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A WORLD OF
BARNAYNIA
RPG SETTING

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A Players' Guide

To

the Free City of

Dunromin

Capital of the Land of the Young and greatest city in
the World of Barnaynia



A Fantasy Role Playing Game campaign setting for
OSRIC Fantasy Role Playing Game

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For Lynsay, Ed, Annabelle and Lolo.

A Player's Guide to Dunromin

The Free City of Dunromin and the Land of the Young

(or A Social Description of the Greatest City in the World of Barnaynia)



FEAR NOT!

You don't have to read this WHOLE book before you start exploring Dunromin.

Unlike practically every other FRPG supplement you might come across you DON'T need to read this whole book from cover to cover before you can get stuck in. While it will certainly help to read it all; the Contents pages and Index have been designed to be as comprehensive as possible. So you could, in theory, just jump straight in: Look at the map, look up the locations and follow your nose.

The GM would, of course, benefit from reading the GM's guide though...

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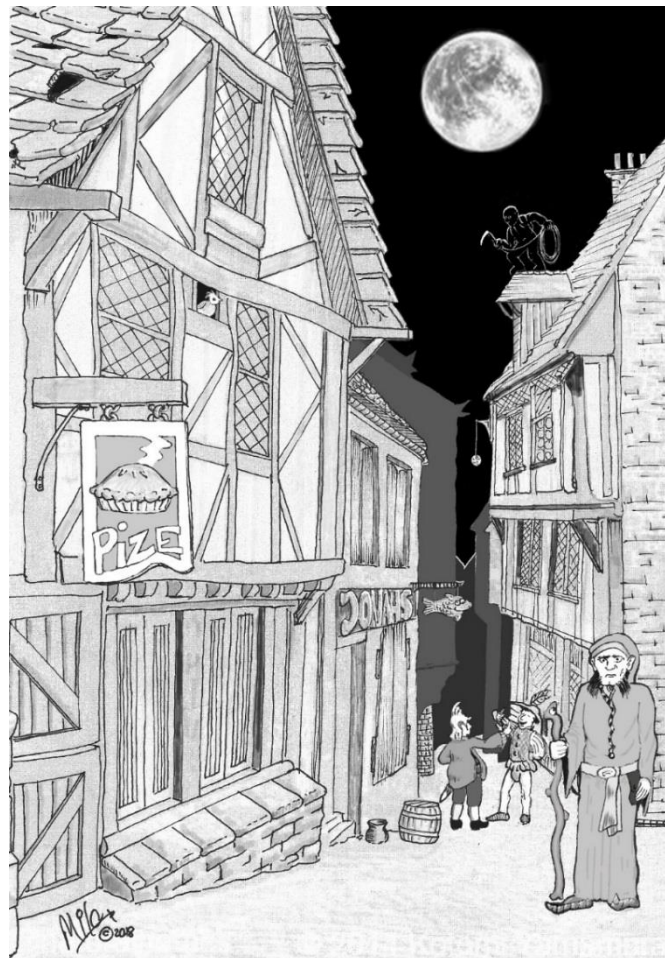
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Introduction and How to use this Book

Dunromin is the capital city of the Land of the Young and its castle is the seat of rulership for the King of the Land and his family, the Luffhearts. The city sits on and around a massive granite tor in the middle of a wide and fertile land. Close by is the wide and deep River Greyflood and this huge river's flood plain provides food and nutrition in huge fecundity for the City and Land's population.

Dunromin is the centre of a civilised nation called the Land of the Young filled with political shenanigans and unrest, magic-using creatures, undead and adventures. Not to mention complex wilderness settings within a few days travel.

The city itself seethes and froths about the tor, brimming with life, wonder, humour and horror in equal parts. Whether you need a quick dormitory city for experienced players or a city-setting for a new campaign, Dunromin supplies it all!

This supplement is intended as a city-setting and base for OSRIC campaigning for a low- to mid-level party to base their adventuring career in. There are hooks and locations for other scenarios too and plenty of room for anything else you fancy!

There are a number of ways you can use this book, depending on the depth and urgency of your desires. The comprehensive maps (available for **free download** in the **Traveller's Atlas of Dunromin and the Land of the Young**) and indexes in the books allow you to find out what's going on in the place you are very quickly. *Or* you can read the book cover to cover and know everything a player could need to know about the whole setting. It's up to you!

This book, the **Player's Guide to Dunromin**, contains the kind of information a well-connected Dunromin native would have as well as a range of optional new rules and character classes you might want to try. This book starts with a complete history of the City and the Land of the Young. This is followed by a touristy-style guide to the city as if approached from

the four cardinal compass points. Then more details are given about the society and lifestyles of the average Dunrominite (if there is such a thing). This includes class and racial stereotypes, some information about the social life of Dunromin and the key administrative and legal concerns of the place. There's also information about money, weather and much more.

The "**Welcome to Dunromin**" section is the most relevant to the Player Characters' day to day experiences and is a guide to the key organisations the players will want to seek out; Guilds, Temples, Businesses and Inns, etc.

The last section is the Appendices; these include special rules and ideas that may or may not suit your campaign, as well as new character classes, spells, monsters and dozens of varied adventure hooks.

Of course, there is also a lot more detail about all the locations mentioned, and others, in the **Games Master's Guide to Dunromin**, along with more character classes, magic items, monsters and LOTS of NPCs.

Crucial to all of this is the map; a small-scale copy of which is included on the next page (along with some others throughout the book). This and other maps are best viewed in SMOO, the **free** to download **Traveller's Atlas of Dunromin and the Land of the Young**. This has all the necessary maps for Dunromin and more in full colour PDF form, including a set of pages that can be printed and jiggled together for a full-colour A3 version of the city.

The simplified map below shows the layout of all the buildings and features as you would expect. It is colour coded and keyed to help you find your way around.

The text includes some subjects with adult themes but these are few. Throughout the **Player's Guide to Dunromin** and the **Games Master's Guide to Dunromin** and the whole campaign setting of the World of Barnaynia the emphasis is on Fantasy Role Playing fun and flexibility. Enjoy!



Above is a Small-Scale Map of the Great City of Dunromin as she stands in CY584 – More detailed maps are available as a free download in *SMOO the Traveller's Atlas of Dunromin and the Land of the Young*.

The History of Dunromin and the Land of the Young:

[If long histories aren't your 'thing' then you could skip this section completely or just have a leaf through the City Timeline that follows]

We stand in the middle of the Third Age of the Kings of the Land of the Young. The Free City of Dunromin, capital of the Land of the Young, Greatest City of Barnaynia, is located on the east bank of the river Greyflood. These fruitful lands are on the Upper World of the World of Barnaynia, which is of course, banana shaped, or at least shaped like a flattened banana.

As well as the Upper World is also an Underworld on the lower side of the banana, Shadowlands on the western end of the banana, furthest from the Sun. And, of course, there is the endless teeming mess of caverns, dungeons, vaults, civilisations, lakes and seas of the Darkworld that fills the

honey-combed core of the whole World of Barnaynia.

Dunromin was founded over five and a half centuries ago by a retiring group of adventurers on the abandoned ruins of the ancient Dwarven city of Kunzarcht on a huge granite Tor in the middle of a broad and fertile plain. As the years passed the retired adventurers' stronghold of Dunromin became a centre for commerce and some conquest, and so the power of the city grew to dominate the surrounding manors and baronies. At that time, the whole area was semi-wilderness filled with scattered feudal groups of various allegiances and races. Many of these old

fiefdoms remain, although usually in name only, as Baronies and towns within the current Land of the Young.

In these beginning times, the Free City of Dunromin was only a large market town with a castle and a strategically advantageous position. Its founders were rather power-hungry and arrogant, quickly seeking to establish themselves as one of the major powers in the central areas of civilised Lords, now called the 'Home Counties'. They also established their own centre for learning and started a new calendar based on the founding of the city. This is still used and the year is usually prefixed with the initials CY, standing for City Year, referencing everything back to the founding date of the city, CY1.

In the year CY123, at the Battle of Blood Meadow, the dominant family in the city, the Lufthearts, laid the opposing barons low and set themselves up as the Royal Family of the then formed 'Land of the Young'. The Lufthearts have ruled the Land from Dunromin ever since and the current king, Lord Mordred Lufheart, the Mighty, still rules from the castle-keep in the city. Mordred is more commonly known as King Mordred the Mighty but there is some snob-value in being called Lord Mordred too as anyone can become a King but you have to be a high-level fighter to be called a Lord. Indeed, Mordred is a very high-level knight.

It ought to be noted that the king of Dunromin is forbidden to marry a citizen of Dunromin (to prevent inbreeding, perhaps), and it is often the case that the king will take a bride from the peasants or petty-gentry of the villages of the baronies anywhere in the kingdom. Mordred's own wife is a half-elf, the first non-human spouse of a king in the history of the city.

In the early days Dunromin was a much smaller city, occupying only what is now called 'the Old City', and was enclosed by the Old City Walls. As the community grew more and more inhabitants set up home outside the city walls, forming groups of farmsteads that eventually enveloped the old villages that lay close to the city and still lend their names to the various suburbs of this great city. A larger city wall enclosed these outlying communities, including the neighbouring allied elven communities and

the docks, in CY395-407. The expansion of the city came with trade, generated as the growing military power of the Lufthearts stretched its arms and started to envelop, or at least form diplomatic links with, civilisations that lay further away. Even with remote islands and lands across the sea.



While Dunromin is not a coastal city it lies on the wide, slow moving Greyflood, which stretches wide enough and deep enough for the biggest ships to sail or row all the way to the north coast on the edge of Storm Bay. This coastal area never seemed to form its own, independent state, mainly due to the seasonally violent weather that gave the bay its name. Dunromin is comfortably far from the coast to avoid the annual floods but close enough to allow trade to still be profitable.

The mouth of the Greyflood is marked on its east bank by the ancient town of Misty Havens. However, large ships have to enter the river close to its west bank to avoid the submerged ruins of Misty Havens' harbour, which was built and destroyed by natural phenomena more than thirty times over the last few millennia. The destruction of the harbour by inclement weather, angry gods, Dragon Turtles and such is so common as to barely be worth noting in the Land's history.

As the years wound past the might of the city of Dunromin grew and old



animosities and endless border disputes perpetuated with neighbouring kingdoms. The largest and most dominant of these was the Empire of Karan, of which the city of Karan was the ancient capital. The constant friction and military misunderstandings between the two nations finally burst into full blown war in CY280. The war lasted five years before the Lufthearts were victorious at the Battle of Molem, where the forces of Karan were routed by a combined force of the Lufthearts and their elven allies. The Lufthearts went on to sack Karan and establish a close cousin as lord of that city. That line, the Lufthearts of Karan (currently ruled by Garan of Karan) still perpetuate in a similar fashion to Dunromin, although the character of the city is quite different, like Berlin is different from Rome.

The history of Dunromin has been blighted and blessed intermittently throughout the centuries, as recorded later in the city timeline. The most noticeable events were the Gnome wars of CY456, when war was declared on the gnome capital Constantan in the Southeast, and the plagues of CY200, CY300, CY400 and CY500 (known as the 'Century Plagues') which killed more than a quarter of the human population each time. There was a fire in CY345 that raised the entire old city to the ground. This was rumoured to have been deliberately started by the upper classes to clear the slums out of the central business district of the Old City.

There was another, larger fire in CY478 that almost wiped out everything from North Road westwards. Legend has it this fire started in Cake Street (now gone) and was started by a sleeping baker.

As well as many other smaller fires there were also the Orc Wars, which came to a climax in CY406 with the battles of Dark Winter and Glory Dawn, when the humanoid were finally beaten and their chieftains slain. These two legendary battles were named by the elves and fought in the Baronies of what are now Goran and Liversell respectively. There have been many more instances of social and political upheaval, military confrontation and monster attacks and these are detailed in the Time-Line that follows.

Of more relevance today is the undead barbarian Witch-King Kzenzakai who attacked the southwest corner of the land of the young with hordes of orcs, undead, ogres and trolls in recent history. In parallel to this he also sent a separate force of Deep Race and undead through the Darkworld to attack Dunromin directly from beneath while the king was away defending his borders. The plan only failed due to a number of powerful interventions by heroes of the city. In those dark few days ghouls, Deep Race and other grim things ran riot in the old town. Some say that not all of them were ever accounted for.

Other less normal conflicts might be cited as the Giant Invasion of CY256 when

a hundred Hill Giants raided and burned their way into within eight miles of the city before they were beaten back at the Battle of Hanging Rock. Several Dragon raids have also taken place, the last in CY562 when a Green Dragon attacked the city. The dragon was slain by Shirley Dragonsbane and the skull now hangs outside the Green Dragon inn. More remarkable or supernatural events to have taken place include the rain of fish in CY503, when it rained short showers of herring for six days.



Of a more sinister nature is the constant dribble of undead creatures of varying power and inclination emerging from the cemetery and the deeper caves beneath the city. Rarely does a week go by when something sinister and gruesome isn't reported crawling the streets. Such is the price of living in a place so deeply tied with ancient magic and sinister enchantment.

Yet this same magical dweomer is the lifeblood of Dunromin society and the ancient magic concentrated on the Tor of Dunromin bleeds into all the population and their endeavours. It even aids numerous determined souls that rise in Dunromin and turn this power, perhaps subconsciously, to their will. Dunromin has more than its fair share of spell casters, nearly twice as many as Karan, with almost one in fifty born here possessing the ability to use magic.

The guile of the Dunromin native doesn't stop with the White (and Dark) Arts, however, and there are many talented businessmen, warriors, artisans and

politicians scattered throughout its history. Indeed, the combined efforts of the inhabitants over the centuries have led to it surviving intact for longer than any other city in the known world. Dunromin has only ever been sacked four times: Once by the elves in CY73-75, before they became close allies; once by the orcs in CY393 and twice by barbarians in CY301 and 338. So, the last time was over 200 years ago, not counting Kzenzakai's efforts which weren't so much a sacking as a determined vandalism of the inner precincts of the Old City.

The term 'Barbarians' by the way is not detrimental or offensive, or at least not intended as such. It is simply a term referencing a person whose social group, home or population does not have diplomatic links with Dunromin society. Barbarians might be from successful and highly cultured civilisations within their own right but the people of the Land of the Young, for whatever reason, have yet to formally recognise them.

Dunromin continues to thrive as a centre for commerce, learning and the heart of the main elements of the history of the civilised (known) world. The level of trade with foreign and domestic powers has always been nurtured by the astute Lufthearts and the trade guilds continue to be the most influential and numerous in the city. Careful economic control has led to a thriving industrious community of comparatively prosperous individuals and a higher standard of living than might be thought possible in a mediaeval setting.

Unfortunately, such richness inevitably leads to moral decay and so ingrained now is the decadence of the community that certain elements of society almost seem to delight in the despicable nature of their lifestyles. It is claimed that no less than three thieves' guilds, an assassin's guild and numerous other less well-defined, sordid groups now thrive in the city. Beneath the veneer of bustling commerce dwells a soft under-belly of bribery and corruption that has rotted the flesh from Dunromin's rich history. Depending upon to whom you talk Dunromin may be perceived as currently enjoying the biggest business boom in its history or to be perpetually teetering on the brink of economic catastrophe. Social

commentators alternatively scream for bloody insurrection or delight in the soporific indulgence of an easy life.

One might claim that Loki makes work for idle hands, but Dunromin is far from an apathetic victim of its own success. The largest university in the world lies on the northern side of Dunromin, adjacent to the largest Guild of Magic. The Royal Library of the Lufthearts within the University campus is rivalled only by the Book House of Greywall and the Lectureary of Tuleslelartt. Dunromin is famed the world over for its ships, its maps, its arms, its magicians, its scholars, its businessmen, its smells and its unique attitude towards religion. In fact, it might be said that the only thing that the people of Dunromin aren't world leaders at is wine and beer making. Pity that. Oh, and fashion.



Barik Goldthorn, a previous king of the gnome city of Constantan, made one of the most favourable reviews of the beer produced by the sombre brewers of Dunromin. He claimed that he had drunk better fluid when draining the dubious liquids he found to collect in his wife's bath from time to time, particularly when she wasn't using it regularly. As is well known, gnomes in general and the gnome royal family of Constantan in particular are such intensely private people that it is rare they will have a bath, and rarer still that even their servants know when or where.

Dunromin wine, when the locals are able to grow grapes of sufficient quality and quantity, is marginally worse than its ale.

This failing is perhaps a curse and certainly subject of much light-hearted and occasionally serious folklore – people have been burned for it in the past. As a result, one of the richest industries in Dunromin is the importation of fine wines and beer from outlying (predominantly elven and Halfling) communities or even further afield.

The same could be said of clothing. To the northeast of Dunromin cotton fields are common. To the west sheep range far and wide and wool is in abundance. Despite the quality, quantity and variety of cloth available, however, somehow clothing in Dunromin lacks a certain something, like a fit, and they have to import designs from elsewhere. It can be noted that there are no tailors in Dunromin whose first language is Common. This does not, however, mean that fashion is dour in Dunromin, far from it. Rather they have rich and varied fashions, usually imported from further and further away and of course the province of the rich. This means the importation of silks, fashion and even ideas can be a huge source of revenue.

Despite all this, Dunromin's greatest achievement, it might be argued, is in its religious doctrine. When the city was first founded it was bound together by a code of Fundamental Laws, called the Apostles. There were originally Twelve Apostles but this expanded to seventy-eight over the first few decades. After some brutal civil wars this has been ground down again and now only one, the First, remains. The rest of the Laws of the Land are dictated by the king and modified and changed as political events demand.

The First Apostle of the first King of Dunromin is that 'It is legal to practice any religion within the walls of the Free City of Dunromin, providing no such act of worship harms, maims or kills any unwilling member of this same community.' This was brought about because the original adventurers that founded the city were of differing religious backgrounds (as is often the case) and the ruling was necessary to prevent future issues over religious influence on the rule of law and the general well-being and freedom of worship of the community.



On the whole this has worked surprisingly well. There are several large temples in Dunromin representing different pantheons and they form the bulk of the major landmarks of the city. These temples all vie for representation within the halls of power of the city and their presence has tempered the aspirations of less rational members of the royal family. This wide disloyalty of worship might also have served to preserve the fortunes of the community as a whole, since no significant god in any pantheon could have much cause to remonstrate upon the populous in general. Nor the ability for that matter to take retribution without getting a good kicking from all the other gods with a vested interest in the city.

The down side of this is that there are not really many steady churchgoers in Dunromin. Everyone falls into one of two categories; the fanatics or the policyholders. Since in the world of Dunromin the gods genuinely do exist and do, from time to time, take a direct and visible hand in the affairs of mankind there is no great 'Leap of Faith' to believe worshipping a deity will do you some good in the now or the hereafter. Thus, people are either 'touched' by the hand of their god and become fanatic devotees of that particular entity or group of entities; or they see the temples as health insurance schemes and sell their soul to the broker with the best deal. In Dunromin the

majority of the population view religion in the same way as people view insurance today: No one likes Insurance Salesmen when they come knocking at your door; when you go into an insurance company you don't like to talk too loudly; no one ever reads an insurance policy; and yet it's necessary to buy insurance to do certain fundamentally necessary things in life like drive a car. If this idea intrigues you see the Fortean Times magazine, issue 108, letters page: "Are we living in a work cult?"

This unique and unlikely maelstrom of business acumen, magical prowess, intellectual incision and religious complicity has turned Dunromin into the thriving, diverse, arguably morally bankrupt and bizarre community that it is today. On the surface it looks like a set out of any fantasy film from Conan the Barbarian to the Knights of the Round Table, but scratch beneath the surface and you soon discover a quagmire of political deviousness, commercial deceit and loads of fun.

For those seeking an historical perspective Dunromin sits somewhere between the medieval Holy Roman Empire without Christianity, and Elizabethan London without gunpowder¹. Dunromin is a thriving community of new ideas, entrepreneurs, fanatics, adventurers and tremendous potential wealth and influence. The rich and powerful teeter constantly on the edge of social and physical destruction while the poor scratch a living from rich agricultural resources, constantly in fear and awe of everything surrounding them. Between them is a growing middle-class of successful tradesmen, academics and adventurers living off the spoils of perpetual exploration and plunder in the Darkworld.

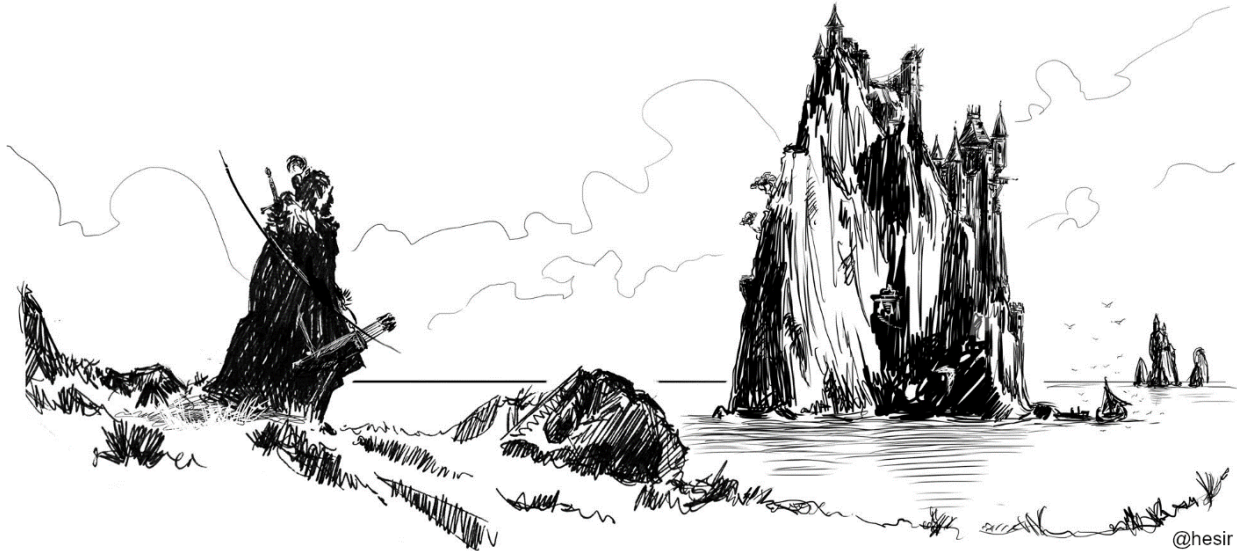
Beyond the city walls the Land of the Young is also a curious place. While it is a successful feudal kingdom close to the city, travel further and it becomes more and more like a 15th century Italian or German

¹ Gunpowder has been invented, many times, and even developed into various weapons. But it only takes a low-level Magic-User or cheeky Druid to show anyone that it's far easier, more effective and stylish to use magic. This shouldn't be allowed to influence play. The alchemists are the

people who understand these things and the level of metal-working is a long way short of producing reasonable cannon. The dwarves might be able to sort it out, given time and money, but they don't really 'get' it. Players should be given better things to do.

collection of City States owing a grudging tribute to the king and with widely varying borders in fluctuating states of aggression. It appears as a stable, sensible, single country, but it isn't. It's a mash of egos and

family that a very clever king knits together through a mixture of tithes, trade, loyalty and fear. For more inspiration read "The Prince" by Machiavelli.



A Brief Pre-History of Dunromin:

There has been a habitation of some form on the granite outcropping (tor) that is the heart of the City of Dunromin for thousands of years. The most recent inhabitants (before the humans) were a clan of dwarves, who built functional halls in the tor about a thousand years ago when they were ejected from their ancestral homes in the Blue Mountains by the Duergar and the Deep Elves. The dwarves lived on and in the tor for several hundred years, until their forces recovered enough to re-take their own true homes. There are still halls below the city sewers and catacombs that were once the dwarves' halls. Perhaps even subterranean trade-routes linking to the Darkworld and away to the Blue Mountains, Horn Mountains and even beneath Storm Bay to the far North.

Before the dwarves there were many human and humanoid tribes that sought to use the natural protection of the Tor, but the most famous of these are the legendary Rakuli, or Great Old Ones. This fundamentally unknown civilisation ruled the whole world, it is claimed, many

hundreds of thousands of years ago and then mysteriously vanished from the face of Barnaynia seemingly overnight. Some say their sleeping forms still dwell in the vast, deep labyrinths beneath their old capitals, perhaps even beneath Dunromin itself...

Dunromin Time-line:

Here below is a breakdown of some of the significant events in and around the city in the last 5-600 years. The dates are given in the common CY or "City Year" chronology, with year 0 being the founding of the city of Dunromin.

This list is not meant as a history quiz to confound the players but as a framework onto which legends, storylines and adventures can be weaved. Some of these events are connected to existing or planned supplements, others are mere possibilities to tickle your fancy and feed your imagination.

There seems like a lot but most of it's good fun!

Date (CY)	Event
0	The founding of the Castle of Dunromin by a band of adventurers including one man called Murder Luffheart, knight and adventurer. Whilst not the leader, Murder seems to have been the most charismatic and ambitious of the group. There were seven adventurers in the band who founded seven families, but their names will not be recorded here. This is the start of the city's history and referred to by historians as the start of the Dunromin Age of the Battle Lords (CY0-CY123) – that time when the kings of Dunromin were primarily concerned with keeping the fledgling city-state alive and forming alliances with, or annexing, neighbouring city states. Those early kings were warriors and war leaders. The kings were predominantly knights with a thick wedge of wizards backing them up. Dunromin was one of many city-states in the mess of countryside sprawling between the Blue Mountains and the sea, much as the north side of Storm Bay is now. It should be said that, at this time, Dunromin was nothing exceptional or separate from dozens of other, similar castles and manors of human, elven and Halfling form in the area. By coincidence rather than concerted effort most humanoids and monsters had been driven away from the centre of the peninsula, leaving several groups and alliances controlling the land free for farming and taxation. Power swept backwards and forwards but the structure was surprisingly stable, like medieval Europe. Only later did the Dunromin castle and its allies start to rise to prominence among the 'older' families of the area (this was a significant social power-shift in favour of humans; hence the later name "Land of the Young" which is a reference to humans having relatively short life spans compared to elves or dwarves and even gnomes).
1	Norse and Celtic temples founded in the city. Fighter's Guild established. Library of Magick established which later grows into the Magic College.
2	The Twelve Apostles become the agreed Code of Laws for the Land of the Young, which at this time was a loose group of powerful families. There was no formal alliance between these factions but rather a common fear of the surrounding monstrous hordes. The name 'The Land of the Young' was coined as a term for the adventurers of Dunromin and the human-owned manors that they had allied together. The title was later adopted as the name of the country they grew into.
3-28	Over these years several forms of a committee called the Grand Counsel of Dunromin and the Land of the Young, or the Parliament of the Young, or the Woolfed Brace were founded and dissolved as strong characters and groups vied for overall control of what was becoming a chaotic and dangerous mesh of families perpetually embroiled in internecine squabbles. They only united when, as suited them, they sought to conquer any local rivals or defend themselves. It has to be said that they were very good at this though.
22	Shrine to Ra built outside the city walls on the site that is now the Heliopian Temple
29	After endless squabbling, Murich Luffheart is crowned King Murich I, first king of Dunromin. Murich is head of the Luffheart familial dynasty and the grandson of Murder Luffheart. In return the new king pledges to heed the counsel of the heads of the Seven Families of the Young, and to rule in a fair and even-handed manner all men and women who seek his protection and pay him a tribute. The Land of the Young is born and the (now) seventy-eight Apostles adopted as its guiding tenet.
32	The Royal Mint is established in a dungeon below the castle. The city of Dunromin is now minting its own coinage although the monetary system chosen is very complicated.

55	The Principality of Bane on the East coast is attacked by a large army of Corsairs from Skull Crag. The attack is repulsed but occasional raids by these sea-fairing bandits persist all along the eastern coast for hundreds of years.
61	After many battles and campaigns still remembered in old stories and poems the age of the Battle Lords takes on a more formalised and complex form. King Murich II of Dunromin signs treaties with the surviving leaders of the city-states (or more accurately small principalities) extending the Land of the Young to all the central and southern areas of the peninsula (now known as the Home Counties but also including some areas up river towards the Blue Mountains) and creating the rank of Baron to formalise the rough alliance of Battle Lords and Mages. A Baron is henceforth a feudal lord of a manor (town) who owes allegiance (and tribute) to the king of the Land (in Dunromin). In return all the barons swear a mutual protection and non-aggression pact. However, it is worth noting that the non-aggression pact is only valid when they are not in dispute. Unfortunately, disputes are rife and even open war between baronies has always been a way of life in some areas. They even have a campaigning season (between spring and midsummer) when such disputes are settled by whatever trial of arms is deemed appropriate. Anyway, with these various communities combined the Land of the Young is now second only to the ancient Empire of Karan as a trading and military power in the Great Peninsula of Southern Storm Bay. At this time there were several other comparable kingdoms or “Empires” on the peninsula, mostly of non-human origin.
73	Battle of Greenvale – start of the Elven Wars (CY73-CY75) when a combined force of wood and grey elves repulses human efforts to extend the Land of the Young southeast
73	Battle of Olinare (Elven Wars) – a force of mages destroys the victors of the Battle of Greenvale in an aerial dawn attack
74	Battle of Bloody Springs (Elven Wars) – inconclusive slugging match between the forces of humans and elves in the Darrell Valley
75	Evening of Long Song – end of the Elven Wars. Humans and Elves make a non-aggression pact and formalise trade relations and land use. This is generally viewed as a human victory but that is probably an over-simplification, although the human colonisation of what became the southern baronies did then continue unopposed. Only the Elven communities of High Woods (High Elves) and Tothgran (Wood Elves) never became formal baronies; instead they are termed Vassal States. This means they pay slightly less Tribute and make their own laws in theory, but are little more than large baronies in practice.
84	‘Citizen of Dunromin’ status awarded to an elf for the first time, several more follow of a local High Elf clan. A shrine is established to mark the tomb of Telleralin Farnel, an elven prince commanding the elven forces at the Battle of Olinare. The site is now the Elven Temple.
98	First city regiment founded from loyal Bonds-men and mercenary members of the city militia. They are the first professional, full-time soldiers to serve the king although are really just a police force. They eventually evolved into the Royals (the ‘sworn swords’ or bodyguard of the king) and the Ward (professional soldiers funded by the king) regiments of the Guard.
120	In the latest fashion of coinage (at this time almost every king developed their own monetary forms and systems) a date is stamped on every coin minted in the city. This tradition has been maintained to the present day.
123	Battle of Blood Meadow – the Lufheart dynasty becomes the prominent power within the Land of the Young and the other heads of the Seven Families are laid low. The end of the Age of the Battle Lords (CY0-CY123) and the start of the First Kingdom (CY123-285). From now on the kings were administrators and statesmen as much as they were warlords. The tribute of the barons is no

	longer a voluntary, cooperative contribution but a formalised tax decided by the king. Investments now were in showmanship as much as weaponry; big buildings, big guilds and big organisations. The king of the time, King Murg, is often regarded as the greatest human king of all time. The myths and legends associated with Murg's life before and after his crowning are comparable to the legends of King Arthur or Gilgamesh.
135	'Citizen of Dunromin' status awarded to a dwarf for the first time.
147	Death of King Murder IV without a male heir. The First Baronial War (CY147-152) commences.
148	Coronation of Queen Ciclica – the first Queen of the Land of the Young
149	Assassination of Queen Ciclica during the Battle of the Alleyways
152	Coronation of King Murgator II, end of The First Baronial War. This war had caused great rivalries throughout the peninsula with old families and cousins vying for power, including several pretenders and some foreigners trying to take over. Deep divisions and distrust between certain families persist to this day from conflicts that surfaced at this time
152	The Apostles abandoned as the code of laws for the Land of the Young. Only the First Apostle remains in force and then only in the City of Dunromin itself. The new King adapts the old laws to a new set of feudal rules and regulations primarily concerned with protecting the property and status of the landed gentry. In the process old trade laws and agreements fail to be enforced and a free-for-all in the local trade routes causes chaos. Everyone who has any claim to land starts imposing tithes and taxes all over the place, free trade is strangled.
154	The Brotherhood of Merchanting Gentry is formed to regulate and govern trade within the Land of the Young. The organisation evolves into the Merchant's Guild and serves as the blueprint for all the other Guilds of the land. Over the years they have fluctuated in popularity but have generally managed to maintain the dominance of Dunromin-based traders in a land constantly being invaded by new merchants from around the world. They are very supportive of the numerous monopolies in the city but the open membership actually serves to keep trade predominantly fair and open.
164	The Winter War (CY164-CY167) starts between the forces of Dunromin and several barbarian tribes allied together in the far northeast of the peninsula. The war is one of organised imperialism, on the part of the Dunromin forces, and skirmishing bands of nomads, who were the barbarians. Numerous witch doctors, shaman and other magic using peoples assist the barbarians
167	The Winter War grinds to a halt as the last of the barbarian tribes at last pay homage and tribute to the Land of the Young. The remainder, isolated and alone, are hunted down and slaughtered by their old allies as older vendettas are settled.
168	An ancient hero-deity's tomb in the northeast is destroyed by a magician, resulting in a vast, divine magical conflagration. The once fertile uplands are reduced to barren moors, now known as the Low and High Moors. It takes nearly 100 years before even heather is seen to grow on some of the more exposed areas of the Blasted Heath.
172	The Gnomes of Constantan declare their new capital to be the new city of Constantan in the north end of the Constantan Hills. Their old capital, Old Constantan, is renamed Creb Untool (City of the Dead) and abandoned completely. This abandonment and re-locating are an ancient gnomish custom and happen whenever the mineral resources of an area are exhausted. Creb Untool is a large hill, almost a mountain, to the east of the Blue Mountains surrounded by similar hills containing the abandoned dwellings and tombs of centuries of gnomish occupation.
200	The first Century Plague – 2000+ killed

207	Hougliff the Wizard kidnaps the daughter of the current king and takes her away to the wild volcanic regions of the Hellmarch Mountains. She is never heard of again despite several rescue attempts. Rumours of a child with supernatural powers, born of Hougliff and the princess persist to this day.
223	The claimed date of the foundation of the Shantytown area when the then-King Muric I refused his sister entry to the city (several reasons are suggested by legend). She set up a pavilion in the shadow of the west gate and started holding, so the story goes, the most lavish and gaudy parties, including spectacular horse and beast racing. Although only there for a few months the tradition so grasped the minds of the Dunromin population that Shantytown has survived as a community famed for its horse breeding and trading ever since.
231	An Omlander colony of Darkmen is discovered in the far east of the land and annihilated at the Battle of Zondar's Prairie (named after an ancient hero). The Baronies of Belgane and Brethelin are established to protect the eastern coast in the future.
234	King Muntellin I dies with no male heir. His two sons-in-law immediately start a war over accession, Goodwood (married to elder daughter with strongest claim) and Luftheart (same family, cousins). The Second Baronial War starts (234-245)
234-245	A time of many small battles and challenges, duels and inconclusive debates between many powerful land-owners and would-be King-Makers. This was a full-on civil war; the Second Baronial War, which escalated into a conflict on the level of the War of the Roses with the two main houses of Dunromin and Goodwood. The primaries in these two families (Luftheart and Goodwood) were sponsored by powerful feudal concerns but the ongoing stress of war on the economy eventually led to the downfall of the Goodwoods. The victory was a compromise, however, to allow the combatants to ally in defence of the realm, which meant the Goodwoods (other than one scapegoat called Ebenezer Goodwood, who was beheaded) retained their titles, lands and tithes. Their proposed king, King Muytoch, son of the Baron of Goodwood, died in a duel in 244 under mysterious circumstances, possibly involving demons or Deep Elves. King Murder VI, a Luftheart, is crowned and marries Elbetha Goodwood, elder sister of Ebenezer to secure the peace.
245	The Desolation of Goodwood, end of the Second Baronial War.
256	Battle of Hanging Rock – a horde of more than a hundred Hill Giants and others raids to within eight miles of Dunromin. They are eventually repulsed and scattered but some groups and individuals remained a menace for some time.
262	Several bands of adventurers penetrate and defeat the forces of evil based in a vast temple and dungeon complex in the south, destroying its power. This temple lay to the central south of the Land and represented the main opposing power to the expansion of the kingdom in that direction. Shortly after the temple was sacked it, and the valley it stood in, sank into the ground leaving only a swampy and misty moorland behind.
273	The First Goblin War (CY273-276) starts as several hordes of humanoids of all kinds suddenly raid south from the coast into the Wide Valley.
274	Baron Fallton and his army are routed in battle across the Erlevin Vale. Survivors, including the Baron's son, claim the humanoid horde was using 'Great Magics'
275	The advancing horde is held to a bloody stalemate at the Battle of Wide Bridge as the third winter of the war descends. It is suggested that the lands to the north of the River Velk should be left to the beasts but the king of the time, King Murder VII, orders the lands retaken come the Spring.

276	New armies cross the Velk and climb into the mountains but the humanoids have gone, leaving only death and desolation in their wake. No one knows why they have simply returned to the north and the west without a fight. King Murder VII dies of natural causes later the same year. He is succeeded by his ambitious son Mortain II
280	Start of war between the Land of the Young and the Empire of Karan (The War of Empires CY280-284). This had been on the cards for decades and is triggered by a Royal Hunt from the Land of the Young getting out of control on the borders of the two kingdoms. In the ensuing chaos two sons of the Emperor of Karan are killed and the brawl develops into a weeklong battle rattling madly back and forth across the border. Several more, pitched battles occur as a rapidly assembled force from Dunromin raids deep in Karan territory, aiming for the capital.
281-3	As the campaign persists the army of the Land of the Young is forced back in a series of battles along the Great West Road. Things are looking grim for King Mortain II of Dunromin but his allies, the elves, are playing a clever game of diplomacy with the Emperor's Vassals in the area, showing how they might be much better off as Barons of the Land of the Young (rather than Vassals of the Emperor). Over the next six months more than forty Vassals defect to Dunromin, destroying the Emperor's power base in the east.
284	End of the War of Empires at the Battle of Molem. The Lufthearts of Dunromin, in the form of King Mortain II and his new armies, are victorious and the royal family of Karan is slaughtered rather brutally. The younger brother of Mortain II, Prince Guerd, is installed on the throne of Karan and quickly rewards Karan's Turncoat Vassals with Baronies. Since the collapse of the culturally superior Empire of Karan many of its western colonies, in the area now known as the Borderlands, have been abandoned. Some old barbarian tribes affiliated with the Empire still roam the Wildlands but most of the ancient towns, temples and fortresses of the western empire have fallen into ruin, to become the haunt of humanoids and strange, darker things.
285	The end of the Age of the First Kingdom (CY123-285) and the start of the Age of the Second Kingdom, also known as the Age of Change (CY285-447). Dunromin was now the dominant human political and mercantile power within a thousand miles and was in the top three military powers worldwide too (outside the Darkworld). Trading and diplomatic links were being established across the seas and with many different races. A new age of learning and tolerance was starting, a golden age of trade and peace, relatively speaking.
287	The Barony of Belgane on the East Coast declares independence and becomes the Principality of Belgane. A short but inconclusive war follows and then Belgane remains independent for many years.
292	A small Dwarven temple is established south of the old city near the docks to cater for the growing trading dwarf community in and around the city
293	Due to persistent humanoid and troll incursions on the borders to the northeast and southwest the king institutes the office of Troll Hunter. This is a group of high-level fighters tasked with hunting and spying on the humanoids near the borders. The group persists to this day and has spawned the Ranger character class.
296	The 'Dwarf Rate' is adopted as the exchange rate system for Dunromin. Coinage is standardised and trade with neighbouring realms made much easier: 10cp=1sp; 20sp=1gp, 5gp=1pp (only the gnomes use electrum pieces but they are valued at 10sp)
300	The second Century Plague – 2500+ killed

301	A raiding barbarian horde from Ulfhelm sacks the outer city of Dunromin. Rumours abound that they were allowed to penetrate to the capital by complicit barons seeking to undermine the authority of the unpopular King Michael II. King Michael had recently raised trade tariffs to fund new campaigns against his pet hate, the Deep Elves of the Darkworld. This was a slap in the face for him, in a lot of ways, but proved to back-fire on some of the Barons as their own lands were raised by the returning, triumphant horde.
312	Azurath the Necromancer is caught and burned at the stake in the Market Square having terrorised the populace for some time. When the fire dies down even his bones have gone.
314	The Second Goblin War (CY 314-314) as a mixed force led by evil humans (it is claimed) raid the fertile lands south of Karan for months. The invaders are eventually repulsed by an organised force supported by mages from Karan.
315	For several nights curious streams of bright light illuminate the country from the Necklace far above (resembling the Aurora Borealis). On the sixth night a scattering of flaming debris is seen falling into the waters of the Grey Marshes near the Barony of Splendid
317	The Ulfhelm Dispute: A large force from Dunromin marches on Ulfhelm and an inconclusive battle is fought. Much of the army of the Land of the Young is engaged in border fighting far to the west so this is a small consolation for the people of Ulfhelm. The Big Man of Ulfhelm (tribal chief) sees sense and makes peace with the invaders. Ulfhelm becomes a vassal state of the Land of the Young, paying tribute but retaining independence. The title of 'Big Man' is replaced with 'Prince of Ulfhelm'
325	The Third Goblin War (CY325) as a force of several thousand (it is claimed) warg riders attack a number of baronies south of Karan. Despite several skirmishes the bulk of the raiders are never brought to battle and retreat back into the Borderlands. Some months later a well-known group of adventurers claim to have run the raiders to ground and annihilated them.
332	Lady Arrowsmith, a well-known and successful female adventurer returns with her latest spoils from a campaign in the Horn Mountains. Among her haul is a library of ancient Deep Elf Books of Lore and History. Among these books are tales of great Deep Elf cities in the dark and a Vault so huge that Lolth herself visits there and pours an abundance of wealth on its inhabitants.
335	Some godless Clerics of the Dragon Sect establish a 'House of the Soul' in a park near the Old City. They exist as such for some time before another Sect of godless Clerics try to found another Monastery close by. A feud ensues that is ended with the use of the First Apostle and the sects (and others later) are forced to co-exist peacefully in the city. This arrangement matures over the many years thereafter and now the Monastery is a neutral area where all sects work together in harmony, kind of...
336	Pidcock the Pandimensional builds a magical tower on a small island in the docks area
338	A barbarian horde from the Wildlands sacks Dunromin. This fast-moving horse and camel army was led by a surviving arm of the old royal family of Karan. Although greatly reduced in power and influence the strength of their military history meant the wild power of the barbarian horde was backed up by well armoured heavy cavalry with precise tactical and strategic command. In the sacking control of the attacking barbarians is lost and the horde is routed by a hasty alliance of barons from the home counties and further away. All survivors are hunted down and slain. Afterwards military traditions and communications are reviewed in order to provide a flexible, mobile force led by successful heroes given the new rank of Earl.

342	Gunther the Gnoll's ill-fated attack on the northern side of the city. His siege is lifted by a flanking action from another gate after only six hours. Many legends abound about this attack. Truth be told no one knows how such a large band of humanoids got so close to the city and others believe Gunther was expecting assistance from within the city as regards getting through the gate, hence not surrounding the city or even trying to attack the city with only a thousand gnolls in the first place. Others suggest Gunther was so stupid he couldn't believe the city was so big it would have more than one gate.
345	The Great Fire of the Old City – most of the centre and southern third of the old city are destroyed, including a large slum area of poor housing. A royal decree prevents most of the rebuilding and the homeless are evicted to a new area outside the city walls to the southeast, now marked by the Maze, the foundations of which date to this period. The destroyed areas are instead rebuilt with larger, better quality properties and businesses.
348	The University and the Royal College of Magic are re-established in walled areas east of the city
352	The new fighter subclass of "Ranger" is officially recognised by the Fighter's Guild. Rangers were originally elite Troll Hunters but branched off to form their own character class.
354	Some very inventive wizards from the Royal College manage to summon and bind several powerful elementals, installing them in the new Dock Gates to protect the city from floods and attacks.
359	A plague of giant beetles, ants and ankhegs appears in the farming areas around High Fort. Only determined efforts by an alliance of druids and Troll Hunters restores the balance of nature
363	A landing in force is reported on the East Coast. Oomland has attacked again with 500 ships, putting more than 30,000 warriors and their logistical support ashore around the crags now known as Black Man's Landing. They proceed to raid west, aiming for the capital, but suffer from the intemperate climate and unfamiliar diet
364	The Oomlanders conquer the Principality Belgane and the Prince of Belgane flees to Dunromin begging for help
365	The Battle of Gods' Own Meadows – the Oomlander raiders are finally defeated and destroyed by combined forces of men, elves and gnomes barely 40 miles from the capital. The victorious armies pursue and viciously slaughter every raider, burning their ships in the deep bays where they landed
366	The Principality of Belgane is formally recognised as a vassal state of the Land of the Young. The Belgane royal family are allowed to continue to rule essentially as a baron with a better title.
369	Pidcock the Pandimensional vanishes.
386	Establishment of the Trading Lore of Dunromin and the Land of the Young – due to increasing and ungoverned trade between peoples of the Land and its vassal states and communities from further away, especially Skull Crag, Good King Merrick the Wise passes a raft of new laws. These protect merchants travelling the land and give the barons powers to charge only standardised tolls and taxes, a fixed proportion of which is then paid on to the king. This set of expedient rules designed to protect trade across the land and its neighbours set in place an infrastructure that meant Dunromin has profited more from trade than conquest ever since. The administration of these new laws is taken away from the Brotherhood of Merchants and passed to the newly established Tax Office. The Brotherhood is re-styled as the Guild of Merchants and remains a lobby group and centre of trading agreements and negotiations.
388	The Castle of Long Drop Pass is completed, opening a safe trading route between the Land of the Young and the Woods of Loom south of the Blue

	Mountains, without having to use the <i>very</i> highly tolled Dwarf Passes through the central Blue Mountains. The highway heralds a renaissance of trade and cultural exchange between the human city-states of the Land of the Young and Dunromin to the north, and the elven states loosely collected together as the Counsels of the Forests of Loom to the south. The route remains the most stable and profitable trade route for the Land for the next 200 years, until Baron Garibaldi opens the Southwest Passage (the ‘Wine Road’) connecting the west of the Land and Karan more directly with central Loom in CY578
391	A huge rock bearing the ruin of a Cloud Giants’ castle falls from the Necklace and smashes into the hills south of Constantan now known as ‘Starfall’
393	Battle of the Wailing Goose – an orc army emerges from hidden ways into the Darkworld. It manages to penetrate and sack Dunromin’s suburbs before fleeing back underground with much loot. Many heirlooms from this vast raid keep turning up in treasure hauls from as far away as the Hellmarch Mountains and the Drow Hills. Their holes and pits are sealed by Bolimar Greystreak and his band of followers.
395	The Hero Bolimar Greystreak of Dunromin ascends to immortality in the service of Odin, but is never heard of again.
400	The third Century Plague – 8,000+ killed. The ‘death pits’ for the poor dead are dug in the area now used as the graveyard. They are buried in 20-foot-deep pits and soaked in white lime as per instructions from a Celtic deity. The Temple of Death (originally dedicated to Celtic and Norse aspects of death) is established between the two biggest pits.
401	A group of visionary women of the city obtain some abandoned buildings next to the monastery and establish a kind of hospital for the poor and needy of the city as a reaction to the loss of loved ones in the Century Plague. The place is staffed by widows and fatherless daughters with no wish to do anything else. The building is initially called the House of Commiseration for the Conventional Persons Lost in Life, soon shortened to ‘The House of the Conventional’ and then to ‘The Convent’. It is essentially a hospital surviving on charity and a grant from the king.
405	Battle of Dark Winter and the start of the First Orc War (CY405-406) – Orc chieftain Gulag 5 th is killed. This battle was in the fertile dales of the southwest of the central area of the Land, on the edge of the hilly, broken terrain that extends west and south from there.
406	Battle of Glory Dawn – end of the First Orc War, all heirs to Orc chieftain Gulag 5 th are killed in a bloody encounter southeast of Karan. Fleeing orcs are hunted down and slaughtered over the next six months. After the battle the sky turned black with the smoke from a hundred orc pyres. Contemporary accounts speak of upwards of 20,000 orcs and 2,000 ogres slain. Casualties among the human, elven and Halfling warriors fighting the orcs are not accurately known but are thought to be equally appalling.
407	The New City Wall is completed after many years of work and numerous delays. The aim is to enclose the expanded population and provide it some protection from raiders. In the works are included a new barracks and a formalisation of the partnership with the local elven community in the now enclosed woods east of the city. This area becomes known as the Elven Quarter
411	The family of the Baron of Melthezarr are identified as Vampires and mostly killed by Paladins from the Heliopian Temple. The larger Melthazar family is disgraced and stripped of all their lands.
413	King Malcolm I is attacked on a hunting trip in the Woods of Galdarun by disguised persons of human or elven appearance. The King is killed and, in an explosion, all the bodies of the fallen, friend and foe alike, mysteriously vanish.

	All attempts to contact or <i>Raise</i> the dead king fail. His eldest son inherits the throne as King Malcolm II.
416	The Babylonian Temple is established on the new Lower Market
428	King Malcolm II dies in mysterious circumstances and is succeeded by his younger brother Muric V. Muric is a follower of the new Babylonian gods and unpopular due to his anti-trade policies and his intolerance of non-humans in the city. It is strongly suspected that Muric murdered Malcolm and a sizable body of Barons and commoners immediately rally against the new king. The tense political situation rapidly dissolves into civil war; The War of the Brothers (CY428-431)
428-431	The War of the Brothers is a bloody and divisive conflict with neighbour pitched against neighbour. Many old grudges are settled and new ones initiated. It is a messy and politically disastrous war that almost brings the Land of the Young to an end. Many of the animosities of this time remain and some baronial families still nurse open scars in their pride.
431	The Republican Brotherhood defeats Muric at the Battle of First Light. The defeated king is forced to sign a new constitution called the Magnificent Charter in a ceremony on the banks of the Greyflood south of the city. The new rules include the setting up of a democratic body called the Senate, elected by nobles, who must approve any new legislation created by the king. Democracy exists in Dunromin and there is much celebration.
435	The Archmage Mirt does something to offend a powerful goddess and his palace south of the Barony of Warbois is shattered, becoming a place of ill feeling and the haunt of strange white beings
436	In the Blood Moon Purge, loyalist fanatics of the Babylonian Temple, sponsored by the king, assassinate thirty-two powerful nobles and effectively destroy the Senate. Civil war threatens again but the king manages to broker a deal with the battle-weary population wherein an elected representative, termed the Mayor, remains to advise him. The mayor retains the power to veto any new taxes, but otherwise things return to business as usual and Democracy is lost.
444	The dwarf mage Panzar, greatest of his lineage and an old ally of the city, plunges to his death in the Borderlands after a cataclysmic battle with a clan of Efreeti in the Necklace. His body and artefacts are never recovered.
446	War between the Land of the Young and the Gnome Principality of Constantan. The war lasted 4 months and included 4 battles on the borders of the gnome hills and the town of Granite Bridge. It was ended with the Treaty of Granite Bridge establishing mining rights and farming territories between the two kingdoms.
447	King Muric V dies after an extraordinarily long reign. He has no son and the throne passes to his nephew King Malcolm III, who has been in protective exile in Loom for twenty years. Malcolm, a Norse worshipper, returns in triumph and immediately reverses much anti-trade legislation aimed at the non-humans within and without the city. This is generally regarded as the end of the Second Age of Kings (the Age of Change CY285-CY447) and the start of the Third Age of Kings, also called the Age of Empire (CY447-present).
449	King Malcolm III dies and is succeeded by his son King Malcolm IV, who is 8 years old. For thirteen years the kingdom is ruled by advisers, mayors and merchants, and blossoms. Malcolm IV is clever enough to realise this is a good thing and spends his reign ensuring the new laws of the city support this new non-militaristic ideal.
478	The Cake Street Fire – an area of the new city is destroyed by fire. It was never resolved how or why the fire started but there were reports of a fight between the Guard and some wayward adventurers shortly before the conflagration.
482	The Olympian Temple is established on the south side of the new city

485	The Castle of Broadoaks in the north of the barony of Ogresbane vanishes completely overnight. None of the occupants are seen or heard of again.
487	The Inn called The Bawdy Wench is opened – this is only worth mentioning because it has never closed its front doors since. Ever.
495	The Mill is founded in the central southern part of the city. Several visionary merchants believe that they can make great savings in manufacturing by employing piece-workers in a single location, buying in bulk at deflated prices. The place becomes a locale known for jobs but poor quality of life. A Poorhouse is founded next to it by wily merchants to provide more cheap labour.
500	The fourth Century Plague – 12,000+ die. Before the plague strikes there is an exodus of the superstitious but this does not prevent the plague from striking down nearly a third of the city’s normal populace, regardless of where they are. The number is an estimate as at least half died outside the city walls
501	By Royal Charter the roles of the Convent and the Temple of Death are expanded following the disaster of the latest Century Plague. The Temple of Death become a communal place holy to all religions and shared by them. The Convent is enshrined in the recognition of the ‘Nuns’ (a term derived from the Elvish ‘Ninuviaire’, meaning ‘Lady that cares for the weak’) who serve there. Becoming a Nun is a recognised, formal and deeply respected vocation. The Nuns are women who have, for whatever reason, permanently or temporarily given up their role in society to care for the sick and poor of the Land. Over the years it becomes a welcome refuge for spinsters and women whose husbands have died or abandoned them childless. The place is funded by a Purse from the King and charitable donations by worthy citizens.
503	Rain of Fish – herring shower Dunromin for 6 days. Not for the first time....
509	Farms and baronies in the southeast suffer a wave of raids from combined forces of undead and lizardmen apparently from the marshes, long known as the “Kingdom of the Lizard”. The raids stop as suddenly as they start after about 9 months.
512	Dunromin is visited by an ancient Gold Dragon called Thansaar-Dentennathaar, and a Storm Giant called Utjezabad Dun Cargentar, from the Necklace. Unfortunately, but the two cultures find each other too different to establish steady relations. The would-be ambassadors leave after vague undertakings of mutual respect and are never heard of again.
517	A Stone Golem of unknown origin attacks the Royal Mint. It is defeated after a long battle at much cost to the Guard regiment the Ward. Magical protections for the Mint and the Bank are improved.
519	The City of Karan is attacked and besieged by a combined force of barbarians, orcs and bugbears. The onslaught is beaten back after two weeks of hard fighting but the leaders of the attack are neither identified nor killed.
521	The Barony of Border Creek and the fortified town of Troll Bridge on the southwest frontier are sacked by a raiding band of orcs, ogres and some giants. The neighbouring Baron Le Shirt manages to raise a regiment and defeats the raiders. The Barony of Border Creek remains a poison chalice for decades to come as no less than four newly appointed Barons die in office without heirs: Two die of disease, one in a hunting accident and one is merely found drained of blood in his bed one morning. Thereafter a series of Stewards are left in charge of the barony.
523	Mulgrew’s Glass Webs are installed every 30-40 feet along the city walls by the Counsel of Three from the Magic Guild, led by Mulgrew the Magnificently Bloomed. Their purpose is a closely guarded secret but they are of a very magical nature.
524	A family feud between two families of High Elves boils over into open warfare in the Elven quarter. The families of Ellettin and DeBonier practically wipe

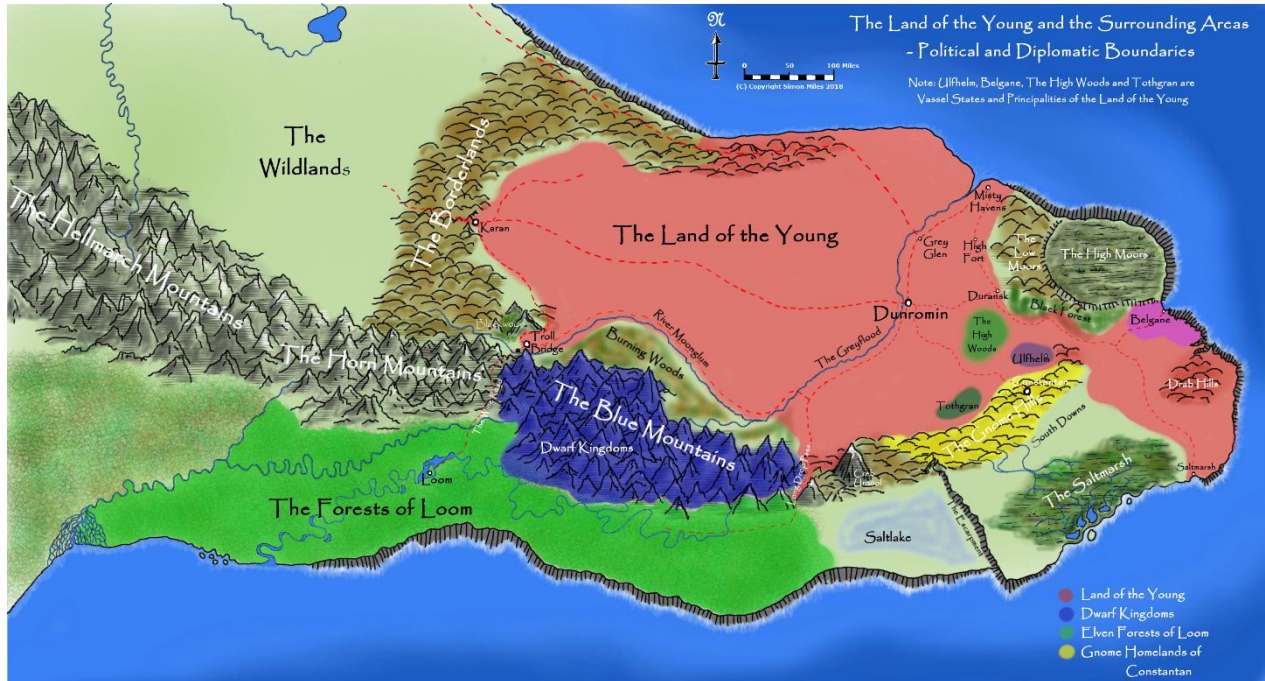
	each other out in a series of confrontations of a magical and pyrotechnic nature in various places about the city. The resulting destruction of many innocents and property is a source of great embarrassment for the rest of the elven community. The survivors of the errant families are banished from the Land, leaving the Ponce Family as the most powerful Elf dynasty in the city.
529	A purge of the thieving classes of the city by the king results in the death of the alleged Grand Master of Assassins and the disintegration of both the Thieves' Guild and the Assassins' Guild. Thereafter there are many organisations identifying themselves as the Dunromin Thieves' Guild from time to time but none seem to endure. Quite how the assassins of the Land organise themselves now (if at all) remains a mystery.
532	A rogue Norse Cleric by the name of Tillius the Broad Back preaches hatred for the Celts as pretenders and demons. Despite his obvious mania he manages to get a number of followers behind him. There are some pitched battles in the streets for a few months but then Tillius is pronounced ex-communicated by the Norse Temple and an outlaw by the City Counsel. He is never seen again.
535	Nilfella, the Great Bard of Dunromin dies without a successor. The status of Bard as a formal title ends overnight. Any bards now encountered are as likely to be scoundrels and confidence tricksters as a 'real' Bard (that is a genuinely talented and respected musician, singer and/or story-teller). The Guild of Storytellers is established later the same year by a group of elven bards who still hold their trade sacred, although no one really takes them seriously.
538	Two baronial armies are wiped out in a curious event in the Northern March Baronies. Such conflicts between barons are so commonplace as to not merit recording here normally but these two forces, several hundred strong each, met close to the allegedly abandoned abode of a wise seer called Tholtane of the Days of Future Past. Tholtane was a wizard and priest of Odin but had been thought to have died heirless and alone dozens of years previous. Both baronial armies were wiped out by 'shadows of men and angels' from the old priest's tower. Since then several adventuring parties sent to investigate have failed to return from the tower.
538	The start of the Paladin Wars (CY538-CY543) as a powerful body of adventurers and soldiers led by Prince Morev, heir to the throne, journey west to fight the 'forces of darkness'. The "Paladin Wars" is a title given to a number of battles, skirmishes, invasions and minor wars fought between Morev and his men and groups of monsters and barbarians encountered as they progress west
541	Lady Bowater dies young and healthy at home while her husband is away at the Paladin Wars. Her son claimed a black shadow passed over her face as she died. Efforts to contact her spirit or <i>Raise</i> her fail.
543	Morev Luftheart, prince of the Land of the Young and heir to the throne, is lost adventuring in the far western Wildlands in the Paladin Wars. He is reported slain by a Type VI Demon or some other ancient evil. Details were sketchy at the time but it is now believed that the Witch King Kzenzakai or one of his wraiths (knights) slew Morev. Several other noble knights of the realm and their armies are slain in similar circumstances but the survivors retreat to the Land of the Young in good order. This marks the end of the Paladin Wars
546	King Marioch Luftheart, 45 th ruler of the City of Dunromin dies of a broken heart after the loss of his beloved eldest son. His second son Mordred succeeds him. Mordred was less popular with his father and the older barons than his elder brother but more so with the business community of Dunromin. Rather than a warlord, the new king is seen as a reformer with a belief in trade as the best way to rejuvenate the fortunes of the Land of the Young's ailing economy
548	Baron Clementine vanishes in the night, owing large taxes. The barony is seized as restitution and the family of Clementine, an old and respected line, is

	left destitute, although the baron himself is never seen again. The Barony is handed over to Baron Broth, a successful warrior and shield-bearer of Prince Morev who returned from the Paladin Wars without land or title but carrying the dead Prince's banner.
549	King Mordred marries a half wood elf named Olana – the first non-human king or queen to rule over the Land of the Young. The marriage is popular with many but some resentment remains in the more traditional groups and temples. There is also concern over her ability to bear children as it is well known that at least half of all half-elves, male or female, are barren.
552	Prince Mordred II, known as Edmund, is born to King Mordred and Queen Olana; a male human, the succession is assured. There is much rejoicing.
555	King Mordred declares humanoid are no longer banned from the city but are now allowed in for trading purposes during the hours of daylight only. This is essentially a formalisation of a practice already common, particularly with lizardman from upriver, but is still very unpopular with some powerful people within the city, particularly the followers of the Babylonian Temple.
556	A gang war breaks out between competing criminal gangs. For several months there are dozens of large and small sporadic fights in the streets and other places. Several significant persons are murdered or even assassinated. The trouble seems to grind to a halt after several months of chaos. No one really knows if anything was resolved.
559	After decades of falling revenues, the Heliopian Temple announce that they will be building a new temple and mausoleum complex upriver. When it is complete, they will be closing and abandoning their current temple in the city
562	A green dragon raids the city and is slain by Sir Shirley Dragonsbane
574	An unknown adventurer called Garibaldi achieves great fame for 'single-handedly' destroying a Deep Elf-managed slave-trading network in the southern Borderlands.
575	Hag One Red Eye, the ancient Soothsayer of the Celtic Temple is awoken one night by a nightmare that the Great Old Ones are risen again in the depths of the earth. She weeps blood as she tells of a shadow in the west and great terror rising from the depths beneath the city, and then dies of a heart attack, or something like that. All attempts to contact her spirit are frustrated by unknown forces.
576	After another successful adventure Garibaldi is made a Baron and given the lands of the old Barony of Border Creek and Troll Bridge, which has been in the stewardship of Sir Organe, amongst others, since the heirless death of the last Baron.
577	Armour and weapons identified as being made by the Great Old Ones and thought to be over eighty thousand years old (some claim) turn up in the booty of an adventuring party recently returned from a dungeon crawl beneath the eastern Wild Lands. The weapons remain powerfully magic and are sold for a small fortune
578	Wraiths of Wonn, knights and servants of the Witch King Kzenzakai are reported to be roaming the Land of the Young looking for the Wonn Ring. Prophecy suggests this is portent of a great evil for the Land
578	Corsairs from the barbarian lands to the south raid the eastern ports of the Land of the Young. Minimal damage is done but the fighting style and quality of the equipment of the raiders is far in excess of the that previously believed to be available to them
578	Baron Garibaldi opens a southwest passage – a new trade route between Karan and the central forests of Loom south of the Blue Mountains, known as the 'Wine Road'. This over-land route passes through the western end of the dwarf kingdoms and enjoys a much lower trade tariff and journey time than the more

	easterly (and safer) routes through the Dwarf Kingdoms or over Long Drop Pass. This Wine Road is far shorter for more than half of the Land of the Young than the old route through Long Drop Pass. Wisely managed trade tariffs ensure that the Barony of Garibaldi rapidly becomes the richest entity in the kingdom bar the king himself.
579	The Wonn Ring is destroyed by an unidentified adventuring band in the ancient Gnome tombs of Creb Untool. Kzenzakai the Witch King swears vengeance on the Land of the Young and all its inhabitants
580 Spring time	The War of the Ring (CY580-CY580) starts when the Witch King Kzenzakai invades territories in the southwest frontier, and later Dunromin itself from the Darkworld. The Castle Keep of Dunromin is sacked by a horde of ghouls and Deep Race. Several baronies are over-run in the southwest but the main horde is stopped in its advance at the Barony of Garibaldi (previously Border Creek and Troll Bridge). In a 10-day battle and siege Kzenzakai's main force is hammered to defeat by Baron Garibaldi and his Heroes in the southwest, and the forces of the Fey King in the Black Wood to the west.
580 Summer time	End of the War of the Ring – Witch King Kzenzakai is slain by Baron Garibaldi at the Battle of Ghouls, in Dunromin. Baron Garibaldi, a warrior mage now of great reputation, used magical transportation to get back to the city to complete the single combat with the Witch King in the ruined streets of the Old City. The King's forces are out of the city at the time having responded to the threat in the southwest quickly and marched west. They turned back when the city was attacked from beneath but failed to return before the remaining militia and several high-ranking adventurers and mages were able to defeat Kzenzakai. The northern baronies became increasingly unhappy with centralised rule after the failure of the king to protect the south westerly baronies <i>and</i> the capital from Kzenzakai.
581	A rebellion in the north of the Land led by Baron Ferrous is put down by a combined force of loyal barons and elves, led by Mordred himself. Baron Ferrous was advised by a mysterious entity referred to as 'The Oracle' who claimed Mordred was a false king and the real king was the unknown son of Morev, begat when the dead prince married another adventurer in his campaign in the far west. Such madness is dismissed by all right-thinking people although the Oracle himself remains at large.
582	A group of Adventurers calling themselves the Plague of the South begin preaching that they can preserve people from the Century Plagues if people give the adventurers all their money. Bizarrely, many believe them. Prince Edmund (heir to the throne) formally returns from his apprenticeship (even though he has been acting as Earl of the South for more than eighteen months) in the city of Karan and is knighted in a ceremony of great pomp and circumstance High Fort is attacked by an army of over a thousand zombies and skeletons. The holy men of the area and some heavily armed knights beat the undead to a pulp.
583	The extensions to the Circus are completed, completing the repairs and improvements to the city initiated by the War of the Ring. Baron Belentine, a member of one of the oldest and richest families of the Land, disowns his eldest son who has married an elf without his permission. The Poorhouse is damaged in a fire. Green Fire rains down from the Necklace, landing in the Borderlands far to the west. The King and the Sheriff fall out publicly in an argument over a new tax on exotic pets.
584	There have been many, many more events of secret or small import throughout the city and the land that are not recorded here. As the players explore the

world around them more and more of the wonder and mystery of the Land of the Young and its inhabitants will become known to them.

This is the year and the time at which the party begins its adventures in Dunromin and the Land of the Young – note that characters might want to include some of the more recent events listed above in their own backgrounds. The War of the Ring was such a huge and grim event that it will have left its mark on the histories of all the unfortunates who were involved in it...



Regarding the Royal Titles

Dunromin is the centre of law and administration of the Land of the Young. As such the terms 'Free City of Dunromin' and the 'Land of the Young' are synonymous in any real geo-political way; the only difference between the two is one of scale. That is that within Dunromin the powerful figures are the businessmen, temple heads, Guard captains and guild masters, most of whom have a perceived area of control within the city hierarchy. While in the Land of the Young the areas are controlled by the Baronies, the Knighthoods, the Dukedoms, the Royal Foresters and the Fiefs.

The differences between Barons, Knights and Dukes are very strange. 'Baron' is the official rank endowed by the king to which all non-royals aspire. They have a Manor (town) and several villages, depending on the size of their barony. They then extend their family's power through

diplomacy politics and marriage with each other. The Knights are usually mid-levels fighters and subclasses or knights with a limb missing, or descendants of one, or relatives of Barons. Dukes can be anyone but are usually magic-users or similar. Dukes are usually self-styled and have laid



claim to some unoccupied land, tamed it and offered allegiance with the King. Some are then made Barons, but rarely. Royal Foresters (or 'Leaf Lords') are elves, although they usually don't call themselves



Royal Foresters unless they have to – they prefer ‘Chevalier’ or ‘Duk de L’Arbre’. These will be powerful elves or elven families not in league with the king but probably signatories to trade agreements.

Fiefs or Fiefdoms are always Halfling communities. They are always ruled by a Sheriff but how he came by the title is rarely clear as it may be earned, awarded or inherited. They are in effect Barons but Halflings are traditionally, but not exclusively, not called Barons.

Geography and Trade in the Land of the Young

Physically, the part of the peninsula known as the Land of the Young is an area of fertile land bordered on all sides by natural barriers that have nurtured a successful society. In geographical terms the Land of the Young is a huge area of predominantly featureless but pleasant terrain of rolling meadows, woodland and streams that a society has exploited hugely. Beyond these ‘Home Counties’ the land is just as fertile but less well populated with some unclaimed or completely unpopulated areas between the baronies.

This area of the land of the Young is about 50% woodland, including huge deciduous areas to the south and north, the southern ones being the ancestral homes of the High Elves predominant in the kingdom. There are pine forests to the far south, beyond the valley of the Greyflood which are wilderness apart from some logging communities.

Moving further and further away from the city in most directions the land is less civilised and more like wilderness, although still scattered with farming communities and the walled towns of their barons. The forests become the fiefdoms of elves and other woodland beings, the areas between the rivers less farmed and marshier, bogs or heath land.

Along a corridor west, following the Great West Road, are more baronies and a civilisation of farms and well-patrolled woods without any real wilderness in between. These are the ‘March Barons’ making a good living from farming and trade along the busiest road in the Land, all loyal to the king of Dunromin. The March Barons are ancient families tracing their lineage back to times before the Land of the Young when some were Vassals of the Emperor of Karan.

To the northeast the land rises in a series of igneous tors and escarpments, which starve the earth and reduce the vegetation to heath land. The people from these areas tend to be dour and warlike. There is a lot of chaos magic here but it is still popular among Rangers, although not



elves. It was once fertile farmland and meadows but was blighted by a curse at the end of the Winter War of CY164-7. Everything beyond about 100 miles northeast of Dunromin can be viewed as wilderness, but the local humanoid tribes are reasonably good at patrolling and some are recognised as 'lower barons' unofficially by Dunromin (but no one will mind if they all got killed tomorrow). Towards the coast stagnant water is trapped by the impermeable layers beneath the poor soil and marshes stretch to the cliff tops at the eastern end of Storm Bay.

Further around the coast are Belgane and Saltmarsh. Belgane is a prosperous fishing and mining community that has the richest pearl fields known within a thousand miles. The family of Belgane are steadfastly independent and proud but still respect their ancient oaths of allegiance to the Lufthearts. The original Baron Belgane was one of the adventurers

that founded Dunromin and was always a close friend and ally of the first Luftheart. This rich barony was his reward

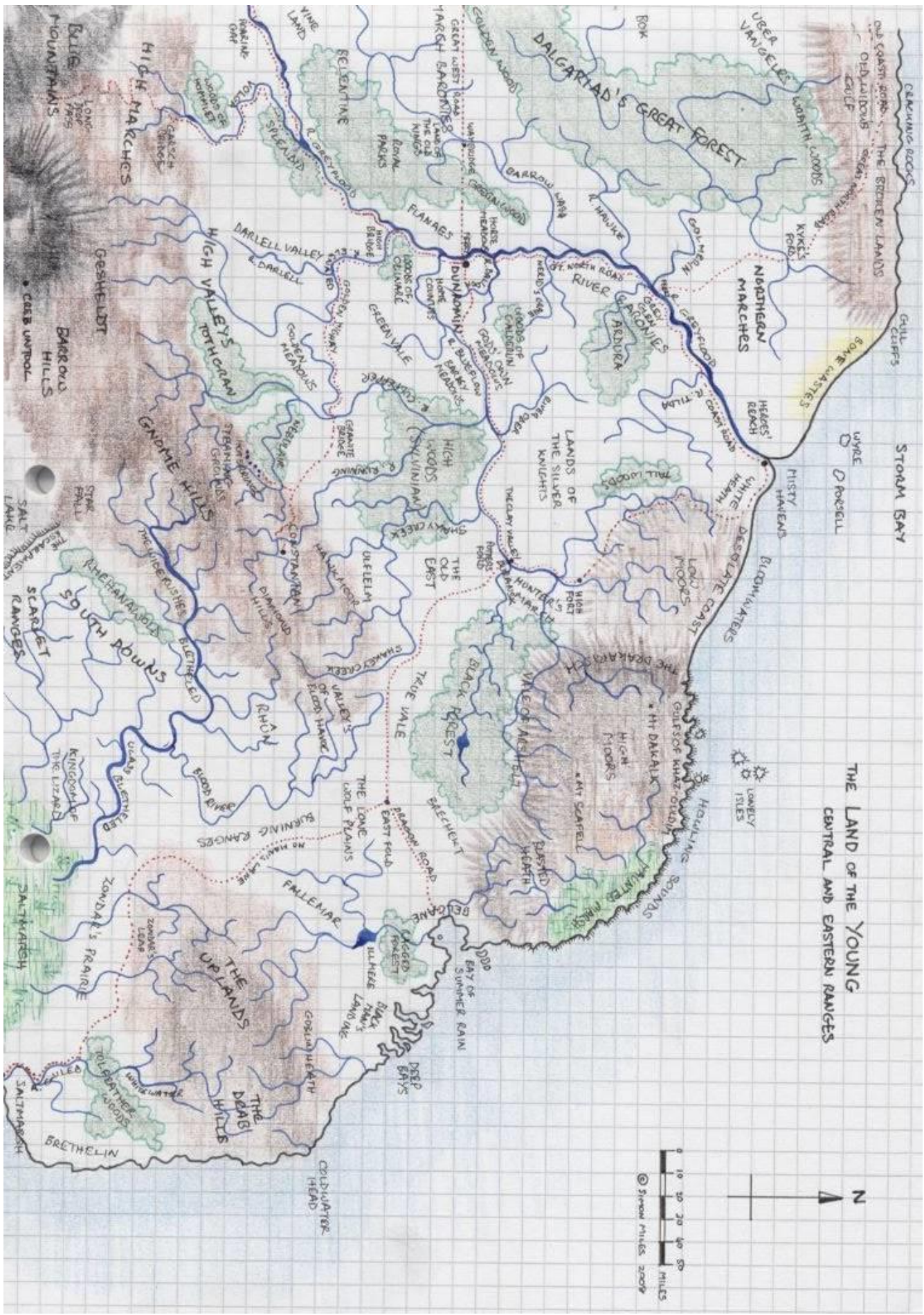
Despite this they tried for independence and even succeeded for a while. However, they were re-invested anew after the Oomlander Invasion of CY231 as a Vassal State, now the Principality of Belgane.

Saltmarsh was originally a rather badly controlled barony belonging to a related family called Bane. This area remained independent after the Battle of Blood Meadow, but was then attacked and used as a base for invasion first by an army from Skull Crag, and then a more sinister force from Oomland. Although the invasions were beaten off by an alliance of gnomes and humans both times the weakness was not left alone. Parts of the coast of Saltmarsh are now a strangely densely populated area policed by a frighteningly competent set of individuals and families. There's a lot of strange groups of people around here, but only on a thick belt around the coast. The denser swamp inland, the 'Saltmarsh' proper, is remote and untouched and there's a lot of magic in the area.

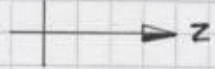
Do not confuse the Barony of Saltmarsh (which is the town and several small villages) with the Saltmarsh itself, which is a huge wilderness area stretching south from the barony and around the southeast corner of the peninsula.

The north coast from the eastern end of the peninsula to the Borderlands in the west and beyond has always been a bleak place where monsters might lurk. In fact, Misty Havens has been under perpetual torment, even when it ceased to have an interest in the west side of the river mouth. Now it sits and watches as big ships sail perilously close to the west side and sighs with relief as they head safely upstream.

To the west of the Land lies the Borderlands and then the Wildlands. The Borderlands used to be the western Empire of Karan but since the collapse of the Empire the hills have become wilderness. These hills are neither patrolled nor owned, with the exception of a short valley to the



THE LAND OF THE YOUNG
CENTRAL AND EASTERN RANGES



west of the city of Karan itself, but left to the devices of numerous and humanoid tribes that wander there.

The Borderlands are a kind of no-man's land between civilisation and wilderness, but there's a lot out there to be seen as well. The ancient Empire of Karan ruled this area before the Lufthearts destroyed the royal family of Karan. The command fell away over hundreds of years but the relics of that ancient civilisation (arguably more refined than the Land of the Young) still exist. Unfortunately, Dunromin prefers to see the Borderlands as a natural barrier rather than a province.

Beyond the Borderlands are the Wildlands, which are wilder, flatter, more fertile and more densely populated by strangeness than the Borderlands. They extend all the way to the west coast and although referred to simply as the Wildlands, there are other populations, civilisations, cities, temples and dungeons out there for hundreds of miles. This is the big adventuring opportunity for mid to high level parties.

The southern end of the Borderlands, due south of Karan, is a wide, steep valley full of dense woods not a part of the Land of the Young. This is the Black Wood and the mysterious domain of the self-styled Fey King. It is a highly magical realm and best avoided; rank with chaos and wild magic. It is the haunt of pixies and dryads, wild elves and goblins. What lies beneath the dark green trees and many flowered meadows is predominantly unknown. An uneasy truce of mutual distrust exists between the local barons and the Fey King. It isn't even known what race the Fey King is, as his appearance varies. It is also not known if he really does have power over the region or is merely the most visible of many local powers.

The southern borders of the Land of the Young are the place where its predominantly human rulership meets their demi-human equivalent. To the southeast are the gnomic Constantan Hills and their capital, Constantan. This great city is a warren of halls and great fortresses founded on the rich seams of gems, gold and silver to be found in the region. The gnomes have always jealously guarded this

area and for good reason. It remains the single largest population of gnomes in the civilised world. It hasn't been invaded by any of the neighbouring lands for the simple reason that the gnomes have no domestic sources of agriculture and have to import everything. This revenue is huge and all the neighbours realise that to invade the gnomes would kill this huge profit off.

Directly south of Dunromin are (eventually) some mountains. This is a huge and forbidding range called the Horn Mountains to the west and the Blue Mountains to the east – although in the same range these two areas have very different characters. The Blue Mountains are a rugged environment famed for their unpredictable and atrocious weather and are almost entirely owned and policed by the dwarves. There are numerous huge strongholds, fortresses and cities in this area, including the capital Wilsact (at the west end). The dwarves pride themselves on being self-sufficient, although they now have long and deep alliances with the humans and elves of the Land of the Young and the Forests of Loom.

The Long Drop Pass links the Land of the Young in the north and the Forests of Loom in the south. It also marks the eastern end of the dwarven homelands due to the fact that the mountains to the east, although still Blue Mountains, were mined out by ancient races. The eastern end of the Blue Mountains can be thought of as Wilderness but the lack of resources in the area and the preponderance of abandoned communities and tombs means there are no powerful entities bothered with the area.

The Blue Mountains are reasonably safe to travel but the border with the Horn Mountains to the west of the Dwarves is fluid and often over-run with strange creatures and tribes from the Darkworld. As one progresses west from here the area becomes more and more perilous. The Horn Mountains are some of the steepest, hardest and nastiest in the known world, although the weather is better than in the Blue Mountains. 'The Horns' are infested with everything you could think of and have been alternately wilderness, evil realms, civilised and wilderness again: there are many abandoned fortresses and temples in these frightening peaks. Beyond

the Horn Mountains are the Hellmarch Mountains which are aptly named and have never been civilised by anything that might be recognised as a coherent rulership.



