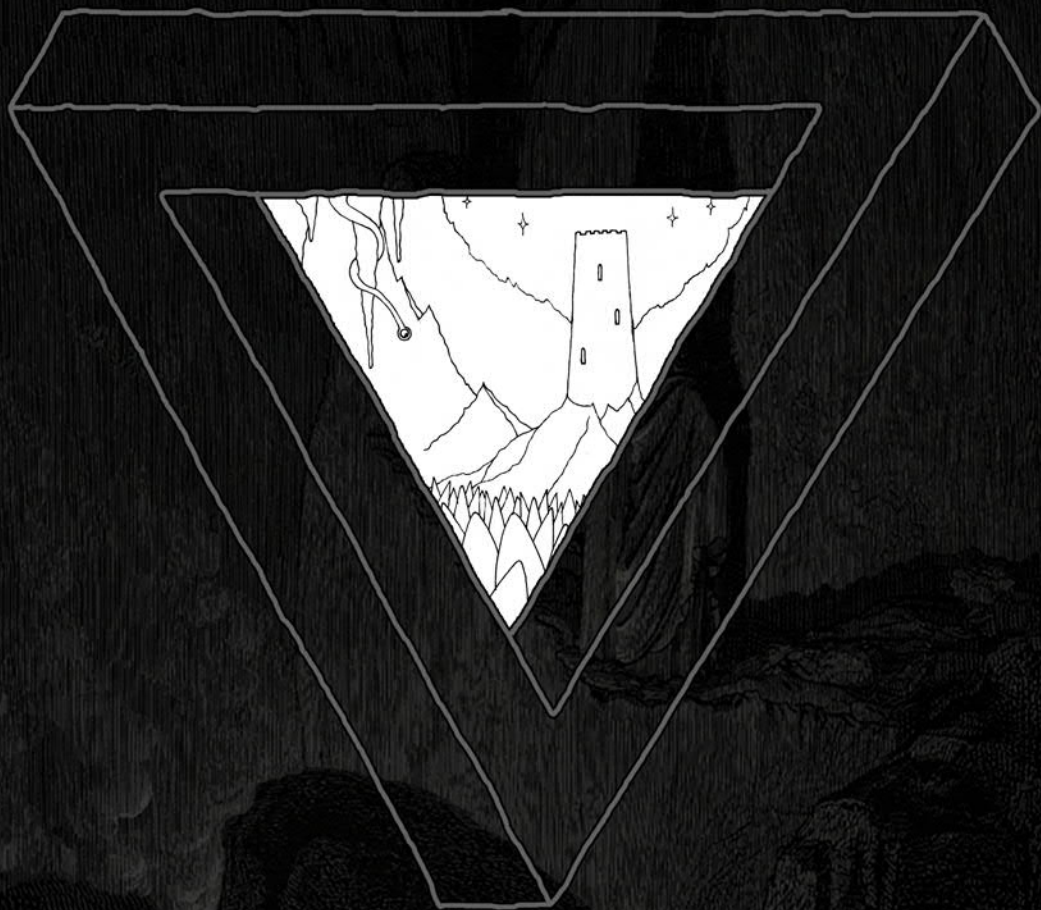


Underworld Kingdom



VOLUME ONE:

Explorers of the Unknown

Underworld Kingdom



Volume One: Explorers of the Unknown

Albert Rakowski 2013

Cover by Albert Rakowski, based on art by Gustave Doré, image above from a *History of Woodcut*, Arthur Hind, 1935. Proofreading by Red One Eye.

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General Introduction

Materials included in this series of booklets are collection of my ideas created since the beginning of my role-playing gaming in 1997. Idea of creating the science fantasy campaign setting came to me in early 2010, when I completed work with *Terminal Space* supplement and stumbled upon Planet Algol campaign blog.

Some of the campaign information, places and ideas may look like incompatible with other, but you must remember that I never used them all at once. However I decided to include even most disparate things in one book to allow you to mix and reconfigure them in your own way – treat this work as a loose conglomerate of ideas, not tightly framed encyclopedia, preserved against external interference.

