

Hill Cantons Compendium

Being a Collection of Player Options and House Rules Various and Sundry for Classic
Fantasy Role-playing Games Old and Dear

By Chris Kotalik

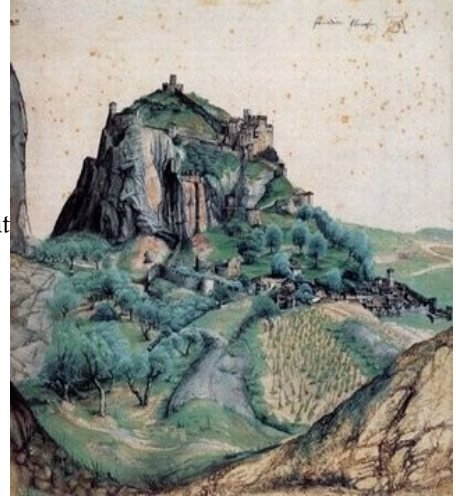


Setting

The 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.

As the curtain lifts, the Overkingdom teeters on the brink of collapse. Two long grueling overseas wars against distant sultanates, the collapse of the large merchant banking houses, bumbling incompetent national leaders, and other sundry calamities have fractured the already fragile and decentralized realm.

A nominally-monotheistic church, the Supernal Orthodox Temple of the Puissant Sun Lord, ostensibly dominates the realm spiritually. But powerful new heretical movements such as the Morning Star and Evening Star societies seek to restore a spurned female deity, the Celestial Lady, to her “proper” place in the pantheon. The weakening of the Overking's power has also allowed old pagan religions kept alive by country folks to be worshiped publicly again in the Hill Cantons. Further ominous rumors abound about the reawakening of slumbering elder gods and unspeakable evil.



The cantons mark the end of human civilization in the northern lands, both near and beyond lie many aspects of the weird and magical. The Overking's authority is now mostly nominal in outlying regions. Magical happenings have become more common and some say long-banished elves, dwarves, and things that go bump in the night have returned to forgotten homes. It is a time and place that can hold great fortune for those daring and lucky enough to leave the safe environs of home for lives of adventure.

Character Generation

Roll 4d6 and drop the lowest d6 for stats *in order*. Alternately a player can opt to create a character using the alternative system in Appendix D.

Human characters can pick any class. Demi-humans are limited to racial classes.

Players can also choose in Appendix A from five new homebrew classes: the Mountebank, Feral Dwarf, White Wizard, Half-Ogre, or Black Hobbit.

Standard classes also receive some new tweaks (see section below).

Alignment is chosen from the old Holmes five-fold system. Lawful (good or evil), Neutral, and Chaotic (good or evil). Alignment is however of mostly secondary importance in the campaign. No masonic-like alignment languages exist.

Player characters in the Hill Cantons campaign setting start at 2,800 experience points (2nd level for most classes). They get maximum hit points for the hit die at first level, but roll all others as normal. Money is rolled as usual.

Special Rules for Standard Classes

Clerics

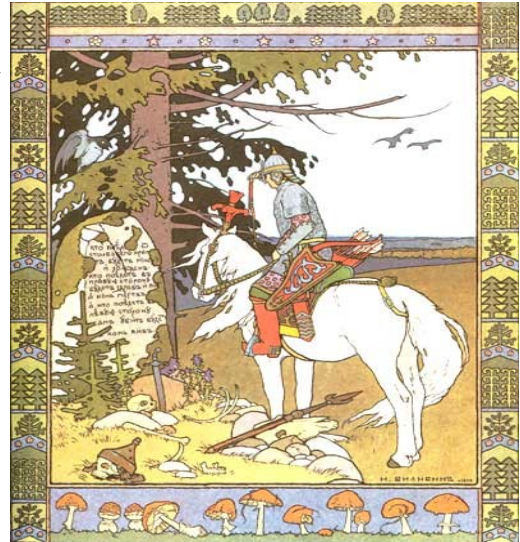
Clergy folk of the Sun Lord (or other vaguely medieval Catholic Church-ish stand-in) have weapons restrictions as normal. Clerics of all other deities are allowed to use any weapon that inflicts 1d6 damage or lower.

Clerics of any level can create a limited range of magic items (see Appendix C).

Magic Users and Illusionists

Magic Users of any level can also create a limited range of magic items (see Appendix C).

Magic Users and Illusionists can also use staves, clubs, darts, slings, and daggers as weapons.



Fighters, Dwarves, Elves, Halflings, Rangers, Paladins, and Monks

The fighting classes have a few more options in combat. An eligible character has two more attack options to use in melee in place of a standard attack: an **all-out attack** and a **defensive attack**.

Fighters alone get one other special attack, a **shield pummel**, in lieu of a normal attack.

See Appendix B for details on these new options.

Variant Rules for Charisma

Charisma is a combination of status and reputation--and the confidence and skill-set of leading that flows from this. In game this is represented by an attribute that ebbs and flows with the relative success --or failure--of the character. CHA is rolled as normal at the beginning of a character's career, but is modified by the following factors.