The southwest corner of the Land of the Young marks the junction of the Land to the northeast, Black Wood to the northwest with the Borderlands beyond, the Horn Mountains to the southwest and the Burning Woods and the Blue Mountains to the southeast. In the middle of this is an outpost town called Troll Bridge and an ancient kingdom that was absorbed into the Land as the Barony of Border Creek. This frontier has seen the most violence in recent times. An ancient barbarian Witch King called Kzenzakai attacked here with undead and orc hordes only a few years ago. After destroying several baronies, they were eventually defeated by Baron Garibaldi who was the then-ruler of the Barony of Border Creek and Troll Bridge. Other than this barony and some others along the north banks of the river the areas Kzenzakai's forces over-ran remain unoccupied and wild to this day, including the Burning Woods. This extensive woodland is named 'The Burning Woods' after the unique Red Eldar trees that speckle the area which is itself deep in mystery and ancient magic, the haunt of trolls and giants.

Continuing south, through the Blue Mountains, one comes to the Forests of Loom. These pleasant, green woods are the ancestral home and centre of population for the High, Grey and Wood elves that are found in the Land of the Young. Loom is a rough agglomeration of a lot of family-run

estates and cities united in a Counsel. The High Elves predominate in the east of the woodlands, the Wood Elves to the west as far as a huge river, beyond which is wilderness. Grey Elves tend to inhabit castles and ports along the coast from where they sail on great voyages of exploration around the world.

South of the mountains the climate is wetter and the trees thrive here in vast quantities. As one descends the mountains one enters the forests and you won't find a clear spot until you reach the sea. The forests west of Loom and the river are a wilder wood called by many names by creatures that live in it and near it, such as Blackwood, Riverwood, Wild Wood, Malarbre and Milk Wood ('Milk' being a variation on the Elvish for 'bad'). Next down the coast is the human nation of Deerlish. Deerlish boasts some fine lands and exports a serious quantity of wine but is a culture even further removed from Dunromin than the elves and has to be visited to be believed.

Beyond that stretch hills and woodlands viewed as uncivilised by the people of the Land of the Young, down as far as Skull Crag which is the capital of a very hierarchical civilisation. This society is based around worship of deities specific to life and death, a bit like the Heliopians but not based on the Egyptian Mythos. The name 'Skull Crag' is a poor interpretation of the real name, which used to be Skoolcrahaartch, but has since changed. The local religion is based around predetermined life-cycles for everything. Names of places are allowed only seventy years before they have to be changed.

To the north of the Land of the Young is the Bay of Storms (more commonly known as 'Storm Bay' these days). This strange place is calm in certain moods and at certain times of the year, and odd at others. Very odd, and by 'odd' we don't just mean the weather. Passing this way safely may depend on one's faith or just the luck of the draw. Sailing east from the mouth of the Greyflood is reasonably safe, as long as the rocky shoreline is treated with respect. However, sailing west or north from there is very unreliable as a trade route. This means trade with the lands north of Storm Bay is restricted to well-

armed caravans going around the land routes. And as a result of this diplomatic ties with those lands are practically non-existent.

The southern coast of Storm Bay west of the Borderlands has an old track of ancient flagstones called the Great North road but few travel this way without being molested by monsters of one form or another. An Antipaladin did try and set up in this area but nothing much has been heard of him for decades.

West of the bay are more of the Wildlands and north of the Bay of Storms are places that are wilderness, civilised and strange. It is a land that is like the Land of the Young was, perhaps, before the Lufthearts united it under their rule, or perhaps it is something wilder and even more dangerous. There are fortresses and strongholds all over the place and people of all races who call themselves 'King' or 'Emperor' but very little there is known or consistent. The exception to this is the deeply militaristic and humourless ancient dwarven civilisation based around Belegost, a fantastic mountain city realm if there ever was one.

As can be seen, despite its grandiose title of the Land of the Young, there are large areas of the Land that might still be called wildernesses. Saltmarsh is a big one and while the Moors' north and east perimeters are well Guarded there is a huge area in the middle that isn't. The Moors, despite being populated by 'civilised' humanoid tribes, are still an area where strangeness can easily get a foothold. Not to mention the Burning Woods, Black Wood, the hills around Creb Untool and of course the Borderlands themselves.

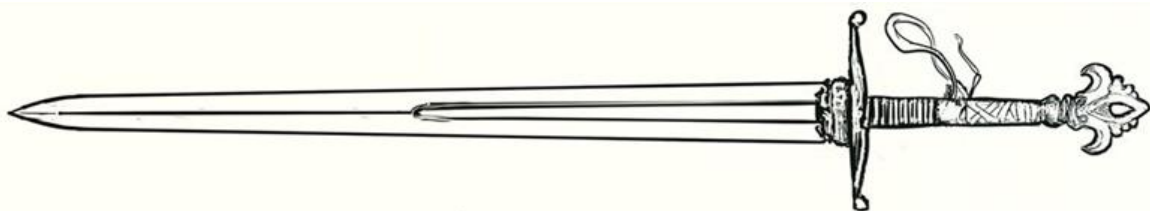
Onto this mix of differing terrains, races and petty rulers is a complex web of trade routes along which all wealth passes. Dunromin is the hub of the road and sea networks, despite its in-land nature. Into

Dunromin and Karan flow the fruits of the fertile lands around them and along the Great West Road. Less perishable goods are brought in from further away and pass up and down the main arterial routes to customers in and out of the kingdom.

The richest trade route used to be through the Blue Mountains, over Long Drop Pass and into Loom, thus connecting Dunromin to the gnomes, dwarves and eastern Loomish Elves. This left Karan a bit of a backwater and reinforced Dunromin's ascendancy as the main route north across the Bay of Storms. This has changed slightly over the last decade due to a new highway through the Barony of Garibaldi and Troll Bridge, the western Dwarven cities and straight into the heart of the Forest of Loom – already known as the Wine Road or southwest Passage. This is equally well placed for Karan as Dunromin and the passage to either is faster than Long Drop Pass, although potentially more dangerous as the recent invasion by Kzenzakai has proved.

The effect of this shift in emphasis on the main north-south trade map is that there are a great many merchants struggling to maintain their old dominance or in the ascendancy as they are the first to capitalise on new routes and customers. The Barony of Garibaldi has become the major trading hub for the western half of the land and both Karan and Dunromin, despite the still perilous nature of the Burning Woods to the east and the Horn Mountains to the west.

This is also a huge opportunity for adventurers as there are caravans to guard and caravan raiders to hunt down. The town of Garibaldi and the neighbouring Troll Bridge are boomtowns, full of everything that phrase suggests, and there is even rumour of gold and mithril (as well as Deep Elves) being found beneath the ancient ruins that speckle the area to the west and southwest.



Politics of the Land of the Young



*King Mordred
Lufiheart, King
of the Land of
the Young, Lord
of Dunromin*

Lord Mordred the Mighty is the current Lord of Dunromin and King of the Land of the Young. He has a number of other titles but these are the two that have the most relevance in terms of how the players' world works. His close family and its tentacular relations with the older baronial families are the established upper classes of the land. Ascendancy into these dizzy social heights is by marriage only as even the most powerful barons are still only middle upper class. Below the royal family come the Barons, Dukes, Leaf Lords, Sheriffs, Temple Heads and the most powerful Guildmasters. Below them are powerful adventurers, merchants and other figures of renown. At least that's how it is supposed to be.

Outside the city the barons rule their own baronies pretty much as independent states. They are required to pay a tribute to their king, the value of which is based on the size and success of their lands. As long as this tribute keeps coming in the king generally leaves them alone. So many and varied are the baronies that they are always in dispute and often in open war with each other. Complex intrigues, alliances and

vendettas oscillate wildly through the population and out of work adventurers can often make good money as mercenaries, bodyguards and caravan guards anywhere across the Land.

The divides between the baronies are very carefully drawn up and policed by interested parties, although the maps themselves are rarely particularly accurate in the first place. Perceived slights, infringements and other border disputes keep lawyers and mercenaries in lucrative employment, a situation complicated by the vague knowledge, at best, of deeper mineral stores and the ever-present threat of the Darkworld. At any one time there are between 130 and 170 major landowners in the Land of the Young claiming (mostly legitimately) to be barons, as well as demi-human groups, independent chiefs and various other landowners, legitimate and not so.

In addition, as one gets further from Dunromin there are gaps between the baronies where other groups might stake a claim without official recognition from the king. Temples, trade houses and even forts can spring up in these areas and stake a claim. They are usually stamped out if they cause a problem but some clever ones have voluntarily offered the king tribute and inveigled themselves semi-official baronial status. Contemptuously referred to as 'Robber Barons' they are more correctly called Reavers or similar.

Travelling around the Land of the Young can be a complicated and expensive process. Local barons are empowered to extract tolls and tithes for the roads and river crossings they maintain although these are supposed to be licensed and set at a standard rate. Villages all have to pay their patron baron an annual tax, an expense which they pass on to their visitors. Some areas are designated Royal Parks, by the king or by the local baron, and may have special access issues. The level of patrolling prosecuted by the barons is varied and some areas even in well-known baronies might still qualify as wilderness. What patrols there are vary in their

diligence and corruption, depending on the determination of their masters. It is important for powerful people to establish their own coat of arms and display this prominently to avoid unnecessary conflict just going about your daily business. Of course, there are serious penalties for using someone's arms without their permission. Coats of Arms can be established through a special society in Dunromin itself where such things are recorded and monitored called the Royal Guild.

While the king remains the ultimate authority, his deliberate 'hands-off' strategy has made him friends and enemies among the baronies. There are traitors who openly or silently seek to over-throw the established royalty and there are always rabble-rousers at work seeking to raise forces to right wrongs or seize power from someone or other. The king's name is not unanimously respected across the country, particularly in the far west and far north, but there is a bedrock of royalist support in most areas that maintains the overall peace. Civil war on a large scale is not unknown but hasn't happened for many decades.

When conflicts do break out between neighbouring baronies and threaten to escalate to wider conflict (due to old alliances and family ties, usually) the king can intervene directly or through his Earls. The Earls are powerful individuals charged with maintaining a rapid deployment strike force of notable individuals, men at arms and retainers. The Earls number between one and four at any time, two at present. It is the Earls who are charged with defending the land's borders from attack, although they do not maintain a standing patrol or anything as expensive as that. Rather it is considered an honour to be called upon by an Earl to fight for the king. The two earls at the present time are Lord Garan, of Karan and Prince Mordred II. Lord Garan is the king's cousin and ruler of Karan, where he is based most of the time to protect the eastern and north-eastern borders. Prince Mordred II is the king's eldest son, usually known as Prince Edmund until he inherits his father's crown and takes his Kingly Name.

Prince Edmund and his chosen warriors and mages travel much of the southern and eastern borders on a slow



patrol, resting for days at a time at various baronies along the way. In this way, Edmund not only keeps an eye on the wilderness beyond the realm's borders but also on the barons themselves, building relationships that he hopes will serve him well when he is king.

Features of Interest in the City

This section is divided into two parts, the first being the visually interesting features of the city and the second being the features of the city of most interest to adventurers. It must be stressed that here we will only explore those immediately obvious properties and personalities of the sites, while in the **Games Master's Guide to Dunromin** these are explored more deeply.

If you look at the map, there are two obvious areas of the city: There is the elevated, Old City to the northwest and the bigger New City that is the other three-quarters of the city. This is no reflection of the age of the buildings, just the history of the city's growth. The Old City is the central business district, the New City is where most of the people actually live and work.

There follows four descriptions of the approach to Dunromin from the four cardinal compass points. By the way, 'Tourist' is city slang for an adventurer or other fighting person with no real trade.

The Western Perspective

From the West one is presented with the most dynamic view of the city, whether approaching by road from Karan or by river from the Grey Havens the West elevation of the city is a mixed vista of majestic old and festering new. The view is dominated by the sharp escarpment of Castle Rock and the dour grey walls of the Lord's home at the top, up 250' of cliffs and wall. The granite tor that is the city's core is also the support of the old city and entirely the foundation of the northwest corner of the city as a whole, including the ancient dwarven sewers, undercity and catacombs.

On the west and north sides the Tor rises abruptly two hundred feet from the level plane below and slopes gently down to the south and east. Obviously, if you're attacking Dunromin, this isn't the side for the cavalry charge. This small but obvious point was most noticeably missed by missed in certain historic instances. Most notably by Gunther the Gnoll in CY342. This creature attacked and laid siege to this side of the city for six hours, before being crushed by the cavalry emerging, unexpectedly, from the North Gate and encircling him. There used to be a road in the city called Gunther's gate, but this was demolished to make way for the Merchant's Guild's new extension 100 years ago (roughly).

Upon the Tor's tallest spot is built the castle itself, parts of the foundations dating back several thousand years and bearing the chisel marks of masons older than the dwarves. Indeed, the dungeons are so sumptuous that they aren't used for prisoners but instead are comfortable dwelling places for the visitors and inhabitants of the castle. Prisoners are kept in the gaols below the Regimental Barracks around the city.

The design of the castle is spectacular, with successive generations of Lufthearts building taller spires and towers, filling the voids between with gardens and parade grounds, and generally trying to out-do their forebears. The resultant is, from the outside, a tall and impregnable fortress and from the inside a hopeless labyrinth of courtyards and towers reflecting the changing styles of the well-

to-do. Think Gormenghast but on a smaller scale.

The fortress has withstood numerous sieges and has not fallen to a breach from the outside for over six hundred years (Kzenzakai attacked from the Darkworld in CY580, up through the catacombs and sewers beneath the castle, making new holes for himself and taking the Guard by surprise). The fortress is garrisoned with the proudest of the city regiments and built with defence in mind, once the soft furnishings of the living quarters are passed.



The defensive structures use every advantage of war and magical technology, with every approach and fall-back area guarded from vantage points that would still be available to the defenders. The only possible weakness that it may have is against aerial attack, or constant long-range bombardment. But these would be difficult to maintain, given the powerful nature of several of the most remarkable citizens and the fact that the Guard maintains a squadron of flying troops mounted on Griffins and Hippogriffs.

The other striking feature of the city when viewed from the west is the Harbour Gates. These huge towers support a delicate bridge between them, so tall that ships can sail under it but not so delicate that the defenders can't use it to drop really nasty stuff on any boat floating underneath. The purpose was originally defensive and huge gates are still hung, like lock gates, across the harbour entrance. They are enchanted

by the ancient wizard Mondeas' skill and in times of trouble might still be called upon to close access to the west end of the harbour, silt allowing. This is all fine and dandy, except for the new, southern entrance to the harbour, built 160 years ago, which could be used to bypass the harbour gates.

It would be appropriate to mention the city walls at this point although they are visible all around the city. The walls are a classic construction of large, well-cut slabs providing the front and rear sides, with the cavity between filled with large blocks, rubble and mortar. They are well maintained (better than anything else, practically) with a ditch on the outside. These walls are never less than thirty feet tall and around parts of the west and north



sides of the Old City are as much as fifty feet in height above ground level, not including the ditch. They are all roughly twenty to thirty feet thick and taper to an eight to twelve-foot walkway. The walkway has battlements on the outside all the way around, and on the inside throughout the New City and most of the old. The walls are patrolled regularly and there are towers scattered throughout their length.

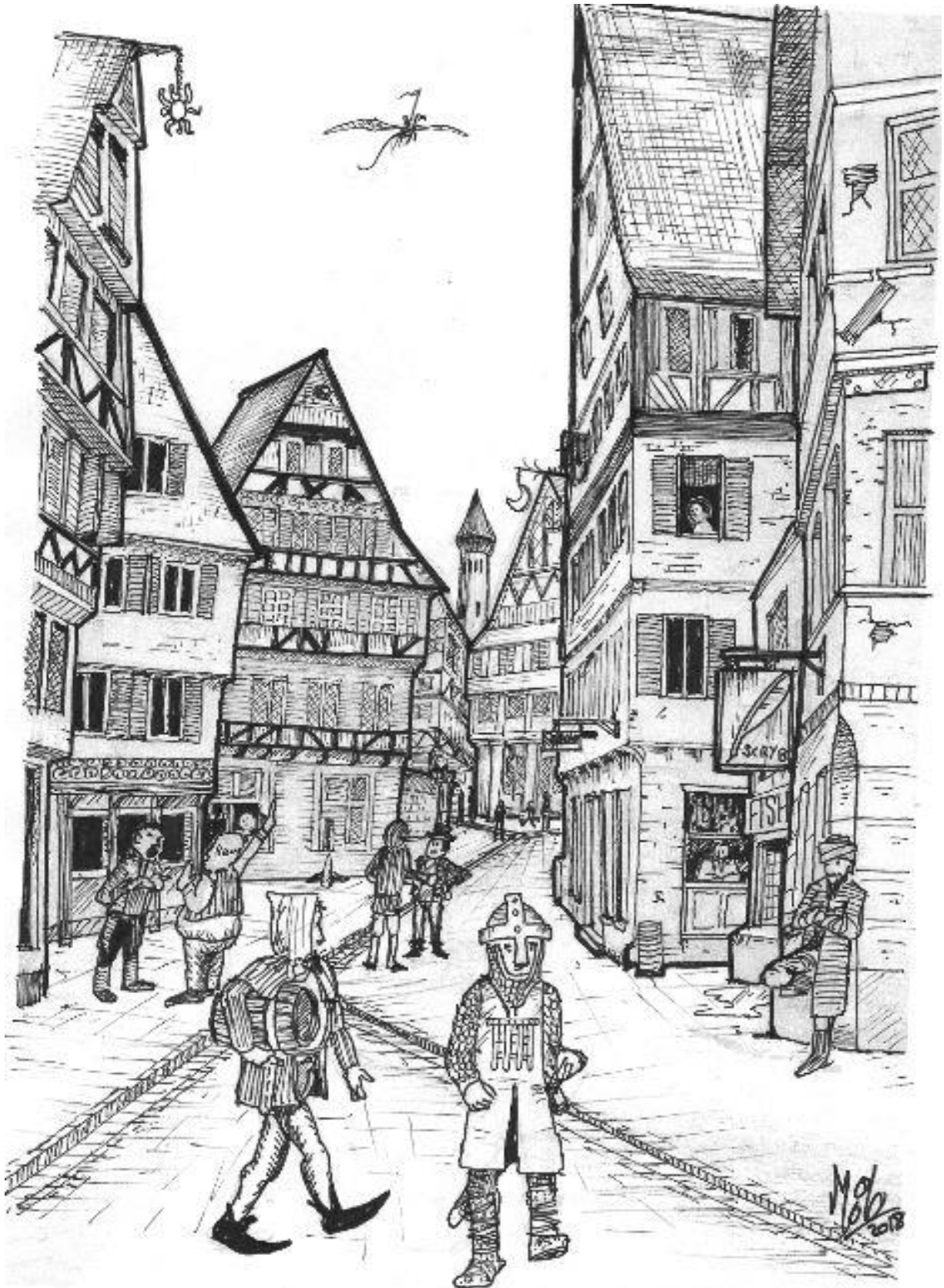
Some of these towers are huge and contain guard rooms so large and numerous that they have formed the home of the various regiments of the Guard. These city-funded soldiers are now much reduced in number from their ancient age-of-conquest, Roman Empire-style sizes, but still large and well equipped. These aren't the only protection either.

There are also known to be at least 48 powerful curses cast on the city walls, ready to assail anyone who breaches/destroys/climbs over/pisses on the walls.

As one approaches from the west, once the size of the fortifications has been appreciated, one becomes aware of a crowding of dwellings belched out around the West Gate and including a shallow, less grand harbour for fishing boats rather than traders. This is Shantytown. It is the home of those creatures unable or unwilling to live within the city walls. While it appears ramshackle and temporary many of the buildings are hundreds of years old and display patchwork repairs and signs of flooding. Shantytown has been here since CY223, when the then-King Muric I refused his own sister entry to the city. This was because she had not recognised his birthday as a public holiday in the province she ruled, or so one version claims. Affronted, she set up court in a collection of tents outside the West Gate and so Shantytown was born. The Princess stayed for three months but the tents remained and were replaced with sturdier structures in time.

It is very unlikely now that walls will be built around Shantytown as they were around the expanding city to form the New City. The only people who might be able to fund new walls probably profit more from the secret ways into the catacombs from below Shantytown. Also, the earth here is marshy, prone to occasional floods and unsuitable for large constructions anyway.

Shantytown is an anarchic centre of vice and relative lawlessness where people who have been refused citizenship, or wish to avoid the gate guards might find hidden, subterranean access to the city, or just live in relative safety. Some businesses, particularly horse traders, are well established. In fact, it is the price of land within the city walls that originally drove the horse trainers and traders out of the city and it is their establishments here that really legitimises Shantytown's existence. The city's peasant festivals often feature horse sports based in Shantytown and as such the place is now a necessary part of the city's culture. It is worth mentioning that the city slang for smuggling is 'horseplay'.



Central to the western elevation of the city is the great West Gate. The Great West Road enters here, the road itself is a wonder, never less than twelve feet wide and paved for 80% of the way to Karan. The

gate is a significant barbican into several covered tunnels with appropriate defences throughout. Like all the gates, this is the administrative centre for all the traffic entering and leaving the city this way. It is

the regimental headquarters of a Guard regiment and equipped with its own barracks, stores, offices and gaol. Beyond it are the mint, tax office and treasuries for the whole kingdom.

The Northern Perspective

If one approaches the City from the north one sees Dunromin's most relaxed vista. The slope down eastwards from the tall Castle Rock appears gentler from this direction and slips delicately into the green fuzz of the elven quarter at the east end. In the middle the grand pinnacles and long, generous architecture of the colleges breaks the profile. The Old City end is mostly hidden behind the tallest of the city walls, concealing the fine houses and the Circus which would otherwise be apparent on this side.

The two colleges of the University have split, historically, between the simple academic skills and the more complex magical ones. This is one of the places where people normally come to hire scribes and researchers. The main college is a fine establishment, calling itself a 'University' although actually educating all age groups of the city's wealthy. It includes one of the finest libraries in the known world and trains young people in all areas of learning, save those that might venture into the magical arts. The non-magical academic staff is entirely populated by people vaguely related to one particular family and a strange lot they are too.

In a world like Barnaynia, of course, it is practically impossible to distinguish between science, high art and magic. Magic pervades every level of society and the difference between the various disciplines really doesn't exist. The divide between the two colleges is more like the divide between the Arts and the Sciences. The University studies language, literature, history, geography, art and economics, while the Royal College of Magic studies magic, science, geology and alchemy (although due to certain historical issues the Alchemy department remains in the University side rather than the Magic College as there is more room to manage the explosions). The remaining subjects,

being mostly Theology based, are left to the temples.

The Circus is a recent building, compared to the closer structures of the Old City, and was constructed as a result of one of the oldest traditions of the city which is watching other people giving each other a kicking and betting on the outcome, closely followed by poking fun at the new and strange. Given that Dunromin has always been a centre of commerce as much as empirical conquest there has always been 'The Great Exhibition'. This was an area where travellers and explorers could come and show off their discoveries and trade goods. Traditionally, the north end of the Old City Market Place has always been where the exotic proponents could come to exhibit and about a hundred years ago the Circus was built by the then Lord, called Murdoch, a notoriously blood-thirsty man.



On a daily basis it is a place where boxing, wrestling and other sport is staged as well as theatre and concerts. However, on one day a week it is thrown open to visitors and speakers who can take advantage of the huge amphitheatre area to tell of their discoveries, give prophecy or advertise new businesses. While it can be well-attended one can ensure a bigger audience by hiring a town crier, minstrels or other entertainments to advertise a new innovation or event.

Next to the circus, but still joined on the southeast corner, are public meeting halls where the common people can meet for whatever reason they see fit. A number of the smaller guilds and religions use these halls for their meetings. There are several clerks who are employed to run the place,

but it is more a public building than anything sinister.

The function of the Circus has evolved over time as well and now brave warriors, or Gladiators, can come here and pit their wits against their peers or animals brought back from strange climes to earn money. Betting pays for this and the Lufthearts and other important dignitaries who sponsor certain activities with great enthusiasm openly encourage gambling. Lots of money can be made with the right contacts although some fight organisers have better reputations than others when it comes to the fairness of the fights. A brave fighter can become very rich here, but possibly then very dead soon after.

The rest of the Old City is a mixture of sumptuous dwellings for the well-to-do and huge, highly decorated public buildings. The predominant building materials around here are granite from the Tor itself and sand-coloured limestone from the surrounding area. These materials have been sculpted and styled over the years by numerous builders, artisans and their sponsors. Many of the buildings have numerous storeys and the impressive facades, although often in disrepair, conceal hidden gardens, courtyards and stables.

Corners are decorated with statues of heroes of the past and deities, while the guttering is spotted with gargoyles and other monuments. The streets are wide but still crowded and the stones and cobbles often hidden beneath litter and other refuse dumped in the streets. The streets are indeed a foul place, filled with noise and disease, but the wealthy of the community have risen above this and live in the upper, perfumed storeys of their grand town houses. Ground floors are usually servants' quarters.

The Elven Quarter is an area of woodland that has been enclosed by the New City walls. The trees within it have

been grown, with the aid of magic, to unnatural age and size and support multiple layers of homes and businesses within their huge boughs. Access from the ground to the elven houses in the treetops is via numerous stairs and ramps, with access between buildings and platforms by wide suspension bridges called Skyways.

However, access to the higher areas becomes increasingly difficult through the

complex machinations of the elves' social hierarchy. The higher the house, the higher the owner's station in society, although the subtle nuances of elven culture make this a difficult way to judge their standing overall. There is a cut-off point, where just building a house in a tall tree becomes gauche and laughable. The elves are a bizarre breed. One elderly Luftheart once described them as 'a nation of women: They live by impossible rules and fight like fiends.' Elves know

what each level, doorway, guard and walkway in the treetops implies, but it is very difficult for them to explain the intricacies to outsiders – it's like cricket, only more so.

The ground below the trees is used for rearing pigs and horses for the elves – the less well-walked areas nearer the walls are known for truffles. There are many buildings around the bases of the trees as well, supporting functions ill-suited to the treetops, like blacksmiths. Many non-elves live around the bases of the trees and in the tree houses as well. The elven quarter is not a Lothlorien of entirely elven tree houses but rather an area where the expansion of the city has frothed up and about the trees to enclose and infiltrate them with its teeming populous. The only drawback is a legal one, where it becomes increasingly difficult for the inhabitants to define their own property within the city statutes. The elves don't seem to have this problem but it is a constant source of friction between the elves and those of other races that choose to live on the ground or in the branches of the



great trees that crowd this whole area. This does become a particular issue with half-elven families when it comes to inheritances. Some lawyers make a healthy living from this.

The Eastern Perspective

When approaching from the east the city of Dunromin looks like a green and grey lump, emerging from the flat farm lands, small villages and scattered woodland of the area. Only the smoke that rises densely from uncountable fires marks it apart from the undulating vista of low hills, woods and small villages one travels through here. No striking features mar the eye, save the abrupt promontory of Castle Rock in the distance and the skeletal spires of the larger buildings of the city about it. It is the least oppressive way to approach the city, but none the less forbidding as one draws closer and appreciates the size of the sheer walls that guard the eastern side of the city.



The eastern and southern edges of the city are the least densely populated and here there are larger buildings, more open areas and a generally less hectic mood to the people living there. This is almost suburbia or more a 'posh' area where merchants, lawyers and the middle-class types who can't afford houses in the old city seek peace from the noisome mess of the rest of the city. The air is (marginally) fresher and land prices relatively cheap

(although still triple those outside the walls).

The most striking sights are the temples that tower above the surrounding houses in the east and southern areas of the city. The Temples are all of considerable size and are well kept monuments to the blatant, almost soulless advertising of the disparate causes they all represent. Dunromin's unique religious perception has liberated and debased the foundations of most religions and the result is a complex mish-mash of beliefs and practices all trying to out-sell each other. The temples are perhaps the most impressive and certainly the cleanest civil buildings in the city. There is an old Dunromin joke that is relevant here: One beggar says 'that bloke's a priest', the other says 'how do you know?', the first responds 'Cos he isn't all covered in shit.'

The Heliopian temple is closest to the East Gate and the well-built stone hall is painted in bright blues, whites and golds. There are many stall-holders crowded about it hawking their wares and the temple guards are resplendent in their white robes and gold and turquoise head-dresses.

To the far left are the domes and marble rooves of the Olympian Temple, with building work in progress. The Olympian temple is very much on the up and new investments and teeming worshippers speak of wealth and power. The guards all wear bronze plate-mail with golden helms, round shields, spears and short swords all gleaming in the sunshine.

Entry through the East Gate seems slower than the rest, the grim Guard members here taking great pains to search every member of the public as they pass. They look meaner and rougher than other Guard members and their gun-metal breastplates and black helmet plumes add to the air of casual violence that seems to accompany them. This is the infamous Storm Regiment.

The Southern Perspective

When approaching from the south one sees the true cosmopolitan nature of Dunromin. On the left is the stark

silhouette of the Castle Rock, framing the lighter shades of the Graveyard and the harbour area, crawling up the south side of the Old City. While to the east the jagged edges of the city are softened by the green fringe of the elven quarter emerging slightly above it. From the southern perspective the major buildings of the city are more apparent.

The Temple of Death is a brilliant white building in the soft greens of the graveyard. Below it are the huge barns and many-levelled buildings that are the warehouses of the dock areas. The smell of fish and sewage wreaths this area and the traders and sailors are loud and generally cheerful as they go about their toils. Among them move many lizardmen, selling fish or hull-cleaning services.

In the central area of the southern half of the city the domed, scarlet and gold halls of the Babylonian Temple tower over the crowded streets of the poor quarter and the dark, industrial shadow of the Mill. The 'Mill' is essentially a textile mill but the city's poor are also put to work doing unskilled, mass-manufacturing work as well. It is a stunning development for a mediaeval society, but then so is Dunromin as a whole.

The Babylonian Temple is definitely the most impressive building save for the castle. The bright red roof-tiles are punctuated by several golden domes and heavy, marble gutters filled with the rotting remains of the latest sacrifices. The white marble walls are pillared and spaced about them are tall doorways leading to darkened shrines and strangely lit rooms within. The whole place reeks of death and incense and is surrounded by the new Lower Market.

Next to the market are the calm rooves and shuttered windows of the Convent and the Monastery, containing the hospital and serene areas away from the madding crowd. The 'nuns' run the hospital to offer sympathy and traditional cures to the city's population – or at least to the ones that can't afford Temple Magic.

The nuns are a group of women who have got together many years ago after one of the 'Century Plagues'. They shelved their differing ideals and got down to try and do something worthwhile for the suffering masses of the city. Although next-door, the monastery is an unrelated organisation. The Monks aren't the same as the nuns at all and consist of Clerics of a non-deific cause from several different orders of Monks (each order has its own hierarchy).

Moving further east are the classical lines of the Olympian Temple, already mentioned, and then the open areas of the Pasture and the taller, elegant town houses built around it. The Pasture is common ground used for keeping horses although some get stolen. There is a well-guarded stable but they charge for their services – most large homes in the city have their own stables inside. The large

houses on the edge of the pasture, almost palaces, are owned by very rich people who didn't want to live in the Old City. Nice houses and a good area, but the older families tend to look down on the *Neuveau Riche* living here.

Inside the City Gates

Once inside the city walls, by whatever route, we can move onto the more intricate levels of Dunromin society. As one travels within Dunromin one becomes aware of more immediate places that then stick in your recollection just as clearly as the larger, grander constructions, sights, sounds and smells. These are the areas and sites of interest that will become apparent very quickly as you explore more of the city.

Dunromin is ruled by the Lufthearts but it is run by the Guilds. There are between fifty and a hundred recognised Guilds within the city, the number fluctuates with constant splits and convergences. However, there are several major guilds that tend to dominate the social and business aspects of the city as



much as the Temples do the social and religious aspects. The most powerful guilds are the Fighter's Guild, the Merchant's Guild, the Thieves' Guilds (of course they are not officially recognised but there must be at least one of them) and the two Magic Guilds. The main Magic Guild is, really, the proper place for Magic-Users and sub-classes, and is located next to the University as has been mentioned. Not far from it is the mysterious but more accessible Guild of Black Magic.

The Guildhouses of all of the Guilds are the centres around which many of the movers and shakers of society orbit. Each Guild is supposedly based in a Guildhouse, which might be anywhere chosen by the Guild for their meetings. These houses can be anything from the dedicated, purpose-built grand pavilions of the Fighters' and Merchants' Guilds to the back rooms of certain pubs, as used by the Blacksmiths', Cobblers' and Grocers' Guilds.

The function of the Guilds is to police and regulate (or monopolise) the trades they represent. This they do by nobbling any competing person or group who isn't a member, and organising competition to benefit the traders involved where no external influences are threatening. In all trades you are strongly advised to join the appropriate Guild – life will be very difficult for you otherwise. The exception to this is the Fighter's Guild, or Guild of Fighting Persons, for persons who have no 'trade' as such but make their living through some aspect of physical combat. Instead this organisation, based in a large old building near the West Gate, serves no real function save to offer training and certain militaristic individuals a sense of belonging, including the Guards, ex-members of the Guards, members of the militia, mercenaries, bodyguards, bouncers, caravan guards, knights, gladiators and so on. The Guild also offers

potential patrons a simple way to recruit these persons, or any skilled warriors to whatever ends. The Guild is more like a business than a workers' Union like the other guilds.

The Fighters' Guild justifies itself by enabling that most lucrative and perilous of occupations;

Adventuring. There is a rule in the Guild that says no adventuring party might be granted assistance through Dunromin society unless it includes a person skilled in the fighting traditions. This is of course ridiculous and, as yet, untested. There is no established way of defining and therefore policing what an 'Adventuring Party' consists of, and there has certainly been no adventuring party that has achieved notoriety in



Dunromin that hasn't contained at least one fighter or 'tank' (sub-classes and multi-classes are acceptable) anyway. It is worth noting that all Lufthearts are honorary Fighter's Guild members, regardless of their occupations. It's part of the establishment and always necessary in time of war. As a result, the Lufthearts who aren't fighters don't rock the boat.

It is worth mentioning that the term Tank is used here in the parochial RPG generalised way but there are also TANKs, which is The Association of the Nations Knights, which is an organisation many will have heard about but few are asked to join.

As has been mentioned, there are two Magic Guilds in the city: The traditional Guild of Magic and the less comforting Guild of Black Magic, both near the North Gate. It ought to be stressed at this point that 'Black' magic would be better called 'Common' magic or Witchcraft and the term 'Black' comes from the fact that most of its practitioners are poor and therefore dirty.

The Guild of Magic is where the magic-using PCs will be spending most of their time, since it trains Magic Users and

Illusionists (and associated classes). The Guild of Black Magic caters for everything from nurses, herbalists and midwives to Diabolists and (some claim) Necromancers. Both Guilds have a permanent staff of powerful (magically and/or socially) individuals who have permanent residences within (whether they use them or not). Both Magic Guild organisations also have two levels of membership and library access depends on this. Basically, there are Full and Associate members, but it is unlikely the players will ever bother being Associate members of either. The membership of the two Magic Guilds are not mutually exclusive but may be the source of some sideways remarks or limitations in social progress in certain circumstances. Note that the Guild of Magic and the College of Magic are different organisations but are based in the same buildings and are, practically, the same thing.

The Temples of Dunromin are classic examples of the architecture associated with the religion they represent and as such are much as you might expect them to be. All are guarded night and day and the inhabitants are allowed to carry out their own law enforcement within their walls, as long as they don't compromise the city laws. All the temples have public and private entrances, all protected in some way. The temples are very rich, not least due to all the booty they get from adventurers for instance. There is also a tradition of people leaving money to the temples to help them in the afterlife. Raiding temples can be lucrative but is very, very dangerous.

Anyone can be a member of practically any temple. Members usually get cheaper aid and training if required. There's generally no way you'd get a temple to cast anything more than a *Cure Disease* or *Cure Light Wounds* unless you are a fully paid up member. When accessing temple services your interest in holy days and worship is less of an issue in some temples than in others - the Heliopceans for instance will do practically anything for money. Elves aren't restricted to the Elven Temple, nor Dwarves to theirs. The exception here is the Babylonian Temple, which does not allow non-human members.

Membership of one temple does not preclude membership of another for those of less than Acolyte rank (first level cleric) and some temples are very closely allied. The Norse and Celtic temples traditionally share membership and take it in turns to host feast days.

The Inns and Bars of Dunromin are the places where the players are most likely to spend a lot of their time. In Dunromin they differ from modern British pubs in that they will almost always serve food, of varying quality. All inns have rooms to let (bars don't, that's the difference between a bar and an inn) and all the inns are intrinsically different from one another with their own character and clientele.



There are no licensing laws in Dunromin but the beverages served in Dunromin tend to be regulated by the simple fact that they are almost all imported and therefore similar. You can get the same stuff in every pub, so it's the atmosphere that differentiates them. Every inn has its own unwritten manners and rules, including the level of tolerance offered to those who don't know their own, specific rules. Discovering these rules is one of the glories of exploring Dunromin.

While Dunromin resembles any medieval European city there is of course a significant difference in that Magic is a very real and practical commodity in Dunromin. To this end nothing is necessarily what it appears to be and this is most prevalent in the case of the buildings themselves. Any reasonably proficient magic-user can use *Wall of Stone* and *Stone Shape* spells and the like to make themselves a delicate building of eminent practicality. Indeed, many have. Of course, this means that a

careless use of a *Dispel Magic* spell might literally bring the house down. Because of this risk most people, even the magical ones, still employ builders and artisans to manufacture accommodation.

It is said that after a long time a magical construction becomes permanent, merely by the fact of people seeing them and believing in them. The truth of this is difficult to prove as the times involved are several lifetimes and record keeping on what is real and what is not in the world is far from complete.

Besides the major landmarks mentioned above Dunromin is also full of houses, sheds, shops and businesses like weapon-smiths and armourers, brothels and other establishments of honourable or dubious nature. There is a full list below for players and a more detailed list in the GM's notes. It is intended that you can discover the hidden world of Dunromin yourself through play. Bear in mind that when you come back from an adventure it might be worth shopping around before you fence your goodies. And you might get an even better deal if you sell your gems to Bill and then spend the money in Bill's brother Ben's sword shop. There's a lot to find out, after all, some people make a living just doing business in and around cities. They're called merchants and the successful ones tend to be even richer than adventurers!

One last note in this quick tour of the city: Carrying money in the streets can be dangerous. As a result, there is a constant flood of credit notes vouchsafed on signatures, seals and stamps. There is no regulating authority for these, like there is for money, though. The Merchant's Guild protect their own members from each other and control the issue of seal-rings. The Guilds sometimes unite against non-members, but there is no protection offered to the private individual. There might be if both the people you are trading with are members of the same guild, but they might be lying too. Mind you, if you then choose to carry the money rather than a credit note, who knows who they might tip off that you're loaded, for a cut? This can make things very exciting. Generally, expect to deal in credit notes for amounts over 100gp, vouchsafed with seal-rings for over 200gp.

Dunromin at Night

All the above descriptions are only really relevant during the hours of daylight; once the sun goes down the character of the city changes considerably. In medieval times the life of a city was dictated by the sun as no reliable street-lighting was available, as a result there was no real night society other than in the halls of the lords when they were celebrating. Even inns would be quiet and probably dark at night.

With the prevalence of magic and endless light from spells and such this is not so much the case in Dunromin. Pools of *Continual Light* exist over the entrances to most bars and inns and even inside some of them (although most make do with candles and oil lamps for a softer, homelier ambience). The Temples, important civic buildings and even some street corners have been allocated these spells as well, over the years, so it is possible to move reasonably safely around the city at night, as long as you are obviously heavily armed.

There is a wealth of society and business now operating partly or even exclusively at night and since many demi-humans can see reasonably well in the dark many of them conduct business into the wee hours if it suits them. Guards, night-soil men, water-carriers and other menials also use the hours of darkness to move about the city to their own ends. The Guards very much regret this as there is as a result a whole host of legal and justifiable reasons for people to be out after dark meaning the Guards have to find some other reason to arrest them. Or so they claim. It is more likely this gives them an excellent reason to ignore potential ne'er-do-wells on the city streets and keep their paperwork to a minimum.

It is likely the party will find themselves moving about the city at night for a number of reasons and there is no reason why this should be any more perilous than during the day, most of the time. Of course, there are creatures who prefer to come out at night and they may not all have the party's best interests at heart.

The Peoples of Dunromin: Culture and Rank.

There is a saying in Dunromin that goes “I live my life with a penny in my hat.” No one is really sure exactly what it means.

Dunromin is a truly multicultural society, in every sense of the term. There are people living within the city walls of all races and nationalities, although it should be pointed out that many of the foreign species and groups are often only present in slavery. It is illegal to own a slave who is a native, spouse of, or offspring of an inhabitant of the Land of the Young, or the associated demi-human culture. This is, however, very difficult to prove one way or the other.

The humanoid inhabitants are supposed to be out of the city walls by nightfall but in truth there are many humanoids now living permanently within the walls and even recognised as citizens, although they are forbidden from owning property. Attitudes are changing slowly but there is still a lot of prejudice against humanoids throughout the Land and, in some areas, against demi-humans.

However, the various peoples of Dunromin, regardless of race, have a certain character in common, as many large populations have. The same can be said for the other cultures around the area and those further afield. One who is a member of more than one social group, for instance an elf who has grown up in the city, will possess traits of both groups, although one or the other will usually be dominant. All the social and racial groups and their general perceptions and habits will be dealt with in more detail in the next section, but first we will cover the general culture of the Land of the Young.

We live in mediaeval times. The Lord is all-powerful and is served by the temples, guilds, Guardes and citizens. There is a complex chain of hierarchies but it would be difficult to illustrate this comprehensively as ranks can be gained in various ways and perceptions of rank are

different from social group to social group. For instance, Temple Heads regard themselves as superior to the Guildmasters but this perception is not reciprocated.

As far as the players are concerned, if they have designs on Social Climbing then their best bet depends upon their professional classes. Fighters can best hope to become Barons of their own or a stolen area of the Land, unless they marry into a baronial or royal family. Clerics may rise through their temple structures, which vary from pantheon to pantheon. Magicians can attain the rank of Duke, or even Baron, or might rise through the Academic ranks – level titles are recognised (usually) but city titles will always take precedence. The other classes have their own routes but the lines between these routes, while defined, do blur.

Lower, more easily attainable social ranks are such titles as Knight, Knight of the City (sometimes called Defenders of the City), Herald or Champion (usually of a baron or senior temple head – a good aspiration for a Paladin that one), and numerous others. Knights vary in authority but within the city Guarde they are called Lieutenants of the Guarde. Captains of the Guarde are equivalent to barons and there is one per regiment. A baron without a castle or land could be known by their level title, or Marshal or Duke if they prefer. The title Marquis is used as well but its meaning differs widely across the Land for reasons that would take a book to explain. Practically anyone can call themselves a Marquis, and often do, but the rank is not officially recognised.

When an adventurer achieves some great position or mission for the King then they might be dubbed ‘Defender of the City’ or even ‘Duke’ of their associated area. Note that in Dunromin society Dukes are inferior to Barons in terms of social rank but this is not always true in terms of personal power or influence. Heroes of the city could be knighted, regardless of class (although those with the level title are



knighted automatically), or made a Duke or Baron. Guard Captains are very highly respected and their children will often be called Princes and Princesses until they attain some other rank.

Of course, certain individuals might give themselves the title of King if they conquer and rule some foreign area, beyond the designated boundaries of the Land of the Young, but it is unlikely this title will be recognised in the Land of the Young. Barbarians have a range of other titles to choose from but any calling themselves 'King' will be treated with disdain at best. There are other titles but their ranks are of debatable significance.



The rich and royal dominate the social calendar of Dunromin and they represent the upper classes whom most of the rest of society envy. The social class you come from in Dunromin is significant and might have relevance to the way characters react towards each other if you want to role-play a class system. The social hierarchy is less rigid than Victorian Britain but just as intimidating. Those in the lower classes very rarely have any aspirations beyond survival so social mobility is rare but actually not difficult. Elsewhere in the social ladder things tend to be the same as one would expect and mobility between the various levels is more or less up to the GM and the players.

It should be noted that successful adventurers are often regarded in the same way that Movie Stars and other celebrities are in modern society: So, people may know their names and might stare at them in the street, which can be a help or a

hindrance. Having a famous face might help you get better treatment, it might oil the wheels of finance, or it might get you in a lot of bother. Please note that this is only for those actively adventuring individuals who don't make a deliberate effort to stay anonymous. There are many individuals in the city who have skills of high-level adventurers but aren't famous by design or accident – heroes and assassins can be found in the most unusual places. Or they also might have got their skill through means that don't attract attention; a professional bouncer will be less well known than the bloke who walked in the city gates with a dragon head under his arm but might be just as tough.

On that point, the highest accolade a non-royal person can have in the land of the young is 'Dragonslayer', a title only recognised with appropriate proof and of a suitably dangerous dragon. Dragons in Barnaynia are exceptionally tough.

The Peoples of Dunromin: Social Stereotypes.

The native human Dunromer is very Italian in appearance and temperament. This is probably because of the climate being similar. They tend to be hot blooded and passionate, but can be fickle and dramatic. Remember that the Romans were Italian, but then so was Leonardo and Mussolini. Dunromin is a trade centre; never forget that. They are a race of salesmen.

Humans from the Land of the Young tend to resemble various recognisable European inclinations. The best way to get an idea of how the people of the Land of the Young behave is to read the Asterix books. In these fantastic books the various races of Europe and beyond are delightfully and affectionately caricatured. If you are familiar with these works then the descriptions that follow may make more sense but it is not required reading.

The Saltmarsh natives are grim and dour, quick to take offence and will hold onto a grudge as if their life depended on it, much as the locals in Asterix in Corsica. In the Baronies to the far south the locals are able and warlike but fond of the finer things

in life and perhaps lacking in drive and ambitions, like Asterix's Belgians. The baronies of the west are from old Karan Empire stock and are stoically militaristic, logical and not given to strong emotions. They pride themselves on the clean and clinical nature of their lives, much as the Helveticans in Asterix or the modern German stereotype. The Karan natives are like cultured Visigoths (or Ostrogoths), even down to the helmets. The various groups inhabiting the Baronies of the North are like the British, that is firm, fierce and suffering a strange sense of humour, and the inhabitants of Grey Havens are undoubtedly Glaswegian. The rest of the territories around Dunromin are variations on these themes. They are all survivors and proud, but capable farmers and predominantly peaceful and peace-loving.

The Sailors of Dunromin are some of the best in the World but given the prevalence of magic and the primitive nature of sea power this isn't saying much. Many of the sailors from Dunromin resemble the motley crew of the pirates Asterix knows so well, but there are traders like the ancient Phoenicians as well. Sailors may be of any race but are predominantly Human, Grey Elves and Gnomes. They are numerous and capable but rowdy and rarely settled. There is a special breed of sailors called Sewer Porters who dwell in the labyrinthine passages and sewers beneath the city, transporting contraband or persons from place to place on their curious punts and clock-work barges. They are a strange breed and as well-known as thieves tend to be (for more information see "A Place of Damp and Dark" in White Dwarf magazine).

The Guardes members of Dunromin are charged with keeping the streets safe and controlling crime. They haven't a hope. As a result, the Guardes tend to be from families who have always been in the Guardes and know no other trade, people down on their luck and some profiteers. The Guardes tend not to be highly motivated and many are open to bribery (there is more information on the Guardes in the **Games Master's Guide to Dunromin**). They tend to look after their own and avoid getting involved in real work unless they have to (for whatever reasons). They tend to stick

together, socially and professionally, and are rarely seen out of uniform as they are usually safer in their uniform than in civvies.

There is a group known within Dunromin as '**Students**' that are generally the apprentices or undergraduates of the three colleges (the University, the Guild of Magic and the Guild of Black Magic). They are boisterous and always in trouble. They are full of self-importance but everyone else regards them as an annoyance. The term 'Students' has nothing to do with academic ability and is a generic term for a rowdy crowd of unmarried youths synonymous with 'jobs' or 'hippies'.

The Magically endowed of Dunromin of all forms are usually viewed with suspicion, which normally suits them fine. Magicians dress in obvious ways so that people avoid messing with them. Because of this they tend to get reputations quite quickly and a third level magic user can often have the same level of fame or recognition as a seventh level fighter. Everyone knows the names of higher-level magic-users. There are charlatans as well of course.

We ought to mention **Black Magicians** separately but they are generally perceived via the method they practice their abilities. Midwives are respected and popular. Witches are known and often consulted and respected. Diabolists and the like are less well respected, while Necromancers are viewed like, well, they're probably illegal but the last place you'd find a Necromancer is Dunromin. At least, once they have established themselves.

There are two sorts of **Religious Types** in Dunromin, regardless of Temple. There is the professional, who is like a charismatic insurance salesman, and the adventurer, who will generally be more pious and/or brutal in the way they preach their lessons. Religious types are respected but not necessarily popular – especially the ones from the Temple of Death; like Undertakers but without the winning personalities.

Elves living within Dunromin are accepted and have integrated at all levels into the preceding human society but are still noticed. Internally they have their own traditions but while these are no secret they

are rarely thoroughly understood. Elves tend to be steady, aloof, thoughtful and courteous creatures. Unfortunately, this often comes across as snobbery. Elves are better viewed as separate racial sub-groups:



High Elves are the most common breed in Dunromin and the Land of the Young. They are very much the standard FRPG elves, tending to be more warlike than the other breeds and picking up human cultures and skills more easily. High Elves are sensible and polite but lack a sense of humour that humans really ‘get’. It’s cleverer and pun-based rather than ‘funny’, as such. Most High Elves are regular attenders at the Elven Temple.

Wood Elves, also called Sylvan Elves, are fickle and vain. They love parties and rejoice in life and intrigue, but they are also lazy and unreliable. They tend to be very emotional, suffering terrible rages and passions, that pass quickly, with a childish sense of humour. They are excellent archers but have no great history of swords; wood elf natives of Dunromin don’t get any pluses for swords and short swords and a different bonus to intelligence, but bow specialism costs only two slots instead of three. Wood Elves are rare in Dunromin and tend not to live here permanently. The Wood Elves of the forests south of the

mountains maintain a ‘Guild House’ in Dunromin where they stay when in town (for a charge). There are only a few permanent Wood Elf families living in Dunromin or close by at this time. The adjustments in the tables under character generation refer to these groups. Wood Elves are not such regular attenders at the Elven Temple and prefer their own family shrines or merely contemplation in secluded areas.

Grey Elves are not as rare as wood elves in the city although rarer overall and tend to keep more to themselves. The Grey Elves of Dunromin are entirely made up of six large families, all of whom claim to have a huge sailing tradition. It’s all terribly complex and probably only half true but they train their young to swim (grey elves get this Life Skills free) and claim to have taught the humans of Dunromin the arts of sailing many moons ago. Grey Elves are usually exceptionally dull with a contrived sense of humour and art no one else can fathom (even other elves). Actually, they are just very dull. Grey Elves usually attend regularly at the Elven Temple but also go to La Boîte de Grenouilles for spiritual as well as social reasons.

Half Elves: Half of all half elves are infertile and those that aren’t tend only to spawn what are effectively pure-breeds of their partner’s race or of random stock. Half-elves tend to vary towards the personality of their most dominant parent but also tend to be more militaristic than either. Half-elves tend to lack in imagination, which limits their progress as wizards, but otherwise are much like humans with white-blond or silver hair (usually). Half-elves normally attend the temple of their most dominant parent, or perhaps both their temples if they have different ones.

There are also a species of elf called **Deep Elves** who are a cursed race, fearful of the sun. They hide deep in the core of the World where they dominate and subdue many other species. They are evil and magical in their nature. Whilst normal elves have a slight green tint to their skin and hair because they get some energy from photosynthesis, the Deep Elves have a grey white pallor to their skin and hair as they derive some energy from Thaumogenesis.

Dwarves who live in Dunromin tend to be more integrated than elves and tend to hang out with their own kind less constantly. They drink lots and talk at great length and very passionately about things humans find dull.

The majority of dwarves are male so females are very valuable as breeding stock and are very rarely 'allowed' to adventure. As both male and female have beards it is not generally known if there are any single dwarf females who are permanent residents of Dunromin. Certainly, such wanton licentiousness as a female dwarf living alone, away from home would be frowned upon by all right-thinking dwarves. Generally, dwarves are fun to party with and useful in a scrap but you wouldn't want to marry one; they seem to be born old, or at least middle-aged.



There are two breeds of dwarf, Mountain and Hill, but the differences between them are slight and only really of concern to dwarves. All the dwarves in the Blue Mountains and the Land of the Young will be Hill Dwarves. The Mountain Dwarves are predominant only in the far north around Belegost.

Please note that the legendary Dwarf-Elf antipathy is complete rubbish; they just don't appreciate each other's sense of humour.

There is a Dwarven Temple in the city but a lot of dwarves in Dunromin are members of the Norse Temple as well as or even instead of the Hall of the Rock Gods.

Gnomes who are natives of Constantan, as all those in Dunromin will be, speak with thick Liverpool-type accents (Scouse). They'll do anything that earns them a living, can be quite proficient at most things and have a wicked sense of humour. Gnomes are renowned with various legitimacy as thieves, hard workers, xenophobic, good sailors and misers. They have very different values to humans, particularly when it comes to cleanliness and bodily functions, but have their own rich history of art and literature. Practically all Gnomes are craftsmen of one sort or another but tend to be reluctant to respect others and nervous of authority. Gnomes have their own gods and no formal temple in the city. Dunromin Gnomes tend to seek their spiritual guidance in private shrines although some have joined the Heliopian Temple. Most Gnomes will have a proficiency in the knife or dagger as Knife-Fights are a popular sport (called "Scrapping")

There are essentially two sorts of **Halfling**, the bumpkin and the used car salesman. Regardless of whether they're Stout or Proudfeet, Halflings are either so socially introverted as to think twice before buying a new hat (for fear the change might upset the status-quo and have all the neighbours gossiping) or they're too sharp and persistent for their own good. Whether you find these qualities endearing or annoying probably dictates the life-span of Halflings in the campaign. Halflings living in Dunromin tend to be the shrewd business types, while the ones who travel in to sell their wares at the markets are the bumpkins. They would probably make very good assassins, until they need to infiltrate an ogre gang. Halflings tend to attend the Elven Temple when it comes to religion. They have their own gods too but seem to quite like the ambience at the Elven Temples, where they are made welcome.

Half-orcs are generally accepted in Dunromin society, mainly because one of them once saved the current King's Father's life and another has managed to become a

Guarde Captain. This is mainly because half-orcs are regarded as much more preferable to the humanoids allowed into the city for trade purposes. Half Orcs in Dunromin tend to be no worse than ugly humans but are usually shorter and leaner but broader across the shoulders and stronger than their human equivalents. They have a talent for fighting and exceptional personal discipline sometimes mistaken for courage. Half-orcs will usually be accepted at whatever temple their human parent attended (except the Babylonian Temple). Those that have sought their own path usually feel most at home at the Celtic Temple, which is happy to accept them.

There are many **Humanoids** to be found temporally or permanently living in Dunromin. The Bawdy Wench inn has been known to employ ogres and bugbears as bouncers, while lizard men sell fish in the market and orcs and goblins can be used as cheap or slave labour on some projects. Humanoids are supposed to be out of the city by nightfall but this is used to control them when they misbehave rather than being enforced as a formal law. Some have even obtained residency permits and the right to own slaves, but they remain a victimised minority. They have some useful skills and bring in trade from further afield from time to time. Some have been converted so far into the Dunromin culture that they even serve in the temples (but not the Babylonian one). It is quite possible to find a Lawful Good orc, if they have been caught early enough.

The undead also exist in Dunromin:
It is rare that a night goes by in Dunromin



when the Guarde or the authorities in the Temple of Death aren't called upon to deal with the strange creatures that come out of the graveyard. A combination of hundreds of years of corpses and the huge prevalent magic in the area has served to make the graveyard a very curious place at night. There is no doubt that some of the creatures created in this way have survived and thrived in Dunromin society.

The Peoples of Dunromin: Human Foreigners.

The Land of the Young is a trading nation and as such more and more foreigners are being found in the streets (alive and dead) and businesses around the city of Dunromin. Like our own Earthly human race, the different races and nationalities of Barnaynia have slightly differing appearances and customs.

The natives of the Land of the Young are very much along the lines of Europeans in the twelfth century, but with a far greater range of skin pigmentation and physical characteristics due to great mass movement, inbreeding and threats from non-human species.

Barnaynia has a rich and varied history of different empires, peoples, tribes and factions flowing backwards and forwards across the surface unpredictably for many millennia. As a result, the more gregarious "Good" races have intermingled their heritage a lot, producing a blend of all possible creeds rather than any resemblance to anything like a "pure" race. For instance, the difference between hill and mountain dwarfs is tiny, likewise Halflings and gnomes are so homologous that even they have forgotten most ancestral differences. The same is for humans and the attitudes towards human "racial" prejudices still held in some societies on Earth would seem ridiculous to any human on Barnaynia, as would most prejudice based on gender.

"Evil" races like most humanoids, in contrast, are a lot more insular and have evolved separately, developing factions and sub-species through in-breeding and other, racially questionable strategies.

The result of this for the “good” Human racial mix is that the perception of racial nature based on skin colour is entirely redundant. Genetic pools have been mixed so often and so thoroughly that the skin colour of any specific individual is about as much of an issue for their peers as their hair cut.

This is not, really, so surprising. Given that there are so many different humanoid and demi-human species and sub-species, most of whom want to kill and eat you. It is only natural that “human” is preferable to anything else, mostly regardless of the appearance of that specific human.

That is not to say there aren't differences and rivalries between various groups of humans, but that these differences are based more upon culture, heritage, individual ego and religion than something as banal as skin colour.

So, it is likely for the average citizen of Dunromin to identify their rival states by their clothes, weapons, technology and magic as it is by their skin colour. Even with the Oomlanders, responsible for at least two invasions of the Land of the Young, whose homeland is a jungle area of heat and sunshine. Their racial majority might have generally darker skins but it is still their fashion, speech and customs that sets them apart. There are enough dark and differently coloured skins in Dunromin to leave mere complexion as a poor measuring stick for the ethnicity of a person.



The Oomlanders' have the same opinion and their social judgements are based almost entirely on intelligence rather than appearance or even strength. Their culture is based around local chieftains, ruled by a Grand “Wise-King” and advised by Shamen and Witch Doctors. They are generally less gifted with magic than people from the Land of the Young, but in terms of technology they are more advanced – especially in architecture, agriculture, chemistry, medical science and sailing.

“Voidmen” is a general terms for several tribes and civilisations that have existed in the desert realms closer to the edge of the World to the east. They wear layers of white cotton and tend to have darker complexions than other humans from the Land of the Young. Prejudiced opinion in Dunromin suggests Voidmen are extremely xenophobic and many legends accuse them of being cannibals and much worse.

The Yelnai Province merchants resemble the Japanese in terms of customs and apparel, with all the traditions associated with that culture in this World – this is included as a basis for including Samurai and Ninjas in your Barnaynian campaign.

Barbarians are barbarians where-ever they go. This is a fantasy setting after all and not a sociological thesis. Barbarians from different areas differ in appearance and attitudes and the term ‘barbarian’ merely applies to any group, tribe or nation of humans that does not have formal diplomatic relations with Dunromin and/or follow different gods to the accepted temples in Dunromin.

This means that a group that is termed “Barbarian” might be anything from a hunter-gatherer tribe still limited to stone tools to an ancient civilisation that has existed in the far west (or where-ever) for centuries but has never actually formed any kind of political link with the Land of the Young.

The prevailing stereotypes are that ‘Barbarians’ from the central Wild Lands are nomadic herders and hunter-gatherers. Further west in the Wild Lands the humans are more technologically advanced and are traders and generally more curious than

hostile to the people and phenomena they come across.

Those from the distant lands to the southwest are suspicious of magic and strangers and are very rarely seen in the Land of the Young, unless adventuring (by which they mean 'raiding').

Even these are sweeping generalities and there are many more tribes and cultures across the globe lumped unhelpfully under the label 'barbarian'. See the sections on the Barbarian character class in the appendices for more information.

The other humans that inhabit the mainland to the south are strange and curious in their habits and attitudes. People from Skull Crag and Deerlish defy description, while those from the other side of Storm Bay to the north are civilised and shrewd and have learned to cope with the humanoid and Deep Elf hordes that flourish towards the mountainous regions. It is rare that travellers from further afield are known in Dunromin but the peoples of the Great Valley are known to be tall and lithe as well as brave and skilful in combat like the Masai of East Africa and similar groups.

One thing to bear in mind at all times is that the other races are as varied as the humans. Elves of the west coast tend to be nocturnal and spend hours hooting at the stars, or so legend has it. The Elves of Loom are even more aloof and patronising than the ones in Dunromin.

The dwarves of the areas around Belegost are the most traditional and fearless of their kind and regard every other species as below them. The translation of the name for their leading tribe is 'Fascist', but in Dwarf it is pronounced 'Nazi'.

The grubby reputation of Dunromin gnomes is not necessarily uniform when you actually visit Constantan. Travellers are often surprised by the variety and richness of gnome culture. They are not all tinkers and smiths but many are master craftsmen in other areas, from weapon smiths to theatre directors.

And to top it all there is even a tribe of civilised orcs living in the eastern reaches of the Land of the Young, centred on several paper mills owned by a powerful human wizard-baron who has several orc wives.

The Peoples of Dunromin: Character Classes.

The details given here are derived from the OSRIC character classes but can be used to inform the treatment of other character classes in other editions and Fantasy RPGs. A number of different classes are also allowed and are detailed in the Appendices. Please note that more details can be found in the section on Optional Rules in the Appendices.

Knights in Dunromin are high-level fighters of any race who have been knighted by the king. They are the archetype of those portrayed in the Arthurian legends; brave, strong and chivalrous. All knights are members of the Militia.



Paladins (including Anti-paladins) are similar to knights, but worse. Players who choose to be Paladin have the fighter ability to specialise in weapons and also gain 2d10% to their Str, Dex or Con every level. Paladins can't multi-class or have more than one class.

Clerics are changed only in terms of their weapon restrictions, in that they are not limited to blunt weapons. Rather they are limited to certain specific weapons dependent upon their religion or god. Which weapons are allowed are dealt with in the section about the temples themselves. This means that Fighter-Clerics can still specialise in a weapon but are limited in their weapon choices to those approved of by their temple. Note that this limitation is total – they can't even use a non-approved

weapon in an emergency – they will *lose* experience for it. Dunromin holy men tend to be a bit like insurance salesmen except for adventuring clerics who tend to think like the Crusaders, within their pious limitations of course.

Druids tend to be rather violent hippies. There are few Druids as permanent residents of Dunromin, preferring to live and preach in the country. They are changed from the rule book versions no more than this. The Land of the Young probably has a Great Druid, but it is doubtful that he is well known in the city and probably lives further afield. There is an individual known as ‘the Druid in the Woods’ who lives in a ramshackle cottage on the edge of the Elven quarter and sells potions, but who knows what he really is?



Fighters are the core of any adventuring party. They are everyone and with the advent of weapon specialisation they can at last hold their own with the other classes now. Also added to this is the little tweak that when a fighter rises a level, they gain 1d10% in Str, Dex *and* Con. With specialisation and relaxed rules on multi-classing (see the appendices) this means that power-gamer players (sometimes referred to as Munchkins) will realise that multi-classing as a fighter-something is a very shrewd move.

There are many types of Fighter in and around the Land of the Young including The Association of the Nation’s

Knights (TANK) and the Troll Hunters. The **Games Master’s Guide to Dunromin** has more information about these groups.

The Dunromin **Ranger** is a curious creature and a new character class, evolving from the Troll Hunter profession a couple of hundred years ago. They often try to be aloof and mysterious but their clanking armour tends to spoil this a bit. Rangers are very highly regarded in Dunromin and several exist within high society and the Guard. Rangers can multi-class but only with one other class. Rangers are usually Good but there are some very unusual exceptions. History records an alleged human assassin/ranger for instance who was the servant of one of the pretenders to the throne in the last civil war hundreds of years ago. Rangers of other alignments are the same as Good ones but they must have a VERY good reason and have it approved by the GM before rolling the character. They would be thrown out of the Fighter’s Guild at the very least if found out. There may be evil Deep Elves with similar skills to a Ranger or that might just be a myth...

There are two sorts of **Barbarian** in Dunromin: The general term “Barbarian” is used by natives of the Land of the Young to refer to any social group of humans or demi-humans that do not have diplomatic relations with Dunromin or are from a long way away. These barbarians might actually be of any class. However, there are also the **Wild Domains Barbarian**.

Wild Domains Barbarians come in many different forms – see the appendices for more detail here. The Wild Domains Barbarian is more like the Mongol hordes, or the Native Americans, or the Masai, etc. No Barbarian, Wild Domains or not, may be a native of Dunromin by definition, which means they may have language problems (although this does get tedious) and they must join a Guild to get training. It also means Wild Domains Barbarians cannot buy training in XP, only stats, unless they return to their home tribe and pay the village elder (in cash or in kind).

Magic-Users in Dunromin are anything they want to be. The stuffy oldsters in the Guild of Magic might look down on Black Magic and other fads but they still tolerate everything. Being

different is part of the MU's *raison d'être*. Nothing in the MU is changed from the standard rules and they make very popular multi-classes or second classes for established fighters, rangers and even Wild Domains Barbarians.

Illusionists are very much the same as Magic Users. The distinction is very difficult to grasp for an outsider at the best of times and bear in mind that there's nothing really stopping you being a MU-III multi-class.

A **Thief** in Dunromin is a peculiar creature. In adventuring he would be best suited being a multi-class but in the city he comes into his own, especially if run using the rules in the appendix. Thieves get an extra 2d10% on Dex per level. There are said to be at least three Thieves Guilds in Dunromin and a thief may be a member of only one, or none, of them, unless something strange (and probably dangerous) happens. Practically any race can be a thief and they mix with any other class that will have them. The Appendices have more detailed rules on wearing armour while being a thief as well as how

skills increase with levels and so on. There are so many changes to thieves and assassins that they have a whole appendix to themselves.

Assassins in Dunromin are very secretive for obvious reasons and no one is really sure if there even are any in the Land of the Young any more. A player assassin shouldn't really let the other players know they are an assassin and they have the thief skills to back this up. If you are going to have a PC assassin then it's probably best to make them multi-classed and non-natives of Dunromin. Assassins may be Chaotic Neutral as well if the player can justify it to the GM.

Monks are a strange breed and differ from Nuns in that you can have female monks but you can't have male nuns. Monks in Barnaynia are very much like Buddhist Clerics, although not pacifist. Only humans may be Monks and they are basically Clerics but without a patron deity. Instead they get their spell powers from meditation and tuning their spirits to the power of the Sun and the Moon, manifesting as a spirit animal or symbol. Like Clerics in the core rules they may not use bladed or pointed weapons. They are restricted to Leather Armour only and no shields. Due to their lack of a deity they lack the ability to cast spells of level 6 or higher.

Bards in Dunromin are now practically unknown. Whilst there are many minstrels, story-tellers, circus troupes and other performers travelling about the country the mystical title of Bard has, of late, been limited to travelling elves from the forests of Loom, south of the mountains. The legendary Brotherhood of Bards became, briefly, the Siblings of the Bard, but then seemed to split along musical differences. The last of the well-known bards died or disappeared over the years until the last of sufficient power to initiate newly trained Bards, Nilfella, died several years ago. Thus, the class of Bard ended among the humans of the Land of the Young.

The Bard was a legendary title associated with a long line of Fighter-Thieves who played musical instruments. These warrior-artists were once famous



and widespread, with royal patronage and sometimes legendary status (a bit like the Toll Hunters), but they have dwindled since then.

To be honest, no one really noticed. Bards had been significant only in their lack of impact on the history of the Land since their efforts in support of the armies of the king against the Empire of Karan. There are many songs and tall tales about what the Bards did in the wars, but since then the leys have been about other classes. The lineage of Great Bards, although remembered, is not a great one. It is possible that a human bard might be trained by the elves and reinvigorate the cultural warriors of the Land of the Young, but no one is holding their breath. There are stories of Halfling Bards and even Gnomish Bards claiming to be associated with the old lineage, but they have not demonstrated their abilities to anyone outside the most localised of audiences.

There are, of course, those that call themselves bards, since there is no one to call their bluff, who often appear at La Boîte de Grenouilles Inn but in truth they are just talented players, performers or whatever and do not possess the great powers of the True Bard. There is a Guild of Storytellers which includes some instrument masters but anyone can learn to sing or play an instrument as a Life Skills.

Other classes (see appendix for more details) allowed in Dunromin are: **Courtesan** (new thief sub-class for NPCs only), **Necromancer** (the Anti-Druid; new Magic-User subclass for NPCs only), **Diabolist** (new Cleric subclass), **Anti-Paladin**, **Sage** and **Witch**. People who don't have a class are still treated as 0-level

fighters but there is a new class called 'Peasant' in the appendices that enables these people to have useful skills at least.

Multi-classes and **characters with more than one class** are dealt with in a rather unique way in Barnaynia. Basically, any character can multi-class up to 3 classes, limited as above, as long as they can justify the combination to the GM. Most (if not all) established multi-classes are acceptable automatically but multi-classing may not cross racial or class distinctions (see details above and tables in the Appendices for clarification). Other than that, anything can go.

Important considerations are that humans can multi-class as per any demi-human combination. Likewise, demi-humans can have more than one class like humans. This opens up a whole load of interesting possibilities but may not be allowed by your GM at least until a style for Dunromin is established. Details about level advancement in multi-classed characters is given later in the appendices. With weapon, armour and other restrictions multi-classed characters and NPCs benefit from the most favourable limitation of their two classes with the only exception to this being Cleric. Any cleric, whether multi-classed or not, may not use or carry a weapon not approved by their temple (knives don't count as weapons unless used as such, they are tools). A Fighter-Cleric may still specialise in a temple weapon of course, and become very dangerous as a result...

Characters with two (or more) classes are quite free to use their old skills as much as they want and it is up to the GM to limit their experience appropriately. This always leads to the thorny question of why spell casters can't wear armour, besides concerns over the style factor involved. In short, spell casters can't wear armour because they're not *trained* to wear armour. Think about the Semantic component of most spells and then think of a weedy Magic-User in a suit of field plate, even magical field plate. If you haven't been shown how to wear armour (and especially, how to put it on properly and wear it in) then you haven't a hope of being able to relax and concentrate on your spells



while your armour plate is rubbing your unmentionables or the chainmail is slipping off your shoulder.

A well-known mage of Dunromin once declared that casting in armour was like trying to do ballet whilst tied in a sack that someone had thrown in the river. This, of course, means that if you are a trained fighter and then become a Magic-User or an Illusionist then you can continue to wear armour, if you so desire. If this gets out of hand, or makes your GM nervous, try making the caster make a Dex check for every spell with a semantic component or waste the spell.

As per the notes in the Appendices, all these suggestions are optional and the GM may choose to ignore any or all of them. Dunromin works just as well with a tradition By the Book (BTB) interpretation of the rules.

One last note on this subject: Watch it; humanoids can have character classes and multiple character classes too.

Types of Magic

In Dunromin there are two classifications of Magic, normal Magic and Black Magic. The choice of the term 'Black Magic' has no really sinister connotations but is an accepted parlance derived from a slang term that first came into use in the first century of the city's existence: When the city's first Guild of Magic was founded it was a classist organisation and only 'certain types' who had the 'right breeding' were allowed to join. This meant there were a whole mess of magic-using people who were simply excluded. These were generally thought of as 'Dirty' or low-class magic-users but calling their profession 'Dirt Magic' seemed a little unfair so instead they called themselves 'Black Magicians' to differentiate themselves from their pompous opposites.

A 'Black Magic' Guild was formed and the two organisations continued like that for a hundred or so years. However, as the various city fires and Century Plagues

took their toll on the population the Magic Guild opened its doors to more and more people, accepting money as a just replacement for breeding in terms of its new recruits. The Guild became more egalitarian and, since the entry conditions had lapsed, new magic-users preferred to go there as the facilities were better and there was still a superior quality to the environs, not to mention 'snob value'.

The Black Magic Guild in contrast lowered the bar even further to maintain membership levels. As a result, the Black Magic Guild became the popular meeting point for those practitioners of the Magical

Arts who lacked a certain professional training, including Witches and mystics. It also became the place where poor people came for help as and when they needed it and so it became a place to be able to find doctors, midwives, healers, gurus, fortune-tellers and lunatics of every form.

While the distinction is somewhat superficial, social structures retain a separation of powers here and while the Black Magicians regard the 'Pure Magicians' as snobs and charlatans and the Pure

Magicians regard the Black Magicians as charlatans and lunatics, the powers and services are very similar.

An experienced role-player may see this as a parallel with the Wizard/Sorcerer distinction in later editions of D&D which is a fair comparison but coincidental – there has been a Black Magic Guild in Dunromin since 1988. Of course, this doesn't mean you can't use some of the excellent ideas from any other RPG in your interpretation of Dunromin.

The Dunromin Calendar;

Dunromin is a city within a kingdom on the warmer side of the temperate zone of a very peculiar planet. Barnaynia is shaped like a flattened banana or a thick pita-bread with a kink about a third of the way along it. This means that it has a somewhat strange year, by our measures, but somewhat more reliable and



predictable than our own. While the climate is subject to just as many (if not more) bizarre fluctuations of air flow and temperature, the planet as a whole is subject to less cosmic effects. The truth of the matter is that the sun is remarkably close but a lot smaller than our own and the moon is no more substantial than egg shell. This restricts gravitational affects but this is more than made up for by the magical ones.

While the Moon is a lot less massive than our own and only ever appears in the western sky at night (except for some strange occasions) it still has the effect of causing tides, which get bigger the further west you go and there is only one tide per day. This being a fantasy setting, the Sun provides all the energy needed for life and the Moon provides all the energy needed for magic. As a result, the Moon is a significant symbol and patron for magicians and magic-using classes, while the Sun is more significant for those individuals concerned with life. Confusingly, this means that witches, black-magicians and druids are more concerned with the Sun than the moon, although all magic stems in part at least from the moon. Weather patterns are

driven by the flow of air over the planet, which is driven by heating and cooling and the movement of celestial bodies like the sun, moon, the ‘Necklace’ (which is a set of asteroids fixed in orbit about the middle of the world; the abode of dragons, storm giants and such) and the Ocean Loops. All of this will be dealt with in detail in a separate publication.

So how are time and the seasons measured in Dunromin? The changing of the moon roughly approximates to three-week periods, but there is some wobble caused by erratic but repeated annual cycles, coped with by ‘stop-over’ periods, somewhat like leap years. In Dunromin these are called Festivals but are much too frequent to rival such debauchery as Christmas. Basically, the 364-day year is made up of fourteen lunar months, each of 21 days, which are divided into four seasons of four months by four festivals, as follows.

Which day is the New Year varies between the temples, but almost all are set in one of the festivals.

The Calendar:

No.	Common name	Days	Type	Alternative names
	Firefest	7	Festival	Dragonfest, Midwinter, New Year, Winter Solstice
1	Snowfall	21	Month	
2	Wolfwalk	21	Month	
3	Lamborn	21	Month	
4	Flowering	21	Month	
	Waterfest	7	Festival	Lifest, The Days of Full Time, Spring Equinox
5	Raindown	21	Month	
6	Greenleaf	21	Month	
7	Blooming	21	Month	
8	Sunwarm	21	Month	
	Earthfest	7	Festival	Midsummer, The Mothering, Summer Solstice
9	Sunhigh	21	Month	
10	Harvester	21	Month	
11	Gathering	21	Month	
12	Sunfall	21	Month	
	Airfest	7	Festival	Godfest, Beerfest, The Falling, Autumn Equinox
13	Brownleaves	21	Month	
14	Bitterbreeze	21	Month	
15	Fireseek	21	Month	
16	Icedown	21	Month	

This dating system means you can easily randomly roll your birthday. This is important for residents of the city as it is the day one has to pay one's taxes. All births in the city are recorded in the Hall of Records but sometimes there might be days or weeks difference between the day you were born and the day the authorities actually found out about it. Of course, not having a registered birthday or date of entry to the city means you can never own property and can have other, less well-defined legal short-comings which you may not discover until you get arrested. Not having an official Birthday is illegal. Visitors to the city are assigned a Birthday (also called a Tax Day) of the day they first entered the city.

To determine your month of birth roll 1d20. 1-16 indicates the month, 17-20 indicate you were born during one of the festivals. You can roll or chose the date of the month or festival. The date of your birth can be important with ageing as well. There is an appendix covering an optional way of implementing character aging. The days of the week have many names, mostly inspired by the temples. In fact, some temples have different names for each day of the month. This means there are different days when the businesses shut (or make a particular point of staying open) or limit some of the items they can sell. There are very few shops that stay

open after nightfall and some that only open after the sun has gone down. Best to call the days by the same names we use (Monday, Tuesday, etc.) or make up your own. The Earth names are the same as used by the Norse temple and therefore the Royal Family.

The ways in which the festivals are celebrated differ widely and they all have a religious element. Over the years certain practices have become widespread but the details are different for every religion and almost every family. Each festival is accompanied with journeys to the temples or sacrifices, usually both. Some religions give things up for certain festivals (like meat, alcohol or sex), while others will only do some things during the festivals (like meat, alcohol or sex).

The Firefest (Winter Solstice) is associated with the family; the most popular practices are staying at home and spending time sharing family memories and stories, hibernating almost. The Waterfest (Spring Equinox) is a celebration of Spring and delivery from Winter's clutches. This usually involves drinking and feasting on the last of winter's stores. Earthfest (the Summer Solstice) is a deeply significant time for all religions as it represents the highest sun and the longest day. From here on things start to get colder and darker. It is a time when festivals of self-sacrifice and pious celebration



are enacted; long evenings of meditation, journeys to special places for silent vigils and such. The practices of the Airfest (Autumn Equinox) differ most widely. To some it's a binge on the stores that won't survive the winter, for others it's a solitary time of contemplation and preparation for the harder times ahead. The graveyard has its largest flood of living visitors at this time, the colder weather keeping down the levels of disease and undead infestation normally associated with the dead.



Weather in Dunromin

As has been said, Dunromin is a northern Italian or Southern France climate with warm sun for most of the year, hot sun for high summer and rain less than Britain generally but with autumn and spring deluges. This is tempered by the various strange and magical properties of the planet so fogs, snow and other extreme weathers are more common as a result. It is doubtful, except in extremes, that the weather will affect play, but it can be useful, affect magic and add an extra level of atmosphere (ahem) to the campaign. If you can be bothered to randomly roll it then there are tables for it in the Wilderness Survival Guide. Generally, player characters don't worry about the weather but the GM may use it to add certain affects or coax the players into certain activities.

More important weather phenomena are:

Spring Floods are rarely too serious inside the city, although certain areas might be flooded in unusual circumstances. Barnaynia has more varied and less severe tides than Earth due to the smaller moon although they are also constantly tinkered with by the gods, the clerics claim. The Greyflood regularly breaks its banks during the Spring as meltwater from the Blue and Horn Mountains comes down to the sea. The lands around the banks are designed to cope with this and the abundance of new soil is a key part of the Heliopian religious calendar.

Summer Droughts are a fact of life and the regular spacing of deep wells throughout the city assists the populace in coping with this. The Greyflood can drop as much as eight feet in the high summer but there is far too much useful magic floating about to allow this to seriously threaten the population. In summer it's disease, not drought, which concerns most of the dwellers of the city. Outside the city the sunlight of summer and floods of spring combine to make the central part of the Land of the Young incredibly fertile.

Autumn Mists are common and associated with disquieted gods. Many religions associate thick autumn fogs with demons and undead walking the streets. Autumn is also a time for occasional flooding due to rainfall and some low lands west of the city can become muddy quagmires.

Winter Freezes regularly occur, usually around Firefest, hence the tradition of staying home at this time. The harbour freezes regularly and low-level magic-users can make a decent living clearing ice for ships to come and go. Skating is popular on the lake and several people die every year doing this. Snow is common in Snowdown and Wolfwalk and can become several feet deep.

Money and how it works

The treasure found on campaign is the life blood of the FRPG world, however the nature of producing coinage in a medieval setting is more complex than it may first appear. In FRPG terms the coins are all of a uniform size and purity, every GP is assumed to have the same construction and therefore value whether it's being passed over in a

tavern to pay for a night's accommodation or found in the horde of a ten-thousand-year-old Lich. This is a game construct that is merely put in for convenience and in no way recognises the fascinating panoply of coinage that would really be travelling around in the Multiverse.

The Easy Solution

Just carry on as it stands. There's nothing wrong with this, indeed in the Viking/Danelaw era in Europe the accepted unit of currency for large payments was pounds of gold and silver. It didn't matter the form of the metal, just its weight. It's not clear how they standardised the 'pound' they refer to but the system seems to have worked OK. So, it's perfectly fine to carry on using the units and values given in the main rule books. Or you might think about something even more infuriating.