Booklet Introduction

Well, it seems that finally I managed to release at least the first part of my *Underworld Kingdom* campaign setting! I decided to release the game in modular shape – several small booklets to let you decide which one you want to use in your game. This one, the almighty Volume One, contains information about the Heroes of the Underworld Kingdom. Most of them are rather new but some ideas (such as the Tech Level stat) appeared in my earlier releases.

Tech Level – additional Ability

Tech Level is an additional option that reflects the character's familiarity with advanced (or primitive) technology as well as its inbred predisposition for using what the world has to offer. This ability does not have a major impact on game mechanics though it allows the game to become a little bit more interesting by showing how different can the origin worlds of characters be.

Maybe some of you know this table from *Terminal Space* supplement but it was slightly altered to picture the lower level of technology in most parts of the setting.

Tech Level	Description	Starting money
3 – 5	Caveman. Character can use only the simplest of tools and primitive weapons such as batons, clubs, spears or stones. Modifier -1 / -10% for interactions with modern technology, -2 / -20% for interactions with more advanced technology.	3d6x5
6 – 13	Barbarian. Character should be able to handle primitive technology although it is rather unlikely that he will understand the means by which kinds of advanced equipment work. Modifier -1 / -10% for interactions with advanced technology.	3d6x10
14 – 15	Modern Man.	3d6x15
16 – 17	Highly Advanced. Character has grown in a world where every technological achievement allows a comfortable and near effortless life. Modifier -1/-10% for interactions with primitive tech.	3d6x20
18	Star Child. The level of technology and civilization from where the character comes is so high that the ways to use simple tools have been forgotten due to near exclusive reliance on extremely hi-tech solutions. Modifier -2/-20% for interactions with primitive tech and -1/-10% for modern age tech.	3d6x25

Here are some ideas about PC's origins considering his/her Tech Level:

- ◆ **Cavemen:** remote parts of Upper Kradia, most primitive tribes of the Megastructure, Jungle Caves;
- ◆ **Barbarians:** most parts of the Underworld Kingdom;
- ◆ **People similar to 20th century earthlings:** Necropolis, Palace of the Black Emperor;
- ◆ **Highly advanced:** Megastructure, minions of the Ho-Ru sorcerers;
- ◆ **Star Children:** some Megastructure inhabitants, off-worlders.

Social Class – additional Ability

Social Class is the ability with only descriptive meaning. It should be determined by d100 roll:

d100	Social Class	Starting money
01 – 02	Fugitive slave	3d6 gp only
03 – 05	Freed slave	3d6x2 gp only
06 – 10	Peasant	No changes
11 – 18	Nomad	+1d20-10 gp
19 – 26	Lower-class / scavengers	+1d4 gp
27 – 35	Lower-class / craftsmen or tradesmen	+1d6 gp
36 – 50	Middle-class / craftsmen or artists	+2d6 gp
51 – 75	Middle-class / minor merchants	+3d6 gp
76 – 85	Upper-class / merchants or landowners	+3d6x2 gp
86 – 90	Upper-class / priesthood or magi	+3d6x4 gp
91 – 94	Nobility / petty noble	+3d10x5 gp
95 – 97	Nobility / lord or baron	+3d10x10 gp
98 – 99	Nobility / prince or duke	+3d20x10 gp
00	Nobility / member of royal family	+2d100x10 gp

As for Tech Level, using Social Class is not mandatory and you may drop it if you feel that it will not work well in your game.

In addition, Social Class can affect the quality of character's starting equipment.

Arcane Lore skill

Arcane Lore is the only one basic percentile skill used in the campaign, although some referees may use some skills from Terminal Space supplement (i.e. Science skill for PCs with Tech Level 16 or higher). Arcane Lore depicts character's familiarity with esoteric, occult, mythical and magical knowledge and legends and can be used in various ways, including identifying magical items, artifacts and some entities from other planes, such as demons.

Level	Magic User's Arcane Lore	Mystic's Arcane Lore
1	5%	–
2	10%	5%
3	20%	10%
4	30%	15%
5	40%	20%
6	50%	30%
7	60%	40%
8	70%	50%
9	80%	70%
10+	95%	90%

Characters with WIS higher than 15 can raise their Arcane Lore by one additional percent per level.

