

Fantastic Wizardry





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Dedicated to the memory of Dr. John Eric Holmes, Dave Arneson, and E. Gary Gygax

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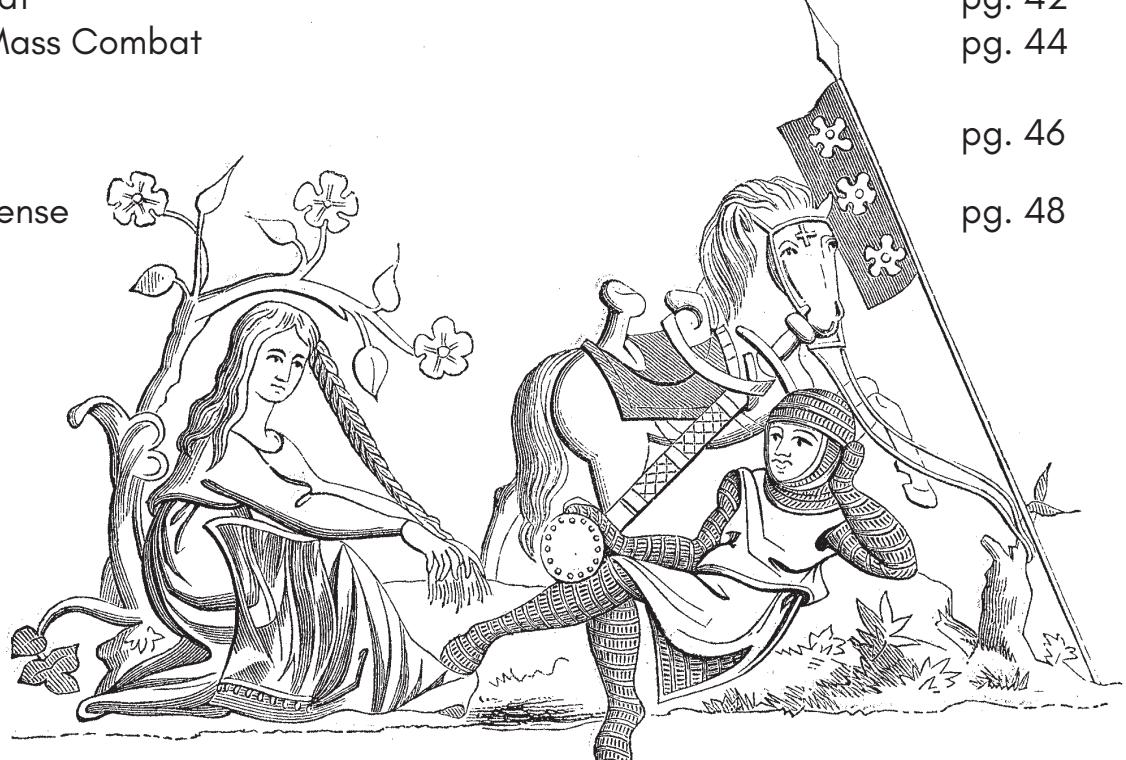


Table top role-playing games have captured the creative minds of players for decades. And oftentimes, those players tend to modify the rules of their favorite game systems. This book is a collection of house rules I developed to be used with my preferred mix of retro-clone games. Many fantasy retro-clones tend to fall into the categories of "original", "basic", and "advanced" versions. Everyone has a preference, and tend to blur the lines between variations of those versions. My preference for gaming is using a "basic" version that borrows concepts from "advanced" and more modern rule sets. This supplement is essentially my personal house-rules conversions of some "advanced" rules to be more easily used with "basic" editions, in addition to original concepts and ideas inspired from other resources published under the Open Gaming License.

I got into fantasy role-playing games by playing popular modern versions of the world's most famous fantasy game, then delving into indie games and other systems, and eventually finding myself working backwards to the roots of table top role-playing games. So even though I now focus on retro-clones championed by the OSR community, I still have an imagination that was developed by my previous gaming experience. This book is a collection of notes, rules, classes colored by my experiences gaming for years and my own exploration reading about the heros and anti-heros from Appendix N.

Some ideas are reinventions of modern concepts and rules, and others are ideas I developed independently. Since I favor "basic" editions with simplified mechanics, many of the rules developed should fit easily into those systems with minimal tinkering. I try to keep all of my concepts as simplified as possible and I even leave some concepts vague because I truly believe in the idea of "rulings, not rules" and I encourage anyone to modify what have presented in this collection to best suit their needs. Even if you don't use or like the way I've implemented some rules, I hope they at least inspire your imagination to create something that works best for you and your tabletop.

- Bryan

Rule Differences: Here I have listed a few rules I use at the table that might be different to the various retro-clones out there. Since I intend this book to be system neutral, I want to provide a means to easily convert what I have included so it can be used in your preferred game system.

- I use ability rolls to help determine certain situations. I roll a d20 and add the modifier of the chosen stat to meet or beat a predetermined number. Some games have this number determined by the character's level, and GMs changes the number as needed to scale the odds. Ability rolls are used to resolve any challenge that doesn't have a predetermined game mechanic. Some of the following rules I include ability rolls to help simplify house rules in this publication.
- A Turn is 10 minutes in game, a Round is 10 Seconds in game, and a Mass Combat Round is 1 minute in game.
- Below, you will find a quick conversion chart for converting descending AC to ascending AC. So, if you are using a system that uses To Hit Armor Class Zero, then make AC 0 to AC20 and change AC as needed.
- Holding Actions in combat means not attacking, casting a spell, etc. on your initiative; but instead choosing to do your desired attack later on in initiative during the combat round. This can be done to interrupt an enemy's actions. You may also hold your whole turn to go later in initiative if desired.
- To convert To Hit Armor Class Zero to an Attack Bonus for ascending AC, subtract the "To Hit" number from 20.
- Weapon sizes are based on how many hands is required to use it properly. Small weapons are one-handed only, Medium weapons can be one or two-handed, and Large weapons require two hands to properly use.
- Ability Stats don't go above 18, so that means ability the maximum modifier you can have for any ability is +3

Example: If a Fighter's "to hit" is 19, then their Attack bonus is +1.

Ascending AC

11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	28
9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

Descending AC

Alchemist: A new class that specialize in magical crafting

Level	Hit Die	Max Spell Level	Crafting	XP
1	1d4	1	20%	0
2	2d4	1	25%	2,500
3	3d4	1	30%	5,000
4	4d4	2	35%	10,000
5	5d4	2	40%	20,000
6	6d4	2	45%	40,000
7	7d4	3	50%	80,000
8	8d4	3	55%	150,000
9	9d4	3	60%	300,000
10	9d4+1	4	63%	450,000
11	9d4+2	4	66%	600,000
12	9d4+3	4	69%	750,000
13	9d4+4	5	72%	900,000
14	9d4+5	5	75%	1,050,000
15	9d4+6	5	78%	1,200,000
16	9d4+7	6	79%	1,350,000
17	9d4+8	6	80%	1,500,000
18	9d4+9	6	81%	1,650,000
19	9d4+10	6	82%	1,800,000
20	9d4+11	6	83%	1,950,000

An Alchemist has the same saves, attack bonus, and weapon limitations as a Magic user. However, an Alchemist can wear armor without penalty due to the fact an alchemist doesn't cast spells.

Requirements: An Alchemist must have an Intelligence and Constitution score of 9 or higher to be an alchemist. An Alchemist's prime requisite is Intelligence.

Abilities: Alchemist can use the following abilities. If the Alchemist is working with other alchemists or magic users in creating these items, it can reduce the crafting times as determined by the GM.

Crafting Skill: Alchemist must roll under this number to succeed at crafting their desired item. Items include:

- Potions
- Alchemical Items
- Packed Explosives
- Distilled Extracts

An alchemist has a base chance of success at crafting any item or potion/poison they know based on their level.

This number is further increased by adding their FULL Intelligence score. In addition, if the Alchemist is crafting with another magic user or alchemist, this number is further increased by 5% per npc/character's caster level. A crafting failure results in a useless item. However, if the alchemist fails at crafting the item by 25% or more, then the crafting process is a critical failure. The results of this failure is determined by the GM.

Spells: The alchemist can only learn spells by analyzing potions or copying spells from spellbooks. Alchemist cannot cast spells, only apply them to items or craft inventive items that duplicate the spell. Alchemist cannot make potions of spells higher than their spell level maximum. Any item crafted by the alchemist to cast a spell uses the Alchemist's level to determine the strength of the spell's effect.

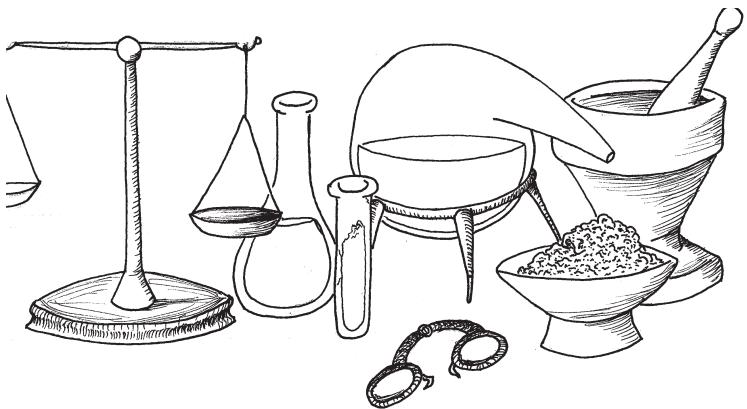
Brew Potion: Potions don't take very long to combine ingredients, but may take a certain number of days to finish fermenting in the potion's vial to become potent. The component cost is half of the potion cost and takes a number of days to brew = to the spell level.

Analyze Potion: Break down an unused potion to learn its components to copy it into notebook. Breaking down the potion takes number of days = 1/2 spell level of the potion. The potion is destroyed while doing this.

Craft Alchemical Items: Alchemist make alchemical items to duplicate the abilities and properties of spells they know. Alchemical items are made using Standard Components (SC) and Magical Components (MC). An alchemist can make any item they have the recipe, components, and tools to make a wide assortment of useful items, many of which that duplicate the effects of certain spells.

It requires one SC and one MC to craft an item that duplicates a 1st level spell, two SC and two MC to duplicate a 2nd level spell, etc. Please see the Alchemical Crafting section for further information regarding how to craft specific items.

Pack Explosives: Create explosives that can be placed or thrown. These require using explosive ingredients contained in an airtight and moisture-free container. Damage of these = 1d8 damage and half splash damage to surrounding 5ft area. This craftable damage can later increase by 1d8 every 5 levels (2d8 at 5th, 3d8 at 10th, etc.)



Packing explosives require the proper crafting components and take a number of hours to make per d8 damage. It requires two SCs to create a 1d8 explosive, four SCs to pack an 2d8 explosive, etc. There isn't any limit to the amount of explosives an alchemist can make, except for time and components.

Example: It takes 1 hour to craft an explosive that does 1d8, and takes 2 hours to craft a 2d8 explosive, etc.

In addition, magic components can be used to create an explosive that recreates a desired spell effect, such as sleep, fireball, ice, or web explosives. These type of specialty explosives also require the alchemist to know that spell.

Distill extracts: An alchemist can harvest parts from creatures with exceptional abilities and isolate that ability to reduce it into a consumable. Parts harvested like this can be considered Magical Components. It's the GM discretion to ultimately rule what can be harvest from a creature.

Example: An alchemist who harvests the eyes of a creature with darkvision can make an extraction of that ability by breaking down the organ and distilling it into an extract.

When making an extract, it takes an hour per 2 component to breakdown and distill. If the distilling process was a success, then the extract will mimic the desired ability, and last ten minutes per component used. Although you are using MCs, you aren't using them for alchemical items or potions, thus it takes less time to use MCs to create extracts.

Side effect: Due to the nature of creating extracts, there is a chance that when the extract is consumed, the character could be poisoned (1d4 to current and total hp per concentration amount) Save vs. poison (constitution modifier added) would negate this.

Even if poisoning occurs, the character still benefits from temporary ability granted by the extract

Example: The alchemist breaks down two eyes that have darkvision to make a concentrated extract. The process takes two hours total. The alchemist rolls to see if they were successful at creating the extract (they were), and now have a concentrated extract of darkvision that will last two minutes when consumed. Later on, the alchemist takes the extract, and has to save vs. poison. They fail and take 2d4 damage to current and total hit points. However, the extract now allows the alchemist to have darkvision for twenty minutes.

Distilled Extracts vs. Items/Potions: Distilled Extracts may reproduce spell-like effects, but the duration is much shorter than crafting an item or a potion. An example would be the Darkvision extract from two orc eyes made by a 5th level Alchemist, which would only last twenty minutes. It only would have taken one hour to make, but there are side effects to consuming an extract. However, if the same alchemist invested the time to make a darkvision potion, It would have taken three days to finish brewing but would last for five hours. Extracts ultimately are a way to quickly reproduce a spell-like effect by being more flexible with crafting while adventuring.

Alchemical Crafting tools: These are the items that are required to have to perform the different class abilities properly. A GM may allow an alchemist to improvise in specific situations if needed. All Alchemists start off with portable versions of these items.

- Aludel: required to analyze Potions and Poisons
- Crucible: required to reduce non-organic material into crafting components
- Cauldron: required to Brew Potions.
- Alembic: used to Distill extracts
- Mortal And Pestle: Required to grind down organic material for crafting



Arcane Fighter: A new class that is a Fighter with limited spell casting!

Level	Hit Die	XP	1st level	2nd level	3rd level	4th level
1	1d6	0	0	0	0	0
2	2d6	2,500	1	0	0	0
3	3d6	5,000	2	0	0	0
4	4d6	10,000	2	1	0	0
5	5d6	20,000	2	2	0	0
6	6d6	40,000	2	2	1	0
7	7d6	80,000	3	2	2	0
8	8d6	150,000	3	2	2	1
9	9d6	300,000	3	3	2	2
10	9d6+1	450,000	3	3	2	2
11	9d6+2	600,000	4	3	3	2
12	9d6+3	750,000	4	3	3	2
13	9d6+4	900,000	4	4	3	3
14	9d6+5	1,050,000	4	4	3	3
15	9d6+6	1,200,000	5	4	4	3
16	9d6+7	1,350,000	5	4	4	3
17	9d6+8	1,500,000	5	5	4	4
18	9d6+9	1,650,000	5	5	4	4
19	9d6+10	1,800,000	6	5	5	4
20	9d6+11	1,950,000	6	5	5	4

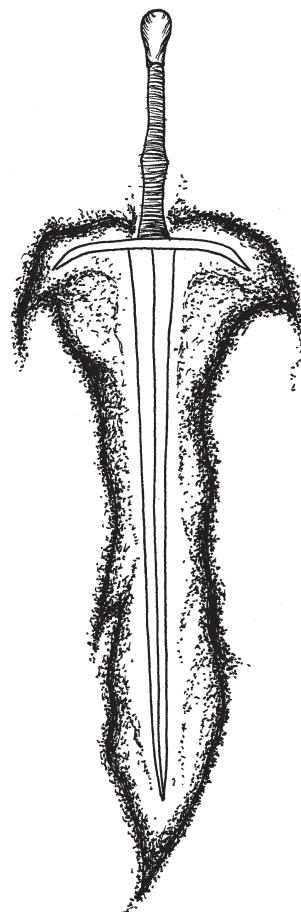
Arcane Fighters have the same saves as a Fighter and an attack progression as a Cleric. An Arcane Fighter's Prime Requisite is Intelligence.