The Dunromin Coinage System

In Dunromin, being Dunromin, there is a little more to money than meets the eye and it's an excellent example of how the city and country has adopted a simple idea and made it work very efficiently. First of all, the standard exchange rate is termed the Dwarf Rate as it was first invented by the Dwarves many millennia ago and they have stuck to it. Originally, the city was using several different coinage forms across the country unit but in CY296 the King of the Time (King Michael I) proclaimed the Dwarf Rate the new city

standard. This decision was mainly for convenience but also slightly political as the city was trying to expand the magic item manufacturing industry at the time - Dwarves made the best weapons and the Dunromin mages were the best at enchanting them. Or at least the cheapest at the time. The adoption of a standard monetary system made trade easier, especially as the Elves of Loom had already adopted the Dwarf Rate hundreds of years previously. The Gnomes of Constantan also blended the Dwarf Rate with their own, very similar system, although the Gnomes are the only ones to manufacture Electrum Pieces (so all eps found will be minted by gnomes, probably).

The Dwarf Rate (and the most common Dunromin slang for the quantity)

1cp (Bob or sometimes Dud)

10cp = 1sp (quid)

10sp = 1ep (tenner, nomer or a gnomeling)

20sp = 1gp (score, twenty bit, or just 'a gold' rather than 'a gold piece') (= 2ep)

5gp = 1pp (Pony)

50gp (10pp) (Muppet, named after King Muppetrik whose only achievement in his 6 month reign was to have minted a 50gp gold bar/coin that he called an Imperial Galleon - very few are left in circulation)

1000gp (a grand)

Note that the word 'penny' is used in many references. It can mean 1cp or it can be a reference to any coin. The term 'Bit' is also used, e.g. "Can anyone change me this gold penny for twenty silver bits?" and variations therein.

Coin Size and Manufacture

Of course, each coin has to be a standard size such that they have the required mass of 0.11lbs (approximately 45 grams - from here on metric forms will be used because they make more sense than the other systems, even though feet and inches are quite fun for confusing people) of the native metal. Since the definition is mass rather than size, different coins from different civilisations and

even periods of time will have different thicknesses compared to diameter, possibly different shapes. The following are the standard sizes for Dunromin coins and the year they started being manufactured in these sizes, based on the counter-intuitive idea that the bigger the coin's diameter the less valuable it is.

Copper - 45g of copper has a volume of 5.0cm³; this is used to make a coin 4cm diameter by 0.4cm thick. Common since CY490.

Silver - 45g of silver has a volume of 4.3cm³; this is used to make a coin 3.2cm in diameter and 0.5cm thick. Also common since CY490.

Gold - 45g of gold has a volume of 2.3cm³; this is used to make a coin 2.6cm in diameter and 0.4cm thick. This has been used since CY445 and was probably the model for the current coin designs, although its origins are not well documented.

Electrum (not Dunromin originally) - is 20% silver and 80% gold on Earth but is 60/40 on Barnaynia otherwise you can increase the value of your Electrum by Melting it down and splitting it up. You still could but the return would be minimal (that's not to say there aren't smiths buying Electrum in Constantan, bringing it back to Dunromin and splitting the alloy up again...). So 45g of Electrum has a volume of 3.5cm³. The gnomes fashion this into a square coin with a square hole in the middle of it. The coin is 3.6cm to a side and 0.5cm thick, with the hole 0.5cm to a side and slightly offset from the centre to match the designs cut into the coin's surface. The gnomes have been making these for hundreds of years.

Platinum - 45g of Platinum has a volume of 2.1cm³; which is used to make a coin 2cm in diameter and a chunky 0.7cm thick. They have been using this form in Dunromin since CY480.

Note that all Dunromin coins except copper have milled or decorated rims to avoid 'clipping', which is cutting or shaving off bits of metal to use separately to the coin while ostensibly keeping the coin's original face value.

Coin styles and origins

In archaeology coins are of great interest to historians as they give the investigator a lot of information about the nature of the settlement they are investigating, such as when it was inhabited, what civilisation inhabited it (or whom they were trading with) and so on. It is perhaps a neglected part of FRPG treasure hunting that players are not given this additional information when they find a treasure horde or perhaps search the bodies of fallen wandering monsters. For instance, if an orc is in possession of a newly minted Deep Elf coin this might give the party a clue as to how Deep Elf influence is expanding in a given area.

Coins minted in Dunromin follow a very traditional style which most people will recognise as very Earth-like. That is to say they have a profile picture of the current head of state on one side, along with their name (in common) and the year the coin was minted (following the CY or City Year dating process). Note that the date has only been included since CY120, not that this will particularly bother the players. The reverse ('Tails') side traditionally bears the coat of arms of the Lufthearts, which is the winged heart. It is interesting to note that the value of the coin is not stated anywhere on the coin as this is taken as implicit from its size and material.

Old Karan coins tend to be smaller and thicker but are getting rarer. Deep Elf and other elven coins are similar although with which race of elves the designs originated is hotly debated. Gnome coins are square. Dwarf coins are round but have characteristic crenulations in the milling about the rim. Some orc coinage has been identified but these tend to be lozenge shaped. Many races have copied other designs, usually very badly, and such coins as gnolls, kobolds and others might possess will often be of any style. Whatever their origin, foreign coins are usually melted down when they come to Dunromin and re-minted, as is the practice amongst most civilisations. Coins from Oomland are square prisms of varying length and width while the coinage of the Yelnai Province are always round with various shapes cut out of the middle; they are carried on loops of material inside their clothes.

Dragons and other monsters do not mint their own coinage but might have any style in their hordes. The odd people of Skull Crag use a similar system to Dunromin but the coin dimensions and decorations are different (same mass, for game convenience) and the land around Deerlish has coins similar in style, size and value but with curious lumps and bumps on the rim. The Kingdom of MarIn has a more varied and oft-changed coinage that other peoples tend to re-mint as soon as they can. Coins in this form will usually be counted as their nearest equivalent when counted up – the differences between individual coins being of marginal significance in game terms. The same can be said of coins from Grondarf, although there is very little trade with Grondarf as it is a very insular civilisation.

The Law and how it affects you;

You will come into conflict with the law. Accept it, it happens to adventurers. Some will triumph, some will not and what happens to you can be affected by who you are, what you are, who your friends are and how much money you have. The law in Dunromin is made by the King and kept by the Guarde. That's it. If you offend and are arrested then you are tried by a Captain of that Guarde Regiment. There is no jury, rarely any defence and the prosecution is usually the arresting officer. The accused does not even have to be present and any friends or other interested parties are unlikely to be informed of when and where the trial will take place. Only when the accused is a very important personality might an appeal be made to the king. The Guarde regiments do not question each other's judgement, that's simply bad etiquette.

The council for the prosecution will be the arresting officer and will usually sit or stand next to the judge, which will be the Guarde Regiment's Captain, or assigned deputy. The defence, if one is even allowed or the defendant is even present at their trial, can be a solicitor, or 'Informed Legal Gentle Person', but is usually just the defendant's hopeless pleadings, if that. Witnesses are rarely called and usually ignored. In most cases a subtle bribe will do you more good than protest or reasoned argument.

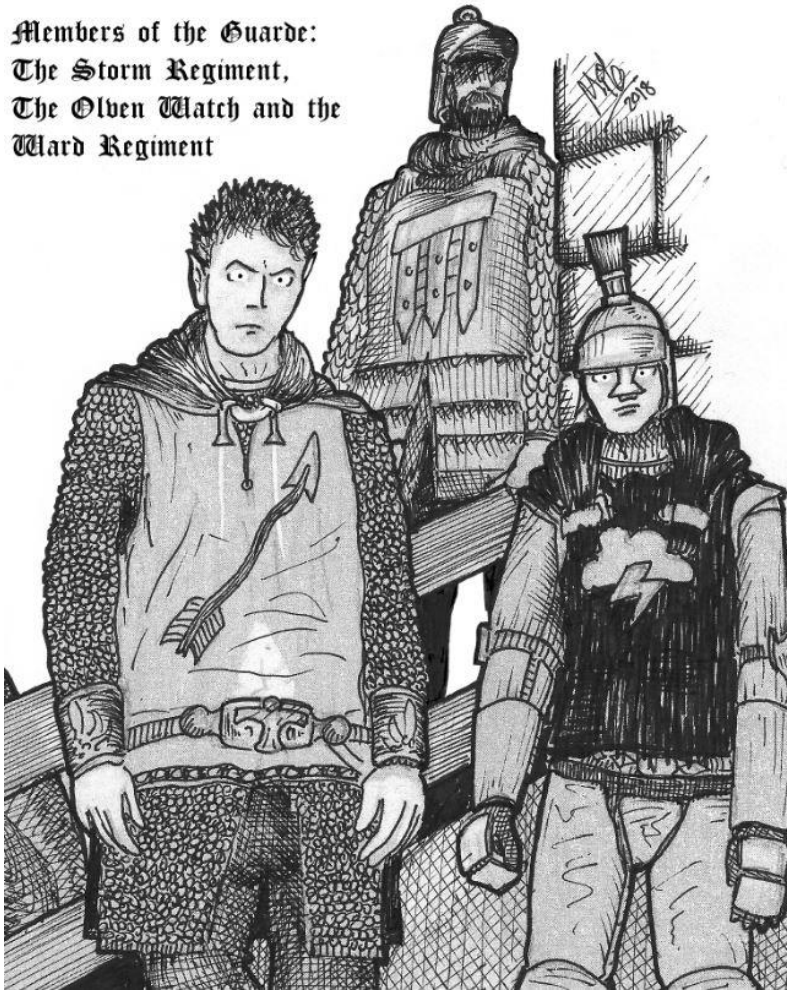
If the arrested person is a member of the Guarde, or another regiment of the Guarde, then things change. Such cases are passed up to a military tribunal of three Guarde captains (one of the arresting Guarde, one of the offender's regiment, and one 'neutral party'; if the offender is arrested by his own Guarde then there will be two neutrals, or it may never get to trial as he might hang himself in his cell).

At least, that's all how it should happen. The law in Dunromin is a fickle, inconsistent, hypercritical and vain creature. You are innocent until proven guilty only if you are rich or famous enough and you can be tried and sentenced in your own absence. The punishments for minor crimes are often just ticked off the list as the captain goes through his daily reports, without any 'formal' trial at all. Major crimes are sometimes dealt with in this way too if the felon is inconsequential enough or has annoyed the Guarde in the past.

Prisoners who are city natives will always be tried before prisoners who are not natives of the city, even if this involves bumping the offender down the trial list to the next day. This happens a lot. People who aren't natives of the city (i.e. don't have a record in the Records House) can be held indefinitely. The 'Judge' only sits for a limited period of time and every native will be tried before a 'Stranger', even if they were arrested since the Stranger was. That is, unless the Judge fancies the spectacle of burning a Stranger. If you are a stranger you might be awaiting trial for a very long time and it rarely ends well. Nor is any trial unbiased as the captains tend to be bigoted, bored and/or vindictive. Sometimes all three.

Prisoners are kept in gaols below the Guarde Regimental headquarters which are fortified buildings, usually towers in the city walls or similar. The cells rarely have any windows and prisoners are rarely fed. Visitors are allowed, occasionally, but will be charged for the process. Complete strangers can also pay to come and see the prisoners and poke fun (verbally or physically). Being a prisoner of the Guarde is a very unpleasant experience and some Guarde regiments are worse than others (the Storm is generally regarded as the worst). Prisoners will often end up dead before or during trial from assassination, violent mugging or starvation.

Members of the Guard:
The Storm Regiment,
The Olven Watch and the
Ward Regiment



No statistics exist for the number of prisoners that have starved or frozen to death in the cells, nor for the alarming number who beat themselves to death or drown in their own vomit.

Any personal effects confiscated at time of arrest are rarely returned, especially if valuable, even in the very unlikely event that you are found not-guilty and released. Again, a well-placed bribe can affect all of these outcomes in the favour of the person paying the bribe.

There is a chance that you can get a Cleric to cast a detect lie or something at your trial, but the results depend on whether the captain trusts the cleric. Through a kind of gentleman's agreement, if a captain chooses to ignore a cleric's advice, he is not disputing the cleric's word but rather the faith of the accused in the cleric's deity. Get out of that one! Evidence and truth will have less of a bearing on any trial that how much you can afford, how much your enemies can afford and whether the captain is prepared to indulge any of these mad ideas players

sometimes have about Justice. Of course, the Captains are not stupid oafs. Many of the Guard Captains fancy themselves as thinking, reasoning people and as such might listen to any old philosophical twoddle respected thinkers might be spouting, probably just for entertainment though.

Generally, if you are arrested for something then you are in for a horrible, probably fatal time. So how do you stay out of trouble?

Easier said than done, but an awareness of the law and the punishments involved would help. While the laws are established in terms of 'thou shalt not', the punishments are not and may vary from regiment to regiment and depend on the mood of the captain and the current fashion. There are no hard and fast rules but these are the main, current interpretations. Likewise, there is no concept equivalent to 'Legal Precedent' so don't think what happened to someone else who broke the same law will happen to you.

There are four areas of law: Criminal, Civil, Religious and Military.

If the Guarde arrests you, you are a Criminal unless you're a Guarde member or a member of the Militia during times of war, in which case you are tried under Military Law. If you are caught by the staff of a temple before you get out of the temple, then you are under Religious Law. It is not uncommon for temple staff to drag offenders back into the temple to comply with this. Nor is it uncommon for any passing Guarde patrols to help the temple staff, to avoid the paperwork. If another civilian brings a complaint about you before a Captain of the Guarde then it is dealt with under Civil Law.

In all cases there is a good chance you could be tried in absentia, i.e. without being caught first. If this is the case then you will be classed as an Outlaw until you can be caught and punished. The term 'Outlaw' means 'Outside the protection of the Law'. An Outlaw loses all legal protections and right to own property. This means that anyone can attack you or seize your goods or property without any compunction or penalty. A

picture of you, your name and a reward will be posted on the Counsel House wall, at every Gate and circulated to the baronies if it is thought you might be able to leave the city. Temples and Guilds will not offer an Outlaw any services or protection except in exceptional circumstances. Of course, when you are caught and the punishment is applied, assuming you survive the process, then you have no recourse as regards regaining lost property or bringing civil actions against those that did you harm while you were an Outlaw. Being classed an Outlaw is very, very bad news.



There follow some more details about crimes recognised in Dunromin and some examples of normal punishments. Please note that the stocks are outside the barracks of the Guarde regiment and when you're in you're in for the duration. Your friends and relatives can try and feed you but you are at the mercy of everyone else, including any people you crossed (a lot of corpses are released from the stocks, once their time is up of course). The gallows are on one of the lower turrets of the West Gate tower (called Gallows Tower, obviously). One important point is that any such sentence is recorded on your Personal City Record, if you have one. If you don't have a file at the Record Office then you're in even deeper trouble and likely to simply vanish.

Criminal Law:

- Murder: Death (method is usually hanging but depends on who you are, who you murdered, etc.)
- Treason: Death by burning or any other convenient method.
- Assault (including actual bodily harm, attempted murder, etc.):
 - First offence is the stocks for a week.
 - Second offence is loss of an eye.
 - Third offence is death.
- Rape: Castration or death, and this is a lot more actively pursued in Dunromin than it is reputed to be in the modern world.
- Arson: Death.
- Theft: First offence the stocks for a week.
 - Second offence loss of hand.
 - Third offence death.
- Being a non-citizen, or a stranger within the city walls after dusk (or possibly looking at a member of the Guarde in a funny way): Anything they can pin on you and think about tax evasion here (although this is a civil offence - the only case of the City versus Mr Smith).
- Murder of a Slave (or humanoid who is in the city legally): stocks for a number of days, sometimes, if the captain doesn't like the look of you. Actually, there's no way this would ever get you arrested.
- Runaway Slave: Slaves are required to be branded upon importation and being caught running away is usually unpleasant. There are actually no established practices, but crucifixion might be one.
- Failing to Obey a Summons: This is a great one as a 'summons' can mean anything from not taking advantage of an invite to a party at the castle to resisting arrest. The punishment is the stocks for a suitable length of time, but persistent offenders (whatever that means) may be sentenced to death.
- Travel Discrepancy: This refers to the act of entering the city and leaving the city (or vice-versa) by a different gate in the same dawn until dusk period. This generates a silly amount of paperwork for city officials and is seriously discouraged. The punishment is a fine of 100gp. Failure to pay is as per theft.

Gate Fraud: Refers to the act of deliberately misleading the Guardes at a city gate, as you enter or leave, as to your identity, worth or activities.

Punishment is as per theft.

Damage to City Property (including the streets, walls, weapons of the Guardes and so on): A fine to repair the damage and stocks for a week.

Civil Law:

This is perhaps the closest thing to real, civilised law as you can get in Dunromin. The accuser must be serious about what they're saying, the defendant is equally serious, the personalities involved are important enough for there to be a hearing and the judge is usually reasonably neutral. If the persons involved are not important then any attending Guardesman is empowered to pass judgement. Failure to comply rapidly escalates to criminal proceedings. That said, the Guardes are not idiots, just very lazy, so people tend not to make spurious claims.

Civil Punishments are usually less physical, more financial, but *very* strictly enforced. Civil Law is when another citizen accuses someone of something that is not Criminal. This means that if someone claims you are a thief, it is criminal law, but if someone accuses you of a breach of trust, then it is civil law. Society has rules and conditions far more complex than can be described here so we offer only a flavour. The GM might include other, special rules as befits the campaign or perhaps as an adventure hook – either accusing the party of walking across the path of a noble or someone asking the party to find proof they did not disrespect the workhouse manager's daughter, etc. If the player is the damaged party they might be surprised how little of the damages eventually paid actually make it as far as them:

Tax evasion: flogging and confiscation of triple the value of the debt, the stocks might be involved too.

General debt: Meaning failing to pay a debt on time for unreasonable reasons - most money-lenders know this law very well and will give you more time and a greater debt. They know a corpse can't repay them. But the usual punishment is 150% of value of debt as

a fine and/or branding (second offence and things start getting Criminal as theft).

Breach of Contract: fine or branding.

Fraud: Fine and flogging.

Giving false measure: Fine and a week in the stocks.

(Independent action for) damages or libel: Fine and damages.

Unlicensed Business: confiscation, fine and a week in the stocks.

Failing to pay rent: This will never get to court unless you're tougher than your landlord and all his mates. But if it does then the payment of damages, confiscation of goods, eviction and stocks are usually involved. Property ownership and payment of rents is taken *very* seriously in Dunromin as a lot of the powerful and wealthy in the city are land-owners.

Religious Law:

There is a simple rule in Dunromin Law as regards Religious Crime: If you are caught and accused by the staff of a temple in their temple, then they must hold you alive for two dawns and one sunset and inform the nearest Guardes regiment of what has occurred. If no formal protest has been logged with the local Guardes by the end of the period (measured from when the Guardes is informed), then the temple may proceed as they see fit.

If a protest is lodged with the Guardes (notices of an arrest by a temple are *usually* posted by a crier outside the barracks and the other official temples are informed in case it's one of theirs getting a bit eager) then the matter is dealt with by the Captain under Criminal Law (or the nearest approximation). However, the punishment if the accused is found guilty is in accordance with the Temple's rules, not the Criminal Law. This situation sometimes occurs if the person is arrested by the Guardes and the Temple tries to claim them. Religious offences usually take precedence over criminal activities until they have been dealt with, as the punishments are usually more fun to watch.

The crimes and punishments of the temples are varied and severe. A really good

idea, if you're fancying robbing a temple or killing a cleric, is not to get caught.

Military Law:

This only applies to members of the *Guarde* or members of the militia in times of war. The latter category can be very nasty, as times of war are stressful enough and you might not be informed when you are and are not a member of the militia. This is most likely to affect the players if they become members of the *Guarde*, which they can if they reach 4th level and choose to apply as 'Specials'. Specials get lots of useful friends but if they drop a clanger then the consequences can be severe. Bear in mind that if you are dismissed from the *Guarde* or the Specials you will have all your property confiscated. Death sentences in the *Guarde* are varied but usually involve flogging to death, hanging or something sharper if time is of the essence:

Cowardice: Stocks for a week, dismissal or death by flogging.

Neglecting a duty: Flogging.

Refusing an order (mutiny): 1st offence is flogging and stocks for a week.
2nd offence is death by flogging.

Desertion: Death.

Looting: This is a very dodgy one. At times of defending the city then you shouldn't loot citizens' property. At times of invasion then just make sure what you're nicking hasn't been claimed by a superior officer already. The usual punishment is loss of one hand and dismissal. If you're not in the militia or the *Guarde* and you are caught looting it is usually punishable by death.

Criminal Activity while a *Guarde* member (or Special): the appropriate criminal punishment and dismissal.

Legal Murder:

This being a fantasy setting, there are a number of ways to kill people without breaking the law. While we are looking specifically at murder here, other law breakage's may be mitigated in various ways as well.

The Duel: The tradition of a Duel is an agreement by two individuals to fight until a

pre-set point (usually first blood, mercy or death), supervised by a second for each man and at least one judge. Killing a person in a duel is perfectly legal and a duel could conceivably be declared after the fact if the murderer can think fast and is backed up by his mates. How deeply the *Guarde* investigate such a claim will depend on the nature of the victim and their relationship with the *Guarde* or other key people in the city hierarchy.

Killing a Criminal: This is usually OK assuming everyone knows the person you killed is an Outlaw, not just a pick-pocket or litterer you caught and killed, but you should be arrested and tried, probably fairly leniently. This means back-handers will be smaller and if no one contests it then you're away and happy. Don't be too enthusiastic in your defence. Turning up with a cleric in-tow might be perceived as a guilty conscience. This does NOT mean you are allowed to kill people who are in the stocks.

Killing an Enemy of the City (or Enemy of the King, which means essentially the same thing): If you're a Special this is not even likely to be questioned unless the corpse was an influential or popular person, or just someone unlikely to be an Enemy of the City. If you're not a Special then you usually just have to persuade the arresting officer that the victim was what you claim them to be. The normal definition of enemy is something like 'Deep Elf' or 'warlike humanoid', but others can count. If the Guardsman is unsure if you are telling the truth then he will refer it up to his Captain.

Doing a runner: Assuming there was not positive identification of you at the time by a reliable witness, the *Guarde* (or certain regiments) are notoriously lax at following up any crimes at all. In fact, even if there is a positive identification made if it sounds a bit risky the *Guarde* may not even try to arrest you, they might rather get their captain to post you as an Outlaw and let natural justice make a mess of you for them. The difference is when you hurt someone that matters. If the victim has influence then all kinds of bad things can start to happen to you. If you manage to get away without being witnessed there are a range of magical assistances the *Guarde* or the victim can employ to help track you down if they can be bothered or are ordered to.



Welcome to Dunromin !

Welcome Noble Traveler to the Free City of Dunromin, capital of the Land of the Young and Greatest City in the World of Barnaynia. You are now subject to the laws of Lord Mordred the Mighty, King of the Land of the Young.

Today, as the first day of your entry to the city, is your Tax Day and it is on the anniversary of this day that you will be required to pay what taxes you owe the city for your stay here. You are considered a taxable resident of the city if you stay within its walls for more than one season and one festival time. After one year in the city you are required to present yourself at the Royal House of Records and pay those duties and tariffs you have accrued. Failure to do so will result in prosecution. Once your first taxes have been paid you become a resident of the city and may, if of human or demi-human lineage, seek to own property within the city walls. You may also after this time seek to represent yourself under law, being considered guilty in all dealings until this time. Those persons of independent wealth may also be subject to taxation on any moneys or property they may have, at the inclination of the duly elected Royal Officers of Taxation.

Trades-persons seeking to execute their chosen profession within the city are required to present themselves to the Guild House of the Guild appropriate to that craft and consult with the elected senior officers of that Guild. Trade of any nature will accrue taxation and tariffs according to the Law.

The Land of the Young is a monarchy, with complete and absolute rule of Law through his Majesty the King, his Barons, the Guarde and other ranking officials of the established ruling classes. Elected guild officials may represent the inhabitants and groups that elected them at the City Counsel. Only those persons of Royal blood, appropriate class or profession, or bearing the Royal Voter's Seal may vote at the election of city officials. Only natives of Dunromin, Karan or the Land of the Young may seek election to any city office, including that of Guild Master. No true humanoid is permitted ownership of property or citizenship of Dunromin. Non-citizen humanoids must be out of the city by nightfall and may not re-enter until dawn. The city gates are only open from dawn until dusk and a gate toll of one silver piece is charged every time a person passes through the gate. Any person leaving or entering the city must register their passage and identify themselves truthfully with a representative of the Guarde. Persons leaving the city the same day as their arrival must leave by the same gate they arrived by.

The rule of Dunromin Law, as executed by the Guarde and other duly appointed officers, is absolute and infallible.

Please abide by the rulings of Lord Mordred and his duly elected and employed representatives and enjoy your stay in our wonderful city.

The Cost of Living

There is a simple rule covering the cost of living in Dunromin, which just makes it easier to work everything out on a day to day basis for the players instead of wasting time working out each room and meal and so on. These expenses include normal steeds, but not henchmen, hirelings or more exotic steeds.

The cost of living for an adventurer in Dunromin is 1gp per level per day, plus 1gp per terrestrial steed. More exotic steeds and livestock cost more. You must pay these prices even if you are in training.

This reflects the pop-star lifestyle the characters will be leading as they become more famous – one soon becomes used to the trappings of fame and success. It is possible to live as though you were first level all the time but don't be surprised if people call you

boring or start short-changing you and generally talking behind your back.

This charge covers food, drink, basic clothing and living costs, rent or other accommodation but does not cover Guild Membership, gate tolls or tax. It is also on top of any other expenses like training of any kind. If the PC owns their own property then this amount can be halved as most of the cost is rent. This will not cover servant's wages though.

There follows a more general table of expenses, in case you're interested. A good GM will, of course, keep a careful track of food, water and light sources on any adventure as interesting things happen when these things start to run out.

Drink

Ale, Normal	2sp
Ale, Strong	3sp
Ale, good, imported	4sp
Cider	2sp
Spirits (per measure)	1sp
Spirits (per bottle)	1gp
Wine (standard, per glass)	1sp
Wine (good, per glass)	2sp
Wine (excellent, per glass)	3sp
Wine (standard, per bottle)	6sp
Wine (good, per bottle)	10sp
Wine (excellent, per bottle)	1gp
Wine (standard, per barrel)	10gp
Wine (good, per barrel)	15gp
Herbal Tea (ahem)	5cp

Slaves

Skilled labourer	40-90gp
Serf	30gp
humanoid	10gp

Livestock as standard rules

Transport as standard rules

Gate toll	1sp
Adventurer's Licence, per class per year	10gp
(See also Taxation)	

Guild Membership, per year, unless it states otherwise below	20gp
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Armour and Weapons as standard rules - Almost anything is available

Food

Bread loaf	5cp
Poor Breakfast	2sp
Rich Breakfast	5sp
Poor Meal	2sp
Average Meal	6sp
Rich Meal	1gp
Banquet per person	2gp
Orgy per person	10gp
Fruit per pound	1sp
Vegetables, per pound	5cp

General

2-man tent	8gp
4-man tent	20gp
large tent (room for 8)	40gp
1hp worth of bandages	1cp
Anti-bleed paste	5cp
Garlic, per clove	2cp
Wolfsbane, per sprig	10sp
Cold Cure (30% effective)	2sp
Painkiller (30% effective)	2sp
Painkiller (75% effective)	10sp
Aphrodisiac (varies in quality)	1-20sp
Perfume	1-20sp
Belladonna, per sprig	4sp

Magic/Herbal Healing	5gp
Ointment (+1-2pts per day of rest, per dose)	
Dr Wappo's Cureall (25% effective on simple illnesses, modified by Games Master)	1gp
Rat Poison, 80% detectable	1gp

Dunromin uses a variation on the Ale Scale suggested by the White Dwarf magazine. The Dunromin version is based on 2sp = 1 pint of ale. This equates to 1sp being roughly £1, which makes sums easier. Then using modern prices, a loaf of bread will be 50p (5cp), rather than a couple of old pence. These prices will then be modified by the rates of the place you are shopping at (note that prices throughout the city, except in Shantytown, are controlled by the Guilds). If you're not familiar with UK monetary system then saying \$1 = 1sp also works reasonably well.



Quality Items:

A character may choose to pay twice or three times the normal amount for 'quality' items. In game terms these will not affect anything much except on certain items. Upper class individuals may feel they have to buy such items all the time and may get some strange looks from their peers if they don't. In game terms a referee might allow triple cost clothes to add one point to the characters Appearance and x4-6 cost clothes to add 1d3. Likewise, paying extra for weapons and armour can have the following, possibly extremely useful effects. But bear in mind that quality weapons and armour have to be made to order, most only work for the person they are tailored to, take twice or three-times as long to make and must be made by a master craftsman (there are many con-men too). These can

make the party very tough indeed and the Games Master might temper the effects by having such items stolen or broken from time to time. Paying even more will have no extra effect and such a doshed-up person should start thinking about buying a magic item really.

Item	Effect of paying twice list price (assuming you haven't been ripped off):
Any plate armour	+1" on movement rate, to racial maximum +1 to all item saving throws +1d3 on App while worn
Any chain, ring or scale armour	+1d3" on movement rate, to racial maximum +1 on all item saving throws
Helmet	Double encumbrance
Any sword or axe	+1 on all item saving throws (includes scimitars and similar)
Bow	Tailor made to character's build and strength - may add half (rounded up) strength bonus to damage to arrow damage
Crossbow	+1 damage against short range targets
Any thrown weapon	+1 damage at short range (plus the Dunromin rule that you can add half your strength bonus (rounded up) to damage to thrown missile damage - this makes strong darts specialists very dangerous...)
Thieves' tools	+5% on pick locks and remove traps. Superior climbing gear might give a similar bonus to Mountaineering Life Skills or Climb Walls skill

Classes, Temples and Guilds

The following table shows the complete list of allowed classes in Dunromin and is based on OSRIC with a few added classes. More information on weapon and Life Skills can be found in the Appendices. Thorough descriptions of the new classes

can be found in the Appendices. A brief explanation of the Dunromin versions of the standard character classes follows the table. There is also a brief guide to the guilds that exist in Dunromin so you know where you can get training. Details on alternative ways of generating characters can be found in the Appendices.

Class	Allowed Alignments	Allowed Races
Assassin	Evil or CN	Human, half elf, half orc, elf, Halfling, gnome
Cleric	Any	Any
Courtesan	Any (rarely lawful)	All
Diabolist	Any Lawful	Humans, half elf, half orc, elf, gnome
Druid	Neutral	Any save dwarf and half orc
Fighter	Any	Any
Illusionist	Any	Human, gnome
Magic-User	Any	Human, half elf, elf, dwarf, gnome, Halfling
Necromancer	Evil or true neutral	Human, half elf, grey elf, Deep Elf.
Paladin	LG	Human, half elf (Antipaladins exist as well)
Ranger	Good	Human, half elf, elf
Thief	Any	All
Wild Domains Barbarian	Any	Human, half elf, dwarf, Halfling, half orc
Witch	Any Neutral or Chaotic	Human, half elf, high elf, wood elf, Deep Elf, Halfling
Peasant or serf	LG (usually but any in theory)	Any
Sage	Any	Any



(WD) means the ‘Wild Domains’ version of the class detailed in the Appendices; (normal) means the version of the class from the standard rules. Your GM might allow all of these variations or none.

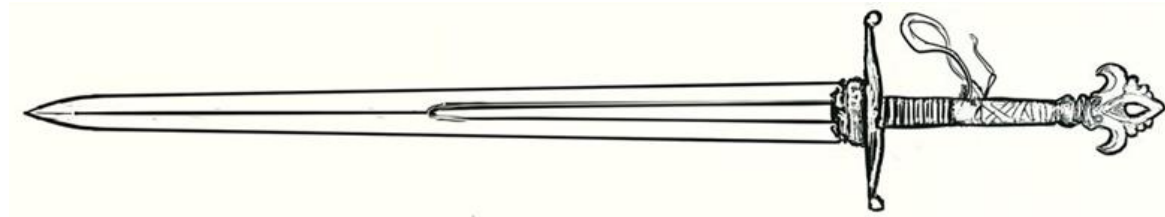
Most of this table is common sense or based on Wizard of the Coast’s own rules. There are some exceptions here, especially Halfling assassins and magic-users, which offers more options for fun and explains why Halflings aren’t extinct. These are not hard and fast rules though and anything is allowed or banned as long as it can be justified to/by the Games Master (as a plot device if nothing else). One important thing to remember is that humanoids can have classes as well (details in the Appendices) and there are a number of new character classes, like those above, and another, the Anti-Paladin, which should not be a player class in normal campaigns. Arguably, the Necromancer and Courtesan shouldn’t be either and are not included in this book as

such (they're in the **Games Master's Guide to Dunromin**).

The Sage, Peasant and Witch aren't really adventuring classes but are included here as they make interesting second or multi-classes and NPCs. Well, sage and peasant are just necessary to the campaign so really, they only apply to NPCs.

Normal Training Rates:

You will see a reference to 'Normal Training Rates' in the area descriptions. These are explained in the Appendix on Life Skills and the section on Character Generation. There's more information about increasing levels, stats and skills and how much it costs in the Appendices.



The Guide to the City Locations of Interest

And the areas, buildings and locations thereon...

Areas of the City:

Being a large city, the different areas within the city have their own names. While these names don't appear on any signs these are what the general local population refer to that area as and are marked on the map as such. Most are the names of villages that have been enveloped by the city but some are just names that have grown into common usage. Here's the list with their grid-reference location, if an area you are looking for is not on this page then it has been singled out for special attention in a later section (check the Contents or the Index for a reference):

Upper Market (F4): the longest lasting businesses and the oldest buildings of the city. Very business oriented with high rents. Generally inhabited by well-to-do people or those that think they are posh.

Old City (E5): Generally, the most expensive properties in the city. Well serviced, protected, old and stylish. The inhabitants are usually the middle and upper classes.

Newhouses (L8): the south east corner of the city. Not so new now but larger than most with space. Not very well connected and predominantly owned by the better-off working classes.

Southwarf (C10): the south side of the docks and an area of run-down slum buildings of the real working class. Crowded and unhealthy but not necessarily hostile.

Collegerows (I2): close to the University, an area of good housing with a mixture of inhabitants. Generally, not well-off but neither suffering. Here are merchants, craftsmen and academics, along with some retired adventurers and demi-humans.

Westlake (J4): Predominantly working-class houses, usually rented. Poor but not as bad as the Maze.

Boneside (C8): spacious housing alongside the Graveyard, predominantly working class but lots of traders and merchants as well.

Appleton (J9): Another relatively pleasant area to live, if you can stand the smell.

Alanton (B8): a very mixed community, even for Dunromin. Every kind of everything could be found here.

The Meadows (G10): A suburb of space and some very desirable properties, but only some.

Southwood (F7): A mixture of the skilled and the military. There are some nice streets here but some rough ones too.

The Guilds:

Most Guilds have a Guild House, described below. Guild Houses are marked on the City Map in Orange and numbered with the prefix G.

Guild Membership for adventuring classes is 100gp to join the Guild and then 10gp per year unless otherwise detailed under the Guild description below. If the character is a Dunromin native it is assumed they are already a member of their class guild(s) and they do not need to pay to join, only the annual charge.

Not all guilds are official (everybody's heard rumours of the "Poorhouse Guild" of Thieves, but it's not represented as such on the City Counsel). However, there are a number of guilds that don't have a guild-house, usually because they are too small. These tend to meet at members' houses or rent rooms off other organisations such as the Merchant's Guild or the Circus. Most of these aren't worth worrying about and the only guilds detailed here are the main ones likely to have a relevance to the players, either because the players are members of them, or the players might get hired by them or bothered by them in some other way.



All Guild Memberships are the standard rates given at the start of this section unless detailed otherwise below. Non-members of a guild trying to do work that encroaches on the territory of a guild may find themselves the victim of a bizarre variety of unprofessional practices, accusations and strong-arm tactics. The Thieves' Guild are a case in point but are rather extreme

proponents of this. Or would be, if they existed....

There follows a description of the most relevant Guilds, including their location, a rough over-view that would be common knowledge in the city and details of membership requirements, costs and available services. The Games Master's Guide to Dunromin has more information in each case.

G1 The Royal Guild of Dunromin Warriors (Fighter's Guild)

Location: D5; A large, well-kept building in the Southwest corner of the old city and decorated with ancient carvings of martial heroes. There are numerous alcoves with statues and the arsenals within are filled with cases of special (non-magical) weapons donated by retiring heroes or claimed in victory over vanquished monsters. Entry is via several side doors or the processional entrance on the north wall, used for civic ceremonies celebrating great victories, either of city armies or heroes.

Associated Classes: Fighters, Paladins, Rangers, Barbarians (for statistic but not experience training). Other classes may join but only for weapon proficiency, appropriate Life Skills and statistic training. Note that every member of the Royal Family is a member regardless of class for historical reasons.

Guild-master(s): Dirk Galmao (Chairman and Guild Master), Bolram Donray (Head Specialist) and Juno Doomrumbum (Head Trainer). The staff include piece-worker trainers of whatever requirement and a catering/housekeeping staff

Membership requirements and costs: Members must be of an appropriate class and declare any subclasses (they can lie of course). PCs who are natives of Dunromin and who are of one of the above classes are automatically assumed to be members, but others must pay a one-off membership charge of 100gp.

There is an annual membership charge of 10gp. There is another, separate fighter's guild in Karan, which is newer and less well equipped.

Training and Rates: To members: experience (normal rates for Fighter classes and sub-classes only). Strength, Constitution and Dexterity (see costs in appendices). Weapon and Life Skills (GM decides which ones are available - 100gp and 1 week per slot for weapon profs. 600gp and 6 weeks per slot for Life Skills). For non-members charge double rates but it takes the same time.

Other Services and Rates: The guild advertises bodyguards and adventurers for a small charge, it also serves as a meeting point and place to contact groups or individuals in the profession. While low-level parties will find their adventures on the Counsel House wall, those with some experience and/or fame will probably be approached directly by patrons through the guild-masters here, either by name or reputation. The Guild will not charge members for such 'introduction' services, but may charge the patron a 'finder's fee'.



G2 The Guild of High Magic (Magic-User's Guild)

Location: H3; The strange buildings associated with the Magic College are the location of the Guild-House. They are a radical collection of architectural styles and curious buildings of unknown and varied purpose. The latent magic of the area of the city Tor has been amplified at these locations and may cause some problems from time to time. Some rooms have gone missing for years at a time while creatures from different planes frequent others. The Magic

Guild can be a dangerous place to live but Magic Users get used to that.

Guild-master(s): The Counsel of Three; Mozgad Luffheart (the Royal Archmage, living in the Mage Tower, Uncle of the king), Cornelius Stinge (also an inhabitant of the Mage Tower), and Murzurphius Darklord (lives in college when he's in the city). Malcolm Darkstar is another important mage; he is the Bursar and Master of Spells. He also runs a tea-room near the entrance where members can meet and chat.

Associated Classes: Magic Users and Illusionists, Diabolists and some specialist Sages.

Membership requirements and costs: Native wizards of the city are assumed to be members, for others a one-off joining fee of 250gp is required. Annual costs are then 50gp membership, if dropped then a member must re-join. Membership is open to anyone of the appropriate classes, other questions are rarely asked. Any kind of criminal conviction immediately voids membership and such persons must then re-join (which actually just involves paying the fee again depending on the severity of the crime, but it makes the Guild look like it's policing its members). Note

that this is the only 'proper' Magic User guild in the land of the Young; Karan has a Guild but with very limited facilities. In fact, the nearest other full Magic Guild is in the Grey Wood and for elves only. Skull Crag probably has one as well but they are VERY strange there.

Training and Rates: Training and other services are only available to Guild Members - no casual members. Non-members may purchase the services of magic-users by advertising here but the arrangement is purely between the customer and the mage chosen. Training may be purchased at normal rates for members only. Certain other training (appropriate

Life Skills etc. if a suitable mage is available to do the training) can also be obtained here at normal rates or training may be obtained by non-members through the Magic College



at double normal rate.

Other Services and Rates: Spell casting may be purchased here, on a private arrangement through a specific mage but at rates controlled by the guild. Members may also buy spells here, to add to their spell book (newly qualified magic users only get a number of random first level spells equal to their intelligence, but including Read Magic and Write). These sales are managed by the Bursar in his role as Keeper of Spells. Once purchased they may be copied as the magic-user chooses and even sold on (but this is frowned upon). Spell Books are 1000gp, or 500gp for a travelling one. The following is the costs of spells. Not all spells are on file to be copied and the Games Master must decide if they are available (although 80% probably are at any one time):

First Level	120gp
Second Level	200gp
Third Level	280gp
Fourth level	350gp
Fifth level	600gp
Sixth level	800gp

Seventh plus Not for sale,
but not necessarily
unavailable.

Magic items may also be available for sale and players can sell off their own spare magic items here at a regular or especially arranged auction. The Druid in the Woods is also a good source of potions and advertises on the noticeboard here. Accommodation is also available to Guild Members at the normal rates, although the food is atrocious and most members eat out or obtain their own food. Some mages 'live-in' although the accommodation is modest and never completely permanent. Despite this several people do seem to have been here since forever. Rooms vary from shared "bedders" to attic garrets, rooms in shared flats and larger rooms with studies attached for staff, senior wizards and plot devices.

G3 The Druidic Assembly (Druid's Guild)

Location: L6; The Guild, whose organisation is loose at the best of times, meets at the home of the Guild-master. Members will often be more tightly associated with their temples, viewing the Guild as a kind of elite club.

Associated Classes: Druids, Diabolists and witches.



Guild-master(s): Anthelias DuWood (also known as 'the Druid in the Woods')

Membership requirements and costs: Members must be druids, witches or Diabolists, and membership costs are not monetary but a kind of kinship of brothers who will not see another member suffer and not intervene. This loyalty is the bond of membership and once broken can never be repaired. It supersedes any alignment concerns but is about self-preservation rather than 'lawful' in its inspiration.

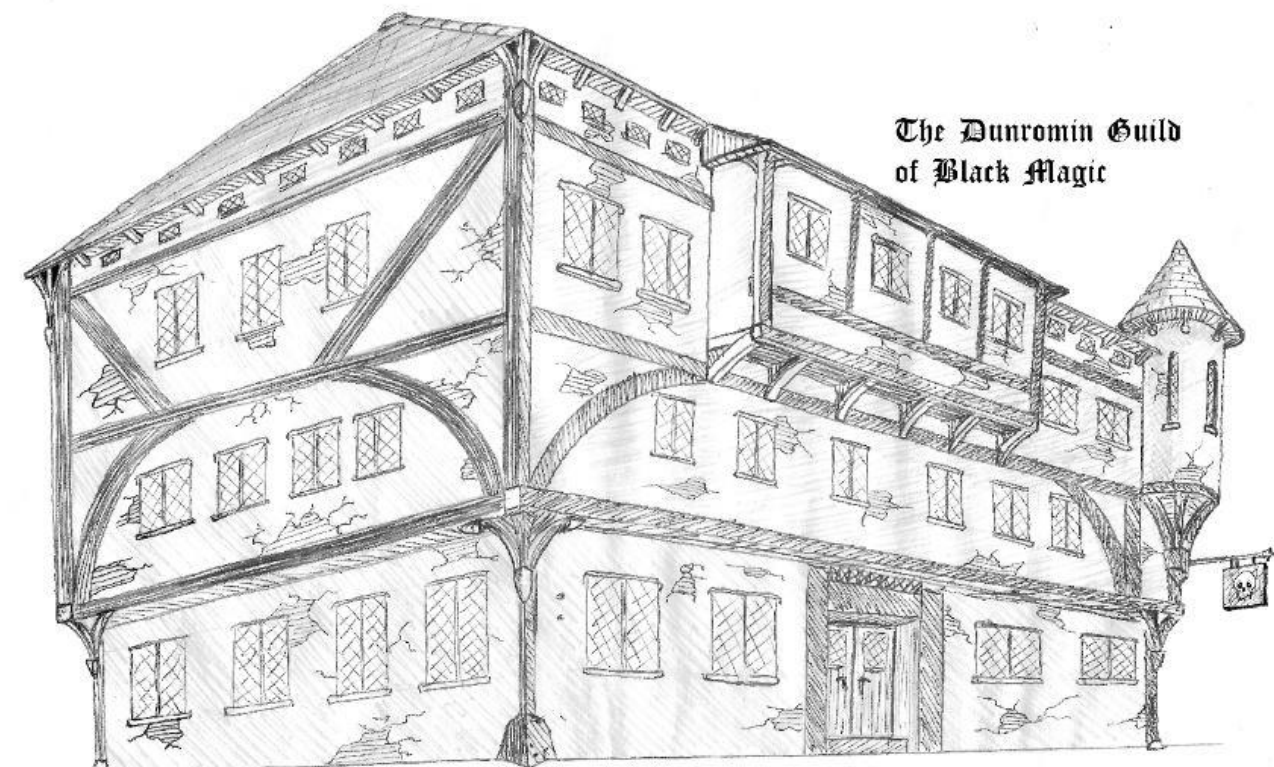
Training and Rates: Rather than actually providing training the Druid's Guild tends to put members in touch with temples that can help them out. The main function of the Guild is to settle disputes and act as a forum for discussions and exchanging ideas. And getting stoned. Training rates are as per Clerics in their appropriate temples. Appropriate Life Skills training is also available at normal rates.

Other Services and Rates: Like the Black Magic Guild, players can use the Druid's Guild to contact people with certain special skills (Soothsayers,

Witches, etc.). Potions and cheap drugs are also available - see the Druid in the Woods business location for more details.

G4 The Guild of Black Magic

Location: I3; (see also the notes on 'Black Magic' in the previous section) This large, sinister, wattle and daub building is actually constructed on the site of an ancient (possibly Rakuli) temple to the Mad Gods and as such there is a very high and chaotic magical field surrounding the place. Plants mutate and animals are born deformed in the area. The windows of the building are small and rarely cleaned, making the interior murky at best. The walls, while once white, are discoloured and dirty. Much of the black woodwork is scratched and painted with occult graffiti and wardings inside and out. The whole place reeks with the strange concoctions of the inhabitants, their bodily odours, wood smoke, mould and the rotting smells of sacrifices left too long in the warm. The ground floor of the Black Magic Guild is a collection of meeting rooms and markets, while the upper areas are



training rooms and accommodation for members and staff. The three levels of cellars are also accommodation and ceremonial chambers. Lord Mordred has placed a permanent guard of four medium level fighters from various Guard regiments here, to help deal with stray creatures.

Guild-master(s): Necrus Baalialga ('The Lord of Dark Magics').

Associated Classes: Magic-users and Illusionists (although both of these classes will usually keep quiet about visiting this Guild), Druids, Diabolists, Witches, Courtesans and possibly Necromancers along with anyone else with an interest in the occult.

Membership requirements and costs: Membership qualifications are very lax, and membership costs 10gp per year after a joining fee of only 25gp.

Training and Rates: XP training is available to Diabolists and Druids, at normal rates. Appropriate Life Skills training is also available at the normal rates.

Other Services and Rates: Everything from palmistry to demon summoning goes on here and is available at widely varying rates. The guild controls the pricing of certain services and helps advertise people wishing to use them. Potions, poisons, drugs and so on are available, but pricing and effectiveness are not as consistent as the Druid in the Woods or the Magic College. Accommodation is available at standard rates but the place is smelly and the neighbours are hell (sometimes literally). Meeting rooms can be hired and ensured for privacy at an extra charge.

G5 The Guild of Alchemy

Location: I2; The Guild of Alchemy is essentially the chemistry and philosophy department of the University. It is a purpose-built wattle and daub construction with very sturdy stone foundations and cellars. Inside is a lecture hall with library upstairs and experimentation

chambers below. No one lives in this building permanently.

Guild-master(s): Drevane Spronge (of the University)

Associated Classes: Sages (alchemists), Magic-users, Illusionists, Diabolists, Witches and Necromancers (probably).

Membership requirements and costs: Membership is based on the courses you study. You pay for appropriate Life Skills at normal rates and membership is conferred automatically for the duration of the course. Some people (called Fellows) are permanent members but they are of limited number and are invited to join rather than applying for it. The Fellows are usually prominent magic-users and sages, including the Counsel of Three and the Guild-masters of the Black Magic and Druid's Guild, and the principles and senior lecturers of the University and Magic College.

Training and Rates: As per the appropriate Life Skills training, standard rates.

Other Services and Rates: Research the GM sees fit. Drevane (Guild master) is only one of several persons of skill and knowledge who may be hired here. There is more detail in the GM's Guide to Dunromin.



G6 The Dunromin Guild of Merchants

Location: G4; The Merchant's Guild has a grand stone building with tall, wide windows and doors, next to the market place in the Old City. The Guild has a long history and is

probably the bedrock of Dunromin's power and wealth; the Guild is suitably proud of its buildings and reputation. A housekeeper called Jason Carrudes and a small army of servants, slaves and scribes maintains the place. Only Jason and the slaves live in the place though. The interior is rich, well-appointed and brightly lit with one large Members' Negotiating Chamber (known as 'The Floor'), other meeting rooms, eating areas, a library, cellars, small storage areas and so on. The Guild also owns some of the warehousing by the docks and leases loading areas. The Guild-house also acts as a meeting place for the other trade guilds in the city, which might be viewed as sub-sets of the main guild.

Guild-master(s): Salek Drood (Guildmaster), Harry Efrtrueman (Treasurer, shop #29), Joprun Drood (Secretary), Yg-Malarn (Master of Foreign Trade) and Desmundt Van Cliyah (Master of Domestic Trade).

Associated Classes: Merchants and traders. As the campaign progresses thieves and ambitious players may also want to join.

Membership requirements and costs: All people seeking to trade in the city must pay their dues here, in return for representation on the counsel and support and protection in their business activity. Cost depends on the business you do and the number of permanent premises you run. Non-permanent traders (market stall holders for instance) pay a much lower rate, and some of the ones hidden in the Black Magic Guild don't pay at all. Basically, the rate is 25-50gp per year for a shop, 100gp for a tavern, and more for a larger business. Extra duties are levied depending on staff and turnover, but these are shady and inconsistent. Representation may be bought or silenced as well, at a cost. Only shops in Shanty Town can escape this charge if they choose (ahem). The charges are enforced, if necessary, by a small team of clerks and hired mercenaries.

Training and Rates: Appropriate Life Skills are readily available for normal rates, although the rates are probably negotiable. Any other trade or profession may be located through the clerks' office.

Other Services and Rates: No accommodation is available here but people who can offer these and practically any other service can be contacted here for free. The Guild runs the free notice board on the side of the Counsel House as well as an internal notice-board displaying all the registered traders and merchants in the city and some of those in Shantytown that have paid their dues. Storage areas and transportation may be arranged here as well. Low level players will probably only come into contact with this guild as a potential source of patronage. The guild helps members get guards and such for their premises and caravans and as such has contacts within the Fighter's Guild and similar organisations. A party that makes a name for itself may be surprised who may claim to have contacts with them and then be keen to assist them with promoting their services, for a cut.



The Craftsmen's Guilds

Location: These guilds use either the members' houses or halls set aside

(rented) for them in the Merchants' Guild.

Individual Guilds: Craftsmen, Sailors, Smiths
Guild-master(s): Various

Membership requirements and costs:
Usually some apprenticeship is required, as in the normal adventuring classes.

Training and Rates: Varies.

Other Services and Rates: Varies.



G7 The Royal League of Sages and Scribes

Location: I2; The Royal League of Sages and Scribes began meeting in a set of chambers next to the Great Library in CY345 and have been continuing to do so ever since. Back then they were a rough cooperative of scribes seeking to promote their services via a social network. They received Royal Patronage some years later for services rendered and have several rooms and a small library here recording the history of the city. The majority of the members work at the City Record House (C3) but there are a lot of free-lancers who are members here too. Most of their research is done elsewhere but they meet here and are best contacted through the only permanent guild staff member, a clerk called Mortimer Mildew.

Associated Classes: Sages and Scribes

Guild-master(s): Norman Basingstoke

Membership requirements and costs:
Membership is quite casual, but training from other members can be obtained for normal rates for appropriate Life Skills.

Training and Rates: Are all standard and cover everything to do with reading, writing, research and so on.

Other Services and Rates: The sages' guild can be the best way of contacting researchers into subjects outside the university. All the Lecturers are members.

The Thieves and Assassins Guilds

Well, they *might* exist, but you'll have to ask the Games Master for more information...



A Player's Guide to the City Temples

All the main temples in Dunromin are marked on the City Map in dark red and numbered with the prefix T.

The temples of Dunromin are always hives of activity and intrigue. Each has a permanent staff that is recognised and well known within the community. The information presented herein is common knowledge; the secret stuff is in the **Games Master's Guide to Dunromin**. Due to the 'First Apostle' all religions are tolerated in Dunromin, to a point. Those that establish formal Temples that are recognised by the King (all the ones listed here) have certain privileges in terms of laws and taxation. It is likely that the player characters will want to be members of one temple or another, or may already be as a part of their background. This is fine and they need only take notice of the charges and holy days noted below.

It is also very likely that players may want to hire the services of temples from time to time. Being a member of the temple and known there will assist in this and few

temples will sell their services to persons not members of their temple. Likewise, the charges one might normally charge hold here for temple members. Non-members, even if it is permitted, will be charged double. Joining a temple is usually a simple process of expressing an interest, attending some ceremonies and being inducted (like a baptism or similar ceremony). New members are expected to renounce any previous membership of other temples although this is impossible to check. That said, it is unlikely that players will be inclined to be a member of more than one temple. Note that players don't *have* to be a member of any city temple. Or they may be a member of a temple from another area or may be the sole representative of their deity on this planet.

Clerics must have a patron deity and Druids a dedicated pantheon. Paladins must also have a patron deity. The payments Paladins and Clerics have to give to these deities vary from temple to temple so see the descriptions below. If the player character Clerics, Druids or Paladins chose a temple not represented in the city then they must still somehow give 10% of their earnings to their temple or god in some way (perhaps throwing it all in a lake), and will have trouble getting training or other support.

Note that the religions of Dunromin and the Land of the Young are not of the evangelising sort unless their deities specifically instruct them to. Clerics, Paladins and lay-members may extoll the virtues and powers of their relevant patron deities but will not be constantly trying to convert other party members, strangers and monsters to their cause. They may, however, indulge in other ceremonial indulgences such as building cairns, setting up shrines or temples, or trying to raise funds through donations. Read a bit about the mythology of the deities involved and see what you think might please them. Desecrating the temples of opposing deities is also frowned upon, at least, in the city it is.



In the following listings are the details that are relevant to play. These include a general listing of the key personalities (priests) and the kind of staff that might be

present at any time, along with the location and general description of the temple itself. There is a list of the deities that have dedicated halls or shrines within the building. There are also the relevant rules for the Clerics, Druids and Paladins in the party, including weapon and armour restrictions for Clerics and holy days when all members are expected to be present at the temple. Deities and Demigods (Legends and Lore) offers more details on the ceremonial clothing associated with the various gods and their holy symbols. Most of the temples offer Clerics, Druids and Paladins of the temple accommodation and training. This is also detailed here. There is also a section in the Appendices on

each temples' attitude towards *Resurrection* and *Raising the Dead*.

T1 The Norse Temple

Inhabitants: Erick Munsta is temple head, Dorvel Doowop, 14 other Clerics and 1d20+10 acolytes, 8 Paladins (1d6+2 present at any time – some are quite high level), also the Soothsayer Larnir (represents the Fates). The temple guards are made up of paid mercenaries, converts and staff members.

Location: D2; The Norse Temple is one of the most powerful organisations in the Land of the Young, enjoying a huge membership and royal patronage. The building itself is an imposing two-storey construction built of stone but in the style of a low ceiling long-hall. The interior is lit by torches and lamps but remains dark and smoky. Guard dogs patrol the whole temple at all times. It has a forecourt area in front of the main building including a well and deep pool which is used for certain festival

ceremonies. The building is in the Old City close to the castle. The Norse Temple is the most politically powerful in the city as the Lufheart family are Norse worshippers.

Represented Deities: Odin, Balder, Forseti, Freya and Tyr all have temple chambers and there are shrines to Aegir, Bragi, Frey, Heimdall, Hel, Idun, Magni, Thor, the Norns (Fates or 'The Spinners'), Uller, Vidar and some other local deities.

Weapon Restrictions for Clerics: Norse clerics **and paladins** are restricted to battle axe, hand-axe, hammer (footman's – but for Thor Clerics only), broad swords, spears, daggers and slings. Clerics of Thor **must** have footman's hammer proficiency.

Benefits and restrictions of Clerics: **(there are NO Norse Druids)** Clerics of this temple get free accommodation when in the city but are expected to give 10-20% of their earnings to the temple as well as training fees. 'Viking' is the holy language of the Norse Temple. When a Norse cleric reaches 4th level (or earlier) they are expected to select a single deity towards whom they will dedicate their life. The Games Master can choose what impact this will have on the player. Norse Clerics may wear no armour heavier than chainmail and will usually have fur cloaks and open helms as their ceremonial garb. Norse clerics will not wear plate, splint or banded armour (including field, full and mail). The Norse clerics are high profile and representatives of the Royal Family in a minor way; as such their behaviour must be law-abiding and free of criminal influence as much as possible (yeah, right). Contacts are good with the ruling classes and the Guard. The Norse temple has reasonable relations with all other temples but is most closely associated with the Celts, Dwarves and Elves. Training in XP only is available at normal rates.

Festival days: The Dunromin calendar is based primarily on the Norse festival cycles and large ceremonies take place during the festival times.

Resident clerics will have no free time during these times but the nightly parties and beer festivals in autumn are brilliant. Donations and sacrifices are expected at these times, as is a pledge to serve the senior members of the temple.

Accommodation, Services and Rates: There is no accommodation for non-clerics in the temple. Most spell-casting services are available to Norse-worshippers at normal rates, double for others. Training available to temple members only but Norse clerics are also automatically members of the Fighter's Guild and may train there without paying a membership fee. In return Norse Clerics and Paladins are expected to offer their spell services to the staff of the fighter's guild at a preferential rate or for free.



T2 The Celtic Temple

Inhabitants: Polval the Crimson, Gonron Spleenslice, Falena Yorek, plus 2 permanent clerics, 1d8+4 acolytes, 2 or more paladins and a large number of laymen. There are a number of barbarian tribes from the Wildlands that have allied themselves with the Celtic temple and there are often representatives from them here or acolytes being trained. These tribes offer their best warriors as temple

guards for periods of up to several years.

Location: F5; The Celtic temple is a large predominantly white-washed structure on the south side of the Upper Market square. The first storey is stone with the upper floor being wattle and daub. The interior is lit in a disconcerting pale green light in the temple areas, normal white continual lights and torches elsewhere. The furnishings are black wood and the private apartments are sumptuous. There is a small garden out the front with some smaller shrines in it. There is a holy fountain in the cellar – the Celts are big on drowning as a punishment for people they don't like...

Represented Deities: There are temples to Dagda and Nuada only, with shrines to Brigit, Arawn, Diancelt, Danu, Dunatis, Lugh, Morrigan, Oghma, and Silvanus.

Weapon Restrictions for Clerics: Celtic Clerics must have a skill in spear and may also use broad swords, hand axes, daggers, clubs and slings. They are also limited to Chainmail or Leather (plain, studded or padded) and open helms. Celtic Paladins have no weapon or armour restrictions and Celtic Druids may also use spears.

Benefits and restrictions of Clerics: Similar to Norse clerics, Celtic clerics will not wear plate mail, full plate or field plate. Celtic, a dialect of Common, is the language of the Celtic Temple. Accommodation in the temple is available only to clerics and druids of the Celtic temple and cost 5sp per night. Clerics based here are expected to give 10% of their income to the temple and will be expected to attend one holy day per festival in addition to one holy day per week in the temple when in the city. There are also annual hunts organised to the moors to the northeast of the city which take the clerics away for up to four weeks at a time. One of the clerics' Life Skills must be Hunting. Training in Hunting, Survival (temperate) and Metrology Life Skill and XP is available, at normal rates.

Festival days: The Celtic temple only has one festival day per festival, usually the first of the period but this is spent in the moors to the northeast, which keeps them out of the city for a few days. The tradition of the Great Hunt is very important to the Celts.

Accommodation, Services and Rates: The temple may not have room for a cleric seeking accommodation and charges 5sp half board anyway. All the usual services are available except *Raise Dead* and *Resurrection* and at the normal rates to temple members. No services are available to non-temple members unless the applicant is patronised by a cleric or druid of the temple (such as another party member).

T3 The Babylonian Temple



Inhabitants: Balgamesh the Witchking, Dona Zooma, Sir Garth, two other paladins of Anu and Marduk will also be available, as well as up to twenty acolytes, forty lay-members and up to five higher level clerics and/or paladins. The temple guards are particularly zealous and made up of local loyal adventurers, volunteers and the temple staff.

Location: G9; The Babylonian temple is a huge, imposing structure faced in shap granite (the same material as the tor, but actually mined from another smaller tor to the northeast). It has a bright red roof and several golden domes. It dominates the market area of the New City and the interior is kept dark and heady with incense and smoke. The pillars at the front are hung with sinister banners and the edges of the roof piled high with the heads and skulls of the creatures the temple has slain. In contrast the private apartments are lavishly furnished, well-lit and comfortable. Human slaves are employed as servants and the tendency for living sacrifices lends a sinister air to the place.

Represented Deities: Anu/Enlil, Marduk, Ishtar/Inanna, and Utu all have temples of differing styles and sizes, plus there are shrines to Girru, Nergal, Ramman, Ki, Enki, Nanna-sin, Nin-Hursang and Gilgamesh.

Weapon Restrictions for Clerics: Babylonian clerics may only use maces, hammers, spears, clubs, scimitars and daggers. They may wear any armour.

Benefits and restrictions of Clerics: **There are NO Babylonian Druids.** The biggest thing about the Babylonians is their intense xenophobia, which is directed at any non-human or non-inhabitant of the Land of the Young. Clerics of the Babylonian mythos may not mix with non-humans, may only be human and will generally attempt to kill and/or enslave the unclean demons they come across outside the reaches of the Land of the Young or certain tribes of the Rim Jungles. Common is the Holy Language of the Babylonian Temple. Holy days and Festivals are marked with blood sacrifice (one's own on festival days and non-humans on other days). Clerics and especially Paladins will find themselves sent all over the world to kill non-humans that have brought themselves to the attention of the temple hierarchy for whatever reason. Clerics and lay-members are

offered accommodation (free to clerics and paladins, normal rates to others) and clerics are expected to give 20% of their earnings to the temple. Paladins are also extremely racist in a puritanical, obsessive and flawed way. Training in XP only is available, at normal rates.

Festival days: The festivals are a time of fasting during the daylight hours. The fire festival in particular is a time of incinerating the unclean and beating one's head against a holy platter until one bleeds. Babylonians are pious maniacs who use their religion as a reason to attempt genocide and purify the world for human domination (a bit like the Termites in Nemesis the Warlock in the Sci-fi comic 2000AD). Don't get caught in here if you're not a member. Sacrifice is either burning at the stake or bleeding to death.

Accommodation, Services and Rates: Only temple members are allowed to purchase services but they are all available at normal rates. Clerics and lay-members are offered accommodation (free to clerics and paladins, normal rates to others).

T4 The Temple of Death



Inhabitants: Moldark Shadowsoul, Jolb Magicthise, Edwin and Eddison (Moldark Shadowsoul's sons), anything up to 10 paladins, 1d8+2 clerics, 1d20+5 acolytes and some

lay-members. Guards are usually acolytes many of whom are multi-classed fighters.

Location: D7; The Temple of Death is a white marble structure built on the austere lines of a huge mausoleum in the centre of the graveyard. The interior is silent and dark with only occasional candles for illumination. The furnishings are sparse and uncomfortable, the air cold and musty. The inhabitants are painfully morbid and will minimise communication of all sorts.

Represented Deities: Death (Nehwon) is the main figure of the temple, but other aspects of Death from other belief systems are also enshrined as differing aspects of the main deity (Arawn, Osiris, Hel, Nephthys, Anubis and Hades).

Weapon Restrictions for Clerics: Death Clerics may only use weapons and armour made of or coloured silver. The allowed weapons for clerics are long swords, spears, short bows, daggers and lances. They may only wear metal armour (chain, banded, plate and variations) not bronze, leather or ring/studded etc.



Benefits and restrictions of Clerics: **There are NO Druids in the Temple of Death.** Death Clerics are a very dour lot. They are not permitted lifesaving magic like *heal* and *cure*. Nor are they allowed to inhibit the processes of disease or poison. In balance they

may have other abilities or spells that enable them to make up for these short-falls in game terms (like access to Druid spells and Diabolist spells). They must give 70% of their earnings to the temple but may exchange this for training. While in the temple the staff are constantly on call to be 'Grave Guards' to fight the various undead horrors that periodically stagger out of the graveyard. While staying in the temple clerics wear only their white robes and pewter death-masks. Grave guards may wear armour beneath this while on duty. Training in XP only is available, at normal rates. Common is the Holy Language used by the Temple of Death.

Festival days: The Temple of Death has one day every week when they must just sit in contemplation of the passing of time and the inevitability of death. They don't recognise any other religious ceremonies other than funeral rites. The Temple is also responsible for the collection of the dead of the city, whether claimed or not, using their Black Carts (which are just called that, they are all painted white) – Player character clerics of Death may be required to do this miserable job too. The Black Carts simply patrol the city collecting the dead. These might be bodies in the street, passed to them from the Guard or relatives passed on for burial after a period of mourning in the deceased own homes.

Accommodation, Services and Rates: Clerics and paladins of the temple can expect free accommodation here, although it is somewhat Spartan. No one else stays in the temple except the followers of the cult who approach death. These people (aged and diseased) await their maker with only water and a blanket (no food) in a wide, airy attic. Pain relief in the form of opiates from contacts in the Black Magic Guild and the Druid in the Woods are also available. Once passed, these 'guests' are dealt with in a respectful and civilised way by the temple staff. Persons giving

themselves over in this way may receive visitors if they wish.

T5 The Heliopian Temple (Egyptian)



Inhabitants: Edifis Morpham, Dougie Doom with 3 paladins and a few clerics. Few acolytes and fewer lay members. There are no guards on this temple but nothing ever gets stolen from it...

Location: L7; The tall, windowless temple near the East Gate has seen better days. The falling congregations indicate the waning of the favour of the populous for the Heliopian Gods since the heady days of the second century CY. The plaster is cracking, the paint peeling. The carvings have been vandalised or are simply unrepaired in some external sections and the rooms inside tend to be silent and empty. The inner sanctums are always closed to the public and the home of several beautiful slaves, particularly women whose purpose is shrouded in mystery (but if publicised might renew interest in the cult). The private apartments are well furnished but musty and everything is well past its prime. Despite this, all the shrines and temples are decorated with an amazing amount of gold and silver. The place could be a rich find for any thief but getting anything out alive is another matter. Pilferers are inevitably found dead in the morning. The Heliopian Temple has reasonable relations with everyone but gets on with the Dwarves really well for some

reason. In fact, the Temple is in such decline that the staff are looking to close it at some point in the future. They are building a mausoleum for themselves some miles to the southeast of the city and expect to migrate there as they reach the end of their mortal lives. The mausoleum is a large pyramid structure and underground tomb complex which is costing them a fortune.

Represented Deities: Ra (as Amun-Ra) is the main enshrined deity but certain aspects are more reminiscent of the creator-myth. There are numerous shrines as well, but it's not clear exactly who most of them are to. The statues are of the standard gods but there seems to be a certain level of ambiguity deliberately built into everything.

Weapon Restrictions for Clerics: Clerics may use scimitars, kopeshs, short bows, spears, staves and daggers. They may wear any armour, but not in the temple (see below).



Benefits and restrictions of Clerics: Heliopian Clerics may stay here for free and might even be allowed to keep guests as well, for a charge. The regime is relaxed but Clerics are expected to give 20% or more of their income to the temple. Training is available at normal rates. Egyptian is the Holy Language of the Heliopians and its written form is hieroglyphics.

Festival days: There is only one festival day, which is a day in Spring chosen by the temple head when all the clerics retreat into the inner sanctum and lock themselves away for the full daylight hours. When they emerge, they are always very tired and a new ranking system will have been chosen below the two temple heads (which the temple head priest himself and the warrior Right Hand of Horus, as s/he is called). The Heliopians work towards an entirely different calendar to the rest of the city, which causes no end of problems as it has more days in it than two normal years (1 Heliopian year = 2.38 normal years).

Accommodation, Services and Rates: Since they are winding up business, as it were, and are desperate for cash they will do anything for anyone and are more flexible on their rates than the other temples.

T6 The Hall of the Rock Gods (Dwarven Temple)

Inhabitants: Delvin Sternhammer, Marich Doombonk, Gary Chalk, along with 20+ warriors, up to 10 clerics and some acolytes. These are almost entirely natives of the Blue Mountains and view this temple more as a mission than a full temple. The temple guards are the warriors who are, of course, all miners as well.

Location: D8; The dark, squat temple (6' ceilings everywhere apart from the main halls) is built on some cheap land next to the graveyard. It is a relatively new structure as it was entirely rebuilt 60 years ago. The inhabitants view it as a mission to supply spiritual guidance and assistance to the dwarves of the city. Inside it is gloomy and only partially lit. The furnishing is thick furs and dark, well-crafted furniture in abundance. Comfortable but dour. Occasional strains of strange plodding music can be heard. The party-monster reputation of the dwarves is true but is not followed in temples out of respect for the

ancestors and the Holy Stone that is represented here. The temple has very good relations with the Norse and Heliopian Temples but is neutral towards the rest. They have no real relationship with the Babylonians whom the dwarves regard as idiots.



Represented Deities: Moradin is the patron of the main hall and there are shrines to Clanggedin Silverbeard, Vergaduin, Dumathoin, Abbathor, and Berronar.

Weapon Restrictions for Clerics: A dwarf cleric must be proficient in battle-axe. They may also have crossbow, hand axe and short sword. Pole-arms are also permitted, including pikes.

Benefits and restrictions of Clerics: Dwarf clerics are always welcome here and other dwarves may find meagre food and accommodation for 5-10sp per night. The clerics based here are expected to give 20% of their earnings to the temple and attend all ceremonies when in the city. They are also expected to spend one day per

week serving in the temple and one day per week helping dig the extensions to the cellars. Training in XP only is available, at normal rates. Deepspeak is the Holy Language of the Dwarven Temple.

Festival days: Dusk is a solemn time for all dwarves and the clerics are expected to be present at the temple every day for this ceremony. Besides this they have a large festival on the first day of winter when additional sacrifices and donations are expected.

Accommodation, Services and Rates: They will only deal with dwarves and occasionally gnomes that are well known to them, simple as that. Normal prices charged.

T7 The Glades (Elven Temple)

Inhabitants: Ildris Coraine (high elf), Aranir Moonglum (Grey), Falgin Greenleaf (Wood), Elour Woodrum (High), along with 3-5 paladins, 4-8 rangers, 6-12 clerics and up to 20 acolytes and guests. The temple guards are groups of local elves demonstrating their piety led by the various temple staff.

Location: L6; The wooden buildings of the Elven Temple are a sprawling, organic construction at the east end of the lake, surrounded by lush gardens and pretty glades. Internally the furniture and irregular rooms are furnished in wood with simple and spectacular decoration. All sorts of elves, half-elves and Halflings can be found here, music is always playing, laughter is in the air and stranger woodland creatures may be encountered visiting the city. The temple has good relationships with the Norse and Celtic temples but are indifferent to the rest. Needless to say, they have hostile relations with the Babylonians.

Represented Deities: Corellon Larethian is the main figure and there are 'shrines' for want of a better description to many others, including rather vague ones to the nature of forests, coastlines and so on.



Weapon Restrictions for Clerics: Elven clerics are restricted to long swords, short swords, bows and spears, and may only use weapons of elven manufacture (including magical ones). They may use any armour, or so the theory goes, that they can still climb a tree in. Work that one out for yourself, although this is generally interpreted as leather or elven chain only.

Benefits and restrictions of Clerics: Elven clerics, druids and paladins are always welcome here and may stay for free or for appropriate gifts. Elves must give 10% of all earnings to their temple and also help out with the running of the temple and the tending of the sick and so on. Every elf cleric must be able to play one of the holy instruments (lyre, harp, flute, bagpipes, xylophone, etc.), or be able to sing, preferably both. They must give up one day a week to serving in the temple when in the city. Training in XP only is available, at normal rates. Eldarin and Elvish (not

Loomish) are the Holy Languages of the Elven Temple; Elven Clerics, Druids and Paladins will usually speak, read and write all three languages (Loomish, Eldarin and Elvish) as well as Common as their 'standard' languages (see more on languages in the appendix).

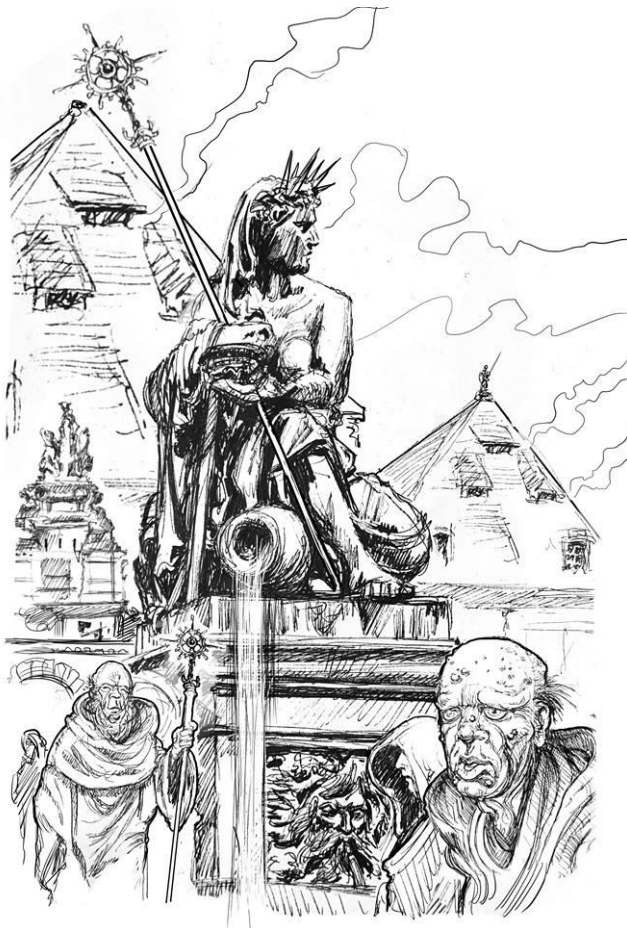
Festival days: Spring and summer are the most important festivals but all are celebrated. Celebrations are gentle parties and cultural pastimes. Very, erm, nice really.

Accommodation, Services and Rates: Accommodation limited and by invitation only; elves and elf-friends only, usually free or for payment in kind.

T8 The Temple of Olympus (Greek Temple)

Inhabitants: Gregarius Timius, Helena Mulepes, Jolias Hollatup, plus up to 16 paladins and clerics, 2d10+10 acolytes and 30-50 slaves.

Location: K11; The Olympian Temple is the biggest in the city, in terms of area



and sits against the south wall of the New City near the South Gate. It is a collection of three major and two minor buildings of white marble, all spectacular and pristine. Inside they are lit with oil lamps, hung with rich drapes and decorated with friezes and lavish tapestries and mosaics. Apartments are comfortable, religious areas scented with herbs and well equipped for their diverse purposes. The staff is accommodated in comfortable lodgings close to their shrines and the temple is quite aggressive in terms of increasing its number of members. The guards are all fanatic converts to one element of the pantheon or other and will serve the temple until the priestly hierarchy give them other missions.

Represented Deities: Zeus, Athene and Aphrodite are all represented with large temples, and there are shrines to Apollo, Aries, Artemis, Demeter, Dionysus, Hades, Hecate (the Moon), Hera, Hermes, Nike, Pan, Poseidon, Prometheus, and Tyche. A new temple is under construction that will be dedicated to Hecate.

Weapon Restrictions for Clerics: clerics can use any armour but only large round shields. The weapons they are permitted are short swords, spears, short bows, daggers, maces and clubs.

Benefits and restrictions of Clerics: clerics come in two varieties; the Pious and the Bacites. Both are dedicated to the conversion of people to the belief system and are present on holy days and at rituals. They get along with each other and intermingle as normal. The difference is that the Pious are celibate and the Bacites, well, they aren't celibate. Clerics must give 25% of their earnings to the temple, but receive free accommodation and assistance with interactions with other parts of society (i.e. the Guard). They must stay in the temple during festivals but the rest of their time is their own. Training in XP only is available, at the usual rates. 'Latin' is the Holy Language of the Olympic Temple.

Festival days: The festivals are entirely given over to celebrations of one form or another. Temple members must stay in the temple at these times, while believers are expected to visit once per day at this time and once per week for the rest of the year.

Accommodation, Services and Rates: Services to anyone at double rates, believers get normal rates, and clerics, paladins and druids of the temple get free healing and disease protection. Prostitutes are treated for free in the temple of Aphrodite and the priestesses of Aphrodite are said to be prostitutes as well, although this might be a filthy rumour put about by the Babylonians.

T9 The Monastery

Inhabitants: Father Makela of the Dragon Sect), Brother Jondyk of the Cloud Sect), plus 20-50 monks and apprentices of various levels, religions and capabilities at any time.

Benefits and restrictions of Clerics: The 'Monks' on Barnaynia are simply special clerics; they are not allowed edged or pointed weapons. They don't have a patron deity but rather follow a spiritual indoctrination that allows them to draw power from the Sun and Moon without having to go through a god. This has advantages and disadvantages. The main disadvantage being they cannot get spells of 6th level or above. They are also not allowed to wear any armour bulkier than leather and cannot use shields. They may be on any Lawful alignment (Good, Neutral or Evil) and may use any tactics appropriate to their alignment. The main advantage is that, as long as they spend long enough meditating, they will not be refused any spell they need that is within their power; even reversed versions.

Location: I7; This huge single storey building is characterised by forbidding, stone walls and tall, pitched slate roofs (easy to climb and containing mysterious attics). Inside many areas are closed off to visitors and those areas that can be seen are simple, cold and unlit. There is a secluded cloister in the monastery and an ornamental garden and access to larger, more practical vegetable gardens out the back. Note that while geographically close and similar construction, the convent and monastery are separate organisations.

Represented Deities: Not applicable. Monks of all Sects are welcome and trained here although they may have a small shrine next to their sleeping mats. Religious and cultural differences are left outside on pain of death.

Weapon Restrictions for Clerics: As per standard Clerics. Monks use only leather armour, may not use shields, nor edged or pointed weapons.

Benefits and restrictions of Clerics: All Monks are welcome here and may live here for an appropriate donation, which is all the monk's earnings, less expenses. In return they get a daily allowance of 1gp per level and free food and accommodation. They receive an equivalent in training to half their donations (at normal rates). Training in appropriate weapon and Life Skills, Dex, Con, Strength and XP is available but only to Monks, at normal costs. Dex, Con and Str training is as per the table in the Appendices.

Festival days: Monks must spend one day a week resting and meditating. All festivals are marked with daylight fasts throughout and the monks will restrict their movements to the Monastery at these times.

Accommodation, Services and Rates: Accommodation for monks only, but free.