1. The character's repute grows alongside his personal power each fourth level. At levels 4,8,12,16, 20, 24 and so on, CHA increases by one point. A level drain or other in-game mechanic that drops a character under one of these benchmarks will also reduce the CHA bonus. A 4th level thief, for instance, hit by a wight and dropped to 3rd level will forfeit the bonus until she regains her former level.
2. Status grows with "conspicuous consumption". A character's CHA is raised one point if a character posses a flashy, obvious magic item OR expensive clothing/armor AND impressive dwelling worth at the minimum 2,000-5,000 gp. This is a one-time bonus which is forfeited if the item(s) is lost.

This bonus is relative to the particular society at the GM's discretion. In the case of magic items, for instance, a character would only be allowed a bonus in an high magic society if he possessed an obvious magic item of great power. The relative value of luxurious clothing and dwelling are set by the particulars of that culture: a sizable mead-hall and rich fur coat in a Nordic-like barbarian society or a stately manse and fine velveteen toga in a highly-urbane one (the latter being more normative in the Hill Cantons).

3. A character gains or loses CHA with the fortunes of on-the-ground leadership. At the end of an adventure or expedition (a convenient, exp-awarding stopping point that can span several sessions), the party's leader, caller, or spokesperson makes a roll for a CHA gain or loss. (The party's overall leader is determined by the players prior to play of that adventure.)

If the adventure is deemed a success by the GM the player adds one point of CHA if the player rolls a percentile dice under his existing CHA score. If it is a failure than the leader subtracts 1-3 CHA (as determined by the GM) unless he rolls under his existing CHA score PLUS his level. (The chutzpah of a character with a high Charisma allows him to spin success or failure better.) This roll can be modified by the GM to reflect in-game circumstances (leading larger than usual bodies, severity of challenge, etc.).

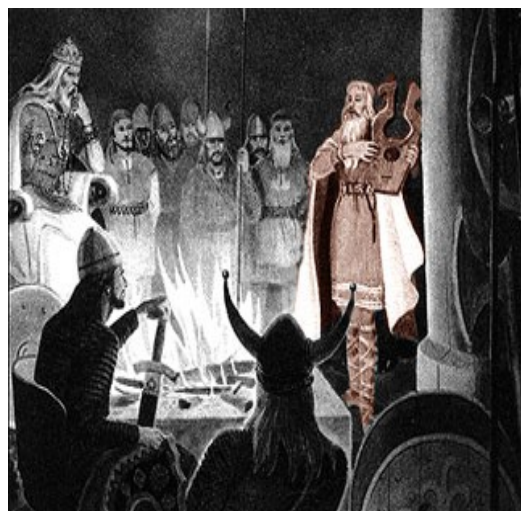
Example. Mogg the Mendicant, a 6th level Cleric with a 14 CHA, was nominated by his party to be the Year-King of their recent expedition to the dead city of Chaon Gacca in Tasuun. The expedition was a total flop, several party members went to meet the Makers and the loot was sparse. Mogg did however captain a pirated war-galley and a company of pole-armed Wombatmen over the course of the adventure, so the GM deems that he will get a +3 to his saving roll. To not lose CHA, he must roll under a 23 (14+6+3). He unhappily rolls a 90 and is saddled with a loss of two CHA by the GM.

Reputation

Starting at fourth level a character with a CHA 12 and over will become reasonably well-known (respected and/or feared) in a 20-mile radius from their base of operations. Each subsequent level will increase that range by 10 miles. The GM will modify reactions, hiring, and other functions inside this radius in favor of the character on a case by case basis.

Also starting at fourth level characters with a CHA 15 and over will also become eligible to be appointed to a minor post of authority in or around their base of operations. The actual position (title, responsibilities, and rewards) will vary according to the particulars of a campaign and the character. A ranger could become the town's warden in a local forest or a thief a banker or other scalawag for instance.

Starting at 8th level, characters with 15 and over CHA will become eligible to enter the lower ranks of the nobility or other suitably impressive position in society. As above the particulars will vary according to the campaign.



Experience Points

Players will receive small bonuses for each real-time hour spent in active exploration of a dungeon, wilderness or other dangerous environ. The baseline rate is 100 exp per hour, adjusted by the GM for the relative rigor of the hour.

Instead of simply earning experience for treasure, PCs gain experience from spending the treasure they have acquired. The rate of experience points to gold pieces spent varies by how a player opts to cash in his loot.