Class Requirements: Must have a 12 in both Intelligence and Strength

Arcane Fighters can use any weapons a fighter can wield. They may also wear Leather armor or lighter and use a shield at first level without penalty to cast spells. This armor proficiency increases to chainmail at 8th level, and plate at 16th. However, one hand must be free to be able to cast a spell.

Spells: Arcane fighters learn, prepare, and cast Magic User spells. However, the spells they cast have the power of 1/2 caster level, rounded down to a minimum of a level 1 caster.

Weapon Wand: An Arcane Fighter can store spells within their weapon. It takes a full round to store a spell into a weapon. The amount of accumulated spell levels that can be stored equals the Arcane fighter's caster level. These spells can be discharged out of the weapon as a wand.



The spells stay in the weapon for a number of days equal to the Arcane Fighter's Intelligence modifier, if any. In addition, Spells can be discharged out of the weapon on a successful attack. However, any spells discharged from Weapon Wand is a save vs. wands where a successful save negates the damage or spell effect. This also includes the Arcane Fighter and any ally whom could be affected by the discharged effects.

Weapon Enhancement: Can enhance a weapon they wield by discharging a spell onto the weapon to give it an enhancement bonus equal to the spell level. This lasts for combat turns equal to the Arcane Fighter's level. This can stack with any previous enhancement on the weapon, but it maxes out at +5. If this weapon is used by another character, the enhancement only lasts one turn.

Example: A level 5 Arcane Fighter can choose to use a 1st level spell to enhance their sword to become a +1 Sword for five rounds.

Brawler: A fighting class that fights with feet, fists, and forks!

Level	Hit Die	XP	Unarmed Strike	Attacks per Round
1	1d8	0	1d4	1/1
2	2d8	2,200	1d4	1/1
3	3d8	4,400	1d6	1/1
4	4d8	8,800	1d6	1/1
5	5d8	17,500	1d6	3/2
6	6d8	35,200	1d8	3/2
7	7d8	70,400	1d8	3/2
8	8d8	132,000	1d8	3/2
9	9d8	264,000	1d10	2/1
10	9d8+2	396,000	1d10	2/1
11	9d8+4	528,000	1d10	2/1
12	9d8+6	660,000	2d6	2/1
13	9d8+8	792,000	2d6	3/1
14	9d8+10	924,000	2d6	3/1
15	9d8+12	1,056,000	2d8	3/1
16	9d8+14	1,188,000	2d8	3/1
17	9d8+16	1,320,000	2d8	4/1
18	9d8+18	1,452,000	2d10	4/1
19	9d8+20	1,584,000	2d10	4/1
20	9d8+22	1,716,000	2d10	4/1

Prime Requisite is Strength.

Saves and Attack Bonus as a Fighter.

Class Requirements: Must have a 9 or higher in Strength, Dexterity and Constitution scores

Multi-attack: Can do multiple attacks as indicated on the above chart. When doing multiple attacks per round, you attack on your initiative and again at the end of the combat round. The following list explains the attack order:

- 1/1 means one attack per round,
- 3/2 means three attacks every other round,
- 2/1 means two attacks per round, etc.
- 3/1 means three attacks per turn, so two attacks on your initiative, and one more at the end of the round
- 4/1 means four attacks per turn, so two attacks on your initiative and two at the end of the round.

Weapon limitations: Can only effectively use simple weapons (pitchforks, daggers, slings), and do not have an attack penalty using improvised weapons and unarmed attacks. Any attack made with a forged weapon will give a -4 to the attack roll. Any unarmed attack, whether made by a punch or kick does the same damage.

Reduced Unarmed Penalty: Only a 1/2 penalty to Special Maneuvers (trip, disarms, grapples, etc.), Ranged attacks with improvised weapons, and attacks that do subduing damage.

Knock-out: Can perform a Knock Out on an opponent who's HP is half or less by doing a single attack. The opponent saves vs. petrify and is knocked out if they fail. The target is knocked-out for a number of rounds equal to the Brawling fighter's level. Attempting a Knock Out is a full round action.

Dodge: Can deflect or catch a projectile by using one of their readied attacks and doing a save vs. spells modified by Dex to avoid, deflect, or catch.

Quick reflexes: At level 9, the Brawling fighter can negate damage received on a successful saves instead of taking 1/2 damage.

Improvised magic Item: Can use magic items as improvised weapons, allowing to attack creatures immune to regular attacks. However, this could potentially damage or destroy the magic item. In addition, wearing magic items, such as rings, gloves, or boots allow unarmed strikes to be considered magic weapons for the same purpose.



Hunter- A class that hunts certain targets ,either by using magic or religious might!

Level	Hit Die	XP	Crafting	Tracking	Investigation
1	1d6	0	10	25	30
2	2d6	2,200	15	30	35
3	3d6	4,400	20	35	40
4	4d6	8,800	25	40	45
5	5d6	17,600	30	45	50
6	6d6	35,200	35	50	55
7	7d6	70,400	40	55	60
8	8d6	132,000	45	60	65
9	9d6	264,000	50	65	70
10	9d6+2	396,000	53	68	74
11	9d6+4	528,000	56	71	78
12	9d6+6	660,000	59	74	82
13	9d6+8	792,000	62	77	86
14	9d6+10	924,000	65	80	90
15	9d6+12	1,056,000	68	83	94
16	9d6+14	1,188,000	69	85	95
17	9d6+16	1,320,000	70	87	96
18	9d6+18	1,452,000	71	89	97
19	9d6+20	1,584,000	72	91	98
20	9d6+22	1,726,000	73	93	99

Hunters are individuals that have devoted their whole life to seeking out magical or beastly threats. Hunters often function as mercenaries for hire to deal with threats that are beyond the abilities of normal hired help. Those that are trained using magic are known as **Hexers**, while those who use religion to empower them are known as **Witchfinders**. Due to the training Hunter's have endured, it has altered them physically, at the cost of becoming resistant to specific types of threats.

Hunters Have the same Saves and Attack Bonus as a Cleric. They can use any weapons and armor. The Prime Requisite of a Hunter is Constitution.

Class Requirements: 9 Con or higher, and either a 9 Intelligence for Hexers; a 9 Wisdom or higher for Witchfinders.

Hunters can use the following abilities:

Magic Item Use: Can use any magic item except for Scrolls and Staves.

Resistance: +2 saves vs. Poisons and Illusion spells, and are Immune to Diseases.

Hunter's Focus: Hunter's have devoted their lives to eliminate threats from specific sources. They gain a +1 to Attacks and Saves regarding Hunter's focus. The Hunter's Focus can also be used to modify Intelligence/Wisdom/Charisma ability rolls while recalling Information, Deducting clues, or interacting with beings that fall within the Hunter's Focus.

- Hexers focus is limited to non-intelligent, animal-based monsters, such as Griffins, Giant Worms, Unicorns, etc. They also specialize in dealing with creatures with magic abilities or curses, such as fairies, dragons, Lycantropes, and undead.

- Witchfinders are allowed to use this bonus against individuals that cast spells, Undead, Cursed Creatures, and intelligent magic Creatures such as Fairies, Demons, etc.

the GM the final say as to what type of specific creatures or persons can be the target of a hunter's focus

Sigils: Sigils are symbols Hunters can cast like a spell to perform minor spell-like effects. Hexers can choose **five** sigils to know at first level, while Witchfinders can only choose **three**. Using a Sigil takes as long as casting a spell. Save vs. Spells negates their effects. Once a Hunter chooses their Sigils, they cannot change due to the mental and physical strain it took to learn them. In addition, Sigils can be used unlimited. Hunters can choose from the following sigils to use.

Push: 20ft cone can push target(s) back 5 ft. there is a 25% chance it also stuns target(s) for one round. Can also be used passively to forcefully open doors or knock objects over.

Pull: Pull a single target within 20ft to become adjacent to the Hunter. There is a 25% chance it also stuns target(s) for one round. Can also be used passively to pull an object towards the Hunter.

Shield: Increase AC by +1 for one round. Target self only

Magic Blast: 20ft cone deals 1 points of either Fire or Ice damage. There is a 50% chance target(s) ignite or are slightly frozen, cutting their movement speed in half. Can also be used passively; such as igniting camp fire or freezing a lock with ice. Hexers only

Magic Trap: Plant a 10ft diameter area with a magic trap that deals 1 points of either Fire or Ice damage. It only goes off when the trap is stepped on. Hexers only

Dash: Immediately move as a blur 10ft in a straight line. This does not provoke attacks and can be used to safely cross dangerous areas.

Anchor: Entangle target(s) in a 10ft area for one round. Can only be cast within a 30ft range of the Hunter. Can be used on objects

Resistance: +1 to saves for one round. Target self only.

Calm: Cause a hostile target to be neutral for one round. Can also be used to get one truthful answer out of a target. However, if the target succeeds at a save against it, they become hostile.

The hunter can choose to increase the variables a single sigil by one round/5ft/5%/1 damage every five levels. They can choose to do this to the same sigil each time

Example: At 5th level, The hunter can choose to increase the variables of Push, so now it is a 25ft cone that can push a target back 10ft and now has a 30% chance to stun.

Turn Undead (Witchfinder only): Turn Undead at 1/2 Cleric level, rounded down; minimum of 1.

Crafting: As the Alchemist class ability, but can only craft Alchemical items that only use Standard Components. The Hunter can add their whole Intelligence score to increase the chances of successful crafting attempt.

Investigation: Search an area to seek out potential leads regarding their focus. This can be clues, disturbances to an area, hidden or useful objects, researching through books, etc. regarding the Hunter's focus. Investigating a 10ft area takes one minute, or 10 x 10 x 10 area three minutes. This can be increased or decreased as the GM desires based on how obvious any potential lead is. Investigation cannot be used to do a cursory look for traps or secret doors. These can only be detected with investigation if the Hunter finds any leads that hint to the presence of a secret door or trap.

Track: Can be used to follow a trail indoors and outdoors. However, this roll needs to be done in every new area where there are multiple escape routes; otherwise, roll every turn while outdoors.



Swashbuckler: A Fighter-based class that uses panache over might!

Level	Hit Die	Tumble	XP
1	1d6	20%	0
2	2d6	25%	2,200
3	3d6	30%	4,400
4	4d6	35%	8,800
5	5d6	40%	17,500
6	6d6	45%	35,200
7	7d6	50%	70,400
8	8d6	55%	132,000
9	9d6	60%	264,000
10	9d6+2	63%	396,000
11	9d6+4	66%	528,000
12	9d6+6	69%	660,000
13	9d6+8	72%	792,000
14	9d6+10	75%	924,000
15	9d6+12	78%	1,056,000
16	9d6+14	79%	1,188,000
17	9d6+16	80%	1,320,000
18	9d6+18	81%	1,452,000
19	9d6+20	82%	1,584,000
20	9d6+22	83%	1,716,000

Swashbucklers have the same Attacks and Save progression as a Fighter. Their Prime Requisite is Dexterity

Class Requirements: Must have a Dexterity and Charisma of 9 or higher.

Class Limitations: Swashbucklers cannot wear any type of armor or shield, except for a buckler.

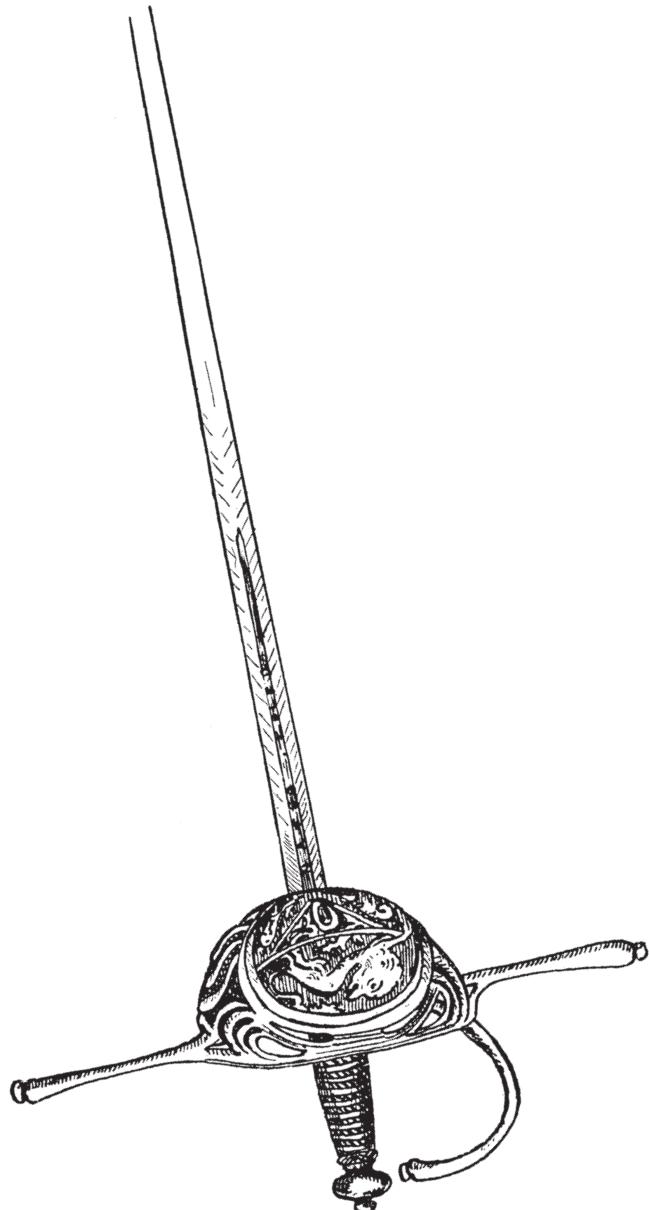
Swashbucklers can use the following abilities:

Awareness: A Swashbuckler can only be backstabbed by a Thief that is one or more levels higher than the Swashbuckler.