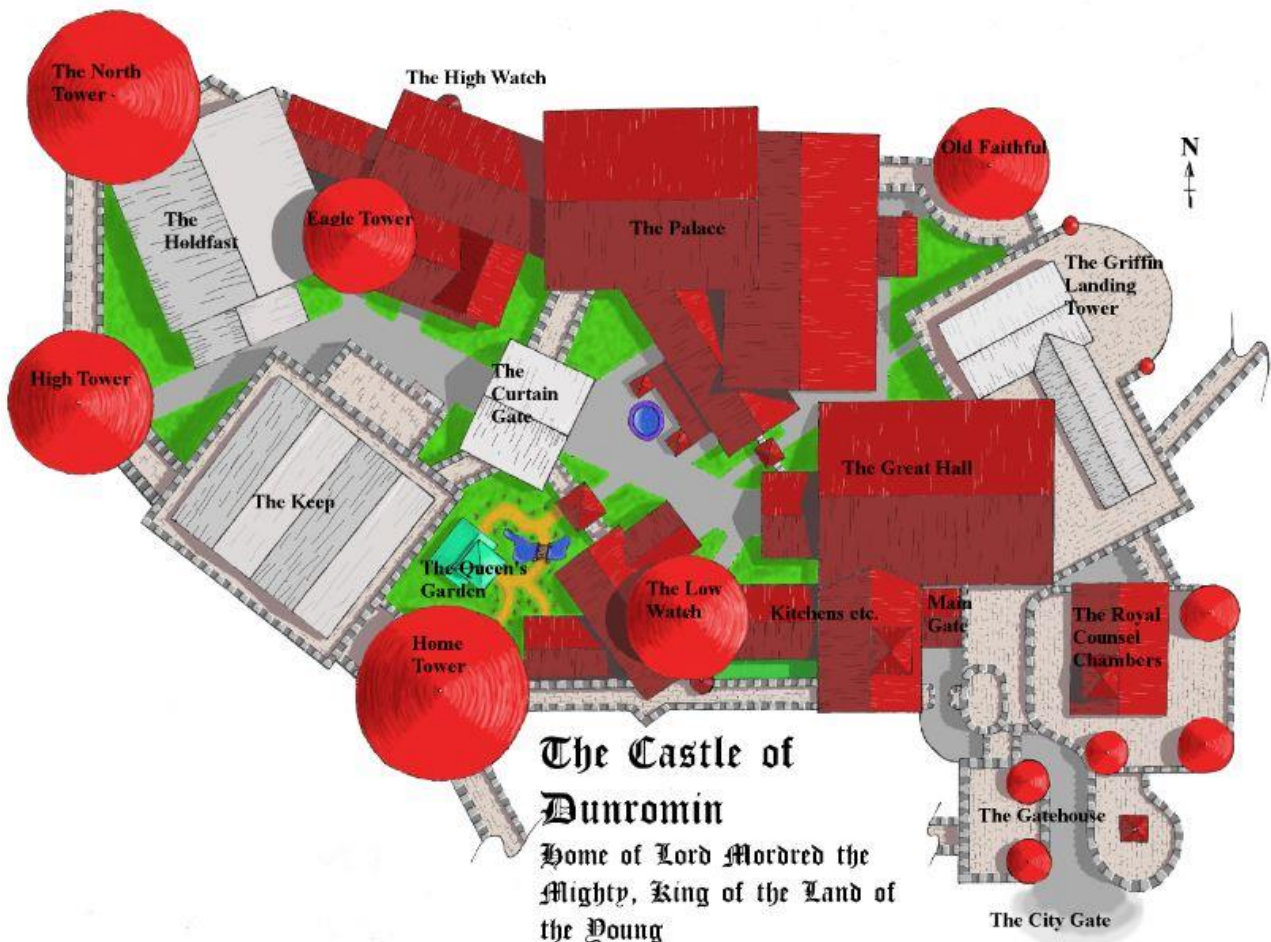
Civic Buildings:

The term 'Civic' generally refers to buildings that are funded through the Royal Purse, which is the tax system. Generally, they are military or administrative structures but included here are a number of buildings that are significant for other reasons but wouldn't fit with any other classification. These buildings are all marked on the City Map in blue and numbered with the prefix C.C1 The

Castle (also known as the Lord's Keep)

Location: B2; The dominant building on the skyline, located in the northwest corner of the city on the top of Castle Rock. Its outer walls are in good repair and smoothly finished, guarded by crenulated wall-walks and numerous mystic wardings. Griffin and/or hippogriff riders often patrol the air and hidden about the wall top are ballistae and some catapults, along with cauldrons of oil ready to boil.

The buildings within the walls and some of the towers visible above it are of varied design, some having large windows and balconies, although these tend to be the inwards facing ones. Among the bases of the buildings are gardens and parade grounds, the buildings outside the keep being planned on a peaceful footing offering large and comfortable accommodations for the royal family and its guests. Extensive cellars and catacombs below ground accommodate more functional requirements, including the kitchens for the great hall, but there are no dungeons here. The lower levels are well sealed and guarded against intrusion with extra magical protection since the embarrassing attack by Kzenzakai the Witch King which penetrated the keep from below. Luckily most of the family were in the outer halls and were



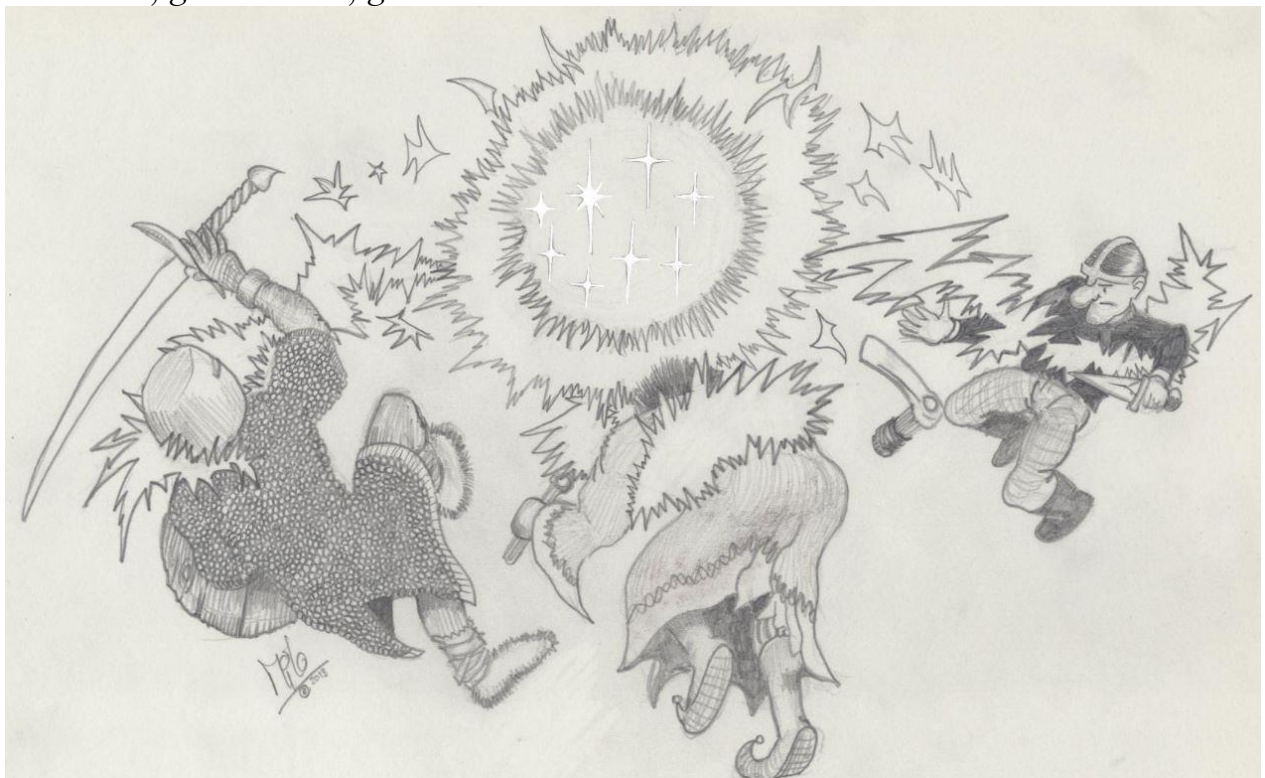
evacuated while their bodyguards sacrificed themselves to delay the intruders, which were mostly ghouls and mind-flayers. Once the dust had settled and the enemies were vanquished (along with Kzenzakai himself who was hacked down by Baron Garibaldi and others near the gatehouse) it was noticed that one of the inner towers had completely vanished. The so-called Zed's Tower had been long vacant but where it had been was just a yawning gap. Zed was a troubled cousin of the great-great grandfather of the current king. A high-level priest he went mad and became agoraphobic, not leaving the tower for 20 years until his death. Since then some of the rooms had been locked while the lower chambers were sometimes used as guest rooms and spare storerooms.

Purpose: The ancestral home of the Luffheart family and the seat of kingship of the city and the Land of the Young. The exterior appearance of the castle is defensive but within the layers of fortifications it more resembles a palace and is a thoroughly pleasant place to live. It contains guard-houses, armouries, private rooms, kitchens, games rooms, galleries and

all manner of accommodations and private function rooms. It even has a pleasure palace in the Queen's Garden for performing artistes to entertain the royal family. One of the outer buildings (although still within the castle) contains the Great Hall and Royal Counsel Chamber, where much of the royal and international business of the kingdom is conducted, as well as all the feasts and entertaining. Alongside these is a smaller 'Privy Chamber' where smaller meetings are held. Also in the area are the accommodations for visitors and their entourages, including servants' quarters in attics and stables.

C2 The Royal Bank and Mint

Location: C3; Next door to the Castle in the Old City. Built on much more practical lines than even the castle, this imposing, stout building with few and small windows has only one entrance above ground. All the others are below ground and connect only to the castle. The main entrance is where customers come and go and the rooms close to this are where they might discuss their affairs with the clerks of



the bank. Ledgers are kept on all accounts and credit notes authorised for payment here. Due to the nature of the city and the vast sums involved in many transactions most of the city's business is done on the basis of credit notes. It is in the interest of the receiver to cash these as quickly as possible, in case of default, but that does not stop some credit notes in good names being passed and re-passed as a form of currency. Of course, some businesses refuse to take credit notes, but these are few and all businesses have a strict policy as regards who they will and will not accept credit notes from, probably just withholding delivery of goods and services until the note has been 'cleared for payment' by the bank. Family crests on seal rings of important (titled) individuals are copied and validated at the bank and a payment sealed with such a device is usually good for credit even outside the city walls. All that said, there is still a huge need for cash in the city and newly minted coin is generated here. Dunromin coins are alloys, slightly, so the actual face value of the coin is greater than the weight of metal in them. About 85% in fact, which makes them less attractive outside the city. The balance is made up with lead or similar to maintain the mass and volume of material. However, PCs will find there has been little trouble around the world in the exchange of them since most other kingdoms do exactly the same thing. This simple method suits all involved except anyone trying to melt the coin down and even allows the King to mint more than he has, increasing his wealth as well. The system of Credit Notes is generally employed in the way cheques used to be. The king is also experimenting with the idea of specially validated standard notes of credit signed by himself – effectively the first paper money – but this has yet to find a viable solution.

Purpose: To mint and store the riches of the kingdom and its inhabitants. The vaults beneath the city where all these treasures are stored are an astonishing

thing to behold, although most are empty. It is in the interests of the bank to seek to invest and loan the funds they have at their disposal in order to make money from them. To this end most funds are re-invested in other areas of this country or those friendly with it. Some treasures are held here as security against the coin credit extended against them, but this is rare as normally valuable items are fenced to appropriate dealers and the credit notes issued taken to the bank. The mint is a relatively small affair of a few large rooms at the back. The metals are melted down, poured, cooled and worked by hand, hundreds at a time. Of course, the physical and magical protections are considerable and kept in top condition. Trying to rob the bank or mint is an extremely hazardous ambition.

C3 The Record House (also known as the Tax Office)

Location: This grand stone building is on the Main Street in the Old City near the castle and Norse Temple. The walls have barred windows but are decorated with friezes and statues of previous kings and heroes of the city. Over the top is the city motto "All the righteous and bold are welcome". There is a public area at the front where people come to pay their taxes on their Tax Day, behind this is the records house itself with all the relevant files and documents. There is also a set of offices and accommodations for the travelling tax collectors and so on, who are a rather frightening bunch. The whole place is very grand and intimidating and has a platoon of Guards on duty at all times of day and night. It probably has lots of unseen protection too – especially against fire..

Purpose: The collection of taxes is a very serious and unique business in Dunromin. This place keeps a track of all the inhabitants of the city and most of the important ones in the Land of the Young in order that the taxes are

raised appropriately. Consider the Domesday Book of William the Conqueror and then imagine what would happen if rather than a one-off, a special team was employed to keep it up to date. All the records of travellers coming to and leaving the city are brought here for entry into the individuals' tax records. Mistakes are rare but not unknown and often difficult to remedy. In disputes the king will generally see who owes whom and chose the solution that makes him richer.



C4 The Counsel House

Location: D3; This four-storey sandstone building is on Main Street, west of the Upper Market. It was built in CY432 as the new beating heart of the democratisation of the city. Within is a small maze of administrative offices for the secretaries and the members (who all have offices, whether they use them or not) and the large meeting chamber itself (with a public gallery that's even open sometimes). The democratisation of Dunromin didn't last long but the Mayor remains an important office and the City Counsel are volunteers and appointees who advise him.

Purpose: The City Counsel meet here to discuss business, taxation, wars and anything else that takes their fancy. The Royal Counsel will deal with international and royal business, with the exception of taxation. City business and taxation issues are dealt

with here. Counsel members, guild masters and barons who are found guilty of a crime are also supposed to be tried here, but this hasn't happened for years (they're too careful to get caught these days). When democracy failed the building remained as the public debating arena for matters that relate to governance but that the king doesn't need to be bothered with yet. Issues are identified here and, if no solution is apparent from existing decisions made (case law), then the matters are passed up to the king. When the king makes a decision, it is the function of this office to see that those decisions are carried out. Justice and the Guarde are administered from here, as are the criminal cases brought and processed by the Guarde Captains. Civil law is administered and recorded and all domestic policy prosecuted here. The staff is led by several elected officials, the guild masters and a set of specially appointed ministers for the king who look after his interests. The Master of the Royal Mint works here and reports directly to the king once a day. There are also three 'Whips' who work for the king and have no personal power as regards the ability to enforce their will but can ask for any powers to be granted to them from the king as the need arises. It is their duty to look into all debates and meetings and ensure the king's will is followed and nothing is kept from him. These individuals have considerable political power and are all old friends of the king. The staff is not large and many of the offices are empty most of the time.

C5 The Harbour Master's Office

Location: E10; Logically, this generous building is next to the docks. It is a functional stone building with the administrative rooms downstairs, along with a lounge bar for the captains and military personnel passing through the area. Upstairs are the harbour master's personal apartments and barracks for his men.

These rooms are more functional with all the staff maintaining their own residencies elsewhere as well.

Purpose: As there is for ground transport there are tariffs for import and export, docking fees and other administrative tasks to be carried out around the docks and the Harbour Masters' office handles all these things. He has a staff of retired sailors, titled 'Excise Officers', who also patrol the docks looking for rule breakers. They all take their jobs far too seriously, especially when they are drunk on duty. The clerks that do the administration are a completely separate group from the Excise Officers and the two groups rarely mix. The clerks are employed, trained and paid by the Tax Office.

C6 The Gatehouses

Location: C4, J1, N7 and I11; There are four of these, known as, and located on, the walls in the west, north, east and south outer walls. They are heavily fortified stone structures that also serve as barracks and gaols. As with all the towers around the walls, they are well maintained and armed with sentries and ballistae.

The **West Gate** is very busy and the largest military building in the city apart from the castle itself. Military administration for the resident regiment is handled here, there is also the largest gaol and courthouse for trying important persons (see the notes under the Counsel House as well). The numerous towers are all wide, tall affairs with a lot of accommodation and storage in them. Sentries patrol throughout and there are three watch posts specifically for keeping an eye on Shantytown. These are not always manned. In the deeper level of one tower is a drinking club known as 'The Mess'.

The **North Tower** is the quietest of the four and three layers of portcullis funnel all visitors through to registration in a quietly efficient fashion. The prison cells are deep and

rarely full. This is probably the nicest of the gates to get arrested at.

The **East Gate** has two parallel gates, one in and one out, sharing a double-gated barbican, making the administration and through-flow of traffic a great deal easier. The cells and court are a purpose-built side construction and include gutter-level slots into the upper cells. The original purpose of these slots has been forgotten but it does make it possible for inmates to communicate freely with the outside and vice-versa, possibly to the detriment of the prisoner. It also makes them very cold in winter.

The **South Gate** is the second busiest gate and probably the one through which the most cargo comes. As such it has a large administrative population of Tax Officers monitoring goods flowing into and out of the city and extracting tariffs as appropriate. It is the newest of the gates and its design, spaciousness and impregnability reflect this.

The **Water Gate** is essentially the same as the other gates but has no actual administrative duties other than logging the ships and boats coming and going – all the administration is handled by the Harbour Master.

The **River Gate** is essentially the same as the Water Gate but smaller.

Purpose: In theory everyone who enters or leaves the city must do so by one of the city gates (although there are other routes in and out none of them are really legal save through the port). The Gates act as defensive structures and administrative centres for exacting trade tariffs and tolls from travellers. They also act as the regimental headquarters for those Guard regiments controlling them and each includes a courtroom and gaol.

C7 The Stables and the Pasture

Location: L9-10; In the southeast corner of the New City is an area of ground that is common ground, called the

Pasture, and a set of stables joint-owned by the Fighter's Guild and others. The Pasture itself is predominantly fenced off but there is about a third of it that is still available for free use.

Purpose: The stables are leased out to people who need stabling for whatever reason. The horse accommodation varies in quality and is usually available for hire – making most of its money from accommodating the animals of rich people who lack the room themselves, or for the Guards who need to have an area to train that is relatively convenient and secure.

C8 The University

Location: H2; On the north wall between the New and Old Cities. The area was walled before the main new city wall was built and the enclosed space has been built on endlessly ever since. The result of these developments has been a mix of dour, functional buildings and an assortment of more aesthetic, less practical constructions. There are also some green spaces for contemplation but the struggle has always been between funding, fancy and functionality. The core of the place is the **Great Library** which is a huge, many-storied stone building made up of narrow, long rooms joined by heavy, old oak doors. This is the residence of the biggest collection of books, scrolls and tablets known to exist. It is floor upon floor of endless shelves and chests. There are some methods of cataloguing the area but they are varied and inconsistent. This makes research troublesome but wonderfully rewarding. Of course, such a resource has vast value and there is a permanent guard of Militia members with tested loyalty to the king, proven fighting and often magical ability as well as magical protection. Other than the Castle and Mint this is probably the best-defended place in the city as every entrance to the library is guarded by visible and invisible protection.

Many adventurers see it as their duty to donate found tomes to this place (the library never pays for them) and some kings have, in the past, enforced a rule whereby any book or scroll entering the city has to be sent here for inspection and possible copying by the many scribes.

The University in general is a place of crusty old researchers and rambling apartments, interspersed with Spartan classrooms, lecture halls and meeting places thronged with youths of all ages in grey habits and purple skull-caps (the uniform of all under-graduates). There are also administrative areas scattered about the place and dwellings for the staff, which are generally comfy attic rooms and offices filled with bric-a-brac and tea making facilities. The place is very much what you might imagine, similar to an English, medieval monastery but without the religion. The staff are a mix of eccentric academics and dour, monkish scribes.

Purpose: To act as an education and research centre for the people of the city and beyond, at a charge. The students range between strictly beaten under-10s and increasingly bookish elder students who have failed to demonstrate any warrior tendencies and have been pushed sideways by their parents into business, academia or magical studies. The capable magicians are sent 'Over the Road' on their 13th birthday to continue their studies at the Magic College. Those ambitious ones that remain seem to retain a grudge against those that go resulting in a deep resentment between the money-making business classes of the whole city and the snobbish magicians. This attitude may be used to delay a player character's research as befits the GM's whim. The older sages that live here work in various branches of non-magical research and have built up a fabulous wealth of artistic and factual lore.



There is no real boundary as yet between the arts and the sciences so the sages mix freely and share ideas in a quite wonderful way. Rich patrons often fund adventuring expeditions too and parties employed as such will find themselves escorting strange academics into the Darkworld or on strange transport up into the higher atmosphere or the Necklace. Lots of high-level interest up there.

C9 The Royal Magic College

Location: H3; Just across the road from the University this set of buildings were started shortly after the University but were designed to a slightly more ordered plan. The buildings are all interconnected so that the staff don't have to step outside (some haven't seen the sun for years) and the various areas of magical research are separated into specific schools scattered through the halls. By tradition the lower floors and cellars are accommodation and offices, along with common rooms and dining areas. The upper floors are the study areas and experimentation halls. Students and magicians tend to keep to themselves or at the most mix with

those in their own faculty. Numerous large areas are set aside to be hired out to visiting researchers and many high-level magicians maintain a room at the place that they use as a mailing address and crash-pad. The whole place is very well patrolled and secured by the permanent staff and the Counsel of Three (the leading magical persons in the city) hold all their meetings here.

Purpose: The headquarters of the Magic Guild and the centre for magical research and learning for the whole land. See also the details on the Guild of Magic, which is based in the same location. In fact, there is very little difference between the College of Magic and the Guild of Magic in terms of geography, personnel, purpose and funding. Despite the cost of such a vast organisation the place is incredibly rich as it charges huge sums for many magical services. Rogue wizards seeking to earn a crust separate to the Guild of Magic often find themselves in great difficulty. The exception to this being Dr Wappo, but then he is a nephew of one of the Counsel of Three so he probably gets left alone because of that.

C10 The Convent

Location: I8; This predominantly single storey building is built like the monastery, of heavy grey stone with a steep slate roof. The tall windows are high off the ground and some upper floors are scattered throughout the tall, peaked roof, mixed with attics and similar. Inside it is quiet and clean with only sparse, functional furniture. The public areas are the hospitals and care areas for the poor of the city and the soup kitchen, all on the ground floor. These are all open during the hours of daylight. The other areas are for the nuns only and include shrines and worship areas, a cloister and living areas.

Purpose: To care for the sick and needy of the city and to provide shelter and sanctuary to the city's disillusioned womenfolk. The public areas contain beds for the sick and a kitchen for feeding them. Upper areas are private sanctuaries for the women sworn to the secluded life or the life of service the place represents, permanently or in passing. The Convent is maintained by charity and bequests and has recently benefited hugely from the largess of Baron Garibaldi for whom it has a special significance – when he first arrived in the city his stay here would have been far more pleasant if he had known of the Convent.

The City Walls

Location: All around the New City and most of the Old City. The walls are built on deep foundations with the outer walls having a deep ditch on the outside (between 10 and 30 feet deep) and reinforcing earth rampart on the inside. The walls themselves are between 20 and 40 feet thick, rising 30 to 50 feet above their bases. The Old City Walls have crenulations on the outer side but are otherwise open to the elements. The New City Walls have battlements on the inside and outside and many sections have a sloping roof as well to protect the wall walkers from the worst of the

elements. The towers are taller than the walls with a patrol-through hall with barred doors off to the rooms kept separate from the main rooms of the towers. The towers comprise accommodation for the Guardes, some cells, administration and weapons storage. There is some small eating areas but no food storage. As well as the impressive physical walls there are also a great number of magical enchantments that protect the city walls from attack, climbing and vandalism (all of which are illegal). On closer inspection the old city interior walls are less well patrolled and maintained than they might be. Likewise, the outer walls tend to be a little behind in their ideal repair. As peace reigned in the land things like city walls seemed less important. And since the attack by Kzenzakai there is more concern with defending the city from attack from underneath. As such there are any number of mad ideas about building defences in the catacombs and the Guardes are now patrolling and trying to map the upper sewers and various tunnels they are finding there. The king is somewhat disturbed by the extent and age of some of these areas. There will probably be outrage in the city about the lack of progress soon.

Purpose: To defend the city from attackers and to keep the population where the rulers want them. The city walls are perceived as a huge mental support for the security and peace of mind of the citizens. They have huge military significance in terms of a surface attack by a large army but it is the enchantments and regular wall patrols that really help the city maintain some semblance of peace. The patrols work in fours with two looking in and two looking out. The walls offer the closest thing to CCTV that the Guardes have, at least for those streets they overlook. The towers all have a well-guarded access both to the ground (inside the wall) and to the wall top. The rooms vary in size and although have a permanent section posted in them of at least four

guardsmen and up to fifty. The towers are all at least one storey taller than the wall and have conical rooves and battlemented viewing areas with protection from the elements. Due to the careful construction of the towers it is far from easy to see if anyone is in the tower from the outside but the occupants are still offered excellent views of the wall-tops as well as in and outside of the city. The walls and towers were built by people who really knew what they were doing and are backed up with the best enchantments money can buy.

The Barracks

Location: H4 and elsewhere; Scattered all over the city but mainly in the larger towers and gatehouses on the city walls, with the emphasis on function rather than style. The barracks vary in quality depending on the relative wealth of the regiments. The Guard Captains are assigned budgets for their regiments and have to pay all the running costs out of this. Officer class are expected to be independently wealthy and fund all their own equipment themselves. If this is not the case, they will slowly drain the budget with pay. If the regiment happens to attract wealthy recruits then the style of the accommodation will be suitably up market. Where the accommodation is poor the officers will tend to have their own arrangements elsewhere, further undermining the quality of the barracks. Officers and men are kept separate throughout and most of the barracks are built around the war needs of the recruits. They are sparse and functional with little spare room. Some of the regiments are a great deal smaller than they once were so some of the towers are largely uninhabited although none are completely empty.

Purpose: Accommodation for the troops that guard the city. Many have gaols as well and rooms used for courthouses and administration tasks. All the gates have a resident regiment

and a representative team from the tax office.

C11 The Harbour Gates

Location: B9 and E11; The largest harbour gates (the Water Gate) are at the west entrance to the docks, there are also some slightly smaller ones at the south entrance (the River Gate). The great arch of the west harbour gate is a wonder of architectural design. With steps, wall walk at the top, roof and dropping points for rocks and oil, they offer a sturdy defence against waterborne attack. The gates have not been shut in anger for many centuries but are still, theoretically, capable of being shut to defend against raiders or flooding. They are moved by bound water elementals and protected by many enchantments from leaks and weather. The southern gates are smaller and the walkway is a wooden bridge that can be raised for tall river traffic. There are guard towers on each side linked in with the city walls on both sets of gates.

Purpose: To provide a fighting platform for the defence of the docks from waterborne attack. They could, in theory, also be used to trap water in the city in the event of drought, but this has never been tried. They are a marvellous idea but have never been tested in anger. There are tested irregularly by the local Guard to check they are not being silted up.

C12 The Wizard Tor

Location: D10; There is a small artificial island in the harbour upon which has been built a tall, slim structure of white stone. The top is a pitched, conical roof of black slate with no wall-walk nor crenulations. The island itself has been reinforced with brick and stone quaysides, although all too tall for ships to dock at. A narrow bridge connects the island to the mainland but there is no obvious sign of protection other than the door and lack of windows on the lower

levels. For two thirds of its height the Wizard Tor is windowless but above this are several large windows, often lit at night, and even a balcony large enough for four people to have a meal on. All that aside it is rare for anyone to be seen entering or leaving the place.



Purpose: This is the home of two of the “Counsel of Three” Wizards who, as the Guild Masters of the Magic Guild, represent the interests of the magic-using members of society. There are more stories about what goes on here than hairs on a rat so working out fact from fiction is almost impossible. Whatever staff work here are accommodated within and only messengers and some special tradespeople can be seen visiting the place. The inhabitants are very rarely seen outside but are known to visit the Magic College at least once a week, somehow...

C13 The Circus

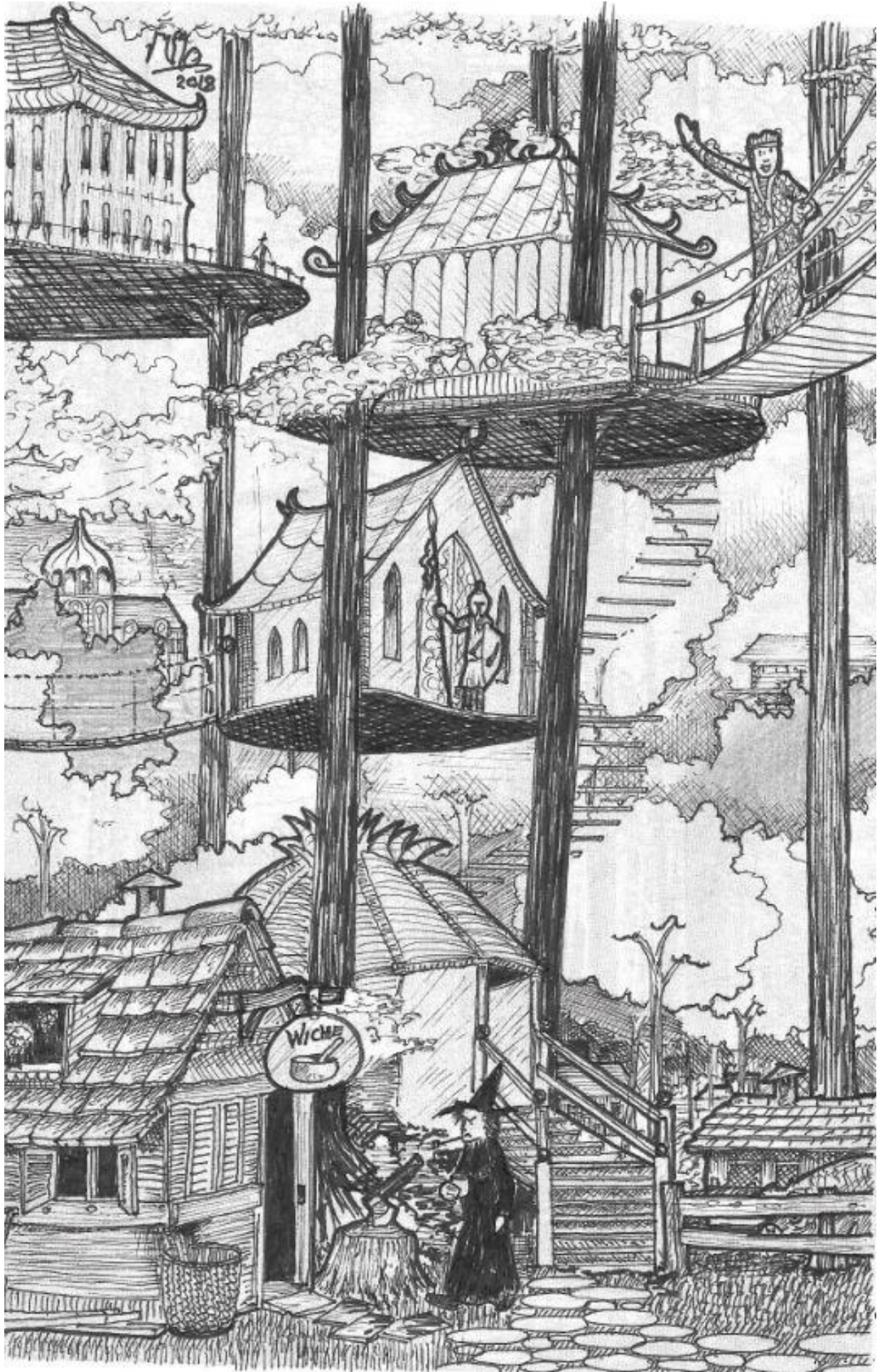
Location: F3; This building, built in CY324, dominates the Upper Market in the Old City. The main amphitheatre is a wide, tall structure with covered seating looking down into the open arena. The arena itself is

a smooth stone area covered with sand and rushes in the summer. Under the seating are holding areas, animal pens and administrative offices for the general running of the circus. Outside the main amphitheatre are a number of other connected buildings that are meeting areas and smaller stages for other purposes than fighting.

Purpose: This is a venue for the increasingly popular sporting and theatrical events that offer entertainment to the populous. There is an administrative staff and the whole place makes a lot of money from gambling. There isn't enough space for any kind of racing but the organisers of the games also run a betting office out in Shantytown for the horse racing and the reputation for honesty of the Circus Staff is such that they tend to monopolise the betting. The fighting events that are staged are pretty far from the massive Roman spectacles of Earthly antiquity and tend to be non-lethal fights like boxing and fencing. Slaves are sometimes used to bring some added thrills but this is expensive and the rewards less than might be expected. Occasional displays of curious animals, acrobats and other entertainments are put on and the other buildings are used for theatrical performances, lectures and public meetings. All are very carefully policed by representatives from the king. The king himself sponsors some performances in the interests of popularity, including the ‘Feeding of the Poor’ ceremony during Earthfest.

The Streets

Location: Everywhere, but not paved with gold. All of the roads in the Old City are flagged with a dip to the centre where there is a channel for removing debris. The main roads are all at least two carts wide giving the whole place an airy, open feel on the arterial routes around the city. Lesser streets are narrower and many are over-hung by the buildings on either side. Buildings are all two or more



storeys high so the whole vista is very impressive if chaotic. The streets and inter-connecting alleyways are always busy in the daylight hours and early darkness with the obvious main roads the busiest. In the New City most of the main routes are flagged in the same style as the Old City but off the main routes the roads are gravelled or just mud. Outside the city, apart from the Highways, all the roads are mud tracks rarely more than one cart wide. The investment and design of the city streets harkens to a more opulent time when the city rulers were more interested in impressing visitors than they might be now. Now the streets are a drain on city resources and often dirty and smelly. Beneath the streets the gutters feed into the old sewer systems built by the dwarves hundreds of years ago and work incredibly efficiently considering their age and the fact no one really understands how they work anymore. In addition to the sewers and gutters there are fresh water supplies. Many public and innumerable private wells dip into a huge aquifer-fed network of tunnels, part natural, part dwarf-built, below the Tor. Again, exactly how this all works is unknown but this area is at least guarded and patrolled so that no one can poison the city from below.

Purpose: To facilitate the movement of people and goods about the city. Street vendors can be found everywhere but most people get their regular supplies from the shops and their perishables from the two main market places. Most vendors have a regular place of business and pay dues to the Merchants' Guild to have their space and prices protected.

C14 The Elven Quarter

Location: More or less the entire north-eastern quarter of the New City is still wooded. The trees are all huge and ancient with elven magicks to sustain them and are festooned with tree-houses and walkways dozens of feet off the ground. Clustered around

these huge trees are other dwellings and businesses less suited to positioning in trees, including tradesmen selling supplies to the elves above them. The map only shows the top layer of buildings and there are two to four levels throughout. This makes defining what belongs to whom very difficult and the legal notices of the city struggle to maintain any kind of governance here. The elves seem to manage fine, having their own intricate, three-dimensional model and less anxiety about property anyway. Problems tend to arise in the interaction between traditional elves, who have been here hundreds, possibly thousands of years, and ambitious humans looking to get value for money. Many of the walkways are public thoroughfares, known as Skyways, but some are not and they are rarely clearly marked or understood. Indeed, the line between public and private property throughout the area seems to be poorly signposted. Of course, residents know exactly what is theirs and may guard it jealously.

Purpose: The huge trees, predominantly but not exclusively birch, oak and elm, of this area have become the home of a huge number of the elves that live in the city. Historically, the Land of the Young owes a lot to their alliances with elves and the king is very careful to consider this in all his plans for the city and the Land. To this end the elven quarter is probably the freest and most welcoming of all the city areas. The treetops are usually awash with music and birdsong and the general pace of life is a little more relaxed than elsewhere.

C15 The Maze

Location: I6; The tightly packed and very old buildings around the back of Lady Mary's in roughly the centre of the city are known locally as the Maze.

Purpose: Originally a freehold farm, this area was sold off and built on about 300 years ago and many of the

original buildings from that time still exist. It was intended as cheap accommodation for the poor removed from the Old Town after a fire. The alleys and streets are all much narrower here and over-hung and shadowy giving the place a less welcoming and slightly sinister aspect. At night the Guard are reluctant to patrol the Maze, not because they are afraid, no one would mess with the Guard, but because of the sheer amount of work they will likely have to do with whatever they find there.

C16 Shantytown

Location: B4; To the west of the main West Gate is a collection of dwellings that lie outside the city gates and the immediate legal jurisdiction and protection of the Lord (not that this would stop the king or the Guard enforcing their authority here if they wished). There are some stone buildings here but in the main they are wooden structures although some are still very old. Foundations are shallow and much of the ground soft or marshy – lots of the buildings lean dangerously one way or another. The tracks are mud and the boundaries

fluid. There are lots of paddocks for horses and horse traders. Horses kept here tend to be branded on their rear left hoof with their owner's details. There are also well guarded slave and animal pens as it is cheaper to house such wares here than in the city itself.

Purpose: People who live here generally do so to avoid the city taxes and duties, or the law. Property here is for the taking and humanoids live here too. This is where people who have been refused citizenship or wish to avoid the gate guards might find alternative access to the city or just live in relative safety. It is likely that any nefarious activity might be going on here. There are makeshift taverns and many small businesses to provide for the inhabitants. Many horse breeders and sellers can be found here among other trades. Some of the established businesses have been here a hundred years or more and have stone buildings. In fact, it is the price of land within the city walls that originally drove the horse trainers and traders out of the city and it is their existence here that legitimises Shantytown's existence. The peasant festivals often feature horse sports based around Shantytown and as such the place is



now a necessary part of the city's culture. Somewhat less agreeable are the animal and slave pens that are a stinking morass of animal waste and dead beasts, as well as being potentially the housing for valuable livestock. This noisome area keeps the place undesirable as a place to live if you have any choice in the matter whatsoever.

C17 The Slave Market

Location: G3-4; The east side of the Upper Market. This area has a number of semi-permanent pens with and without roofs and some stalls with tented areas around them. Various merchants maintain premises here offering their wares. Many different races are represented here and there is an aura of style and money to the place although this feels very superficial and some of the noises one hears are a little unsettling. There is a stench to the place despite its appearance and the suffocating aura of suffering. Slaves in Dunromin are tattooed on their faces with the mark of their owners and dealers so older slaves might have a maze of marks across their faces if they have had a number of owners. Dealers will very often have only samples of their wares here, keeping the rest penned up in lower cost accommodation elsewhere or even outside the city.

Purpose: This place manages the buying and selling of slaves. All the owners and dealers are registered here and the news of an escaped slave is one that will bring untold bounty hunters down on them. Some religions ban the ownership of any animals but 'dumb beasts', although some people have a very fluid interpretation of what 'dumb' might mean. Indeed, owning a slave might not be viewed as even contrary to a Lawful Good alignment, depending on one's background. There is a movement among some in the city that suggests slavery is bad, led by a mid-level adventurer called Robin, but it is not a popular

movement as yet and the slave trade flourishes. It is by no means the size of the Roman trade but the steady trickle of skilled hands and labourers does enable those businesses and individuals who can afford to buy them and keep them a way of demonstrating their riches to others. Slaves are not generally regarded any differently than the extreme poor, although obviously the poor regard the slaves as scum. Slaves are required to wear facial tattoos and iron hoops on their necks to identify them. They are rarely seen on the streets but rather kept below stairs for servant duties and cleaning, or in large gangs on country estates for agricultural work. The law regarding slaves states that no citizen of Dunromin or the Land of the Young may be made a slave even if bankrupted. There are less formal rules about not enslaving the close allies of the realm, especially elves and dwarves, but humanoids and far foreigners are perfectly acceptable. It is very unlikely that the players will come across and certainly interact with any slaves. If they do the general attitude towards slaves is the same as towards horses – property, some valuable, some not so. The Dunromin Slave Market is a bit like the Slave Market in "Asterix and the Laurel Wreath".

C18 The Lake

Location: K4-5; The corner of the elven quarter close to the middle of the city is some low ground into which water has collected. This has been enlarged centuries ago to form a predominantly man-made lake. It is stocked with fish and ducks although fishing and hunting rights are jealously guarded by the royal family, who owns the place. On its edge is the elven temple and the area is more of a pleasure park for walkers and young lovers than a fishery.

Purpose: Several natural springs in the elven quarter feed this lake, which then feeds the complicated sewer

system and the wells of the rest of the New City (the Old City wells drop into deep, natural aquifers). The original lake was vital to the working of the water table for the old city. Now the lake is bigger it has raised the wider water table allowing for more wells in the New City. As well as being a nice place to get away from the crowds (although they all come here at Waterfest) the lake is vital to the city's water supply. The elves call it Moonslady Mere.

The City Wells

Location: These are scattered all over the city. In the Old City they consist of a source, a trough for washing (varying in size from 5'x5' to 25' long and 15' broad), and a run-off hole about 6" to 18" in diameter. This is big enough for children to get down and is a constant source of fear and amusement among the street gangs. In the New City the wells are less uniform and of the larger size. Richer houses have also sunk their own wells so that they don't have to mix with the poor to get their water supply.

Purpose: To supply the populous with fresh water. There is no charge for using the city's water facilities but there is a tax on all householders for clean water, whether they own or rent. Some people make a reasonable living carrying water to houses where people are prepared to pay for it rather than collect it themselves. These tradespeople are called the Water Butts which is a confusing term for people from different lands.

C19 The Graveyard

Location: D7; The south embankment of the Old City's Tor is the wooded and secluded graveyard. The place is bounded by a high, thin wall varying between 10 and 20 feet tall but only 2-3 feet thick. In the centre of the area, partly hidden by an evergreen froth of bushes, shrubs and trees looms the white-stone Temple of Death, where

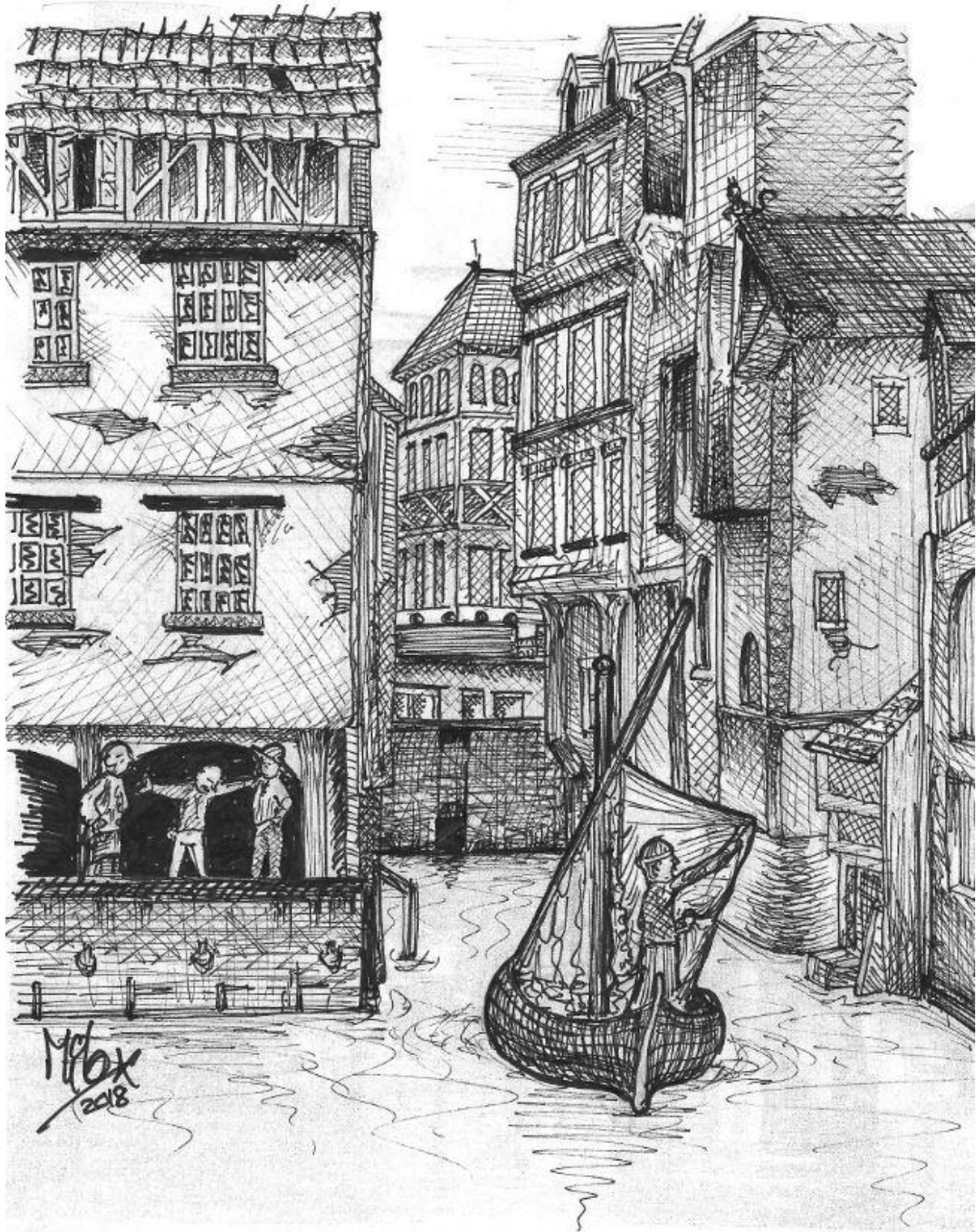
all the dead of the city are brought. The graveyard has a main drive up to the temple and many paths weaving in and out of the thick trees, bushes leading to hundreds of tombs and mausoleums. The place is full of life during the day, with grieving persons, charm sellers, preachers, flower vendors and birdsong, but the whole place is grey and dark at night. Besides family tombs there are simpler graves and urns for different people stored here, as well as death pits from the century plagues, now covered over, planted, hidden and with fresh graves on the top. The whole area is patrolled by the white robed Priests of Death, anonymous behind their pewter death masks. Latent magic and darker powers ensure a steady stream of undead to torment the city dwellers. The inhabitants of the Temple of Death guard their jurisdiction jealously and their regular Black Carts travel the streets collecting the dead – note these carts are only called "Black Carts"; they are actually painted white.



Purpose: A dumping ground for the dead of the city. It fulfils many different roles to many different social and religious groups. It is a very clear demonstration of the success of the libertarian ideals regarding religion that are prevalent in the Land of the Young. The Temple of Death accommodates whatever is required and also cares for the fatally ill as well as the disowned and lost that are found in the streets with no one to care for them.

C20 The Docks

Location: C9-D9; The southwest corner of the city. The docks can be entered



by ship or boat by the Water Gate to the west or the River Gate to the south.

Purpose: To allow trade and pleasure vessels to moor in the city and transport a vast amount of goods into and out of the city. Although Dunromin is a long way from the sea

the Greyflood River is navigable by large ships to this point and Dunromin acts as the inland hub for all kinds of traffic. River traffic from upstream also meets here, although in smaller vessels which necessitates the cross-docking of goods for export. The Port

is a busy trading post with ships from all over the world coming to buy and sell here. There is ample storage for trade goods and dockers available for loading. For more information on charges and so on, see the Harbour Master and the section on Taxation.

C21 The Poorhouse

Location: I9; in the southern central area of the city, next door to the Mill.

Business: A charitable establishment to care for the destitute of the city, accommodate street gangs, orphans and the like. To make work for idle hands this building supplies workers for the Mill in return for board and lodging (and finance and management). Much admired for keeping down the number of beggars on the streets and surprisingly supportive of their long-serving inmates.

The Sewers

Location: These exist everywhere under the city, except the far northeast of the elven quarter and the far southeast of the New City. They extend west to the banks of the river near the docks, which is the main outflow. How many levels and twists there are to the sewers is not known precisely, nor how they run into and around the catacombs and deeper mysteries. There are attempts afoot to map and explore these depths but little has come of it yet for fear that the act will open them up for exploitation from the Darkworld. Most of the sewers were made by the dwarves centuries ago. The extent and complexity of construction suggests that the dwarves had intended for a much larger settlement but then they abandoned these plans to return to the mountains in the south. Some of the sewers are, in fact, the lower levels of the dwarven habitations, some flooded, and link into the catacombs this way. Needless to say, the place is wet, noisy, smelly and perilous.

Purpose: To provide the whole of the ancient dwarf city with water and take away the waste. Many of the sewers

are large enough to accommodate boats and there is no telling what curious and criminal activities an exploring party might find down there.

The Undercity

Location: Deep under the Old City and the central and western areas of the New City. The nature of the Undercity and how it differs from the Catacombs is a poorly understood one, but seems to be based around who built it. The Catacombs are deep and unknown whereas the Undercity was built by humans to connect and sometimes interconnect important military and civic locations in secret, sometimes the cellars of private houses or old civic establishments.

Purpose: The Undercity is of a smaller scale than the catacombs and is heavily patrolled and used for transportation in secret. It links to the sewers and catacombs but is far better known than both. It is run by various parties all very jealous of their part of it. Anyone found here is unlikely to see the light of day again unless they are here at the invitation of one of those interested parties. The Guard patrol here and the parts of the sewers that they are prepared to explore.

The Catacombs

Location: Deep under the Old city, the graveyard and down to the docks, a long way under them. These deep and ancient ways are mainly the old living spaces of the dwarves, extended, changed and augmented by surface and deep dwellers that have come to use them in the centuries since the dwarves left. Their extent is unknown, as is their depth and inhabitants, but low-level parties do find distraction and, frequently, death there. The Guard are beginning to patrol the upper levels and the connections with the Undercity but most access ways down are sealed off now.

Purpose: The remains of the original Dwarven city's deeper chambers, now they serve as subterranean access routes and accommodation, sometimes legitimately. There is a definite risk to the city here but also perhaps an opportunity. It is likely Kzenzakai found hidden paths to the Darkworld in the Catacombs and used them to raid the city, but there is always opportunity in such things and the inhabitants of Dunromin are all businesspeople at heart.

Inns, Bars and Brothels:

These establishments are marked on the City Map in yellow and are numbered with the prefix P.

The various hostelries in Dunromin are very probably the places where the players will spend most of their playing time in the city. Every such establishment in this city is a den of intrigue and gossip at some level, even the respectable ones having some skeletons in the cupboard. The difference between an Inn and a Bar is that a bar serves just drink, while an Inn also does food and accommodation. A Brothel may also offer food and certainly drink but probably not accommodation as such. There are no

specific opening times enforced by law in Dunromin but most places stick to twelve noon to twelve midnight, with over-night guests expected to have left their rooms by nine cock crows (unless they are staying in the room the next night as well, or are even permanent guests). Below are listed the basics of each place. Always remember that local Dunromin beer is foul and the wine even worse, as a result all the good stuff is imported. Inns are hosts to gambling, various games, story-tellers, bards and all the other social pastimes you'd expect to find in the Middle Ages. Darts are a big past-time in Dunromin, as is skittles in the Summer. Some inns have the facilities for cock-fighting and even bare-knuckle boxing and dog fighting. And of course, there is gambling; lots of gambling.

P1 The Swan's Wake

Notes: E3; This well-kept and freshly whitewashed plaster and timber building is in the Old City and frequented by the richer inhabitants of the city and those that wish to mix with them. The quality of food and drink is very good and prices and management reflect the upper-class nature of the establishment. There are four floors and four bars/eating areas all on the ground floor, one drinking



only, one accessed by invitation or membership only. Dress rules apply; no armour other than dress plate (full or field).

P2 The Outlaw

Notes: D4; A ramshackle building near the West Gate, the ground floor is made of stone, the upper floors wattle and daub. The sign over the door shows a masked highwayman, which is a reference to the first owner of the inn who was hung for highway robbery. It is one of the oldest inns in the city and revels in a proud history of heroes living and drinking here. There are some (non-magical) souvenirs on the walls and plenty of lonely old men who will tell the stories about them, or just make stuff up. Being so close to the busiest of the City Gates means this place is always busy.

P3 The Restaurant

Notes: E4; On the West side of the Old Market Square is a tall, white stone building with beautiful balconies on the first and second floors. Ivy and other flowering climbers decorate the stonework and the roof tiles are dyed a rich red. This is the Restaurant, the most lavish social meeting place in the city. The rooms are large and very well appointed. The bars and eating areas are stylish, well-staffed and spotless. It bustles all day and heaves at night.

P4 The Bar on Doobrie Street (The Evening Star)

Notes: E4; A snug little three-storey affair nestling amid the successful businesses of the Old City. Well-appointed and, well, nice.

P5 The Wild Boar

Notes: J2; A serviceable and inauspicious structure near the university and popular with staff, students and magicians. The rooms are

comfortable, the surroundings fairly uninspiring. There are stables and a fenced area for carts in the lee of the city wall.

P6 The Elf's Walk (La Promene d'Olven)

Notes: J5; This organic-looking building is built around the skeleton of an old Oak Tree of spectacular size (now dead but magically preserved). The accommodation is as close to Ikea as mediaeval cities get. Practically everything is varnished or treated wood. The whole structure is overhung by other oak trees and the rooms always well-aired and fresh.

P7 The Green Dragon

Notes: H5; This rambling structure of odd towers and out-houses is shored together with any old bits of wood that could be found and is more or less unpainted. Over the main entrance hangs the skull of a Green Dragon with some of the teeth missing (supposedly stolen by magic-users for spells), slain by Shirley Dragonsbane (now a Guard Captain). There are loads of rooms and armoured people in the place all the time.

P8 The Bawdy Wench

Notes: F6; This timber-framed, rather worn structure lurks (it's the best way to



describe it) at the bottom of the Old City walls and the small, dirty windows conceal small and dirty rooms and bars all a buzzing cauldron of intrigue and excitement. Inside it is a mess of dark rooms and passageways, with small rooms upstairs for guests and discrete meetings. The staff all seem to have a side-line in something or other and security is the roughest bunch you've ever seen, with ogres and a troll as back up. Always open, always busy.

P9 The Bar on Dole/Dogran/Folek (The Knot)

Notes: E8; A cosy, smoky little hovel kept in near-darkness. Always full of shady, interesting characters and whispered conversations. Popular with poets and bards; it's quite bohemian in its own way. It consists of a number of rooms connecting to a central bar so can be quite busy and still feel quiet.

P10 The Bar on Felling Street (the Fisherman's Rest)

Notes: F8; Near the docks, popular with sailors and always smelling of fish. Tatty but functional, wattle and daub. Often rowdy but rarely maliciously so.

P11 The Joint

Notes: D10; This run-down squat looks almost derelict but is actually an inn and fully paid-up member of the Inn-keeper's Guild. The place has tramps and druggies sleeping in and around the place. Inside the only furniture are various crates for sitting on and serving from. There are rooms upstairs for rent but they are just that, rooms. Any furniture they might contain is mainly due to coincidence.

P12 The Docker's Arms

Notes: F10; Predictably near to the docks this neat, bustling building is as much a part of the dockside society as the sailor's guild and the ships themselves.

Its rooms are always full of happy seamen and the bars ring to sea shanties and tall stories. The building itself is three stories of whitewashed stone and is a converted warehouse – the original pub burnt down over 70 years ago.

P13 The Traveller's Respite

Notes: I11; Within staggering distance of the South Gate this thriving business is the first friendly sign visitors to the second busiest gate in the city see. The building is large and accommodating, clean and welcoming. The rooms are simple but comfortable and the staff friendly.



P14 The Knight and Serpent

Notes: J8; A short distance from the South Gate and the New City (Lower) Market, this place is popular with all sorts of people and renowned for its bear-baiting, cock and dog fighting (in the back yard). The structure itself is colourful and the pennants of a knight hang outside (the owner). It's structurally sound and not unpleasant to stay in.

P15 The Storm

Notes: M7; If you want a fight come here. The place is kept frighteningly spick

and span and outside is hung with trophies and the coats of arms of all the Guardie regiments. The pride of place goes to the local Storm Regiment, some of whom are always in here being loud and conceited. The rooms are run with almost military scheduling and most normal people find the place tedious. It's cheap for the standard of accommodation, food and beer, but the average player will bore of it very quickly.

P16 The Silk Shop

Notes: G2; Hidden in the back-streets of the Old City this quiet little textile emporium looks like a fashionable outlet for some stylish threads and there is a shop in the front selling silk, although not very competitively. The back rooms are where the real business takes place and they are all richly appointed and well-staffed. This is the most stylish brothel in the city.

P17 Lady Mary's

Notes: H7; The ramshackle, infamous bordello that is 'Lady Mary's' is a large building near the Lower Market and on the edge of the Maze. The premises are minimalist in every sense of the word, with the quality of staff and surroundings reflecting the rates you are charged. The only entrance to the brothel for the public is the main one and there's nothing on the outside of



the building to conceal its purpose, everyone knows what it is and where to find it. Inside is a party atmosphere where everything goes and is available almost every hour of the day and night.

P18 The Home of Alan son of Matthew (Big Al's Place)

Notes: E5; This tall, slim house is unique in the street in that it is made entirely of stone with bars on the windows, iron-bound shutters and a slate roof. In the evenings and most of the night soft music plays and many locals can be seen entering and leaving the ground floor bar. Inside the atmosphere is gentle, soothed by pleasant perfumes and music. The low lighting highlights the bar and the attractive serving wenches. The brothel is upstairs.

P19 La Boîte de Grenouilles

Notes: N3; The name of this inn is the Loomish for 'Pavilion of Ecstasies'. This is possibly the oldest, erm, socialising public building in Dunromin, built many centuries ago before the city grew up around it. In truth it's not really an inn or a bar but more a public performance area run a bit like a social club cum eatery. There is one main performance area with a serving station where refreshments can be sought, and several other areas where groups can gather. There are serving staff acting as waiters bringing food and drink out from the kitchens and bars below the rear of the building.

Rather than a commercial enterprise the La Boîte de Grenouilles is run more like a charity than a business, as are most elven social accommodations elsewhere across the world (although this place still churns a very healthy profit for the owners). It is located deep in the densest woods of the Elven Quarter and has several trees growing up and through it.



‘The Box’ as many commoners know it, has been run by the Ponce family for hundreds of years, possibly since it was founded, although elves seem less bothered about such things as lineage and tradition than you might expect. It is a popular place for Wood and Grey elves to congregate of an evening and particularly at festival times and other celebrations. Less so with High Elves who prefer the less esoteric delights of other inns in the city.

The building itself is a collection of meeting rooms and accommodation arranged around a central theatre-style seating area. Drinks (elven wine, fruit juice and the like only) and excellent food are available (portion size is small for humans and the dishes are vegetarian in the majority) at any time, day or night. Local and travelling musicians and storytellers are almost always performing here, with the emphasis on high art rather than the more accessible stuff at the Elven Temple and the other inns. As a result, Halflings are less common here. Also, audiences are expected to tip heavily and will be openly scorned

and criticised if they don’t. The décor is sumptuous elven woodland style and opulent. Accommodation is luxurious but only available to elves and half-elves. Around the base of the structure are many little single-room apartments that are used by elven artists, available for rent

Important Businesses:

These buildings are marked on the map in purple (or mauve) and numbered with the prefix B. The exception to this are the warehouses which are coloured brown but are numbered in the same way. The reason for this is to distinguish the essentially similar warehouses from the variety in the other business premises. These establishments are all privately owned. They have no shared purpose or appearance other than they are a location where a non-royal or non-military organisation is trying to make some money.

- B1 Lovejoy’s Auction House**
Location: D5; SW side of the Old City

Business: Lovejoy and his family auction anything here and there is a secure storage area as well. The place is well guarded and relatively safe. There is nothing they won't try to sell and they know of buyers for most things as well. This would be a good place to fence unusual and highly prized objects and treasure. Over the last couple of years it has hosted a number of exceptional auctions of Magic Items, staged by the Temple of Olympus and Baron Garibaldi. As well as offering its selling service, which is usually large trade items from the local producers, like wool, livestock and food, Lovejoy also has innumerable contacts in all areas of the Merchants Guild and beyond – if you need something unusual you could do worse than starting by asking here.

B2 Dooga and Brenn, Solicitors

Location: D5; SW side of the Old City

Business: These highly competent individuals can be hired to assist or represent you in civil actions between local businesses and execute wills and such.



B3 Proktor and Ghambull

Location: D5; SW side of the Old City

Business: The specialist area of these two knowledge depositories is real estate and business affairs. They know all the major merchants and

make their money identifying suppliers and customers, writing and amending contracts, with most of their work involved in selling land. They would be called 'facilitators' if anyone invented the word. Good salesmen too. They also own some properties in Southwood which they rent out.

B4 Dergul, Whyn and Mosfat

Location: D3; SE of the Castle.

Business: These guys are accountants. They can be employed to inventory your stores, property and staff and used to take the minimum (legal) damage from the tax office. They assist with the accounts for many businesses, particularly those where payment on contracts is notoriously difficult, like renting to tenants.

B5 Slave Registry Office

Location: G3; East side of the Upper Market

Business: All the slave owners in the city are supposed to be documented and licensed from this building (not the slaves themselves; that would be an impossible task). It is the best way to keep track of the slave population in the city, since the practice of facial tattoos is not as comprehensive and reliable as it once was.

B6 The Merchants' Guild-house

Location: G4; East side of the Upper Market.

Business: This is the headquarters of the Merchant's Guild – more details under the Guilds section. The building is opulent and impressive, inside are a main trading floor, known as 'The Floor', with meeting rooms and administrative areas running off from this. The first and second floors are offices to let and several well-established firms use this as their base of operations. There are also post-box services and scribes for hire. Pretty much any business service can be contacted or traced here.

B7 Employment Agency

Location: G4; East side of Upper Market.

Business: Hard to describe in modern terms, but this is a place where skilled people can advertise their skills and abilities. Rather than a place for the guild men, this is a place for the craftsmen. Where they can meet each other and vie for customers for their various trades. They pay a tariff to be represented here and customers can pay the owners to obtain a workforce for them and ensure a regular number of reliable craftsmen turn up for a job. They are a bit like project managers in this regard but have contacts in all the trade guilds.

B8 Architects

Location: E4; SW corner of Upper Market

Business: Designing and orchestrating various stone constructions. They have some experience in defensive structures like castles.

B9 Architects

Location: R3; West side of Upper Market

Business: A small firm specialising in remodelling and restoration work. They like the old-fashioned way of doing things and tend to be rather scornful of the new ideas coming through at the moment, like Hypocausts.

B10 Doctor Wappo's Marvellous Emporium

Location: E4; West side of Upper Market

Business: In this small business an entrepreneur called Doctor Wappo employs several magic users and illusionists to provide the populous with simple magic items to make their lives easier. The biggest seller is the continual light unit (with shutter) called the 'Undying Lamp' at 120gp. How they manufacture such things so cheaply is a closely guarded secret but they have a number of other ideas as well, including many we would

associate with science rather than magic – such as their Flash Sticks (matches).



B11 The Name of the Rose College for Ladies

Location: G2; Near Old East Gate, east of the Circus

Business: This elegant building will always be decorated with flowers in baskets and the sound of music and singing rings often from within. This is a finishing school for the young women of high society and the up and coming – sending your daughter here is quite a status symbol. The young ladies brought here, from the age of twelve to eighteen, possibly longer, are taught etiquette, literature, needlework, music and dancing and lots of other skills vital for the young debutante in the city. They are also taught heraldry and history. Members of the party may purchase relevant training here but only if they are female.

B12 Astromelda the Grand Vizier

Location: D6; SW side of the Old City

Business: Fortune telling and warding for the rich. The building is rather crooked and suitably draped in mystic symbols. The inside is more like a bordello than a place of business. She also has a collection of magical

and scientific texts regarding the nature of the universe, astrology and astronomy unrivalled outside the Great Library in the University.

B13 Jerrym Ponderis, financier to the well to do

Location: D4; Close to the West Gate

Business: When the upper classes need money in a hurry this is the money-lender they come to. As a result, the proprietor has options on a number of very desirable objects and properties. He is very discrete though. If you are looking for property or the purchase of a magic item you might be

surprised as to what he has on his books.

B14 Old City Pawnbroker, Moneylender and Financier

Location: D4; Close to the West Gate

Business: Lending money or pawning assets for anyone he chooses. He has been known to use adventurers to collect on monies owing him, especially if the debtor has moved on.

B15 Scribes Are Us

Location: I2; East side of the University near the North Gate.

Business: A company of scribes, researchers, sages and skilled thinking persons who hire themselves out to do research or any other thinking service. They make a reasonable living copying books for the Great Library and a number of them have some astonishing general knowledge.

B16 The Alec Press

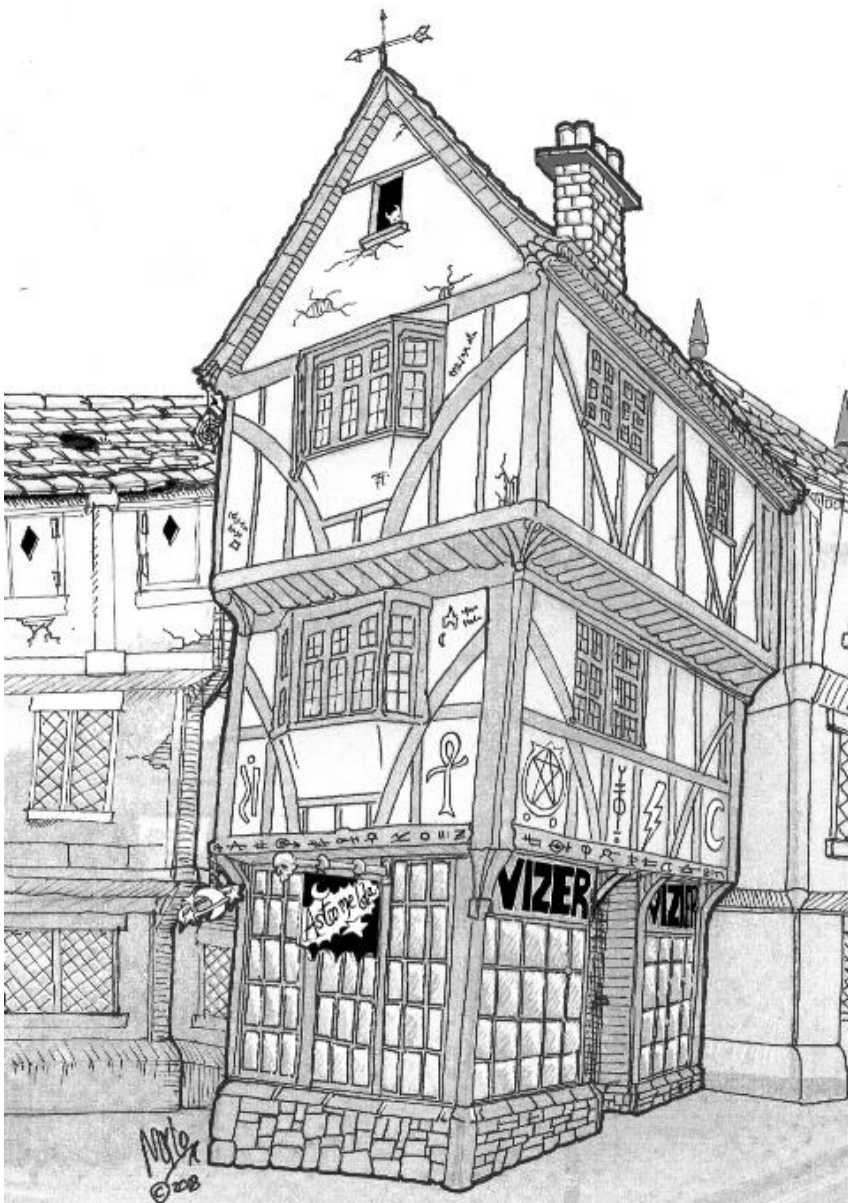
Location: G2; Close to the Old East Gate, east of the Circus

Business: Printing stuff, copying woodcuts, bookbinding and so on. They have printing presses, woodcutters and typesetters in house.

B17 Sunny Investigations

Location: E5; SW side of the Upper Market in the back streets.

Business: They do investigations for people, watching spouses, guarding people, finding missing persons and the like. They take a pride on doing everything in-house but occasionally have to hire extra muscle if they rub someone up the wrong way. They are a very legitimate way to find out about someone.



B18 Arum the Soothsayer

Location: E5; SW side of the Upper Market in the back streets.

Business: Fortune telling and advice to the weak spirited and gullible, you might think, but this is Fantasy and signs and portents might have more to them than an astrology column in a tabloid newspaper. Arum is closely associated with the Celtic Temple as one of the things he can do very well is predict the paths of the Moon and advise on the best routes for the Wild Hunt. He is a well-known astronomer and alchemist as well.

B19 Pawnbroker

Location: G8; North side of the Lower Market.

Business: Small time pawnbroker and moneylender. Possibly useful for cashing in treasure of a dubious nature.

B20 Englisch the housing agency

Location: G8; North side of the Lower Market.

Business: Advertising, buying and selling property, in and out of the city. They also own and rent out some buildings.

B21 Lloyds Shipping Insurance Company

Location: F9; East of the Docks.

Business: Insurance of ships and caravans. They will often be closely involved in the hiring of caravan security and the hunting down of persons raiding caravans. They usually pay half the registered value of a lost shipment and then they own it, so it might be worth their while to hire someone to get it back for them.

Warehouses – a general note

There are a number of buildings described as ‘Warehouses’ along the docks. These are not the modern large sheds full of racks and fork-lifts. Dunromin Warehouses are multi-storied brick buildings of superior construction. They are generally run by large trade organisations or individual businesspeople. These owners rent out space within them to anyone willing to pay to store anything they want, apart from living things.

Generally the owners will try and organise their stores so that similar or at least compatible wares are kept together. During the day these buildings are always busy with stuff being moved in and out by porters, who are all members of the Sailors’ Guild. The warehouses are also trading floors and the owners of the wares will be visited by prospective customers to inspect the merchandise, haggle and deal. There are various nefarious activities as well, including theft, racketeering and protection. During the night there will be watchmen of varying moral standing looking after the places. Some of the warehouses will be open plan on each floor, other collections of rooms, large and small, with (lockable) entrances internally and externally, or a mixture of both. All warehouses have at least one door on each floor on the side nearest the docks above which is a jib for ropes, block and tackle and other lifting gear so that loads don’t have to be walked up and down the stairs.

B22 Warehouse at E8

Business: Storage of commodities brought to the city or being exported.

B23 Warehouse at E8

Business: Storage of commodities brought to the city or being exported.

B24 Parkes’ Bathhouse

Location: E9; between the Lower Market and the Docks.

Business: Everything to do with personal grooming and cleanliness. They have many rooms and hot and cold running water. Separate areas cater for male, female, family and mixed bathing. Haircuts, tattooing and so on are also available. Less posh and more functional than “Rupert’s Bathhouse” in the old city near the Norse Temple. Here the costs are simpler, 5sp to 1gp for a haircut, other charges in line with this. Also, unlike Rupert’s this place is functional and less than social. Anyone hanging around too long will get some funny looks.

B25 Warehouse at E8

Business: Storage of commodities brought to the city or being exported.

- B26 Warehouse at E8**
Business: Storage of commodities brought to the city or being exported.
- B27 Warehouse at D8**
Business: Storage of commodities brought to the city or being exported.
- B28 Warehouse at D8**
Business: Storage of commodities brought to the city or being exported.
- B29 The Dunromin Shipbuilding Co.**
Location: F10; East of the docks on the main slipway.
Business: Building ships and boats (merchants and fishing vessels in the main).
- B30 Storage Yard**
Location: E10; East of the Docks.
Business: Storage and working area for timber and ship's tackle. Some is for sale as well.
- B31 The Dunromin Shipbuilding Co.**
Location: E10; East of the Docks.
Business: Building ships, mainly warships and smaller military or defendable craft.
- B32 Warehouse at D8**
Business: Storage of commodities brought to the city or being exported.
- B33 Warehouse at B8**
Business: Storage of commodities brought to the city or being exported.
- B34 Warehouse at D8**
Business: Storage of commodities brought to the city or being exported.
- B35 Warehouse at C8**
Business: Storage of commodities brought to the city or being exported.
- B36 Warehouse at C8**
Business: Storage of commodities brought to the city or being exported.
- B37 Warehouse at C8**
Business: Storage of commodities brought to the city or being exported.
- B38 Warehouse at B8**
Business: Storage of commodities brought to the city or being exported.
- B39 Warehouse B8**
Business: Storage of commodities brought to the city or being exported.
- B40 Warehouse at B8**
Business: Storage of commodities brought to the city or being exported.
- B41 The Shop Owners Guild**
Location: G6; Centre, east of the Old South Gate, marked in orange.
Business: A meeting place for stall and shop owners to discuss business, exchange news and fix prices. It is closely associated with the Merchants Guild but tends to look after the smaller businessman. A lot of information is available here and usually work done at a cheaper rate than going direct or through the Merchant's Guild themselves.
- B42 Pawnbroker/Moneylender**
Location: G10; South side of the Lower Market.
Business: Lending and fencing stolen gear or adventuring loot. The rumours suggest they will buy and sell anything, no questions asked, but this is probably reflected in the rates they offer.
- B43 Pawnbroker/Moneylender**
Location: H8; East side of the Lower Market.
Business: Lending money and buying adventuring loot. They regard themselves as being quite respectable but come across as being vain and arrogant.
- B44 The School House**
Location: I10; Close to the South Gate.
Business: Teaching reading, writing, etiquette and arithmetic. They have a number of private tutors on their books and charge a small fee for arranging personal tutors, nannies and such. They tend to be a little more

specialised than the University, catering for the special needs area of the gentrified market but also offering finishing services to young men and courses in heraldry and etiquette, etc. as well as foreign languages (reading, writing and speaking).



B45 The Mill

Location: I9; East of the Lower Market.

Business: This is probably the only modern manufacturing industry in the city. Different floors are dedicated to different parts of the activity of turning cotton, silk and wool into various household items (like clothes and bedding mainly). The raw materials are sourced by special merchants around the whole kingdom and imported using their own wagons. Indeed, they are often blamed when people trying to import cloth separately have difficulty with bandits and such. There is always some discussion or intrigue surrounding the self-important tycoons that run the Mill, noticeably next to the Poorhouse which the tycoons also run. These interesting people might be generous patrons to the right group that resolves an issue for them or presents them with another opportunity. It is probably only a matter of time before the business lessons that are being learnt here are replicated across the city – although the technology for

mass, machine-based production does not, as yet, exist.

B46 The Arms Guild

Location: E5; SW side of the Upper Market in the back streets, marked in Orange.

Business: This is the registry and design house for coats of arms and similar. They can also train people in the Life Skills Heraldry. The building is a normal house but has stucco pillars and such stuck on the front. The strange individuals that run the place are unique in many ways.

B47 Moneylender/Pawnbroker

Location: I11; Next to the South Gate.

Business: Lending money and receiving goods for money.

B48 The Druid in the Woods

Location: L6; South side of the Elven Quarter, close to the Elven Temple.

Business: Supplying drugs, balms and medicines to anyone with money. See also the Druids' Guild.

Potion	Cost
Delusion	~
Oil of flying	~
Minor Healing (2-5pts)	350gp
Major Healing (2-11pts)	550gp
Super Healing (3-18pts)	~
Poison	~
Superheroism	~
Water Breathing	~
Elixir of Madness	~
Fire Resistance	~
Gaseous Form	~
Heroism	~
Slipperiness	~
Philtre of Love	~
Speed	~
Sweet Water	~
Elixir of Health	~
Oil of Acid Resistance	~
Oil of fiery burning	~
Potion of Vitality	~
Beauty oil + 1d4App 1day	~
Hallucinogen	1-2gp
Tranquilliser	1gp
Philtre of beauty	1800gp
Aphrodisiac	5-300gp
Tobacco (2 ounces)	1sp

Hallucinogen	1-2gp
Pain Killers	1sp
Burn ointment	1sp
Perfume	1-100gp

~ prices vary depending on availability (these items are never in stock), time of year and whether the druid likes the customer. Use the tables in the standard rulebooks as a guide price but certain brews may require the customer to supply some of the ingredients, which might require an adventure...

B49 The Black Magic Guild

Location: I3; Near the North Gate.

Business: Supplying training and services in so called 'Black Magic', which includes everything from midwifery to demon summoning. (See also the Black Magic Guild under City Guilds above and the section on Witches in the Appendix).

B50 Elven Wine Merchant

Location: G6; Near the Old South Gate in the centre of the city

Business: A storage and sales facility for the finest elven wines, the largest outside the inns and bars, which it often supplies. They rarely deal with private citizens unless the quantity is large as they are more of a wholesaler. The owner imports caravans of product from the Forests of Loom in the main but also anywhere else producing decent wines and beers.

B51 The Witch

Location: J6; The southwest corner of the Elven Quarter

Business: Supplying potions and services in Black Magic. This miserable old woman is not typical of the witches in the city but is very much typical of the witches of legend (See also the Black Magic Guild under City Guilds above and the section on Witches in the Appendix). She has



fallen out with the Black Magic Guild and sells her wares separate from the support and protection of that organisation. She makes little money as a result and is miserable and bad tempered all the time.

B52 The Sailors' Guild

Location: C8; West end of the docks

Business: This isn't a true guild but rather a support organisation for the families of sailors struggling for money when their men are away. It is also a social club for the sailors and their families and generally a nice place to be if you are a sailor of a more mature outlook than the hooligans at the local inns. It has close ties with the Convent.



B53 Rupert's Bathhouse

Location: D3; Old City, in front of the Norse Temple

Business: This high-status marble building has two floors above ground and two floors below. Separated into male and female sides this splendid establishment provides luxury bathing and preparation for the well-to-do (although they let anyone in if they can afford it). As well as many private bathrooms with hot and cold running water. There are communal pools and upstairs massage salons, beauty parlours, tattooists and all manner of other self-pampering

facilities. The front ground floor is a barber/hairdresser with a bar so people often meet here for a social as well as a personal indulgence. Prices vary from 10sp for a simple haircut to 100sp for a complex cut. Baths are 1gp plus extra for extras. The proprietor, Rupert of Willow, is a posh old man of skinny frame and excellent business acumen

Shops and Smaller Businesses:

The details above pertain to those larger or more relevant organisations that may be of interest to players. This leaves a whole load of other businesses and properties that are undetailed, not to mention the myriad market stalls and street-sellers that abound in the city but are unmarked on the map. Everyone has to earn a living somehow and not everyone has the bravery (stupidity?) to go adventuring...

There follows a set of tables that can be used, at a push, to determine the purpose and ownership of any building at random. In normal play the GM will assign buildings a purpose dependent on the adventure, and select locations from the map that suit their needs at any time. You can even record these locations on a map and form long or short-term relationships with the NPCs therein. In that case this table is redundant but, should you need to, or just fancy it out of interest, the tables that follow can help you determine the details of any unassigned detail on the map.

The process depends primarily on location. Some types of property will not exist in certain parts of the city; you won't find a stylish townhouse in the maze, nor a jeweller in the Shantytown. So use the first table to determine the general nature of the building. If a family is indicated, then the family table can help you determine their details. If a business is indicated you can use the other tables to determine the details as regards that. Common sense should over-rule rolls and you can always re-roll or simply chose whenever you like, or just make it up. It's unlikely you would find a blacksmith next door to a fruit shop, or more importantly it's unlikely you will find a tannery anywhere near a desirable residence (because the quantity of urine used in tanning leather creates a real stink).

There is also a list of the types of temporary stall you might come across. Stallholders will often have pitches they persistently occupy to allow returning customers to find them easily. Pitches are allocated by the site manager who represents the interests of the Merchant's Guild and may or may not be entirely honest in all their dealings.

Before we get into the tables themselves it is worth reminding you that although this is a medieval setting the existence of magic makes a huge range of options more readily available – particularly women and non-humans in positions of power. Any families with reasonable wealth can ensure childbirth is not the perilous occupation it really was in the middle-ages by appropriate donations to the relevant temples. Thus, women do not have to be baby factories and are probably more at liberty to pursue a profession. Or the rich ones will be at least.

Home ownership is low and most families pay rent for their homes, often several families to a building in poorer areas. There are a number of major landowners and property tycoons in the city, some of which also run the Mill and Poorhouse or have more visible business interests in a more traditional trade. This means that the unmarked houses

on the map may be simple dwellings or the trading address of any type of business, or both. The people living there might operate stalls on the market or be employed in various capacities in other businesses, temples, guilds or homes. So, any building could be various non-specialist food shops, the homes of labourers, other city dwellers working away from home and/or travelling craftsmen (builders, etc.) who will usually advertise their skill with their guild-house badge over the door. Many will be a shop, showroom or have a stall out the front selling their wares or signs advertising where they do sell their wares.

The people you are likely to come across will all have a trade, profession or useful skill, possibly several – see the Appendix on the Peasant character class. Dunromin is predominantly occupied by persons skilled in one trade or unskilled, the professional, multi-skilled classes of all sorts are by far the minority. Most skilled people have time-served an apprenticeship to learn the trade and be a fully paid-up member of the relevant Guild. Getting an apprenticeship is a challenge and any player foregoing one to become an adventurer might be viewed in a dim light by many, at least until they are successful.