Ways to burn gold for experience:



1. **Carousing.** PCs can receive 2 exp for each 1 gp of treasure spent in sword-and-sorcery-hero style debauched spending sprees (food, drink, romantic partners, fancy personal accoutrements, etc). Only 100 gp/per level can be spent this way. Obviously, no mentor or training down time is necessary, but there is a 1 in 6 chance that a “complication” may follow (mammoth hangovers, duels, hostile constabulary, angry spouses, etc). Roll on Jeff Rient's Carousing Table for results.
2. **Training/research.** PCs receive 1.5 exp for each gp worth of treasure spent on training or research. The PC must find and recruit a mentor of the same class that is at least three levels higher than their current. Game time spent on training sessions will be determined by the GM.
3. **Gear.** Finally PCs can receive .5 exp for 1 gp spent on any other possessions mundane or otherwise.

Example. The Swordsman is a 2nd level fighter returning to town flush with loot after a sojourn in the Slumbering Ursine Dunes. His share of the treasure amounts to 633 gp. He promptly spends the maximum amount he can, 200 gp, on a drunken rampage and receives 400 exp. Fortunately he rolls a 5 and is free and clear of the worst aspects of said rampage. Sobering up he enlists the help of a crazy old coot of a dwarf on the outskirts of town to help train him in the delicate art of sword-play. He spends 300 gp on this and nets 300 exp. Before the party's next outing to the dunes, he decides to buy 100 gp worth of gear, a new shield, iron spikes, an ungodly number of oil flasks, etc for which he gets 50 exp. By the time of the next adventure into the Weird he has squeezed a total of 750 exp from the 600 gold he contributed to stimulating the fantasy economy.



Retainers

All characters may start with at least one Loyal Follower (1st level NPC/back-up PC, see below). Characters with Charisma over 15 can start with an additional lackey, hireling, or hired blade.

Monthly Wage Scales for the Guild of Condotierre, Linkboys, Roustabouts, and Stevedores

Hire “union” for your quality NPC labor needs.

Lackey (0 level, under 3 hp), 3 gp

Hireling (0 level, over 3 hp), 6 gp

Hired Blade (0 level fighter, over 4 hp), 20 gp

Loyal Followers (1st level and above NPC), 1/4 of leader PC's share in treasure

Overtime, combat pay, treasure shares, dental benefits, and other sundry bonuses increase NPC morale during and after adventures. Lack of said perks may decrease morale over time.

Character Death

Life is often short in the borderlands. However player characters are a durable—if not entirely irreplaceable—lot. When they reach 0 hit points they do not die instantly like poor NPC sods, but are allowed to roll on the always enjoyable Death and Dismemberment chart (see Appendix C).

If non-specified deity forbid, a PC should die in the middle of a gaming session, the GM will slot a new character in the game in an expeditious manner. A player has a few options for how to start his new character.



20. La Canzona de' Morti, silografia del Quattrocento (Firenze, Biblioteca Riccardiana).

1. The player can **take control of a loyal follower** (if lacking one another of the party's followers can be usurped—with permission from the controlling player of course). The newly-constituted character “inherits” all of the deceased's possessions.
2. The player can **roll up a new character as a family heir**. This character starts at the 2800 exp line or 1 level below the average party member if they are generally over 4th level. While the new PC inherits the deceased's stuff (minus a 10 percent bite courtesy of the Overking's tax collectors), the new character can only start adventuring when the party has reached town.
3. The player can **roll up an entirely new character** (as in #2) to be slotted in by GM deus ex machina mid-adventure. No inheritance unless the rest of the party (who get first dibs at the dead PC's stuff) is feeling generous.

Appendix A. New Player Classes

Mountebank

Requirements: INT 13, DEX 13, CHR 13

Prime Requisite: CHR

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 mean time. 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 Special Abilities

Level	Effect	Duration
1	<i>Flim Flam</i> , raises Charisma to 18	1 turn, +1 per level
2	<i>Hustle</i> , lower or raise a 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 (150gp)	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 turn, +1 per level
10	<i>Implant Emotion</i> , same as Illusionist spell	Same as spell

Mountebank Level Progression

Experience	Level	Hit Dice (1d4)
0	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 *
500001	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 constitution are ignored.

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 dwarvish, gnome, goblin, kobold, orcish, common, and their alignment 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 under ground (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 orcs, half-orcs, goblins, and hobgoblins, 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 percent. 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%.