Duelist: The Swashbuckler can add their unmodified attack bonus to their armor class. They lose this ability if they wear any armor, use any shield besides a buckler, or are not aware of an opponent.

Finesse: Swashbucklers use their dexterity modifier for attacks with small or medium melee weapons.

Tumble: If the swashbuckler is the target of an area attack, such as a spell or trap; the swashbuckler can tumble out of the way to reduce damage. The Swashbuckler takes 1/2 damage if successful with his tumble check or may even take only 1/4 the damage if used along with the Save. In addition, this ability can be used to avoid other similar situations where the swashbuckler is acting daring, such as falling from a dangerous height, moving away from engagement, etc.





Swashbuckler

Theurge: A new class that blurs the lines between the Cleric and Magic-User!

Level	Hit Die	XP	1st level	2nd level	3rd level	4th level	5th level	6th level
1	1d4	0	1	0	0	0	0	0
2	2d4	2,500	1	0	0	0	0	0
3	3d4	5,000	2	1	0	0	0	0
4	4d4	10,000	2	1	0	0	0	0
5	5d4	20,000	2	2	1	0	0	0
6	6d5	40,000	2	2	1	0	0	0
7	7d4	80,000	2	2	2	1	0	0
8	8d4	150,000	3	2	2	1	0	0
9	9d4	300,000	3	2	2	2	1	0
10	9d4+1	450,000	3	3	2	2	1	0
11	9d4+2	600,000	3	3	2	2	2	1
12	9d4+3	750,000	3	3	3	2	2	1
13	9d4+4	900,000	4	3	3	2	2	2
14	9d4+5	1,050,000	4	3	3	3	2	2
15	9d4+6	1,200,000	4	4	3	3	2	2
16	9d4+7	1,350,000	4	4	3	3	3	2
17	9d4+8	1,500,000	4	4	4	3	3	2
18	9d4+9	1,650,000	5	4	4	3	3	3
19	9d4+10	1,800,000	5	4	4	4	3	3
20	9d4+11	1,950,000	5	5	4	4	3	3

A Theurge is a practitioner of magic who combines divine and arcane magic. Theurges see these two forms of magic as one in the same, and blur the lines of religious expectation and applied arcane magic to transcend the limitations of those practitioners.

Theurges have the same Attack and save progression of a Magic-User. The Prime Requisite of a Theurge is a Charisma

Class Requirements: A Theurge must have a 9 or more in Intelligence, Wisdom, and Charisma.

Class Limitations: The Theurge has the same weapon and armor limitations of a Magic-User. However, the Theurge can cast Cleric spells in Armor.

The Theurge can use the following abilities:

Spells: Theurge can use spells from both the cleric and magic-user spell lists, but any spell that appears

on both lists but has a higher level requirement for one of the classes but take that spell at the higher level.

Example: A level 3 magic-user spell that is also a level 4 cleric spell must be treated as a level 4 Theurge spell

Theurges learn and prepare spells just like a Magic-User by using a spellbook. In addition, All spells cast by a Theurge are cast at a caster level of -2.

Example: A Fireball casted by a level 5 Magic-User deals 5d6 damage, but Fireball cast by a level 5 Theurge deals 3d6 damage.

Channeling an Unseen Force: Theurge have the special ability to channel an Unseen Force to aid them. The Unseen Force is any being of power beyond the mortal realm, such as a religious god, a powerful outsider, an eldritch horror, an patron saint/demon, etc. A theurge can channel an outside force for multiple purposes.

- 1) To recast a spell they already used, or to ask for a Cleric spell they would be capable of casting. The spell is still at -2 caster level however.
- 2) To Turn Undead at a Cleric level equal to the Theurge level.
- 3) To allow the Theurge to Read Magic or Detect Evil/Good, as described by the spell.

When a Theurge channels an Unseen Force, the theurge must make a Channeling roll to determine if their attempt to channel was a success.

The Unseen Force Channeling Chart: Roll 2d6 and add your CHA mod to the total to determine the degree of success.

2 or less	Is insulted, -1 to all rolls*
3-5	Refuses
6-8	Agrees, for a price**
9-11	Agrees
12+	Agrees, grants +1 to rolls*

Attempts that fail decrease each following attempt by 1 until you succeed again. An Unseen force will stop listening to the theurge after repeated failed attempts equal to half the Theurge's level. If the Unseen Force stops listening, then the Theurge must seek out and build a new connection to a new Unseen Force as determined by the GM.

*curse/boons last for a number of rounds equal to the Theurge's level. A curse can be lifted if a price** is paid to appease the Unseen Force.

**The price for making an appeal for the aid from an Unseen Force depends on the type of being it is. It can range from making a promise of a donation to a religious institution, sacrificing 1d6 hp of life force, etc. as determined by the GM. If the Theurge doesn't follow through with any promise made to the Unseen Force, they will lose their ability to channel it.

The Theurge can attempt to channel an Unseen Force once per day at 1st level and increases by one every five levels (2 at 5th level, 3 at 10th level, 4 at 15th, and 5 at 20th)



Warlock: A Magic using class that warps spells into pure arcane energy!

Level	Hit Die	XP	1st level	2nd level	3rd level	4th level	5th level	6th level
1	1d4	0	1	0	0	0	0	0
2	2d4	2,500	1	0	0	0	0	0
3	3d4	5,000	2	1	0	0	0	0
4	4d4	10,000	2	1	0	0	0	0
5	5d4	20,000	2	2	1	0	0	0
6	6d4	40,000	2	2	1	0	0	0
7	7d4	80,000	2	2	2	1	0	0
8	8d4	150,000	3	2	2	1	0	0
9	9d4	300,000	3	2	2	2	1	0
10	9d4 +1	450,000	3	3	2	2	1	0
11	9d4+2	600,000	3	3	2	2	2	1
12	9d4+3	750,000	3	3	3	2	2	1
13	9d4+4	900,000	4	3	3	2	2	2
14	9d4+5	1,050,000	4	3	3	3	2	2
15	9d4+6	1,200,000	4	4	3	3	2	2
16	9d4+7	1,350,000	4	4	3	3	3	2
17	9d4+8	1,500,000	4	4	4	3	3	2
18	9d4+9	1,650,000	5	4	4	3	3	3
19	9d4+10	1,800,000	5	4	4	4	3	3
20	9d4+11	1,950,000	5	5	4	4	3	3

Warlocks are practitioners of magic whom devoted their body, mind, and soul to understand the arcane mysteries. Because of this personal sacrifice, they are capable of warping established magic spells and items to empower their perverse use of magic.

Warlocks have the same attack , save progression, spell list , weapon, and armor limitations of a Magic-User. The Warlock's Prime Requisite is Intelligence.

Class Requirements: The Warlock has a requirement of Intelligence and Constitution of 9 or higher, but must also have a Charisma of 8 or less.

The Warlock can use the following abilities:

Spells: Warlock's cast and prepare spells just like a Magic user.

Raw Arcana: Warlocks have the special ability to convert spells into Raw Arcana. This is done by converting prepared spells and breaking them down into pure magic. To convert the spell and cast a raw Arcana ability takes as long as the spell's original casting time.

Raw Arcana is a point-based method of casting the warlock's special abilities. Converting one level 1 spell yields one Arcana, a level 2 spell yields two Arcana, etc.

Spells that have been converted into arcana can be used for five specific magic-like abilities. Arcana must be used as soon as it is converted:

1) Arcane Ray- shoot a 60ft long ray of pure raw arcane energy. Must make an Attack roll with Attack Bonus + INT mod and deals 1d4 per arcana used.

2) Arcane Shield- cast a shield around a target that grants an AC bonus equal to the amount of arcana used. This last for a number of rounds equal to 1/2 Warlock level, rounded down to a minimum of one

3) Enchant- grant an enchantment bonus on a target weapon equal to 2 arcana per +1 enchantment used. Enchanting using only 1 arcana allows the item to be a Magical weapon for the sake of bypassing damage resistance. This enchantment last for a number of rounds equal to 1/2 the Warlock's level, round down.

4) Arcane Burst- Use two arcana to cause a burst from the Warlock that deals 1d4 damage in a 10 foot area per two arcana used.

5) Spell Deflect- use arcana to counter a spell being cast. The warlock can identify the spell and convert in the same round. The amount of arcana used must equal the level of the level of the spell being cast. The Warlock must either know the spell from their spell book, or need to make an Intelligence-based Ability roll to identify the spell to successfully attempt a Spell Deflect.

Example: The warlock holds their whole initiative turn until the enemy magic user cast a spell. The Magic User starts to cast a spell, so then acts and first identifies the spell (Fireball) and converts a spell of equal level to successfully attempt Spell Deflect. The Fireball instead shoots back at the Magic User that casted it.

Warlocks also have the following means of gaining and using Raw Arcana:

"Holding" Raw Arcana: Warlocks can "hold" raw arcana that has been converted, but sustain 1d4 damage per converted spell level each round it is "held" after the first. So, if the Warlock converts a 2nd level spell to raw arcana, but decided to not use it immediately, then they sustain 2d4 damage at the end of each round it is "held." A warlock can only "hold" a stacked number of arcana points equal to half their caster level, rounded down. If they attempt to do this, they have to save vs. Death or all of their "held" arcana are expelled and they fall unconscious for an hour per accumulated arcana held.

Spell Absorption: Any time the Warlock is the target of a magical attack they take damage from, they can convert it into arcana. This done by holding an action so when the Warlock is targeted by a spell, they can use their whole turn to convert the spell into arcana. When converting, the Warlock can only get 1/2 the spell level round down converted into arcana. So if the Warlock is hit with a 2nd level spell, they can only convert it into one arcana. Any Save that negates damage also negates any attempt to do spell absorption.

Magic Drain: Warlocks have the special ability to drain magic from magical items and magical creatures.

- Warlocks can convert charges on wands and staves into raw arcana using the previous examples of Raw Arcana conversion. In addition, converting spells from a magic item and casting a raw arcana ability extends the casting time into a full round action.

- Warlocks can drain arcana from Magical creatures on a successful grapple attempt. The Warlock must wait until their next turn to absorb the magic out of the magical creature while maintaining the grapple. The creature can Save vs. Death to negate any draining attempt. When a Warlock succeeds at draining arcana, they can choose to do an amount of 1d4 of damage per one arcana drained. However, the warlock also takes this same damage if they attempt to "hold" the raw arcana next turn. Warlocks can only drain a maximum of arcana equal to their highest spell level.

Example: The warlock, who is level 5; grapples a unicorn. On their next turn they can drain up to an amount of arcana equal to a 3rd level spell (their highest spell level), which would deal 3d4 to the unicorn. They choose to only convert the unicorn's life force into the equivalent of two arcana, dealing 2d4. Now the Warlock must either use the arcana immediately by letting go of the unicorn, or sustain 2d4 of damage at the end of the turn, but maintain the grapple.

If the Warlock wishes, they can keep grappling the creature and keep draining the life force from the magical creature until the warlock hits their "held" arcana max. Any amount of damage the warlock would take from previous draining attempts stack each round until the total amount of arcana is spent. Helpless or unconscious creatures do not need to be grappled to have magic drained from them.

Player Options



Brawler

Miscellaneous Combat Options: A few options to make combat more dynamic!

Special Maneuvers: Choose to do any of the following actions as a substitute to a regular attack. Normal bonuses apply, unless otherwise noted by the GM. Some special maneuvers might also deal weapon damage as determined by the GM. However, All special maneuvers take a -4 to the attack roll.

- *Disarm:* Knock the weapon out of an enemy's hand.
- *Blind:* Attempt to blind an opponent. This can be used by throwing dust in their eyes, throwing a cape at them, cutting their forehead to cause blood to flow into the eyes, etc. Blinded for 1d4 combat rounds
- *Steal:* Take an object off of the body of an enemy, such as pulling a sword out of an enemy's sheathe, grabbing a potion out of an adjacent enemy's hand, etc.
- *Trip:* Trip an opponent to knock them prone or set them up for a grapple. This can be done armed or unarmed
- *Push/Pull:* Force the movement of an enemy by either grabbing them or attacking them with a weapon. This can be used to push enemies off balconies or to position them into advantageous positions for other party members. This can make an enemy move up to 10 ft if successful.
- *Bluff:* Trick an enemy into believing a bluff, either by feinting with a weapon attack, causing them to look away, etc. A successful bluff causes the enemy to have -2 to their attacks until the next combat round.
- *Target Limb:* Declare a limb or body part to hinder or disable. The GM is the ultimate judge as to determine what happens to the wounded body part, but minor damage could deal minor penalty to movement speed (legs), attack and/or damage rolls (arms), Stunned or confused (head). Limbs can be severed if the targeted limb receives 1/2 or more damage of the target's remaining hit points.

Parry/Riposte: If a character can choose to parry an attack if they are able to either fight with two weapons or have the ability to do multiple attacks in a combat round.

To parry, a player holds an attack action until an opponent attacks them. They can then oppose their attack roll with their own. If they roll higher than the opponent, the opponent takes a -2 AC penalty against any other attacks until the beginning of the next round.

- Players with the ability to attack with two weapons or multiple attacks can immediate follow the successful parry with their remaining attack called a Riposte.

Shock: If a target receives more than half their total HP in Damage in a single attack, then the target has to a constitution modified save vs. death. If they succeed, then the target is stunned for a round. If the target fails, then they collapse in shock for 1d6 rounds.

Sharing Spaces: Allied units can share spaces to prevent being back-stabbed and gain a bonus to AC. Characters with small or medium sized weapons can share a 5ft space while in combat if they fight back-to-back. This would prevent any backstab attempts and grant the two back-to-back characters a +2 to AC while they maintain sharing the same space. Small characters, such as halflings can have up to three similar sized characters share the same space and all gain a +4 to AC.

Special Attacks: The following are options to add to your normal attacks. You must apply the described penalty for the desired Special Attack. The Penalty lasts until the next round. Special attacks have to be declared before attacking.

Cleave: Take a -2 to your attack; On a successful attack against one opponent, attack another one that is adjacent.

Lunge: Take a -2 to your AC; Double your melee attack range against one opponent.

Multi-shot: take a -2 to your attack; Fire two arrows at the same time to deal double damage with a bow.

Exceptional Abilities: very talented characters can now do more with a high stat!

