d STR |
| 6 | Baron/Landgraf | 1d CHA |
| 7 | Count | 1d CHA |
| 8 | Marquis/Margrave | 1d CHA |
| 9 | Duke/Hetman | 1d CHA |
| 10 | Royalty | 1d CHA |

Table 2C: Merchant

| Roll 1d6 | Type | Attribute Dice |
|----------|--------------------------|----------------|
| 1 | Shopkeeper, foodstuffs | 1d INT |
| 2 | Shopkeeper, dry goods | 1d INT |
| 3 | Shopkeeper, exotic goods | 1d INT |
| 4 | Innkeeper | 1d CHA |
| 5 | Local Trader | 1d CHA |
| 6 | Long-distance Trader | 1d CON |

Table 3: Significant Events (Childhood/Adolescence)*

| Roll 1d20 | Event | Attribute Dice |
|-----------|-------------------------------------|--|
| 1 | Loved/protected by parents | 1d WIS |
| 2 | Unloved/spurned by parents | 1d CON |
| 3-4 | Illegitimate, raised by guardian | Roll on Table 3A |
| 5 | Family killed by Other | 1d ANY, Roll on 3C |
| 6 | Caused death of Relative | 1d ANY, Roll on 3B |
| 7 | Oprhaned, raised by guardian | Roll on Table 3A |
| 8 | Apprenticed in parent's occupation | 1 additional die from previous result on Table 2 |
| 9 | Apprenticed in craft of a mentor | Roll on Table 2 for Mentor, use that ability die |
| 10 | Parent killed by Relative or Other | 1d CON |
| 11 | Father/mother/both outlawed | Roll on Table 3D for crime |
| 12 | Religious experience | Roll on Table 4E |
| 13 | Jealous sibling/rivalry | Roll on Table 3B, one additional die from previous result on Table 2 |
| 14 | Lived a nomadic life | 1d DEX |
| 15 | Moved to the big city | 1d INT |
| 16 | Moved to the borderlands/wilderness | 1d CON |
| 17 | Run away from home or guarding | 1d DEX |
| 18 | Learned weapon usage | 1d STR |
| 19 | Magic occurrence | Roll on Table 4F |
| 20 | Committed a crime | Roll on Table 3D for crime |

***Roll on this table twice, re-roll duplicate results.**

Table 3A: Guardians

| Roll 1d20 | Guardian | Attribute Dice |
|-----------|--|---|
| 1 | Wicked/cruel stepmother or father | 1d CON |
| 2 | Hedge Wizard/Witch | 1d INT |
| 3 | Monastery/Convent | 1d WIS |
| 4 | Craftworker | Roll on Table 2A |
| 5 | Relative | Roll on Table 3B, 1 additional die from previous result on Table 2. |
| 6 | Sold into slavery | 1d CON |
| 7 | Raised by wolves | 1d DEX |
| 8 | Adventurer | 1d ANY |
| 9 | Dwarven indentured servants | 1d CON |
| 10 | Mysterious red-robed "Elven" guardians | 1d INT |
| 11 | Centaur/Hobgoblin/Deep Ones/other monsters | 1d ANY |
| 12 | Raised by mercenaries/landsknechten | 1d STR |
| 13 | Bandits/Pirates | 1d STR |
| 14 | Nomads/Cossacks/Barbarians | 1d CON |
| 15 | Adopted by merchant | Roll on Table 2C |
| 16 | Adopted by clergy | Roll on Table 2D |
| 17 | Adopted by noble | Roll on Table 2E |
| 18-20 | Lived on the streets/no guardian | 1d DEX |

Table 3B: Relatives

| Roll 1d6 | Relative |
|----------|--------------------|
| 1 | Brother/Sister |
| 2 | First Cousin |
| 3 | Uncle/Aunt |
| 4 | Grandfather/Mother |
| 5 | Great Uncle/Aunt |
| 6 | Distant Relation |