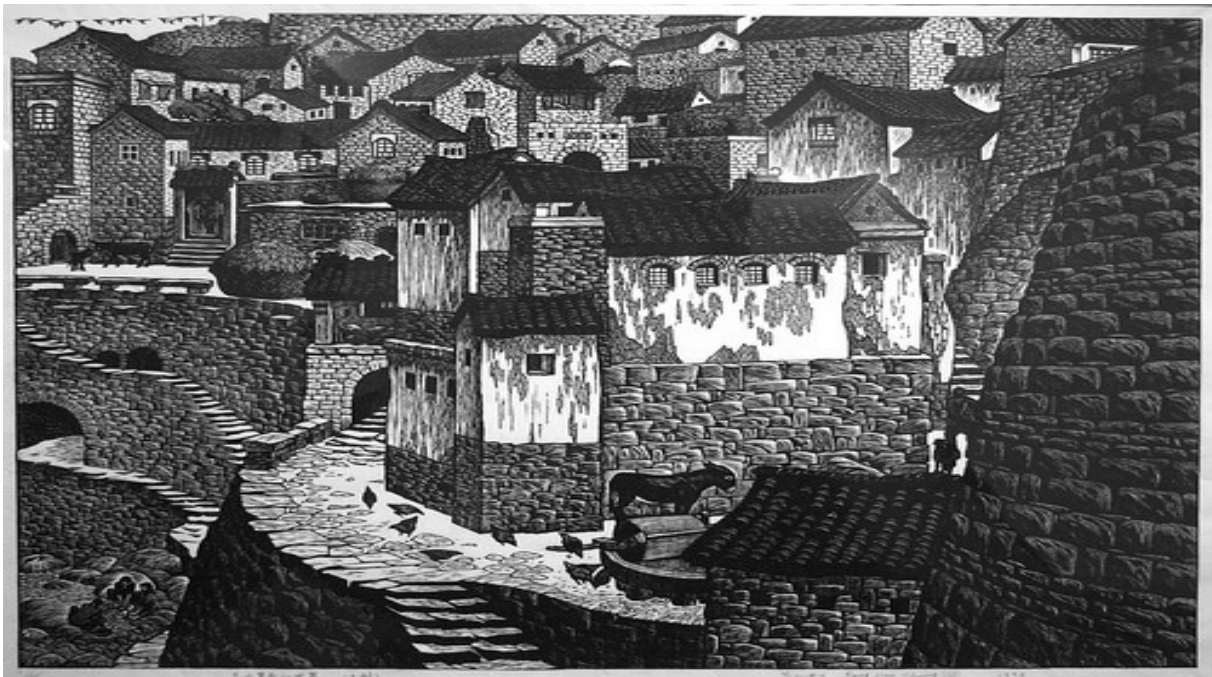
Despite these differences, feral dwarves fight and save on the same tables as the Dwarf race/class.

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

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.

Feral Dwarf Level Progression

Experience	Level	Hit Dice (1d8)
0	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



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 (or Lawful in a three-alignment system).

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.

Allowable Magic-User Spells

Level 1

Hold Portal
Read Languages
Read Magic
Sleep
Shield

Level 2

Arcane Lock
Mirror Image
Locate Object

Level 3

Clairvoyance
Protection from Normal Missiles
Protection from Evil, 10' radius
Water Breathing

Level 4

Plant Growth
Dimension Door
Wall of Ice

Level 5

Hold Monster
Conjure Elemental
Wall of Stone

Level 6

Stone to Flesh
Project Image

Level 7

Power Word, Stun

White Wizard Level Progression

Experience	Level	Hit Dice (1d4)
0	1	1
2001	2	2
4001	3	3
8001	4	4
16001	5	5
32001	6	6
64001	7	7
128001	8	8
256,001	9	9
376001	10	+1 hp only*
496001	11	+2 hp only *
616001	12	+3 hp only *
736001	13	+4 hp only *
856001	14	+5 hp only *
976001	15	+6 hp only *
1096001	16	+7 hp only *
1216001	17	+8 hp only *
1336001	18	+9 hp only *
1456001	19	+10 hp only *
1576001	20	+11 hp only *
1696001	21	+12 hp only*

White Wizard Spell Progression

Level	Spell Level						
	1	2	3	4	5	6	7
1	1	0	0	0	0	0	0
2	2	0	0	0	0	0	0
3	2	1	0	0	0	0	0
4	3	2	0	0	0	0	0
5	3	2	1	0	0	0	0
6	3	3	2	0	0	0	0
7	4	3	2	1	0	0	0
8	4	3	3	2	0	0	0
9	4	4	3	2	1	0	0
10	5	4	3	3	2	0	0
11	5	4	4	3	2	1	0
12	5	5	4	3	3	2	0
13	6	5	4	4	3	2	0
14	6	5	5	4	3	3	0
15	7	6	5	4	4	3	1
16	7	6	5	5	4	3	2
17	8	7	6	5	4	4	2
18	8	7	6	5	5	4	3
19	9	8	7	6	5	4	3
20	9	8	7	6	5	5	3
21	9	8	7	6	5	5	4

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 towelette 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 ogre, orc, and troll, 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

Experience	Level	Hit Dice (1d10)
0	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

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

Experience	Level	Hit Dice (1d6)
0	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

Appendix B. Combat Options

New Combat Options

An *all-out attack* gives a +1 to hit, but costs the player a +2 AC penalty on the next round of attacks on him/her. A *defensive attack* conversely gives the character a bonus of -1 on AC at a cost of -2 for the attack.

A fighter equipped with a large shield can inflict 1d4 of fatal or bludgeoning (non-fatal) damage on a successful hit using the *shield pommel* option. Fighters equipped with a small shield inflict 1d3.