Exceptional abilities happen when a character has a stat that equals 18. In addition to the modifier, the player is able to do one Exceptional demonstration of that ability either by adding the number as a bonus once per day or by increasing a range on a d6 roll.

This number is determined by a d4 roll and remains that number for the character's lifespan. The Exceptional Ability number (ExA) can be used a number of ways, depending on the exceptional stat. This usually is either a bonus to a single roll or as a means to increase a chance on a d6 roll, stacking with any other modifiers or bonuses.

It is worth noting that since the ExA is a bonus number, it can be applied for saves, ability checks, or any other kind of roll asking for an ability modifier; at the GM discretion. any ability described in the Bonus to Add column can only be used ONCE PER DAY

If using the ExA to help a d6 roll, it can only be used on a single attempt if the ExA is 1 or 2. However, if the ExA is 3 or 4, the attempt can be tried twice.

The following is a breakdown of ways to apply the exceptional ability number to each ability stat:

Ability	Bonus to Add	Additional Options using a d6 range
Strength	- Attack or Damage Roll	- Perform a feat of strength; such as bending metal bars, kicking down secured doors, breaking an enemies weapon/armor, etc.*
Intelligence	- Increase caster level for one-spell - Recover a spent spell equal to or less than the ExA number**	- Chance to comprehend an unknown language, correctly know unknown information, etc.
Wisdom	- Certain saves - Increase amount of HD a cleric can Turn	- Detect Hidden chance increases
Dexterity	- Initiative - AC, but must be declared before opponent rolls to hit	- Chance to negate damage on a failed Dex based saving throw - Increase a thief's skill % by 10% per ExA
Constitution	- Poison/Death save	- Heal additional hit points while sleeping equal to ExA
Charisma	- Increase chance to convince/Intimidate an npc/enemy	- Increase reaction chance range

Examples: Sheila the fighter has a 18 Strength with a ExA of 2. She wants to make an attempt to bend the metal bars that are keeping her in a jail cell to escape. Her chance to bend the bars successfully is a 1 or 2 on a d6 roll.*

Marcus the Magic User has an 18 Intelligence with a ExA of 3. He has used a first level spell and a second level spell so far today. He can choose to recast either one, but not both.**

Retraining abilities: Rules for characters that wish to increase their stats!

A player can seek out a specialist and pay them an appropriate amount to study under the specialist to increase an ability score of their choice. The player has to be willing to train and study for two months time to increase a stat by ONE point. However, when a player is so focused on strengthening one ability they are also weakening another ability. This weakened ability is determined by a d2 roll.

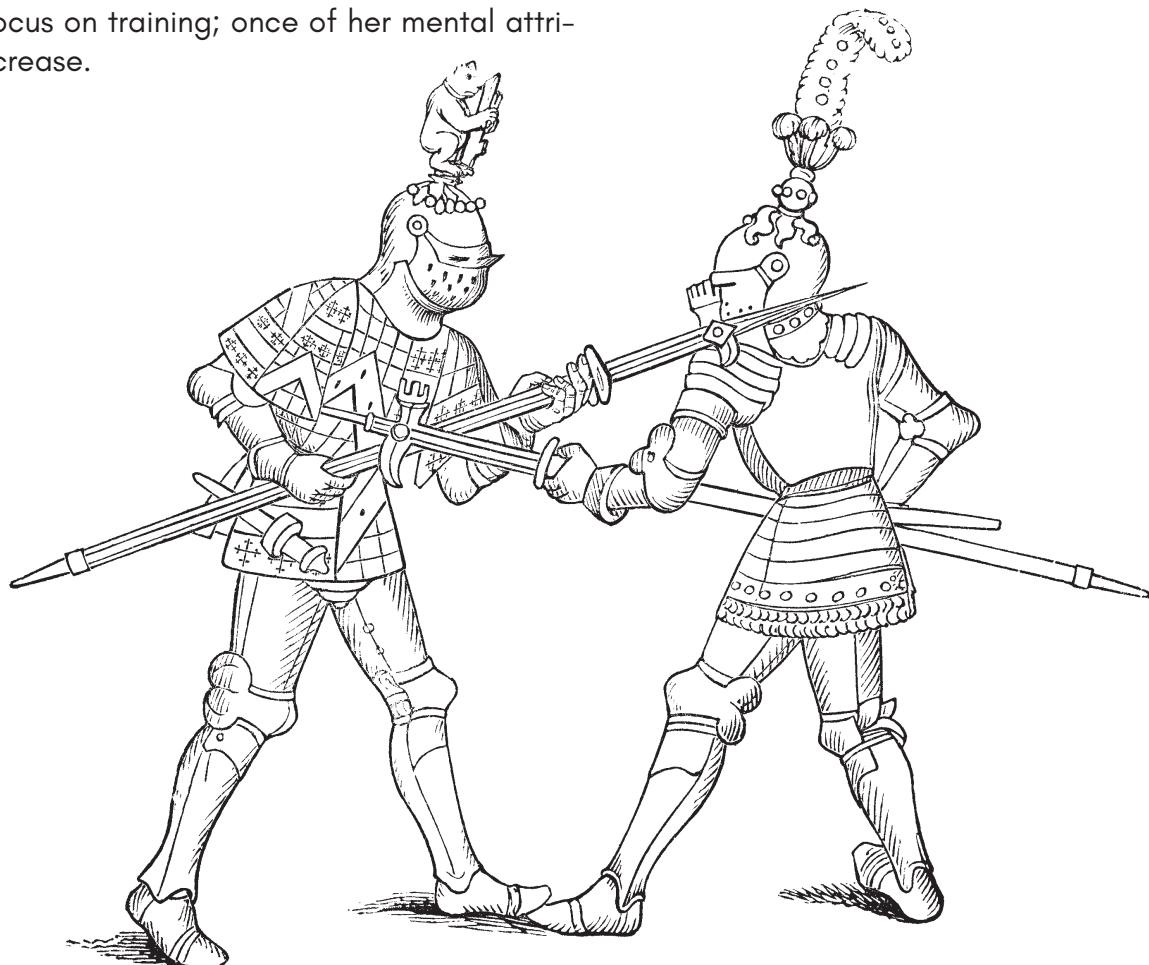
The rule of thumb is that if a player is focusing on a physical ability (STR, DEX, CON); they are weakening one of their mental scores (INT, WIS, CHA) and vice versa. Roll on the following chart to randomly determine which ability weakens.

You cannot weaken an ability score that is 9 or less. If you already have an ability score that is already a 9 or less, re-roll on the chart to determine which ability gets weaker.

Roll a d3	If retraining a mental ability	If retraining a physical ability
1	Strength	Intelligence
2	Dexterity	Wisdom
3	Constitution	Charisma

Example: Sheila the Fighter has returned home after a long and tiring adventure. Realizing that her fighting strength wasn't as good as she hoped, she decides to train for two months, bringing her Strength score from 15 to 16. However; due to her intense focus on training; one of her mental attributes decrease.

To find out which ability decreases, she rolls a 3 on a d3 roll, reflecting her lack of socializing since her training began. She then rolls a 2 on a d2, bringing her Charisma down from 13 to 11, causing her to lose her +1 modifier to Charisma.



Mundane Herbal Crafting and Foraging- Use nature to your benefit!

Mudane herbal crafting and foraging is meant for creating items to help aid the player while they are in the wild. The following are not magical, and can be done by anyone who might have the knowledge to forage for herbs in addition to classes mentioned later on.

Finding components: To forage for crafting components, roll 2d6 and add the forager's appropriate Prime Requisite modifier. Normally, foraging can happen twice a day, once in the morning before traveling, and again when settling for the night. However, foraging can happen while traveling if the party is fully exploring the area and not just moving through the terrain.

Foraging Chart

2d6	Results
4 or less	Failure
5-8	Success! But only 1/2 found; minimum of 1
9-11	Success!
12+	Success, plus a bonus 1d2 found!

Climate Modifiers

Environment	Modifier to roll
Artic/Desert	-2
Moderate	+0
Tropical	+1
Aric/Cold	-1

Players looking for components state to either forage for **Beneficial** components (BC) or **Harmful** components (HC). On a successful roll, the player rolls a d4 to see how many components are gathered. This roll can be modified by using the Prime requisite modifier (if any) for any Magic User, Alchemist, Hunter, or any similar classes that is foraging.

If the player would like to forage for both types of components, they roll two d2s on a success and add their modifier to one of the component categories.

Crafting: The player making the item needs to make an ability score check to successfully craft the item. They can use their prime requisite modifier to the check if they are either a Magic User, Alchemist, Hunter, or similar classes. Crafting takes one game turn to combine ingredients but 1 hour per 2 crafting components to become potent.

Side Effects: Every time a player uses more than three crafted beneficial items a day, they have to Save Vs. Poison to not accidentally harm themselves (will only deal a d6 of damage, and won't function like poisons).

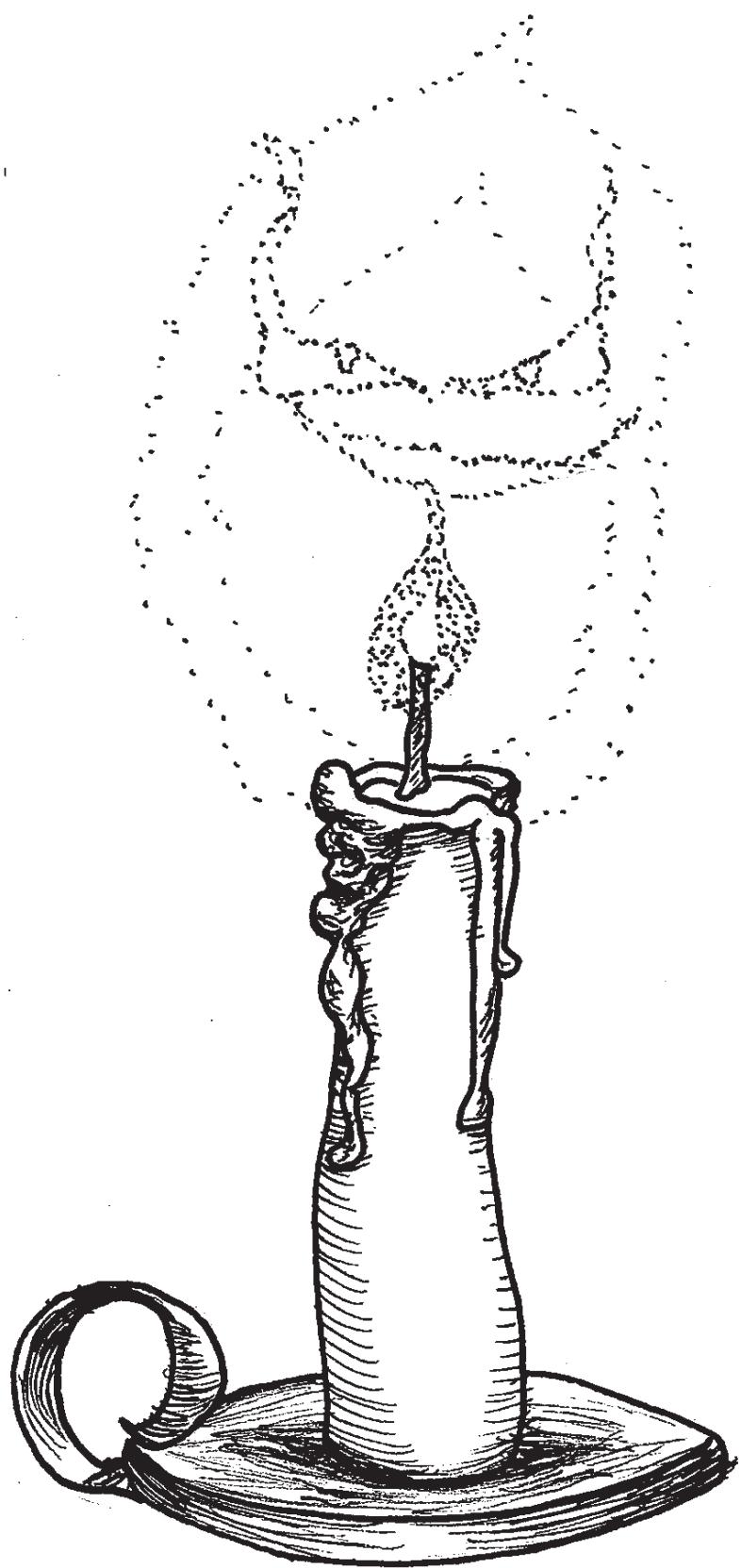
Normal Poison: Poisons deal 1d6 hp from current and Max HP. The frequency of that damage depends on the strength of the poison. There is always a 5% chance that anyone handling poison end up poisoning themselves.

Ability Poisons: Deal 1d3 damage to an ability score. These poisons have the same crafting cost and frequency as regular poisons. In addition, you can craft a poison that can do different variables if you use the components and take the time to do so. For example, a Slow Poison that does Moderate strength damage has a crafting cost of 9 HC

Increasing Poison Potency: You can increase the damage done by poison by doubling multiplying the amount of components used. For example, if you wanted to make a slow poison that deals 2d6 damage, then you double the HC used. If you wanted to deal 3d6, then you triple the HC used, etc. You cannot increase the potency of Beneficial items, however.

Item	Description	Crafting Cost
Healing Salve	+1 hit points and stops bleeding	2 BC
Healing Tonic	+2 hit points	4 BC
Antivenom	Regain a Save vs. Poison	4 BC
Recovery Tonic	Regain 1d6 Hp to MAX (doesn't heal)	6 BC
Ability Recovery Tonic	Regain +1 ability damage while sleeping	6 BC
Poison, Slow	- 1d6 hit points per day	3 HC
Poison, Moderate	-1d6 hit points twice per day (every 12 hours)	6 HC
Poison, Fast	-1d6 hit points per turn (10 minutes)	9 HC
Poison, Very Fast	-1d6 hit points per combat round (10 seconds)	12 HC

Magic Options



Alchemical Crafting- Craft specific items using science and arcana!

Alchemical crafting is similar to Mundane Herbal Crafting, except it makes more specific items with more magical effects. Some items can be foraged using the foraging chart on the Mundane Herbal Crafting section.