Table 3C: Others

| Roll 1d20 | Result |
|-----------|-------------------------------------|
| 1 | Government official (Table 2B) |
| 2 | Friend |
| 3 | Thief |
| 4 | Wizard |
| 5 | Mentor |
| 6 | Noble (Table 2E) |
| 7 | Raider/Invader |
| 8 | Humanoid/Demi-human |
| 9 | Monster |
| 10 | Lover |
| 11 | Craftsman |
| 12 | Highwayman/Bandit/Pirate |
| 13 | Adventurer |
| 14 | Comrade |
| 15 | Wild animal |
| 16 | Nomad |
| 17 | Religious sect member/leader |
| 18 | Mysterious stranger |
| 19-20 | Roll twice for two working together |

Table 3D: Crimes & Misdemeanors

| Roll 1d20 | Crime | Attribute Dice |
|-----------|---|----------------|
| 1-2 | Theft | 1d DEX |
| 3 | Assault | 1d STR |
| 4-5 | Heresy | 1d WIS |
| 6 | Murder | 1d STR |
| 7 | Insulting a noble of a higher order | 1d CHA |
| 8 | Trespassing | 1d DEX |
| 9 | Treason | 1d CHA |
| 10 | Tax evasion | 1d INT |
| 11 | Political dissidence | 1d CHA |
| 12 | Harboring criminals | 1d INT |
| 13 | Unlawful sorcery | 1d INT |
| 14 | Bandit/piracy | 1d STR |
| 15-16 | Wrong place at the wrong time | 1d ANY |
| 17 | Messenger of bad news | 1d CON |
| 18-20 | Roll twice (use only on ability die of player's choice) | varies |

Table 4: Significant Events (Young Adulthood)*

| Roll 1d20 | Event | Attribute Dice |
|-----------|--|---|
| 1 | Religious experience | Roll on Table 4E |
| 2 | Magic occurrence | Roll on Table 4F |
| 3 | Responsible for death of relative | 1d ANY (Table 3B) |
| 4-5 | Developed vices or virtues | Virtues (Table 4C) / Vices (Table 4D) |
| 6-7 | Conscripted/volunteered for military service | Table 4A |
| 8 | Romantic affair | 1d6 CHA (25% of child) |
| 9 | Learned occupation | Table 2 |
| 10 | Traveled abroad | 1d ANY |
| 11 | Survived plague | 1d CON |
| 12 | Moved to big city | 1d INT |
| 13 | Moved to borderlands/wilderness | 1d CON |
| 14 | Sold into slavery (escaped) | 1d DEX |
| 15 | Comitted a crime | Table 3D |
| 16 | Home village/town wiped out by others | 1d CON (Table 3C) |
| 17 | Encountered monster(s) | 1d ANY |
| 18 | Served wealthy patron/noble court | 1d CHA |
| 19 | Saved life | 1d ANY (Relative table 3B / Other Table 3C) |
| 20 | Apprenticed to mentor | Table 2A |

***Roll on this table twice, re-roll duplicate results.**

Table 4A: Military Service

| Roll 1d20 | Event | Attribute Dice |
|-----------|--|---------------------------|
| 1 | Promoted | 1d CHA |
| 2 | Fought in a battle | 1d STR |
| 3 | Lone survivor of unit | 1d CON |
| 4 | Captured by enemy and tortured | 1d CON |
| 5 | Deserted | 1d INT |
| 6 | Joined mercenaries/landsknechts | 1d STR |
| 7 | Responsible for death of comrades | 1d ANY |
| 8 | Best friend killed at your side | 1d WIS |
| 9 | Prevented the destruction of innocents | 1d WIS |
| 10 | Spent most of time in “rear echelon” non-combatant | Roll on Table 4B |
| 11 | Committed an unsactioned crime | Roll on Table 3D |
| 12 | Ran away from battle | 1d DEX |
| 13 | Displayed herosim on the battlefield | 1d STR |
| 14 | Learned use of exotic weapons | 1d STR |
| 15 | Learned siegecraft | 1d INT |
| 16 | Led mutiny | 1d CHA |
| 17 | Survived disease/magicl occurrence | 1d CON |
| 18 | Developed virtues or vices | Virtues (4C) / Vices (4D) |
| 19-20 | Transferred to other service | Roll on Table 4B |