Table of Building Purposes, construction and size

City Area:

	Old City	Elven Quarter	Maze	Shantytown	The rest of the city
Type of Building	%	%	%	%	%
Accommodation	01-20	01-40	01-30	01-50	01-20
Shop or Crafter (living on site)	21-70	41-93	31-00	51-00	21-80
Business (not living on site)	71-98	94-98	Nil	Nil	81-99
Currently vacant	99-00	98-00	Nil	Nil	00
# storeys/floors	1d4+2	1d4	1d3+2	1d3	1d4+1
# basement or cellar levels	1d3-1	Nil	1d3-1	1d6-5	1d3-1
Building Materials	%	%	%	%	%
Wood	Nil	01-80	Nil	01-60	01-20
Stone	01-40	Nil	Nil	Nil	21-40

Wattle & Daub	41-50	81-00	01-80	61-90	41-80
Mixed Stone and wattle	51-00	Nil	81-00	91-00	81-00
Entities/groups	1d3	1	1d4	1d3	1d3
Servants/slaves	1d10-2	1d4d4-2	Nil	Nil	1d8-3

Explanation of Terms on Table

Accommodation – this building is purely used as a living space by the people living here. This is a very expensive way to live and purely the reserve of the rich in terms of owner-occupied dwellings. However, rented accommodation could also be of this sort, depending on the nature of the inhabitants' businesses, but then it would be classed as the next category. Where this is indicated in poorer areas it will be a rented living space or tenement with the landlord living on-site or elsewhere.

Shop or Crafter (living on site) – by far the most common kind of building, this place is both accommodation and place of work for the people living here, or at least the majority of them. The ground floor is usually, but not always, the place of business while the sleeping and living areas are of a lower priority and will be pushed in/joined on where-ever is appropriate. Where different businesses are indicated the GM will have to be careful about the logic. You wouldn't get a weapon-smith in an upstairs apartment.

Business (not living on site) – although common in the modern world, these kinds of operations are much less common in Dunromin. The idea of renting or owning a property purely for work and not living there as well is a relatively novel and uneconomic arrangement. Such businesses will be of a limited range, mainly those where it is impractical or unsafe to live on the same site; a timber-yard for instance. As such the range of options here are a lot less although it is possible a group of like-minded professionals could share the cost of a dedicated premises – such as architects, scribes, educators/trainers, etc.

Currently Vacant – The building is either derelict or just temporarily unoccupied, as suits the GM's choice. The building's last purpose could be randomly

rolled as with an occupied business if required.

storeys/floors – this gives the number of living levels above ground. While more levels are better economically, the nature of building technologies of the time will limit options. Where multiple occupancies are indicated they will most likely have a floor each and a shared stairwell. Toilet facilities may be a privy in the yard or a bucket emptied into the street...

Basement or cellar levels – Most buildings will have at least one level below ground used for storage or accommodation. Such levels may be accessed only through the building or also by an external exit or delivery tube (coal hole). There may even be subterranean access to other areas, such as adjoining cellars, the sewers or the Catacombs, although the latter is very rare and probably well hidden. If a negative number is indicated by the roll then there are no levels below ground.

Wood – The building is entirely made out of wood. This is cheap and convenient but does have a tendency to burn down. Wooden buildings will rarely be more than two storeys and if joined to a building of superior materials then the adjoining walls will be made of the superior material. Wood is more common in the elven quarter as the only practical solution to building tree-houses. Likewise, the nature of the soft ground in Shanty Town tends to make heavier buildings than pure wood sink unless supported in some way.

Stone – The most desirable and expensive building material. While the 'brick' as we would understand it has not yet been invented there are many skilled masons in the land capable of putting together a building entirely made of stone. Quality varies hugely but they do tend to stand the test of time and some in the Old City date

back to the founding of the city, or bits of them do. The dwarves have novel technologies they use to make buildings made of stone, including fitted windows, air-gaps and double-thickness external walls with air-gaps and damp-courses. They have even been known to fit water tanks in the roof space to supply clean water throughout the house.



Wattle & Daub – By far the most common building material in most areas of the city. They are constructed of floorboards supported on single-thickness wattle and daub walls. These consist of a heavy timber frame with wicker-like layers of springy wood woven in between (Wattle). The whole is then caked with mud or plaster and dried to a hard, water-tight finish (Daub) and coated with something resembling paint. There will be one or two stone chimneys reaching floor to roof with a fireplace on every floor. The result is a sturdy building, stronger and more fire-proof than wood but still inferior to stone. The advantages of Wattle and Daub are that it is relatively draft-free and a lot cheaper and faster to erect than stone. They tend to be slightly more fire-proof than wood but it doesn't take a genius to work out that the average house

breaker with an axe can make their own entrances.

Mixed Stone and wattle – As a building solution this is what most upper working class and middle-class families aspire to. Generally, the ground floor is made of stone and the upper floor(s) of wattle and daub.

Roofs – Most of the roofs in Dunromin are tiled, using rough flats of fired and unglazed clay. The exception to this is the wooden buildings and some wattle and daub buildings that have wooden roofs. Many roofs will have sky-lights or more complicated windows and even turrets. Most have gutters or some other way of controlling rain run-off; usually collecting it as a convenient source of fresh water. Only the very rich can afford to import slate from Karan.

Entities/groups – Within every building there will be some occupants, probably more than one group per building. These occupants may be singular or a group of unrelated individuals (termed Entities) or a Family, extended family, or multiple families. And combinations thereof. The nature of a building's occupants can be determined on the next table. Roll on the table below for each

Servants/slaves – The richer accommodations and the homes of slave traders may have other persons on the premises that are not family but are permanently employed there as servants, or there may be slaves.

Buildings may also have some animals as pets or working beasts, or as a food supply. Pigs are rare in most areas except shanty town but chickens might be found in many back yards and even the odd goat.

Roll %	Entities/Groups
01-20	Large Family of 2d12 individuals of 1d4 generations of the same family
21-60	Average Family of 2d8 individuals of 1d3 generations
61-70	Couple in romantic relationship
71-80	Group of 2d8 unrelated persons sharing the accommodation

(some may be related, but not a family)

81-90	Small Group of 2d4 unrelated individuals (possibly related but not a family)
91-00	Single person

Large or average family – indicates a family group of numerous members, usually a mother and father with children. The generations will indicate an extended family probably including grandparents and uncles, aunts and so on. Two separate families in a building might be related as well, populating the place with a whole village worth of people sharing a second name.

Couples in romantic relationship – will usually be newly-weds just starting out or an older pair whose children have moved elsewhere (possibly in the same building). It may also be a middle-aged couple not ‘blessed’ with children or a more exotic pairing of mixed race or same sex. Mixed race or demi-humans might be controversial in some quarters, certainly humanoids would be discriminated against. Same sex couples suffer no such discrimination in Dunromin. People have more urgent matters to concern themselves with.



Group of unrelated individuals – this might be a work gang or unskilled labourers employed by a gang manager (living in the same place or elsewhere) or it might be a group of apprentices, students or similar housed together. Or they may just be a group of friends with mixed occupations. The group may be single sex or mixed. Similarly, some of them might be related but not a

family unit (siblings for instance, or father and son etc.). In rare circumstances it might be a group of adventurers, mercenaries or caravan guards. The same goes for the **Small Group** result.

Single Person – This is an expensive way to live unless the rest of your family also lives in the building but as a separate entity. Alternatively, it might be the landlord themselves. In fact, pretty much anything is possible really; play-write, actor, adventurer, widow, prostitute, petty aristocracy, mage... Whatever you fancy really – Charles Dickens is a good inspiration for this kind of thing.

The occupation of the occupants of the location can be determined from the tables below. You can determine the occupation separately for every adult in the group or for the major bread-winner and assume the others assist them.

Roll on the ‘general occupation’ table first to indicate the area of business, then on the table relative to that area. When rolling on the general table, if you are determining the purpose of a ‘Business (not living on site)’ use a d20+50 instead of a d100 as the table is arranged so only those businesses suited to that role are available. As usual, common sense rules all and ignore illogical results.

The first step is to roll the sector that the entity is employed in. Then roll on the table appropriate to those sectors. This is not intended as a comprehensive list of medieval occupations and nor is it intended as an accurate representation of the percentages of the population employed in this way. Ignore any results that are unreasonable or that you don’t like.

Roll %	Sector
01-20	Clothing
21-50	Food
51-54	Industry
55-74	Manufacturing
75-78	Military
79-88	Professional
89-98	Trade
99-00	Speciality

Clothing Table – each type of clothing will have its own set of specialist tools and skills but some will be complimentary and may be located close to one another.

Roll %	Clothing Type
01-05	Boot-maker
06-10	Cobbler
11-18	Cotton Worker
19-22	Dressmaker
23-25	Embroidery
26-40	Leatherworker
41-44	Milner
45-50	Perfumer/Cosmetics
51-60	Saddler/tack/Harness
61-65	Silk worker
66-75	Tailor
76-95	Weaver (wool)
96-00	Wigmaker

Food Table – The requirements for the manufacturing of some foods (ovens, curing houses, cheese stores, etc.) may preclude these as options in some locations.

Roll %	Food Type
01-20	Baker
21-35	Butcher
36-40	Café/snack-house
41-45	Cheese monger
46-60	Fishmonger
61-65	Fruiter
66-75	Grain/nuts/pulses
76-95	Greengrocer
96-00	Pastries/Cakes

Industry Table – while heavy industrialisation has not yet happened in pre-industrial revolution Dunromin, there are still some large organisations whose workings might be considered industrial. These will only be found in the largest sites but this roll may indicate the inhabitants of the location live there but work elsewhere.

Roll %	Industry
01-05	Abattoir
06-10	Oil Distiller/Press
11-15	Paint maker
16-25	Smelter
26-40	Stone Merchant
41-65	Tannery
66-00	Timber Merchant/Sawmill

Manufacturing Table – these may be found almost anywhere in the city. Like all people living in impoverished times, the

inhabitants of Dunromin are inventive and resourceful. Also, able and experts in certain kinds of manufacture will be known for their reputations. Costs will vary accordingly.



Roll %	Manufacturing
01-12	Blacksmith
13-15	Boat/Shipwright
16-20	Candlemaker
21-24	Carpetmaker
25-35	Carter/Wheelwright
36-41	Cooper
42-50	Cotton spinner
51-58	Farrier
59-64	Glassmaker/Blower
65	Instrument maker (musical)
66-68	Paper Maker
69-75	Potter
76-84	Roper maker
85-86	Tool Maker
87	Toy Maker
88-95	Weaver/Basket ware
96-00	Wool processing

Military Table – these are specialist manufacturers to the fighting classes. While their products are expensive and only needed in certain circumstances, those

circumstances are what FRPGs (and medieval politics) is all about, so trade is thriving.

Roll %	Military service
01-10	Armourer - Chain
11-20	Armourer - Leather
21-26	Armourer - plate
27-30	Barding Maker
31-40	Bodyguard/Caravan guard
41-50	Bowyer
51-58	Crossbow maker
59-70	Fletcher
71-80	Mercenary/sell-sword
81-85	Swordsmith
86-00	Weaponsmith/Toolmaker

Professional Table – these are experts that have undergone extensive training. They will have (or may be) apprentices working with them as well as assistants and labourers where necessary. These are often family businesses or may compliment some other artifice of the GM’s imagination.

Roll %	Profession
01-05	Accountant/Tax Adviser
06-10	Animal Husbandry
11-15	Bookbinder
16-20	Builder (Other)
21-25	Builder (stone)
26-30	Caravan Wrangler
31-35	Carpenter/Joiner
36-40	Embroiderer
41-45	Gem cutter
46-50	Goldsmith
51-55	Herbalist/Apothecary
56-60	Jeweller
61-65	Lace maker
66-70	Lawyer/Guarde
71-75	Mason
76-80	Midwife/Healer
81-82	Miner
83-87	Moneylender
88-92	Scribe
93-96	Silversmith
97-00	Teacher (languages)

Trade Table – these are resellers and solution providers. Retail is still in its infancy but merchants already understand supply and demand and have suppliers and supply routes that bring their goods to market, even if they haven’t made the wares themselves.

Roll %	Trader Type
01-10	Animal Seller
11-20	Horse seller
21-30	Slaves
31-40	Wine shop
41-55	Beer Seller
56-70	Fabric seller/Haberdasher
71-75	Imported Fashion
76-85	Elven Goods
86-95	Dwarven Goods
96-00	Gnomish Goods

Speciality Table – To be honest these could fit into the above categories but they are rare and even unique. These are here not only as a result but as an inspiration. The players will, from time to time, need to source some rather unusual things. In Dunromin where-ever someone wants to buy something, someone will want to sell them it.

Roll %	Specialist area
01-05	Alchemist
06-09	Art Dealer
10-15	Book Seller/Collector
16-19	Cartographer
20-25	Charm and amulet maker
26-35	Distiller
36-40	Fortune Teller
41-45	Instrument Maker (scientific)
46-55	Mage or similar
56-65	Magical Component Seller
66-72	Painter
73-75	Portrait Painter
76-85	Sculptor
86-89	Siege Engineer
90-00	Spice Mixer / speciality ingredients

Street Sellers and Stalls

There are two main market areas in Dunromin, these being the Upper Market in the Old City and the Lower Market around the Babylonian Temple. Both of these areas could contain any kind of market stall listed below and there isn’t really much difference between the quality of the two. There are also squares and corners all over the city where street sellers and market stalls might be found most days of the week. Where-ever there’s a space where people pass regularly, especially around the gates and main

thoroughfares, all kinds of people will gather to try and sell you stuff. As well as honest stall holders listed below there will be all manner of hucksters, preachers, confidence tricksters, snake-oil salesmen and guides, not to mention muggers and pick-pockets...

Street stalls might be a stand-alone stall or they might be a front or secondary selling point for another business located elsewhere. Most merchandise will be of average quality and the sellers mainly honest but not stupid or naïve. Some treasures might be found but they are unlikely to be cheap.

Street sellers will sell the same kinds of wares as elsewhere in the main, but with the emphasis on portable and short shelf life. The lists below work the same as the occupations lists above. The stalls themselves will be appropriate to their wares – a wide table, small bench, portable tray or small table, small tent or even just someone standing in the street, perhaps with a sign:

Roll %	Type and table
01-40	Clothing
41-90	Food
91-00	Other

Once the general trade is determined, then use the tables below for the actual commodity available:

Roll %	Clothing Stall
01-20	General clothes (50% second-hand)
21-30	Tailor made to measure
31-40	Knitwear
41-50	Embroidery
51-60	Leather goods

61-70	Jewellery (usually cheap/costume style)
71-80	Elven Cottonwear
81-90	Milner
91-00	Lacewear

Roll %	Food Stall Type
01-30	Cooked meats (hot dogs, burgers, possibly rat for the gnomes)
31-50	Fruit & Vegetables
51-60	Milk Maid/Dairy
61-70	Baked Snacks/cakes
71-75	Spices/herbs
76-85	Poultry meat and eggs
86-90	Halfling brewer (with wheeled barrow and mugs)
91-95	Roast Potatoes and similar
96-00	Sweet meats and delicacies

Roll %	Other: Special Stall/Seller type
01-10	Sweets/Candy
11-20	Pottery
21-30	Divinations/charms
31-40	Religious items (mixed or from a specific temple)
41-45	Live birds
46-55	Curios and <i>objet d'art</i>
56-65	Elven art and cultural items
66-75	Tinker
76-85	Costermonger
86-90	Singer/musician/busker
91-95	Game of skill/chance
96-00	Acrobat/performer



A to Z of Dunromin

Listed Below are the streets, squares and buildings of interest and their locations on the map. Many of these locations are also detailed elsewhere in this book. As always, if you want to check something the best, first step is to check the index and/or the contents. As usual, the **Games Master's Guide to Dunromin** has even more information about many of these locations.

Of course, there is no way that, in a real medieval society, every random adventurer would have access to an accurate map of the city and an alphabetic list of all the locations therein. In fact, finding your way to an address is further complicated by the fact that very few of any of the streets actually have signs on them saying what they are called, and those that do are all in the Old City area. Furthermore, in the Maze area none of the streets have names known for very long. They don't have any 'official' names at all and are normally known by the name of the richest/scariest/most numerous family or individual in the streets; "He lives in the same street as the Goodsons. Nasty lot they are."

Natives of Dunromin with the Streetwise Life Skills (see the Appendices) or similar might have knowledge of certain areas, depending on their background, or even most of the city if appropriate. However, there are also a whole mess of guides and busy-bodies all too willing to help a visitor out. For instance, a youth from one of the street gangs might be hired for a few golds a day or less to help a stranger find their way around. Guide Gangs can often be found lurking close to the city gates that might supply a reliable person for such a service. Such an NPC might even become pivotal in the ongoing plot, whatever that might be.

Of course, there is a risk associated with this as well. After all, a guide might have a vested interest in taking you to one shop rather than another due to family connections or such. Likely easy marks might find themselves led into an ambush and it would certainly be easy for the local Thieves' Guilds (not that any exist of course) or other NPCs to keep a track of the players' movements this way. Alternatively, a guide may prove to be a shrewd negotiator, helping their patrons get the best deal from everyone they come across,

they could take their generous employers to the best suppliers and even help them avoid trouble. Such a fellow might have their own ambitions and want the paladin in the party to take them on as a squire or perhaps they might fall in love with one of the party. Simply finding your way around a city like Dunromin is a source of huge possibilities...

Adrian Street	H9
Alchemist's Guild	I2
Annabelle's Lane	J5
Arterius Street	G6-8
Astromelda the Grand Vizier	D5
Autumn Street	J9
Azuratheth's Corner	E4
Babylonian Temple	G9
Back Cock	J8
Back Meadow	J6
Back Side Walk	E3
Baker Street	I5
Bald Square	B8
Bane Street	K7
Bank	D3
Bank Street	D3
Banker Street	E4
Barley Row	H-110
Barney Alley	J4
Barrack Lanne	H1
Belentine Street	F5
Bell End	J11
Beltarn Street	H5
Big Al's Place (Brothel)	E5
Black Magic Guild	I-J3
Black Street	G6
Black Tower	L10
Blind Alley	G3
Bloodsmire Street	G7-F8
Bloody Alley	G3
Bodkin Square	G3
Bough Lane	L6
Box Street	J7
Bragi Square	K7
Brave Man's Row	F8-G8
Broad March	L-M8
Broad Street	D3
Butcher Street	H8
Butter Street	G-H10
Cabalist's Parade	G10
Cake Street	H7
Cal's Square	H10
Carlton Street	K8

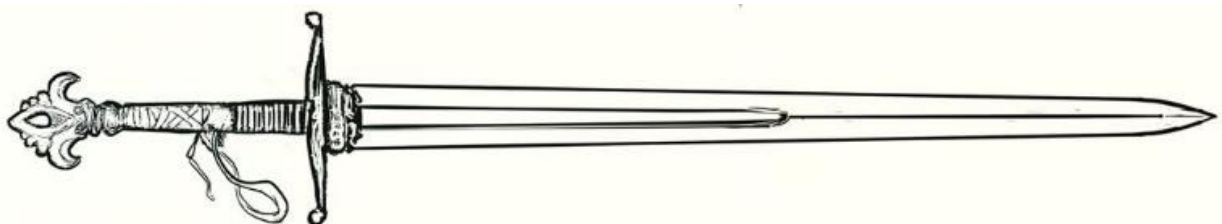
Celtic Temple	F5
Champion's Walk	E5
Chanter's Street	E3
Charterhouse Lane	J-L7
Chatter Alley	I5
Cheeseblown Street	F7
Circus	F2-3
Close Square	J5
Convent	I8
Cooper's Stand	H9
Corner Tower	G-H1-2
Counsel House	D3
Craft Street	H11
Crank Alley	F-G11
Cripple's Alley	I8
Crow Tower (NE corner)	O2
Dagger Street	J10
Daremlin High	L2
Dark Alley	I3
Dark Court	I3
Darkmoor Street	E5
Dart Street	J-K9
Debroglie Street	E6
Deepdale	F-G6
Dim Alley	G10
Dish Street	B8
Dock's Walk	C10-B11
Dockside	D8
Dogran Street	E7
Dog's Island	D9
Dole Street	E7
Donne Quay	C9
Doobrie Street	D4
Down Walk	B7
Doctor Wappo's Marvellous Emporium	E4
Drew Lane	M9
Dribb Street	L7
Druid in the Woods	M6
Drummer Square	K8
Dung Lane	L9
Duntully Street	F7
Dwarven Temple	D8
Eagle Tower	B1-2
Earl's High	M4
East Barr	G3
East Gate	N7-8
East Gate Walk	G2
East Gate Within	M7
East Walk	G4-5
Edward Street	B9
Eferrl High	M5
Elm Street	J5
Elven Temple "The Glades"	L5
Emerald Isle	K5-6

Eneal High	L5-6
Fallton Square	K7
Felling Street	F8-G8
Ferenthil High	M-N4
Fighter's Guild	D5
Firebold Street	I-L8
Fisherman's Alley	C10
Folek Street	C8-E8
Forest Tower (head of the Olven Watch)	O4
Forne Square	N6
Fountain Square	E8



Fourkin Street	M6
Fox's Lane	K10
Frankie's Back	J6
Fred's Jit	H10
Frellerin High	M3
Fullmere High	K3
Galderun Street	G5
Gate Lane	C4-5
Gate Quay	B9
Gaol Hole	M7
Gaul Street	J3
Gelding Street	I9-11
Ghost Watch Street	M7
Gibbot Tower	C6
Gods' Own Parade	F-G4
God's Watch	K11
Gold Square	K10
Gold Tower	B-C3
Goldenspike Street	F1
Goldentarn Street	G7
Goodwood	J6-7
Gordie's Street	M9
Goth Street	I3-4
Grave Gate	D8
Graveside Street	E7
Graveyard	D6-7
Green Alley	J10
Green Street	L10
Griffin Tower	G4
Grime Street	E10

Grinder's Alley	B8	Main Street	D4
Grit Street	F10	Market Row	G-H8
Grottle Street	K7	Marsh Walk	C-D11
Hall Way	G2	Marshal Alley	F5
Harbour Master	E10	Martin's Alley	H9
Harvest Quay	C9	Martyr's Square	G10
Hawker's	A6	Mary's Square	H6
Heliopean Temple	L-M7	Master Barracks	H4
High Tower	A2	Merchant Row	G8
Holly Street	K6	Merchants' Guildhouse	G4
Home Tower	B3	Milking Lane	H10-11
Hommllet Street	F8	Milt Street	F8
Hougliff's Folly	H5	Mint	C3
Isle of Elthellin	K4	Mint Lane	C4
John Street	K-L8	Mole Street	H9
Jupiter Street	F7	Monastery	I7
Katrina Square	I-J5	Monastery Gardens	I-J7
King Michael Street	D5-6	Munter Alley	E5
King Murder's Wharf	C8	Nadger's	G2
King's Bridge	E11	Name of the Rose School for Ladies	G2
Kinrane Court	H10		
Kund Street	M5	New Build Street	E9
La Boite de Grenouilles Inn	N3	Ninuivere Square	F5
La Promene d'Olven Inn	J5	Norse Temple	D2
Labellar High	L-M2	North Forest Tower	L1
Lace Street	N6	North Gate	J1
Lady Mary's Brothel	H7	North Gate Barracks	I1
Lady Square	J8	North Gate Within	J2
Lady Square	H8	North Road Begin	J3-5
Lawrence Square	E6	North Tower	A1
Le Merde High	N3	Oak Street	J6
Lenthellin High	N2-3	Odin's Court	D3
Lister Street	M8	Oldside Street	G10
Lod Street	G-H11	Old East Gate	H2-3
Lod's Alley	G11	Old Eastgate	G3
Lod's Hammer	G11	Old Faithful	C1-2
Long Gutter	C10	Old Goblin's Alley	H11
Long March Street	I1	Old Ned's Watch	N6
Long Walk	E1-G1	Old South Gate	F6
Lord Richard's Alley	H7	Old Southgate	F5-6
Lovejoy's Auction House	D5	Oldbold Village	P7
Low Quay	C9	Olerf High	M5
Low Watch	C3	Olinare Street	J6
Low Wharf	C10	Olund High	L4
Lower Market	F9	Olympian Temple	K10-11
Lowest Walk	J11	Olympic Gardens	J-K10
Lowmere High	K3	Olympic Parade	I-J10
Magic College	H3	Olympic Square	J10



Entering and leaving the city;

This is a particularly important factor with regard to the way in which your character might behave. However, in game terms it means that it costs you **1sp each time you go through a city gate** (always try and enter and leave the city by the same gate if you're coming and going in the same day – it is a crime not to) and every year the GM gets to sting you for City Tax. Other than that, what follows could be ignored...

Basically, whenever you enter or leave the city it should be recorded by the city's civil service. You are expected to leave and/or enter by one of the four land gates between dawn and dusk and tell the Guard on duty your real name (this is enforced by law). This will be recorded and processed by the Royal Record House so using the same gate to travel both ways makes administration much simpler for them and so is also enforced by law.

You are also supposed to state whether you are a native of Dunromin or a visitor as this has a huge effect on how they record the information. Rent, taxation and trade tariffs are the only form of income the senior ranks of society have and the movement of people and goods in and out of the city is therefore vitally important to them. The result is a situation not unlike the Prohibition years of the USA and a similar level of involvement in criminal activity as a proportion of the population (2-3% I read somewhere...).

A resident must record their absence from the city as when it comes to their Tax Day (birthday or anniversary of the day they first entered the city) they will be expected to come and pay their dues. There are laws to cover how much time to comply you have and if you fail to turn up you become an outlaw (unless you are dead and your next of kin have reported it to the Temple of Death - this is important as if they fail to report it they are liable for the taxes accrued). It is immaterial if you die outside the city walls or not. If this is reported your tax debts are wiped clean (obviously, if you then reappear your records are resurrected and you will be investigated for Tax Fraud). If you have been trying to deliberately mislead, or appear to have been trying to deliberately mislead, the tax authorities you become an outlaw.

A non-native of Dunromin is recorded the first time they enter the city and if they spend more than one season (4 months) in the city they become subject to taxation. This is due on the first anniversary of their arrival, or the next time after that they are in the city. This part is very difficult to enforce but a lot of people make a living out of doing it, assisting the authorities to do it, or even framing people for doing it. It isn't unknown for low-lives to pretend to be immigrants as they leave (or pay someone to do this), re-enter by nefarious means and then report the person when the taxes are due. Your Games Master might do this to you if they are a bit bored...

There are rewards paid to people reporting a tax fraud of any kind, including leaving or entering the city under a false name or by nefarious means. Likewise, there are ways of entering and leaving the city by nefarious means available for a price if you have the right connections. The only mitigating circumstances ever were associated with an unwise Magic User called Wankah, who teleported out of the city and forgot his spell book (and so had to return by conventional means). His name has passed into common folklore as an insult aimed at one who demonstrates a severe lack of sense, ability or courtesy.

The Royal Record House and the persons running and enforcing its legislation may or may not be very efficient, depending on how it suits them. Trying to bribe a Guard on the gate is very stupid, however, as there are too many witnesses about all the time. There is a **gate toll of 1sp**, which must be paid every time you enter or leave the city. A person leaving the city and re-entering in the same day (or vice-versa) is required to do so by the same gate – this is enforced by law. This prevents confusion and extra work and the best thing is to point out your name in the ledger and get the Guardesman to cross it out.

If the party enter or leave the city by means other than the gates (flight or teleportation for instance) it is advisable that they let the tax office know as soon as possible. The best way to do this is by letter or in person. The first time this happens it will take a long time before the office recognise

the fact you have entered or left, but as you do it more often so they will become accustomed to the activity. There are a number of powerful individuals in the city who use these means so it is not a new concept to them,

although they may pretend it is to charge you more for the service...

Obviously, there are a lot of ways and reasons for deceiving the entrance system, but the punishments if discovered are nasty.

Taxation;

This is complex, dull and will probably never be enforced. Having said that it is probably one of the most amazing wonders of the civilised city that is Dunromin. Like William's Domesday Book, Mordred the Mighty and his predecessors keep a book on exactly what their country is worth, except here they keep it up to date and a complex government department is responsible for it. How they do this is covered in the GM's section, what is important is covered briefly, mechanically, here.

Everyone who lives in Dunromin has a Tax Day, which is a day when their tax bill becomes payable. For residents this is the date they were born (or the date the authorities found out about it - your official birthday). For people from outside the city this is the date they first entered the city. On the anniversary

of this date you will be taxed on what they have recorded as being your property. Failure to pay a tax will result in a reminder being sent, first a week, then three days after that, and then the day after that. You only get three reminders (although if you are registered as having left the city permanently or temporarily, they will not chase you - all people passing through the gates are recorded and the information passed to the tax office if you haven't left or returned by nightfall). If you stay for more than one season you become taxable. Tax law just gets more complicated from here on in and is likely to change, or at least fluctuate, periodically. Failing to pay tax and/or falsely reporting your taxable possessions is, of course, a punishable offence.

Basic Tax Rates and other regular duties (once per year):

House tax: Per room above ground	1gp
Per room below ground	2gp
Water tax: Per person in house	5sp
Property tax (see below)	special
Cart Tax: Per cart or chariot	10sp
Livestock tax: (per goat, cow, sheep, etc)	2sp
Poultry tax: (per bird)	1cp
<u>Slave tax (per slave)</u>	<u>1gp</u>

[note: it is not considered socially acceptable to slaughter or sell your livestock just before your birthday - such things are investigated and punished in ways that are *entirely* unfair]

Horse tax (per animal, including donkeys and mules)	2gp
<u>Income Tax (see below)</u>	<u>special</u>
<u>Adventurer's licence (per class, per person)</u>	<u>10gp</u>
Guild membership tariff (per guild as well as the guild membership fee, except merchant's guild. The size of the fee depends on the Guild in question but all the adventuring ones are 10gp)	1-10gp
Merchant's guild membership tariff	2-40gp (varies)
<u>Business Tax (per shop, inn, or manufacturing facility)</u>	<u>20gp</u>

One-off Taxes (periodic payments):

Gate Tax (in or out)	1sp per person
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Import/Export Duty
 (Difficult to enforce accurately).
 Mooring rate (in the docks, per night)
 Ships
 Boats

2% of value of goods/monies

 5gp
 2sp

House Tax is payable by the owner of the house so renting may be more attractive to some people, especially if they have low incomes and can't get the capital to pay for a home of their own. This is a poverty trap but this is the middle ages...

Property tax differs from House tax in that it applies to people living outside the city, house tax applies only to those people living in the city. Property tax is applied to land owners and barons, so it is in the interests of the barons to make sure their residents and others under their protection are paying them their levy or rent. The king knows what the baron should be earning and will demand a proportion of this amount in tribute, usually 30-50%.

This is how the City generates funds for itself to finance buildings, repairs, wars and the Guard in the same way that the old kings of England used the feudal system to finance their own kingdoms.

Income tax is a very complex and strange system. No one seems to understand

it completely so assume the Games Master will use this as an excuse to keep you poor if and when they need to. There isn't any steady rule and you don't actually get taxed for your income or monies owned unless someone in power wants you to suffer.

You may have also noticed that some of the standard taxes seem to require you to pay twice for the same thing. This is, like everything to do with government in Dunromin, wholly unfair.

Basically, you owe them what they want. There are lots of laws they can use when it suits them but they are usually very lazy about this. Tax fraud may be used by various people to discredit an unpopular rich person. Such taxes are more often applied to immigrants than natives of Dunromin. For ease of management, the GM may rule this is included in your normal cost of living, assuming you are following the rules for that given in the earlier section on this.

I told you it was dull.



Footnotes, Credits and Thanks;

The concept of a city called Dunromin came originally from playing AD&D First Edition with several friends at the Sci-fi and Fantasy Society at Lancashire Polytechnic (Preston in Lancashire, UK, now the University of Central Lancashire) in 1986. Initially just a start point for an adventure (“The Sinister Secret of Saltmarsh” for the record), the city grew from an idea to a map to a deeper concept and then to the basis for a campaign. The world of Barnaynia, the banana-shaped planet, arose from some in-character role-play between myself and Adrian ‘Arse’ Bell.

The city was first written down by hand in two lab-books (the Player’s Guide and the GM’s Guide) during the summer of 1988 in Oxfordshire. The first actual sketching of the world, the businesses, Guilds, Guards, Royal Family and the main NPCs bloomed out of this period. These books were damaged in a fire in 1990 but I do still have the remains of the originals, although the map itself has been partially burnt, vanished, been found and vanished again. The current digital map is a from-scratch rework of the whole city undertaken in 2018 but based on the original shape and main features.

Since 1988 the guides have undergone a number of re-writings, including a change to OSRIC rules although the core concept is substantially unaltered. Dunromin was a base of operations, first and foremost. A place for the players to rest, train and research in relative safety.

Dunromin has been and always will be a labour of love which I am delighted to share with you. I earnestly hope that some or all of the enclosed material is amusing, thought provoking and/or of use to you in your own games.

So, the purpose of this section is to give my thanks, appreciation and respect to all the unwitting fools who have adventured in and about Dunromin and helped to develop it with myself during and since its conception; The title of ‘Play-Tester’ is a significant one but still falls short of the ongoing positive and fun input these individuals have had in the whole project. They are, in no specific order:

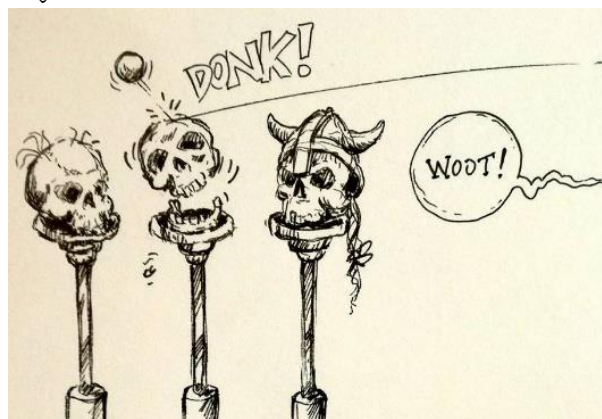
In Preston there was Adrian ‘Arse’ Bell, Tony ‘Taff’ Pearce, Martin Vallance, Rob Hooley, Drew Shearsmith, ‘Spikey’ Mikey Barnett, Jim McDermott, Big Andy, Craig ‘Small’ Tooke, Mad Mick, Andy the Bus Driver Man, Paul Venner, Robin, Ray Jennings and Pete Leary.

In Hornsea, East Yorkshire, The Eight left their inevitable mark on the script – they know who they are.

In Reading Mark ‘Penfold’ Wardale and Trina Wardale, Dave Webb, Strangely Brown, Wilf the Cosmic Axe Lord, John Learner, Alan ‘Big Bad Butch Bonking Al’ Matthews (RIP) and Craig the Vampire Lord.

In Nottingham; Gordon Watt, April Hooley (Dunromin spans two generations!), Lisa, Cal and Rich. And last but not least Sean the Bunny and Lynda Hooley. Thank-you all!

Most of the illustrations are by my old friend Gareth Sleightholme. Thanks to Gaz for his wonderful generosity in allowing me to use some of his awesome artwork to liven the pages a bit – you can sample more of his genius here: hesir.artstation.com or catch up on his Twitter feed @hesir. All the artwork included in this book is by Gareth or myself.



Also, thanks to the various inspirations for elements, characters, situations and organisations that I have blended consciously and subconsciously into the mix. All Trade Marks are the property of their respective owners.

But most of all, thanks to my wife and family for putting up with it all...

The Appendices – Some Optional Rules Ideas

Appendix 1: A Twentieth Century Perception

Dunromin is a strange a contradictory place and has an economic structure that simply wouldn't work. While this is of little relevance to most players and GMs it is worth putting this into some kind of perspective to add a veneer of reality to our wonderful game. Our 21st century experiences of a 'civilised' society are very different to any medieval or even pseudo-medieval existence. Class mobility, equal rights, healthcare, impartial justice available to all, the vote, freedom of speech and association are all socialist concepts alien and even considered insane to the peasants, serfs and menials surviving in the middle ages. Such notions might even be considered treasonous or heretical to any in the established classes, after all, it was the gods that put them in charge...

But this is a fantasy game and such things shouldn't worry us here. We play for entertainment not social commentary. These are fairy tales we are writing. To this end it probably doesn't matter that the people around the party are heart-breakingly poor with a quality of life so far down the scale of comfort that modern observers would see it as a lot worse than a prison sentence. Property ownership is meagre – most people own one set of clothes and rent their homes or lodge at their place of work in some way, behaving to their employer for their food and shelter with no real option to change jobs. The lower classes are practically slaves in all but title.

The fundamental thing to remember is that in a real environment the Dunromin system wouldn't work and uses too many concepts far more advanced than a mediaeval setting, like banking, centralised information repositories on all inhabitants (although this might be compared with the Domesday book) and all the sciences and cultural tolerance described herein.

Of course, considering the profound affect that ubiquitous magic use would have on a culture like Europe in the Middle-Ages then anything is possible. Feel free to encourage the players to try innovative,

marketable ideas, like plumbing and central heating. But bear in mind that the engineering prowess required to accurately machine pieces of metal to fulfil any complex function is simply not available. There might be wood lathes but certainly no materials hard enough to allow the machining of metal devices or tools other than forging them from hot ingots. At least outside the gnome homelands.

So, what's my point?



There are some uncomfortable things we need to just check off on our list here – as with all these appendices these ideas are only suggestions and so your GM can include or reject them as they wish.

Female Equality didn't exist at all in a medieval setting but it does, to some extent, in *The Land of the Young*. Although in human society wealth and titles follow the male blood line the empowering element of magic means that it is not always the case that a woman is forced to be a second-class citizen or bartered away for a dowry to the best match for the father's political aspirations. This will still happen in some families but women are more likely to be treated as individuals rather than cattle, particularly in some demi-human

populations where inheritance is asexual and child mortality a lot less. Again, magic will have a huge effect on this, assuming you can afford good magical assistance with having babies without them all dying. Anything like this will free women from the dangerous 'baby-factory' occupation and allow them a lot more freedom to pursue interests and careers of their own.

The only news one hears will be gossip or Town Criers. Literacy levels are low so even though printing is known about (and tightly controlled by the Scribes Guild) there's not really any point in newspapers or anything similar other than wanted posters for outlaws. Bards, musicians and storytellers might spread news but are likely to embroider it a lot. Powerful or rich people might even hire Town Criers and Storytellers to spread their own versions of history.

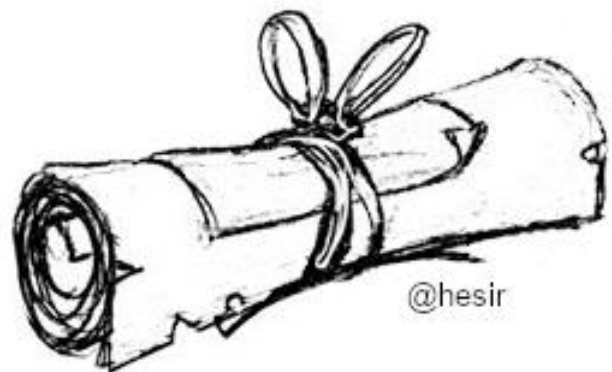
Slaves are used in Dunromin but are controlled by legislation and very much the province of the rich. How you play this out depends on your own perceptions, politics and morality. Slaves are less common in Dunromin than in Rome at the height of the empire for the simple reason that 'free' serfs and tenant farmers work harder and probably as cheaply under the illusion that they are working for their own benefit.

At some point you will want to know the prices of things that aren't on the price lists in the standard rules and so on. Some of the guide prices in other books aren't effective so Dunromin uses a variation on the Ale Scale introduced by the White Dwarf magazine. It is based on 2sp = 1 pint of ale. This equates to 1sp being roughly £1, which makes sums easier. Then using modern prices, a loaf of bread will be 50p (5cp), rather than a couple of old pence. These prices will then be modified by the rates of the place you are shopping at (note that prices throughout the city, except in Shantytown, are controlled by the Guilds).

If you're not familiar with UK monetary system then saying **\$1 = 1sp** also works reasonably well. This means that a copper piece is about ten pence (a dime) and a gold piece is a twenty-pound note (twenty-dollar bill). Then translate money from its current value directly into your expenses as above.

The exception is property and the more expensive things you might come across, like full plate armour, in which case use the costs in the rulebooks. After all, one of the characters in Lord of the Rings did say that Frodo's Mithril shirt was probably worth as much as the Shire (although he never mentioned to whom Bilbo might be able to sell it if he wanted to)...

Property prices are more difficult to work out. While the manufacture of castles is the main cause for concern, houses and such are just as important. A hovel would be, effectively, free, but you'd have to build it yourself and be allowed to do so by the landowner. Houses in Dunromin exchange hands for as little as 100gp but could be worth up to 10,000gp for a manor house with stables, cellars and servants' quarters. Rent is easier and is covered in the cost of living section.



Entertainment is a more fluid idea and you can mix and match from history and fantasy as suits your whim. Many inns will offer gambling on a variety of chance activities. Darts are a popular pass-time in Dunromin. Cards and dice are common, as is bear-baiting, cock and dog-fighting and even bare-knuckle boxing. All these activities are primarily supported by gambling on the results. The Circus is an unusual feature and might be used as anything from a true Roman gore-fest to a more cultured theatre for opera and plays. And then there's magic to consider. Magical duels and displays of enchanted creatures would be popular, as would demonstrations of magical abilities or items. There also exists travelling bands of entertainers, freak-shows and circuses.

Appendix 2: House Rules (all optional)

This section contains various 'house rules' used in the past in Dunromin campaigns. These have been built up over time and have evolved with the game setting over a number of play-tests and changes. That said they are far from perfect and tend to emphasise the player characters as heroes rather than 'normal' humans. All of these rules are optional and can be used or not used independently from each other and according to the Games Master's whim.

The Fumble (or Critical Fail)

Roll (d20)	Result
1-14	Lose any other attacks you might have this round
15-18	Drop weapon *
19	GM's choice** OR hit self or nearest friend for normal rolled damage
20	GM's choice** OR hit nearest friend or self for maximum damage

The idea of Fumbles comes from the FRPG Runequest and is based around a combat roll so bad it means something has gone more wrong than merely missing the target. In game terms this means any time you roll a 1 on a D20 'to hit' roll. When this happens roll the d20 again and compare with the table above.

* If the attacker cannot drop the weapon for whatever reason (e.g. it's a claw or a bite) then the GM might rule that they just lose their attack the next round too while they sort themselves out. If the attacker has the weapon attached to them by a loop around the wrist or similar then the GM might simply judge that they will lose the initiative automatically next round. If a weapon is dropped, the person must spend their next attack recovering it or drawing an alternative. If they do not then they can only attack with their bare hands.

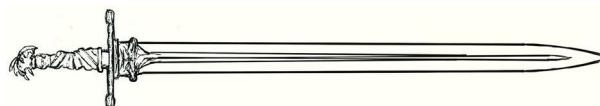
** GM's choice might be an embarrassing or situation relevant problem such as falling over, or if fighting on a bridge or on top of a ledge maybe the character has fallen off. Other ideas include pieces of armour coming loose, helmets spinning around and blinding, valuable items being dropped or damaged, perhaps without the owner realising, falling over onto a friend and leaving both characters prone, and so on.

The GM might apply the Fumble rule to any other check as well, such as a Thieves' skill check (although the consequences of failing these are usually more than apparent). The GM can add colour by ruling that any spectacular fail (rolling a 1 on a d20 or a 00 on a percentile check) results in something extra bad happening – e.g. a thief fails his climb walls, falls, takes damage and breaks his short bow.

Rolling a 1 on a saving throw could also indicate a spectacular fail but this may be seen as heavy-handed. A player who has just failed a save against death and has now discovered that they have also dropped their ring and it has fallen down a crack in the floor has a right to feel a little hard-done-by.

Critical Hit

To balance Fumbles the GM might also allow the **Critical Hit**, which is where a roll of a '**Natural 20**' (NOT an adjusted 20) results in maximum possible rolled damage from the hit. This would of course have to apply to monsters and NPCs as well as party members of course, as would the Fumbles.



Character Generation

There follows a brief run-down of options on how to generate characters for a Dunromin-based campaign, including all the appropriate tables at appropriate points. All these tables are summarised elsewhere in the appendices and more details on the new classes mentioned here can be found elsewhere too. As with all these suggestions, they are based on OSRIC but may easily be updated or adapted to other FRPGs if they tickle your fancy...

When generating a new character start off with an idea of what kind of character you want to play *before* you roll the dice – this is usually referred to as the ‘Back Story’. Have a think and see if you fancy being a certain blend of classes, or having a certain background and history. Talk to the Games Master about your ideas and see how they fit with the campaign plans festering in their deranged and addled sensibility. Think about appearance, background, favoured weapons, deity, motives, fears, personal likes and dislikes, loyalties, enemies, family and so on. No need to write these out (unless you really want to) in any detail but perhaps a summary will help remind you. You can add more detail to this sketch as the campaign progresses and the character develops in your own mind (assuming they survive).

When you have an idea then you can start rolling the dice. There are many options for this but the most popular seems to be rolling 4d6 for each stat and discarding the lowest dice. These can be arranged in the best order to suit your character idea. Some GMs insist on the rolls being done in order which may ruin your ideas straight away. In such circumstances rolling the dice first might be a better idea.

Alternatively, there is the “**Dunromin Hero-Rolling**” method, which produces very, very able first level characters. Handle this method with care. It is designed to build heroes, not mere normal people. It is a bit ‘munchkin’ for some people and suits power-gamers more than role-players (or roll-players rather than role-players).



The **Dunromin Hero Rolling** method is best done if you have 14d10 (12d10 if you are not using Appearance), but can be done with 8d10, 2d10 or even 1d10, but do you know ANY role player who only has 1d10?

Using 14d10: Roll one dice, put it to one side, roll another seven dice together, choose one of the seven to go with the first and put this pair to one side. Roll another 1d10 and put it to one side. Then roll 6d10, select one, and pair it off with the lone dice as before. Continue until you have no dice left (i.e. 1d10 and then one out of 5d10, then one 1d10 and one out of 4d10, etc.). The idea being that you end up with 7 pairs of d10s, these being your seven attributes (Str, Int, Wis, Dex, Con, Cha and App - see the Appendix 9 about that) but not in any particular order yet. Don't worry about having 19 and 20, we'll come to this. Arrange these in an order that suits what you want to be and check with the Games Master. Scores below 5 could be re-rolled.

Once in order you could roll 1d% for each stat, in order and sticking with your first roll (see notes on percentile stats below).

Now we have adjustments to do. Rather than a one for one conversion, use one

point off one score, can give you 33% in another (3 for 1 if you prefer). Optionally your GM might allow one for one until the target score is ten, and then 3 for 1. This still might leave you with a score or two over 18. Elves and Halflings are allowed 19 Dex and Grey Elves can even have an Int of 19, etc.

Don't apply racial adjustments with the **Dunromin Hero Rolling Method** as this has kind of already been taken care of in the rolling and selection process. The final scores may be over racial maximums at this stage but shouldn't be under the racial minimums.

If you have scores over the racial maximums then you need to cut these down to the racial maximum. You don't lose these points though, instead they translate into other useful things, according to the GM's inspiration at the time. It is suggested additional hit points at first level, an additional Life Skills slot, 20% added to a prime requisite, or something along these lines. Perhaps a family inheritance, a low-power Magic Item or a bonus on your Social Class roll. The main plan being that no character should have any starting score over racial maximums but they should still be exceptional/improbable beings, to make them interesting.

***Disclaimer:** As has been said and can't be over-emphasised, the **Dunromin Hero Rolling** system tends to generate **very** powerful characters as its name implies. This is fine and entirely in keeping with the campaigns normally*

run in and around Dunromin; player characters should be exceptional human beings. They are the heroes, pop-stars and revolutionaries of their generation and, as such, should stand out from the madding crowd for whatever reason. To maintain balance, apply the same generous proportions to important NPCs and monsters (AND have monsters with adventuring levels as detailed later rather than the 'sub-chief' and 'chief' designations of the Core Rules et al.). If this doesn't suit your GM then you will just follow their rules; it's all about balance.

Once you have your scores apply the following racial modifiers – note that if you are using the “**Dunromin Hero Rolling**” method these adjustments are not added but the notes are. Again, some races have extraordinary benefits associated with them so the GM will be careful about balancing these powers with his NPCs.

Penalties and Bonuses for Races

Then you need to choose (or confirm) your character classes, checking on the allowed races and classes tables below, and apply the appropriate penalties and bonuses. These are slightly different to the ones in the Core Rules so everything needs to be checked with the Games Master..

The following tables are optional alternatives to the Core Rules. They only apply to natives of these species from Barnaynia:

Race:	Attributes:	Notes:
Human	Normal	If born and raised in Dunromin at lower or middle class get the 'Streetwise' Life Skills at no cost
Elf, Wood	+1 Dex, -1 Wis, normal str & con	No +1 sword bonuses for race, but bow specialism only costs 2 slots instead of 3
Elf, Grey	+1 Int, +1 dex, -1 str, -1 cha	Swimming as Life Skills at no cost, max Str is 17
Elf, High	As standard	As standard rules
Half-elf	As standard	50% are infertile
Dwarves (hill or mountain)	As standard	Mountain Dwarves can never learn to speak Common without a Greek accent - no one knows why. Hill dwarves are the most common breed in Dunromin
Gnomes	As standard	Natives of the city get Streetwise for no cost
Halflings	As standard	As standard rules
Half-orcs	As standard	As standard rules

Dunromin Level Restrictions by Race

Class	H	Elf High	Elf Grey	Elf Wood	Elf ½	Elf Deep	D	G	½	½ Orc
Assassin	U	10	10	10	11	U	~	8	5	U
Cleric	U	10	10	10	8	U#	11	10	6	7
Courtesan	U	U	10	10	U	10	8	U	10	8
Diabolist	U	7	7	~	10	11	~	~	~	10
Druid	U	U	U	U	U	U	5	7	11	~
Fighter	U	15	15	15	20	15	U	6	6	10
Illusionist	U	~	~	~	~	~	~	14	~	~
Magic-User	U	20	30	10	15	15	10	7	7	~
Necromancer	U	~	10	~	10	U	~	~	~	~
Paladin	U	~	~	~	10	10*	~	~	~	~
Ranger	U	7	7	7	8	~	~	~	~	~
Thief	U	U	U	U	U	U	U	U	U	U
Wild Domains Barbarian	U	~	~	10	15	~	10	~	5	10
Witch	4	4	~	4	4	4	~	~	4	~
Peasant	1	1	1	1	1	1	1	1	1	1
Sage	U	U	U	U	U	U	U	U	U	U

* Deep Elves can only be anti-paladins.

Male Deep Elves are limited to 7th level clerics.

Note: The number represents the maximum level achievable with 18 in the primary requisite. Subtract 1 from these maximum levels for each point below 18 and add 1 for each point above 18. The exception to this is Witch, Peasant and Sage whose level progression isn't limited by statistics.

Roll your social class on the 'Starting Money' table below (if this hasn't already been determined by discussions with the GM). In Dunromin, your starting money depends on your Social Class, not your Adventuring Class. This is more realistic but does mean lower class characters may be *very* short on equipment. This should be seen as an opportunity for some city-based adventuring before the more hazardous Dungeon Hack begins.

If using the "Dunromin Hero Rolling" character rolling formula then your GM might allow you to use spare points from your stats rolls to modify your social class roll +10% per point.

The Games Master may wish to limit or add to these amounts. Bear in mind that if your family has deserted you for whatever reason (like they're all dead) then the amount you start with might vary wildly up and down. Some moneys might be tied up in property or an heirloom, like a sword your

father used when he was an adventurer. This may or may not be useful, especially if you're a Magic-User. There's a whole character background in that sentence alone!

Social Class is quite important in Dunromin's highly divisive society, but its most significant effect is how much money you have to start with. If you roll high make sure your GM approves this and can allow for it in his city plans. Consider also at this point,



if you haven't already, *why* are you adventuring?

Some social groups would frown on such a career, whereas others would not view it as being an optional part of your upbringing (both present some interesting ideas). It all comes down to Back Story. It might not be worth going into this in too

much detail at this stage, since the fatality rate in low-level FRPGs is fairly high. Instead when you reach 3rd level or thereabouts sit down and flesh out the character history sketch you have with places, enemies and events the Games Master could use in the campaign.

Starting Money

Roll d%	Social Class	Starting Money (gp)
01-04	Lower lower class	1d20
05-30	Middle Lower class	1d4x10
31-60	Upper lower class	2d4x10
61-75	Lower middle class	2d6x10
76-85	Middle middle class	4d10 x10
86-92	Upper middle class	6d10 x10
92-98	Lower upper class	4d8 x50
99	Middle upper class	3d10 x100
00	Upper upper class	3d10 x500

You should now be able to fill out most of your character sheet, the exception being the skills specific to your class (like spells and Thieving Abilities). These will be dealt with in a moment. It might be worth choosing a deity at this point and therefore a religion/pantheon/mythos, although you don't have to unless your Adventuring Class demands it.

There are some other things you ought to consider as well that will be apparent on your character sheet (remember only Fighters and Fighter sub-classes can specialise in weapons, and even they can only double-specialise in one weapon). Racial abilities and bonuses due to your stats and race can be added, if applicable. The character sheets included with this book can be photocopied and used as much as you like. They are designed in a way that will allow most of your skills to be recorded without getting weighed down with all the stuff that you hardly ever need to refer to. The one-sheet character sheet means you can find everything quickly without interrupting the flow of the game too much.

Now choose your weapon and Life Skills (see the Appendix on this subject). Other kinds of skills aren't usually of much relevance but can add depth to a character background.

Next is deciding the character's age. There is a section following below that details starting ages and how to roll them but it is perfectly possible that your character's age has already been determined by their history. If they have done a lot and travelled to lots of places they won't be young. Likewise, if they are fresh-faced off the farm then they might be very young. Be careful of picking a random age though and consider the character's starting attributes. If they have a Strength, Dexterity or Constitution of 18 then it is unlikely they are less than 18-20 years old (or the demi-human equivalent). Perhaps no stat within 1 point of racial maximum until they are in their Prime age bracket – certainly with Strength.

Now comes the special skills and variations. Firstly, refer to the Appendix on Thieving skills if you haven't already and sort yourself out as regards these skills if you have them (remember everyone gets Observation equal to their Wisdom unless they are a thief or thief subclass, and a basic Climb Walls chance).

And now you can spend your money – note that there is an additional costs table in the chapters above for things not already covered in the standard rules.

Back Stories and Dark Secrets

An additional role-playing complication that has been used in the past to great effect is the **Dark Secret**. This is something invented and issued by the GM that, if it were known to the other PCs, or some of the other PCs, would cause a lot of friction or problems for the party. It might be a mission, something in their history, a belief or an item they own. It might be something they know or something they are. It could be as innocuous as having had an affair with another character's sibling to being on a mission to kill their character, or even being a werewolf or something wilder and more bizarre.

This can be separate to or interweaved into the character's back-story, which is a vital component of the whole campaign. Indeed, a lot of the ideas in the history of the Land of the Young are inspired by character backgrounds. It might be driven by the character's Social Class or be an excuse for a campaign or dungeon setting. The best backgrounds link characters into some plot that may or may not unfold as the campaign progresses: The Thief who steals an unlikely trinket, the farm-boy whose real father was a great mage, a mage whose family wanted him to be a warrior, the woman pretending to be a man, the list is endless.

It is best not to link the **Dark Secrets** of different characters, and vary them in severity so the characters are less likely to guess each other's **Dark Secret**. They may be an over-complication or they might be a wonderful extra bit of mess for the characters to get themselves confused with.



Variations on the Main Character Classes

These small changes are a personal choice as regards the kinds of adventurers produced by Dunromin and Barnaynia. Some GMs may find these are a little too “up-gunned”. Whether to use them or not is completely up to your GM. Note that Thieves and Assassins are not dealt with here but elsewhere as they are considerably changed.

Fighter: The only change made to fighters is that they gain percentages in their statistics when they go up levels. Now Fighters gain 1d10% on Strength, Dexterity *and* Constitution every level (pure fighters only – Rangers and Paladins have different progressions). These scores may not exceed racial maximums in this way.

Wild Domains Barbarian: Barbarian is a generic term for anyone who is from a social group that does not have diplomatic links with Dunromin and/or have a different belief system to those represented in the Temples of Dunromin. As such they are usually just normal peasants but may have unusual appearances and/or weapons. The exception is the Wild Domains Barbarians which are a different sub-class of Fighter and dealt with in another Appendix.

Ranger: Similar to fighters, rangers get +2d10% to add to Strength and/or Constitution per level gained, but must split the roll between Str and Con. So, the player can put 2d10 on Strength, **or** 1d10 on each Str and Con, **or** 2d10 on Constitution. The selection must be stated before the dice are rolled. These scores may not exceed racial maximums in this way.

Rangers are a relatively new class and might not be apparent in other areas of the world.

New Thief Skill; Observation: All classes get an Observation skill equal to their Wisdom and thieves have a much better Observation skill than anyone; see the Appendices for a more complete description of Thief Skills. Have a look at the Life Skills Streetwise as well. All other classes as per standard rules, or the special sections in the Appendices below devoted to those character classes.

Starting Spells

Spells are a potential minefield and, in the following, ‘Magic-Users’ also refers to Illusionist, Courtesan, and Necromancer as well. The Cleric subclass Diabolist is a little different and dealt with in a separate Appendix.

In Dunromin, a Magic-user or subclass will have a certain number of spells in their starting spell book equal to their

Intelligence. Among these you will get *Read Magic* and *Write* automatically. Note that Magic-users and Illusionists get one travelling spell book to start with as part of their graduation ceremony. This is free (but annual membership of the Guild is not) but will not be replaced if lost or damaged. More spell books are available at a price.

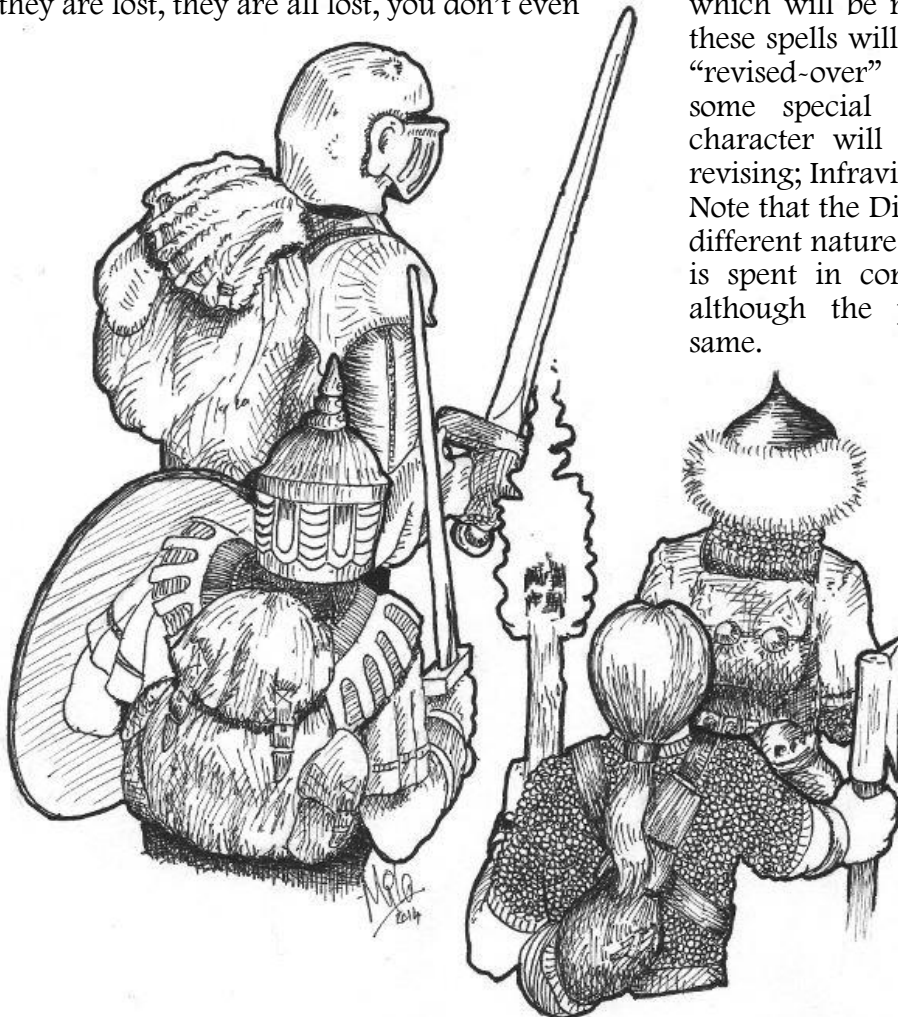
Now randomly roll, however you wish, these spells. These are the only spells you will get for free. In Dunromin the only ways of getting new spells are to buy them from the Magic User's Guild or steal or swap them with other Magic-Users. Scrolls can be copied into spell books (using up the scroll) and stolen spell-books can be copied (using a *Read Magic* and *Write* per spell) into your own book. Some GMs may allow you to have some level 2 or even level 3 spells from the start but these should be at a cost or as a plot device (what about Rincewind's spell in "The Colour of Magic" by Terry Pratchett?). Of course, whilst a Magic-User might have the spell they can't cast them until they are able to from being the appropriate level.

So, it is a good idea to copy your spell books and keep the copy somewhere safe. If they are lost, they are all lost, you don't even

get your starting ones back for free from the place that trained you (although you can pay them to write *Read Magic* and *Write* into your new book for you). You will discover that spell casters in a party will soon start trading spells and fighting over the spell books you find in the adventure. Cleric and Druid spells are gained by prayer, Courtesans and Diabolists must have spell books similar to Magic-Users. Necromancers have their own rules.

Clerics and Druids get additional spells from their Wisdom and require **1 hour per level of spell** of peace and quiet, uninterrupted, to get each spell back by prayer and/or meditation, god willing. Once learned spells are not forgotten as long as the cleric or druid prays for at least 1 hour each 24 hour period. If the cleric doesn't manage this minimum requirement they start to lose their spells at the rate of 1 per 10 minute period, highest levels first.

Magic-Users, subclasses and others who use Spell Books (including Courtesans and Diabolists) require **2 hours per level of spell** to revise the spell. This needs to be uninterrupted and does not replace sleep, which will be needed as well. Once learnt these spells will not be forgotten unless cast, "revised-over" or the caster is affected by some special spell-effect. The revising character will need light to see by when revising; Infravision doesn't work on writing. Note that the Diabolist Spells are of a slightly different nature so a lot of their revision time is spent in contemplation and meditation, although the play-implementation is the same.



Improving Your Character

As you adventure you will gain experience and go up levels, as is one of the main aims of FRPG. Experience is normally assigned at a suitable break in play and on Barnaynia characters go up in a level as soon as you have enough XP, no special training or Guild visits are necessary except for new weapon and Life Skills. Alternatively, you can buy training in XP and stats (see next section) from the Guilds. Your GM may not allow you to buy XP in this way but the campaigns run in Dunromin have worked on the basis that **XP is not gained for treasure**, only defeating enemies (not necessarily killing them) and gaining magic items, with bonuses for good or inventive play.

So, characters can go to their Guild and buy training to increase their XP in a specific class. This is the equivalent of giving the Guild the money and **getting the XP equivalent of the gp value of the payment**. The limits are on the rate of training, which is that a character can benefit from up to 100gp training per day, regardless of level. They can do this for up to ten days on the trot but then must rest for five days (or do something else, which could be training in another class if they are multi-classed, or adventuring or whatever) before they can buy any more training. This is contrary to the standard rules which suggest that 1gp recovered from the dungeon gives the character 1XP. This limitation on XP reward in the Dunromin campaign is balanced by the availability of XP training at all the guilds for guild members and has the added bonus for the GM that it usually keeps the players poor.

For example, Nadger of Bott is a 2nd level Fighter and has 1200gp burning a hole in his pocket after smiting some ogres. He is a member of the Fighter's Guild already so he wants to spend his loot on some XP training. 1200gp can buy him 1200xp, which is enough to put him up to 3rd level. He spends 1000gp first, which gets him 1000xp but takes 10 days (100gp per day) and then he has to take 5 days off. Being 2nd level he spends 2gp a day on food and accommodation so by the end of this time he only has 170gp left (10 days training, 5 days off, totals 15 days at 2gp per day total cost 30gp). This buys him another day and a half training

(150xp only as he needs some more cash to survive in the city for a few more days). He now has enough XP to qualify for 3rd level. He goes up a level, gets +1d10% in Str, Dex and Con, benefits from 1d10 more HP and a better THACO and gets another weapon proficiency slot (see Appendix 5). He already has Long Sword so he could specialise in this for no cost and no time or he could spend his new slot on another weapon proficiency for 1d6 weeks at 100gp per week (the **Games Master's Guide to Dunromin** has some additional thoughts on training proficiencies). He can't afford the latter and quite fancies being Specialised in Long Sword so he opts for the former. He comes out of his little training stint considerably more dangerous but practically skint.

As in Nadger's example above, you don't automatically get proficiencies, Life Skills and spells when you go up in levels. You can only gain a proficiency or skill when you visit a trainer or guild, pay your money and take your time (more details in the Guild descriptions and the Appendix 5) unless you are specialising in a weapon proficiency already possessed (by practice).

While you get the spell-using capability of your new level straight away, you only get the spells themselves when you obtain them. This is easier for a Cleric or Druid as they only need to pray and ask for them but for the other spell-using classes this can be tricky and/or expensive.

The Standard Rates are **Weapon Proficiencies take 1d6 weeks and 100gp per week** to learn, **Life Skills take 6 weeks and cost 600gp** to learn **unless** you use the special rules for Life Skills in the Appendix or as described in the **Games Master's Guide to Dunromin**. Costs might be reduced in certain circumstances but not the time taken. **Specialisation costs nothing** and takes no time as it is purely practice that gives the player the extra bonuses.

Thief Skills are gained immediately on gaining the new level and require no special training as these skill gains are based on practice.

This means that rich persons could train themselves up to very high levels without ever adventuring so there are

limitations involved, which is that **if a level is gained through training then a character must gain at least 10% of the XP value of the training done through normal *adventuring* experience *before* they can gain from any other XP training.** This means that weak characters can level up to a more experienced party relatively rapidly but that the aristocracy are not all ridiculously high level just because they can afford the training.

Of course, the sons and daughters of rich parents are often put into training at a very early age and allowed to go adventuring (or to the wars) with wards and bodyguards to enable them to progress rapidly to a less vulnerable level. For this reason, the NPC sons and daughters of barons and rich merchants, etc. will often be at higher levels than commoners, purely because they have been trained.

Another example; Jed, son of Baron Wilder has been trained as a Magic-User at the Magic College. Upon completing his training and becoming a 1st level MU his father paid 6000gp for a post-graduate degree. This would take about 90 days (10 days on, 5 days off) but was stretched to a year due to lazy term-times, extra project work done for higher members of the Guild and even some teaching of new students. This made Jed 2nd level but with 6000xp. His father then sent him to the Burning Woods, escorted by three men-at-arms and his cousin Valter who was a 5th level fighter. After scrapping with some orcs and defeating an ogre or three, Jed's share of the adventuring experience was 680xp. This is more than 10% of his original 6000gp spend on training, so Jed now gains the benefit of all his experience to date, that is 6680xp (plus 68xp

as his Int is 16 – note **XP bonuses DO NOT apply to XP gained in training**) so he is now a 3rd level Magic-User having only ever been on one short adventure.

Should his father wish it, a second year's worth of Post-Graduate training could be purchased for 4000gp (or more), giving Jed another 4000xp (or more) propelling him up to the giddy heights of 4th level. Since he has now adventured, he can gain one level (only) through training. And so the cycle can continue to the limit of his funds.

Note this rule was implemented to allow players whose characters have died and been replaced with a new 1st level character to catch up with high-level parties relatively quickly and may not be appropriate in your GM's campaign. Your GM may not allow this *at all* or might implement additional restrictions. Experience has shown us that the system does work reasonably well without upsetting game-balance, as long as the GM is not very generous with treasure.

Improving Percentile Statistics by training

Your GM may allow characters to train up their physical stats as well, as per the following table. This costs a certain amount per percentage point and takes a period of time per percentage point at a suitable training facility. Only Str, Dex, Con and Cha can be trained (the latter at charm and finishing schools) and **only to the racial maximum**. Your GM might introduce some rules about attributes wasting with time without suitable training and exercise. This idea is further developed later in the section on Character Aging.

Table for costs in time and money for raising statistics

Stat Range	Cost per percentage point	Time per percentage point
3:01-10:99	40gp	4 per day
11:00 - 13:99	80gp	2 per day
14:00- 16:99	100gp	1 day
17:00 - 17:99	150gp	2 days
18:00 - 18:49	200gp	4 days
18:50 – 18:79	300gp	7 days
18:80 – 18:89	500gp	14 days
18:90 – 18:99	1000gp	21 days
19:99 +	Not normally possible, or perhaps at 2000gp <i>plus</i> magical assistance; see below	varies

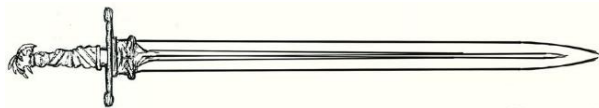
Note: The above table is based on the human range of 3-18 for all stats. For demi-humans adjust the scores up or down one or two points as per the starting scores adjustments unique to that race.

This is basically running every stat the same as Strength in the Core Rules.

When training a stat over racial maximums the trainer must be a very special person, even if your GM will allow it at all. The training will involve a magical procedure, including the sponsorship of a deity to grant you the power and/or a special diet of magical fruits or similar, all of which would be difficult or very expensive to obtain. Should the diet or the deity (or whatever) be lost then so will all benefits over the normal racial maximum.

Spending limits – from the above tables it would seem that you could train your stats as high as you want if you are rich enough. To manage this undesirable situation it is advised that the GM only allow one stat rising one full point in any given year. Again,

there are other ideas and considerations in the **Games Master's Guide to Dunromin**. Of course, going by the book none of this is even allowed so your GM may dismiss this kind of munchkin training as impossible anyway.



Social Climbing

A far more interesting way of improving your character is through role-playing. You could move up the Dunromin social hierarchy by entertaining people, marrying into the right families and so on. It is unlikely that this kind of thing will appeal to most adventurers but it is worth bearing in mind that a successful adventurer with a high profile is a bit like a pop-star, with all the benefits and complications that might entail. There's also the cost of living to be worried about.



Alternative Rules used in Past Dunromin Campaigns, a Summary

*Note that all the following are **optional** and require your GM to agree to them explicitly before they can be implemented. They are based on 'House Rules' tried out over years of play in Dunromin specifically and don't really suit all campaigns or playing styles. Many include parts from the Core Rules that have been embellished and some are wholly new ideas. Some rules have already been detailed in this book and they are only summarised and cross-referenced here. More information on specific aspects of the rules can be found in the various Appendices. Obviously, you don't have to use all or any of the ideas given – chose the ones you like and ignore the rest.*

Hit Points: At first level re-roll a hit point roll of half or less of maximum - characters die too quickly. Or allow all first level player characters to automatically have maximum hit points.

When going up a level as a multi-classed character the character gains the hit-points rolled for *that* class divided by the number of classes. Add the full Con bonus when you *first* go up the level in whichever class (even if the Con bonus is higher in another class, like fighter – this is a convenience as it is easier to administer). Always round mathematically for hit points, it's just swings and roundabouts really. Keep a record of HP rolled each level in case you get ticklish with a Wraith or similar.

Alternatively, for Multi-classed characters roll the HP as normal when they go up a level in a class for that class. As they go up that level in their other classes roll for that but if it is equal to or smaller than the amount already gained for that level then they gain no extra HP.

For instance, Bugglenutz is a Fighter-Magic-user. After some time adventuring he is 4th level in both classes. He gains enough experience to go up as a fighter but not a Magic-user so he rolls 1d10 for his HP for the new level and adds his Con bonus, totalling 7HP. When he goes up as a MU he rolls a d4 and, no surprises, doesn't get as much so the roll is ignored. If he had gone up as a MU first he would have rolled 1d4 and added his Con bonus as a Fighter. When he went up as a fighter he would probably beat his d4 roll on a d10 and gain the difference between the two rolls. This sounds a little generous but makes things very easy to administer.

Unconsciousness occurs at zero hit points, death at -10.

If you are exactly on zero then you will 'come around' on 1hp after about an hour (perhaps 3d10-CON hours) of inaction (and no more damage).

Normally characters heal 1HP per day of complete bed-rest, NOT propped up against a hard, stone wall in a draughty dungeon. This rate might be improved with proper care and magical (or non-magical) substances.

Statistic Percentiles: Every stat has a percentile and Str, Dex, Con and Cha can be increased, by training, to racial maximums. See the section on 'Improving Your Character' above. The GM needs to be careful about the amount of treasure they award if using this rule, to maintain game-balance. And remember if PCs can do this so can NPCs. And monsters. Likewise, all stats can change percentages due to aging.

Increasing Attributes: See also the section on 'Improving Your Character' above.

Missile Attacks: Characters can add half their strength damage bonus, rounded up, to thrown weapon attacks. Also, if you pay a lot of loot then you can have a bow (not a crossbow) made to your personal build and ergonomics which allows you to add half your strength damage bonus (rounded up) to bow damage (see section on Quality Items). If the bow is magical and your Games Master approves, then it adapts to your style and you get this automatically, unless your Games Master allows the bow's bonus on damage as well anyway, or even both...

Multi-classes: The only major difference here is that humans are allowed to multi-class.

This is to avoid too many people just playing elves all the time. This rule makes most sense if the character concept the GM prefers is the legendary hero, as many legendary heroes are humans but have skills that are not unique to a single class – while Aragorn was undoubtedly a Ranger through and through, Robin Hood and many Greek heroes were more like a Fighter-Thief.

A Fighter/Magic-User is still one of the most powerful and flexible combinations going. In Dunromin Magic-User/Thieves are so prolific as to have earned their own semi-class title and are usually simply known as ‘Tricksters’.

Characters with more than one class:

Any race may do this, but the first level of the second class takes 6 months training and costs 1000gp plus Guild membership and living costs. Once the character has two classes, they must stick with the latest for experience awards, changing back is not possible.

You never lose the skills you had for your former classes (consult with your GM regarding Cleric weapon restrictions), but the Games Master may restrict your experience if you use them too much (your GM may or may

not penalise Fighter/Magic-Users for wearing armour or using swords - perhaps the best magic user of all time was Gandalf, not Merlin, and he certainly wasn't shy about getting his chopper out...).

Some classes are simply inappropriate for any kind of multi-classing or characters with two classes in any circumstances (Paladins for instance), other combinations may be precluded by Alignment disparities.

Weapon Specialisation: Wood elves make brilliant bow specialists, and strong fighters make dangerous darts throwers. This way generates Heroes, not just Characters. If you find you are beating everything that moves too easily when you have these skills that just means your GM's been too liberal with the loot. A good GM will quickly learn to balance this with limited treasure hauls and NPCs and monsters with similar skills. You will soon find yourself playing Heroes and fighting spectacular adversaries.

Spell casters: The key to a good spell caster is what they can do when they runs out of spells. Spell books are very vulnerable and in the traditional rules a cleric has no fun spells at all anyway, he's just a medic with a club. To be honest, a pure spell caster may suffer unless you're not starting from first level, or you really trust the other players.

Spell Components: Any character will be unable to cast a spell with a Verbal component if their mouth is blocked or filled, such as with masks, balaclavas, full-faced helmets, while eating or drinking or while gagged. The words need to be clearly announced (not whispered) so that the magical forces of the universe can hear them.

Any character wishing to cast a spell with Semantic components will be unable to do so if their free movement of hands and/or body is restricted. Such restrictions include but are not limited to: wearing armour (see section below); while either hand is holding something else (shield, torch, weapon, etc.); or while the character is doing something which restricts the free movement of a limb or limbs, for instance climbing, riding, skateboarding, etc. (the GM may extend this requirement to only being on reasonably flat ground, making such casting impossible on stairs as well).



This means of course that spells without Semantic components *can* be cast when the character is riding, climbing, etc.

Material components must be in hand when casting. Unless stated in the spell that the material component is destroyed or consumed in the spell the material component may survive to be used again. Perishable material components will need to be carefully stored and regularly replaced. Material components need to be obtained prior to casting but there are shops and Guilds that specialise in such supplies.

Spell Casting in Armour: There is much discussion about spell casting in armour and by fighting classes in RPG groups so the following is just how it is suggested they be managed on Barnaynia and the Land of the Young:



Magic-Users and the like can't cast spells in armour simply because they haven't been trained to wear armour properly and drilled in it on how to move and so on. As a result, pure Magic-Users and subclasses cannot wear armour and cast spells. However, if such a character is multi-classed or a character with more than one class, where the other class(es) are armour-wearing, then they can cast while wearing armour, within certain limitations as follows.

No one may wear Banded or splinted Mail and cast a spell with Semantic components as the armour restricts movement so much the spell will fail. The GM may wish to extend this limitation to Plate-mail as well. Similarly, a spell with verbal

components may not be cast in anything heavier than an open-faced helmet.

Clerics' temple limitations on armour and weapons over-rules any armour and weapon allowances they are allowed from multi-classing. If a character who has Cleric or Druid as a class tries to use weapons or armour not approved by their temple they will no longer be able to gain new spells by prayer until they desist with the unapproved armour or weapon. If they persist for more than one day more severe punishments may be employed. The same limitations on casting spells with Semantic components in Splinted and Banded and Verbal components in full-faced helmets apply to Clerics.

A similar rule applies to Thieves and armour. They can wear any armour they like but this will have a negative effect on their thieving skills as detailed in the Appendix on Thieves and Assassins.

Spell Revision: It takes a **Magic User** (and subclasses, Courtesans and Diabolists) **two hours per spell per level** to revise spells after they have been cast or 'revise over' spells when the caster wants to change their 'spells in mind'. They may 'revise over' unused spells if required.

It takes a **Cleric or Druid one hour per level** to pray for more spells and may, as a result, have more than their entitlement per day when intense conditions demand it (god willing).

Do remember that Magic-Users and Clerics (and subclasses) do require sleep as well like normal people and it's best to have a third of your time sleeping, comfortably, with no interruptions. Long dungeon quests could have an impact on player characters in terms of sleep deprivation but this would be very difficult for the GM to implement fairly.

Courtesans, Necromancers and Diabolists count as Magic-Users for spell revision purposes, including needing spell books. Instead of just reading, Diabolists tend to meditate or otherwise get in touch with their celestial selves or Spirit Guides as well.

Multi-classed spell casters must regain their spells separately - you can't pray and read a spell book at the same time. This means that if a party get the crap kicked out of them and are trapped down a dungeon then the clerics can help out pretty quickly and you can carry on with the campaign. Outside the

dungeon it doesn't really matter so much and you can guarantee the GM will engineer things to suit their requirements anyway.

Any disturbance to your studies/prayer and you have to start again.

Multiple Attacks per Round: This is a tricky one. Every GM has their own version of this but the most common rule is that your extra attacks and your main attack all come at once when it's your turn under initiative. Potentially, extra attacks could come at the end of the round unless the other person in the melee has the same number of attacks as you, in which case just play one to one, with the others joining in every other round or whatever. Missile attacks are different and characters will normally get off all their missile attacks when it's their turn by initiative, likewise unless the opponent has the same number of attacks as you. In complex melees things do get out of hand, especially when alcohol is involved. The GM's decision is final but debates are always fun.

Some games suggest that fighters have a number of attacks equal to their level against creatures of less than one hit dice. It's up to the Games Master to decide here but it does make lower hit-dice creatures less of a challenge than they could be if properly played.

A combat round is 10 to 20 seconds long and a segment is 1 or 2 seconds, although this requires a 'combat round' and a 'round' to be two different measures of time, with spell casting time measured in Combat Rounds. This is only really an issue if some of the party is in a combat and some aren't. GMs do spend a long time agonising over these kinds of rules but serious arguments about the passage of time in combat very rarely occur, if at all, so it's probably not worth wasting any ink over.

Healing:

A character will heal 1hp per 24-hour period of good (bed) rest; this doesn't include sitting on a cold floor in a dungeon for an eight-hour sleep and nor does it include wobbling about on the back of a horse or even in the back of a wagon, unless the wagon is stationary for the full 24-hour period. Skilled healers and treatments might increase this. See the section on the Druid in the Woods or

the Life Skills Nursing for more information. All healing effects are added together, so a healer attending a bed-resting person with the appropriate ointment will heal 1hp from bed-rest, plus the ointment's addition, plus the healer's ability. Plus any magic or other effects they may get.

Broken Bones: There is a hit location system in the Appendices to use that can result in broken limbs and lost eyes etc. It can be nasty and special healing rules are included. It also includes rules on scarring and other deformities that might arise from injuries. This is included to add colour and excitement only – it is NOT intended as a medical document in any way.