Components: All alchemist items are made using two types of components. These components are:

- *Standard Components (SCs):* Sulfur, Distilled Water, brimstone, black powder, common metal shavings, ground up common plant and animal matter. An Alchemist or Magic-user can use alchemy tools to convert common found materials into SCs, such as beneficial or harmful herbal components, special rocks, certain foodstuffs, etc. These components usually cost 5gp or less

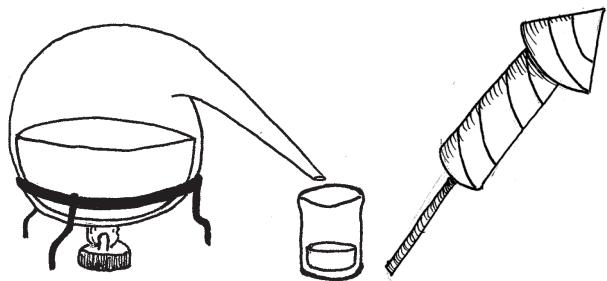
- *Magical Components (MCs):* Silver shavings, gem powder, fairy powder, earth metals, ground up rare/magical plant and animal matter. An Alchemist or Magic-user can use alchemy tools to convert uncommon or magical materials in MCs, such as rare earth metals and stones, dragon teeth, ectoplasm, vampire blood, relics, unicorn horn, etc. These items cost a minimum of 10gp, and are frequently found at high costs.

Crafting requirements: all crafting attempts require proper tools to begin crafting anything. These tools are oftentimes found in magical studies, and many can be easily transported on the road. Every crafted item requires a mundane item to contain the creation.

Example: Potions need vials, sunrods need a regular stick, tangle bag requires a common sack, etc.

In addition, items cannot be crafted unless the character making the item has the instructions to craft them. Oftentimes, some of these instructions are found in spellbooks or can even be purchased from other alchemists. All crafting chances require a successful crafting check to succeed.

Crafting Time: Combining the appropriate components to make any item takes one game turn per item. However, it takes one hour per two SC and one hour per MC to have the item become potent and usable. Attempts to use the item before becoming potent will result in a failure every time.



Example: Alchemist wants to make a Sunrod. It requires one SC and one MC to make. It only takes them one game turn (or ten minutes) to combine ingredients, but will take one and a half hours to have the item become usable.

Crafting Success: To succeed at crafting any of the item types previously mentioned, the character must succeed at a percentage roll under a specific number. This number starts at 15%, then increases by 5% per caster level. In addition, the caster adds their FULL Intelligence score to the number to determine how low they must roll to succeed. Alchemists use their skill base % instead. Example: a level 8 Magic User with a 15 Intelligence who wants to craft an item must roll under 70% to succeed in crafting. That number was determined by 15% base + 40% (from 8 levels x 5 = 40%) + 15 Intelligence score. However, the highest percent a crafting attempt can be is 99%.

Increasing Potency: If a character who is crafting would like to increase an effect of an alchemical item that does not function as a spell, they would have to increase the amount of time and resources into that item to craft it. However, doing this will decrease the chance of success by 10% multiplied by potency increase. EX: to triple the strength of Acid, the alchemist would have to use triple the amount of MCs, triple the amount of time it takes to make, and decrease the chance of crafting failure by 30%.

Some items and their side effects last for multiple rounds. These items last for a number of rounds = to 1/2 the creator's caster level, to a minimum of one. Successful saves negate the item's effect. Using any of these items as ranged attacks requires a successful missile attack, but modified with an Intelligence modifier, not a Dexterity modifier. If the attack misses, there is a chance it hits a nearby creature. You cannot increase the potency of alchemical items that mimic spells. Those items are already as potent as the alchemist that crafted them.

Cost: Players are encouraged to invent their own alchemical items. The manufacturing cost for any item is up to the GM due to the uniqueness of the item created. Use the amount of components to estimate the cost of each item. Remember, any item that functions as a spell requires a number of Magical Components and Standard Components equal to the spell level to craft.

Item	Description	SC	MC	Save vs.
Acid	corrodes organic matter, 1d4 + splash per round	2	0	Breath
Adhesive	makes a 1ft area extremely sticky. requires solvent to unstuck	2	0	Death Ray
Alchemical fire	Fire that cannot be put out with liquids. 1d6 + splash per round	2	2	Breath
Bottled Lightening	Creates an item that casts Lightening Bolt once opened; must know Lightening Bolt	3	3	Wands
Expanding Foam	fills a 5x5x5 area that is as dense as a hay bale	2	0	N/A
Explosive, impact	explodes on impact or with pressure, 1d8 + splash	2	0	Breath
Explosive, Fused	Is ignited and can be rolled or thrown, 1d8 + splash	2	0	Breath
Explosive, Ice	Freezes targets in 20ft radius on impact (-10ft to movement, -1 to attacks), 5d6 damage; must know Ice Storm	4	4	Breath
Explosive, Sleep	Knocks out target with 4hd on impact; must know Sleep	1	1	Spells
Explosive, Web	Entangles targets like Web in 10ft radius per caster's level; must know Web	2	2	Death Ray
Firework	1d4 per rocket, deafens target	2	0	Wands
Flashpowder	Blinds target + splash (-2 ATK)	2	0	Petrify
Grease	cover a 10ft area with highly slippery material, not flammable	2	0	Breath
Itching Powder	target cannot stop itching self (-2 to saves)	2	0	Petrify
Incendiary bomb	functions as the spell Fireball, must know Fireball	3	3	Breath
Liquid Fire	Cover an item with a flammable material that doesn't harm the object. Can cover one medium weapon, two small weapons, or 10 arrows. Deals +1d6 to weapon's damage, with a chance to ignite target on failed save. Requires a spark to ignite coated object	2	2	N/A
Liquid Ice	Covers an item with an icy material that doesn't harm the object. Can cover one medium weapon, two small weapons, or 10 arrows. Deals +1d6 to weapon's damage, plus freezing (-10ft to movement) on a failed save	2	2	N/A
Liquid Silver	Cover an item with Silver for fighting against specific creatures	2	2	N/A
Rusting Oil	Causes metal objects to rust. Non-magical weapons fall apart after one round per size category, Magical weapons degrade at two rounds per size category. Armor degrades by 1 AC per turn until it rusts off.	4	0	Death Ray
Smoke Pellet	causes 25% concealment in 10ft area	2	0	N/A
Smokestick	causes 50% concealment in 5ft area. Can be carried like a torch	2	0	N/A
Sneezing Powder	Target cannot stop sneezing (-2 DMG)	2	0	Petrify
Solvent	Rapidly dissolves any adhesive material on a 1ft surface	2	0	Death Ray
Spore Balloon	Creates a slow moving, floating balloon full of a specific type of mold. explodes on impact and covers target + splash area	4	0	Death Ray
Sunrod	Functions like a torch, but is waterproof and doesn't release smoke. Cannot be unlit once used and lasts two hours	2	0	N/A
Tangle Bag	Entangles a single target, similar to Web but permanent	1	1	Death Ray
Thunderstone	Deafens target and splash area	1	1	Breath

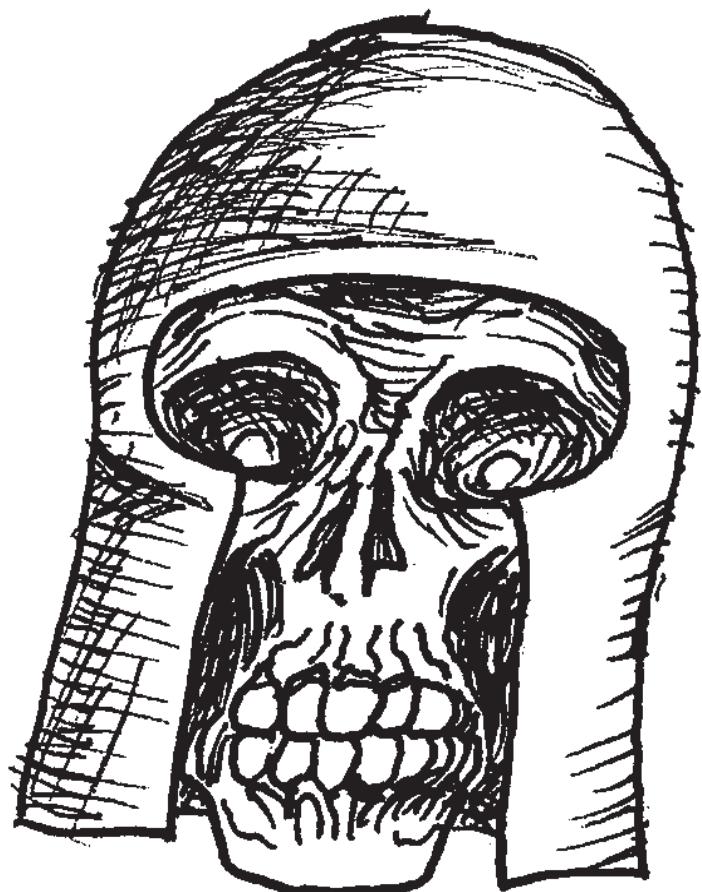
Overcasting: A variant rule to let casters sacrifice their life to cast past their level limit.

Overcasting is when a spell caster sacrifices their body and mind in an attempt to cast spells they have either already used. Overcasting is extremely dangerous and the side effects are severe. Most practitioners would never attempt to overcast, however they might find themselves in a desperate situation where the benefits might outweigh the consequences.

When a spell caster attempts to overcast a spell, they are using their life force to empower their spell casting. The caster will receive $1d6$ of physical damage and $1d4$ ability damage against their prime requisite per spell level. This damage is rolled every time the caster casts a spell they already used up. However, this damage doesn't affect the caster until after the spell has been cast. Casters recover this damage the same way anyone would recover physical and ability damage, usually by recovery spells or resting.

If a caster takes ability damage equal to or more than half their current ability score, the caster is forced into a coma until the caster recovers their full ability score. In addition, if a caster does enough damage to their ability score to reduce it to zero, the caster is in a persistent vegetative state with the only hopes of recovering being through a restoration spell or similar powerful spell.

Example: Marcus the Magic User has 12 hit points and a 13 INT. He decides to overcast so he can re-cast Magic Missile. Since the spell is a 1st level spell, he rolls a single d6 and d4. He receives 4 damage and 2 ability damage to his INT. His total is now 8 HP and 11 INT. Marcus is still able to function although feels temporarily less intelligent, so he takes a chance to overcast Fireball, which is a 3rd level spell. Marcus now rolls 3d6 and 3d4 of physical and ability damage. He takes 7 damage and 8 ability damage. Marcus immediately is in a coma until he has his INT recovered in full.



Intuitive casting: An alternative to the more traditional way of spellcasting.

Intuitive Casting is a means to bypass memorized spells, and instead allow characters to cast a limited number of spells they know by using a point system, known as Magic points. This form of magic casting is meant to either be used alongside traditional Vancian casting, or as a replacement in your own game.

To calculate magic points, simply add up the amount of spells a caster can cast. This will give you the appropriate amount of magic points equal to the character's level.

Example: a 3rd level Magic-user can cast 2 first level spells, and 1 second level spell. So the total amount of available magic points is 3.

When casting a spell using magic points, the amount of points needed is equal to the spell being used. Example: to cast a first level spell, it will cost one point, a second level spell costs two points, etc. Since this system of magic casting doesn't require memorizing spells per day, there are three limitations:

1) The caster can only know a certain amount of spells. This is determined by the maximum spell level they are capable of casting plus their Prime Requisite modifier (if any). When they gain a new level that also allows them to cast a new spell level, they can then know an additional amount of spells equal to the new spell level plus their prime requisite modifier. In addition, intuitive casters cannot know spells they are not capable of casting.

Example: A 1st level intuitive magic user can cast first level spells. That means they can only know one spell, plus their prime requisite modifier, which is a +1. In total, they can only know two spells. Once the Character reaches level 3, they are able to cast 2nd level spells. This now means they can know an additional number of spells equal to $2+1=3$. This means they can now know a total of 5 spells.

2) Whenever an intuitive caster levels up and is able to learn new spells, they must be spells they have learned about, either by watching them being cast, reading about them, or being taught them.

3) Intuitive casters can only cast three of the same spell per day. If an intuitive caster casts the same spell more than three times, they have to make a save vs. spells; modified by their Prime requisite modifier. If the caster fails the check, then they forget another spell they know, as determined by the GM. The caster cannot cast the forgotten spell again until they re-learn it again when they are capable of learning new spells.

If an Intuitive caster would like to forget a new spell and learn a different one, they may do so, but they have to stop casting the spell for a number of weeks equal to the spell level and then devote practice to learning the new spell for a number of weeks equal to the new spell level.

Example: The caster decides to stop using a 2nd level spell. They stop using it for two weeks to permanently "forget it" then learn a new 2nd level spell for two weeks, totally in four weeks of time devoted to forgetting and learning a spell.

Cleric variant: Using this method, the GM can allow clerics to also use the intuitive casting system. However, the cleric using intuitive casting can only know a number of religious spells using the previously mentioned limitations.

Caster Variants: This casting system can work alongside Vancian casting, but it is worth differentiating between Intuitive casters and Vancian casters by only allowing Vancian casters to have a Prime Requisite of intelligence, but the Intuitive using either Charisma or Wisdom as determined by the GM. The GM should also have these variant casters function as a subclass to the traditional magic-user by providing them with different names, such as Sage, Abjurer, Evoker, etc.

Commoner Casting- Allow the occasional non-caster to attempt to cast a spell!

Many folk tales tell of common people who happen upon some means of using magic. They aren't powerful sorcerers or witches, but merely regular folk who know a thing or two to get them out of a bind. These demonstrations of folk magic aren't anything powerful, like summoning lightening, but usually summoning a spider or other simple magic tricks like that. The following is a simple system to allow a non-caster to learn a zero level spell, if using a game that has zero level spells.

The basic requirement for a character to learn zero-level spells is:

- A 9 or higher in Intelligence (for Magic User spells) or Wisdom (for Cleric spells).
- Easy access to the spell they are learning, whether it be from a book they stole or being given lessons from one of the party's casters while resting.

Any non-caster must devote a month to learning and practicing the spell. Since they aren't magically inclined, this fundamental understanding of how magic works requires starting from the ground up. The character may learn the spell more quickly if they have a modifier in the appropriate stat. each +1 modifier decreases the learning time by one week.

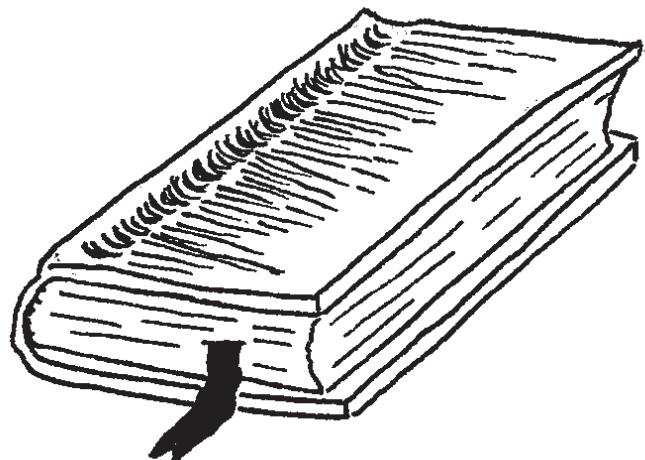
Example: Marla the thief has a +1 modifier from her Intelligence score. This means she can learn a zero-level Magic User spell in only three weeks.