Basic character classes

There is no Halflings, elves and dwarves in the Underworld Kingdom campaign setting, or at least they should not be considered as a Character Classes (see below in the section *Thousand races*). Also, there is no thief Character Class – all Player Characters are thieves and plunderers after all and I consider thief's skills as harmful. Of course this rule is not mandatory and if players and referee feels that thief is not game-damaging option they may use it if they wish.

Mystic – new option for Clerics

There is no monotheism in the Underworld Kingdom. Thirteen Gods are cruel, inhuman and alien beings, so I decided to give a new name for a Cleric.

Moreover, service to god as a priest is not the only one option for the Mystic – here are some additional ideas about it:

- ◆ **Temple Assassins** – armed, hidden hand of the cult. They can use only daggers and throwing knives;

- ◆ **Mageslayers** – mercenaries specialized in extermination of magic users. They can use only swords but those of level 6 or higher can use any magical weapons. Those above level nine can use magical armor;
- ◆ **Eremites** – hermits are allowed to use only blunt weapons (as ordinary Clerics), but from sixth level they can use bows (mainly in order to hunt and survive);
- ◆ **Fighter-Sages** – warriors seeking the enlightenment and perfection; they can use only blunt weapons, but from level six they can also use swords and sabers; fighter-sages of level ten or above can use any kind of weapons and armor but not heavier than chain mails;
- ◆ **“Classic” Clerics** – available only for the off-worlders.

Dead Ones – new Character Class

Nobody really knows when Grey Plague appeared for a first time. Certainly it has been hundreds (if not thousands) of years ago, perhaps even in the times of the Great Wars. It is not known whether it was created as a biological weapon of the Ancient Ones or its origin is quite different.

One thing is certain - the plague changes people into monsters. Spores of the disease attacks every cell of the host's body, leading to his death. Despite the apparent demise, disease transforms the victim's body, sustaining his existence in a unknown way. Thus, victims of the plague - often called the Dead Ones - practically does not need to eat or drink (though if it does not take the "replacements" for their diseased tissues - especially if they are injured or otherwise damaged, eventually they will begin to rot and decay), also they are resistant to the effects of aging (finally they are dead - at least in some sense). Unfortunately the course of infection is horrible and extremely painful, which results with the victim of the Grey Plague falling into madness.

As the outbreaks of plague have not appeared since ages and infected with the disease can release spores only once in a hundred years, the number of Dead Ones is dwindling.

Level	XP	HD	Arcane Lore
1	–	1	–
2	1800	2	1%
3	3600	2+1	2%
4	7200	3	5%
5	14400	3+1	10%
6	28800	4	15%
7	50000	5	20%
8	100000	5+1	30%
9	200000	6+2	40%
10	300000	7+3	50%

Level	Death / Poison	All Wands	Stone	Dragon Breath	Staves & Spells
1 – 4	9	13	14	18	16
5 – 7	6	11	12	16	14
8 – 9	4	9	10	14	11
10 – 11	3	7	8	12	8
12+	2	5	5	10	5

Additional rules:

- ◆ Dead Ones must consume only 1/3 amount of food and drink compared to humans to sustain their existence. Above level 5 this amount is reduced to 1/4 and above 8 to 1/5.
- ◆ Dead Ones do not gain any additional gold from their Social Class.
- ◆ Partly or totally insane Dead Ones may be vulnerable to Turn Undead power.
- ◆ Some high-level Dead Ones can assimilate lost limbs by using parts of corpses, but only if their CON is 16 or better.
- ◆ Dead Ones suffer no negative effects of aging (they are virtually dead after all) but for each full 20 years of their unlife they must reduce Wisdom by one point. If their Wisdom is reduced to 2 or less they become completely and irrecoverably insane and can't be used as Player Characters anymore. During character creation player may decide how long his character is Dead One. For each full twenty years he may increase his Arcane Lore or Knowledge by d4%.

Thousand races

Underworld Kingdom is a place inhabited by countless sapient races and species (mostly because there are certain number of mutants and off-worlders).

To reflect this players can opt to be a member of virtually any chosen race, but only if referee is allowing such things in his campaign and **only** if their abilities adequately reflect their chosen race / species. In example – if player wants to be his / her character to be a Minotaur, referee may decide that to allow it PC must have both STR and CON 14 or better. If a player want to play an intelligent raptor from the lost Cretaceous planet, referee may decide that his / her DEX must be 13 or higher and CHA 5 or lower.