Table 4B: Other Services

| Roll 1d12 | Service | Attribute Dice |
|-----------|------------------------|----------------|
| 1 | Palace Guard | 1d CHA |
| 2 | City guard/watch | 1d STR |
| 3 | Temple guard | 1d WIS |
| 4 | Border militia/rangers | 1d DEX |
| 5 | Private bodyguard | 1d STR |
| 6 | Engineer/sapper | 1d INT |
| 7 | Scout | 1d INT |
| 8 | Navy | 1d DEX |
| 9 | Shipboard marine | 1d STR |
| 10 | Messenger | 1d DEX |
| 11 | Caravan guard | 1d STR |
| 12 | Border guard | 1d STR |

Table 4E: Religious Experience

| Roll 1d20 | Event | Attribute Dice |
|-----------|---------------------------------------|-------------------------|
| 1 | Joined faith | 1d WIS |
| 2 | Lost faith | 1d INT |
| 3 | Vision of demi-god/saint | 1d IWS |
| 4 | Vision of deity | 1d WIS |
| 5 | Vision of demon/elder god | 1d INT |
| 6 | Became lay clergy (non-spell casting) | 1d WIS |
| 7 | Pilgrimage to holy place | 1d WIS |
| 8 | Excommunicated | 1d INT |
| 9 | Persecuted for faith | 1d WIS |
| 10 | Involved in holy war | Roll on Table 4A |
| 11 | Became religious hypocrite | 1d INT |
| 12 | Made prophetic statement | 1d WIS |
| 13 | Discredited faith | 1d CON |
| 14 | Sent to religious school | 1d WIS |
| 15 | Started own sect | 1d WIS |
| 16-20 | Developed virtue or vice | Virtue (4C) / Vice (4D) |

Table 4F: Magical Occurrence

| Roll 1d10 | Event | Attribute Dice |
|-----------|---------------------------|----------------|
| 1 | Survived magical disaster | 1d CON |
| 2 | Witnessed summoning | 1d INT |
| 3 | Saw magical omens | 1d INT |
| 4 | Visited by witch | 1d INT |
| 5 | Gathered spell components | 1d DEX |
| 6 | Found magical place | 1d INT |
| 7 | Found arcane scrolls | 1d INT |
| 8 | Discovered ancient book | 1d WIS |
| 9 | Spell cast on you | 1d INT |
| 10 | Learned cantrip | 1d INT |

Table 4C: Virtues

| Roll 1d20 | Virtue | Attribute Dice |
|-----------|---------------------------------------|----------------|
| 1 | Cleanliness | 1d CHA |
| 2 | Benefactor for the poor | 1d WIS |
| 3 | Well-mannered | 1d CHA |
| 4 | Friendly | 1d CHA |
| 5 | Teetotaler | 1d WIS |
| 6 | Pious | 1d WIS |
| 7 | Sincere/earnest | 1d WIS |
| 8 | Quiet/good listener | 1d WIS |
| 9 | Honest | 1d WIS |
| 10 | Defender of the oppressed | 1d STR |
| 11 | Loving | 1d WIS |
| 12 | Tolerant of all faiths | 1d I |
| 13 | Self confident | 1d CHA |
| 14 | Hard working | 1d STR |
| 15 | Humble | 1d WIS |
| 16 | Good negotiator/diplomat | 1d CHA |
| 17 | Hard bargainer | 1d CHA |
| 18 | Punctual | 1d WIS |
| 19 | Sensitive/tender | 1d CHA |
| 20 | Roll twice (use only one ability die) | - |

Table 4D: Vices

| Roll 1d20 | Vice | Attribute Dice |
|-----------|---------------------------------------|----------------|
| 1 | Heavy drinker | 1d CHA |
| 2 | Stubborn | 1d CON |
| 3 | Gambler | 1d DEX |
| 4 | Lecherous | 1d CHA |
| 5 | Swears like a sailor | 1d INT |
| 6 | Duplicitous | 1d INT |
| 7 | Mistrustful | 1d INT |
| 8 | Loner | 1d CON |
| 9 | Pushy | 1d STR |
| 10 | Kleptomaniac | 1d DEX |
| 11 | Harsh | 1d STR |
| 12 | Loves brawling | 1d STR |
| 13 | Quick-tempered | 1d STR |
| 14 | Selfish | 1d INT |
| 15 | Braggart | 1d INT |
| 16 | Lazy dreamer | 1d INT |
| 17 | Greedy | 1d INT |
| 18 | Puritanical | 1d WIS |
| 19 | Big spender, spendthrift | 1d CHA |
| 20 | Roll twice (use only one ability die) | - |

EQUIPMENT

Add one to all rolls for each level starting beyond the second.