Characters who also have a modifier for the appropriate ability score may learn one additional zero level spell per modifier increase.

Example: Marla the thief just learned her first zero level spell. Since she has an above average intelligence; as indicated by the +1 modifier to Intelligence; she can spend an additional three weeks learning another zero level Magic User spell.

Limitations: A few thoughts about having restrictions to non-casters knowing some magical tricks

- Arcane magic knowledge should be inaccessible to the average commoner. With that said, they probably are superstitious and have deep religious beliefs to help them understand the world around them. If Cleric magic from a god can truly heal people, then I'd rule that those more devout followers could probably find some type of power in prayer by diligently studying at their local church.
- Limit the amount of spellcasting to once per day, unless the GM would allow some other means of keeping track of Commoner Casting. Those characters must also prepare their spells by preparing them, similar to Magic Users or Clerics. The preparation time is up to the GM.
- If the Character would like to learn a new spell, then they have to devote the same amount of time to learning a new spell and forget their current one. While learning the new spell, they cannot cast their previously known spell.
- If the Character doesn't prepare the spell for a long duration of time, the character could potentially forget the spell and have to re-learn it.



Finding, Binding, and Summoning Outsiders- Beware the forces from beyond!

This is an alternative means to focus less on a spell-based mechanic and more on a roleplaying for dealing with beings that are from another place. This rule set is meant to function alongside other necessary spells required for controlling outsiders or on its own. Spells that summon powerful outsiders are ultimately more potent and thus can only be used by strong magic users. These rules are meant for lower level magic users and clerics, even other characters who might attempt to wield power beyond their comprehension. Overall, it is for the emulation of having a patron saint watching over them, or maintaining an infernal pact an ancestor made.

Magic casters have many reasons to call for aid from a power beyond their comprehension, usually do the limits of their mortal abilities. Usually, casters have a number of personal reasons to seek a bond with an outsider such as Power, Knowledge, or even purpose.

Casters can FIND a specific outsider by conducting research, uncovering a lost item, by accident, or even being chosen by an outsider being for a specific task. Once a caster finds an outsider, they must BIND the outsider to them. This can be done by a ritual, sacrifice, knowing their true name, trickery, or even imprisonment. Once bound, the caster can call upon the outsider at will. However, this relationship can become strained, causing the caster to lose control of the outsider under a number of circumstances:

- If the outsider is summoned to frequently (more than once a week)
- If the outsider has been insulted and hasn't been appeased
- Repeated failed attempts to appeal to the outsider

Every type of outsider has specific requirements the caster must succeed at to maintain a bond with them. If the caster is negligent with such responsibility, the outsider will break free and may even punish the caster for trying to selfishly control them.

Overall, the GM has to set the boundaries as to what is possible for any player to discover, how to bind them, and how to maintain a relationship with the outsider so they can be summoned.

Types of Outsiders: There are many types of beings from beyond the material world. Some examples are:

- Demons/Devils
- Angels/divine servants
- Eldritch Horrors
- Forgotten Demi-gods
- Saints/Martyrs
- Intelligent creatures from other magical planes like Fairies, Genies, etc.

Appearance: When summoned, Outsiders make their presence known in a variety of ways:

- Incorporeal
- Abstract (misty cloud, ray of light, sudden breeze)
- Environmental Disturbance (sudden coldness, torches go out)
- As a vision only seen by the bound caster
- Through a host (an animal that appears, possession of PC or NPC)

Normally, more malevolent outsiders will make their physical presence known as a means to intimidate or to trick the caster into "trusting" them. Most outsiders however, appear in the previous forms.

Summoning a bound Outsider: use the following chart to determine if you're successful. Roll 2d6 and add your charisma modifier, if any.

2 or less	Is insulted, -1 to all rolls*
3-5	Refuses
6-8	Agrees, for a price**
9-11	Agrees
12+	Agrees, grants +1 to rolls*

If using alignment in your game, this can be a factor used to bind and summon an outsider:

+1 for the same alignment

+0 for being within one step of outsider's alignment

-1 for being opposite alignment

Attempts that fail decrease each following attempt by 1 until you succeed again. An outsider will stop listening to the player after repeated failed attempts equal to half the player's caster level. If the outsider stops listening, then the player must seek out and build a new connection to a new outsider as determined by the GM.

*curse/boons last for a number of rounds equal to the player's caster level. A curse can be lifted if a price** is paid to appease the Unseen Force.

**The price for making an appeal for the aid from an outsider depends on the type of being it is. It can range from making a promise of a donation to a religious institution, sacrificing 1d6 hp of life force, etc. as determined by the GM. If the player doesn't follow through with any promise made to the outsider, they will lose their ability to channel it.

- Casters must maintain the outsider's favor and will, otherwise they won't aid the caster and the caster will become unbound to it.

- Calling upon the outsider for any purpose that isn't within the outsider's interest will grant the caster a -2 to all attempts to summon the outsider until they appease the being. This stacks with any other penalties applied to summoning.

- Caster's can usually summon beings that have HD equal to the caster's level, rounded down. However, They may attempt to bind and summon beings whose HD is double the caster's level, but could lead to the caster having difficulty maintaining a beneficial relationship with such a powerful being.

- When called upon, bound outsiders can only do minor boons upon request. These boons are usually for situational problems faced by the caster. The GM can permit a major boon to the caster in deus ex machina type situations. Such situations will cause the caster to fulfill certain demands or expectations of the outsider for retribution in such a circumstance. If the player requests a major boon, they cannot call upon the outsider for aid until they meet ALL of the expectations of the outsider. If the PC decides to never fulfill the requirements of the outsider after being granted a major boon, they will become cursed.

Examples of Minor Boons: Minor boons are indirect aid used to help guide the PC

- Getting lost in the wilderness and seeing a ray of light break through the clouds to highlight their destination in the distance

- Being trapped in a room with no escape, but then the bound PC hears wind coming from one of the walls and can figure out the hidden door.

- Asking the outsider for help with solving a puzzle, and being given subtle hints

- Causing items to fall into the path of someone chasing the bound PC

Examples of Major Boons: Major boons are direct aid used to aid the player

- Requesting the abilities of the Outsider, such as spells, attacks, and other abilities they might possess.

- Requesting the outsiders full presence to ask questions regarding solutions to the bound player's current challenges. This can finding a way out of a maze, learning a spell from them, or even requesting knowledge mortals should never know



Roleplaying Options



Strongholds, Settlements, and Demesnes: Become a Lord of the Realm!

The following rules are meant to allow high level players roleplay being a Lord or Lady of a realm. Normally, this involves building a stronghold on an area of land that the player either was given, purchased, or claimed for themselves. However, the following rules provided are meant to expand on the idea of having a stronghold on an area of land and managing the population that lives within the player's land. The following are terms used to explain this ruleset:

Stronghold: The Home of the player

Demesne: The area of land on a map the player controls.

Settlement: populated areas on a map within the player's demesne.

How it works: Each in-game month that passes, the player takes a *Demesne Turn*, where the player has three steps to follow:

- 1) Collect taxes
- 2) Do a Public Opinion check
- 3) Make "big picture" decisions, such as population changes, raise troops for war, spend tax money, roleplay with npc nobles, etc. See the **Advanced Demesnes** (pg.36) rules for further details

Each Demesne Turn affects how your settlements function for the following month, and thus affecting the next Demesne Turn. In addition, *Events* can affect a Demesne Turn, which will be explained later. Finally, since Demesne Turns only happen once every in-game month, they shouldn't inhibit the player from adventuring!

Gaining a Title: Players can be granted a Title, such as Lord or Lady once they have reached 9th level. This is done either by:

- Having the character's exploits become known to a Noble who has the ability to grant titles
- Have a crowd/group/organization grant the title
- Have the character name themselves out of their own gusto, however such as title will be considered a "false claim" until suggested otherwise.

After a player is granted a title, the player is given a size of land to develop their stronghold known as a **Demesne**. The starting size of a demesne is normally a one mile area, but up to a five mile area can be given.

Building a Stronghold: Strongholds are built using the money players have gained from adventuring. For further details regarding Stronghold construction, please reference your preferred rule-system. Players may choose the location to build their stronghold on **ANY** terrain within the following criteria:

- within the realm of the noble/group whom named you. This will require you to pay them taxes.
- On borderlands of a Realm and the wilderness, allowing the player to expand their demesne
- In the wilderness
- Anywhere, but risk a conflict with the Landholder whom the player is stealing land from. The player's holding will be considered a "Rogue Holding"

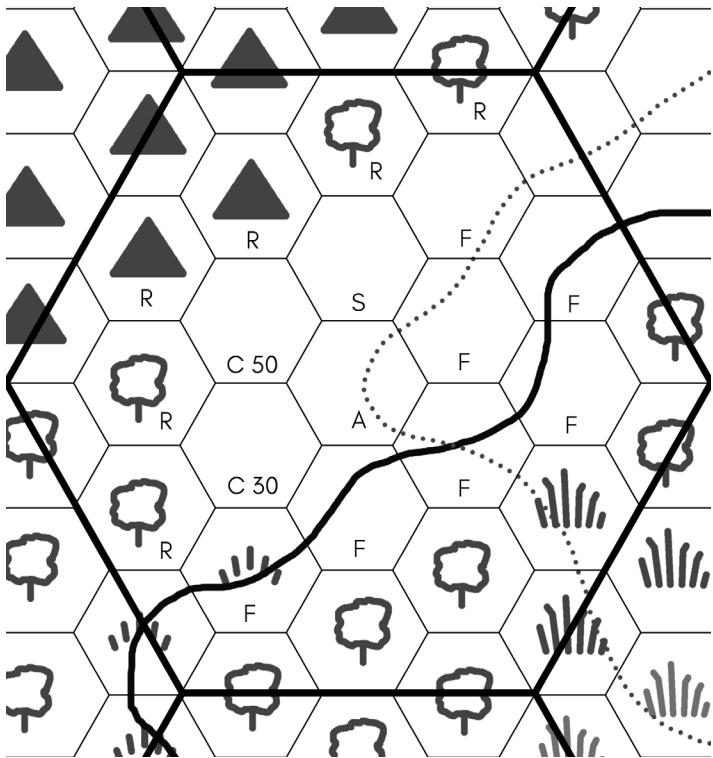
Using the Map: Using the world map, the GM provides the player a hex map that is representative to the player's demesne and surrounding area using the Hex paper provided with this supplement. The following are the scale conversions so it is possible to "zoom" in or out of the map:

- *Atlas Hex:* 25 sq. miles with 5 sq. mile sub hexes
- *Regional Hex:* 5 sq. miles with 1 sq. mile sub hexes
- *Local Hex:* 1 Mile sq. with 0.2 mile sq. sub hexes

For building a stronghold and starting a settlement within their demesne, it is recommended to use the Local scale to make things easier for now.

Followers: Once a player build their stronghold, they can attract a number of followers based on their character's class. These followers will be their loyal servants whom will function as the backbone of their stronghold's services and labor. Followers do not participate in dangerous activities, they only provide the basic functions of Stronghold.

Retainers: In addition to followers, the player can start attracting loyal Retainers once they gain their title without needing to hire them. Retainers function as followers and live in the stronghold. However, retainers have character classes and will participate in dangerous activities if required. The player gains a number of retainers equal to one plus their charisma modifier (if any) at 9th level. The player may choose to allow one additional retainer into their stronghold every time the player gains a level. Please see **Hired Jobs** (pg. 41) for more information regarding gaining retainers.



Map Legend

Mountain: A black triangle pointing upwards. Grasslands: A black outline of a grassy field. Forest: A black outline of a tree. Planes: A black outline of a small airplane. Hills: A black outline of a range of hills. River: A black wavy line. Marsh: A black outline of a cluster of tall grass. Major Road: A black dotted line.

Figure 1: An Example Map showing a Settlement on a local hex sized map

- *Food, Artisans, Commoners*: Placed on Planes, Hills, or Grasslands.
 - *Resources*: Placed in areas that can't normally be inhabited, such as Mountains, Forests, Marshes, etc.

However, Food can be placed on hexes that are cut with a water source such as rivers, lakes, ocean, etc. Please use **Table A** for population density, gold generated, and their respective map symbol to help with hex placement.

Retainers can be granted a sub hex of land once they gain 5th level to build a Manor on. In addition, Retainers can be placed on ANY land hex. Once a retainer is granted a hex of land, they become taxable. Followers and retainers live in the stronghold if there is room for them, and aren't counted when calculating population.

Changing hexes: This is done when the population increases and there isn't an appropriate sub-hex to place the new settlers. This may require relocating settlers from a desired sub-hex to a new one. If there isn't an appropriate sub-hex due to terrain or settlement boundaries, then the settlers that were relocated are removed from the settlement.

Table A: Population Details

Settler Type	Details	Population per sub-hex	Hex symbol	GP per month
Commoner	the common person and a good bulk of any population	10-50	C	20-100gp
Food	includes farmers, fishermen, etc	10	F	40gp
Resource	includes miners, loggers, quarry men, etc	10	R	50gp
Artisan	specialized laborers of Goods, represent the Markets and trade guides	10	A	60gp
Retainer	followers with a class of 5th level or higher	10	M	100gp
Stronghold	The home of the Player	N/A	S	N/A

Taxing: As a Lord or Lady, the player is required to tax their population to maintain the finances of their Holding. Taxes are saved in coffers within the Stronghold and used for the following:

- repairing damages to the settlements or Stronghold
- buying stores of food for use during winter/lean season/sieges/ etc.
- Paying for specialists or soldiers
- Purchasing weapons and armor, and the wages of the soldiers the Player commands.

Taxes are collected once a month by adding up the total gold generated and taking out a percentage of it. The percentage used to tax should be a number divisible by 10. Use Table B below to modify the settlement's Public Opinion roll based on the amount taxed. Finally, twice a year the player's Liege Lord who's nation they belong to expects the player to pay tribute of a certain amount, as decided by the GM. However, The GM should allow a season in advance for the player to allow them to budget.