Literacy

As most inhabitants of underworld are illiterate and rather poorly educated, only characters with INT or TL of 12+ can read and write.

Off-worlders

Here are some ideas how and why PC not originating from the Underworld Kingdom appeared there. Players may pick one that suit their character conception or just roll a die.

d12 roll

PC's origins

- | | |
|-------|---|
| 1 | Character died in his world, only to awake in a new, strange and unfamiliar place. |
| 2 – 3 | Character travelled here through the Dreamlands. |
| 4 – 6 | Character travelled here through magical portal / hi-tech teleporter. |
| 7 – 8 | Character delved deep into some mysterious cave, only to come out in quite different world. |
| 9 | Character was cursed by gods and thrown far from home. |
| 10 | Character came from parallel dimension. |
| 11 | Character was captured by aliens. |
| 12 | Character's home world was destroyed, he survived in stasis cell and was found in the Underworld Kingdom. |

Sanity

Sometimes PCs may find themselves in highly unsettling circumstances. They face death, grievous wounds, evil magic and nameless eldritch horrors from the depths unknown. All those events and situations may have a negative impact on their sanity. Here are some experimental rules about using sanity in Underworld Kingdom campaign:

- ◆ When character experiences strong shock (i.e. he is a witness of horrible death of his companion or is struck by destructive, evil spell) he / she must pass save versus magic. If he fails, his / her Wisdom is temporarily reduced by one.
- ◆ Saves versus fear may also be done as Wisdom checks, not save vs. magic.
- ◆ If natural "1" is rolled during this check, Wisdom loss is permanent.
- ◆ Characters with Wisdom of 15 or more may add 1 point to their die roll.
- ◆ Characters whose Wisdom was reduced to less than 3 become utterly deranged and are removed from play.
- ◆ Some actions, like freeing hopeless slaves from hands of evil priest or defeating inhuman, alien monster, can be rewarded by Referee with recovery of one or more Wisdom points.

Hit Points, wounds and death – additional rules

- ◆ Hit Dice are re-rolled at the beginning of each game session. Results of “1” may be re-rolled but only once per each hit die.
- ◆ When a PC’s HP is reduced to zero, he / she drops unconscious. Character dies when his Hit Points are reduced to negative (level+1).
- ◆ Characters with Constitution 14 or higher may allow their opponents to hit them to tough damage out. In that case they are automatically hit but reduce received damage by half, rounded up. If PC’s Constitution is 16 or higher, reduced damage is rounded down, to a minimum of zero.
- ◆ PCs can regain 1-4 HP after combat if they treat their wounds. The amount of recovered Hit Points cannot exceed the amount lost in last combat.
- ◆ In some cases, drinking a bottle of alcohol can restore Hit Points lost by a character. Player should roll d6 to determine number of regained HP. However, if he / she rolls six, PC loses one Hit Point. Additional effects, such as being drunk, should be determined by referee.

Armor Class and active defense

If someone (or even some monsters) is not actively defending himself (i.e. do not try to parry, dodge or actively rely on heavy armor), his AC is raised by two steps (i.e. from AC 5 to AC 7). Also, he / she will be hit automatically if is not using any armor and not trying to avoid harm.

Names

No idea how to name your character? Simply roll a dice!

Male names

- | | |
|--------------|------------|
| 1. Ardan | 51. Erney |
| 2. Dalyz | 52. Murik |
| 3. Brane | 53. Murin |
| 4. Earge | 54. Floy |
| 5. Touth | 55. Last |
| 6. Dalyn | 56. Gorlan |
| 7. Fint | 57. Deric |
| 8. Feard | 58. Blaان |
| 9. Saetos | 59. Cathe |
| 10. Gork | 60. Hung |
| 11. Belector | 61. Gallan |
| 12. Grin | 62. Avan |
| 13. Casse | 63. Fero |