General Rules: it must be stressed again that the above are only suggestions and if you can justify a change to the Games Master, in whatever context, then it might be allowed, at least for that one character. Remember that what counts for one doesn't have to count for all the others, hey, who said life was fair?



Being Ill (Optional Daily Check)

Whenever a character wakes up roll 1d% and subtract the character's constitution to see if they have contracted an illness. Other adjustments might include +5% if living in damp or unsanitary lodgings, +10% if sleeping rough or spending more than an hour a day in the sewers, +1% per day over a week without a wash or clean underclothes,

+1% per day spent in armour, -5% if living in well-cared for and clean accommodation, up to -4% if well fed with a balanced diet or +5% if access to fruit or fresh vegetables is limited. The table is based on clean (relatively speaking) living and a reasonable diet. If characters insist on wearing their armour all the time and not washing properly then the GM can add more adjustments in here if they wish.

Of course, this is not a medical journal and these effects are generalised. The “Major” illnesses listed are not really major, it’s just a useful classification for something

more serious than a snuffle but not as serious as instantly fatal or magical diseases.

Notes: These rules can be fun, for a short while. All minor illnesses will be cured by a *Cure Light Wounds*, all major illnesses by a *Cure Serious Wounds* or more powerful spell, *Cure Disease* or a Paladin *Laying on Hands* (or *Curing Disease*). The duration of any illness can be halved by bed rest and good care. Cures may be available from local Witches, the Druid in the Woods or Dr Wappo.

Daily Wellness Check – roll 1d% and subtract the character’s constitution.

Adjusted roll	Result
01-80	All right, fully functional
81-89	Feeling a bit off colour, suffering the trots, snuffles or similar; -1 App. -1 Cha, lasts for one day only
90-94	Minor Illness (table 1 below)
95-98	Major Illness (table 2 below)
99-00	Caught a Disease – anything the GM fancies

Discomfort: This may not have an effect on play, but the Games Master might insist on an Int check when attempting spells, or a -1 to hit when wearing armour of a bulky nature. That kind of thing.

Table 1: Minor Illnesses

1d12	Result	Effect	Duration
1	Headache	-1 to hit, short temper, avoid strenuous activity, noise and/or bright light	1 day
2-3	Indigestion	-2 to hit for 1d6 hours, no running	1d6 hrs
4	Athlete’s Foot	-2 to Appearance with no shoes, discomfort	2d20 dy
5-6	Snuffles	No move quietly, Con check for verbal spells	1d6 dys
7	Minor accident	Roll a location and avoid using it, discomfort	1d6 dys
8-9	Pulled muscle	Roll a location, -2 to hit, half move, discomfort	1d6 dys
10	Burn/scald	Severe discomfort	1d4 dys
11-12	Fleas/lice	No hide in shadows, add 5% to illness rolls for the duration of the infection	Until removed

Table 2: Major Illnesses

1d10	Result	Effect	Duration
1-3	Flu or similar	Bedridden, +10% to illness rolls for duration	4+1d6 dy
4	Infection	A wound has gone septic, get it cleaned and rested or start suffering 1hp a day damage starting after a week until end of infection or dead	1d6 wks
5-8	Bad Cold	Int check to cast a spell, half move, -2 to hit and damage, max hit points reduced by 25%	
9	Toothache	Can’t cast spells or use thief skills, can’t concentrate on anything	Until removed
10	Boil or abscess	Can’t wear armour, plus as infection except it must be removed by special surgical treatment	

Appendix 3: Aging and Death

Optional Rules: Some ideas about aging and death and what happens to dead characters.

Character Aging and Natural Death

These rules are intended to operate as *alternative* rules to the normal aging rules and compliment the percentile dice roles for every statistic explained elsewhere. The premise is that the normal rules for the aging process is too violent and predictable so this is a more gradual, slightly random process throughout the character's life. In practical gaming experience campaigns rarely last more than a year or two of game-time so these rules may be irrelevant. However, in longer campaigns and under unusual circumstances (the touch of a Ghost for instance) they will become more important.

Ideally, the changes caused by aging are applied every birthday so the increases and decreases are gradual. This does mean the GM needs to keep careful track of the date (which is good practice anyway) and the players will need to know their character's birthdays. For administrative ease these changes could be ignored or all implemented *en-masse* for all PCs on the first day of the New Year or whatever. It is also worth noting that on Barnaynia the life-spans of some of the races are greatly reduced compared with most RPGs. The original numbers in the game were probably inspired by Tolkien and, while wonderful in that setting, might not be in your FRPG. With everyone and their dog able to play an elf with little difference between humans, elves and dwarves really in the case of the game Multiverse (for game balance

reasons) the lifespan difference is less justifiable.

How to use this table:

On the character's birthday or every New Year (or midsummer or whatever suits you) look up the character's race and current age and compare it to the table below. Note that even the human ages have changed slightly as people just didn't live as long in the middle-ages as they do now. What impact this might have on your game play will depend on your campaign ideas – and note that there may be certain races of men and elves that have different lifespans; looking back to Tolkien again, those men of Numenorian heritage did have long lifespans.

Note that the different races age differently; gnomes mature quickly whereas dwarves have a very long and active middle-age but relatively short old age. Also, note that these are average ages for reasonably hard-working, lower-class persons and adventurers. Individuals with less strenuous lives such as the upper classes, academics, adventurers with long retirements, sages and the like will have longer lives (even without the assistance of the Ring it was not uncommon for gentry Halflings to achieve 111 years old or more). Hard workers and those in hazardous employ will have shorter lives, often ending suddenly.

Character Age Table

Race:	Increment (years)	Adolescent	Prime	Middle-age	Old age	Age Multiplier
Human	1	13-21	22-30	31-50	51-70	x1
Elf, Wood	2	25-40	41-75	76-200	201-300	x3
Elf, Grey	2	25-60	60-100	101-300	301-500	x4
Elf, High	2	25-50	51-80	81-250	251-400	x3
Half-elf	2	15-25	26-50	51-100	101-150	x2
Dwarves (hill or mountain)	2	20-40	41-60	61-160	161-200	x2
Gnomes	1	15-25	26-40	41-110	111-150	x1
Halflings	1	15-30	31-45	46-70	71-100	x1
Half-orcs	1	12-20	21-30	31-50	51-60	x1

“Increment” refers to how often the adjustments given below are added, so for most races they get a change to their stats every year while dwarves and elves only get a change every other year (e.g. when their age is an even number).

“Age Multiplier” refers to how much damage the touch of a ghost (or similar) would do to that race of character. This is useful for effects that cause wasting of the spirit of the individual rather than removal of years. A GM might include this in the penalties for spell casting like *Haste* and *Wish* but also the benefits of *Potions of Longevity*.

The process is that every year the player looks up their age on the above table to see what age category they are in. They then check what statistic adjustment they are due at that age. This adjustment should be applied there and then and benefits or penalties of higher or lower statistics applied from then on. Adjustments due to aging will not violate racial statistic limitations. If a statistic is already magically higher or lower than normal racial maximums then aging will probably have no effect on the character other than in appearance (with a small A).

Statistic adjustment per increment at age category

Statistic	Adolescent	Prime	Middle-age	Old age
Strength	+4d10	+1d10	-2d10	-5d10
Dexterity	+1d20	nil	nil	-3d10
Constitution	+4d10	+1d10	-2d10	-3d10
Intelligence	+1d20	+1d10	nil	-1d10
Wisdom	+1d20	+2d10	+2d10	+1d10
Charisma	nil	+1d10	nil	nil
Appearance	nil	nil	nil	nil

Statistic gains are on top of any other adjustments from training or injuries, etc. Statistic losses may be made good by training statistics back up again in the case of the physical stats (Str, Dex, Con and Cha) and the GM may rule that this has an effect on the appearance of the individual (with a small a, again).

As the character gets older their physical prowess will deteriorate but this does not mean they will lose any skills they already have from their class – so if they are a Ranger, for instance, and one of their statistics drops below the minimum required they do NOT cease to be a Ranger, they are just not as strong (or whatever) as they once were. The qualifying statistics are more based around that required to be selected for and to pass the initial training.

The character’s starting rolls, with adjustments for race and so on, when first prepared are the stats they have got to at the age that they are when they start adventuring. This might be after some time living as a normal person or working in some profession before making the switch to adventurer. Or it might just be where their stats have got to at the age they are booted out of whatever

training establishment they have been through.

Note that ‘Appearance’ doesn’t change with age as it is a relative measurement against one’s peers rather than an absolute measurement against a standard grade.



Starting Ages

The Core Rules offer the starting ages as randomly rolled numbers in the section on aging. In Dunromin campaigns it is preferred to allow the players to select their own ages, normally dictated by their backgrounds but limited by the following table. These minimum starting age brackets are entirely based on class and due to the level of training required before the character is qualified to first level. Progress after this might be slow or very rapid but it is not possible to qualify as a given class **before** the following age categories. A player character may choose to start at any age after the minimum starting age as suits their back-story, however they do not gain the benefits of aging between their qualification as whatever class they have

chosen and the date they start adventuring. Their rolled stats are as they have grown to be on their play-start date.

Multi-classed characters can never be younger than the eldest starting age of any of their classes. It is likely they will be a little older than this, depending on their back-story. In such cases the GM could add 1d6x race increment to this age. So, for instance, a wood-elf fighter-magic-user would have a minimum start age of 'Prime' (minimum 41 for a wood elf) but the GM wants the player to add 1d6x3 to this to allow for the extra training time required for multi-classing. The player rolls a 3 so the minimum age their starting character can be is 50. They could choose to be older than this if they wish, but not younger.

Table of Minimum Starting Ages by Character Class

Class	Minimum Starting Age	Notes
Assassin Cleric	Mid-Adolescent Prime	Most Temples will have an age-based graduation ceremony but the character may then continue to serve in the temple for a while before becoming an adventurer.
Courtesan	Mid-Adolescent	Depending on the nature of their training this may vary up but not down
Diabolist	Mid-Prime	Due to the nature of the training, a Diabolist is never a young person
Druid	Prime	Being Neutral, a Druid may spend a lot of time 'Druiding' normally before they are 'moved' to go out and have an adventure.
Fighter	Adolescent	
Illusionist Magic-User	Prime Prime	A fresh-faced graduate from the College of Magic might think they're dangerous but one Magic Missile a day doesn't conquer any kingdoms
Necromancer	Prime	
Paladin	Mid-Adolescent	
Ranger	Prime	This partly explains the extra starting HP for Rangers over other fighter classes
Thief	Adolescent	This doesn't mean every thirteen-year-old street runner is a first level thief, just the exceptional ones
Wild Domains Barbarian	Adolescent	Some tribes might insist on an initiation test to be classed as an adult, which may increase their possible starting age
Witch	Adolescent	Witches may have natural talent or have been trained
Peasant (serf)	Adolescent	The default class; if you're nothing else then you are a peasant
Sage	Prime	Which includes any academic profession

Adolescent means the character can be as young as the lowest age of adolescent (13 for humans). These are classes where very little academic training is required and many of the skills could be taught to children. It is worth limiting this by physical statistics as well. No 13-year-old starting human character is going to have a Strength of 18.

Mid-Adolescent means **roughly** the middle of the adolescent age-band for that race (16-18 for humans for instance). This represents the extra training and emotional and/or physical maturity required for that particular class. Likewise, mid- any other age category.

Prime means that the class required a university-level kind of education and/or some experience in the field in order to qualify for first level (e.g. Ranger).

Dying of Old Age

There are lots of reasons why people die. In FRPGs they are many and often amusing. In real life not so, but the good news is that serious issues of 21st century Earth are not so relevant in the Land of the Young. For instance, Cancer is a disease, so as soon as you are diagnosed you can see a Cleric and pay them to *Cure* you. Job done. The big issues arise when you can't afford *Cure Disease* or the Cleric refuses to cast it for some reason. The same can be said for most other causes of natural death, mostly.

So what relevance has it to the game? People still die of old age don't they?

Yes, they do, of course they do. But they are almost exclusively NPCs and plot devices. The creative GM will use all kinds of relationships the PCs have with NPCs to make their life as complicated, awkward and dangerous as possible. To that end it is very, very unlikely that a Player Character dying of old age would ever be an issue other than merely running out of years in a fight with a Ghost.

This is one of those situations where a table or another dice roll is just not appropriate. If the player is tired of playing a character then they can retire. A little later the party might hear that they died of a massive coronary or something. You can't *Raise* or *Resurrect* someone who dies of a coronary, or a stroke or a heart attack as they

will just die again, immediately, as the ailment has not been addressed. Arguably a *Heal Spell* or even a *Regeneration* wouldn't even work in these cases, as the organ itself is at the end of its useful life so regenerating it only returns it to the state it is in, which is dying.

So, use natural death as a plot device. Establish a likely life-span for a PC as they get older for whatever reason. Remember the ages in the table above are averages so some people will live longer and some people won't. Adventurers do not make old corpses; the endless damage they suffer, although magically healed, will leave scars, growth defects, lasting damage. Old injuries will impede your life eventually; they will probably become arthritic.

How much can your heart stand of the terror and the endless fighting? What about Post Traumatic Stress Disorder (PTSD)? Just think about the horrors the average adventurer has survived. Think about Vietnam vets and remember the tragic fact that more Falkland Islands Veterans have now taken their own lives than were killed in the war itself.

PCs are part of a game but how do they survive when they aren't adventuring? How do they come down from that perpetual adrenaline high of terror and excitement? How do they sleep at night? Maybe the character who has been *Resurrected* four times has terrible dreams and trouble talking to old people? Maybe they drink to excess because it helps them forget those black wings on their face or that wonder and joy they were ripped back from when they were *Raised*.

Life, Death and Resurrection in Dunromin

Death is an unavoidable consequence of living, even more so in fantasy RPGs. Mortality rates are what makes the game exciting and it is right and fair that occasionally, or quite often, a character might find themselves out of hit points and slipping further into the red.

At -10hp the character dies. After an unrestricted fall of 200 feet or more the character dies, upon failing a saving throw in certain circumstances the character dies.

However, it has come to pass, FRPGs being what they are, the other characters will often want to bring the dead person back. At

low level this may not be affordable and the players might not be so attached to their characters that they want to bring them back. But at some point, either the characters themselves will be able to cast the necessary spells or they will want to know how to do it. In such circumstances the likelihood of them being *Raised* or similar very much depends on the GM's attitude to the idea of dead characters coming back to life, which in turn depends upon your campaign philosophy.

In the rules it is inferred that some races can't be resurrected, but this is really up to the GM.



If your GM doesn't like the idea and thinks coming back from the dead should be a nigh-on impossible thing, to elevate the sense of risk in an adventure, then just ban all the following spells. It's the easiest way to achieve this outcome and removes any confusion or frustration. It is also a valid choice - players face dangerous situations and have to make life or death decisions for their characters every session. Such decisions should have a consequence.

But to balance this absolutism the GM should modify encounters so that sudden death is not such a common, random and frustrating phenomenon as it usually is in FRPGs. After all, the players don't want to spend every session rolling a new character and thinking up a new back-story so perhaps the 'save or die' style attacks might be tempered with slow-acting poison, or poison that paralyses for hours rather than kills, gaze attacks that might be avoided and so on.

Or your GM might think that death is just a kind of passing inconvenience and that any dead character should be able to re-spawn easily and completely any time they are hacked down. This allows game-play to progress rapidly, can be fun but does remove some of the sense of risk and drama from the game.

Most campaigns tend to fall between these two extremes where the spells required to bring a character back from the dead are unusual, expensive and might involve an adventure in of themselves. It would be a mistake in this case to make the spells just more and more difficult to afford, rather use them as a mechanism for adding drama to the plot and depth to the players' experiences of the World you are all playing in.

The availability of these spells should be decided by the GM before any character dies. Knowing what's involved the players can then make an informed decision on what they want to do about their newly dead companion. Can they afford to *Raise* them? Is it in their characters' interest/alignment/relationship with the dead character to bring them back? Would the dead character even want to come back?

In any event it is recommended that a single character not be able to be brought back more times than their original, rolled Constitution score. It is also suggested that the more times they are brought back the more their appearance and charisma suffers. They might become paler, their eyes more deeply sunken, perhaps a persistent body odour, or similar. Or they might become perennially gloomy, pessimistic, short-tempered, lacking in empathy or other, even less charismatic character flaws brought on by extreme stress.

In addition to all of this it is worth wondering how the return of a dead character will affect the returning character in the game and the relationships others will have with them. Some might be quite happy about the dead companion coming back, others might think them no better than a Zombie and act accordingly.

The returned character will be affected by their experiences as well. Ripped back from the afterlife might leave them stunned, resentful, fatalistic, nihilistic or even vengeful. If they experienced a truly horrifying death then they might suffer very

serious PTSD or develop a phobia or other insanity. A character that drowned might not be keen on going back in the water.

If the character was killed as a result of level drain then they will come back on the level they were on before the last, fatal level-drain attack, not necessarily on the full set of levels they started on. But of course a *Restoration* spell might sort that out for them. Also, if their death was the result of the efforts of a deity of any kind then their return with anything short of a *Wish* spell might be frustrated automatically by the deity in question, one way or another.

The availability of *Raise*-type spells in Dunromin will also depend upon the philosophy of the relevant temples, which will affect Clerics, Paladins and Druids more than others. The various temples' attitudes to this are listed below, but the effectiveness of the various spells is also limited and this will be dealt with first:

Raise Dead - requires a Resurrect Survival roll and the body must be present. This is the simplest form of returning from the dead and simply grabs the fleeing soul or spirit and forces it back into the body it has just been extracted from. Most of the physical damage the body has previously suffered will be repaired so they do return on full hit points, but still in need of rest as per the spell description.

Whatever killed the person is not necessarily removed. If they were poisoned or died of a disease then that poison or disease will still be in effect unless it is dealt with separately first (*Neutralise Poison* or *Cure Disease*). Likewise, severed or lost limbs and fingers will not be re-grown unless they are the thing that killed the character and are re-attached first.

For instance, if the character was decapitated then the head will need to be positioned in the right place and pressed close to the body for the spell to be able to bring the dead back to life. The person will always have a scar where the cut(s) were made as well. The limbs must be placed in the right place and the right way around or they will simply not be re-attached and the character will probably die again immediately. If severed limbs have been lost or the character was smashed into a smear then a *Regenerate* spell will be needed before the *Raise Dead* can be

cast. Persons dying of old age or 'natural' causes cannot be *Raised* as the cause of their death will still be in place and kill them again immediately.

Reincarnate - requires a Resurrect Survival roll but the body is not required. This is the Magic-User version of a quick fix to being dead. The spell grabs the fleeing soul or spirit and forces it into a suitable nearby living body, ejecting the soul/spirit of that creature in the process. The returner will find themselves in their new body and capable of all the natural skills of that creature (not spell-like abilities; so if Reincarnated as a dragon they will have a breath weapon but not spell-casting ability, if reincarnated as a troll they will be able to regenerate severed limbs).

How appreciative of this new situation they might be is quite another question, depending on the creature and gender they have returned as. There is a troll who works in the Bawdy Wench Inn that is an adventurer who was reincarnated. His name is Tom Dunug and he has made a pretty good go of his new identity on the whole.

The GM shouldn't feel restricted to the creatures listed in the spell description and the magic might find any kind of suitable vessel nearby. The main limiting factor will be brain capacity. It is unreasonable to put the dead character into a species not at least partly-suited to the original character's skills and talents. Insects and slimes or oozes are not really appropriate, nor fish in most cases.

Most tetrapod creatures of low (possibly animal) intelligence or better could be allowed. Note that the new creature will have the same Int, Wis and Cha as the dead person but very different base hit points (but will have any gained HP the character got through level advancement), base armour class, Str, Con, Dex and App (if used). The GM will need to determine the new character's stats (there are ideas for humanoid statistics in Appendix 7).

Resurrection - requires a Resurrect Survival roll and some part of the body is required, ideally at least 10% of the body, or body parts adding up to 10% of the total mass. If less than this or none of the body is present the GM may impose penalties on the Resurrection Survival roll.

Resurrection will not work on victims of a *Flesh to Stone* kind of attack but it could work on someone who has been *Disintegrated* if the GM thinks you have collected up enough of the dust (*Raise Dead* doesn't without a *Regeneration* first in such circumstances).

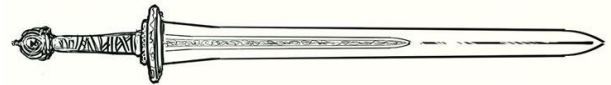
Resurrection is very much the best solution to the 'being dead' conundrum. The spell will cure any ills, poisons, diseases or fatal wounds that brought the character to its dead state. The character will be on full hit points, fully fit and ready to go after only a short rest (although the spell-caster won't be). The returned character will also be placed in a location where they won't immediately die again. For instance, if crushed to death by a giant rock they will re-appear to one side of the rock, free of its oppression, although their equipment won't. Likewise, if they have drowned they will be brought back on the nearest appropriate dry land. *Resurrection* will not work on anyone dying of natural causes or old age unless the natural causes in question are alleviated first.



Wish - doesn't require a Resurrect Survival roll but can go wrong in a wide variety of other ways. *Wishes* are the riskiest way to bring back a dead person (*Limited Wish* is only as effective as *Raise Dead*). The *Wisher* must be VERY careful about the way they word the wish in most cases (unless the power behind the wish is particularly benevolent).

Any eventuality that is not accounted for may be enacted.

While simply not asking for something will not necessarily mean that the opposite happens, something undesired may happen instead. For instance, unless a location is specified the newly living person might be anywhere. Similarly, any seemingly implicit part of the instruction might be overlooked. The *Wisher* needs to think very carefully about how they word the wish and the GM must be fair and appropriate in how they enact the results.



Getting Permission First

The following gives the various temples' opinions of the above spells and their uses. If a character has a serious connection to a temple then they will have a deep belief and faith in these guidelines and this will affect the character's desire (not necessarily the player's desire) for them to be brought back from the dead.

Temple of Death - this temple will not cast any magic that interferes with the process of mortality at all. Nor will they surrender any corpse in their care for any such purposes and will jealously guard those corpses that end up in their care, which is pretty much everyone that dies in the city. It is this attitude and the control over the dead that the temple has that makes *Raising* and *Resurrection* a relatively rare occurrence in Dunromin.

What is more, servants of the temple will seek to kill anyone they discover has been brought back from the dead unless it was done by a Priest of one of the temples in the city or directly by a deity. Likewise, they will not recognise or deal with anyone who has come back from the dead under any circumstances. Those that come back from the dead will find that there is a force-field barrier around the Temple of Death and its shrines that prevents them approaching within 10 feet, nor firing anything through the barrier, be it physical or magical.

Similarly, any of the spells listed above will simply not work in the Temple domain unless cast by a deity. The Temple of Death runs the Black Carts that circulate the city

once a day collecting the dead of the city, whether supplied by grieving families or found in the street. Once in their power the party will have a fight on their hands to get a body back or even just to see it if the temple staff have reason to suspect the characters' motives.

Certainly, no staff from any other Temple within the city would dare breach the jurisdiction of the Temple of Death. As a matter of course, the Temple priests cast a *Ceremony* spell on any corpse they obtain on the night after they obtain it. This spell prevents the body from being *Raised* or *Resurrected* (not *Reincarnated* or *Wished back*), or even being contacted with a *Speak With Dead* spell and similar.

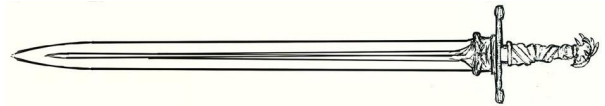
Norse Temple - the afterlife of Norse mythology is the boozing and fighting infinity of Valhalla. The worshipers like this idea. They get borne away from the site of battle by beautiful messengers (the Valkyries) to warm, beer-filled halls where hang-overs never affect them.

With this in mind, a character who has died in battle is unlikely to want to be brought back to life, indeed they might resent anyone doing so. The hierarchy of the temple or a Cleric's Norse deity will be very circumspect in allowing the power of *Raising* to be used. Glorious death in battle is the aim of life, they believe; when you have achieved that, why go back? A cleric trying to *Raise* or *Resurrect* a Norse worshiper had better have a very good reason for wanting them back or they will simply be refused the power by their deity.

If approved then the ceremony requires night and full ceremonial kit, along with wailing and blood sacrifices, and a charge of 10,000-20,000gp.

Any character returning will be a tainted soul with bleak attitudes and a growing lack of care for their own well-being. These 'Walking Dead' will be dealt with poorly by persons of the temple who know the character is returned. They will find themselves ignored, shunned and generally treated with suspicion and distaste by any Norse followers. They will be an outcast unless there is a well-known and very good reason for them to have been brought back.

Celtic Temple - The Celts have a more laid-back view of returned dead people than the Norse and in fact give them a place in the temple hierarchy as the 'Chosen of Morrigan'. Like the Norse, the Celtic afterlife is an on-going party of hunting and feasting so the deities will still want a good reason for them to allow the character to return. Once returned the character will discover they now have a tattoo across their face, whether a Celtic worshiper themselves or not, that will get stranger and more elaborate the more they are *Raised*. This immovable tattoo is a fearsome and dark shape that might inspire fear and respect in some individuals and will certainly make the character stand out from the crowd. The character themselves will be unchanged from their experiences, seeing the whole process as a variation on returning from an unfinished journey. However, persons from other temples might not regard them in such a positive light. The Celtic temple will charge 15,000-20,000gp for these services assuming they can be persuaded that the process is in the Temple's interest. The ceremony itself is a solitary affair with much wailing and gnashing of teeth.



Olympian Temple - has a pragmatic view of bringing people back from the dead, arising from their belief that the gods are characters in the story of the universe and regularly take a direct hand in the lives of the mortals they watch over. Olympians have a close relationship with the Temple of Death and would never breach that temple's jurisdiction but, if the price is right (15,000-25,000gp) then they might offer the appropriate service if they can see nothing in it that would harm them. That is to say, known criminals and evil characters will certainly not be brought back unless the cleric casting the spell is themselves evil.

Ironically, those surviving the process will then be viewed as slightly more 'special' than other mere mortals. Since the returned character will have looked out upon the Stygian shore and met with Charon the ferryman, they will have a more other-worldly reputation among the followers of the

Olympians, not that this would necessarily manifest itself in any useful way.

The character themselves might not be in such a positive mood as they will have been wrenched back from the wonder and spectacle of the paradise of the afterlife. Mortal life is pretty miserable in comparison and they will want a good reason for their return.



Heliopean Temple - this temple has a very mercenary view of bringing people back from the dead and are happy to do it for anyone, anytime, for a price. That price being more than 20,000gp. The ceremony is complicated and involves a number of expensive oils and herbs.

Note that the Heliopeans also offer the Mummification process. This is a special 5th level Spell called *Mummification* which can only be cast in the temple itself with a casting time of 12 hours. The subject of the spell is then preserved and might be *Resurrected* at ANY time in the future, regardless of the normal limitations of that spell. The cost of this service is 1000gp and if the Mummified person is then *Resurrected* they will discover they can now be Turned as a Mummy even though they are not actually undead. Except for being subject to Turning they will have none of the other advantages or disadvantages of undead monsters.

The temple has a number of Mummies of past head priests and heroes in the crypt, ready for *Resurrection* should they be required.

Heliopeans in general have a poor view of anyone who has returned from the dead and will charge them double for any service requested. Heliopeans who are returned from the dead tend to be very grim and dour from then on, confused and resentful about the perverse values of the gods.

Babylonian Temple - this temple uses blood sacrifice in all the spells that bring the dead back to life and insists on the exchange of a soul or spirit of a human enemy or family member of the deceased to balance the 'Rolls of the Dead'.

They offer no services to non-humans and humans will be charged 15,000gp-25,000gp depending on their relationship with the Temple. Heroes of the temple or individuals that offer special services to the temple may be offered the service for free.

Babylonians treat those that have returned from the dead no differently but servants of the temple that have been brought back might be seen as an even more disposable asset than they were previously.



Elven Temple - this temple does not bring anyone back from the dead under any circumstances but will not treat anyone returned from the dead any differently than they would have done in their 'first life', at least in theory.

Likewise, elves find the idea of coming back from the dead crude and uncultured, a bit like adultery. It goes on but everyone pretends it doesn't, and if it is discovered then people will treat the person involved very differently. Elves will rarely approve of themselves or others being brought back and may resent or give up the friendship of the people who seek to do so.

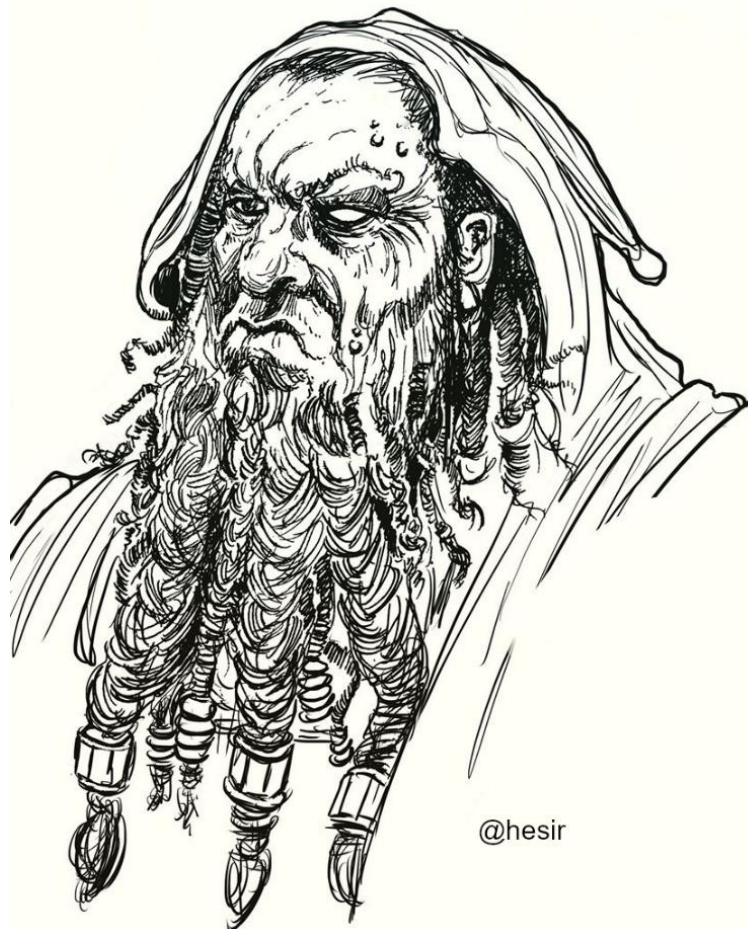
Dwarven Temple - The power to perform this service does not exist at the Dunromin city temple. Even though the Clerics may have the ability to cast the necessary level of spell; the power will not be granted by the deity until

the body of the dwarf is returned to the dwarven homeland. Those requesting these services here, assuming they are dwarves, will be directed to the main temples high in the Blue Mountains.

Bringing anyone back from the dead is a serious business for the dwarves so the temple hierarchy and local royalty will be involved in the debate as to whether it is appropriate before the deity is even asked.

That said it is usually approved for a donation of 20,000gp or more, shared between the temple and the royals, and on the understanding that the dwarf brought back in this way will NOT work against the interests of the dwarves in the future, nor ever has in the past.

Dwarves will not bring back non-dwarves except in the most unusual circumstances.



Appendix 4: Thief and Assassin Skills & Advancement

Optional Rules

This idea is a bit of a mix of old, new and some different ideas. There is a new thief skill, called Observation, which is a kind of Spot Hidden Items like in RuneQuest, but works for thieves observing strange behaviour, concealed items, hidden observers and subtle Thieves Cant signals. It should be noted that all characters get Observation as a skill, it's just thieves are better at it than others. The GM may wish this to stand as a Detect Secret or Concealed Doors check for non-elves. **Non-thieves have observation as a percentage equal to their Wisdom.** Thieves and subclasses get considerably better than this.

The following ideas are similar to standard Rules, with the slight modification

that Assassins and Courtesans get the same opportunities. In fact, it's possible for a Courtesan or an Assassin to be better at some things than true thieves are..

Basically, the following tables describe what a thief (or sub-class) starts with, and what they get each time they go up a level. This varies from class to class but in each case, there is a number of points given when you go up and the maximum you can spend in each skill per level. Also, the amount you gain per level is adjusted as per your XP point bonus, so if you have an extra 10% XP bonus as a thief for a high Dex then you get 10% of 30 points extra per level, so a total of 33 points per level.

Skill	Base %			Notes
	Thief	Assassin	Courtesan	
Climb Walls	60	40	40	Replaces base climb chance – non-thieves and Courtesans get 40% Climb but can't improve this
Find Traps	5	10	5	Separate rolls for finding and then removing the trap, assuming the thief is able to remove the trap
Hear Noise	15	5	5	In addition to standard rules race chances
Hide in Shadows	5	10	0	Not in spangled costumes
Move Quietly	10	20	10	Modified by situation and may only apply in certain environments
Open Locks	10	10	10	Requires lock picks or similar tools
Pick Pockets	15	0	15	Only a failure of +20% above that required alerts the victim except in special circumstances
Read Languages	0	0	0	Must have read and write *
Observation	30	30	40	Non-thief chance = Wis %
Gained per Level (including first) - add XP bonus	30	25	25	No training necessary
Maximum spend per skill per level	30	20	20	To stop Courtesans and Assassins replacing thieves altogether

NOTE: The **maximum that any skill might be is 90% (excluding racial and Dex adjustments)**

Also, a raw roll of 96-99 is **always** a fail and 00 is **always** a 'Critical Fail'; the worst failure you can get, no matter what. Suggestions for Thieving Fumbles would be a Pick Pocket grabbing the victim's genitals by accident; a climber getting entangled in their

ropes as they fall; a person trying to Move Silently knocking something over and breaking it; etc.

* Read Languages is a curious skill, but makes a certain amount of sense in a fantasy setting. A Thief's actual roll comes into it when the script is a plot device. A Thief or subclass can only spend experience on this skill when he/she rises to 4th level or greater.

A good idea that is in various alternative rules already; suggests that the amount understood is about the same as the base skill, so if you have a 25% chance and succeed, you understand 25% of the document. One roll per document per week, not per language per lifetime.

A thief could never read a magical scroll and cast the spell on it, without divine intervention, but they might be able to guess what spell it is if they succeed a Read Languages roll. The same chance might be applied to being able to identify a Protection style scroll. They would certainly read enough to trigger an *Explosive Runes* trap regardless of success.

Backstab and Assassination:

A Thief may attempt a Backstab if he gets close to (preferably behind) the victim and the victim is unaware of their intention (GM's decision). To attempt an assassination an Assassin must have surprised his victim (GM's decision) otherwise it counts as a Backstab, even from the front. Note that a failed assassination roll becomes a normal to-hit roll with +4 to hit as the assassin still might damage the target but not kill them outright. This means an assassination attempt doesn't default to a Backstab, but likewise the poison might still get the victim if you do still hit them. An Assassin Backstabs as the same level thief as they are assassin.

Thieves' Cant:

For 'Thieves' Cant' read 'Sign Language'. It is a silent way of communicating quite complex messages over a visual range. One important factor is that both people watching or signing must speak the same language and be able to read and write that language as some things are spelt. Also, observers at a great distance may also be

able to follow the conversation. This restricts its usefulness but all thieves know it automatically if they can read and write - i.e. when a thief gets read and write they get Thieves' Cant too automatically. In Dunromin no one can read or write anything unless they get the Life Skills one way or another (either automatically as part of their class or through training - see Appendix 5 on Life Skills).

Armour Adjustments to Thief Skills:

There's nothing to stop thieves wearing any armour really, but anything heavier than leather will ruin their thieving skills. This idea can be extended and a Fighter-Thief (for instance) might still stand a chance of using a thief skill successfully in plate-mail... A slight chance at least, but these adjustments do assume that the character has removed their gauntlets, hand protection and opened their visors or removed their helmets.

GMs may not count this or add time constraints to persons using thief skills in armour heavier than leather. For instance, doubling or trebling the time taken to pick a lock, climb a wall or whatever. Since most Thief skills have a maximum of 90 or 95% then this table does make it more or less impossible to

do some activities in plate mail, as common sense would dictate. *Special*, no armours include a helmet as standard and if no helm is worn then there are no penalties to these skills. Half-helms have no effect on these skills as the ears and eyes are exposed. Half-face helms (any helmet where some or all of the face is covered, even just a nose-guard) are -25% on observation and -30% on Hear Noise. Full Helms are -80% on hear noise and -70% on observation.

Not all the possible armour types are listed here but the effect of others can be inferred.



Appendix 5: Life Skills

Optional Rules building on the idea of weapon proficiencies and thief skills in the standard rules.

Introducing Life Skills

The original OSRIC rules explain how characters can be proficient in weapons and how much fun that is, but in a city environment there are far more relevant skills and it is a useful idea to allow characters to gain knowledge and abilities beyond their adventuring class, if only to make them more rounded individuals. Thus the concept of Life Skills.

Life Skills are mainly gained as Weapon Proficiencies are gained and allow characters extra talents, some relevant to their adventuring careers, some not so. Some classes have some Life Skills automatically. The gaining of additional languages is also related to Life Skills as well (see the Appendix on Languages for more information).

Like weapon proficiencies, Life Skills are allocated in terms of 'slots'. Characters gain slots as they progress in level (or age in some cases) and then they fill these slots with the Life Skills of their choice once they have found a trainer and spent the requisite time and money being trained (see below).

Testing Life Skills

Life Skills are tested using 1d% in the same way as thieving skills (there are a lot of similarities). If a character has the relevant Life Skills then they do a d% check **against the most relevant statistic x5%**. Choosing the most relevant statistic depends on how they are using the Life Skill. Anything involving handling something should be Dex based; anything involving recall of specific information should be Int checked, and so on. This means specific skills are not tied to specific statistics. For instance, a Midwife might use Dex to successfully deliver a baby or Int to diagnose some antenatal issue.

The GM can add penalties and bonuses to the roll as circumstances dictate. Things to consider here would be having the correct tools, considering adverse weather or lighting conditions, time pressures and so on.

Automatic Success

If the character is not under any pressure or time constraint or attempting a trivial task, such as a Fletcher making an arrow in their normal workshop, then the GM might say there is no check required. In such a case the task is completed in an appropriate amount of time. Of course, the GM might insist on a check anyway and implement the Critical Fail rules from Appendix 2. If this option is used then any Critical Fail on a skill check can invite disastrous consequences; not just a fail but a really bad eventuality. Such as breaking a tool; getting the answer completely wrong ("it's fine to eat that fungus, I use it all the time in my tomato soup!"); or achieving the opposite of what was intended ("Yes, I have made another hole in the boat. This one's to let the water out, obviously!").

The Great Unskilled

Using a Life Skills without the skill is perfectly possible. In the same way anyone can use a sword even if they don't have the proficiency, so people can attempt a Life Skills without any training or idea of what they are doing. Of course the chances of success will be minimal so it is suggested that the chance of **succeeding in a Life Skills you do not possess should be half the relevant statistic, rounded down, as a percentage**. A GM might add bonuses or penalties for additional time and good or bad tools or even having observed the skill being used before. As you can see, making a horseshoe without the Blacksmith Skill is much harder than a Magic-User swinging a sword around.

Starting Weapon Proficiencies and Life Skills

A character starts with the following number of proficiencies and Life Skills. Life Skills are not cumulative for Multi-Class and are gained on completion of training to first

level at the highest and most beneficial of the two classes. Note that Life Skills slots can also be spent on learning to speak, read and write additional languages (see separate Appendix)

The GM may choose to reward good Back Stories with extra skills for free but only one or possibly two per character.

Class	Weapon Proficiencies			Life Skills	
	No.	Gained	Penalty	No.	Gained
Assassin	3	1/4	-2	2	1/4
Cleric	2	1/4	-3	3	1/4
Courtesan	2	1/4	-3	2	1/4
Diabolist	2	1/4	-3	3	1/4
Druid	2	1/5	-4	3	1/4
Fighter	4	1/3	-2	4	1/3
Illusionist	1	1/6	-5	4	1/3
Magic-User	1	1/6	-5	4	1/3
Necromancer	0	1/5	-5	0	1/3
Paladin	3	1/3	-2	2	1/3
Ranger	3	1/3	-2	2	1/3
Thief	2	1/4	-3	3	1/3
Wild Domains Barbarian	4	1/3	-2	3	1/3
Witch	0	-	-4	3	1/2
Peasant	1	-	-3	2	1/5 years
Sage	0	-	-4	7	1/3 years

Note: **gaining new proficiencies and Life Skills is not automatic**; it costs time and money as per the table below. See also the Guild descriptions and Special Rules in the Appendices for more details. Note that this table is a guide and the desperate PC might save time *or* money by shopping around but rarely both. Guild training is only available at Guilds if you are a member.

The term 'Relevant' is used a lot in the following table. It refers to the kinds of Life Skills that might conceivably be taught at that establishment. While practically anywhere and anyone could teach the Trivia Life Skills in something or other, something like Folklore might be more the area of the Black Magic Guild or an appropriate professional. This might be a private training establishment or a contact made through a Guild, Inn or friend of a friend. Persons willing to train in these skills may advertise through the Merchants' Guild or advertise on the Counsel House Wall.

Note that a character may NOT train another PC or NPC in a Life Skill they have unless they do it for free and take twice as long as the longest professional might. There is no real reason for this other than it forces the players to explore Dunromin a bit more, which is always fun.

Note also that if you gain slots and don't use them straight away you don't lose them. It's perfectly fine to save them up until

you have a plan, facilities or the right contacts to spend them. There is no limit to how many slots you can spend in one go but training is exclusive to one skill, so when multiple slots are being spent all the times will add up consecutively. Remember that the cost of training does not include accommodation or food. Normal living expenses need to be added in all cases except the University. If the character takes a room and board at the university their cost of living is halved, although the time spent training is generally much longer due to the long semesters used by academia.

Where to train

Even when you have the slots it is not always easy finding somewhere and someone you can train with in the Life Skill you want. There are a number of training centres around the city for the various skills on offer but no single place offers everything (see below). The Fighter's Guild offers training and training facilities for most weapons, armour, attributes and related skills. The Magic Guild and Guild of Black Magic will contain experts able to train you in certain Life Skills. Craftspeople about the city such as armourers, weapon-smiths, gem-cutters, wood-workers and so on might be tempted into training someone in their craft but this will not normally be their main way of

making a living. They might already have enough apprentices or even resent some adventurer trying to elbow into their trade. The University certainly has people there that will train in the academic skills but they don't do anything quickly.

In addition to these people there are a number of specialists and other Guilds around the city and the local area (called 'Professionals' in the table below) who might be convinced to train someone, or even offer the training as their main form of income such as singing teachers, language tutors, finishing schools, witches and so on.

When seeking a second slot/specialism in a Life Skill a tutor or teacher is not necessarily always needed, although one would decrease the time taken to learn the skill. With skills like Physics and Alchemy, access to experimental workshops

and research libraries (such as are available in the University) is all that is needed, but without a tutor the time taken to gain the skill will increase by 1d3 times. Base training times are as for the first 'slot' in the skill (see the table below).

Training may be treated as a simple game mechanic – simply knock off the money, write-off the time and you've got the skill, or you could role-play it a bit more; Finding a trainer might be a problem or getting on with them might be problematic. Being a loyal customer of a certain group or individual might get you connections or enemies in high places. Highly skilled people are always a threat or an asset to someone, somewhere. And of course, something might happen halfway through the course that distracts you or the trainer...

Training Times and Costs

Location	Life Skill Types	Cost per slot	Time per slot
The University	Sage	600gp	6 months
	Language	100gp	3 months
	Dialect of existing known language	50gp	1 month
	Relevant adventuring	500gp	3 months
	Relevant Society	200gp	1 month
Fighter's Guild	Weapons	100gp	1d6 weeks
	Relevant Adventuring Life Skills	400gp	1 month
Temples	Relevant Sage Skills	600gp	6 weeks
	Relevant Weapons	100gp	1d8 weeks
	Relevant Society	200gp	1d6 weeks
Magic Guild	Relevant Sage	600gp	4+1d6 weeks
	Relevant Weapons	200gp	2d8 weeks
	Relevant Adventuring	400gp	2+1d6 weeks
Black Magic Guild	Relevant Sage	600gp	4+1d6 weeks
	Relevant Adventuring	400gp	2+1d6 weeks
	Relevant Crafts	600gp	6+1d6 weeks
Thief's Guild	Relevant Adventuring	300gp	2+1d6 weeks
	Relevant Society	100gp	1+2d4 weeks
Various Guilds	Various Crafts	600gp	6 weeks
Professionals	Relevant Adventuring	2+1d4 x100gp	3+1d6 weeks
	Relevant Society	1d6 x 100gp	2+1d6 weeks
	Relevant Craft	3+1d6 x100gp	2+2d6 weeks
	Language	100gp	1+1d4 months
	Dialect of existing known language	50gp	1d8 weeks

NOTE: A Dunromin "Month" is three weeks long.

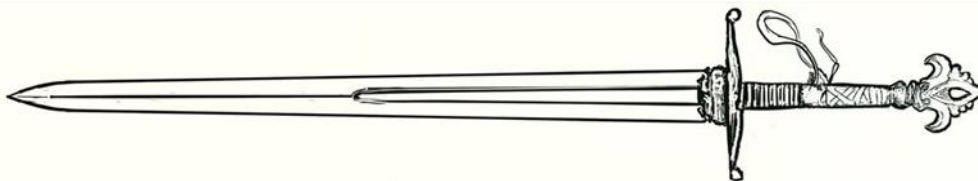
Time per slot and Cost per slot are randomly rolled in some cases. This represents both the skill of the trainer and the

trained; some people will pick things up quickly, some won't. Also, while the cost is known in advance the time taken will not be. This may put the character's party members in a quandary while they wait for them to finish their training. After a week or two a trainer will be able to give a good estimate of the time it will take the character to finish the training. This might mean that a character runs out of money before completing their training due to the cost of living. Any training might be suspended and picked up later, usually, although the University in particular takes a rather dim view of these kinds of antics.

A starting level character will have a number of Life Skills as part of their class training or even because of their race (Grey Elves of the Land of the Young get Swimming at no cost, Wood Elves get Bow Specialisation for two slots instead of three, etc.). On top of these they have a number of 'slots' to spend as they choose as per the above table but at no time and cost as they are assumed to have been learnt before the character started adventuring. The following table gives the standard starting Life Skills the various classes get.

Automatic Life Skills per Class (gained at 1st level at no cost)

Class	Automatic Life Skills
Assassin	Streetwise
Cleric	Theology I & II; Read & Write Common, Arcana and one other language (this has to be the language of their temple if there is one)
Courtesan	Streetwise plus Read & Write Common & Arcana
Diabolist	Theology I & II; Read & Write Common, Arcana and one other language (has to be racial if non-human) plus Folklore and Yoga
Druid	Theology I & II; Read & Write Common, Arcana and temple language if there is one language plus Speak Druidic (no written form)
Fighter	None
Illusionist	Read & Write Common, Arcana & one other language (their own if non-human or not native of the Land of the Young), Magic I
Magic-User	Read & Write Common, Arcana & one other language (their own if non-human or not native of the Land of the Young), Magic I
Necromancer	As Magic-User plus Folklore and Theology I
Paladin	Ride Land-Based, Etiquette, Heraldry; Speak, Read and Write their temple language (if one exists)
Ranger	Direction Sense
Thief	Streetwise
Wild Domains Barbarian	Extra Stamina at half cost
Witch	Read & Write Common & Arcana, Folklore
Peasant	none
Sage	Read & Write Common & one other language that they can already speak



Life Skills Lists

Craftsman Life Skills

Animal Trainer	1 per type	
Animal Lore	1	
Architect/Designer	2	
Armourer	3	
Blacksmith	2	
Boatwright	2	
Botanist	1	
Bowyer/Fletcher	1	
Carpenter	1	
Cookery (basic)	½	
Gem Cutter	2	
Fungus Botany	1	
Leatherworker	2	
Midwifery	1	
Miner	2	
Navigator (Salt)	1	
(Fresh)	1	
Nursing I	1	
Potter	1	
Sage	See Over	
Smelter	1	
Stonemason	1	
Shipwright	2	
Tailor	1	
Teamster	1	
Trading	1	
Weapon Smith I, II, III	1 ea.	
Weaver	1	

Society Life Skills

Boozing	1	
Bribery	1	
Dancing (type)	½ per type	
Etiquette	½	
Folklore	1	
Falconry	½	
Fashion	½	
Heraldry	½	
Politics	1	
Streetwise	1	
Singing (type)	1 per type	
Trivia	½ per type	
Yoga	½	

Adventuring Life Skills

Animal Handling	1	
Animal Noise	1	
Blind Fighting	1	
Blind Moving	1	
Boating	1	

Charioteering	1	
Direction Sense	1	
Extra Stamina	2	
Fishing	1	
Healing (Nursing II)	2	
Metrology (weather Forecasting)	1	
Mountaineering	1	
Reading & Writing own		
language	½	
Riding Airborne	2	
Ride Land Beast	1	
Sums	½	
Survival	1	
Swimming	½	
Tracking	1	

Sage Life Skills

Art Appreciation	1	
Art & Design I	1	
II	1	
III	1	
Astronomy	1	
Biology I	1	
Biology II	1	
Biology III	1	
Cartography	1	
Chemistry I	1	
(Alchemy) II	1	
(Alchemy) III	2	
Engineering I	1	
Engineering II	1	
Engineering III	1*	
Fauna	1**	
Flora	1**	
Folklore	1	
Foreign Folklore	1 per area	
Genealogy	1	
Geography	1	
Geology	1	
History I	1	
History II	1*	
Language, dialect (to speak)	½	
Language , dialect(to write)	½	
Language, foreign (to speak)	1	
Language , foreign(to write)	1	
Law I	1	
Law II	1	
Law III	2	
Magic I	1	
Magic II	1	
Magic III	2	

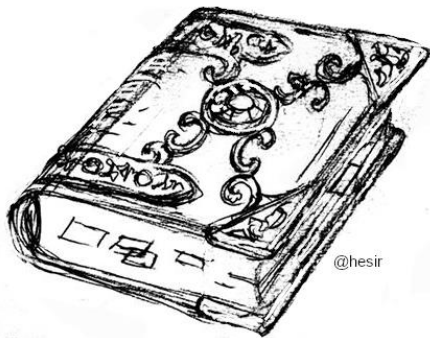
Mathematics	I (requires Sums)	1	Play Instrument I	1
Mathematics	II	1	Play Instrument II	1
Mathematics	III	2	Play Instrument III	1
Meteorology	I	1	Psychology I	1
Meteorology	II	1	Psychology II	1
Music Appreciation		1	Theology I	1
Mythology	I	1	Theology II	1*
Mythology	II	1	Astrology	1
Oceanography		1	Palmistry	1
Physics	I	1	Sing (per style)	1
Physics	II	1	Sums	1/2
Physics	III	2	Tarot/Cartomancy	1
Metaphysics		1		
Planes	I	1		
Planes	II	1		
Planes	III	1		

* - Involves specialist field
 ** - select field

Life Skills Explanations

Skill Levels

Some skills have associated levels (I, II, III); these are a measure of the levels of knowledge and approximate to GCSE/'O' Level, 'A' Level and Degree level respectively. Some NPCs will achieve Doctorate level as well, which is another 2-slot level in the subject. e.g.: Norbert the Gnome fancies being an engineer. He selects:



Engineering I, Engineering II, Engineering III (Civil Engineering), Engineering III (Mechanical Engineering): Rather than using the University he contacts a professional through the Merchants' Guild and negotiates his own rates and such. He finds a suitable dwarf journeyman and his elder brother willing to teach him and owning a premises they can use. This uses 4 Life Skill slots, ends up taking 30 weeks of intensive training and costs Norbert 2900gp to learn. If studied at the University this would cost the same but take 2 years at least

due to the more relaxed lecturing timetables. On the other hand, there might not even be a trainer willing to work this hard to teach him; see the section on Where to Train below.

Life Skills without levels, such as Sing, may still be specialised in, with two or even three slots giving additional bonuses, decided by the GM. Bards for instance may be driven to getting more and more proficient with their instruments at the expense of something more useful like, say, fire-lighting.

Life Skills Descriptions:

Animal Handler: A useful skill when dealing with Mule Trains or herds of cows etc. The character is skilled in driving or handling the animals to an extent where they can get the beast to behave and even calm them in stressful circumstances. Dex or Int based depending on whatever it is you are trying to achieve.

Animal Lore: This is a kind of zoology expertise and confers the character knowledge of common and some more unusual non-magical animals. The knowledge will include diet, breeding habits, key behavioural habits and preferred habitats. Common animals will not require a check but unusual beats will need

an Int check as above. Really odd species and facts will have appropriate penalties on the roll. Applies to intelligent as well as animal intelligence monsters of 'Common' types. Difficulty increases with rarity.

Animal Noise: a curious ability to imitate the calls of creatures with mammalian larynxes as well as some bird calls and so on. The more rare the creature, the less likely the character will be able to imitate them. Encountered creatures are easier, if the character has heard them make the appropriate noise before.

Animal Trainers: Must specify a type (horse, dog, hawk, etc.) with animal intelligence only. The character can bring a wild example of the beast under control and tame them sufficient for simple tasks. Extra tie and checks can add extra skills, within reason. Cannot train creatures with greater than animal intelligence.

Architect/Designer Design buildings, dungeons etc. of all sorts or furniture & fittings etc.

Armourer: Must specify plate (includes banded and splint) or chain (includes scale). With sufficient time and resources the character can manufacture, modify and repair the armour. Magical armour may be rendered non-magical if a mistake is made, or not possible at all. Reducing time or facilities increases difficulty. Leather-based armour requires a leather-worker.

Blacksmith: The character can work iron and similar metals and alloys. They need appropriate tools and a furnace but a blacksmith can work with tools, horse-shoes and similar, including simple metal weapons (axes, maces, pole-arms and similar).

Blind Fighting: A very useful skill for those without the ability to see in the dark. The character uses sound, smell and senses of touch to detect their opponents. Normal penalties for fighting with no vision are reduced by half in ideal circumstances. If there is a general melee of people,

the noise and chaos will halve the benefit and the character will need to make an Int check to attack the correct target, unless friends are deliberately talking to each other.

Blind Moving: is the ability to move around in darkened areas or while blinded for whatever reason. The person can 'sense' shapes and obstructions in their path and have a Wisdom Check to notice pits and walls in front of them. This may give them a bonus in noticing traps and pits hidden by illusions when moving normally.

Boating: Must specify a type (rowing, sailing, punt, coracle or whatever) and the character will be capable of handling, manoeuvring and generally surviving on the chosen craft. They will need skill checks for more complicated manoeuvres and conditions. They will also be able to use the other types in simple tasks but will suffer penalties in more challenging conditions.

Boatwright: The manufacture, maintenance and repair of small watercraft, including rowing boats, sailing boats, punts, etc. Difficulty increases with lack of appropriate tools and materials.

Boozing A hardened constitution with regard to the imbibing of intoxicating liquids (Not Drugs). Normally, limits given in standard rules are doubled, +1 to save versus drunk or eaten (ingested) poisons.

Bowyer/Fletcher: Manufacture and repair of either bows *or* composite (both bowyer - must specify) *or* arrows and bolts/quarrels (Fletcher). Needs the tools and resources but can save the archers in the party a bit of money. Or help the party out if they lose their equipment.

Botanist: Similar to Animal Lore but the area of knowledge is plants of a non-magical nature. Includes planting, growing, care and such, including weaknesses and even some medicinal properties. Fungi are NOT included as they have a separate section.

Bribery: A tricky skill to document but a character with this skill might get hints from the DM as to when a sly bribe might be a more constructive solution than a sword or a spell. The skill will also include an understanding of the type and size of bribe required as well as recognising the ‘type’ who might be open to bribery.

Carpenter: This skill gets trickier the less tools and facilities the character has. Covers the manufacture and repair of wooden items, including sabotage and appraisal. The skill also covers work more associated with joinery and even (possibly) marquetry.

Charioteering: A grand name for a skill that includes everything from carts up to the full Ben-Hur. Different skills might exist for more exotic beasts towing the cart – such as wolves, wargs and so on.

Cookery More than just boiled eggs & beans; baking, multiple courses, complex techniques and so on. This skill could be levelled like Sage skills if required.

Dancing: Generally being able to perform the fashionable dances of the time. Additional levels of expertise may be gained in other styles and on and on upwards. The basic skill is a good sense of timing and an appreciation of all current vogues.

Direction Sense: The World of Barnaynia has lots of localised magical and magnetic fields such that normal Earth-style compasses would be useless. However, the nature of the planet is that there are also psychic fields flowing across the world and with practice, these can be detected. The person with this skill can identify the direction of the Sun and the Moon, even deep underground, after a few rounds of contemplation.

Etiquette A knowledge of formality, manners and court procedures. Normally limited to the local customs but a vague grasp of foreign/alien cultures will be possessed. A must for the social climber and royalty.

Extra Stamina: A common skill amongst the planes-people of the far west and many tribes of the Wild Domains Barbarians (see appendix). This technique allows the character to double their tolerance of persistent hard work; such as marching, running, swimming and even holding their breath. Includes going without water and food for prolonged periods (doubles tolerance) but no extra resistance to toxins or intoxicants.

Falconry A knowledge of the sport of kings. Types of bird, handling techniques, care and other such matters. To be a true handler, double this skill and get *Animal Trainer - Birds of Prey* as well.

Fashion Knowledge of trends in clothes, clubs, people and localities and knowledge of how to implement the ability in terms of modifying clothes, dressing to stand out or blend in, evaluating someone’s social class or wealth from their clothes and such.



Fishing: Must specify rod and reel, harpoon or net, although this doesn’t preclude the other, just means the chances are less.

Fungus Botany: Similar to botany but the area of expertise is fungus instead. The realm of fungi is much more varied and useful on Barnaynia than on Earth and most underground areas are awash with wide varieties of Thaumofungi. This skill allows the character to identify useful and harmful species as well as how to grow them, prepare them for food and even some medicinal uses. The more magical and rare the fungus,

the less likely it is the character will know them.

Folklore Knowledge of the practices and habits of subcultures such as witches, soothsayers, nomads etc. as well as history of significant persons and events of interest. This skill also includes knowledge of who to go to for herbal remedies, how to absolve some kinds of Black Magic curses, etc. Such knowledge is localised to the country learnt in, which means you need to study it again to use it in a foreign country.

Gem Cutter: Although, with the appropriate tools, this allows a character to potentially increase the value of uncut gemstones, the most useful part of this skill to an adventurer is the appraisal ability. This allows characters to correctly identify (usually) the value of a gem and even their reputed properties if discovered embedded in a magic item, for instance.



Healing (Nursing II): This skill allows a character to treat simple wounds, breaks and so on quickly and effectively, as well as setting bones and administering various standard cures. The skill includes some knowledge of local medicinal plants and herbs as well as recognition of common diseases and appropriate remedies. If caring for someone undergoing complete bed-rest, healing times can be halved by this skill.

Heraldry A knowledge of famous persons' emblazons and the not so

famous; design types and where they are worn in current fashion. Skilled people will also know a little about some of the greater families, groups and armies, rank insignia and such, as well as local demi-humans and the more renowned humanoid tribes. They may also recognise the kind of humanoids from their heraldry

Leatherworker: Permits the manufacture, maintenance and repair of most leather articles, including leather armour (padded and studded as well), scabbards, back-packs belts and so on. Cobbler is a related skill specialising in shoe manufacture.

Midwifery Baby delivery and care. Will usually specialise in one race but the skill involves all humans & demi-humans, **OR** humanoids, **OR** reptiles etc.

Miner: Very similar to the innate abilities of dwarves but includes knowledge of rock types, minerals and so on. The character will be able to plan, dig and maintain a mine for common minerals. This includes shoring up caverns and sabotaging them as well. A wise miner will be able to give a pretty good estimate of the value of a given deposit. Likewise, they might be able to recognise the creatures responsible for any specific set of diggings.

Mountaineering: Similar to the Thief Climb Walls skill but is more aimed at moving large numbers of people and equipment through mountainous regions than getting one lightly-armoured ne'er-do-well up a city wall in the dark (which is more akin to 'Free-climbing'). As such the skill includes knowledge of ropes, belaying, abseiling and so on. It will include simple survival skills as well.

Navigator: The stars of Barnaynia are more fixed and predictable than those on Earth (no planets and only one moon) so navigation by the stars is easier. A navigator will be skilled in dead-reckoning and telling the time and location they are in from the

stars, moon, sun and local landmarks. They will have extensive knowledge of common maps of civilised areas and even some knowledge of other surface features. No use underground.

Nursing: See Sage Skills and Healing above.

Politics: A knowledge of the socio-political structure, government types, electoral techniques and the people who matter. A recognition of the kinds of arguments and preferences of certain types of people, a basic understanding of what motivates people and how some things can be achieved or prevented without a fight. Read 'The Prince' by Machiavelli and you'll get the idea.

Potter: The making, care and repair of china, earthenware and other forms of clay work, including appraisal and identification.

Ride Land Beast: This skill is not required to merely ride a horse, but is required to reliably stay on a mount during stressful times like combat, rough terrain, high-speed movement and so on. A separate skill is required for every significantly different kind of mount (camels, wargs, etc.).



Riding Airborne: Similar to Land-Based mounts, this is needed to be sure of handling a mount properly in difficult circumstances (especially as a fall usually has more consequences associated with it). Separate skills required for each type of mount (Pegasus, Griffin, Hippogriff, Roc, Dragon, etc.). Note that you do not usually need this

skill for flying mounts of greater than animal intelligence as they will be able to communicate to you what is required.

Sage Skills: See section below. The list of Sage Life Skills is based around academic rather than adventuring skills. These are unlikely to bear directly on play but are listed here to give the weirdoes that live in the University and Library some interesting hobbies. Certain characters might find these skills interesting or diverting, certainly some of them might assist with magical research, as the GM sees fit.

Shipwright: Similar to Boatwright but specialising instead in longships, merchant ships, war ships or triremes, with bigger penalties for working on ships outside their specialism.

Singing: More than just the ability to hold a tune but extending to different types of singing, knowledge of songs, leys and sagas, as well as possibly being able to read music. Most people can sing but this is the ability to get everyone in the room to shut up and listen to you. Or even pay you to do it...

Smelter: A vital skill in medieval society but not for the average adventurer. The smelter will know the skills, techniques and basic metallurgy and chemistry required to obtain pure metals from their ores. Requires lots of resources but is a much sought-after profession.

Stonemason: Much as carpenter but the material of choice is stone. With the right tools and enough time this character can make a cathedral, or know how to bring one down. They will also have knowledge of the styles associated with certain builder races and tribes.

Streetwise A knowledge of people and places, lowlife etiquette etc. around Dunromin and the bigger towns about the Land, even Karan to a certain extent. Includes popular fashions, politics, the reputations of some businesses, pubs and such about the city. Gives a +10% on

Observation skill in street circumstances. Lower Class Human characters that grew up on Dunromin will have this Life Skill for free.

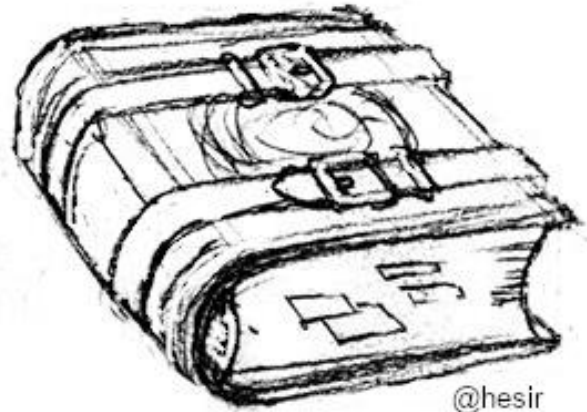
Survival: There are several types to this and the person must specify the one they want: Temperate Plains, Temperate Forests, Swamp, Arctic, Jungle, Desert or Mountains are the main ones but there may be other more specialist terrains. This skill covers knowing how and where to build shelters, find food and fresh water, knowing the most common plants and animals and how to find, trap, cook and eat them. Characters with a suitable background (such as Rangers or Troll Hunters) may have this skill for free. Parties without this skill amongst them will suffer on Wilderness campaigns but the GM might be generous in allowing this as a free skill given an appropriate back-story. Or the GM might rule that anyone with a Wisdom over 10 from somewhere other than Dunromin will have a Survival Skill in the predominant terrain they grew up in.

Swimming: This is a very simple skill – without it you can't swim. Simple as that. The GM can apply penalties for swimming in equipment and dragging a non-swimmer with you.

Tracking: This gives the character the equivalent tracking ability of a 1st level Ranger. Like Sage Skills this is a levelled Life Skill; a second Life Skill Proficiency in Tracking would give the person the same skills as a 3rd level Ranger, and a third slot in Tracking would give the same Tracking ability as a fifth level Ranger. This is the maximum Life Skill achievable – to get better at Tracking you need to be a Ranger.

Trading Charisma based, this skill represents a quick way of resolving bartering and haggling if you don't want to roll-play it. In more general terms it involves recognising how a market works, spotting good deals and sniffing out the bad ones.

Trivia Anything - wine tasting to smuggling techniques, armour styles to music styles, specialist history rather than general History (scribe skill). The area of trivia must be stated and additional areas take extra slots. So you might have Dancing – Morris Dancing and Trivia – knowledge of ales and ciders. This is a catch-all skill as most adventuring related trivia already has a Life Skill. Some other ideas are humanoid tribes and traditions; weapon styles among humanoids; civilisations known in and around the Land of the Young; birds or another zoological group; etc.



Weapon Smith: Must choose a specialism but can then manufacture, maintain and repair that type of weapon if the appropriate tools and resources are available. Specialism include Sword (including daggers and pole-arms), curved swords (includes pole-arms), hacking (axes, pole-arms, maces et al. – see also Blacksmith) and crossbows (all types). “Siege Weapons” is another specialism and the GM may offer others.

Weaver: The ability to render the specialist material into a continuous sheet or surface, or shaped vessel. Specialisms are baskets, wool or cotton, animal gut and so on.

Yoga Useful for relaxation and meditation. Often magic using types regard it as an excellent concentration/study aid.

Sage & Academic Skills

These are included only as a generic idea and some of these subject titles are open to interpretation. Others are as they appear, modified by available technology (it is unlikely such terms of reference would be used but they are included for clarity) e.g. Physics: gravity, laws of motion, fluid dynamics etc. (not electrics) would probably have been called Natural Philosophy. As can be seen, it is not anticipated that the player characters will have much use for most of these skills. However, they are relevant to certain NPCs and might be included in Back Stories.



Magic

A knowledge of techniques and effects of the kind of magic used by Magic-Users and subclasses (including Courtesans) but no actual casting ability until level III.

- I items and command word types, scrolls, history of use and common styles and variations
- II physics of magic; sources, channels, efficiencies, history and variations on specific techniques, personalities and spell types.
- III Techniques, side effects, complicated sub-effects and class distortion. Level III also imbues knowledge of how to cast one first level Magic-User OR Illusionist spell, unless the person already has this ability, per day regardless of class.

Play Instrument I - basic skill in one instrument, <10% bum notes.

II - mastery – very capable at least

III+ - better and better.

Theology I - Awareness of current religions and techniques of worship (includes rudimentary foreign knowledge). Awareness of clerical and druid spells and casting techniques.

II Specialise in one religion/mythos - detailed knowledge of scriptures etc. Requires this level for each additional theology/mythos.

Mythology I - Animals and people of Heroic/Religious significance.

II - Detailed appreciation of modern fiction.

Astronomy Study of celestial bodies, the Necklace and its inhabitants, and the periodicity and phases of the moon, with its associated significance – strictly speaking on Barnaynia this is exactly the same as Astrology.

Astrology Study of birth signs and predictions of life events based on birth date. Might be stretched to a deeper understanding of mental illnesses and ailments of the mind (normally associated with the Moon)

Palmistry As on Earth; the GM can decide if it really works on Barnaynia

Tarot/Cartomancy As on Earth; the GM can decide if the cards really do have visionary properties – perhaps magical decks are available? This skill can also be used for other forms of prophesy such as reading bones, entrails and so on.

Metaphysics Study of Psionics and mundane (naturally occurring) magical phenomena; black magic and magical fields associated with matter.

Planes Knowledge of substance, structure and common inhabitants of certain planes:

I Astral, Ethereal, Primary & Negative Material Planes

II Elemental Planes

III Outer Planes

Appendix 6: Languages and Language Entitlement

Optional Rules as an alternative to the standard language entitlement of the Core Rules and including some ideas to give extra flavour, depth and player frustration to your campaign.

When reading most RPG rules one might be forgiven for thinking that every creature in the FRPG world is an eloquent and talented linguist. While it is common knowledge that the British are probably the worst in the world for knowing languages other than their own, it is hard to believe that everyone of average intelligence or better can speak umpteen alien dialects and languages. Nor does it seem appropriate that all humans in an ancient world speak the same language, known as Common. Of course not, it's a cheat so you don't have a party that can't communicate with itself.

Well that's fine, but there must be a better way of running it and language ability is not purely a product of intelligence- you need to be taught, or brought up in an environment where you have to learn the languages of those about you. Which means it's Life Skills again.

Each character will know two languages automatically, not the long lists of additional languages given in the standard rules. One will be Common, which is the prominent human language in the Land of the Young, the other can be another local language, a distant native tongue, or one of the local non-human tongues such as Loomish (elves) or Deepspeak (dwarves). Alternatively, the second language might be two local dialects of common. Additional Languages are listed as below and certain classes will know some extra languages automatically as well as their starting two (see starting skills in the Life Skills section of these Appendices).

Learning a new language needs a teacher, time and usually money. See Appendix on Life Skills for more details on times and costs to learn new languages and dialects.

The GM might rule that you can start with as many other languages and dialects as your Intelligence Language Bonus but there needs to be a rationale behind this. It is unlikely that a man living in Dunromin all his life would learn Orc Grunt, or a Halfling from

the Home Counties understand Red Dragon. The GM can rule on this as befits the plot. Of course, you might not get your full language entitlement this way but you might have one or two extras if you can justify it.

Similarly, just because you can speak a language does not mean you can read and write it as well. A character can learn to read and write a language they know for half a Life Skill slot (or a Language Bonus slot from Intelligence if a starting character) AND this will mean they can also read and write any dialects of the language they learn as the dialects will use the same written form. A character MUST learn to Read and Write their native language before they can learn to read and write any other. Note also that some languages don't have a written version in which case this restriction doesn't apply.

In theory there is no maximum number of languages and dialects someone might know, regardless of intelligence, however spells like *Tongues* and *Comprehend Languages* make learning a lot of languages less impressive than it might be.

There is an argument that some languages can't be learned by a human as they don't have the necessary vocal chords or physiology to be able to speak it, such as speaking octopus without the tentacles or dolphin without being underwater. This would be up to the GM but there are enough complications already in this section.

Example: Billy Gytfayss is a starting character; a half-elf from the Home Counties with an Int of 15 and trained as a first level wizard. He gets Loomish and Common as his two starting languages, and he gets Arcana (the non-magical language of magic) and reading and writing common, Arcana and Loomish from being a magic-user.

Billy has four extra language slots from his Int and the player suggests to the GM that his father was a merchant trading between Dunromin and the Mountains so he has learnt Deepspeak and Grunt as well. The GM agrees to the Deepspeak but says no one trades with the orcs. Foiled in that Billy

instead chooses to spend a Life Skills slot to learn Grunt. He then spends another to learn to read and write Deepspeak and Grunt. As a result he can speak, read and write Common, Loomish, Arcana, Deepspeak and Grunt, but has used two Life Skills slots.

Thieves who can read and write will also know Thieves' Cant automatically, which anyone with contacts with the thieves guild *might* be able to learn at the same price as a normal language and one Life Skills slot – note that Thieves' Cant is a silent sign-language used by felons to communicate without anyone over-hearing (although anyone might over-see it). It works equally well whether using visible light or Infravision but you need

to be able to read and write common before learning Thieves' Cant as some of the words are spelt out.

In Dunromin and the Land of the Young and the whole of Barnaynia there is no such thing as Alignment Tongue – rather different temples and gods have their own language or dialect.

There follows a list of languages that are reasonably well known in Dunromin and training can probably be found in from the University, the Magic Guild or certain other organisations and individuals relatively easily. More ancient languages and dialects might be researched but some will be unknown in the Land of the Young.

Languages in reasonably common use in the Land of the Young

In the following list each language is laid out like this:

Language (*location and race with notes*)

Dialects (*location and/or races*)

Note that a Dialect is a variation on a language using the same sounds and some of the same words. If you know a language then you have a chance of understanding a dialect equal to your Intelligence x3%

Common (All of the Land of the Young, humans, Halflings, half-breeds – people not from the Land of the Young and the surrounding area still call this language 'Common' in the same way people from Dunromin call the language of Skull Crag 'Frappier')

Karanese (Karan, although they still speak common in the main, this is an old language, rarely used now)

Saltmarsh (more a slang/corruption like broad Geordie)

Baronial -4 types, spoken by the remote baronies of Grey Havens (Glaswegian), the far West of the Land (very thick German accent, very similar to Karanese), and the moors (Scottish highlands). The Baronial Dialect last is a dead language of the peoples of the Barony of Gledin (similar to Welsh), about 200miles northwest of Dunromin in the northern Borderlands.

Celtic (a formal and mysterious version of Common that is used by followers of the Celtic Temple – all Clerics, Druids and Paladins of Celtic Gods will be able to speak, read and write this dialect at no extra cost)

Burriman (a dialect used by Halflings of the Home Counties and the southern lands up to the mountains. It is a very thick-accented pidgin Common using much slang and strange references)

Arcana (a language used by all magic using classes trained in the Land of the Young, Constantan, the Blue Mountains or Loom as well as a lot of the rest of the world with ancient ties to the Land of the Young or the old Karan Empire. Arcana is used to record magical words and sounds. It is more intricate than normal languages but not magical as such in that it doesn't trigger a *Detect Magic* spell. It is used in magical books for recording any information that isn't actually a spell. For example, a mage might record a spell in his spell book in a combination of Magic (requiring *Read Magic* to understand) and Arcana, the latter being used to describe the Semantic Components and Material Component preparation

and use. It is by reading the Arcana elements of a spell that a Thief might be able to tell what it is. This does not work for a Spell Scroll as that is entirely written in Magic.

Barbarian Tongues (Each tribe of 'normal' and Wild Domains Barbarians has its own language. Some are dialects of one another, but in the main they are independent enough to require separate learning. They come from everywhere across the Wild Lands and beyond and there are dozens of them)

Belegostian (Dwarves from Belegost and the local area)

Constantan (The Gnome homelands in the east so all local Gnomes. If someone is referred to as talking 'Gnomish' then it is this language they are speaking)

Darkspeak (Deep Elves from the Hellmarch Mountains, also known as Quenyar)

Darktongue (A general trading language used by the Deep Elves and people they deal with, no written



counterpart)

Deepspeak (All local Dwarves, based in the Blue Mountains). Like Gnomish, if something is referred to as spoken or written Dwarfish then it is this language.

Snaaplisst (Specific to the Mountain Dwarves of the Horn Mountains).

Duadic (Duergar)

Deerlish (Humans from Deerlish)

Babylonian (a dialect of Deerlish that is used by followers of the Babylonian Temple – all Clerics, Druids and Paladins of Babylonian Gods will be able to speak, read and write this language at no cost)

Doriathrin (Deep Elves of the far west and associated species; the Hordes of Kzenzakai spoke this language)

Dragon (all dragons speak the same language but have dialects for their own sub-species)

e.g. Red Dragon (all subspecies have their own dialect)

Drev Elfedj (Deep Elves from the Drow hills and the Grim Mountains in the far north, also known as *Quentarthig*)

Druidic (Druids only with no written form)

Egyptian (used by followers of the Heliopcan Temple – all Clerics, Druids and Paladins of Heliopcan Gods will be able to speak, read and write this language in its pictogram 'hieroglyphic' form at no cost)

Eldarin (high and wood elves of the Wild Lands and the far west)

Elvish also called Old Elvish or Elvish Avec-Ans (Grey Elves from Elven Isle, all of whom will be able to speak Common as well as they are taught it for reasons best known to themselves. The local Dunromin elves think it's because they want to conquer the place and tell the locals what to do). Elvish is *not* the elven equivalent of common; in Dunromin the most common elven language in use is Loomish.

Faerie (woodland beings from Blackwood; dryads, pixies, brownies and the like)

Centaur

Unicorn

Treant

Fey (The valley elves and grey elves of the Great Valley)

Frapper (Humans from Skull Crag)

Giantish (Giants of the eastern Wildlands, Hellmarch, Horn and Blue Mountains)

e.g. Hill Giantish (all the species of Giant also have their own tongue which is a dialect of the main language, only those giants of above average intelligence will be able to

read and write even their own language)

Gibberish (the language of Gibberlings – no one has ever been able to translate it even with magical aid so this cannot be learned, but it is known about and documented in the University. Of course the documentation is purely a note that it exists and is very strange. There will be some odd attempts at translating it too but nothing useful).

Gidrall (humans and demi-humans from in and around Gidrall)

Guffish (Human barbarians from some of the Gidrall ‘Baronies’)

Goblinspeak – see Grunt.

Gnoll (Gnolls of the Eastern Wild Lands; gnolls from other areas will have their own languages)

Grondarf (From Grondarf, mainly spoken by humans, but the Desert Orc language is remarkably similar)

Desert Orc (also known as Sandspeak)

Oomlander

Grunt (Orcs, hobgoblins, norkers and Goblins of the lands neighbouring the Land of the Young, hence the slang term ‘Grunters’ or ‘Grunts’; Grunt is thought to have originated with orcs and the base language is sometimes called Orc Grunt or Grunt One – note that orcs are an ancient and cultivated race with some interesting and rich cultural history; they have plays, poetry and fiction works in their libraries. The structure of Grunt is simple enough to do this and not pictogram-based but instead based around 30 sound characters)

Grunt (Goblins and Hobgoblins)(sometimes called *Grunt Two* or *Goblinspeak*; this should cause confusion).

Ogrish (ogres, but most can speak Grunt as well. The smart ones might even have a smattering of common)

Humanoid (most humanoid races have their own tongue, e.g. Bugbear, Troglodyte, Bullywug, Xvart etc. The GM can decide if the language is known in Dunromin but about 80% of the ones spoken by races living around the Land of the Young are, and all of the

ones where the humanoids trade with the Land of the Young. There is no written form of these languages, any messages written by humanoid speakers will usually be written in Grunt and sounded out phonetically)

Humanoid (and a variety of dialects, some made up on the spur of the moment to confuse travellers)

Klutss (Kobolds of the Eastern Wildlands and local kobolds close to the Land of the Young; no written form)

Latin (used by followers of the Olympian Temple – all Clerics, Druids and Paladins of Olympian Gods will be able to speak, read & write Latin at no cost)



Loomish (All local elves – this is the language elven and half-elven characters will have as their primary language with Common as their second. It originates in the Forests of Loom south of the Blue Mountains, where everyone speaks a pure form of it as well as any local dialects they might need)

Arboriartum (Wood Elves of the Forests of Loom)

Gristle-speak (Grugach Elves of the woods west of Loom and in the Wildlands)

Silvanian (High Elves of the Forest of Loom and the woods to the west and around the Wildlands).

Marlnig (people from Marne, mainly humans and high elves)

Welsche (the natives of Shadwall)

Nerdivilish (people from Nerdiv, mainly humans, orcs and half orcs)

West Grunt (Orcs from the Hellmarch Mountains)

Olopup (sea elves and nixies)

Ornoll A wide variety of creatures of the Darkworld use this language, including dark stalkers, dark creepers, cloakers, grimlocks and many others – no written form; this is a very rare and unusual language that seems common in the deeper Darkworld. It is thought by some that this language is the last vestige of a superior civilisation long dead or vanished but responsible for the corruptions of other species to form many of the intelligent, magical creatures of the deep Darkworld. More sensible people think this is conspiracy theory bunkum.)

Quentarthig see Drev Elfedj.

Quenyar see Darkspeak.

Pidgeon Common see Trade Tongue

Rakan-Yalaar (Deep Race)

Ramlabbarrashedth (Aboleth, although it is so difficult to speak even the name of this language it is usually just called ‘Aboleth’)

Sandspeak see Grondarf.

Slather (Lizardmen of the Land of the Young and the lands about it; there is no written component of this language)

Theives’ Cant (sign language for thieves) – this is normally unavailable to non-thieves – see notes under Appendices 4 & 5. It has no written form.