New Weapons and Armor

<i>Weapon</i>	<i>Cost</i>	<i>Damage</i>	<i>Weight</i>
Rapier	20 gp	1d6	2 lbs.
Spiked Gauntlet	5 gp	1d3	2 lbs.
Dirk	4 gp	1d4+1	1 lbs.
Pike*	6 gp	1d6	6 lbs.

* The pike is a two-handed spear about 15–20 feet long. A pike-equipped character can strike from the second rank of a party and can be set to receive a charge. It is extremely awkward weapon in cramped underground quarters however.

<i>Armor</i>	<i>Cost</i>	<i>Armor Class</i>	<i>Weight</i>
Hides/Fur	20 gp	7	3 lbs
Bronze Breastplate	80 gp	5	20 lbs.
Field Plate	1250 gp	2	50 lbs.
Large Shield	10 gp	-1	10 lbs.
Small Shield	20 gp	-1	5 lbs.



More Weapons Rules

Weapon	Damage	Urban Cost	Rural Cost	Weight	Str/Dex
Arbalest*	1d10	60	90	8	12/8
Axe, battle	1d8	6	9	6	11/8
Axe, battle (2H)	2d4	6	9	6	9/7
Axe, great (2H)	1d10	12	18	14	13/8
Axe, hand	1d6	3	3	3	7/7
Club	1d4	5sp	5sp	3	-/-
Crossbow, heavy	1d8	25	40	8	8/8
Crossbow, light	1d6	16	24	4	7/7
Dagger	1d4	3	3	1	-/7
Dagger, silver	1d4	30	45	1	-/7
Dart	1d4	5sp	7sp	.5	-/9
Flail	1d6	3	3	5	8/6
Flail, heavy (2H)	1d8	8	12	10	12/8
Hammer, light	1d4	2	2	2	6/6
Hammer, war (2H)	1d6+1	7	10	5	11/8
Javelin	1d6	1	1	2	7/10
Lance, light	1d6	7	10	10	9/9
Lance, heavy	1d8	10	15	14	12/10
Longbow	1d8	40	50	3	12/11
Mace	1d6	5	7	3	7/7
Morningstar	1d6	5	7	6	7/7
Pick, heavy (2H)	1d8	8	12	6	12/8

Pick, light	1d6	5	8	3	8/8
Pike**	1d6	4	6	8	7/7
Pole Arm (2H)	1d10	7	12	15	12/8
Quarterstaff (2H)	1d6	2	2	4	6/6
Scimitar	1d8	15	22	4	
Shortbow	1d6	25	25	3	7/9
Sling	1d4	2	2	5	-/9
Spear	1d6	3	3	6	6/6
Spear (2H)	1d6+1	3	3	6	5/5
Sword, long	1d8	10	15	4	11/9
Sword, bastard	1d8	20	30	6	12/10
Sword, bastard (2H)	1d8+1	20	30	8	11/10
Sword, short	1d6	7	10	2	7/7
Sword, rapier	1d6+1	12	18	3	9/11
Sword, two- handed	1d10	15	25	15	12/10
Trident (2H)	1d6	4	6	4	6/6

* A powerful, steel-bowed crossbow. Fires every third round.

** Can be used from the second rank.

Notes on the chart:

Urban cost is within 30 miles of a city or town. Rural is outside that range.

All prices are in gold unless otherwise noted. All weight is in pounds.

Str/Dex is the minimum Strength and Dexterity to wield the weapon. If these requirements are not met -2 to hit (fighters -1).

Appendix C: Magic-Item Creation

All magic items require special materials, research and lengthy preparation times, thus they can only be made in relatively civilized environs with the proper facilities (libraries, herbal shops, scriptoriums, houses of worship, resident mages/clergy and the like).

Gold spent on magic item creation can be counted toward experience at the rate of buying gear ($\frac{1}{2}$ exp per gold spent).

Scrolls

Scrolls are the simplest of items to make, all spell casters (except for mountebanks) can make them at first level. All scrolls take one week per spell level to make assuming full-time work.

Magic users create scrolls through arcane research and the use of a wide range of obscure ingredients particular to the make of inks for each individual spells. As such the cost of materials for scroll creation fluctuate wildly as many of the necessary inputs become plentiful or scarce. Thus a magic user making a scroll must pay 50 gp times the roll of a d4 per each spell level.



Clerics scrolls are made through sacrifice and sacramental devotion to their patron deity that cost 150 gp/per spell level. White Wizards on the other hand achieve the same means by arcane research at a cost of 75 gp/level.

Example. The renowned scholar and mage Mandamus has just reached fifth level. To celebrate his new attainment of a vaunted new spell level he begins work on a scroll of the Fireball spell. Since Fireball is a third-level spell he rolls 3d4 for a total of 7, multiplying by 50 this gives him a total cost of 350 gp for the scroll's creation. It will take him three weeks of full-time work to complete the scroll.