Female names

- | | |
|-----------|------------|
| 1. Ariona | 51. Hildia |
| 2. Aylen | 52. Hildis |
| 3. Apti | 53. Aela |
| 4. Tulia | 54. Maris |
| 5. Tari | 55. Yinid |
| 6. Brea | 56. Isold |
| 7. Carisa | 57. Juni |
| 8. Cethi | 58. Tali |
| 9. Ithia | 59. Estre |
| 10. Touti | 60. Carni |
| 11. Gessa | 61. Shani |
| 12. Peria | 62. Vivee |
| 13. Malba | 63. Civith |

14. Cade	64. Crowan	14. Yani	64. Iath
15. Vorn	65. Gley	15. Orgona	65. Jeva
16. Perin	66. Calen	16. Jenneta	66. Nori
17. Bovan	67. Cayce	17. Janath	67. Lynea
18. Soaz	68. Medoc	18. Eria	68. Arla
19. Jarth	69. Caranab	19. Vokri	69. Mhaidra
20. Cunor	70. Roykin	20. Treina	70. Morn
21. Finn	71. Gith	21. Silven	71. Annyen
22. Meur	72. Redan	22. Iste	72. Mesila
23. Laeth	73. Reorth	23. Sill	73. Laina
24. Vore	74. Ribe	24. Harthi	74. Dara
25. Gart	75. Fyrell	25. Xai	75. Arvi
26. Crid	76. Karrad	26. Naid	76. Brick
27. Caris	77. Conod	27. Halla	77. Gilda
28. Avir	78. Briten	28. Shenan	78. Emlyn
29. Athian	79. Fordolf	29. Grenthi	79. Phire
30. Onse	80. Benth	30. Morkan	80. Vitha
31. Morgal	81. Hoon	31. Rauna	81. Ketu
32. Vion	82. Morl	32. Kerica	82. Meri
33. Wethis	83. Thorom	33. Yann	83. Jenni
34. Madeus	84. Zegos	34. Jarthi	84. Dorin
35. Oann	85. Hugi	35. Snow	85. Gold
36. Manes	86. Medleck	36. Egana	86. Sith
37. Rhyart	87. Lleys	37. Orth	87. Cridan
38. Satus	88. Farr	38. Cari	88. Tarris
39. Haind	89. Carne	39. Lynna	89. Seve
40. Gardis	90. Attus	40. Orsi	90. Ioth
41. Barbodeck	91. Iart	41. Kenrynn	91. Jenix
42. Palor	92. Pase	42. Hira	92. Zett
43. Waith	93. Zorod	43. Lorn	93. Thera
44. Xaan	94. Airik	44. Litta	94. Lyne
45. Rhont	95. Karon	45. Trix	95. Garti
46. Torod	96. Boke	46. Xaanor	96. Aette
47. Maeron	97. Breet	47. Fenna	97. Deelyn
48. Glasian	98. Vatir	48. Dua'in	98. Rhilde
49. Morkan	99. Derian	49. Aillie	99. Rista
50. Zorgius	100. Lanus	50. Wivee	100. Eldri

Character quirks

If you want to add a degree of uniqueness to your character, you may pick one or more quirks from the table below. If you are determining them by random, feel free to re-roll if you are not satisfied with results.