ARMOR

Cleric, Witch Hunter+1 to roll

Fighter, Paladin, Ranger, Dwarf, Elf, Halfling +2

Thief, Assassin, Mountebank, Druid, Specialist: leather automatically
Magic User, Illusionist, Monk, White Wizard: no roll

Armor Table

| Roll 1d8 | Armor |
|----------|-----------------------|
| 1-3 | Leather armor*** |
| 4 | Studded leather* |
| 5-6 | Scale mail |
| 7-9 | Chain mail |
| 10 | Splint or Banded mail |
| 11 | Plate mail |

*1 Extra roll on weapon or shield table.

**2 Extra rolls on weapon or shield table.

Basic Game Armor Table

| Roll 1d6 | Armor |
|----------|---------------|
| 1-2 | Leather armor |
| 3-6 | Chain mail |

Shield Table*

| Roll 1d6 | Type |
|----------|--------------|
| 1-3 | Small shield |
| 4-6 | Large shield |

*Roll only if extra roll indicated on weapon table.

MELEE WEAPONS

Clerics, Magic Users, Illusionists hand weapon only

Melee Weapon Table

| Roll 1d6 | Weapon |
|----------|--|
| 1-2 | Hand weapon (dagger, hand axe, short sword, mace, morningstar, staff, spear) |
| 3-4 | Medium weapon (long sword, battle axe, rapier, scimitar) |
| 5 | Polearm (polearm, pike) |
| 6 | Two-handed weapon (two hand axe, two-handed sword, bastard sword) |
| 7 | Quality weapon of choice (+1 to damage) |

CLASS-BASED EQUIPMENT

Fighter, Ranger, Paladin: extra weapon roll, 10 gp starting

Cleric, Druid: holy symbol, 10 gp

Thief: Thieves tools, 5 gp

Magic-User, Illusionist, spellbook, 5 gp

Monk, 2 gp

MISSILE WEAPON

Magic Users and Clerics sling only

Missile Weapon Table*

| Roll 1d6 | Weapon |
|----------|-----------------------------------|
| 1 | Sling/Darts |
| 2 | Thrown (Hand axe, spear, javelin) |
| 3 | Light Crossbow |
| 4 | Short Bow |
| 5 | Heavy Crossbow |
| 6 | Long Bow |
| 7 | Pick any two |

*One batch of ammunition included.

ADVENTURE PACKS (PICK ONE)

All packs come with backpack, two small sacks, bedroll, water skin, tinderbox, and one week of iron rations.

Pack A (Five oil flasks, lantern, shovel, two caltrops, whistle).

Pack B (10 torches, 10 pieces of chalk/charcoal, blank scroll, mirror, crowbar).

Pack C (five torches, five oil flasks, 60 ft. rope, grappling hook, wooden pole).

Mount Table

| Roll 1d6 | Mount |
|----------|--------------------|
| 1-2 | None |
| 3 | Mule |
| 4 | Pony |
| 5-6 | Light riding horse |
| 7 | Light warhorse |

Saddle & riding gear included.

Extra Cash Table

| Roll 1d6 | Amount |
|----------|--------|
| 1 | 10 gp |
| 2-3 | 15 gp |
| 4 | 20 gp |
| 5 | 30 gp |
| 6 | 40 gp |
| 7 | 80 gp |

ZERO-LEVEL RULES

All characters start at zero-level “normal men” with 1d6 hit points and Neutral alignment.

Zero-level characters can be rolled using the alternate chargen and equipment tables below.