Item Creation Times

Writing a Scroll	Spell Level x week
Transcribing Scroll to Spellbook Spell	Level x 1d6 Days
Transcribing Spellbook to Spellbook	Spell Level x 1d3 Days
Researching a Spell on the Spell List	Lists Spell Level x 3d6 Days
Researching a New Spell	Spell Level x 4d6 Days
Creating a Potion	Spell Level x 1d6 Days

Appendix D: 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.

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.

Chart A. Character Backstory Generator

For background, roll main charts in order from Chart 1 to Chart 4. Consult sub-tables as necessary. For results with multiple options separated by a "/" player can choose which option he prefers.

Chart 1. Birth Order (Roll d10)

1	First born
2,3	Second child
4,5	Third child
6	Fourth
7	Fifth
8	Sixth
9	Seventh
10	Eighth or more

Chart 2. Parent Occupation (Roll d20)

1	Beggar/Drifter	(1d DEX), -2 on extra cash chart, large sack and club
2	Criminal	(1d DEX), set of thieves tools or dagger
3	Peasant/Farm worker	(1d STR), -1 on extra cash chart, 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 chart
8,9	Craftsman/Skilled worker	(Roll on Chart 2A), craft-appropriate tools
10	Sage/Scholar/Alchemist	(1d INT), book (GM's determination)
11	Scribe	(1d INT), blank scroll
12	Slaver	(1dSTR), whip or manacles
13	Adventurer	(1dANY), +1 on

		any equipment chart
14	Actor/Bard/Courtesan	(1dCHR), musical instrument
15	Government Official	(Roll on Chart 2B), +1 extra cash chart
16-17	Merchant	(Roll on Chart 2C), +1 on any equipment chart
18	Clergy	(Roll on Chart 2D), silver holy symbol
19	Gentry	(1dCHR), +1 on extra cash chart
20	Noble	(Roll on Chart 2E), +2 on any equipment or cash chart

Chart 2A. Craft (Roll d20)

1	Tailor	(1dDEX)
2	Fletcher/Bowyer	(1dDEX)
3	Glass Blower	(1dDEX)
4	Carpenter	(1dDEX)
5	Animal trainer/Beast master	(1dWIS)
6	Cartographer	(1dINT)
7	Smith	(1dSTR)
8	Cobbler	(1dDEX)
9	Weaver	(1dDEX)
10	Armorer/Weaponsmith	(1dSTR)
11	Brewer/baker	(1dDEX)
12	Mason	(1dDEX)
13	Potter	(1dDEX)
14	Miller	(1dDEX)
15	Dyer	(1dDEX)
16	Shipwright	(1dDEX)
17	Jeweler	(1dDEX)
18	Artist/Sculptor	(1dINT)
19	Musician	(1dCHR)
20	Agitator/Mountebank	(1dCHR)

Chart 2B. Government Officials (Roll d8)

1,2	Tax collector	(1dSTR)
3	Sheriff/shrive	(1dSTR)
4	Forest warden	(1dDEX)
5	Magistrate	(1dWIS)
6	Town councilor	(1dCHR)
7	Mayor	(1dCHR)
8	Royal/Ducal adviser	(1dCHR)

Chart 2C. Merchant (Roll d6)

1	Shopkeeper, foodstuffs	(1dINT)
2	Shopkeeper, dry goods	(1dINT)
3	Shopkeeper, exotic goods	(1dINT)
4	Innkeeper	(1dCHR)
5	Local trader	(1dCHR)
6	Long-distance trader	(1dCON)

Chart 2D. Clergy (Roll d6)

1,2	Parish clergy, mainstream religion	(1dWIS)
3	Upper clergy, mainstream	(1dWIS)
4	Clergy, heretic religion	(1dWIS)
5	Pagan/Druidical	(1dWIS)
6	Elder gods	(1dINT)

Chart 2E. Nobility (Roll d20)

1,2	Landless Knight	(1dSTR)
3,4	Knight	(1dSTR)
5	Knight Banneret	(1dSTR)
6	Baron/Landgraf	(1dCHR)
7	Count	(1dCHR)
8	Marquis/Margrave	(1dCHR)
9	Duke/Hetman	(1dCHR)
10	Royalty	(1dCHR)

Chart 3. Significant Events in Childhood and Adolescence

(Roll d20 twice, Re-roll duplicates)

1	Loved/protected by parents	(1dWIS)
2	Unloved/spurned by parents	(1dCON)
3,4	Illegitimate, raised by guardian	(Roll on Chart 3A)
5	Family killed by Other	(1dANY, Roll on Chart 3C)
6	Caused death of Relative	(1dANY, Roll on Chart 3B)
7	Orphaned, raised by guardian	(Roll on 3A)
8	Apprenticed in parent's occupation	(one additional ability die from previous result on Chart 2)
9	Apprenticed in craft of a mentor	(Roll Chart 2 for mentor, use ability die)
10	Parent killed by Relative or Other	(1dCON)
11	Father/mother/both outlawed	(Roll Chart 3D for crime)
12	Religious experience	(Roll on Chart 4e)
13	Jealous sibling/rivalry	(Roll)
14	Lived a nomadic life	(1dDEX)
15	Moved to the big city	(1dINT)
16	Moved to the borderlands/wilderness	(1dCON)
17	Run away from home or guardian	(1dDEX)
18	Learned weapon usage	(1dSTR)
19	Magic occurrence	(Roll on Chart 4F)
20	Committed a crime	(Roll Chart 3D for crime)