- | | |
|--------------------------------|---|
| 1. Broken nose | 51. Nervous tic |
| 2. Blackened fingernails | 52. Small head |
| 3. Warts | 53. Prominent brow ridges |
| 4. Multi-colored eyes | 54. Irregular skull |
| 5. Squint | 55. Luxuriant beard (M) / slight mustache (F) |
| 6. Pockmarks | 56. Tanned skin |
| 7. Freckles | 57. Bad breath |
| 8. Fake magical tattoo | 58. Chemical smell |
| 9. Tribal scars | 59. Dirty hair |
| 10. Cataract on the eye | 60. Pointed ears |
| 11. Ripped (off) ear | 61. Bloodshot eyes |
| 12. Pierced nose | 62. Prominent lips |
| 13. Deep wrinkles | 63. Fat belly |
| 14. Burn scars | 64. Bandy legs |
| 15. Birthmark | 65. Gaunt complexion |
| 16. Bald-headed | 66. Strange gait |
| 17. Small body build | 67. Big head |
| 18. Glasses | 68. Pug nose |
| 19. Dyed hair | 69. Flaky skin |
| 20. Provocative makeup | 70. Soft skin |
| 21. Weird voice | 71. Dirty ears |
| 22. Harelip | 72. Thin skin |
| 23. Square jaw | 73. Protruding teeth |
| 24. Crooked teeth | 74. Curved spine |
| 25. Rotten teeth | 75. Hoarseness |
| 26. Golden teeth (1d4) | 76. Idiotic laughter |
| 27. Filed teeth | 77. Yellowed teeth |
| 28. Siren / anchor tattoo | 78. Broken teeth |
| 29. Religious tattoos | 79. Cutthroat scars |
| 30. Ruddy complexion | 80. Big feet |
| 31. Pale complexion | 81. Big hands |
| 32. Dark circles under eyes | 82. Makeup |
| 33. Protruding ears | 83. Skinny neck |
| 34. Wart on the nose | 84. Goiter |
| 35. No eyebrows | 85. Thick neck |
| 36. Bushy eyebrows | 86. Smelly feet |
| 37. Hairy | 87. Cold skin |
| 38. Baldness | 88. Hyperhidrosis |
| 39. Bulging eyes | 89. Hacking cough |
| 40. Dreadlocks | 90. Widely spaced eyes |
| 41. Dirt under the fingernails | 91. Aquiline nose |
| 42. Bulbous nose | 92. Flabby cheeks |

- | | |
|-----------------------------|-------------------------------|
| 43. Wide mouth | 93. Snotty |
| 44. High brow | 94. Disproportionate physique |
| 45. Nose hair sticking out | 95. Broad shoulders |
| 46. Wadding gait | 96. Foot-dragging walk |
| 47. Earrings | 97. Bite scars |
| 48. Watery eyes | 98. Lame |
| 49. Scar on the cheek | 99. Denture |
| 50. Eyes of different sizes | 100. Glass eye |

Minor mutations

There is 3% chance that any PC will have one minor mutation, which should be randomly determined:

1. Large, animal-like claw on one of the fingers
2. Small part of the body covered with tiny scales
3. Slightly unusual skin color (e.g. with light blue tone)
4. Unnaturally long fangs
5. Tiny horn / horns
6. Unusual eye color (e.g. violet)
7. Extra digit
8. Elongated tailbone
9. Slightly cracked skin
10. Unusually colored blood
11. Slightly elongated limbs
12. Almost unnoticeable pattern on the skin (e.g. spots or stripes)
13. Small mane on the back of the neck (connected with hair)
14. Small part of the body covered with fur
15. Faint but strange body odor
16. Oddly-shaped pupils
17. Skin with small deformities
18. Missing digit
19. Really long tongue
20. Roll twice!

Words of the Oracle

Another table of role-playing purpose only. This words may be used by a PC as his / her motivation, superstitions and concerns. Ignore it if you don't want to use it.

1. Dust of your ancestors' bones will choke you.
2. Dead ones will lead you to enlightenment.
3. Behind the path of Night you will find madness.
4. Hero will find his death, fool will find his fortune.
5. Blood of the descendant of magi will open a gate to the underworld.
6. Gods of the dead will turn away from you.
7. Prophet's apprentice will find a graveyard of the Ancient Ones.
8. Blessing will bring the curse.
9. The prophecy will become a doom of your descendants.
10. Sword of fire will cut the moon bridge.
11. You will bring a relief to the dead heroes.
12. Hunger will lead to the truth.
13. Tail of the comet will lead you to the book of the dead.
14. God of the city will fall into insanity.
15. Theft will bring madness.
16. Fountains of poison will never satisfy your thirst.
17. When water will become an ice, death will become an undeath.
18. Slave of the gods will read the verses of the passing.
19. Throne of the earth will burn in flames.
20. Cursed sword will open the tomb of monsters.
21. Third warning will never come, pestilence will fall like a storm.
22. Dead ones will experience hunger because of you.
23. Minion of the Abyss will delete your name from the Book of the Ancestors.
24. Answer can be found in the storm of fire.
25. Treasures will curse you.
26. Curse will lead to discovery, discovery will bring the darkness.
27. Words of the Priest are full of poison, words of the Demon are the answer.
28. Death of the king will be a monument of your glory.
29. Ice will bring the oblivion.
30. Red mist will become your shelter.
31. Beware of lone travelers.
32. Spark of understanding will become the flame of hell.
33. Shadow will be a beginning of absolute darkness.
34. Your doom will come with the tide.
35. You cannot kill what is already dead.
36. Whispers of the dead will bring the comprehension.
37. Eternal glory will be found at the bottom of the abyss.
38. Pride will be your poison, memories will be your curse.
39. Black peak will be the crown.
40. Dark Side is your blessing.
41. Road home will be your end.
42. You will remove the crown from the dead hands, but blood of the King will not stain your hands.