Table B: Taxing

Taxed Percentage	Public opinion roll modifier
10%	-1
20%	0
30%	+1
40%	+2
50%	+3

Public Opinion: Public Opinion works the same way as Morale works with monsters and hirelings but scaled to represent the population of a settlement. Each month, the player rolls 2d6 and must either meet the Public Opinion Score or roll below it. If the player rolls over the Public Opinion Score, then the Public Opinion Score decreases permanent by 1.

All new settlements start with an opinion score of 8. The Public Opinion number is also modified by the Player's Charisma modifier, if any. In addition, each settlement gets a different Public Opinion roll. Whenever the Public opinion changes, use **Table C** to calculate any population changes.

In addition, anytime the population grows or shrinks, use **Table D** to determine what type of settlers arrive/leave the settlement.

Public Opinion usually fluctuates every few months and can be further altered by **Events**. If the Public Opinion Score drops to two or less, the Player loses the settlement. If the player's stronghold is within the boundaries of the settlement they lost, then they lose their stronghold.

Table D: Roll a d10 per every 10 settlers

1-4	Commoner*
5-6	Food
7-8	Resource
9	Artisan
10	Retainer**

*Anytime commoners leave, decrease that number from one hex until drops below 10. When settlers leave leave a sub-hex, those areas are left abandoned until filled with the appropriate type.

**Only possible either when a retainer is leaving, otherwise re-roll.

Events: Events are variables that can affect the Public Opinion Score for a season; or three consecutive months. Every three months, the GM rolls a d4. If the GM rolls a 1, then a positive event happens. If the GM rolls a 4, then a negative event happens. Once the Events are declared, they can't change for that whole period. Various events can happen simultaneously and their modifiers stack, in addition to potentially cancel each other out. All Events last the entire season, and some events may carry over into the next season as well, as determined by the GM:

Positive Events: the following increases a score by +1

- Good Crop (summer/fall only)
- Mild Winter

Negative events: The following decrease a score by -1

- Bad Crop: (summer/fall only)
- Harsh Winter

Table C: Population Changes by Score

Public Opinion Score	Opinion Definition	Population change per month
3-4	horrible opinion	-2d6 x 10 population decrease
5-6	negative opinion	-1d6 x 10 population decrease
7-9	neutral opinion	
10-11	favorable opinion	+1d4 x 10 population increase
12+	high opinion	+2d4 x 10 population increase

Spontaneous Events: Spontaneous Events can start anytime during a season and are situational based on non-environmental factors that are affecting a settlement. Spontaneous events still last three consecutive months, unless noted otherwise. The following events can happen if the settlement falls victim to them, as decided by the GM:

- Crime: Only happens if the Public Opinion Score drops two points in the three months; loose 25% of collected taxes
- Demesne is engaged war: -1
- Disgruntled Retainer: decrease Public Opinion by -1 for a single month.
- Forced Eviction: When settlers from a sub-hex are forced out of a location and not resettled: -1
- Foreign Influence: happens if there is a representative or propaganda from a bordering demesne encouraging to lower the public opinion of a settlement. There is a 50% chance it is successful each month; -1 per success.
- Starving: If a settlement is under siege and only lasts on a monthly basis. taxes cannot be collected by these settlements; -2
- Settlement is on the front line of war/is occupied: -1
- Sudden population change (more than 20% total pop): -1 per 20% increase/decrease in a month

Player Controlled Events:

- Devoted Vassal: increase a public opinion by +1 for a single month
- Feast or Tournament: pay 1gp per citizen in the settlement; +1
- Increased Guards: 20gp per 100 settlers; negates the Crime Event
- Incompetent Steward: Demense is overseen by an inexperienced person (retainers or player of under 9th level): -1 for every 2 levels below 9th, in addition to any negative Charisma modifier they might have (See Adventuring for further detail.)



Example- Settlement: Oakwood; Pop 220; Public Opinion: 8

Sub-hex type	Number of Sub-hexes	Population per type	Gold generated per type
Food	7	70	280
Resource	6	60	300
Artisan	1	10	60
Commoner	2	80	140

Example of a Demesne Turn: use Figure 1 on top of page 33 for reference and the Example table at the bottom of the page. The following is an example of a Demesne Turn:

Demesne Turn: No Events affecting Oakwood

- 1) Taxes- Collect 20% taxes. Settlement makes 780gp per month. 20% of 780 is 156. Player collects 156gp from the settlement this turn.
- 2) Public Opinion- Currently 8. The Player rolls 2d6; rolls a 9. Next month the Public Opinion decreases to 7
- 3) No population change or big picture decision made this month for the settlement

In Summary: Having a Stronghold and maintaining a Demesne is low maintenance due to each Demesne Turn happens once every in-game month. Players are required to keep track of each settlement they control. Each step in a Demesne turn can affect the following step.

1) Collect taxes for each settlement by adding up the total amount of gold generated by each sub-hex. Decide on a tax percentage based on a number divisible by 10.

- The player's Liege Lord collects a number of gold twice a year. This amount is determined by the GM and the Player usually is given three months notice to the requested amount of gold required by the player's ruler. Liege lords may also request troops as well

2) Roll for Public Opinion- Roll 2d6 and either meet or roll UNDER the Public Opinion number for each settlement.

- Each Settlement has a Public Opinion Number. This begins at 8, but can change monthly. It is also affected by any Charisma modifier of the player who controls it as well as any **Events** currently happening.
- How much was taxed can effect the Public opinion Roll

3)Big Picture decisions are made for each settlement this turn step. Calculating population changes, Raising troops, deciding a player controlled event, interacting with NPCs within the settlement, the player being overthrown, etc. The previous two turn steps can affect this final step depending on what happens.

Advanced Stronghold, Settlements, and Demesne: Big Picture rules!

The following rules are used to add more depth to managing a Demesne to allow more options for players who own a stronghold and control a demesne.

Expanding Settlements: The player can continue to expand their settlements within the boundaries of their demesne. Oftentimes, when two different settlement hexes touch, they can combine into a larger settlement type. Use the following chart to help define the settlement type:

Table E: Settlement Type

Settlement type	# of mile Hexes
Hamlet	1
Village	2
Town	3-5
City*	6-10
Metropolis*	11+

*Commoner sub-hexes in a City or Metropolis can have a total of 200 settlers while Food/Resource/Artisan sub-hexes population total increases from 10 to 30. Sub-hexes in a city or metropolis represent neighborhoods for Commoners and Districts for Artisans, Resources, and Food.

The player can also choose to build fortifications around their settlements using the same constructions rules used for building a stronghold. Such fortifications are outlined on the map following the sub-hexes within a Local hex.

Population Changes by Settlement Size: Depending on the settlement size, the amount of settlers that arrive/leave increases. using Table C, adjust the population change variables by increasing the amount of dice rolled.

Example: A Hamlet with a Public opinion score of 10 rolls 1d4x10 to determine the population increase. if it was a village, they would roll 2d4, a town would roll 3d4, etc.

Expanding the Demesne: If the Player wishes, they can expand their demesne. To expand their demesne, the player must claim an area of land next to their current demesne by occupying unsettled areas with settlers.

These settlers are chosen by the player and removed from their current sub-hex and placed onto appropriate terrain sub-hexes based on their settler type.

Expanding into Wilderness Areas: Expanding into wilderness areas has it's risks, and it is advised to send troops along to protect any settlers from creatures, demi-humans, and any other threats that can exist in the new land.

Oftentimes, it is required to build a fortified wall around the new settlement and appoint a retainer to manage the troops.

Expanding into Civilized Areas: To expand into civilized areas, it is more tricky, since the land is already under control by another ruler. Expansion is done by either "Passive" or "Direct" means.

Examples of Passive expansion:

- Marriage
- Spreading Influence to neighboring areas. This causes the Foreign Influence event to happen to the desired settlement.

Examples of Direct Expansions

- Occupying settled areas with troops.
- Making a claim for an adjacent location. If the player controls more than 1/2 the area round a local or regional hex of land, they can push a claim to rightfully own it. If this land is controlled by another noble, then either you can make a request to any higher Lord of the Realm, or contest it in mass combat.

Raising troops: If the player wants to go to war or on a conquest, they many choose to raise troops. First, choose a percent of the population to raise. When troops are raised, always round down to the nearest 10. Factor in what part of the population is leaving using Table D.

In addition, each month you have to pay your troops depending on type. Raised troops cannot be taxed. The following is the basic math used to calculate troop value:

- $2 \times \text{troop level} = \text{gp per troop needed per month}$.
- If using mounts, each horse (or similar animal) costs an additional 2 gp a month.

Example: raising 100 commoners counts as 1st level fighters and cost 200gp a month to maintain.

Players are required to purchase weapons and armor for them. Retainers you have can function as commanders for these armies.

Retainers require having weapons and armor purchased as well. Anytime your Troops are returned to the population, the player collects all of the armor and weapons for storing within their stronghold.

Sieges: Sieges happen if a player's army engages a fortified settlement or a stronghold. The player can choose to do the following:

- *Starving:* This represents cutting off supplies to the fortified area. This can take months, and causes the *Starving* Event to happen to the settlement. Strongholds who have a storage of food are immune to this tactic until they run-out of food.

- *Attacking:* This is represented using the Mass combat rules. Please reference your preferred handbook for more information about war machines and the hardness of walls to determine how to set up a Mass Combat encounter.

- *Roleplaying:* this is done by negotiating with a representative of the besieged location to come to an agreed terms and conditions for surrender. in addition, a player can roleplay an adventure to sneak into a fortified location to open the gates, kidnap an important npc, etc.

Expanded Titles: Players who control significant amount of land will have their Title change based on the amount of land within their Demesne. use the following table to help define a Player's title:

Table F: Title based on Demesne Size

Hexes Controlled	Title*
6-10	Baronet
11- 20	Baron
21-40	Viscount
41-80	Count
81-150	Marquis
150-300	Duke
300+	King

* These titles are based on a male-oriented titles, and should be different based on gender identity, class, and culture

Anytime the player's title increases, they may choose to gain more followers using the same die roll used to gain followers after the player build their stronghold.

Appointing Vassals: As a player's demesne grows, personally managing every single settlement can become overwhelming. When this happens, a player can appoint Vassals to oversee each settlement. The following are options for appointing vassals:

- Granting a Title to a Retainer of 9th level
- Converting an Artisan sub-hex to become a Council Estate: Costs 100gp per number of hexes in the settlement to convert. The population number stays the same. When vassals are appointed, two changes happen to the normal Demesne Turn regarding this settlement:

1) The Player gains gold equal to the average amount that has been collected each Demesne Turn before appointing the vassal. This is a flat amount than doesn't change as long as the vassal is loyal to the player's demesne. If the player requires troops, the GM decides how many to grant the player, based on the Vassal's Morale.

2) Public Opinion Score is changed to the Vassal's Morale. Each newly appointed vassal begins with a Morale of 10, modified by the player's Charisma modifier; if any. The mechanics are still the same, and events can still affect the Vassal's Morale. When the Vassal's Morale drops to 2, they stop being loyal and defect from the player's demesne.

When a retainer is 9th level, they may ask the player for a Title and an area of land within the player's demesne. If the player grants the retainer a title and an area of land, then the player gains the *Devoted Vassal* event. If the player rejects the retainer's requests, the player gains the *Disgruntled Retainer* event to be used at the GM's discretion, in addition, there is a chance that the retainer leaves when the population drops.

When Vassals are appointed, they are represented on the converted sub-hex with a **V**. Oftentimes, this sub-hex is located on the retainer's Manor sub-hex. If desired, The player can choose to build strongholds on vassal sub-hexes, or construct fortified walls around specific sub-hexes within the vassal's settlement.

Adventuring: While on a campaign; either for adventure or war; it is important to leave your holding in the hands of a Steward or Council.

- Steward: A Steward is a Retainer of 9th level or higher.

- Council: A group of retainers whose class levels collectively add up to 9 or more.

In addition, any Charisma modifiers the Steward or Council may have also modify the Public Opinion Score. If a player is incapable of assigning an appropriate steward, then use Incompetent Steward event each season until the player resumes.

Stronghold Types: Depending on the class of the player, they build different types of Strongholds. each type of stronghold can have a settlement develop around it and can also be fortified:

- Fighters: Fighters build fortresses, such as keeps, which can expand into castles. They can choose to rise the ranks of the nobility and founding a House with a coat of arms

- Clerics: Clerics build Temples or Churches depending on their religion. These become popular places of worship and can attract pilgrims. Some Clerics might become powerful enough to found a new belief system.

- Magic-user: magic-users build Towers for research and can expand them into libraries and research labs. Here, the can develop new spells, create magic items and dweomers, and expand their understanding of the world as they know it. Magic-Users may also start a School.

- Thieves: thieves build Syndicates with a home base, such as an Inn or Shop to use as a fence for stolen goods. Thieves rarely build a fortified Stronghold, but still occupy a stronghold sub-hex as normal. Thieves can set these up in any unsuspecting town and slowing influence the local political climate. Thieves may also start a Guild.

If the player is using a class that isn't one of the previously mentioned four, then the player gets to decide on a stronghold type that they believe would represent their character. GMs are encouraged to allow the player to be imaginative with their stronghold choice.