Human or elven characters with INT 13 or over start with one cantrip (0-level MU spell) OR human characters with WIS 13 or over start with one orison (0 level Cleric spell). Only one such type of spell can be chosen.

Any character with DEX 13 or over can attempt thief skills at -4%, all others at -10%. (Hear Noise is the same as firstlevel.)

A zero-level character receives no extra AC benefits from armor heavier than chain mail due to unfamiliarity with its usage. Similarly use of weapons over 1d6 in damage convey a -1 to damage.

At the completion of the party's first successful adventure (this can span multiple sessions at the GM's discretion) and a year of training the character levels up to 1st level. In consultation with GM, player picks class and alignment based on performance and experience in the adventure. Fighter and other warrior types receive an extra hit-point after training, magic-users lose one from making deals with various eldritch forces. All other class abilities for 1st level characters are assumed as normal.

ZERO-LEVEL CHARGEN

1. Roll character background (see Appendix C).
2. Record all extra d6 dice rolls for abilities from parent occupation
3. Roll 3d6 attributes in order with extra dice as assigned by table or player's choice.
4. Use best three dice results in each roll from dice pool for each attribute.
5. Pick race. In advanced games add in racial modifiers for attributes.
6. Roll on charts in the section below for equipment and starting money.

Table 1: Armor

| Roll 1 d6 | Type |
|-----------|-------------------------------------|
| 1-2 | None |
| 3-4 | Padded (or none in basic game) |
| 5 | Leather |
| 6 | Ringmail (or leather in basic game) |

Table 2: Melee Weapons

| Roll 1d6 | Type |
|----------|-------------------|
| 1-2 | Dagger, Club |
| 3-4 | Spear, Staff |
| 5 | Short sword, Mace |
| 6 | Long sword |

Table 3: Missile Weapons*

| Roll 1d6 | Type |
|----------|------------------|
| 1-3 | None |
| 4-5 | Sling, Dart (x3) |
| 6 | Short Bow |

**Free batch of ammo included.*

Table 4: Other Stuff

| Roll 1d20* | Item |
|------------|---|
| 1 | Backpack or large sack |
| 2 | Two small sacks |
| 3 | Five torches |
| 4 | Jug of cheap corn liquor |
| 5 | Three flasks of oil & battered lantern |
| 6 | 60-foot of hemp rope |
| 7 | Pitchfork (or hoe) |
| 8 | 10-foot pole |
| 9 | Bag with 1 week's worth of food |
| 10 | Crowbar |
| 11 | Miner's pick |
| 12 | Shovel |
| 13 | Small hammer |
| 14 | Costume jewelry |
| 15 | Fancy, foppish hat |
| 16 | Fur cloak |
| 17 | Bottle of fine wine |
| 18 | Brass codpiece (or other small-area protector) |
| 19 | Small crystal vial of angel's tears |
| 20 | Slave, indentured servant, or lackey (1d4 hit points) |

**Roll twice.*

Table 5: Extra Cash

| Roll 1d6 | Amount |
|----------|--------|
| 1-2 | 5 gp |
| 3-4 | 10 gp |
| 5 | 15 gp |
| 6 | 20 gp |
| 7 | 30 gp |

ATTRIBUTE CHECKS

ATTRIBUTE CHECKS

| | |
|----------------------------|------------|
| Normal Circumstance | 3d6 |
| Tougher | 4d6 |
| Really Tough | 5d6 |
| Extraordinary | 6d6 |

For each 4th level drop one die. A GM can rule that a player add or subtract up to two dice according to the role-playing or problem-solving skill that the player brings to the situation.

A roll of the attribute score or less denotes success. In most cases, this will be used against a single primary ability.

Unusual circumstances will combine two attributes to find the number checked against add the two attribute scores together and divide by two, rounding down.

Example: Guanillo the Mountebank is attempting to withstand torture...err...excuse me "advanced interrogation techniques" after an attempt to ply his trade in the vestibule of the Orthodox Lodge of Sol Invictus goes south. The GM rules that he must make a 4d6 check against a combo of his WIS (8) and CON (15). $8+15=23$, divided by two leaves 11 after rounding down. He rolls a "21" on four dice, a failure—and squeals like a pig.

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