43. Forgotten labyrinth will become your grave.
44. Doomed city will open its gates before you.
45. River of blood will freeze beneath your feet.
46. You will dethrone the king of fools, but beware to not take his place.
47. Shelter of the wraiths will become your home.
48. In the forests you will find the cause of your fall.
49. Accursed you was born, blessed you will die.
50. Cold Light will burn your skin.

Death experience

If your character have returned from the land of the dead (probably from the Greenish Pits of the Primal Essences or Endless Plain of Abandonment, or maybe some other, rather unpleasant place), roll d20:

d20 roll	Effect of death and resurrection
1	It seems that your brain is partly dead... Reduce all your Abilities by one.
2	You have returned, by your body is wracked by unearthly powers. Reduce your STR, CON and DEX by one.
3	Something gone terribly wrong – suffer one minor curse (its effect lasts for one week).
4	You have witnessed the unspoken horrors of the netherworld. Reduce your Wisdom by 1d6.
5	Damned spirits will haunt you until you die. Reduce your Wisdom by one.
6	They are everywhere and they want you back! Reduce your Charisma by one.
7	Shocked by resurrection, you suffer a heart attack! Save vs. death or you are... dead.
8	After experiencing the cold grip of death, your body trembles terribly. Reduce your Dexterity by one.
9	You were cursed by one of the Butchered Gods: randomly pick one of your stats and decrease it by one
10	Nothing happens.
11	Unearthly power flows through your body. Increase your Strength by one, by reduce your Charisma by one.
12	Wisdom of netherworld speaks through you. Increase your Charisma by one, but reduce your Strength by 1.
13	Nothing happens...
14	Murdered hermit told you about place where he hid his treasure (and now referee must come up with something!)
15	You saw the Lines of Destiny. Gain 1d20x100 XP.

d20 roll**Effect of death and resurrection**

- 16 You were blessed by one of the Butchered Gods: randomly pick one of your stats and increase it by one.
- 17 You are now bold at the thought of death. +1 do all saves vs. death (but not vs. poison!).
- 18 Long dead philosophers have shared their knowledge with you. Increase your Wisdom by one.
- 19 Ghost of half-mad wizard told you some ancient secrets. Increase your Arcane Lore by 2d6%.
- 20 You read the Tables of Eternal Wisdom. Gain 10 000 XP.

Hireling traits

Not all hirelings are just default, obedient and spineless meatshields – roll d20 and consult the result with table below:

d20 roll	Trait
1	Greedy
2	Drunkard
3	Jealous
4	Over-confident
5	Pessimist
6	Loyal
7	Coward
8	Crude
9	Lustful
10	Stingy
11	Nervous
12	Hot-blooded
13	Optimist
14	Quarrelsome
15	Paranoid
16	Trusty
17	Insecure
18	Brash
19	Yielding
20	Roll twice

Equipment list

Here are list of rather basic equipment available in the game. Note that all items have one additional feature – Tech Level optimal for using particular item. All prices are in Gold Pieces.