Chart 3A. Guardians (Roll d20)

1	Wicked/cruel stepmother or father	(1dCON)
2	Hedge Wizard/Witch	(1dINT)
3	Monastery/Convent	(1dWIS)
4	Craftworker	(Roll 2A)
5	Relative	(Roll 3B, one additional ability die from previous result on Chart 2)
6	Sold into slavery	(1dCON)
7	Raised by wolves	(1dDEX)
8	Adventurer	(1dANY)
9	Dwarven indentured servants	(1dCON)
10	Mysterious red-robed "Elven" guardians	(1dINT)
11	Centaurs/Hobgoblins/Deep Ones/other monsters	(1dANY)
12	Raised by mercenaries/lands knechten	(1dSTR)
13	Bandits/pirates	(1dSTR)
14	Nomads/cossacks/barbarians	(1dCON)
15	Adopted by merchant	(Chart 2C)
16	Adopted by clergy	(Chart 2D)
17	Adopted by noble	(Chart 2E)
18, 19, 20	Lived on the streets/no guardian	(1dDEX)

Chart 3B. Relatives (Roll d6)

1	Brother/Sister
2	First Cousin
3	Uncle/Aunt
4	Grandfather/mother
5	Great Uncle/aunt
6	Distant relation

Chart 3C. Others

1	Government official (Roll 2B)
2	Friend
3	Thief
4	Wizard
5	Mentor
6	Noble (Roll 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

Chart 3D. Crimes and Misdemeanors

1,2	Theft	(1dDEX)
3	Assault	(1dSTR)
4,5	Heresy	(1dWIS)
6	Murder	(1dSTR)
7	Insulting a noble of a higher order	(1dCHR)
8	Trespassing	(1dDEX)
7	Treason	(1dCHR)
9	Tax evasion	(1dINT)
10,11	Political dissidence	(1dCHR)
12	Harboring criminals	(1dINT)
13	Unlawful sorcery	(1dINT)
14	Banditry/piracy	(1dSTR)
15,16	Wrong place at the wrong time	(1dANY)
17	Messenger of bad news	(1dCON)
18,19,20	Roll twice (use only one ability die, player's choice)	

Chart 4. Significant Events in Young Adulthood

(Roll twice d20, re-roll duplicates)

1	Religious experience	(Roll Chart 4E)
2	Magic occurrence	(Chart 4F)
3	Responsible for death of relative	(1dANY, Chart 3B)/other (3C)
4,5	Developed vices or virtues	Virtues (Chart 4C)/ vices (Chart 4D)
6,7	Conscripted/volunteered for military service	(Chart 4A)
8	Romantic affair	(d6CHR, 25% chance of child)
9	Learned occupation	(Chart 2)
10	Traveled abroad	(1dANY)
11	Survived plague	(1dCON)
12	Moved to big city	(1dINT)
13	Moved to borderlands/wilderness	(1dCON)
14	Sold into slavery (escaped)	(1dDEX)
15	Committed a crime	(Chart 3D)

16	Home village/town wiped out by others	(1dCON, Chart 3C)
17	Encountered monster(s)	(1dANY)
18	Served wealthy patron/noble court	(1dCHR)
19	Saved life	(1dANY, relative (chart 3B)/other (chart 3C)
20	Apprenticed to mentor	(Chart 2A)

Chart 4A. Military Service (Roll d20)

1	Promoted	(1dCHR)
2	Fought in a battle	(1dSTR)
3	Lone survivor of unit	(1dCON)
4	Captured by enemy and tortured	(1dCON)
5	Deserted	(1dINT)
6	Joined mercenaries/landsnechts	(1dSTR)
7	Responsible for the deaths of comrades	(1dANY)
8	Best friend killed at your side	(1dWIS)
9	Prevented the destruction of innocents	(1dWIS)
10	Spent most time in "rear echelon" non-combat	(Roll Chart 4B)
11	Committed an unsanctioned crime	(Chart 3D)
12	Ran away from battle	(1dDEX)
13	Displayed heroism on the battlefield	(1dSTR)
14	Learned use of exotic weapons	(1dSTR)
15	Learned siegecraft	(1dINT)
16	Led mutiny	(1dCHR)
17	Survived disease/magical occurrence	(1dCON)
18	Developed virtues or vices	virtues (4C)/vices (4D)
19, 20	Transferred to other service	(Roll Chart 4B)

Chart 4B. Other Service (Roll 1d12)