Trade Tongue (A poorly defined language used by traders and travellers in and around the lands between Belegost and Gidrall; it is a set of core words but uses nouns and phrases from Common and other languages as well. Sometimes called Pidgeon Common. There is no written form of this language).

There are about twenty dialects of this language, all referred to as *Pidgeon Common*.

Trollish (trolls of all types from around the Land of the Young up to about a thousand miles in every direction. Different species of troll will have their own dialect and some remote ones will not speak the core language. There is no written form)

Urdum (From the jungles of the Urdum Empire, mostly human populated)

Viking (used by followers of the Norse Temple – all Clerics, Druids and Paladins of Norse Gods will be able to speak, read and write this language at no cost. There are some barbarian tribes in the Wildlands and the far, far southwest that also speak this language)

Sagascrit (A poetic and wordy dialect used by followers of Loki)

Yelnai (people from Yelnai Province – note that Yelnai traders are not uncommon in the port of Dunromin. If you want to go there you can play it as a normal place or if you fancy oriental-style adventures you can probably find some rules for the inhabitants of Yelnai Province)



Appendix 7: Humanoid Character Classes

Optional Rules intended to allow the GM to generate more powerful monsters as leaders or key NPCs within the campaign. The aim is to make some more mundane creatures more of a challenge but also to create recurring mortal enemies and annoying NPCs as well.

You don't survive if you're weak, so let's make humanoids (at least - you could apply these rules to other monster classes) a bit harder by giving them character classes as well. Their training is rudimentary and mostly they have limited IQ so their level progression is limited, but they can still have weapon specialisation, Life Skills and other useful skills. The following is a suggested skill plan, with appropriate limitations you can use, vary or ignore.

Remember that most of the humanoids encountered will still be 'normal'

as per the core rules, the ones that achieve a character class and a few levels will be the exceptional, heroic minority. Most humanoid types are described as 'for every ten there will be a leader type with maximum HP' or similar so your GM might instead have 'for every ten orcs encountered one will be a first level fighter'. If that individual is strong and specialised (or double specialised) in his weapon then suddenly the little orc gang becomes a much riskier prospect.

Table of Statistics Rolls for Humanoids

Race	Str	%	Int	Wis	Con	Dex	AC	Armour
Aarakocra	n-1	~	2+3	n	n	n	7	none
Bugbears	1+12	99	2+1	2+1	n+1	n-1	7	leather
Bullywugs	n	90	2+1	2+3	n	n	8	leather
Derro	n	80	2+6	n	n+1	1+12	10	varies
Fire Newt	n	99	2+1	2+1	n	n	10	chain
Gibberling	n	80	2-1	2+1	n	n	10	none
Gnoll	n+1	99	2+2	2+1	n	n	7	leather
Goblin, Common	n-1	~	n-2	n-2	n+1	n+1	8	leather
Goblin, Ice	n-1	~	2+1	2+1	n+1	n	8	furs
Goblin, Shadow	n-2	~	2+6	n	n	1+12	~	none
Hobgoblin	n	99	2+2	n	n	n	8	stud. Leather
Kobold, Common	n-2	~	2+1	2+1	n	n	9	leather
Kobold, Waste	n-1	~	2+1	2+1	n+1	n	8	leather
Kobold, Winter	n-1	~	2+1	2+1	n+1	n	8	furs
Lizardman	n+1	99	n-2	n-1	n	n	5	none
Norker	n	90	2+2	2+2	n	n	3	none
Ogre	18:79+ 1d20%	99	n-2	n-2	n+1	n-1	7	Leather/ furs or skins
Orc, Common	n+1	80	n-2	n-2	n+1	n	8	leather
Orc, Deep	n	50	2+1	2+1	n	n	8	none
Orc, Desert	n	50	2+2	2+2	n	n	8	leather
Orc, Mountain	1+12	99	2+2	2+1	n+1	n	7	stud. leather
Sahuagin	2+6	99	n	n	n	n	5	none
Tasloi	n-1	~	2+1	2+1	n	n+1	6	none
Troglodyte	n	99	2-1	2+1	n	n	5	none
Xvart	n-1	~	2+3	2+3	n	n+1	9	leather

The numbers under the statistics represent the number of d6 to roll, and the adjustment added, so 1+2 is 1d6+2, and 1+12 is 1d6+12. The percentage shown for strength refers to the maximum percentage attainable over 18. Where an **n** is shown it

means the 'normal' 3d6 is thrown, sometimes with an adjustment, but **this adjustment can't take them over 18 or below 3.**

The AC column refers to what the creatures' actual armour class is if they have no Dex bonuses and no armour. It includes

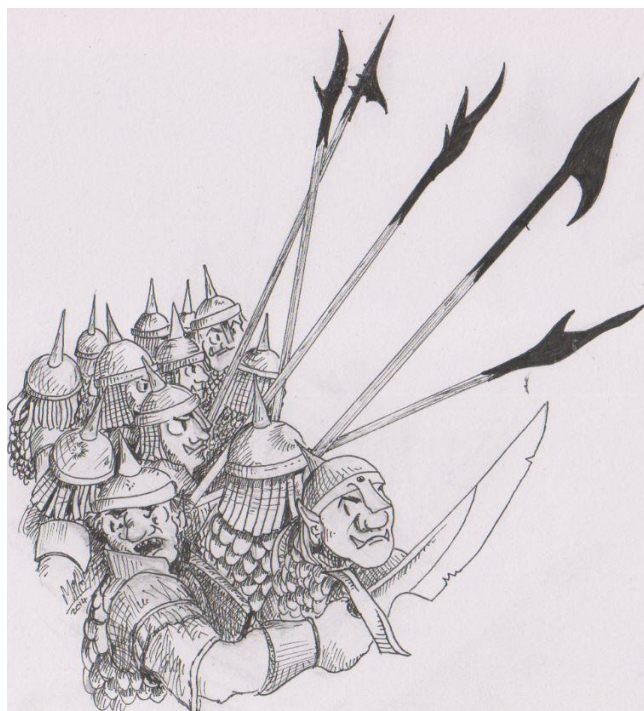
skin toughness, size and natural agility, onto which Dex bonuses are added. The armour column shows what they normally wear, and therefore, combined with the base AC, gives the normal AC listed in the monster books. Of course, they may have access to better weapons and armour.

The To-Hit chance of the monster is most affected by its ability as a character class. Like a player, it gets the best to-hit chance of its natural hit dice or its character class and level. Thus, a 3HD creature who is a fighter would attack as a 3HD monster until its level was sufficient to give it a better chance as a fighter. **The humanoid with levels would still be able to add its strength and specialisation bonuses to hit and to damage, which un-classed monsters can't.**

So what classes can you have? The following table is a start with humanoids being allowed to multiclass as well if possible. Bear in mind that the training facilities in your average humanoid tribe are a little limited... In some races choices are further limited by their society's organisation and culture (**Shadow Goblins** are all trained as illusionists of a sort and will only have limited Fighter style fighting ability).

The hit points gained as they go up levels will add to their basic hit points, but the first level replaces the highest d8 hit dice of the creature's natural hit dice. So, a 1st level orc fighter will have 1d10 hp, whereas a 1st level bugbear fighter will have 2d8+1+1d10 hp rather than the 3d8+1 that is normal.

Skills and abilities gained in this way are in addition to any natural or cultural



skills. In order for all this to work it's best to consider all monsters are actually of a character class called 'monster' with a level equivalent to their hit dice (with some adjustment for constitution or whatever). Thus, an Ogre is actually a 4th level monster. This means that monsters with sufficient intelligence can go up levels as a Monster, and gain more hit dice, and perhaps some special skills. How about a 6th level monster Ogre with 6+1 hit dice and specialisation in the club? Just think of the chaos that a 3rd level Orc Fighter-Thief could wreak...See also the section on 'Monster as a Character Class' below.

Level Limitations for Monsters with Classes

Race	Class	Prime requisite score <i>and % if over 18 but less than 19</i>								
		<16	16	17	18	90	99	19	20	21
Aarakocra	Ftr	4	4	5	5	6	6	7	8	9
Bugbears	Ftr	8	8	9	10	11	11	12	13	14
	Shaman	5	5	5	5	-	-	6	7	8
	WDoc	5	5	5	5	-	-	6	7	8
Bullywugs	Ftr	3	4	5	6	6	7	8	9	10
	Shaman	4	5	5	6	-	-	7	8	9
Gibberling	Ftr	2	3	4	5	5	6	7	8	9
Gnoll	Ftr	4	5	6	7	8	9	10	11	12
	Shaman	5	5	5	5	-	-	6	7	88
	WDoc	5	5	5	5	-	-	6	7	7
Goblin, Common	Ftr	5	6	7	8	9	10	11	12	13
	Shaman	7	7	7	7	-	-	8	9	10
	WDoc	7	7	7	7	-	-	8	9	10
Goblin, Ice	Ftr	4	4	5	6	7	8	9	10	11

Hobgoblin	Shaman	7	7	7	7	~	~	8	9	10
	Ftr	6	7	8	9	10	11	12	13	14
	Shaman	7	7	7	7	~	~	8	9	10
	WDoc	7	7	7	7	~	~	8	9	10
Kobold, Common	Ftr	4	4	5	6	6	7	8	9	10
	Shaman	5	5	5	5	~	~	6	7	8
	WDoc	5	5	5	5	~	~	6	7	8
Kobold, Waste	Ftr	4	4	5	6	6	7	8	8	9
	Shaman	5	5	5	5	~	~	6	7	8
Kobold, Winter	Ftr	4	4	5	6	6	7	8	9	10
	Shaman	5	5	5	5	~	~	6	7	8
	WDoc	5	5	5	5	~	~	6	7	7
Lizardman	Ftr	6	7	8	9	10	10	11	12	13
	Thief	9	10	11	U	~	~	U	U	U
	Ranger	5	6	7	7	~	~	6	7	8
	Shaman	7	7	7	7	~	~	7	8	9
	WDoc	7	7	7	7	~	~	7	8	9
Norcker	Ftr	2	3	3	3	4	5	6	7	8
	Shaman	5	5	5	5	~	~	5	6	7
Ogre	Ftr	~	~	~	~	5	6	7	8	9
Orc, Common	Ftr	5	5	6	7	8	9	10	10	10
	Thief	9	10	11	U	~	~	U	U	U
	Shaman	5	5	5	5	~	~	6	7	8
	WDoc	5	5	5	5	~	~	6	7	8
	Assassin	3	4	5	6	~	~	6	7	8
Orc, Deep	Ftr	3	3	3	4	4	4	5	6	7
	Thief	9	10	11	U	~	~	U	U	U
	Necro.	3	4	5	6	~	~	7	8	9
Orc, Desert	Ftr	5	5	6	7	8	9	10	10	10
	Thief	9	10	11	U	~	~	U	U	U
	Shaman	5	5	5	5	~	~	6	7	8
	Assassin	3	4	5	6	~	~	7	8	9
	WDBar	5	6	7	8	~	~	9	10	11
	Dab	4	5	6	7	~	~	8	8	9
Orc, Mountain	Ftr	8	9	10	11	12	13	U	U	U
	Thief	6	7	10	U	~	~	U	U	U
	Shaman	5	5	6	7	~	~	8	9	10
	WDoc	5	6	7	8	~	~	9	10	11
	Assassin	10	10	11	11	~	~	12	13	14
Sahuagin	Ftr	4	4	5	6	7	8	9	10	10
	Cleric	5	6	7	8	~	~	9	10	11
Tasloi	Ftr	3	4	5	6	7	7	8	9	10
Troglodyte	Ftr	3	4	5	6	7	8	9	10	11
Xvart	Ftr	2	3	4	5	6	7	8	9	10

WDoc refers to Witch Doctor, while WDBar is Wild Domains Barbarian, Necro is Necromancer and Dab is Diabolist. A Witch Doctor is like a magic-user in simplistic form and a Shaman is like a cleric. The Games Master may wish to consider letting humanoids be Witches as well.

There is little point in justifying all the details on the above table as they are all driven by the flexible play design of Dunromin, but a few things should be pointed out. Firstly, that the Mountain or Great Orc are far superior to half-orcs in many ways, but are

primarily Under-Worlders, very rarely being encountered on the top side of Barnaynia (see the Appendix on new monsters for more detail).

In the event of a PC wanting a monster character the GM will need to consider other complications such as access to weapon and Life Skills, racial abilities beyond those detailed in the core rules and so on. The Deep Elf is a PC option but this would be complicated in the Land of the Young where Deep Elves are simply not tolerated by anyone.

When PCs with a monster class were play tested the main stumbling point was access to research and training facilities, since they were at war with the Land of the Young by default and not citizens, but it was good fun. If you wish to take this further then you could do worse than looking at a later edition of Dungeons & Dragons (5th edition for instance).

The Monster as a Character Class

If this is all a step too far it can easily be ignored. But if the ideas described above tickle your fancy but are too complex, you can use this suggestion as a simpler alternative Monsters with Character Classes above.

Rather than have intelligent and



anthropomorphic monsters developing normal character classes why not just have them learning to be more dangerous monsters? To this end you could take any humanoid (for simplicity) of average or better intelligence and figure out how they are able to stand out from the crowd enough to learn from their experiences in a way most of their kind do not. There are plenty of examples in popular literature and cinema and it is a less controversial way of making monsters more of a threat without resorting to the above option of giving every clever orc the chance of being a Lord or a high-level Mage.

For this to work, it is suggested you use the fighter experience point tables, a d8 for hit dice and allow weapon specialisation after they have achieved more HD than normal.

They start with their natural Hit Dice and only add more hit dice as their experience level exceeds their normal hit dice as mentioned above. So, a Bugbear who was clever enough would gain experience and when he had enough to become a 4th level fighter, he would gain an extra hit dice (HD 4+1); bonuses due to their Strength, Constitution and Dexterity; and start getting Fighter skills and proficiencies and Life Skills.

For example, a Bugbear normally has 3+1 HD, so they would need to get enough XP to be a 4th level fighter before qualifying as a Monster Character Class (8001xp) as above. A Troll with 6+6 HD would need 70001xp before they became a Monster Class. When these creatures get to these levels don't give them the starting weapon Life Skills of a Fighter, rather give them what they would have gained from being that level (2 weapon proficiencies as 6 hit dice, for instance, as a fighter gains 1 proficiency every 3 levels).

Adding Strength bonuses to hit and damage raises some interesting points as regards Giants, Ogres and Trolls. Don't add strength bonuses to hit, as these are reflected partly in the to-hit required rolls from the hit dice monster to-hit table. Once the monster has a level higher than its normal Hit Dice then it will progress up the Monster Attack table as a Fighter progresses up the Fighter to-hit tables.

Weapon Specialisation and Magical weapons would add to their chances to hit, however, making them even more useful. Also add Dexterity bonuses to hit with missile weapons unless the monster's primary weapon is a missile weapon (there is probably only Needlemen and Manticores and they probably wouldn't have the Class Monster). Constitution bonuses to hit points should be added as per Fighters.

However, do add the damage bonuses. Use the tables above to determine their strength and apply the damage bonus to the normal weapon damage or a bit bigger if the weapon is bigger. For instance, a Hill Giant with 19 Strength would get +7 to damage. They are listed as doing 2-16 points damage in the core rules but for a Monster classed Hill Giant you could say their huge clubs do 1d10 or even 1d12 damage base, add their strength bonus would give a starting Monster Hill Giant the same stats as a normal Hill giant but with an extra Hit Dice doing 1d12+7 damage

per hit. If the same Hill Giant makes it up three levels as a monster then he gets another weapon proficiency slot. If he chooses to spend this on club, he will become a club specialist and now attacking as a 10HD monster with +1 to hit and +9 to damage and attacking twice a round (fighters increase their rate of attack at seventh level). Another 3 or 4 levels and he could double specialise, so his main attack is now as 11 or 12HD monster with +3 to hit and damage of 1d12+10.

In order for these creatures to progress in this fashion they should be exceptional in some way, probably intelligence, or born to it through some tribal tradition such as being royalty or the equivalent. But this will make monsters a lot more dangerous and perhaps allow them to do more damage before the massive weapon specialists in the party hack them into little bits. This works best if the party are power-gamers, as is often the case in FRPGs and especially in Dunromin. If they are not then don't include this rule as you may find the monsters caning the party too easily. As with all such things, it's just an idea and the GM can balance it how they like.

Most stories and films include an arch enemy that keeps going away when beaten but not dead, and then coming back to do the party down again in the sequel. Think of the White Orc in the Hobbit films, or any other arch-baddy monstrous side-kick you can think of.

Thanks also to John Sewell for this idea and his interesting interpretation of the Shuzgrap bugbear when he ran TSR's "Dwellers of the Forbidden City" for us. John's use of Shuzgrap as a seemingly indestructible political wannabe king was highly entertaining and spawned many similar characters, both competent and not-so, in other campaigns. It was a revolutionary new idea then, in about 1982; we were only about 14.

Other monsters can have non-monster classes too, if they're clever enough. Certain undead, like Vampires and possibly Liches, could retain all the memories and skills of their former life. And likewise, creatures like Ogre Mage might have some character class-like skills.



Appendix 8: Vampires and Lycanthropes in Barnaynia (The Raw and the Cooked)

Optional Rules designed to address the increasing Anne Rice and “Twilight”-esque fashion for giving Vampires something approaching a personality.

The description of the Vampire in Dunromin owes much to the popular literature and film version of the Vampire – specifically “Interview with a Vampire”. It is this form of Vampire is a suave, thoughtful creature played with cunning and guile



rather than psychotic life-hatred.

A vampire doesn't need to kill its victims to feed and only uses the level drain as a particularly devastating attack form. Instead a vampire may charm its victim and feed from it often, the victim seeing the process as a natural act, for instance perceiving it as love-making, or unconsciously editing it from their memory like a child might edit being abused.

In this way a vampire might survive in normal society were it not for some rather startling drawbacks, like not being able to go out in sunlight or under running water (this must be a persistent waterfall, rather than just a stream), and so on. Also, there are as many different kinds of vampires as there are

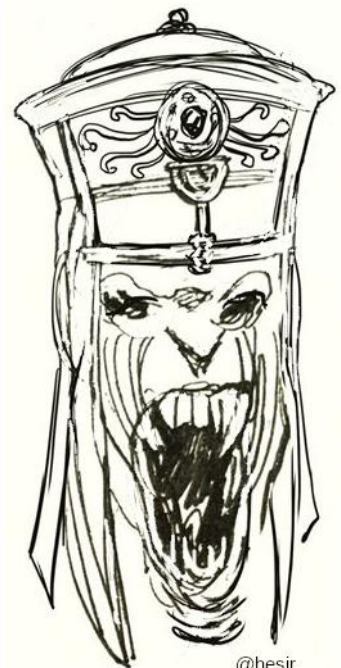
religions and depending upon the nature of the way they were created they might have a variety of weaknesses and vulnerabilities.

The White Dwarf magazine by Games Workshop did an excellent article on this subject so you are encouraged to get hold of this rather than have it repeated here. The main essentials were that vampires might have an affinity with some animal other than wolves, dogs and bats (ravens, frogs, hyenas or even cattle for instance) and might be vulnerable to different attacks (silver pins through the eyes rather than a stake through the heart was one suggestion).

Also, on Barnaynia undead of different types do not have standard, Core Rules style appearances. A Wight might be encountered in plate-mail or bound like a Mummy. It all depends on how the particular undead came to be; what funeral rites did they undergo? What were they wearing when they were killed? And so on...

Likewise, Lycanthropes can use their existing skills and professions to embed themselves in significant locations within normal society. They might be anywhere! This is very much more in the spirit of OSRIC as by the book (BTB).

For inspiration have think about Bjorn in Tolkien's ‘The Hobbit’ and the ‘American Werewolf in London’ film, or even ‘Teenwolf’.



@hesir

Appendix 9: Appearance – A new Statistic

Optional Rules

The idea of Appearance, that of having your physical beauty as a measurable trait is quite intriguing. As a result, there follows an indulgent system called Appearance, based on a scale of 1 to 30 (rather than 3 to 25) with anything over 25 being godlike. Not that it involves any special powers, since Charisma already does that. Appearance is intended as a simple measure of the physical attractiveness of the individual with no real effect on the game. In fact, it is only really relevant for first impressions and is all a bit fatuous really.

Basically, all humans and demi human races roll 3d6 to determine App (or whatever character generation process is being used by the GM). The roll is adjusted by their class (as some classes involve a naturally attractive or unattractive bearing, or involve a certain ability or idealistic selection process). The table that follows reflects the adjustments based on race and class. You can even add other modifiers, like hygiene, clothes, manners and so on. Think how you recognise what people are like from the way they behave.

Class	Adjustment
Assassin	-3
Cleric	2
Courtesan	4
Diabolist	0
Druid	1
Fighter	0
Illusionist	0
Magic-User	0
Necromancer	- level
Paladin	4
Ranger	1
Thief	-1
Wild Domains Barbarian	-1

The scale is based on the superficial belief that successful, well presented people are more attractive. It's not politically correct but neither is the human race. It is deliberately not specified exactly *what* is attractive but rather a score is given reflecting popular appreciation of what is attractive, in



The following table is a list of the adjustments to be added for class and race. Add these to the initial roll, and bear in mind that this initial roll and the adjustments shouldn't take them outside the range for their race. They may only progress beyond this range through magic or other, accidental and intended effects.

Class	Adjustment
Witch	0
Peasant	0
Sage	0

Race	Adjustment (Range)
Human	0 (3-18)
Half-elf	+1 (4-19)
Half-orc	-1 (2-17)
Elf, wood	+2 (5-20)
Elf, high	+2 (5-20)
Elf, grey	+2 (5-20)
Elf, Deep	+1 (4-19)
Dwarf	0 (3-18)
Gnome	-1 (2-17)
Halfling	0 (3-18)

that community, at that time. Beauty is really in the eye of the beholder, after all.

Fashion on Earth moves about 50 to 100 times quicker than Barnaynia, but on Earth big boobs were out in the twenties, men were supposed to be thin in the seventies (Freddie Mercury) and everyone was fat and

sexless in the middle of the 19th century. What is in or out at any particular time is up to the GM. Appearance is merely a tool for getting a handle on the way people perceive the player character – a good appearance can be a boon or a bane, depending on what you are doing and where you are doing it; a beautiful woman or very handsome man might find it difficult to remain inconspicuous and may even suffer endless romantic (or not so romantic) advances from NPCs.

So, the Appearance (App) of a character is a measurement of how physically attractive other creatures of normal society find them. Specifically, normal society, without being racist. Obviously, dwarves will find other dwarves attractive, but not many humans would have the depth of character to want to go out with a bearded, 4 foot woman even if she did have an App of 25, although they might still *appreciate* her good looks. Let common sense rule on this one. It's only really important when the players are trying to make a positive impression or the GM wants a Succubus to lure them to their doom.

In play testing this turned out to be a dump stat for most players but it also triggered some useful little plot twists. One Paladin wanted to be very handsome but ended up having all the local girls (and some of the boys) trailing around after him all the time and fathers of suitable young women persistently bothering him with invitations to social events. On another occasion a Ranger could only be a Ranger and stand a chance of surviving if he dumped one terrible roll in Appearance, which was 4. This immediately spawned a back-story where he had been hideously disfigured in a fire as a child and wore a mask. This in turn allowed other people to easily impersonate him and he rapidly became a wanted man. Another character with a very low appearance developed a back-story where they had been cursed by a jealous deity and she had to fulfil a set of quests to have the curse removed (or slay the deity in question).

Back-stories are VERY important in Dunromin.



Appendix 10: Location hits and Broken Bones

Optional Rules

If you have a look at the character sheets included specifically for the Dunromin Campaigns at the back of this book you will

notice that there is a box in the Hit Points space for something called WL, or Wound Level. This is equal to:

$$WL = (\text{level} \times 2) + 5$$

Wounds will require this amount of damage in a single hit or attack.

Major wounds will require twice this in a single hit.

So, 7hp in a single hit at 1st level, 9hp at 2nd level, 11hp at 3rd level and so on.
(Alternatively, half your total hit points)

This number represents the amount of damage a character can take ***in a single hit*** before they need to roll on the scarring tables that follow. Thus a 3rd level character will possibly get a scar if they take a hit for 11 points or more. Please note that that by ‘scarring’ it is meant that a form of damage is done that leaves some permanent reminder that it happened, such as cutting, smashing, burning and so on.

This might have a number of effects on the game, from nothing to the loss of an eye or even instant death. It is suggested that this rule is only applied to Player Characters and significant NPCs as taking the time to work it for every monster is a waste of effort. Likewise, the ‘Fatal Wound’ result might be unpopular unless your characters are very low level and would have died from the wound anyway. Note that this means that someone who has lost an eye is probably very dangerous because it means that they have been tough enough to receive a wound that takes out their eye and survived it.

You may choose to use the Wound Level merely as an indication that the character will always have a scar as a result of that wound or you might want to explore more complicated consequences as follows:

The Wounding Process

If a character takes a wound that matches or exceeds their wound level then they must roll a system shock roll. If they fail then they have received a Minor Wound which, at the very least, will result in scarring

in some way (sometimes the system shock roll may not be relevant).

If the blow does more than twice the Wound Level in a single attack and the character fails their System Shock roll then they have suffered a Major Wound. The nature of the scarring very much depends on the nature of the attack and the area that has been hit. If the attack is an area effect spell or breath-weapon then the Games Master might rule that this affects the area rolled most significantly. More about this below.



Some kinds of damage won't result in a scar of any kind, like drowning or Power Word Kill. What this process is for is just to add colour to a fight and perhaps to the character as a whole. Scars are supposed to

add to the mystique of a person after all, but having one can reduce your appearance or make you more memorable. This process is also based on playability rather than real medical effects and is not supposed to be a realistic medical simulation.

The following table is based on two factors, these being the vulnerability of the area being hit and the statistical probability of the number appropriate to that area coming

up. This is rolled on 2d20, so 20-22 are most likely to come up.

The healing is based on a number of points being healed in one round. Magic heals trauma, not suffering. So, magic can be used to stabilise a victim and repair immediate damage, but the over-all wounds may take some time of bed rest to heal in some cases regardless of the magic pumped it (short of a regenerate). Good care by a skilled healer can reduce this time.

Roll 2d20	Specific Location (Humanoid)	Slice		Bludgeon	
		Minor	Major	Minor	Major
2	Neck	A	A	F	G
3	Left hand	C	A	C	D
4	Right hand	C	A	C	D
5-7	Head	E	C	G	E
8	Left Shoulder	A	B	B	F
9	Right Shoulder	A	B	B	F
10-11	Left upper arm	B	A	B	F
12-14	Right upper arm	B	A	B	F
15-16	Right lower arm	B	A	B	F
17-18	Left lower arm	B	A	B	F
19-21	Chest	A	B	C	J
22-24	Stomach	A	B	H	K
25	Groin	D	I	I	H
26-28	Left upper leg	B	A	B	F
29-31	Right upper leg	B	A	B	F
32-34	Left lower leg	B	A	B	F
35-37	Right lower leg	B	A	B	F
38	Left Foot	C	A	C	D
39	Right Foot	C	A	C	D
40	Special; GM's choice or re-roll...	*	*	*	*

Wound Type: SLICE (includes piercing weapons) or BLUDGEON (includes falling and other blunt impacts).

Special is left up to the Games Master to choose. You can re-roll or have something else happen. The rules are based around melee, falling and general adventuring damage, where the attack can be clearly identified. Area affect weapons like fireball and dragon's breath are more complicated. For these kinds of attacks, and explosions in general, it is suggested stunning the victim of a minor and incapacitating for major wounds. Make it up as you go along, but consider A for Minor wounds, and J for Major ones in this case.

Minor Wounds

(damage of a single hit exceeds the Wound Level but not twice the Wound Level):

- A Ouch! Severely bleeding and losing 2hp per round until bandaged or 4hp are healed in one go (by magical or other means). You'll have a really impressive scar there!
- B Major Broken bone: You must rest for 2d6+4 weeks to heal this naturally. A *Cure Serious Wounds* will heal it now, or someone with healing (Nursing) Life Skill might reduce the healing time by 66%. The area affected will be useless for this time. Operate at -4 or -20% on all things until healed. If not

allowed to properly heal reduce effectiveness by proportion of 20% that healing wasn't allowed permanently (i.e. if you need 4 weeks, and only take 3, then you will be permanently 5% less effective (25%x20%)). Leaves a scar.

- C Minor Broken bone: You must rest for 1d6 weeks to heal this naturally. A *Cure Serious Wounds* or better will heal it now, or someone with healing (Nursing) Life Skill might reduce the healing time by 50%. The area affected will be useless for this time. Operate at -4 or -20% on all things until healed. If not allowed to properly heal reduce effectiveness by proportion of 20% that healing wasn't allowed permanently (i.e. if you need 4 weeks, and only take 3, then you will be permanently 5% less effective (25%x20%)). Leaves a small scar.
- D Groin Job: As A, but character is also incapacitated (as *Power Word Stun* spell) for 1d20 rounds. Leaves a scar.
- E Head Hit: as A plus Roll 1d10: 1-4 Unconscious for 1d20 rounds and lose 1d20% off Int and Wis, 5-6 severe scar, lose 1d4 App, 7-8 Concussion, as *Forget* spell **every** round for 1d20 rounds, no saving throw, 9-10 lose 1d% Int and Wis percentage through brain damage (punch drunk).
- F Roll 1d%: If less than 20% then you are paralysed from the neck down, permanently, unless a *Cure Serious Wounds*, or *Cure Paralysis*, or 20hp are cured in one go within 5 rounds. If roll 21-00% then concussed and acting at -2 (or -10%) on all rolls for 1d6 hours.
- G Head hit: as F plus Roll 1d10: 1-4 Unconscious for 1d20 rounds and lose 1d20% off Int and Wis; 5-6 severe scar, lose 1d4 App; 7-8 Concussion, as *Forget* spell **every** round for 1d20 rounds, no saving throw; 9-10 lose 1d% Int and Wis percentage through brain damage (punch drunk).
- H Very badly winded: Stunned for 1d6 rounds, severe internal bleeding, lose 1hp per round (might not be aware of this) until healed 4hp or more in one go.
- I: Groin Job: Stunned for 1d10+4 rounds.

Major Wounds

(Damage of a single hit exceeds twice the Wound Level)

- A Severed: The indicated area has been cut through (or so much destroyed as to be useless) and will fall off. Bleed at 2-4hp per round until magically healed – bandaging will halve the rate of hp loss, rounded down. The lost part might be re-attached with a *Cure Critical Wounds* (or *Heal*, *Wish*, *Limited Wish*) of 15 points in one go within 2 rounds, unless it's the neck. If the area is a hand or foot then rather than losing the whole thing you could (25%) lose 1d4 digits instantly and 1 point of Dex (requires 20hp or *Heal* spell in one go for whole wound or 5hp per digit within 10 rounds to heal. No chance of natural healing after that, but a *Regenerate* would work).
- B Deep Penetration: The indicated area has been severely penetrated by some offending article (which may or may not have then been removed). Bleed at 1d3+2 hp per round until magically healed, or a healer/ointment is applied healing 10 points or more in one round is applied. Bandaging will reduce the rate of blood loss by a half, rounded down. Will always leave a serious scar.
- C Head Hit: You have lost one important head function, roll 1d10: 1-3 sight in one eye, 4-5 an ear, lose 4 points of App and get surprised 1 point per di more often (regenerate to heal), 6 Serious facial scar, lose 2d4 App, look like a psycho for the rest of your life (if already happened roll again, a *Heal* within 10 days or *Regenerate* spell will cure), 7-10 brain damage, lose 1d6-2 Int and Wis (rolled separately, a *Restoration* per stat required to heal).
- D Crushing Blow: Lose complete use of hit area, lose 1d4 Dex (racial maximum also reduced by this amount). Requires *Cure Critical Wounds* or better or 20hp healing in one round to stop effect being permanent (heals in 1d6 weeks if 20hp are healed). After

that only a *Regenerate*, *Limited Wish* or *Wish* will work. Victim is in such pain as to be stunned for 1d6+2 rounds.

- E Head Hit: Character is unconscious for 3d6+20 hours unless healed 20 points (not necessarily at once) and has suffered severe head trauma. Roll 1d10: 1-4 Brain damage, lose 1d4 Int and Wis permanently (rolled separately; one *Restoration/Limited Wish/Wish* per stat required to recover), 5-6 severe amnesia, lose 1d3 levels as per undead level drain (one *Restoration* per level required), 7-8 severe concussion, as per *Forget* spell every round for 1d20 rounds and lose one level and one point of Int and Wis (*Restoration/Limited Wish/Wish* per stat and level to cure), 9-10 cabbaged, only *Regenerate/Limited Wish/Wish* will save you from dying in 1d6 days.
- F Shattered Bone: Requires 40hp *Cured* or *Heal/Restoration/Limited Wish/Wish* within 10 rounds to heal properly. With 40hp *Cured* the limb will still only be usable in 1d6 days. Alternatively, 30hp healed in less than 10 hours will set bone properly and allow natural healing as per skilled healer if not used much at all, but 1d6+2 months to heal properly still required. If healing naturally then will require a skilled healer and 1d6+2 months to heal *and* lose 1 point Dex permanently. If no skilled healer is present then lose 1d4 Dex and 1 point Con permanently; heals deformed.
- G Broken Neck: Make system shock roll to stay alive. If succeed then incapacitated. Mediaeval medicine insufficient to treat unless 50 points are *Cured* within 10 rounds, then normal healing will take 1d6+4 months. A skilled healer can halve this.
- H Groin Job: Stunned for 1d10+10 rounds and 1d6x5% likely to be unable to have children (if this has happened before then double this chance and add 2d6 extra points damage for aggravating an earlier wound).
- I Groin Job: As B, but character is also incapacitated (as *Power Word Stun* spell) for a further 1d20 rounds and

1d6x5% likely to be unable to: have sex ever again if male, natural child birth if female.

- J Massive Internal Haemorrhaging: Lose 1d8+2hp per round until 20hp are healed in one round, all other efforts will only prolong the agony.
- K Severe Chest Trauma: 1d6 ribs broken, requiring 10hp healed in one round each. Also, internal bleeding at 1d6+2hp per round until 15hp are *Cured* in one round. Bleeding needs to be stopped before ribs healed (the magic will know this and stop the bleeding first) and broken ribs that are unhealed require 2d10+5 days each to heal.

Additional Thoughts on Exceeding Your Wound Level

This is intended as a start-point and you may find tweaking the tables or the area locations table or the Wound Level makes for more interesting play. Damage suffered in this way can make for interesting character development or give an additional ambition to a developing campaign (e.g. to find a Ring of Wishing or a *Regeneration* spell to get a Thief's fingers back). Game balance is, of course, key and the GM might tweak the Wound Level if the party are suffering too many wounds, or the damage sustained through bleeding if it will sabotage the plot.



Where the table suggests a certain number of points need to be healed this can mean they can be healed in any way, or even

a combination of ways. For instance, if a character needs 15hp healed in one round to prevent a broken bone then the rest of the party can combine their resources – the Paladin could Lay on Hands, the cleric cast *Cure Light Wounds* and the Ranger use their Healing Life Skills all at once. If the result is more than 15hp healed then no worries; the broken bone is avoided and the character benefits from all the HP healed as normal as they do anyway. In this example if the combined healing was not 15 or more then the character would still benefit from the gain to their core HP as usual but the limb would still be broken.

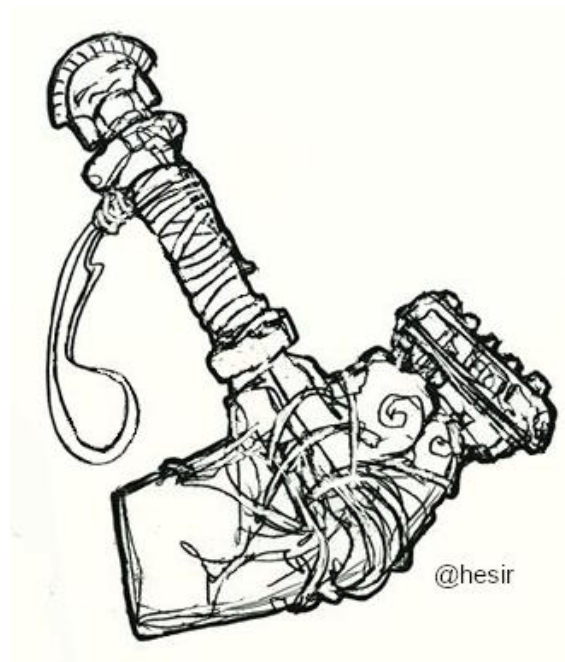
Where a description says something like ‘*Cure Serious Wounds* or better to heal’ then more powerful spells and effects will also work, such as *Cure Critical Wounds*, *Heal Spell*, *Limited Wish*, *Wish*, *Regenerate* or even a Paladin *Laying On Hands*, assuming the Lay on Hands will heal enough HP to achieve the aim (usually 10+).

Where Statistical damage is done this can have serious long-term effects so the GM will have to judge what happens to the character as a result. For instance, if a thief loses several points of Dexterity then they could lose some of their bonuses on their thief skills. However, they would not cease to be a

thief, even if their statistics dropped below the minimum required to be that class – they are just slower and less flexible, they don’t forget how to be a 6th level thief. Lost stats can be trained back up (see ‘Improving the Character’ section under Optional Rules) but the racial maximum for that character will be reduced by whatever scores they lost. If they were already on maximum stat for that race then they will not be able to train that stat up any more without magical assistance (*Regeneration*, *Restoration*, *Limited Wish* or *Wish* for instance).

When reducing stats due to wounds you might want to replace a simple Stat point loss with 2d100 percentage loss instead. So if the character would lose 1d4 Dex (for instance) you might change this to 1d4x(2d100), either rolled as a lump or individually. This is more complicated but might break lucky (or unlucky) for the character depending on whether they roll high or low on the d%.

This whole section is really included purely for entertainment value but if this kind of thing floats your boat have a look for the original version of Middle-Earth Role-Playing (MERP).



Appendix 11: New Character Classes

*All the following additional classes are **Optional Rules**. The emphasis is on fun. There are some more NPC only classes in the GM's Guide to Barnaynia*

The Wild Domains Barbarian



The Wild Domains Barbarian differs from the normal term 'Barbarian' in the same way that professional soldiers differ from peasants. They offer the classic fantasy barbarian warrior option with their own unique characteristics, rather than being merely a fighter in a loincloth...

The Wild Domains Barbarians (WDB) are less pure-combat-obsessed and so are militarily weaker than fighters, but they are more widely skilled and more spiritual. Most outstanding or leader type planes-men, dervishes, cavemen, nomads and bandit style 'normal humans' might be considered to be Wild Domains Barbarians and given appropriate better weapons and skills.

The key to the Wild Domains Barbarian is their tribe or nation, which the player should specify and be approved by the GM. Most Earth-style archetypes (the Germanic tribes, the many herder/warriors of Africa, Native Americans, desert nomads, jungle tribes, and so on.) and others exist in some part of the world of Barnaynia so the title 'Barbarian' simply means 'not of the civilised Lands of the Young or neighbouring civilisations'. The tribe may have fixed abodes, rather than being nomads, but this is unusual and they certainly won't have anything the size of towns or cities unless they have conquered them.

Note that most of the tribes-people will be normal 0-level fighters (or Peasants) and only a warrior elite, caste or clan royal family will be able to become 1st level or higher WDB. The implication of this class is not that all the members of these wandering tribes will be Wild Domains Barbarians, although they could be if the GM wished, but that the leader-types, heroes and significant family heads will be classed as WDB of a suitable level.

Often the philosophies, values and skill sets will be very different and possibly wildly at odds with the norms of Dunromin society and the player can make life as easy or difficult for themselves as they see fit. They may be from a small, remote cult or a broad-ranging, scattered population of many thousands. Whatever their origins, none of the tribes will be located any nearer than the Borderlands beyond Karan and most will be from the Wildlands beyond that, hence the class-title. Of course they can be from even further away if the player wishes but this may make some aspects of their adventuring career difficult.

Each tribe will have its own preferences and styles, with some skills being mandatory and some unknown. Cattle herders might automatically have a Life Skills in animal husbandry but have no idea how to work metal other than beating the metal ingots while cold. Similarly, those living in the heart of the Wildlands will not know how to sail or even swim but might have Extra Stamina at half cost.

The appearance and belief systems can be equally diverse although, remembering that on Barnaynia the gods are very real things and might even take a direct hand in the affairs of mortals at any time, the deified idols are more likely to be representations of more well-known gods. For instance, a planes-man's Thunder God represented by a hairy mound like a thunder cloud that fires lightning from his nostrils might be an incarnation of Thor. Having said that,

perhaps the Vikings themselves are more like Rangers than Wild Domains Barbarians.

The Prime Requisite for Wild Domain Barbarians is Constitution and the emphasis is Survival. Although they are a fighter subclass they make their saving throws as clerics of the same level due to a more spiritual philosophy. The minimum class requirements are Con 13+, Str 9+, Dex 9+ and Wis 9+. In a similar fashion to a fighter, a barbarian gets an increase to their attributes every level. The WDB gets 3d10% which they can split and add to Dex, Con or Str as they see fit (the split is chosen before the player rolls the dice; e.g. 1d10 to Str and 2d10 to Con).

The Wild Domains Barbarian can Multiclass with Clerics, Magic-users and

Thieves (and their subclasses) only. They have no phobia about magic, spells or magic items and may use any magical item useable by fighters. Humans, half-orcs, half-elves, wood elves, dwarves (rarely) and Halflings can be Wild Domains Barbarians.

In order to receive XP training WD Barbarians must travel to their home tribe and pay the tribe elder (usually in kind represented by the loss of actual funds; e.g. a warhorse and saddle of the same value as the training, or jewels or a magical weapon to the same value).

To receive training in stats, skills and proficiencies in Dunromin the Wild Domains Barbarian must join the Fighter's Guild or similar.

Level	Title	XP	D10 hp	Sense danger (d10)
1	Tribesman	0	1	1
2	Warrior	1500	2	1
3	Warrior	3000	3	1
4	Warrior	6000	4	1-2
5	Warrior	12000	5	1-2
6	Warrior	24000	6	1-2
7	Warrior Elite	48000	7	1-3
8	Warrior Elite	96000	8	1-3
9	Headman or Champion	200000	9	1-3
10	Chief	325000	10	1-4
11	Khan/Chieftain	450000	10+2	1-4
12	Khan/Chieftain	575000	10+4	1-4
13	Warlord	700000	10+6	1-5
Etc.	Warlord	+125000 per level	(etc)	(max)

The weapon and Life Skills are listed in the Appendices.

Wild Domains Barbarians have no limits as regards weapon and shield use, although certain tribes will have preferred weapons depending on availability of raw materials and metal-working skills. They may wear any sort of armour that is available to their home tribe and certainly anything they find or capture.

They may not wear Plate Mail or Banded Armour, probably, depending on the tribe they come from. This might be a philosophical or lifestyle requirement or might be because they have never been trained to fight wearing armour like a fighter is. Most tribes will have some basic Life Skills that the whole tribe will have automatically and these must come off the Wild Domains

Barbarian's starting slots (e.g. the horsemen of the steppe must have Riding Land-based), or they may have assistance in this (e.g. a Masai Warrior might get Extra Stamina at half cost).

Wild Domains Barbarians can hear noise 10%+(level x3%) base chance and climb natural walls at 40%+(level x3%) base chance, adjusted by armour worn (see the Appendix on Thieves and Assassins). Natural walls include rough stone walls, cliffs, earthworks and trees. They can also hide in shadows and move silently at 10%+(3% x level) chance but ONLY if in their tribe's normal environment (for instance temperate woodland, grassland or forest, or Arctic areas, or deserts/arid environments, or jungle, etc.). Their chances of doing this are limited by

their armour as thieves (see the Appendix on Thieves).

Wild Domains Barbarians may have some or all of these Special Abilities (GM's discretion);

- Sign Language
- Sense Danger
- Frenzy.

Some may also be able to enter a Warp Spasm (very, very rare - see below). This all depends on the tribe and background they have – GM's decision is final.



Sign Language. (if Int is 10+) allows silent communication of *simple* messages through line of sight to anyone from the barbarian's tribe and anyone else who spends ½ a Life Skill slot and 1 month of study with the barbarian. Similar to the military sign language demonstrated in Saving Private Ryan and similar films, but with additional words for relevant things included. The GM decides if any specific message is too complex to send this way; e.g. "Five goblins are concealed behind a bush forty yards ahead" is fine, but "Five adult goblins armed with bows and short swords are playing dice and discussing the football behind the Rowan bush thirty yards due East of our current position. They don't know we are here and we may get surprise on them if you fire your Lightning Bolt at them now" is too complex.

Sense Danger. A barbarian is in tune with their surroundings and has an awareness of what is happening around them that extends beyond the conscious. This is not a specific detection-spell style ability but tells the Barbarian that something, somewhere close is wrong. Assuming the Barbarian succeeds in the roll (checked for secretly by the GM on 1d10) then they might detect a peculiar smell, feel a slight breeze of displaced air or hear something (like a small animal's alarm call or even an unusual silence, etc.). Range is about 20-40 feet and if the barbarian succeeds then they cannot be surprised by the impending doom, or they have a chance to alert their colleagues.

Likewise, after a successful Sense Danger check the barbarian might be prompted to check more thoroughly for traps or decide on the right door to go through, choose not to drink the poisoned wine, etc. The GM may allow this to affect play or combat directly, by adding a bonus on a subsequent die roll, or give a simple warning.

Frenzy. The best-known type of Frenzy is the berserker-style loss of reason in blood-lust as per the human variant in the Core Rules. The player character Wild Domains Barbarian may be of the berserker style, or a variation on that theme, or might be so empowered by their deity as to be able to go into a magical state of frenzy like the 'Warp Spasm' made famous by the character Slaine in the 2000AD comic.

Note that not all Wild Domains Barbarians have Frenzies – most tribes and cults do not have this culture – or perhaps only certain 'chosen ones' among the tribe have the ability.

A Berserk Frenzy is usually associated with a very warlike, brutal or deity-sponsored tribe such as the European Berserker or the fanatics of other religions. When a Barbarian enters a Frenzy then they will experience one of the following effects. The nature of the effect will normally be the same every time and will last for as many rounds as their Con score, but some tribes may have more than one type of Frenzy available to them. The GM can decide on this. The effects are common to the tribe or cult the barbarian is from; for instance, Duff the Red Finger is a tribeswoman of the Black Wolf Planes-people

of the near Wildlands. When she goes into a Frenzy she can achieve either the Wolf Totem or the Blood Fury as their tribe holds the wolf to be a holy animal and the mortal forms of the servants of their main deity.

To enter a frenzy a barbarian cannot be in a surprised state and must have at least two rounds before the combat to work themselves up into the Frenzied state (banging their heads, beating their chest, war-chants, pogoing, etc. Note this cannot be done while being silent or still). Once in the state the effect detailed in the table will occur.

A Wild Domains Barbarian's chance of entering the state will be equal to their level multiplied by their Wisdom score.



A Wild Domains Barbarian may only attempt to frenzy up to their level divided by three, rounded up, times a day and may only have as many frenzies in a 24-hour period as their level divided by four, rounded up. All the states of Frenzy preclude use of missile weapons – they are all melee based.

Once the frenzy has passed the barbarian must rest for twice the amount of time frenzied. If still in combat they suffer –2 to hit and their armour class is 2 points worse than normal, due to exhaustion. They must rest as soon as possible and every round they do not rest adds 2 rounds to the amount of time they must rest. If they still haven't started a rest 2xCon after coming out of their Frenzy they must roll under their Con on 2d20 or die of cardiac arrest.

Types of Frenzy:

Berserk: Either +2 to hit bonus OR double the attacks per round. No bonuses to AC due to dexterity.

Fury: +2 to hit and damage bonus, no Dex bonus on AC, concentrate attacks on one target at a time, make an Int check to stop attacking that target when it is down. Keep making Int check every round until they succeed.

Shieldwall: Only works when 4 or more of the same Barbarian Tribe work together and have large shields. Improves the AC of all behind the wall by 4 points.

Channelling the Hare: Increases the base movement of the character by 50%, improves AC by 1 point.

Channelling the Bear: Doubles Strength damage bonus (gives +2 damage if no Strength damage bonus).

Fighting Dance: Requires enough space for the barbarian to move freely – improves the AC of the character by 2 points.

The Whirling Dervish: Halves movement but improves AC by 2 and adds 2 to damage rolls.

Blood fury: The character gets an additional bite attack every round against unarmoured opponents for 1d3+ Str bonus to damage.

Power of the totem animal (e.g. wolf, eagle, bear, ostrich, etc.): The barbarian attacks and has a number of attacks as if they are 2 levels higher than they are.

Armour of the Mind: improves AC by 2 points.

Battle focus: +2 on all saving throws.

Transcendence: the Barbarian gains the ability to 'sense' invisible and non-corporeal opponents (including Gaseous Form) or opponents while in the dark and attack them with normal to-hit chances. Likewise, they may hit creatures only hit by magical weapons (but not silver).

Special Frenzy – the Warp Spasm

For those fans of Slaine out there, or if the GM wants an NPC with a really nasty hidden ability, then the Warp Spasm is an extreme form of Frenzy that only a select few

semi-deified 'chosen ones' of Morrigan (Celtic Temple) may access.

If a barbarian chooses to enter a Warp Spasm in normal combat circumstances then they must prepare themselves, which takes 1d6 combat rounds of doing nothing but psyching themselves up. They then roll 1d% and compare with the column appropriate to the level of the barbarian. If 'no effect' is rolled then nothing special will happen and the combat will continue as normal.

If anything, other than 'no effect' is rolled then the barbarian's strength will be temporarily raised to 19 **as well as** the other effects listed. The frenzy will last up to the barbarian's level x3 combat rounds and then

they must rest as per recovery times for normal Frenzies above. The barbarian should make a system shock roll when coming out of the Warp Spasm to survive a cardiac arrest. Also, every time they enter a warp spasm their life expectancy is reduced by a couple of years.

In game terms the Games Master must decide how this Special Ability is triggered or limited or even if it allowed at all. Perhaps the Warp Spasm can only happen when fighting with the barbarian's home tribe at the specific bequest of the local deity; or when fighting a particular type of foe; or on the morning after a particular type of sacrifice; and so on.

Warp Spasm Table

Wild Domans Barbarian's Level					Effect
1-3	4-6	7-9	10-12	13+	
01-85	01-60	01-40	01-20	01-05	no effect
86-00	61-90	41-65	21-30	06-25	+1 to hit, double strength damage bonus
	91-00	66-90	31-70	26-50	+2 to hit, double all damage
		91-00	71-90	51-75	+3 to hit, triple all damage
			91-00	76-00	+4 to hit, quadruple all damage



The Diabolist



The Diabolist is a person who is deeply connected with the Spirits of the Outer Planes. The undulating forces of creatures and personalities that invest the Plane-stuff of the Positive and Negative material planes are connected deep within the Diabolist's psyche. The Diabolist has access to the knowledge and services of ancient and powerful entities that

dwell on the very edges of human experience and imagination.

In game terms they use the magic of summoned creatures and forces to carry out their will using rites and pacts formed temporarily or permanently with the beings they contact. The substance of their magic is similar to Clerical and Magic-user processes

but probably has the most in common with the Druid in terms of the connection they have with their surroundings. The difference being that the Druid is philosophically bound up with the nature spirits and elements, whereas the Diabolist casts their net further out into the realms beyond this, exploiting the negative and positive material planes, the Outer Planes and the Elemental Planes. Also, the Diabolist's purpose is that of mastery and control whereas the Druid's ideals are balance, partnership and service.

While a sub-class of Clerics, Diabolists do not serve a specific deity or mythos. In fact, it is unlikely they will have any patron deity as they see extra-planar creatures of all types and powers merely as potential servants. As such it is unlikely that any Diabolist would find themselves worshipping any deity except perhaps as the result of some magical mishap or the payment in kind associated with a contract of some form.

Diabolists can be human, half-elf, half orcs, dwarves or gnomes. Elves do not make good diabolists as their natures are too free and libertarian, while Halflings have too much (or perhaps too little) imagination to cope with the more persistent rituals.

Humanoid Diabolists are a known phenomenon but rarely associate with large tribes as they find they come into conflict to often with the holy-men of the tribe due to their irreverent nature when it comes to beings from the outer planes. The Urdum Empire is known to have a lot of Diabolists in it.

Diabolists must be of Lawful alignment, as the abeyance of rules and strict process is innate to them, but they may be Good, Neutral or Evil. Any deviation from the path of Law risks losing all their Diabolist powers.

Although their methods seem more akin to the Magic-User, they are actually a sub-class of Cleric due to the spiritual side of their natures and the fact that they are more combative than Magic-users, therefore they Save and Attack as Clerics.

Diabolists may multi-class but not with any class that has to worship a deity (Cleric, Druid, Paladin for instance). Fighter-Diabolists and Thief-Diabolists are the most common multi-classes, although it has to be said that Diabolists are an unusual class in any event and are rare in any form.

Diabolists must have a Constitution and Charisma of not less than 15, Wisdom and Intelligence must both be of 13 or above. If they have Intelligence and Constitution of 16 or more they gain 10% on earned experience, although Constitution is considered their Prime Requisite. They have similar weapon and Life Skills to Clerics but are not limited in choice of weapons in the same way as Clerics. Diabolists may select any weapon and can wear any armour up to and including chainmail (not splint, banded or plate of any kind) as their spell-casting is less athletic than Magic-Users. They can use any shield but cannot cast spells while holding a shield.



All Diabolists can read and write their own language and Arcana as standard, as well as automatically having the Life Skills Meditation and Trivia – Outer Planes Knowledge.

Diabolists can use any magic item usable by a Cleric except Scrolls. They do not have their own scrolls as the nature of their spells can be read by anyone who can read Arcana – it is their ability as Diabolists that allows them to empower the inert words on the page.

Diabolists can use Protection Scrolls and any magical weapons or armour that do not violate their class restrictions.

Lawful Good Diabolists will not use poison or flaming oil as a weapon but others might.

Diabolist spells are different to Magic-User spells but are still stored in a Spell Book in a similar way. Some spells are so similar to the Magic-User or Cleric version that, in game terms, they are the same spell, although Diabolists cannot use *any* magical spell Scrolls.

Spell revision for Diabolists is a combination of study and meditation, although in game terms it takes the same time and effort/focus as Magic-User revision (2 hours per spell level).

When casting spells, Diabolists tend to be a bit more flamboyant and shouty than

Magic-User spells. Diabolist spells tend to involve the summoning and channelling of extra-planar powers, for service or information. While this makes them sound like a half-way between a Magic-User and a Cleric they have an additional set of spells specifically tied to the summoning, interrogating, binding and banishing of entities from the elemental and outer planes. These are their Rituals and are not combat or adventuring spells, instead being disciplines more like research, involving a great deal of time and additional paraphernalia in achieving greater results than might be expected for the Level they are.

Diabolist Experience Table

Experience Points	Level	Hit Dice (d8)	Spell entitlement per level							
			1	2	3	4	5	6	7	
0-2,000	1	1	1							
2,001-4,000	2	2	2	1						
4,001-9,000	3	3	2	1						
9,001-17,000	4	4	3	2	1					
17,001-30,000	5	5	3	2	1					
30,001-55,000	6	6	3	2	2	1				
55,001-85,000	7	7	4	3	2	2				
85,001-125,000	8	8	4	3	3	2	1			
125,001-200,000	9	9	5	4	3	3	2			
200,001-300,000	10	9+2	5	5	4	3	2	1		
300,001-480,000	11	9+4	6	5	4	4	3	2		
480,001-750,000	12	9+6	6	6	5	4	3	2	1	
750,001-1,000,000	13	9+8	6	6	6	5	4	3	2	
10,00,001-1,250,000	14	9+10	7	6	6	5	5	4	3	
+250,000 per level		+2	7	6	6	5	5	4	3	

NOTE – unlike other classes, no more spells are gained beyond 14th level. At this level the mortal frame can contain and channel no more power and risks being torn apart by greater levels of incantation. The character can then only increase their spell total by also increasing their Constitution score above mortal levels. For every point of Constitution over normal racial maximums, however gained, the Diabolist can learn 10 more levels of spells, made up how they wish but once set is fixed. Extra Spell levels can only be gained in this way once the Diabolist is over 14th level.

How this is managed is up the GM but referring to the spell entitlement of a normal

Cleric is a good parallel to use. This is a control used in the game to stop powerful Diabolists starting to try and order Greater Gods about and having the Lords of Hell on speed-dial, not that this should ever be possible.

Code of Laws of the Diabolist

These are the basic ‘manners’ the Diabolist needs to follow in order to be able to communicate with the beings they will be trying to summon. Being a Diabolist is like being a member of a very exclusive club; while they don’t associate with each other much they aren’t hostile to one another either and will even co-operate as suits them.

However, they do have to deal with some very powerful and dangerous entities and as such are reliant upon building up a respectable reputation. Since they often need to bargain with the entities rather than just order them about it is important that they earn and keep the respect of the entities they

are likely to come across by following the rules – bad news travels fast. If a Diabolist chooses to ignore these rules then they might find themselves the subject of a Contract too (and in violation of their alignment).

1. **Do not call upon any entity more than once if it has three or more hit dice or levels unless the entity gives you explicit permission to do so the first time you summon it.** *All creatures have their own lives and purposes to get on with and persistently bothering an individual will almost certainly make them increasingly difficult to deal with. Depending on their alignment this might be open hostility or violence during or after the process.*
2. **Do not summon powerful entities to do mundane jobs.** *Entities should be respected for their power and might. They all have their pride and summoning a powerful Earth Elemental to be a magical shovel will not be appreciated.*
3. **If an entity is of similar or greater power than the Diabolist then some kind of payment or bargain will be expected for the service.** *Many Evil entities will expect payment regardless of the Diabolist's power but are more likely to be favourable for a greater payment. Neutral entities are also more likely to behave favourably in return for suitable payment. The form of the payment will depend upon the entity's nature and is unlikely to be gold or gems every time. Sometimes specific magical items, information or objects might lure them in.*
4. **Do not attempt to Contract a Powerful entity (six levels/hit dice more than the Diabolist).** *They are busy people and will not want to spend a year and a day bound to your sword. They are quite likely to break most items they are in anyway and exact terrifying revenge on the Diabolist.*
5. **Always honour a bargain made with a summoned entity.** *This is not just manners but also common sense. Broken promises are punished severely.*
6. **Do not Contract more than one entity in a single item and do not Contract them into an item with a hostile purpose, nature or philosophy to the entity.** *Trying to bind a Fire elemental to a water-carrying device will not work, likewise binding a violent entity to a feather or a peaceful entity to a weapon. Any such action, as well as trapping more than one in the same item, will lead to friction and disaster. Entities traditionally at odds with one another should also be kept apart; if you have a Ring of Fire Resistance powered by a Fire Elemental and a Ring of Water Walking powered by a Water Elemental, don't put the rings in the same pocket or wear them on the same hand...*
7. **Be honourable and respectful of all summoned or encountered other-plane entities and other Diabolists.** *Not so much a rule as basic manners and common sense. The last thing you want to do is make such things angry with you, unless your aim is to kill them anyway...*
8. **Do not try to summon a creature who is above your reach.** *In theory any Diabolist can call on anything but the more powerful they are compared to the Diabolist the more difficult and dangerous it is. The following table gives some idea of what is likely to be within the range of a Diabolist of a specific level, but this is a guideline only. Your GM might choose to limit or enhance these ideas. Or perhaps a more powerful or weaker entity might seek to deceive the Diabolist for their own reasons. Certain Chaotic entities will try anything to get out of a binding and will examine the small print VERY carefully...*

Level of Diabolist	Creatures Reachable Politely by Type
1	Weak elementals (1-2HD), minor nature spirits (trees, springs, etc.), recently dead low-level mortals
2	Weak elementals (3-4HD), Mephits and similar
3	Weak and Grue elementals (4-8HD), quasits, hordlings, recently dead medium-level mortals, wraiths
4	Lesser demons (1-2HD), water weirds, larger nature spirits (lakes, forests, etc.)
5	Lesser Devils (1-2HD), recently dead heroes, 2-4HD beings from the outer planes, long dead low-level mortals
6	Elementals (8-12HD), Succubi and Incubi, Sladdi (except Grey), recently dead high-level mortals
7	Lesser Demons (3-6HD), Nightmares, Lesser Djinn, base Modrons (but why would you?), Xag-Yi et al.
8	Lesser Devils (3-6HD), Salamanders, Xorn, Type I demons, long dead medium level mortals, large nature spirits (seas, mountains and such)
9	Elementals (16+HD), lesser demons and devils (7-10HD), Djinn, Invisible Stalkers, Grey Slaadi, Type II demons, Aleax
10	Devils (10-16HD), Type III demons, Efreeti, Aerial Servants, Phantom Stalkers, Greater Slaadi, Hierach Modrons
11	Type IV, V and VI demons, night hags, Tarasque, long dead high level mortals
12	Greater Djinn (10+HD), Greater Devils
13	Greater Efreeti (15+HD), Lesser Titans
14	Titans, demigods (by lesser True Names)
15+	Games Master's discretion

The Rituals

As the Diabolist gains levels, they gain more and more connection with the outer planes and can focus their energies on ever more challenging Rituals. These Rituals are known by many and recorded in magical books throughout the world. Merely knowing the appropriate method of a Ritual and possessing the necessary additional materials is not sufficient in of itself to cast the spell. A character needs special training and a great deal of natural talent to be able to place the power of their mind and ego 'out there' sufficiently to be able to question and command the entities they discover. This is represented by the arduous mental training and discipline a Diabolist achieves through gaining class levels.

Once able to cast the Rituals (listed under Spells below) the Diabolist needs to select an appropriate set of Rituals for what they want to achieve. There are essentially

two kinds of ritual; the Interrogation and the Binding, and in turn there are two kinds of Binding; Contracted and Temporary. In all things a Diabolist is tied by manners and protocols which they must also know and obey if they want to be able to complete their intended Ritual and not suffer a bad result.

The **Interrogation** is summoning an entity in order to ask them a question or questions about what they and their peers know. It involves identifying the entity required, which might be a specific individual or merely a certain type of creature or inhabitant of a certain locale.

A **Temporary Binding** is to use a summoned entity for a single purpose, either there and then or to be executed at a specific point or time or until a certain condition is met. Such as summoning an Air Elemental to carry you to a distant place, or a Demon to kill a single named person at a specific time and place (in the future).

A **Contract Binding** requires that the summoned entity be bound into an object, place or creature for a certain duration. During this time they will continue to perform some task for the Diabolist or respond to different, verbal requests as per the Diabolist's whim and the Contracted Entity's capabilities.

Some examples of these are as follows:

Binding a Djinn to a lamp until it has granted three *Wishes* would be a nasty Temporary Binding, nasty because it is essentially unlimited in time if the holder of the lamp saves their last wish for a while.

Binding a low-hit dice Air Elemental to a Bow to retrieve unbroken arrows

that have missed their target would be a Contract Binding and could probably last as many years as the Diabolist has levels.

Binding an 8HD Fire Elemental to a Ring to emulate a *Ring of Warmth* would be a Contract Binding but could probably last a year and a day at the most. This kind of Binding is a popular way for a Diabolist to manufacture very effective but short-lived magic items.

Summoning a Minor Devil or an Invisible Stalker to locate a certain individual or item within a palace would be an Interrogation, as would asking a Greater God how one might manufacture an artefact.

Ritual Processes

Interrogation: Know the Name; Trace the Shape; Summoning; Bargain; Banishing.

Temporary Binding: Know the Name; Trace the Shape; Summoning; Binding; Release.

Contract Binding: Know the Name; Trace the Shape; Summoning; Contract; Completion.



The above summaries are here to summarise the process required for each type of Ritual. The Rituals are sets of spells that the Diabolist must learn and cast to achieve the complete process. They all have long casting times and are not suitable for combat or adventure casting. This isn't their purpose and the Diabolist has other more normal spells to help them with adventuring.

It is unlikely the Diabolist will be able to revise and know all the spells that they need to cast in one go so there will be pauses in the process for the Diabolist to revise and meditate upon the next stage of the process. The whole summoning and binding process is a long one and is best done without any interruptions. For these reasons some Diabolists prefer abandoned or remote locations for their spells, indeed some of the incantations demand it. Some Diabolists hire a staff or group of trusted servants to manage their affairs and limit access to them while they are working.

Know the Name – this is a First Level spell that allows the Diabolist to use research

and divination to determine the name and associated preferences and rituals required to summon an entity. The target gets a Saving Throw versus Spells at a penalty of minus the Diabolist's level, not that the victim will be aware of the process or even need be anywhere near where-ever the Diabolist happens to be.

This process can take the form of time spent in ancient libraries poring over ancient texts and scrolls, scouring the back-streets of magical communities interrogating mad old people or just in silent contemplation listening to the winds of time blowing cold between the planes. Or the Diabolist might send a Fetch to find the information for them (see the notes under the Diabolist *Find Familiar* spell below). Or it might be a combination of any of these or something else the Games Master has read about somewhere.

Whatever happens, the casting time is a number of days equal to the hit dice or level of the target, regardless of success and costs incurred. If the Diabolist is unsuccessful, they will know this and may try again. The result of the spell is that the Diabolist will know the Shape (sometimes called the "True Name") of the intended target of the summoning as well as the nature of the summoning procedure required to summon them.

This is the only part of the process that a Diabolist can 'contract out' to another Diabolist. In fact, some Diabolists make a living finding the True Names of various entities and selling them to other Diabolists (or gullible amateurs). Once a name is known it may be kept for future use, assuming the entity still exists. If a 'Know the Name' spell fails, it cannot be attempted again for that entity for 3 months (63 days on Barnaynia).

Trace the Shape – Once the name of the victim is known the Diabolist must create the appropriate reception area for the entity. This is usually a magical circle or other shape traced onto the ground or a specific surface using an appropriate process. Sometimes the ground or surface has to be a certain material (granite or paper for example) or in a certain kind of location (mountain top, wooded glade, windowless room, etc.).

A shape is then made on the ground either temporarily (e.g. drawn in the sand at

low tide) or semi-permanently (e.g. drawn in goat's blood or the ink of a squid). Other equipment may be needed and the nature of any payment required will also be detailed in the information gained from the *Know the Name* spell. All this needs to be acquired and prepared in a very precise manner and the casting itself takes a random amount of time (2d10 turns).

It might take an adventure to get the necessary equipment and the preparation will take an additional hour per level or hit dice of the target creature. To succeed at this the Diabolist must Save vs. Death Magic, but they get a plus on their roll for every level they have so they get much better at it as they gain levels (a roll of 1 will always fail). If they make a mistake the GM makes a secret check against their intelligence. If they pass this then they notice the mistake and may begin again. If they fail this then they have not noticed the error and the entity they are summoning will automatically make their saving throw against the *Summoning* below.

Summoning – This is the part of the Ritual wherein the Diabolist calls the entity forth from where-ever it exists to join him in the magic *Shape* they have prepared for it. The nature of this Ritual varies hugely. Demons and Devils like doom-ridden verse and guttural noises, loud chants and black candles. Most elementals prefer simple meditation and other entities will go for everything in between (repetitive gongs, bell-ringing, hoots or whistles; complex dances; precise preparation of food or drink; the possibilities are endless), plus it may have to be started or timed to end at a particular time of day (or even day of the year with some very powerful entities). Special clothes, perfumes, incense or decorations may also be required but this preparation comes under the *Trace the Shape* spell.

Whatever the process, it will take one turn per hit dice or level of the target entity and the complexities and inconvenience will increase with the power of the entity to be summoned. The entity gets a Saving Throw versus Spells (Magic Resistance does not help them) at minus the Diabolist's Level on the dice. If the entity passes then they will be vaguely aware of the attempt but not get summoned. The GM can decide what action

the entity will take if they pass their saving throw. Remember that if the Diabolist made an error in the *Trace the Shape* spell then the entity will automatically pass their saving throw and the *Summoning* will fail, although the entity may still come to the *Summoning* request.

When the *Summoning* is successfully completed the entity will appear and be trapped in the *Shape* the Diabolist has prepared for them. This is not painful for the entity but may be inconvenient. If the Diabolist made a mistake in the preparation of the *Shape* then this will become apparent at this stage as the target will not be trapped in the *shape*. How they react then is up to the GM – wily ones might pretend to be trapped to see what the Diabolist wants, others might sniff and go home, or try to kill the Diabolist first.

If the *Shape* is correct the target entity is trapped in it and may take no action against anyone outside the *shape*. The *Shape* might be disrupted and the entity released by someone else acting in the favour of the entity and this may be as simple as rubbing out or damaging the *shape*, or it may require a *Dispel Magic*.

If the Diabolist is rendered unconscious or killed the *Shape* will lose its power. The employment of a 'Fetch' halves the time of the *summoning* but only one *Fetch* may be used at a time – see below under the Diabolist *Find Familiar* spell below.

NOTE: All the Ritual Processes are the same until this point and the entity is now very vulnerable. They are trapped in a small space and unable to affect anything outside that space. They may talk and signal to those outside this *Shape* but they cannot use magical or natural powers through it without the permission of the Diabolist.

For instance, a Demon might talk to anyone in the room but they can't use their *Suggestion* ability on them, unless the person were *Charmed* or similar by the Demon *before* the entity was trapped in the *Shape*.

Of course, anyone else might cast spells at the entity or do anything else they fancy, including the Diabolist, but it should be noted that if the Diabolist attempts any other

hostile action or normal spell on the entity then the magic of the *Shape* will be lost and the entity freed.

A resourceful party could plan to use this to summon, trap and kill powerful monsters, but this would probably only work once before word got out amongst the target's peers and followers. It is an activity frowned upon by Diabolists as it gives them a bad name. The GM will have a number of strategies to discourage this.

For Interrogation type Rituals:

Bargain – The Diabolist explains what he wants the entity to do and they negotiate a price. This is a process that takes as long as it takes; it might be a minute or two or it may take days (see spell description for more details).

Firstly, the task must be within the power of the target to do and then the price must be reasonable. The *Bargaining* process may be role-played or simply rolled as follows. Failure means that no bargain has been made and the *Summoning* has been for nought. The price might be gold, gems, a magic item or something like payment in kind; the lives of six slaves, the True Name of one of the entity's superiors, or whatever; the GM can have some fun here but some clue as to the price will have been gleaned from the *Know the Name* Ritual.

The Diabolist might not have the payment available to them at that point in which case either the task is done on the promise of payment by some later date (a common arrangement) or the entity agrees to return at some point in the future, receive the payment and then complete the task.

Failure to come up with the payment promised releases the entity from the *Shape* (if they are still in it) and allows them to take whatever action they see fit. Diabolists might demand tasks to be done by weak entities without payment, especially if the entity knows the Diabolist will kill them in a fight. Likewise, some entities will demand no payment if the task works to their advantage or is in a cause they approve of. Entities will NOT agree to do something that goes against their Alignment or specific ethics, regardless of the price offered.

$$\text{Chance of Bargain Success} = \frac{\text{Diabolist Level} + \text{Wisdom}}{\text{Entity's Hit Dice or Level} \times 3} \times 10\%$$

Always Round Down. A roll of 96-100% will always fail. For unique entities with hit points rather than levels (e.g. Demon Princes) assume the entity is 16HD. Note that the chances of a successful bargain are usually quite high as the price to the entity is likely to be slight and the benefit significant. The GM might add on other adjustments as suits the situation. A Fetch can help here too – add 10% to the chance of success if a Fetch is used.

Banishing – this is the riskiest part of an Interrogation, especially if the meeting has gone badly and the *Bargain* has failed.

Banish is cast once the bargain has been made regardless of whether the task or payment have been completed and means that once the process is complete the summoned entity will be forcefully returned to their start point and/or released from the *Shape*. When the task is complete the entity is given a Saving Throw versus Spells with an adjustment of minus the Diabolist's level divided by two (rounded down). If the entity passes the Saving Throw then they are freed of the *Shape* and may do as they please. A "Natural 20" is not an automatic success on this roll.

If the entity fails this saving throw then they are immediately returned from whence they came. If the agreement has been good, the task completed without significant harm and with the agreed payment then Lawful entities will leave

peacefully of their own accord. Good and Neutral entities might want to have a look around first but won't necessarily owe the Diabolist any ill will; they might even be grateful for the payment or the opportunity to have a look around. Chaotic and/or evil entities might do anything, including attacking the Diabolist.

For Temporary Binding:

Binding – With a *Temporary Binding* the Binding Ritual itself is very similar to the *Bargain* process of an *Interrogation*, but is usually performed in a more hostile way. The Diabolist will detail what they want the entity to do and in return for doing it the entity is released from its *Shape* and sent back whence it came.

If the task is something the entity can do easily then the *Binding* is likely to go easily. But if it involves considerable effort, power or risk then it is less likely to be favourably viewed. This defines the 'Pain' of the task as detailed in the chance below (lower Pain score, the worse for the entity). A task with a high level of inconvenience, risk or time investment for the entity will have a low Pain score, like 1 or 2. Safe tasks or the use of innate daily or weekly abilities or spells will have a Pain score of 3 to 5. Easy tasks or the use of powers the entity can use every round or three times a day or similar will have a pain of 6 to 8 (maximum). The GM decides the Pain Level.

$$\frac{\text{Chance of Temporary Binding Success}}{\text{Binding Success}} = \frac{\text{Diabolist Level} + \text{Wisdom}}{\text{Victim's Hit Dice or Level} \times 3} \times \text{Pain \%}$$

Round down. A roll of 96-100% will always fail. For unique entities with hit points rather than levels (e.g. Demon Princes) assume the target is 16HD.

The use of a Fetch in the process adds 10% to the chance of success.

Note that the chances of a successful *Binding* vary depending on the nature of the task and this is decided by the GM. If

successful then the task will be completed, if unsuccessful the entity will refuse to agree and the Diabolist has wasted their time and money.

Release – As per the *Banishing* in an *Interrogation*, the Diabolist must complete this procedure after the **Binding**, regardless of whether the **Binding** was successful or not or

whether the task has actually been done yet or not. The entity makes a Saving Throw versus Spells, at an adjustment of minus the Diabolists level divided by two (rounded down) on the dice. A “Natural 20” is not an automatic success on this roll.

If the entity makes their saving throw then they can chose to ignore the *Binding* and are released from the *Shape*. How they behave then is much as per a failed *Banishment* although the entity is far more likely to react in a hostile fashion to the Diabolist, regardless of alignment, usually attacking them immediately.

If they entity fails its Saving Throw then it is sent back from whence it came either there and then if the Binding was unsuccessful or the task has already been completed, or as soon as the task is completed.



For Contract Binding

Contract – When a *Contract Binding* is being attempted the Diabolist must form a *Contract* with the entity with whom they are dealing. The contract will be stipulated as per the Diabolist’s requirements and the entity’s willingness to be subject to the Diabolist’s power for the purpose and period specified.

Chances of success are as per the Temporary Binding success above but the grades of the entity’s reaction are affected not only by the Pain factors given above but also the time the Binding is envisioned to work for.

Normally the durations of the Binding are until either the entity or the Diabolist is killed; for ten to thirteen years; for a year and a day; until the next relevant time period (next new moon, the next dawn, or whatever); or until some other condition is met (for example; the Diabolist is king of where-ever; the entity manages to get someone to kiss them or fall in love with the Diabolist; some enemy is defeated or killed or some ally has completed a task).

It’s pretty standard fairy-tale stuff in the main. However, the Pain for a *Contract Binding* is always greater than for a Temporary Binding so the categories score as; a long time or difficult/boring task, involves being bound to a tiny cheap trinket, are all Pain 1; a medium length of time, hard task or risk-free task, and/or being bound to a cool, large and comfortable object, are all Pain 2; An easy task that sounds like it might be kind of fun and is pretty much what the entity likes doing anyway and/or the entity retains their normal shape and is not tied to some poky little object, are all Pain 3.

Note that while the *Binding* is agreed verbally, the entity might require that it is recorded or vouchsafed against some other process. It’s not a good idea to bind powerful creatures for a long time unless the Diabolist is powerful themselves as *Bindings* have a habit of ‘fraying’ when containing more power than they should. When entities are bound to objects, the objects must be appropriate to the nature of the entity being bound to them, such as high-quality carved wood or metal items, expensive amulets or charms, the best quality clothing in a style becoming of a more powerful creature. The costs should reflect the power of the beast contained, maybe 100gp per hit dice as a rule of thumb.

Entities cannot be bound to magical items as the conflict in energies prevents it.

An item with a bound entity will radiate magic but an *Identify* spell will only inform the caster that the item uses Divination type magic and/or some indication of the nature of the entity trapped in the item.

When bound to an item the entity will vanish and inhabit the item, regardless of physical form, only emerging as required

(like a Djinni from a lamp if they were *Contracted* rather than temporarily bound) however the appearance of the creature within the item would be apparent to anyone with *Astral* or *True Sight*.

Completion – As with *Release* and *Banishment*. The *Completion* of a *Contract Binding* must be cast once the *Binding* is complete, whether successful or not. The chance is the same for the *Release* but the consequences are more significant. i.e. the entity saves versus spells at minus the Diabolist's level divided by two (rounded down) on the dice. A "Natural 20" is not an automatic success on this roll.

If the entity fails its saving throw then it will return from whence it came there and then. If the *Contract* was unsuccessful or when the *Contract* comes to an end if it was successful then the entity will also return immediately if it fails its saving throw.

If the entity makes its saving throw then the *Contract* is void (referred to as 'Lost on a Technicality'), the entity is released from the *Shape* and may do whatever it likes, as above, but which also includes a chance to *Bind* the Diabolist. Which means that even if the entity has no Diabolist skill they might try and seize the Diabolist and drag them back to their home as their personal slave.

The entity's chances of doing this is the entity's level or hit dice divided by the Diabolist's level, all times 25%, so if the entity has four times the Diabolist's level or more they will automatically succeed unless they roll a 96-100%. It is for this reason that Diabolists are always circumspect about summoning powerful entities. More often than not, however, the entity will disappear, possibly shouting oaths and curses, or simply *Gate* (or similar) in a load of his mates and try and kill the Diabolist and all his mates.

NOTE: some of these situations can end badly for the Diabolist, so the Diabolist will equip themselves against these eventualities. They will certainly pre-cast some other spells to help them (see below).

Likewise, a Diabolist might emerge from even the most disastrous summoning relatively unscathed, learning lots from the experience.

A GM should award experience for successful Rituals; perhaps a successful *Binding* should earn the Diabolist as much experience as if they had killed the entity and half this for a successful *Interrogation*. XP might be awarded for heroic failures too, assuming the Diabolist survives.

Getting Rid of a Bound Entity

It may happen that the players or an NPC want to remove an entity which another Diabolist has bound to a device or location. Remember that items with an entity bound into them will detect as magic, plus an *Identify* spell will inform the caster that the enchantment on the item is a possession style of magic.

A bound entity can be removed by a Diabolist simply casting a *Completion* Ritual on the item. Alternatively, a non-Diabolist may cast a *Dispel Magic* or *Remove Curse* on the item. In all these cases the spells are cast as if the opponent was the Diabolist that originally bound the entity when they bound it. Also, the caster must be holding the item or touching the location at the time of casting.

If an entity is still in the *Shape* that it was summoned to someone need only destroy a part of the *Shape* or cast *Dispel Magic* on the *Shape* in order to release the entity. What an entity will do once released it is hard to say and entirely depends upon the circumstances, alignments of the parties involved, and the whim of the Games Master. They are not automatically sent back where they came, merely released from their *Binding* (regardless of type). They also lose the payment if they don't already have it so they might be quite angry with someone.

What Bound Entities Do...?

When an entity is bound to an item they will have a purpose associated with the process. This might be a specific task they are required to complete (usually again and again, such as an Air Elemental bound to a bow to retrieve spent arrows) or to merely wait for them to be called into action (such as a Genii waiting in a lamp). Usually during the waiting time the entities are invisible or somehow 'within' the item they are bound to, so it is not apparent what the bound entity is or does most of the time. A *Detect Magic* spell will suggest an aura of magic, of a summoning or binding type, and will *Detect*

Evil if the entity is evil. This means the wilder can dramatically call the entity forth from the object as and when they are needed. Some entities (like low-level Air Elementals are invisible or too tiny to see anyway.

Depending on the wit and nature of the bound entity getting them to do as required might be problematic. The entity might take to wearing chains or similar and clanking to emphasise their dislike of the situation, or they might get cheeky or rude if not specifically told not to be...