Name	Price	Tech Level
10 arrows	5	Caveman
10 bolts	6	Barbarian
Anti-gravitational belt	650	Star Child
Backpack	1	Barbarian
Battle axe	18	Barbarian
Bear trap	20	Barbarian
Biface	1	Caveman
Black powder (10 charges)	40	Modern
Blanket	1	Barbarian
Bottle of vodka / whisky	1+	Barbarian
Bottle of wine (glass)	2 – 500	Barbarian
Bullets, lead (5)	2	Modern
Bullets, revolver / rifle (1)	2	Modern
Canoe	50	Caveman
Cart	100	Barbarian
Chain mail	40	Barbarian
Chain, one ft	3	Barbarian
Chest, large	65	Barbarian
Chest, small	35	Barbarian
Compass	140	Modern
Cooking set	16	Barbarian
Crossbow	44	Barbarian
Crystal, glowing	20	Barbarian
Cyborg armor (AC 5)	170	Advanced
Dagger	1	Caveman
Draft horse	30+	Barbarian
Firebomb	3	Barbarian
Flail	20	Barbarian
Flintlock pistol	65	Modern
Gill mask	500	Advanced
Grappling hook	3	Barbarian
Grenade, modern	45	Modern
Grenade, plasma	60	Advanced
Grenade, primitive	11	Barbarian
Halberd	19	Barbarian
Hand axe	5	Barbarian
Helmet	18	Barbarian
Holy symbol	2	Caveman
Holy symbol, silver	25	Barbarian
Iron rations (7 days)	15	Barbarian
Iron spike	1	Barbarian
Lance	3	Barbarian

Name	Price	Tech Level
Lantern	5	Barbarian
Large boat	160	Barbarian
Laser lighter	210	Star Child
Laser sword	4200	Star Child
Leather armor	15	Caveman
Lever-action rifle	225	Modern
Light horse	65	Caveman
Long bow	46	Barbarian
Mace	9	Caveman
Manacles	8	Barbarian
Mirror, glass	32	Modern
Mirror, silver	16	Barbarian
Mirror, steel	8	Barbarian
Moa, riding	50	Caveman
Mono knife	110	Advanced
Mono rope	95	Advanced
Mono sword	240	Advanced
Morning Star	11	Barbarian
Mule	22	Caveman
Musket	110	Modern
Needle rifle	380	Advanced
Nutritional pills (7 days)	40	Advanced
Oil flask	2	Barbarian
Oil lamp	3	Barbarian
Parchment (5)	3	Barbarian
Petrol lighter	28	Modern
Pick axe	31	Barbarian
Pike	5	Caveman
Plasma gun	575	Advanced
Plasma torch (24h)	48	Advanced
Plate mail	95	Barbarian
Pole arm	8	Barbarian
Pole, 10 ft	1	Caveman
Quiver	4	Caveman
Ray gun	5200	Star Child
Revolver	190	Modern
Roll of duct tape	22	Modern
Rope, hemp (50 ft)	1	Barbarian
Rope, silk (50 ft)	9	Barbarian
RPG launcher	200	Modern
RPG missile	45	Modern
Saddle	25	Barbarian

Name	Price	Tech Level
Saddle bags	5	Barbarian
Sewing kit	2	Caveman
Sheets of paper (5)	6	Modern
Shield, standard	12	Caveman
Shield, tower	19	Barbarian
Short bow	21	Caveman
Shovel	4	Barbarian
Signal flare	4	Modern
Silver bullet	7	Modern
Silver dagger	45	Barbarian
Silver tipped arrow	5	Barbarian
Small boat	100	Barbarian
Spear	2	Caveman
Spellbook, blank	100+	Barbarian
Spyglass	75	Barbarian
Sword	12	Barbarian
Tent, 2 persons	6	Barbarian
Tent, 10 persons	22	Barbarian
Thieves picks	36	Barbarian
Throwing knife	1	Barbarian
Torches (5)	1	Caveman
Travel rations (7 days)	5	Caveman
Two-handed sword	27	Barbarian
Warhorse	180	Barbarian
Waterskin	1	Barbarian
Writing kit	14	Barbarian

Note that some of that items may be highly rare to buy and prices here may be helpful in appraising their value rather than buying them in the open market.

During character creation, some PCs of adequate Tech Level may have reduced price for some items (in example firearms for modern men).



Underworld Kingdom



NAME

LEVEL

AC

HD

CLASS

SOCIAL CLASS

MAX HP

CURRENT HP

EXP MOD.

% EXP PTS

ARCANE LORE

%

%

STR

INT

WIS

CON

DEX

CHA

TL

SAVING THROWS

DEATH & POISON

ALL WANDS

STONE

DRAGON BREATH

STAVES & SPELLS

ENCUMBERANCE

GOLD

AC

9

8

7

6

5

4

3

2

1

0

TO HIT