1	Palace guard	(1dCHR)
2	City guard/watch	(1dSTR)
3	Temple guard	(1dWIS)
4	Border militia/rangers	(1dDEX)
5	Private bodyguard	(1dSTR)
6	Engineer/sapper	(1dINT)
7	Scout	(1dINT)
8	Navy	(1dDEX)
9	Shipboard marine	(1dSTR)
10	Messenger	(1dDEX)
11	Caravan guard	(1dSTR)
12	Border guard	(1dSTR)

Chart 4C. Virtues (Roll d20)

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

Chart 4D. Vices (Roll d20)

1	Heavy drinker	(1dCHR)
2	Stubborn	(1dCON)
3	Gambler	(1dDEX)
4	Lecherous	(1dCHR)
5	Swears like a sailor	(1dINT)
6	Duplicitous	(1dINT)
7	Mistrustful	(1dINT)
8	Loner	(1dCON)
9	Pushy	(1dSTR)
10	Kleptomaniac	(1dDEX)
11	Harsh	(1dSTR)
12	Loves brawling	(1dSTR)
13	Quick-tempered	(1dSTR)
14	Selfish	(1dINT)
15	Braggart	(1dINT)
16	Lazy dreamer	(1dINT)
17	Greedy	(1dINT)
18	Puritanical	(1dWIS)
19	Big spender, spendthrift	(1dCHR)
20	Roll again twice (use only one ability die)	

Chart 4E. Religious Experience (Roll d20)

1	Joined faith	(1dWIS)
2	Lost faith	(1dINT)
3	Vision of demi-god/saint	(1dWIS)
4	Vision of deity	(1dWIS)
5	Vision of demon/elder god	(1dINT)
6	Became lay clergy (non-spell casting)	(1dWIS)
7	Pilgrimage to holy place	(1dWIS)
8	Excommunicated	(1dINT)
9	Persecuted for faith	(1dWIS)
10	Involved in holy war	(Roll 4A)
11	Became religious hypocrite	(1dINT)
12	Made prophetic statement	(1dWIS)
13	Discredited faith	(1dCON)
14	Sent to religious school	(1dWIS)
15	Started own sect	(1dWIS)
16-20	Developed or vice	virtue (4C)/vice (4D)

Chart 4F. Magical Occurrence (Roll d10)

1	Survived magical disaster	(1dCON)
2	Witnessed summoning	(1dINT)
3	Saw magical omens	(1dINT)
4	Visited by witch	(1dINT)
5	Gathered spell components	(1dDEX)
6	Found magical place	(1dINT)
7	Found arcane scrolls	(1dINT)
8	Discovered ancient book	(1dWIS)
9	Spell cast on you	(1dINT)
10	Learned cantrip	(1dINT)

Chart B. Equipment

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

Armor (Roll d8)

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

1,2,3	Leather armor **
4	Studded leather *
5, 6	Scale mail
7,8,9	Chain mail
10	Splint or banded mail
11	Plate mail

* 1 extra roll on weapon or shield chart

** 2 extra rolls on weapon or shield chart

Basic Game Armor Chart (Roll d6)

1,2	Leather
3,4,5,6	Chain mail

Shield (Roll 1d6 only if extra roll indicated)

1,2,3	Small Shield
4,5,6	Large Shield

Melee Weapon (Roll 1d6)

Clerics, Magic Users, Illusionists hand weapon only

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-handed axe, two-handed sword, bastard sword)
7	Quality weapon of choice (+1 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 (Roll 1d6)

Magic Users and Clerics sling only

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 free batch of ammo assumed)

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 (Roll 1d6)

1,2	None
3	Mule
4	Pony
5,6	Light riding horse
7	Light warhorse

(saddles and other riding gear assumed)

Extra cash (Roll d6)

1	10 gold pieces
2,3	15 gp
4	20 gp
5	30 gp
6	40 gp
7	80 gp

Appendix D: 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 first-level.)

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 hitpoint 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.

Chart 1. Armor (Roll d6)

1,2	None
3,4	Padded (or none if Basic game)
5	Leather
6	Ringmail (or leather if Basic)

Chart 2. Melee Weapon (Roll d6)

1, 2	Dagger, Club
3,4	Spear, Staff
5	Short sword, mace
6	Long sword

Chart 3. Missile Weapons (Roll d6)

1,2,3	None
4,5	Sling, Dart (x3)
6	Short Bow

(one free batch of ammo assumed)

Chart 4. Other Stuff (roll d20 twice)

1	Backpack or large sack
2	Two small sacks
3	Five torches
4	Jug of cheap corn liquor
5	Three flasks of oil and battered lantern
6	60-foot hemp rope
7	Pitchfork (or hoe)
8	10-foot pole
9	Bag with week's worth of food
10	Crowbar
11	Miner's Pick
12	Shovel
13	Small hammer
14	Costume jewelery
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 (1-4 hitpoints)

Chart 5. Extra Cash (Roll d6)

1,2	5 gold pieces
3,4	10 gp
5	15 gp
6	20 gp
7	30 gp

Appendix E: 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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