So why Bother?

The shrewd player might think this sounds like an awful lot of bother for a result that any reasonable Magic-User could achieve permanently. On the face of it, being a Diabolist seems like a complicated,

irrelevant career for an adventurer, but it isn't.

With passable fighting abilities and some useful spells (see below) a Diabolist, especially a multi-classed Diabolist, is an asset. They come into their own when they start using their skills to bind more and more entities. The items they can manufacture can be incredibly useful and are often a lot cheaper than the Magic-User equivalent (although not as long lasting). It is left up to the players to decide how they might benefit from this but it should be noted that Diabolists can earn experience by summoning entities when not adventuring, which means a Diabolist working away in the city for a number of years for rich clients could become rich *and* high-level.

Diabolist Spell List

No.	First Level	Second Level	Third Level
1	Banishing (R)	Affect Normal Fires (MU)	Completion (R)
2	Bargain (R)	Augury (C)	Contract (R)
3	Detect Evil (C)	Binding (R)	Detect Charm (C)
4	Detect Invisible (I)	Detect Illusion (I)	Detect Lie (C)
5	Detect Magic (C)	Detect Life (C)	Divination (C)
6	Find Familiar (MU Special)	Know Alignment (C)	Monster Summoning II (MU)
7	Identify (MU)	Locate Object (C)	Negative Plane Protection (C)
8	Know the Name (R)	Monster Summoning I (MU)	Protection from Fire (D)
9	Protection from Evil (C)	Predict Weather (D)	Protection from Undead
10	Read Magic (MU)	Protection from Elementals	Summon Minor Host
11	Summoning (R)	Reflecting Pool (D)	Tongues (C)
12	Trace the Shape (R)	Release (R)	
13	Unseen Servant (MU)	Speak With Dead (C)	
14	Write (MU)	Teeth of the Dead	

No.	Fourth Level	Fifth Level	Sixth Level	Seventh Level
1	Animal Summon I (D)	Aerial Servant (C)	Animal Summoning III (D)	Conjure Animals (C)
2	Control Undead	Animal Summoning II (D)	Cacodaemon (MU)	Control Weather (C)
3	Dispel Magic (C)	Call Woodland Beings (D)	Exorcise (C)	Energy Drain (MU)
4	Legend Lore (MU)	Conjure Elemental (MU)	Gate (C)	Monster Summon VI (MU)
5	Monster Summon III (MU)	Insect Plague (D)	Golem (C)	Phantasmal Killer (I)
6	Protection from Evil 10' Radius (C)	Invisible Stalker (MU)	Monster Summon V (MU)	Raise Dead (C)
7	True Seeing (C)	Monster Summon IV (MU)	Reincarnation (MU)	Summon Greater Host

In the above Spell List there are a number of spells that are suffixed as existing Cleric (C), Magic-User (MU), Illusionist (I), Druid (D) or Necromancer (N) spells (see the **Games Master's Guide to Dunromin** for these spells). It should be noted that these spells are not exactly the same as their equivalents, requiring different casting techniques, but for simplicity's sake are treated the same (casting time, range, etc.) as the normal spells unless stated below. Spells Marked (R) are Diabolist Rituals. Unlabelled spells are new, Diabolist specific spells explained following the table.

A Starting Diabolist will have all the level 1 Rituals, Read Magic and Write, and a number of other spells equal to their Intelligence Language Bonus. New spells are gained in the same way as a Magic User (copied, stolen, discovered or bought) and at the same places and prices.



Diabolist Spell Explanations

First Level

Banishing (Ritual) - Range: within the Shape, Duration: instant; Area of Effect: one creature or entity; Components: VS; Casting Time: 1 round; Saving Throw: special.

When an Interrogation *Ritual* is complete the Diabolist must cast this spell to send the entity back from whence it came. The entity is allowed a Saving Throw versus Spells at minus the Diabolist's Level divided by two, rounded down. If they fail they are gone, if they pass they are released from the Shape and may do anything they please, including just going home. See the *Ritual* process for more information.

Bargain (Ritual) - Range: within the Shape, Duration: special; Area of Effect: one creature or entity; Components: VS; Casting Time: varies; Saving Throw: special.

This Ritual involves the Diabolist negotiating with the summoned entity as regards the nature of the task that is required. The success of the process is dependent on a number of factors as detailed in the *Ritual Process* above. The casting time depends on

the nature of the creature summoned and varies from minutes to days (GM decides). Unless the GM chooses otherwise, the base time could be 1 turn but this is adjusted by the alignment of the entity compared to the caster. If they have the same alignment then the casting time is 1 turn; if they are one step different in any direction on the alignment chart in the standard rules (neutral vs. Lawful, for instance) then multiply this time by 1d20. If they are two steps different in either direction then multiply the result by the Hit Dice or level of the summoned entity squared. So, a Lawful Good Diabolist summoning a Chaotic Evil (2 steps) Succubus (6HD) and they roll 11, then the duration of the bargaining process is $11 \times 6 \times 6$ turns, altogether 2.75 days. The bargaining process includes time for the caster to rest and eat but the entity is trapped in the Shape for the whole time, which may not put them in the best mood. This is the main reason why Diabolists tend only to work with creatures of similar alignment to themselves. The presence of a Fetch increases the chance of success by 10% but doesn't affect the casting time.

Find Familiar (Special) - Range: 1 mile/level, Duration: Special; Area of Effect: As spell range; Components: VSM; Casting Time: 1-12 hours; Saving Throw: Neg.

This spell is exactly the same as the MU spell Find Familiar except as above and in terms of what creature is found, which is rolled on the table below, and the material component, which is 200gp worth of magical materials, which *may* not be easy to come by (GM's discretion). Also, the Diabolist may have *as many* Familiars as they have levels but may only be allowed one of some of the species. Also, none will be of the 'Special' category available to Magic-Users, nor does the Diabolist gain the hit points of the Familiar on top of their own. The penalties for having a familiar killed are, however, still the same so having a lot of familiars around when a Fireball goes off can be very painful. The Diabolist may cast the spell once per Moon (21 days).

Note that one of the results is a 'Fetch' which is a spirit of a dead individual who comes to the caster's aid and stays with them. They can communicate with the caster easily and may even have knowledge that can assist them. They are invisible and inaudible to all but the caster unless a *True Seeing* spell is in place. They are an Astral entity and can see dimly into the prime material plane around the caster as if the caster was a lantern in terms of range. They will not be able to investigate beyond barriers or in containers as per a *Wizard Eye* but may perceive secret doors and similar (detect as an elf). However, their primary function is to assist the Diabolist with their spells. A Diabolist may have up to three Fetches but the Fetches may not be friendly to each other, and the Diabolist can only use one at a time in any Ritual.

Fetches will not be affected by any area effect spells cast on or by the Diabolist.

Roll D20	Familiar	Powers	AC	HD
1	Cat, Black *	Excellent night vision and superior hearing	7	1/2
2-3	Cat, Other colour	Excellent night vision and superior hearing	7	1/2
3	Hawk *	Superior distance vision, flight	7	1/2
4-6	Crow *	Excellent vision, flight	7	1/2
7	Owl, Screech *	Night vision, superior hearing, flight	7	1/2
8	Toad	Wide angle vision	7	1/2
9-10	Weasel	Superior hearing and sense of smell	7	1/2
11	Otter	Superior sense of smell, ability to swim	7	1/2
12-15	Jack Russel Dog or similar*	Superior hearing and sense of smell	7	1/2
16-17	Horse *	Form of transport	6	3
18	Wolf	Superior hearing, sense of smell and attack ability but large	5	2
19	Fetch	See notes above	0 (10)	1
20	GM's Choice	Note that there is no reason that the Familiar Spirit summoned has to inhabit an animal, or even a normally animate object – think of Disney's Beauty and the Beast cartoon		

* - A Diabolist may only have one of these types of Familiar at one time, if indicated more than once then the GM might ask for a re-roll once only. If a repeat is indicated again then the spell has failed.

Know the Name (Ritual) - Range: na, Duration: special; Area of Effect: na; Components: special; Casting Time: 1d20 weeks; Saving Throw: neg (vs. Spells at – Diabolist's Level)

See the description of the Rituals above for more details. The research required can take a variable amount of time but if successful will reveal the name, ritual, *Shape*, special requirements and likely price for a given entity. Due to the random nature of this process Diabolists will often spend their spare time casting this Ritual and then store, swap or sell the results to other Diabolists. Once the information is gleaned there is a chance the entity might die or change before the spell is cast. This is unlikely but the chance does increase with time.

Summoning (Ritual) - Range: Infinite, Duration: special; Area of Effect: one being or entity; Components: special; Casting Time: 1 turn per level/hit dice of entity; Saving Throw: Neg. (vs. Spells at minus the Diabolist's level on the dice).

See description of the Rituals above. This spell takes some time to perform and at its end the entity chosen will appear in the magical *Shape* prepared for them. While the entity cannot refuse a summons if they fail their saving throw, they may choose to follow the summons anyway. If a mistake has been made with the *Shape* then the entity is free to do as they please if/when they arrive. The material components of the spell will vary from creature to creature and will be revealed in the *Know the Name* Ritual.

Trace the Shape (Ritual) - Range: special, Duration: one month or until the caster sleeps, is unconscious, dies or the entity is released; Area of Effect: special; Components: VSM (varies); Casting Time: varies; Saving Throw: Special.

This Ritual involves the preparation of the receptacle for a summoned creature, usually a magical circle or similar shape. The location, timing and materials involved in preparing the shape and the surroundings will have been revealed in the *Know the Name* Ritual and must be followed exactly. The material components might be cheap or expensive, depending on the whim of the GM and the nature of the creature to be summoned. Simple, low level summoning materials might be bought from a local emporium for a few hundred gold pieces, but

powerful entities may require something special and/or expensive. When complete the Diabolist must make a saving throw versus Death Magic at a bonus of +1 per level of the caster. If they fail there is an error in the *Shape*. If they make a subsequent Int check then they will notice this mistake and have to start again (roll a percentage dice to see how much of the material components will need to be replaced). If the Int roll is failed then the *Shape* will not work and the entity will not be trapped once it is summoned. Once drawn the *Shape* will remain effective for one month (21 days) if the entity is of equal or lower hit dice or level to the caster, or only until the caster sleeps or is unconscious/dead otherwise.

Second Level

Binding (Ritual) - Range: varies, Duration: special but usually short; Area of Effect: one creature/entity; Components: VS; Casting Time: special; Saving Throw: special.

This Ritual is part of the *Temporary Binding* process and involves the caster explaining to the summoned entity what they want it to do and what (if anything) they are offering in return. There is a chance of success detailed in the Ritual process above. Regardless of whether this succeeds, the summoned entity will need to be released from the *Binding*. The GM can insist this is role-played or you can just roll the dice which determine the casting time. This is the same as for the *Binding* Ritual, which is 1 Turn for the same alignment, x2d10 for one step difference in alignment, times the entity's HD or Level squared for two-steps alignment difference.

Protection from Elementals- Range: touch, Duration: 3 rounds/level; Area of Effect: creature touched or caster; Components: VS; Casting Time: 4 segments; Saving Throw: none

This spell functions as per *Protection from Evil* except that it protects the individual from elemental beings and beings from the elemental and para-elemental planes. It has the additional bonus of giving the target of the spell a +2 on all saving throws against attacks of magical or non-magical fire, cold,

earth, air and water although not electricity or lightning. Note that this only works against actual attacks, it does not allow the user any benefit when moving through a burning building or drowning, for instance.

Release (Ritual) - Range: Within the Shape, Duration: Instantaneous; Area of Effect: one creature or entity; Components: VS; Casting Time: 1 round; Saving Throw: special.

After a *Binding* Ritual the caster must *Release* the entity from the *Shape* they are trapped in and send them home (effective immediately or when the task is completed) whether the *Binding* was successful or not. The Entity gets a save versus spells at minus the caster's level divided by two, rounded down on the dice. If the Entity makes its saving throw it is released from the *Shape* but not sent home. See the Ritual descriptions above for what may happen then.

Teeth of the Dead - Range: 2", Duration: 2 rounds + 1 round/level; Area of Effect: 1"x1" square; Components: VSM; Casting Time: 5 segments; Saving Throw: none.

This spell requires a full set of teeth from a man-size or larger carnivore which are cast on the floor (rock, worked stone, dust, sand or soil only) during the casting and cannot be used again. 1d6+2 triple hit dice skeletons then rise from the area to attack whatever the caster tells them to until slain or Turned. If successfully Turned they will disintegrate. During any round they are not fighting anything they are 10% (cumulative) likely to start fighting each other, or themselves if no other skeletons are around. They will be armed with scimitars and small shields when they emerge from the ground. Film fans may recognise this spell....

Third Level

Completion (Ritual) - Range: Within the Shape, Duration: Instantaneous but conditional; Area of Effect: one creature or entity; Components: VS; Casting Time: 1 turn; Saving Throw: Special.

When a Diabolist has completed the *Contract* part of a Ritual, regardless of success, they

must then *Complete* the process. This means that the entity is released from the *Shape* they have been trapped in and *Bound* into the contracted conditions of the *Contract* if the *Contract* was successful. The entity is allowed a saving throw versus spells at minus the caster's level divided by two rounded down. If they fail the save and the *Contract* was a success then they will return from whence they came at the end of the *Contract*. If they fail their save but the *Contract* also failed, they return immediately. If they make their save but the *Contract* was a success, then they are not forced to return to their home plane when the *Contract* ends (although most will). If they make their save and the *Contract* was a failure then they are free to do what they want immediately, including attacking or *Binding* the caster – see the Ritual Process for more details on this.

Contract (Ritual) - Range: within the Shape, Duration: special; Area of Effect: one creature or entity; Components: VSM; Casting Time: special; Saving Throw: Special.

This spell is part of the *Contract Binding* process and involves the caster explaining to the summoned entity what they want it to do and what (if anything) they are offering in return. There is a chance of success detailed in the Ritual process above. Regardless of whether this succeeds, the conditions for the release of the Entity from the *Contract* will need to be specified (see the *Completion* Ritual) although this will only happen when the *Contract* is completed. The Casting Time is the same as for the *Binding* Ritual, which is 1 Turn for the same alignment, x2d10 for one step difference in alignment, times the entity's HD or Level squared for two-steps alignment difference. The material component is the item, individual or place to which the entity is being bound. There are more details on this in the Ritual Process above. When cast this spell allows the caster to negotiate with the summoned entity regarding the *Binding* they wish to complete

Protection from Undead- Range: Touch, Duration: 5 rounds/level; Area of Effect: creature touched; Components: VS; Casting Time: 4 segments; Saving Throw: none

This useful little spell prevents any undead creature from touching the creature upon whom the spell is cast, which may be themselves of course. It does not protect the creature from area affect or non-contact attacks but any undead creature trying to touch the subject of the spell will find an invisible force field about a foot from the surface of the subject's skin which they are unable to penetrate. The force field does the undead no harm and casting Protection from Undead on an undead will have no effect.



Summon Minor Host- Range: nil, Duration: special; Area of Effect: special; Components: VSM; Casting Time: 2 turns; Saving Throw: special.

When this spell is cast a host of creatures will be summoned to aid the caster in whatever they want to do. It is different from the *Summon Greater Host* spell in several ways but is also a specialised, abridged version of the main Ritual detailed above. Packaged in a one-size fits all manner it allows a small force of potentially powerful creatures to be summoned. The nature of the creatures summoned depends on the results on the table below, but the Diabolist may adjust the roll up or down by up to twice their level to get a preferable result. In order to complete the summons the caster must add several drops of their own blood to a concoction, traditionally mixed in a cauldron, of the blood and brains of six different creatures of a body-mass greater than a lamb but less than a bear. One of the creatures must be a human or demi-human. Besides this the material component is a gem of value at least

1000gp which is given to the commander of the host when it arrives. Once cast, the host will appear after 1d4+2 rounds within fifty feet of the caster's cauldron, usually materialising out of thin air, arising from a fire or emerging from a pool of water or slime. They will remain in service with the caster until the next new moon (maximum 21 days). They have no real skills except fighting and the more Chaotic ones will be less controllable than the others. All will manipulate the instructions to suit themselves. They are all keen to fight but will not assault impossible odds. If they have a leader and that leader is slain they will be even more difficult to handle.

Minor Host Summoning Table

Roll	Minor Host summoned
01-30	Zombie Mob – 3d6 zombies commanded by a Wight
31-50	Skeleton Company – 4d6 skeletons commanded by a Wight
51-60	Mephits – 2d4 of the same type of mephit, commanded by a Blue Abishai
61-65	Modron Sentinels – 2d6 Monodrones, 1d3 Tridrones and a Quadrone
66-80	Abysmal Horde – 2d4 Dretch
81-90	Azers – 2d4 2+1HD Azers commanded by a 4+3HD
91-95	Slaad – 1d4+1 Red Slaadi
96-00	Algoids – 2d4 Algoids

Fourth Level

Control Undead- Range: 6", Duration: 4 rounds + level x 1 round; Area of Effect: special; Components: VS; Casting Time: 4 segments; Saving Throw: Special.

When cast this spell allows the Caster to take command of any visible undead in the area, up to a number of Hit Dice equal to twice the caster's level. If many undead are visible the caster chooses the ones he wants to use. This usurps any control the undead may already be under for the duration of the spell. The undead may get a saving throw, depending on their type: Undead of up to 3+ Hit Dice get no save. Undead of 4 to 6+ hit dice get a saving throw versus spells at -3. More powerful undead just get a normal save versus spells. Controlled undead will obey the caster's verbal instructions including attacking previous allies or masters. They cannot be ordered to destroy themselves but can be ordered to attack one another or do something that will indirectly destroy them (such as jumping off a cliff). At the end of the duration the undead will resume the control or instructions they were previously under (if any) unless that, too, has run out of duration.

Seventh Level

Summon Greater Host: Range: 1-100 miles, Duration: special; Area of Effect: special; Components: VSM; Casting Time: 9 hours; Saving Throw: special.

A Summon Great Host spell can only be cast once per lunar month and involves a whole host of elaborate ceremonies that symbolise the locating, recruiting, and transportation of the force in a similar way to a normal summoning but packaged in a single, long ceremony. Like *Summon Minor Host*, this spell is a specialised version of the whole Ritual process detailed above but is styled to work in a special way. Due to the 'one size fits all' nature of the spell it is only 25% plus 1% per level of the caster likely to succeed. A first *Divination* spell must be cast to find out where the spell should be cast and a second *Divination* to reveal the type of army available (roll below) and open negotiations with them, revealing the price. The location will be 1-100 miles from the Diabolist and the Summon spell must be cast before the end of the month (bear in mind Barnaynian months are only 3 weeks). If the host available is not suitable the spell cannot be attempted for another month. The summoning ceremony will involve building 4 large bonfires, marking the arrival area, made of rare woods and incense and spices totalling 5000gp value (some or all of this value might be exchanged for living sacrifices of an appropriate nature). The fires must be kept burning throughout the Summoning and the Diabolist must pay the price/cost/demand for service required immediately the army arrives (they may take up to 5 turns to get there). The price will be known to the Diabolist after the casting of the second *Divination* spell as detailed above.

Roll d%	Army Summoned	Price/Cost/Demand for service	Time of Service (weeks)	Time to arrive (turns)
01-16	Army of the Dead	To be released upon completion of their mission to cause havoc	5	3
17-27	Army of the Night	13 evil souls	4	4
28-33	Demon Horde	1 victim's soul* each	4	2
34-39	Devil Host	1 victim's soul* each	4	2
40-45	Swamp Legion	Flesh and Blood as food, each*	3	3
46-51	Insect Swarm	2000gp	3	3
52-65	Slaadi Death Squad	1 slave * per slaad	4	4
66-72	War-party of beings from the Outer Planes	5000gp	3	5
73-84	Tree Spirits	Special vows	5	2
85-00	Warriors of Valhalla	100gp per warrior	7	5

* Live human or demi-human of course.

Depending upon the nature of the campaign being played the Games Master might wish to allow the quantities of creatures available to be increased for larger sacrifices, or differing monsters to be summoned where it is appropriate. In all cases the Diabolist may not directly affect the command structure of the army called. In most the orders given to the leader will be interpreted literally, but otherwise the Diabolist will be treated as an officer in a traditional army where the leading monsters are senior NCOs and the lower ranks the lower ranks, as you might expect. The exception to this might be the extremely chaotic armies available.



Greater Host Explanations:

Army of the Dead: A bedraggled horde of questionable ability based upon a commanding higher undead type appropriate to the campaign, usually a wraith leading 50d6 skeletons and 5d20 zombies. They will follow the caller as long as the tasks involve murder, chaos and destruction (no sentry duties).

Army of the Night: The leader of this section has reached rock bottom and started digging. A Night Hag mounted on a Nightmare (or similar) commanding 5d4 stirge scouts, 5d20 ghouls and 3d12 shadows. They seek evil souls to steal. These may be sacrificed or (with suitable bargaining) procured along the way (the latter might undermine the command structure over time).

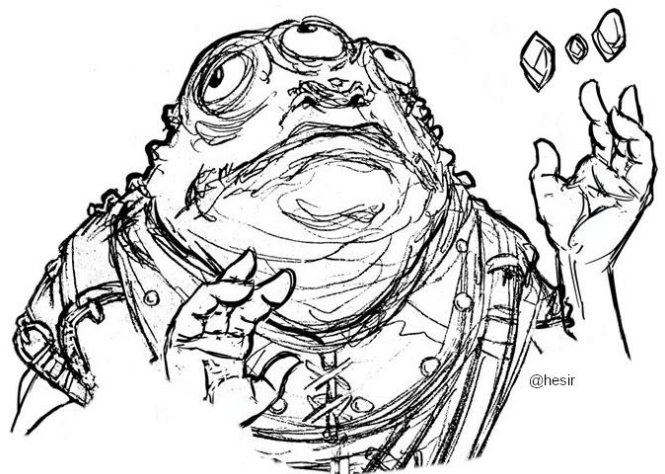
Demon Horde: I hope you're a strong leader. A type V or VI demon commanding 2d4 quasits, 3d12 type Is, 3d6 type II and 1d8 type III demons. They seek chaos and destruction, will serve for one lunar month and then turn nasty if they don't have a human or demi-human soul each.

Devil Host: Devils have the kind of command structure that makes Rorke's Drift look like a few girls on a picnic... A Horned Devil or Pit Fiend leading 1d8 fire mephits, 3d12 barbed devils, 2d8 bone devils and 1d8 erinyes (or similar). Same rules as the demons.

Swamp Legion: Foul creatures from the dismal marshes of the Lower Planes. Usually lead by a type II demon, and including 5d8 giant frogs, 3d10 killer frogs, 3d10 poisonous toads, 2d4 ochre jellies, 6d10 lizard-men or bullywugs. They just need feeding, constant feeding.

Insect Swarms: Don't under-estimate this until you've been to Africa, at night, during the rainy season. They behave with a curious intelligence (Starship Troopers anyone?) and consist of 5d6 giant wasps, 3d6 giant fire beetles, 4d8 giant boring beetles, and 30d4 giant warrior ants (alternatives might be Aspis Drones or Thi-Kreen). Besides killing to order for money they will destroy all crops they pass over (they might be accompanied by a massive column of normal ants or a locust swarm).

Slaadi Death Squad: A Grey Slaad leading 3d6 Red, 2d6 Blue and 1d6 Green. The slaves must be ready, living and given at the summoning (spares will be accepted as well).



War Party from the Outer Planes: This one will need a little bit of work by the Games Master to make it really interesting. The beings will be a militaristic and disciplined formation of between 60 and 120 total hit dice of individuals with weapons, spells and suitable skills. Predominantly Lawful in nature they will have a defined command structure and be well-equipped, including Magic Items.

Tree Spirits: Who let that Hippy in here? This summons strange creatures from the outer nature planes, who will animate as 6d20 trees with the statistics of full-power animated



Trees in return for the Diabolist taking certain vows. These are that they will never again knowingly harm, or through inaction harm a tree, and that they will turn over at least ten square miles of cultivated land to natural woodland. Failure to live up to the vows might invite a re-match.

Warriors of Valhalla: These certifiable NUTTERS appear as 20d8 Berserkers, except that they have immunity to sleep and charm type magic. 10% of the number will be level 4 Wild Domains Barbarians, and 20% level 3, the rest will be level 1 fighters or WD Barbarians, with appropriate (non-magical) weapons and skills (besides being Berserkers). Potentially the most dangerous group, but also the least controllable (and the demons are included in that). There will be one leader, but he is likely to be usurped from time to time.



The Peasant



This is perhaps not a real character class, a default character class if you like, in that it is a class that one is if one is no other class. It is included purely because it is silly to think a normal person would go through life without gaining any special skills unless they became an adventurer class. To this end the 'Peasant' class is included, which might also be considered to be the 'citizen', 'serf' or 'merchant'. It is necessary only to distinguish between the adventurer classes and everyone else and is an embellishment on the 'O-level fighter' classification.

Peasants do not gain levels, they do not improve their hit points beyond a basic 1d6 and they have a base armour class of 10 less Dex adjustment. They are 'normal' humans and demi-humans as in the standard rules, but as they get older they do gain skills and some become very good at them. This is what merchants and tinkers are. In game terms they are just that class that are only ever NPCs. Subclasses include Merchant, Sage, Craftsman, Tradesman and so on.

This class is here to represent the toiling masses and all the bizarre individuals the party might have to deal with as they live and learn in rather more clarity and ambition than 'O-level fighter'. Rather call them what they are: The Proletariat, the Great Unwashed, the Hoy-palloy, the Demographic, the Citizens of Dunromin and the Land of the Young, Slaves, Sword Fodder, etc. The adventurers start out being a cut above this class of person (in statistical terms at least) but they may yet join them. Indeed, some of the 'Peasant' class might wield considerably more power than the party in certain circumstances.

In the various tables the Peasant is listed in terms of weapon and Life Skills and so on. It is probably something that will never be of any use in the game but it does allow the facility for the GM, should the need arise, to distinguish between the labourer and the master-craftsman, the farmhand and the consistent winner of the largest marrow competition at the Summer Fete. They may have family heirlooms of interest to the party, or they may not. They might be the party's family and friends or they might be deeply tied to a character's Dark Secret...

It is a fundamental philosophy behind the campaign setting of Dunromin and the Land of the Young that adventurers should be something special, something above average, someone that stands out from the crowd (or is very good at disappearing into it). As you may have realised, the campaign setting, NPCs and optional rules are all a little wild and at times power-gamer style. And that's how it should be.

Fantasy Role-playing Games aren't and never were a realistic medieval simulation. That's not what's required by the players that play it or return to it over the years. What this supplement offers is heroes and villains and that's what FRPG is exceptionally good at producing, despite its increasingly tortuous video-game replication. Play it for what it is: Pure and unadulterated escapism. Hurrah!



Appendix 12: The Witch and Black Magic

*A new kind of character class partly inspired with GREAT fondness by Terry Pratchett's Witches of Discworld. This means of course that Witches in Dunromin and the Land of the Young might be a lot of fun but must **never** be underestimated.*

Optional Rules

(See also the section on 'Types of Magic' in the introduction)

Black Magic, as it is in Dunromin, is the crude, fanciful implementation of spell-like affects through other, less pure practices than those of the magic-users, clerics and some of their sub-classes. The baser forms of magic are achieved with a similar objective, using material and mind powers to bring about a certain magical effect, but the techniques, methods and philosophy used for doing this are more diverse. The term 'Black Magic' comes from most of the practitioners being dirty most of the time, it used to be called 'Dirt Magic', compared to the posh magic-users who could afford baths.

Basically, about one in fifty people born in Dunromin are capable of casting magic, which is a relatively high average compared to the rest of the world. Of these only one in a few hundred are capable of the kind of feats that magic-users and clerics display. This means there is a frustrated minority of the population which has a natural magical ability or understanding but which is never adopted for further training by the accepted 'Pure' or 'High' Magicians. These people may find themselves becoming Witches and learning their arts through practice and folklore. It is also possible that they may not realise they have the skill or it might manifest in another way, like superior craftsmanship skills or a 'sixth' sense for the weather, or evil, or magic...

It ought to be stressed that a Witch in Dunromin is not the strange and frightening creature of European myth. They are rather a person who has powers that don't match the accepted Purist or High Magic doctrines, but are none the less truly magical in nature. Rather than being feared and persecuted, people look on them as necessary and beneficial. Witches are most often seen as midwives, healers and prophets, giving advice and aid on personal, agricultural and other domestic affairs.

Becoming a witch is easy, if the character has the Power, and just involves being taught. The best way to get taught is to join the Black Magic Guild. To be a witch a character must have Intelligence **or** Wisdom of 13 or greater. Fewer than one in a thousand people are player characters, so the Games Master could safely assume that all the players automatically have the ability to use magic if they need to (or some might not, for Back-Story or just comic relief).

Training to first level of Witch takes 2 years of normal study and costs 10-500gp depending on how favourable the Guild or the training Witch is towards the PC (in stories they often do this for free or in return for servant/servile duties). A character already versed in magic may become a witch a lot quicker, in less than three months in some cases, but their old Magic-User buddies might laugh at them a bit as a result. Witches can be any sex, and male witches are still witches, not warlocks - that's a Magic-User title (in the same way a female Magic-User of appropriate level can be a Warlock). Most races, including monsters, can be a witch or will have a witch-equivalent in their society. Witch Doctors are not Witches by the way, usually...

Being a witch is different to every other character class in that you only get experience from casting spells and only then go up levels appropriately. The Witch XP total does not benefit from ANY other adventuring experience and likewise Witch experience does not add to normal XP totals. Nor can a Witch ever qualify for a 10% bonus XP. The Witch does get some spells and some knowledge automatically upon completing training or when going up a level, but any more must be gained by learning from another witch (who might be of lower level) or research at the Guild or similar establishment.

The spells differ from normal combat/adventuring spells in that they are

more like Rituals, with long casting times and less well-defined effects and side-effects. There follow the lists of the spells available and the methods of casting.

Witches cast spells using rituals (their own rituals, not to be confused with Diabolist Rituals). The nature of the ritual varies hugely and Pure Magicians argue this is a poorly disguised corruption and less precise rendering of the ‘normal’ magic they use. The witch will singly, or in a group, or assisted by others, perform the ritual and, at the culmination of the ritual, the spell is cast or not. The chances for a spell working or going disastrously wrong are given below.

In the way that Magic-Users feel a rush of power and satisfaction in casting their spells, so a Witch experiences a rush of euphoria when they cast as well. This shared rush of dopamine, adrenalin and endorphins in all those taking part in the ritual can become quite a social occasion.

A Witch can use any weapons and armour, in theory, but this is usually dictated by their other classes or lifestyle. The life of a witch is not necessarily a solitary one and they will often operate in gangs, usually of three, called a coven, detailed later.

A Witch can only progress to a maximum of fifth level. A Witch can be multi-classed with anything that will multi-class with it, but the way you go up levels as a witch is different to any other class, which means you can’t be a ‘character with two



classes’ with one as the witch. Progression as a witch is separate and slower in progression in any other class. All non-classed Witches are Peasants (0-level fighters if you don’t use the Peasant class detailed in the Appendices). Being a Witch is almost like a parallel career, perhaps like a formalised Secondary Skill. It is most likely that any Witches the PCs encounter will be NPC peasants.

Witch Spell Entitlement by Level

XP	Level	d6 hit dice	Spells gained automatically			
			1st	2nd	3rd	4th
0-2000	1	1	2			
2001-4000	2	2	+1	+1		
4001-8000	3	3	+1		+1	
8001-16000	4	4		+1		+1
16001+	5	5	+1	+1	+1	+1

Note that Witches don’t revise spells as such, but can cast any they know from memory or perhaps with the help of a note book for the tricky bits. The casting time is so long that spell revision could almost be considered part of the ritual itself.

If casting a spell in a group or Coven then only one of the witches present need know the spell. Very often it’s better if only

one knows the spell otherwise they might argue over how to do it properly.

Witches only get experience from casting spells and will only gain experience when a spell works or goes disastrously wrong. When a spell works the Witches involved in the casting will all get a number of experience points equal to the level of the spell squared, when it fails they get nothing. When the spell goes disastrously wrong all the

witches involved will get twice the level of the spell squared; $(2 \times \text{level})^2$.

Chance of a Witch casting a spell successfully:

This depends on the level(s) of the Witch(es) involved, what level spell they are attempting, how long they are taking and how

many witches are working on the spell (the ideal number is 3). This is a complex equation, given below. If Witches become significant in the campaign the GM might want to tweak this arrangement to make it more entertaining.

$$\text{Difficulty \%} = \frac{15 \times T}{L} + 50 + X + A \quad * \text{ A roll of } 96+ \text{ is always a fail.}$$

Where:

T is the total number of levels of all the Witches involved in the ritual.

L is the level of the spell being attempted.

X is the total number of extra people (non-witches) involved – these might be fellow chanters, mourners, singers or dancers of any sort involved in the ritual but not actually of any Witch level. Some castings can be major social events with dozens of people turning up. Note that extra Witches **MUST** be counted in the T number, even if they are pretending not to be a Witch or the other Witches don't know they are a Witch.

A is a special adjustment based on the number of Witches involved but **not** the actual number of witches. Since the ideal number is 3, having fewer lowers the power available and having more detracts from the co-operation of the operation (too many cooks and all that).

No. of Witches	1	2	3	4	5	6	+1
Adjustment A	-10	-5	0	-20	-35	-50	-25
Casting Time in turns (10 minutes)	Lx6	Lx3	Lx2	Lx4	Lx6	Lx10	+3

Where Lx6 means 'Level of the spell times 6' turns.



A roll of 96+ is always a fail but not necessarily a disastrous fail. The chance of the spell going disastrously wrong is equal to or above 100 minus the level of the spell, regardless of any other adjustments; so a second level spell will go disastrously wrong on a raw roll of 99-00 no matter who or what is involved.

When a spell goes disastrously wrong the effects vary depending on the spell, what precautions (if any) have been taken and how vicious the Games Master is feeling at the time. Usually it's just the failure of the spell and one additional effect (like the spell affecting one of the casters instead of the target, or someone at random, or the summoned creature being hostile to all advances and so on), but the GM might adjust this depending on circumstances. A complex spell going wrong might be the justification for a whole adventure or even an entire campaign...

Witches can be great fun and can add an extra dimension to a party's challenge and puzzlement. More commonly witches will be Non-player Characters sent to assist or

bedevil the party. Due to the casting times involved these rituals are of no real use in combat but they could be used by parties, allies or enemies to affect anything in the game. Since it's not apparent the people doing the casting have any skill at all, and the ranges of the effects tend to be much greater than normal, the party might not even realise what is going on.

The way a Witch casts a spell is dependent on their alignment as follows.

	Common Name	Permissible Ritual Formats	Sacrifice
LG	White Magic	Concentration or chanting	None
NG	Vivamancy	Concentration or chanting	None
CG	Fey Magic	Chanting or singing, and dancing	Opt.
LN	Fate Magic	Concentration	None
N	Occult	Concentration or chanting & dancing	None
CN	Wild Magic	Chanting and dancing	Opt.
LE	Devil Magic	Concentration or Chanting	Yes
NE	Hex Magic	Concentration or Chanting	Yes
CE	Shadow Worship	Chanting or Screaming or chanting and dancing	Yes

This is fairly self-explanatory and the **sacrifice** column refers to whether a sacrifice is required or not. Where it is Optional (opt.) then using a sacrifice will improve the difficulty by 5%. The required sacrifice depends on the kind of magic and the level of the spell required. From a rodent for level one Fey Magic, to a human or demi-human virgin for level four Shadow Worship. The Games Master can decide what is required.

There follows a list of spells witches can cast. It may appear from the casting time and the involved nature of the ritual that some simply aren't worth the hassle. This is justified by considering the range of the spell and the various methods with which the effect can be implemented. These methods are **Instant**, **Empowerment**, **Amulet** and **Remote** (with a number):

Instant - the spell effect happens immediately, as per a normal spell.

Empowerment - one of the witches involved is given the power to cast the spell at any time they choose in the next 21 days (based on the lunar cycles). This casting takes one segment and a Witch may only carry as many spell levels of empowerment as their Wisdom score times their level (which can be quite a

They must perform the appropriate action for the duration of the casting ritual or the spell will fail. This may be quite demanding. Those assisting in the casting must do the same, or chant and/or concentrate in close proximity even if it's not possible for the others to join in the actual ritual itself. All spells may include material components, not just limited to cauldrons and bits of animals; the GM can make this up as you go along.

lot for high level witches). So, a third level witch with a wisdom of 15 could store 45 levels of empowerment, but some would fade as the time wore on as it is unlikely the Witch in question could be involved in that many successful castings in the time available.

Amulet - the spell effect is tied to an amulet or charm of a type appropriate to the society and alignment of the casters. The spell effect is then activated as the charm or amulet is destroyed or broken, which anyone can do and can even be accidental. Examples are standard broaches, medallions, wrist-bands, animal parts (rabbit foot or chicken leg), wicker symbols and so on. An amulet or charm will last for one year and a day from the date of the spell casting.

Remote - The effect happens instantly upon the completion of the ritual at a distance from the caster(s). The distance is appropriate to the number attached to the range:

- 1 Within visual range (this can work through a scrying device like a crystal ball).
- 2 Within 1 mile per combined levels of the casting Witches. One of the casters must be familiar with the area or they must have a hair or personal possession

of someone or something present at the target or the target themselves. If the spell is a personal attack then the witches **must** have a close personal possession or part of the target (hair, fingernails, valued possession, etc.).

- 3 The spell is cast through a Familiar or Agent, who may be anywhere on the planet but not on another plane. A witch's Familiar is a specially selected animal that the witch has reared from birth and enchanted in a previous, quiet ritual (familiar may be mundane or enchanted creatures, but the witch may only have a number of mundane familiars equal to their level *or* only one enchanted familiar). Agents are individuals the Witch has previously enchanted with the spell *Create Agent*. Agents created by one witch may be used to cast any spell that witch is involved in until a *Remove Curse* is cast on the Agent. The Agent may or may not be willing, but will remember the enchantment being done unless they are unconscious during the casting. A single Witch can only have a single agent at any one time, but a coven can have as many agents as the number of witches in the coven squared. This is one reason why witches live in covens, besides the above effects on casting times and chances.

Witch's Familiars

The witch's black cat is an archetype in terms of the kind of thing we immediately think of when we talk about familiars, but the witch might have any creature of animal-intelligence they can raise from a new-born and tame by casting the *Enchant Mundane Familiar* spell. These are normal, mortal animals (not Giant or any magical kind) such as cats, toads, horses, dogs, wolves, tigers and so on. They have no special abilities other than being loyal to the witch and obeying their spoken, simple instructions. A witch may have as many of these Familiars as they have levels and they may be of the same or different types. If their *Enchant Mundane Familiar* spell fails then they may not try it again on that individual. If the spell fails disastrously then the object creature will



attack the Witch or something weirder might happen.

Alternatively, the Witch may choose to try and get a normal Magic User (enchanted) Familiar. This *Find (Enchanted) Familiar* spell works exactly as per the Magic User spell *Find Familiar*. The creature 'Found' will be of a more magical nature than the mundane ones mentioned above as it will have the additional abilities of the creatures described in the standard rules or may even be a Special.

Optional Extra: Familiars can be great fun and need not be limited to the ones normally found. They might be any kind of woodland sprite or even an NPC character, complete with skills and such. Similarly, they can be an animated mundane object, like a small cauldron, kettle, stool or cloak, or even a disembodied spirit with limited sensory connection to the 'real' world.

Spell List for Witches

Almost all of these spells are available to other classes as per the letters in brackets after the spell name; MU = Magic-User, C = Cleric, Dr = Druid, I = Illusionist. Co refers to Courtesan, a new NPC class detailed in the **Games Master's Guide to Dunromin**. The few specials are detailed below.

Next to each spell is the information regarding the range and area of effect possible – see above for **Instant**,

Empowerment, **Amulet** and **Remote** (with a number) explanations.

Level 1

Animal Friendship (Dr)	I E
Protection from Good/Evil (C)	E A
Detect Balance (Dr)	A
Detect Magic (MU)	I E
Ventriloquism (MU)	E A R3
Impotence (Co)	A R1,2+3
Detect Charm (Co)	I E A
Minor Curse (e.g. Acne)	R1+2
Enchant Mundane Familiar	I
Endure Heat/Cold (C)	A E

Detect Good/Evil (C)	I E A
Command (C)	E
Ease Pain (stops bleeding)	E A
Purify Food and Drink (C)	I A
Audible Glamour (MU)	I A
Move Shadows Around *	E
Protection from Good/Evil (C)	A E
Speak with Dead (C)	I
Enchant Agent	I
Entangle (Dr)	A E

Level 2

Find (Enchanted) Familiar(MU)	I
<i>Magic Circle</i>	I
Monster Summoning 1 (MU)	I A
Charm Person (MU)	E A
Plant Growth (Dr)	I A
Fire Resistance (C)	E A
Curse/Remove Curse (C)	all apply
Light (C)	A R1+3
Affect Normal Fires (MU)	E R1+3
Identify (MU)	I
Detect Poison (Dr)	I A
Predict Weather (Dr)	I E

Hold Person (MU)	E A R1+3
Cure Serious Wounds (C)	I E A
Slow Poison (C)	I A
Find Traps (C)	E A
Levitate (MU)	I A
Death's Door (C)	I E A
Augury (Boon or Bane) (C)	I E A
Feign Death (MU)	A
Ward Elemental **	A
Create Water (Dr)	E
Detect Life (C)	E A
Precipitation (C)	I A R3
Hypnotism (MU)	E A

Level 3

Knock (MU)	I E A R3
Charm Monster (MU)	A
Charm Plant (Dr)	A
Divination (Cl)	I E R1+3
Cure Blindness (C)	I
Negative Plane Prot. (C)	A

Know Alignment (C)	I R2
Dispel Magic (MU)	I E
Cure Disease (C)	I A
Cloudburst (Dr)	I E R1
Call Woodland Beings (Dr)	I A R3
Wizard Lock (MU)	I A

Level 4

<i>Summon Minor Demon, Devil or Elemental</i>	I
<i>Command Minor Demon, Devil or Elemental</i>	I
Neutralise Poison (C)	I A
Restoration (C)	I
Animate Dead (C)	I

Commune (C)	I A
Flame Walk (C)	I A
Cure Critical Wounds (C)	I E A
Dispel Evil	I A
Divination (C)	I
Alter Self (I)	I A E

* Move Shadows Around permits the caster to move as if Hiding in Shadows, automatic success, or allows the caster move the shadows on the walls to appear to be silhouettes of strange creatures or whatever they like. Duration is 10 rounds per level of the caster(s).

** Ward Elemental - as per protection from evil, but only elementals of any nature are affected.

Three of the spells listed above, Magic Circle, Summon and Command (4th level), must be used together for any chance of

success. Magic Circle produces a magical shape on the ground at the centre of the ritual in which a minor (6HD or less – see

below) demon, devil or elemental might be trapped (no saving throw). The circle lasts 24 hours. Summon and Command at fourth level must then be cast one after the other onto the Magic Circle. The first summons the desired creature and the creature is allowed a saving throw versus spells to avoid the summoning. Once present the Witches must command the creature to fulfil one task within its ability, be this a natural ability or a combat or other task. Examples might be “kill my brother Charlie”, “steal the kings crown and bring it to us”, or similar. Or the command may be a question which the creature has to go and find the answer to, or might already know. Once the task is completed or if the entity dies then the Contract is done and over.

If any of these spells fails then the process is terminated and must be started again. Any summoned creature immediately vanishes back whence it came or if the circle fails then any summon spell will automatically fail. If any of the 4th level spells fails disastrously then the creature summoned arrives and is free to do what it likes. If the Magic Circle fails disastrously then the creature may still be summoned but the circle will not contain them.

The kind of creature that is summoned will never be of a level or Hit Dice greater than the sum of the Witch(es)’ levels divided by two rounded up (minimum 1, maximum of 6).

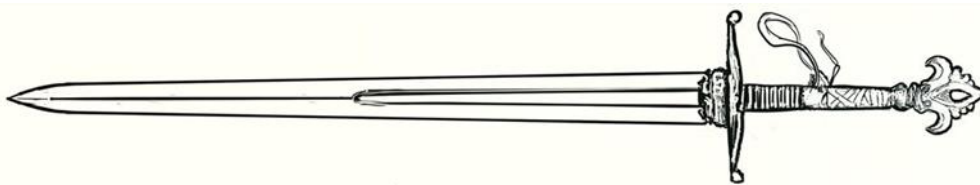
This is very much a simplified, improvised and dirty version of the main occupation of the Diabolist so the GM is free to restrict these abilities in any other way they see fit.

Learning new spells:

A Witch starts with two first level spells and gains some extra ones automatically as they go up levels, these Core Spells are known by heart by the witch and don’t need to be recorded anywhere. The Witch will never forget them.

There is no limit to the number of other spells a Witch can know but Witches must record their other spells in coded notebooks. These are nothing like MU spell books, do not emanate magic and cannot be read except by a *Comprehend Languages* spell. Even then there is only a 10% chance someone else or a 30% chance that another witch could cast the spell or learn it themselves as the nature of the notes will be abstract and partial; the Witch only needing them as a memory aid for the tricky bits of the incantation. All the Witches involved in a spell casting need not know the spell being cast but they could share the information beforehand in about an hour.

Other spells can only be gained by research, teaching or theft. Theft can only be applied to Amulet type spells, where the Witch takes an enchanted amulet from another witch and learns the spell contained in it by 1 month of study (destroying the amulet at the same time but not triggering the effect). Teaching is covered under the GM’s section on the Guild of Black Magic. Research involves the Witch sitting in a laboratory, library or suitably equipped kitchen and experimenting. How long this will take and whether any harm will come to the witch in doing it is entirely up to the Games Master.



Appendix 13: New monsters for Barnaynia

Every campaign has new monsters, but rather than trying to write credible, complete new ones Dunromin and Barnaynia introduces a lot of variations on given themes. These are like the Winter Kobolds and the Shadow Goblins from White Dwarf magazine issue 26 (both excellent monsters with loads of potential and worth seeking out) which could both be included in Barnaynia. On this theme there follows variants on existing species and credible sub-species to add extra depth and intrigue to the political instability of the region. Always remember that the wealth of the Land of the Young is based on trade rather than conquest; founding new trade routes with distant lands can be as profitable as hacking your way through the Deep Elf home lands. Well, almost. As always, feel free to use or ignore these ideas as you see fit. More complete stats and descriptions in the **Games Master's Guide to Dunromin**.



Mountain Orcs

These noble creatures have been mentioned in passing already and represent a bold and highly civilised strain of intelligent orc from the Underside of Barnaynia. Their societies are as advanced and structured as the Deep Elves and they are strongly Lawful. Their warrior types tend to follow a Shogun-like doctrine of powerful warlords leading armies of fanatical followers in well-

organised but usually internal wars, vying for the favour of 'The Emperor'. This Emperor is a mysterious and unknown figure dwelling in a vast city somewhere on the Underside called Vessel-Karct ('The Forbidden City'), and guarded by the best warriors of the race. Many of the symbols and names of Great Orc deities have been matched with the strange and powerful creatures that rule the powerful civilisations on the Outer Planes, although there seems to be a conflict of alignments with this.

Deep Orcs

These pale, diminutive creatures arose from the severe deeps of the Darkworld. Academics suggest they were once servants to the Deep Race in fact, they probably still are, and were corrupted to their foul masters' obsessions over time.

Unlike normal orcs they have white skin and hair, and 120' Infravision (but fight at -2 in normal light). They tend to use sneaking and surprise to attack and are mainly used by more powerful creatures as spies and information gatherers. They make excellent thieves and have an intricate and inbred society based on a kind of caste system. They speak in whispers and seem to have no normal morality. Nasty and loathsome, but 40-60% of those encountered will have some thieving ability, usually level 1 to 4 but also higher.

Deep Race

Also known as the Elder Race and Servants of the Sleeping Ones but also called Themebd in Darkspeak, Tekkesh in Grunt and Deepspeak, and Borroharradrim in Loomish. This terrifying race of creatures inhabit the lightless deeps of the Darkworld in the coldest realms far from the magma chambers scattered through the planet's core. They exist in groups of three, called Triads, with no dominant individuals and are usually encountered as a single Triad.

The Deep Race are thin, hunched bipeds covered by a tough, spiky exoskeleton, shaded different shades of light grey and white. They have a long, whip-like tail and



small, hard cranium adorned with sensory organs, breathing tubes and gills. By manipulating air-flow through this apparatus they can manage sufficient sounds to form simple languages like Common, not that they are given much to chatting. They have no mouth or digestive system but do squirt bodily waste in the form of a noxious black ichor from a tube at the base of their back.

They use strange magic that they focus through their brains to attack, control and manipulate the minds of weaker creatures, feeding from them in some way and draining the life force from them. Favoured food are Aboleth, Duergar and Deep Elf. The Deep Race can also attack with their terrible claws and jagged, whip-like tail.

Experienced explorers who are skilled and lucky enough to have encountered Deep Race in their lairs and survive report that they are served by powerful creatures they control with their minds and live in communities large and small. They do not seem to build their own lairs but rather inhabit cold cave systems either built by others or natural. Reports of Triads taking over tribes of

humanoids and such and feeding off them until the community is destroyed feature in the lore of many underground races; goblins are particularly fearful of them. Dwarves also loathe the beasts and have even been known to abandon fortresses believed to have an infestation, although not recently.

Normally, these creatures are incredibly rare and never seen on or even near the surface Upper World, however Kzenzakai managed to form some kind of alliance with them. A phalanx of nearly a hundred of them attacked Dunromin from the Darkworld at the climax of the War of the Ring. Only a concerted effort of dozens of the most powerful mages and priests in the city was able to stop them.

Ever since, more and more reports of Deep Race have surfaced through traders and travellers in the Darkworld. It is generally believed that some change in the deep has disturbed their ancient homes and allowed, or perhaps driven, them upwards.

As a result of this, a lot more research has been done into them and their origins. This research has shown that they are equally

at home in air or water and seem to feed on life energy; their attacks resembling the energy-drain abilities of the undead, although survivors do recover (eventually).

They have six eyes and other sense organs in their heads that allow them to navigate in any light conditions and they seem unaffected by darkness or bright light. They also have a fourth pair of eyes in the back of their head.

Like crabs and other crustaceans, they shed their skins as they grow and many different sizes have been encountered. The smallest have been barely three feet long (excluding the tail) but discarded shells from individuals over eight feet long have been found. One such exhibit is kept in the zoology department of the University, along with a stuffed 6-foot specimen from the War.

Like so many of the ancient races in the world, it is thought the Deep Race were created by the Great Old Ones, the Rakuli, as servants or guards, but this is all speculation. All that can be concluded is that they seem to share no features in common with any other race and have been reluctantly, and speculatively, classified as Crustaceans.

Dissections have revealed a brain structure different to anything else known and including a small blue organ of unknown properties, generally now called a Themebd Lobe. Many mages would like to investigate these objects in much more depth. Some adventurers have made quite a lot of money from this trade as the Lobes seem to make very powerful mind-influencing potions and magical items.

The larger the Lobe the more it is worth, up to 5000gp for undamaged, large lobes. The precise method for preserving the Lobes suitable for magic is a closely guarded secret but those people in the know might be bribed into revealing what they know.

Desert Orcs

Physically, these creatures are very similar to skinnier forms of normal orcs but their society and habits are very different. A tribe will usually be split into widely dispersed raiding parties of 50-80 individuals and the headquarters will be a caravan of tents and camels that transport the King about the desert wastes and desolate Darkworld they

have made their own. As a result, the tribes are much larger, numerically, than their common brother, but rarely encountered all in one place at one time. They are more secretive and furtive than their other kin, one might even say cunning.

They are more numerous than their normal brethren in the far east beyond the Wide Sea, where the climate suits their nature.

They have skills appropriate to survival in their hostile habitat and prefer night hit and run attacks by surprise to full-on wars and raids like the normal orcs. These night-time raids will be sporadic and intense, with the attackers fading away back into the desert or wastelands after only a few rounds of combat. They use bows and charging mounts much more than other orcs. They suffer no penalties for fighting in daylight.

Their tactics are very similar to the raiding Bedouin as described in Laurence of Arabia, but a great deal less noble and governed by a less orderly society. Despite this they do tend to be Lawful rather than Chaotic, but many of their deities bear a striking resemblance to the various incarnations of Nyarlothep.

Ice Goblins

These hardy, strong goblins are essentially the same as normal goblins but have paler skin and tend to wear white furs and armour for camouflage. They sail the seas in Viking-style long boats, raiding cold coastlines of the Twilight Sea or foraging and raiding across arctic tundra. They regard themselves as the chosen ones of a rather bizarre deity that appears as a giant white goblin and tells them where to go and what to kill (possibly an incarnation of Loki).

They hate all other races and are even more anti-social than their brethren. Their skill as seamen and marine lifestyle has given them greater immunity to sunlight and they fight as normal in daylight, although they do still prefer the night. They seem slightly taller than normal goblins but this is mainly due to a more upright posture.

Waste Kobolds

These creatures dwell in the same ecology as Desert Orcs, travelling in nomadic

tribes across ashy wastes and tundra, scratching a living from raiding what



communities they find in their way. They are more lizard-like than common kobolds and use various cunning tactics to ambush their prey. They can survive for protracted periods without water and their epidermis has evolved a unique sub-layer for catching perspiration and moisture from the air around them.

They are excellent trackers, using smell, sight and a stranger, alien sensitivity to life force (like sharks). They are a dangerous and deadly adversary, known to use scorpion venom on their weapons and blow darts.

Cave Trolls

These seem to be a bizarre cross-breed, perhaps, half-way between normal trolls and giant trolls. They regenerate as normal trolls and attack in the same way, but they also have been known to use weapons and act in organised, coherent groups, although of small numbers. They have 8-10 hit dice, and generally use two-handed swords and huge clubs (1d12) as weapons.

They appear as tall, broad but hunched trolls, with mottled, grey skin and long, straggling black hair. Some have even been known to talk to travellers before eating them. It is generally thought that they have not taken over from normal trolls' evolution

wise because of a poor breeding ability (like Pandas) and a certain shortness of concentration when it comes to tracking down prey despite their slightly higher intelligence. They are also neutral rather than chaotic evil. There is a legend that they turn to stone if exposed to sunlight but this is likely based on their getting distracted by the sudden brightness.

Forest Trolls, also known as Wolf Trolls

These are similar to Ice trolls, but have a bark-like skin and tend to be found in deep, remote evergreen forests. They don't require magic weapons to hit them but they do regenerate and have been known to demonstrate strange intelligence, such as setting snares and traps for their prey as Wild Elves do.

They tend to operate in small raiding parties, howling across the hillsides to one another at night to communicate and coordinate attacks. This has led to many people calling them by their less common 'Wolf Troll' moniker. Their wood-like skin allows them to disguise themselves as tree stumps and growths on existing trees. When in such a state they are only detected as per Concealed Doors.



Thunder or Storm Trolls

How the giant troll was cross-bread with either storm or cloud giants is unknown, but the result is a race of intelligent, weapon using monsters of fearsome size and reputation. They have up to 14 hit dice, use weapons and have character classes. They only regenerate at 1hp per round as the Giant Troll (they do not re-attach severed limbs) and will often live in a family group with a large entourage of other giant-class monsters they have conquered or otherwise got to join their gang. They are a very dangerous foe but have not, as yet, been known to use magic.

Thunder Trolls can throw rocks as per Cloud Giants. They have an excellent sense of smell and 90' Infravision. They prefer mountain valleys for their homes but have been known to live on high plains and even run farming communities as a support for their raiding parties. They have been hunted down and persecuted by the Deep Elves in the past for some reason and bear a timeless mutual hatred for Storm, Cloud and Fog Giants. There have been reports of Thunder Trolls in the Necklace but it is not known how they got there.



Dragons in Barnaynia

The Dragons in Dunromin are ancient and powerful creatures that feed not only from the flesh of their victims but are also nourished by the huge ambient magical fields of the whole planet. While they sleep they absorb this magic and grow. They only really eat to supply certain nutrients their magical natures can't synthesise for themselves. That and the fact they like fresh meat. They like it alot.

The older the dragons gets the more time they spend asleep but the more cunning and careful they get about how and when they sleep. Any adventurer planning on

taking out a dragon horde should be aware that Barnaynian dragons, particularly the chromatic and metallic kinds, grow to massive power, unlimited by the Core Rules' innocent limitations. Dragons are not thought to die of old age so there are possibly some extremely ancient and tough individuals out there, but as dragons become ever more lethargic as they get older these creatures may be permanently hidden and asleep.

This all means that dragons are indeed worthy foes and the scourge of the planet they fly about. When a dragon is reported raiding it is a good reason for the local barons to fill their trousers and advertise for bold adventurers to come and save them.

But of course, dragons are slothful and stay-at-home types in general. The ones found moving into new areas will usually be young ones looking for a suitable lair. They have massive hunting ranges and might travel hundreds of miles from their lairs to find food, the easier the better. The inhabitants of the southwest provinces of the Land of the Young have got used to awaking to find cattle missing from their farms, whisked away by dragons from as far away as the central Hellmarch Mountains.

As dragons feed off magical fields as well as flesh so need to hunt only rarely. In fact, Dragons can subsist on Thaumofungi (although they won't like it) and can feed off ambient magical fields while they sleep. This is why dragons sleep so much and hunt so little, especially in areas of high 'background' magical fields. A really big, nasty dragon could be the objective of a campaign rather than just a scenario (like 'The Hobbit').

It is worth mentioning that the highest title to be bestowed in Dunromin is that of 'Dragonslayer', although suitable proof and lie detection will be required before the Lord recognises the claim. And it is only awarded to suitably heroic slayings of particularly powerful or famous dragons, like over 12 hit dice.

Appendix 14: Tables

Herein are the most useful and most often referred to tables from the book. Permission is given to photocopy these tables for use in a GM's screen or similar.

Price List – note Dunromin uses the Ale Scale where 1sp = £1 = \$1

Drink		Food	
Ale, Normal	2sp	Bread loaf	10cp
Ale, Strong	3sp	Poor Breakfast	2sp
Ale, good, imported	4sp	Rich Breakfast	5sp
Cider	2sp	Poor Meal	2sp
Spirits (per measure)	1sp	Average Meal	6sp
Spirits (per bottle)	1gp	Rich Meal	1gp
Wine (standard, per glass)	1sp	Banquet per person	2gp
Wine (good, per glass)	2sp	Orgy per person	10gp
Wine (excellent, per glass)	3sp	Fruit per pound	1sp
Wine (standard, per bottle)	6sp	Vegetables, per pound	5cp
Wine (good, per bottle)	10sp	General	
Wine (excellent, per bottle)	1gp	2-man tent	8gp
Wine (standard, per barrel)	10gp	4-man tent	20gp
Wine (good, per barrel)	15gp	large tent	40gp
Herbal Tea (ahem)	5cp	1hp worth of bandages	1cp
Slaves		Anti-bleed paste	5cp
Skilled labourer	40-	Garlic, per clove	2cp
	90gp	Wolfsbane, per sprig	10sp
Serf	30gp	Cold Cure (30% effective)	2sp
humanoid	10gp	Painkiller (30% effective)	2sp
Livestock as standard rules		Painkiller (75% effective)	10sp
Transport as standard rules		Aphrodisiac (varies in effectiveness)	1-20sp
Gate toll	1sp	Perfume	1-20sp
Adventurer's Licence, per class per year (See also Taxation, below)	10gp	Belladonna, per sprig	4sp
		Magic/Herbal Healing	5gp
		Ointment (+1-2pts per day of rest, per dose)	
Guild Membership, per year, unless it states otherwise below	20gp	Dr Wappo's Cureall (25% effective, modified by Games Master)	1gp
Armour and Weapons as standard rules		Rat Poison, type A ingestive, 80% detectable	1gp
Almost anything is available			

Quality Items cost and effect

Item	Effect of paying twice list price (assuming you haven't been ripped off):
Any plate armour	+1d3" on movement rate, to racial maximum +1 to all item saving throws +1d3 on App while worn
Any chain, ring or scale armour	+1d3" on movement rate, to racial maximum +1 on all item saving throws
Helmet	Double encumbrance
Any sword or axe	+1 on all item saving throws (includes scimitars and kopesh)
Bow	Tailor made to character's build and strength - may add half (rounded up) strength bonus to damage to arrow damage
Crossbow	+1 damage against short range targets
Any thrown weapon	+1 damage at short range (plus the Dunromin rule that you can add half your strength bonus (rounded up) to damage to thrown missile damage - this makes strong darts specialists very dangerous...)
Thieves' tools	+5% on pick locks and remove traps. Superior climbing gear might give a bonus to mountaineering Life Skill or climb walls chance

Starting Statistics Adjustments

Race:	Attributes:	Notes:
Human	Normal	If born and raised in Dunromin at lower or middle class get the 'Streetwise' Life Skills at no cost
Elf, Wood	+1 Dex, -1 Wis, normal str & con	No +1 sword bonuses for race, but bow specialism only costs 2 slots instead of 3
Elf, Grey	+1 Int, +1 dex, -1 str, -1 cha	Swimming as Life Skills at no cost, max Str is 17
Elf, High	As standard	As standard rules
Half-elf	As standard	50% are infertile
Dwarves hill or mountain	As standard	Mountain Dwarves can never learn to speak Common without a Greek accent - no one knows why. Hill dwarves are the most common in Dunromin
Gnomes	As standard	Natives of the city get Streetwise for no cost, they will also have one extra Life Skills which must be spent in a craft
Halflings	As standard	As standard rules
Half-orcs	As standard	As standard rules

Allowable Races by Class

Class	Allowed Alignments	Allowed Races
Assassin	Evil or CN	Human, half elf, half orc, elf, Halfling, gnome
Cleric	Any	Any
Courtesan	Any (rarely lawful)	All
Diabolist	Any Lawful	Humans, half elf, half orc, elf, gnome
Druid	Neutral	Any save dwarf and half orc
Fighter	Any	Any
Illusionist	Any	Human, gnome
Magic-User	Any	Human, half elf, elf, dwarf, gnome, Halfling
Necromancer	Evil or true neutral	Human, half elf, grey elf, Deep Elf
Paladin	LG	Human, half elf (Antipaladins exist as well)
Ranger	Good	Human, half elf, elf
Thief	Any	All
Wild Domains Barbarian	Any	Human, half elf, dwarf, Halfling, half orc
Witch	Any Neutral or Chaotic	Human, half elf, high elf, wood elf, Deep Elf, Halfling
Peasant or serf	LG (usually but any in theory)	Any
Sage	Any	Any

Level Limitations By Race

Class	H	Elf High	Elf Grey	Elf Wood	Elf ½	Elf Deep	D	G	½	½ Orc
Assassin	U	10	10	10	11	U	~	8	5	U
Cleric	U	10	10	10	8	U#	11	10	6	7
Courtesan	U	U	10	10	U	10	8	U	10	8
Diabolist	U	7	7	~	10	11	~	~	~	10
Druid	U	U	U	U	U	U	5	7	11	~
Fighter	U	15	15	15	20	15	U	6	6	10
Illusionist	U	~	~	~	~	~	~	14	~	~
Magic-User	U	20	30	10	15	15	10	7	7	~
Necromancer	U	~	10	~	10	U	~	~	~	~
Paladin	U	~	~	~	10	10*	~	~	~	~
Ranger	U	7	7	7	8	~	~	~	~	~
Thief	U	U	U	U	U	U	U	U	U	U
Wild Domains Barbarian	U	~	~	10	15	~	10	~	5	10
Witch	4	4	~	4	4	4	~	~	4	~
Peasant	1	1	1	1	1	1	1	1	1	1
Sage	U	U	U	U	U	U	U	U	U	U

* Deep Elves can only be anti-paladins.

Male Deep Elves are limited to 7th level clerics.

Starting Money by Social Class

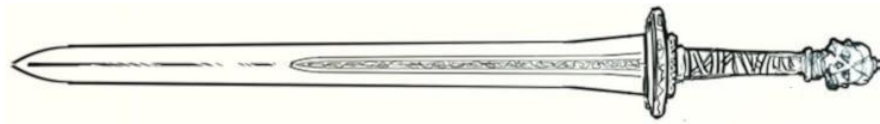
Roll d%	Social Class	Starting Money (gp)
01-04	Lower lower class	1d20
05-30	Middle Lower class	1d4x10
31-60	Upper lower class	2d4x10
61-75	Lower middle class	2d6x10
76-85	Middle middle class	4d10 x10
86-92	Upper middle class	6d10 x10
92-98	Lower upper class	4d8 x50
99	Middle upper class	3d10 x100
00	Upper upper class	3d10 x500

Training Cost of Raising Statistics – cannot exceed racial limitations

Range	Cost per percentage point	Time per percentage point
3:01-10:00	40gp	4 per day
11:01 - 13:00	80gp	2 per day
14:01- 16:00	100gp	1 day
17:01 - 17:00	150gp	2 days
18:01 - 18:50	200gp	4 days
18:51 – 18:80	300gp	7 days
18:81 – 18:90	500gp	14 days
18:91 – 18:00	1000gp	21 days
19:01 +	Not normally possible, or 2000gp plus magical assistance	varies

Weapons and Life Skills Gained by Level and Class

Class	Weapon Proficiencies			No.	Life Skills Gained
	No.	Gained	Penalty		
Assassin	3	1/4	-2	2	1/4
Cleric	2	1/4	-3	3	1/4
Courtesan	2	1/4	-3	2	1/4
Diabolist	2	1/4	-3	3	1/4
Druid	2	1/5	-4	3	1/4
Fighter	4	1/3	-2	4	1/3
Illusionist	1	1/6	-5	4	1/3
Magic-User	1	1/6	-5	4	1/3
Necromancer	0	1/5	-5	0	1/3
Paladin	3	1/3	-2	2	1/3
Ranger	3	1/3	-2	2	1/3
Thief	2	1/4	-3	3	1/3
Wild Domains Barbarian	4	1/3	-2	3	1/3
Witch	0	~	-4	3	1/2
Peasant	1	~	-3	2	1/5 years
Sage	0	~	-4	7	1/3 years



Automatic Life Skills per Class

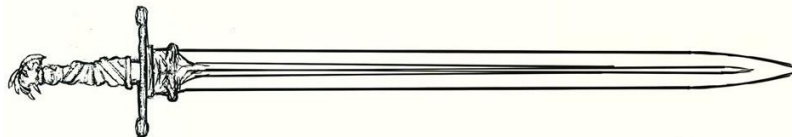
Class	Automatic Life Skills
Assassin	Streetwise
Cleric	Theology I & II; Read & Write Common, Arcana and one other language (this has to be the language of their temple if there is one)
Courtesan	Streetwise plus Read & Write Common & Arcana
Diabolist	Theology I & II; Read & Write Common, Arcana and one other language (has to be racial if non-human) plus Folklore and Yoga
Druid	Theology I & II; Read & Write Common, Arcana and temple language if there is one language plus Speak Druidic (no written form)
Fighter	None
Illusionist	Read & Write Common, Arcana & one other language (their own if non-human or not native of the Land of the Young), Magic I
Magic-User	Read & Write Common, Arcana & one other language (their own if non-human or not native of the Land of the Young), Magic I
Necromancer	As Magic-User plus Folklore and Theology I
Paladin	Ride Land-Based, Etiquette, Heraldry; Speak, Read and Write their temple language (if one exists)
Ranger	Direction Sense
Thief	Streetwise
Wild Domains Barbarian	Extra Stamina at half cost
Witch	Read & Write Common & Arcana, Folklore
Peasant	none
Sage	Read & Write Common & one other language that they can already speak

Thief Skills Gained Per Level by Class

Skill	Base %			Notes
	Thief	Assassin	Courtesan	
Climb Walls	60	40	40	Replaces base climb chance – non-thieves and Courtesans get 40% Climb but can't improve this
Find Traps	5	10	5	Separate rolls for finding and then removing the trap, assuming the thief is able to remove the trap
Hear Noise	15	5	5	In addition to standard rules race chances
Hide in Shadows	5	10	0	Not in spangled costumes
Move Quietly	10	20	10	Modified by situation and may only apply in certain environments
Open Locks	10	10	10	Requires lock picks or similar tools
Pick Pockets	15	0	15	Only a failure of +20% above that required alerts the victim except in special circumstances
Read Languages	0	0	0	Must have read and write *
Observation	30	30	40	Non-thief chance = Wis %
Gained per Level (including first) - add XP bonus	30	25	25	No training necessary
Maximum spend per skill per level	30	20	20	To stop Courtesans and Assassins replacing thieves altogether

Adjustments to Thieves' Skills due to Armour

Skill	Elven Chain or Studded	Chain Mail, Ring or Laminated	Splint or Scale	Banded or Plate Mail
Climb Walls	-25%	-40%	-50%	-60%
Find traps	-10%	-40%	-50%	-50%
Hear Noise	<i>Special</i>	<i>Special</i>	<i>Special</i>	<i>Special</i>
Hide in Shadows	-15%	-40%	-60%	-70%
Move Quietly	-15%	-70%	-80%	-80%
Open Locks	-10%	-40%	-50%	-50%
Pick Pockets	-20%	-50%	-50%	-70%
Read Languages	na	na	na	na
Observation	<i>Special</i>	<i>Special</i>	<i>Special</i>	<i>Special</i>



Fumble Table – check after rolling a 1 on a d20

Roll (d20)	Result
1-14	Lose any other attacks you might have this round
15-18	Drop weapon *
19	GM's choice** OR hit self or nearest friend for normal rolled damage
20	GM's choice** OR hit nearest friend or self for maximum damage

Appendix 15: Character Sheets Designed for Playing in Dunromin

On the following page is a design of character sheet suitable for the rules given herein. On the page after is a spell book to accompany spell casters. Also included is a copy of a completed character sheet for Billy Gytfayss to help clarify how it is envisaged the sheet would be used.

Permission is given to photocopy or print these sheets for your own use. The design is based around the 'everything on one sheet' philosophy but also needs a little explanation:

Additional Guidance:

Alignment – there is no space for alignment as you may want to keep this secret (but not from the GM). It can be recorded with 'Deity' if required by player or GM.

To Hit AC 10 – This is the number required to hit AC 10 without any weapon or other bonuses. Numbers required to hit higher Armour Classes increase one by one with 6 20's in the list (see Core Rules for more information).

Hit Points – the box has a space for your Wound Level (see Appendices) and some boxes underneath for recording how many HP are gained per level, in case of loss of levels or a change in Constitution.

Class – there is space for up to three character classes, just in case.

Spells – only spells in mind and the number of spells per level is recorded on the front of the sheet. The spells in a spell book can be recorded on the second sheet if required. There is space to record spells from more than one class and the spells held on scrolls may also be recorded here.



Name _____ Sex _____ Race _____ Age _____ Player _____

Strength	_____	% Class	_____	Level	_____	To Hit AC10	_____	Saving Throws	_____
Intelligence	_____	%	_____		_____	Handedness	_____	Aimed-adj.	_____
Wisdom	_____	%	_____		_____	DEX Init. Adj.	_____	Breath Wpn. - adj.	_____
Dexterity	_____	%	_____		_____	Surprise on	In _____	Poison/Par-adj.	_____
Constitution	_____	%	Height _____	Build _____		Surprised on	In _____	Petri/Poly. -adj.	_____
Charisma	_____	%	Weight _____	lbs _____	kg _____	Backstab to hit adj.	+ _____	Spells-adj.	_____
Appearance	_____	%	Date of Birth _____			Backstab dmg adj.	x _____		_____

Hit Points	_____	HD	_____	AC	_____	DEX Adj.	_____	Weapon Proficiencies:		
Wound level _____ Per Level _____ CON Adj. _____	Armour	_____		Shield	_____	Base AC	_____	Initial # _____	Gained/Lvl _____	Total _____
	Magic	_____		Strength To Hit Adj.	_____			Main Weapon _____	Slots _____	
	Strength To Damage Adj	_____		Other Combat Adj	_____			Main Missile _____	Slots _____	
	DEX Missile To Hit Adj	_____		STR Missile Damage Adj	_____			Other Weapons of Proficiency _____		
								Non-Prof. Penalty _____		
							2-Wpn Use Penalty: Main _____	2nd _____		

Weapons	Magic	To Hit	To Dam	S&M	L	Rate	Ranges	Languages Known	Spk	R/W

Professional Skills

Pick Pock.	_____	%	Open Lock	_____	%	Dis. Trap	_____	%
Hear	_____	%	Climb	_____	%	Read Lang.	_____	%
Move Qt.	_____	%	Hide	_____	%	Observe	_____	%

Equipment	_____					Magic Items	_____		Money
	_____						_____		gp
	_____						_____		sp
	_____						_____		cp
	_____						_____		gems

Life Skills:	Initial _____	Gained _____	Total _____	Class	Bonus _____	Need _____	Have _____
	_____	_____	_____		%		
	_____	_____	_____		%		
	_____	_____	_____		%		
	_____	_____	_____	Social Class	_____	Family Name	_____
	_____	_____	_____	Family	_____		

Mount: Name _____ Type _____ AC _____ HP _____ HD _____ Damage _____ Armour _____ Max Load _____

Familiar: Name _____ Type _____ AC _____ HP _____ HD _____ Damage _____ Move _____

Familiar Special Abilities: _____

God _____ Temple _____ Alignment _____ Holy Symbol _____ Uniform _____

Spells in Mind: First _____ Second _____ Third _____ Fourth _____ Fifth _____

Special Abilities:	_____	Notes:	_____
	_____		_____
	_____		_____
	_____		_____
	_____		_____

Here is a sample character sheet intended as a guide to using all the different parts of the Barnaynian Character sheet given above...

Name Billy Gytfayss Sex M Race 1/2 Elf Age 45 Player Sample

Strength	12	35 %	Class	Level	To Hit AC10	9	Saving Throws	
Intelligence	17	49 %	Magic-User	5	Handedness	Right	Poison-adj.	nil
Wisdom	9	02 %	Thief	6	DEX Init. Adj.	+3	Petrification - adj.	nil
Dexterity	18	96 %			Surprise on	2 In 6	Wands-adj.	nil
Constitution	11	35 %	Height 5' 4" Build: Slight		Surprised on	2 In 6	Breath Wpn. -adj.	nil
Charisma	15	11 %	Weight 85lbs or 39kg		Backstab to hit adj.	+ 4	Spells-adj.	nil
Appearance	12	87 %	D.O.B 12 th Wolfwalk CY 539		Backstab dmg adj.	x 3		

Hit Points 19 HD d4 / d6 AC 3 DEX Adj. -4 Weapon Proficiencies: Initial # 2 Gained/Lvl 1/4 Total 3

49	Armour	+1 leather	Base AC	7	Main Weapon	Short Sword	Slots	1
42	Shield	None			Main Missile	Thrown Dagger	Slots	1
10	Magic	+1 leather			Other Weapons of Proficiency			
Wound level _____	Strength To Hit Adj.	0			Dagger			
Per Level CON Adj. nil	Strength To Damage Adj	0						
4 3 3 4 2 3	Other Combat Adj	0						
	DEX Missile To Hit Adj	+3						
	STR Missile Damage Adj	0			Non-Prof. Penalty	-3		
					2-Wpn Use Penalty: Main	+0	2nd	-1

Weapons	Magic	To Hit	To Dam	S&M	L	Rate	Ranges	Languages Known	Spk	R/W
Short Sword	0	0	0	1-6	1-8	1	na	Common	Y	Y
Dagger (left hand)	0	-1	0	1-4	1-3	1	na	Loomish (elf)	Y	Y
Dagger (thrown)	0	+3	0	1-4	1-4	2	10 20 30	Thieves' Cant	Y	na
								Arcana	na	Y

Professional Skills

Pick Pock.	15 %	Open Lock	55 %	Find Trap	55 %
Hear	45 %	Climb	90 %	Read Lang.	0 %
Move Qt.	25 %	Hide	35 %	Observe	60 %

Equipment

Short swd	Sack x2	Magic Items	Money
Spell Book	dagger	Leather Armr +1	pp
Thieves' Tools	Knife	Ring Feather Fall	gp 43
Rugged clothes	Tinder-box	Potion Heal	sp 12
LS Boots	Oil x5		cp
Belt & 3 s Pouch	Hooded Lant		Gems; 2x10gp
Cloak & Hood	Back pack		1x500gp

Life Skills: Initial 4 Gained 1/3 Total 5 Class Magic-User Bonus +10% Need 40k Have 32,354

R&W Arcana 0	Swim (1)	Thief	+10%	40k	32,354
R&W Common 0	Survival Temp.				
R&W Loom 0	Woods (1)				
Thieves' Cant 0	Sums (4)				
Streetwise 0	Cookery (4)	Social Class	MLC	Family Name	Gytfayss
Magic I 0	Metrology (1)	Family	Mother High Elf living in Dunromin (Fletcher)		
	Boozing (1)	Father	human Magic-User adventurer (dead)		

Mount: Name none Type _____ AC _____ HP _____ HD _____ Damage _____ Armour _____ Max Load _____

Familiar: Name none Type _____ AC _____ HP _____ HD _____ Damage _____ Move _____

Familiar Special Abilities: _____

God Hecate Temple _____ Alignment CN Holy Symbol _____ Uniform _____

Spells in Mind: First 4 Second 2 Third 1 Fourth _____ Fifth _____

Sleep	Invisibility	Suggestion		
Detect Magic	Knock			
Unseen Servant				
Shield				

Special Abilities: Infravision 60ft Notes: Billy is a survivor and cunning thief; he knows 30% resistance to Sleep and Charm
Spot Secret Doors 2/6; spot concealed 3/6 within 10ft
Many of the key underworld personalities and THINKS he has friends everywhere. Member of the Arborium Guild. He has borrowed a book from the Magic Guild and lost it; "Malph's Signs of Doctrine" - it disappeared from his room at the Bawdy Wench. If the library find out he has lost it he will be in big trouble.

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The following is quoted from the OSRIC V2 Core Rules book and are sentiments shared by Simon Miles:

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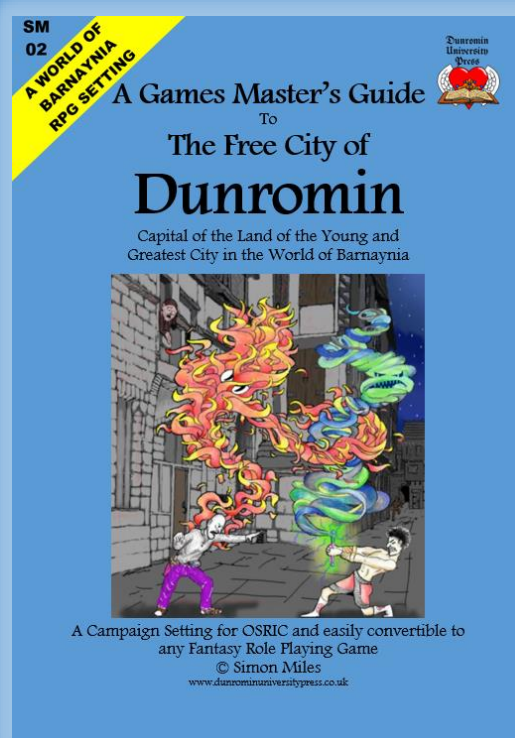
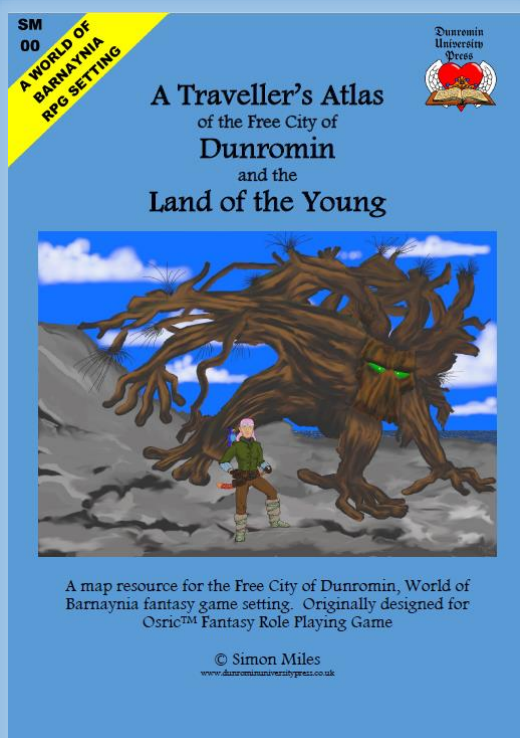
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