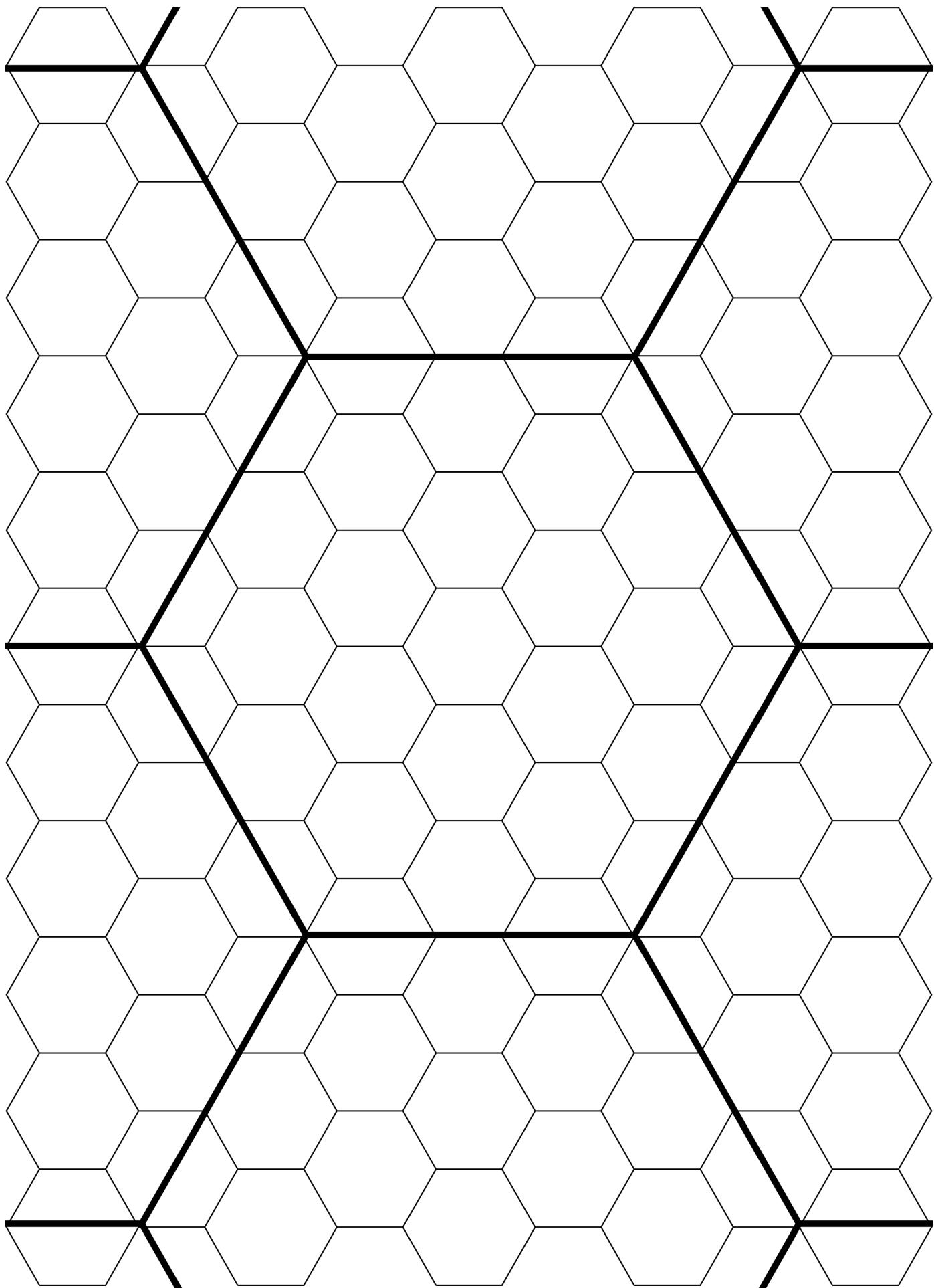
Additional Notes:

Liege Lords and Rulers: Can also be any other appropriate title for a higher ranking member of the nobility who's nation the player's demesne belongs to.

Cultural Differences: The previous rules were based on a simplified medieval feudal setting. Since not all gaming settings fit into this contexts, it is encouraged to alter the rules to fit into the cultural context of the campaign being played. Using a Caste system, tribal system, or even a non-monetary forms of cultural construction. The real world is full of different examples and game masters are encouraged to research these different cultures to help inspire them and their players.

Cities, Ports, City-states, and Trade Republics: If a player is granted a title of overseeing an urban center and the surrounding geological area, this can still be done using the previous rules. However, since these areas are far likely less spacious and more packed, then each sub-hex on a regional map within the city's borders can have x3 the amount of settlers, with the exception of Commoner sub-hexes can have x4 more people within it. Food and Resource sub-hexes in these environments represent merchants, but their sub-hex symbols stay the same.

Another thing to consider is that most likely overseeing a city might devolve into maintaining a portion of the city, such as different districts of the city, such as the ports, mercantile district, religious district, the shipping routes outside of the ports, and other notable neighborhoods. In such settings players can be kingpins, politicians, religious representatives, guild leaders, a Republican House, etc. Mass Combat rarely happens in such tight quarters, and oftentimes those who are in charge of areas of a city fight to claim each sub hex through subterfuge. However, if controlling a whole city, then the player can hire mercenaries to defend it from invasion or to expand the land holdings outside of the city's walls that the player doesn't control. Ultimately, it is up to the GM to scale the rules to fit into a urban setting.



Hex Scale:

Sub-hex Scale:

Location:

Hired Jobs, Missions, and Commissions- Send NPCs to do the dirty work!

Normally, Players can hire NPCs to do jobs for them, such as brew potions or enchant weapons or even as hired help on expeditions. The following is an optional ruleset meant to expand the immediate purpose of NPC hirelings into full fledged adventurers, mercenaries, assassins, scholars, thieves, etc. under your employment. As much as we wish we could go on every adventure, we are stuck with limitations of our party, titles, and otherwise that could keep players from trying something in the game. This is even more true as player characters get up into higher levels and have more followers at their disposal. The following is an outline of the basic mechanics and examples of hiring NPCs and followers to do jobs for you and potentially make a profit or further your character's influence in your game.

Job Difficulty Chart

Job Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
% Success	95	90	85	80	75	70	65	60	55	50	45	40	35	30	25	20	15	10	5	0

Hired NPC Level Chart

NPC Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
+ to base % of success	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40

Narrative Mechanic Chart: Use a d4 to determine a narrative modifier

d4	Narrative Modifier
1	"And..."
2	nothing
3	nothing
4	"...But"

Example: You hire an Assassin (level 4) to eliminate a local Baron. The difficulty level for the job is 9, so the base percentage of success is 55% chance. The NPC is level four, so that adds a +8% to the base success chance, totaling at 63%. You roll a d100 and get a 45%, signaling success! However, you also roll the d4 to determine the narrative modifier, and roll a 4! So in summary, "The assassination mission was a success BUT... the assassin also was killed in the endeavor, causing the baron's men to search the assassin's body for clues to find out who hired them"

The Mechanics: Determine the difficulty level of the Job and it's associated base percentage of success. The Job level is determined by the GM. Then apply the bonus % determined by the level of the NPC/Specialist/retainer's level to determine the final success percentage of the Job. Finally apply the Narrative modifier if applicable. The idea is that this kind of mechanic shouldn't always be success/fail, but allow there to be an extra dynamic that could have consequences in the game. Since this concept is fairly loose, it should function as a means to make a impact into the game's world, regardless of how big or small that impact is; just like if your adventuring party were doing the same job or mission.

How to Determine the Difficulty level of a Job:

To determine how difficult a Job is, the easiest way is to base it on an NPC's level. In addition, if the GM feels like there are environmental factors surrounding the Job, then they can modify the difficulty level as needed. In the above example, I based the Assassin difficulty level on the Baron, whom I determined to be a Level 9 Fighter. If the target was a peasant who lives alone, I'd determine the job to be Level 1 difficulty and if the target was an Emperor, potentially Level 20.

Using the same example, If the Baron was already aware of an assassination plot, they might have hired more guards, and that would increase the difficulty level as determined by the GM. However, if the PCs directed the Assassin to buy off the guards with extra money provided by the PCs, then the GM would decrease the difficulty level.

When hiring NPCs or Followers for the jobs, it is important to hire appropriate NPCs for the job, otherwise you won't be able to apply any bonus percentage to the base success.

For example, if you attempted to hire a level 4 Fighter for the example job, there wouldn't be a bonus applied. However, you can still roll to see if the job was a success and also roll for the Narrative modifier.

Success/Failure and everything in-between:

Since this ruleset is meant to simulate adventures being done by NPCs, it is important for both the GM and the players to consider the consequences for the actions of the hired NPC, regardless of whether they succeed or fail. So it is the GM's responsibility to determine an appropriate outcome based on the rolled results. Since the PCs paid off the hired NPCs to get a desired outcome, the GM could have the NPC direct any interested party to the PC; for good or bad. The GM could even gauge how well the NPC did based on how well they rolled the d100. The GM could roll only once to determine the results, or multiple times, such as each roll represents a month/week/day of working. Ultimately, the aim for this mechanic is to drive the GM's imagination to open more potential doors for their players.

Using Multiple NPCs: The Player Characters can hire multiple NPCs or followers for the same job to increase to overall success percentage. Using the previous example, the Assassin was Level 4 and using the chart, we can see that the level increased the success chance by +8%. if the Player Character hired two Level 4 Assassins, then the combined efforts of the hired Assassins would increase to +12%. However, If you hire a generic party of NPC adventurers to do a typical adventure (such as explore a dungeon), then the combined bonus provided by the various NPC classes for the Difficulty level for the Mission.

Cost and Time: To determine the cost of the Job, start at 25gp Per Week and multiply it for the Difficulty Level for each hired NPC. This is assumed to be all inclusive for the NPC to cover their costs and skill level for the Job. If the job requires a magic specialist, then increase the cost to 250gp per week. Using the previous example, the GM determined that the assassin had to travel, research and execute the job which totaled to a full month of all inclusive work. So $25\text{gp} \times 4 \text{ weeks} = 100\text{gp}$. Then $100\text{gp} \times \text{difficulty level 9} = 900\text{gp}$ needed to pull off the Job.

Retainers require half as much gp, but a loyalty/morale roll will be needed to determine their demeanor towards your PC after the job is completed. In addition, if the player character is attempting to hire an NPC that has a higher class level than the their own, the NPC might try to negotiate more money out of them or request collateral.

Retainers: Normally, players start to gain a number of followers after they reach a named title (such as Lord or Lady) that are denizens of your stronghold. In addition, you can start attracting Retainers that are loyal to the player who live within your stronghold. They can be used for Hired Jobs, as mentioned before. The maximum number of retainers you have equal your Charisma modifier, plus one every level, starting at 9th level.

Example: Sheila the fighter gained her title of Lady at 9th level. She is now currently 11th level, so she is allowed three retainers. In addition, her Charisma modifier is +1, so she can currently have a maximum of four retainers in total.

However, depending on the job you want to task a retainer with depends on what kind of follower they are. Roll on the following chart for each retainer you've attracted to determine their Race and/or Class.

d8	Race
1-5*	Human
6	Halfling
7	Dwarf
8	Elf

* This is for the chances for a follower that is the same race as the player, so if the player is an elf, swap the Human bracket with the Elf bracket.

d10	Class/Type
1-4	Normal Man
5-7**	Fighter
8	Thief
9	Cleric
10	Magic User

** This is for the chance for a retainer of the same class, so if the player is a Cleric, swap the Fighter bracket with the Cleric bracket.

Level of Retainers: Retainers can be of different levels, just like players. To determine the follower's starting level, roll a d4. Then increase them as they complete Jobs. Use the difficulty level x 1,000 to determine the XP they would gain.

Examples of different jobs by NPC classes-

Cleric: Clerics can be used to promote you as a patron of their church. They can also be hired to help you/allies dealing with occult issues (werewolves, hauntings, vampires, etc.), help cure a plague in a region, set up a missionary in a region to help you gain Political/religious/monetary/populous power. Clerics can also be useful in establishing a new religion/cult made in your own design.

Fighter: Fighters can be sent to Courts of other lords as your representative. You can also use them to do any missions that they would specialize in, such as participating in a tourney/joust, trial by combat, training low level npcs, lead mercenary units, military adviser for an allies campaign, etc. Fighter variants can also be used, such as barbarians used to rally hill clans, swashbucklers to charm the rich and powerful, etc.

Magic-User: Magic-Users can be hired to research forgotten knowledge, bind outsiders, train followers in magic, develop spells, construct dweomers, and such. They can also be sent off to parlay with other powerful magic-users or magical humanoids or as specialized representative to powerful people, potentially to even curse others or use magical sabotage.

Thief: Thieves can be used to do all kinds of stealing and such, such as heists, highway robberies, infiltration jobs, rigged gambling, gaining criminal knowledge, etc. Thieves can also function as spies. Thief sub-types, such as Assassins can be used for assassination and kidnapping jobs.

Other classes: These can do a combination of jobs from the four standard classes in addition to their own unique abilities. The following classes could potentially cost more to hire as well. The GM might even apply these specialized jobs to the standard job options as needed, if they don't use these specialized classes in their game.

Paladins: Paladins can function as both a fighter or cleric for specific jobs, in addition to going on Crusades and pilgrimages.

Bards: Bards can function as Thieves, in addition to promoting PCs interests to both the commoners and the nobility. They can be commissioned to write stories/ballads about PCs as well.

Rangers: Rangers function as Fighters and Thieves, in addition to functioning as a bounty hunter, scout, or tracking down dangerous threats, such as cults and dragon lairs. They can also parlay with Humanoids better than Fighters



Narrative Dice- A simple way to add story mechanics to your fantasy game!

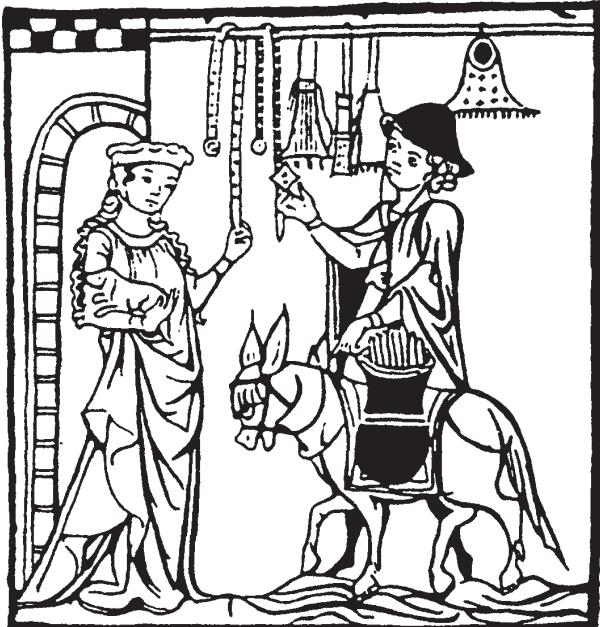
What are Narrative dice? It is a means to add a simple story mechanic to popular roleplaying games that mostly have a success/failure means of resolving conflicts. Many games are built on various story-building mechanics, and allows for roleplaying opportunities for players. Narrative dice allow for more interpretations of success/failure by making those successes and failure more dynamic. This is done by adding a narrative result of "...And" or "...But" to a numerical die roll. However, it is up to the GM to decide how they are interpreted and when to use them.

How it works: When resolving a success/fail situation using that could be of narrative significance, roll an additional die on the following chart:

d4	Results
1	"...But,"
2	nothing
3	nothing
4	"And..."

This allows for six possible additional outcomes

- Success
- Failure
- Success, "...But,"
- Failure, "...But,"
- Success, "And..."
- Failure, "And..."



Example: The Marcus The magic user goes to the town square to rally commoners to help him with an excursion into a nearby dungeon. Here are some potential results:

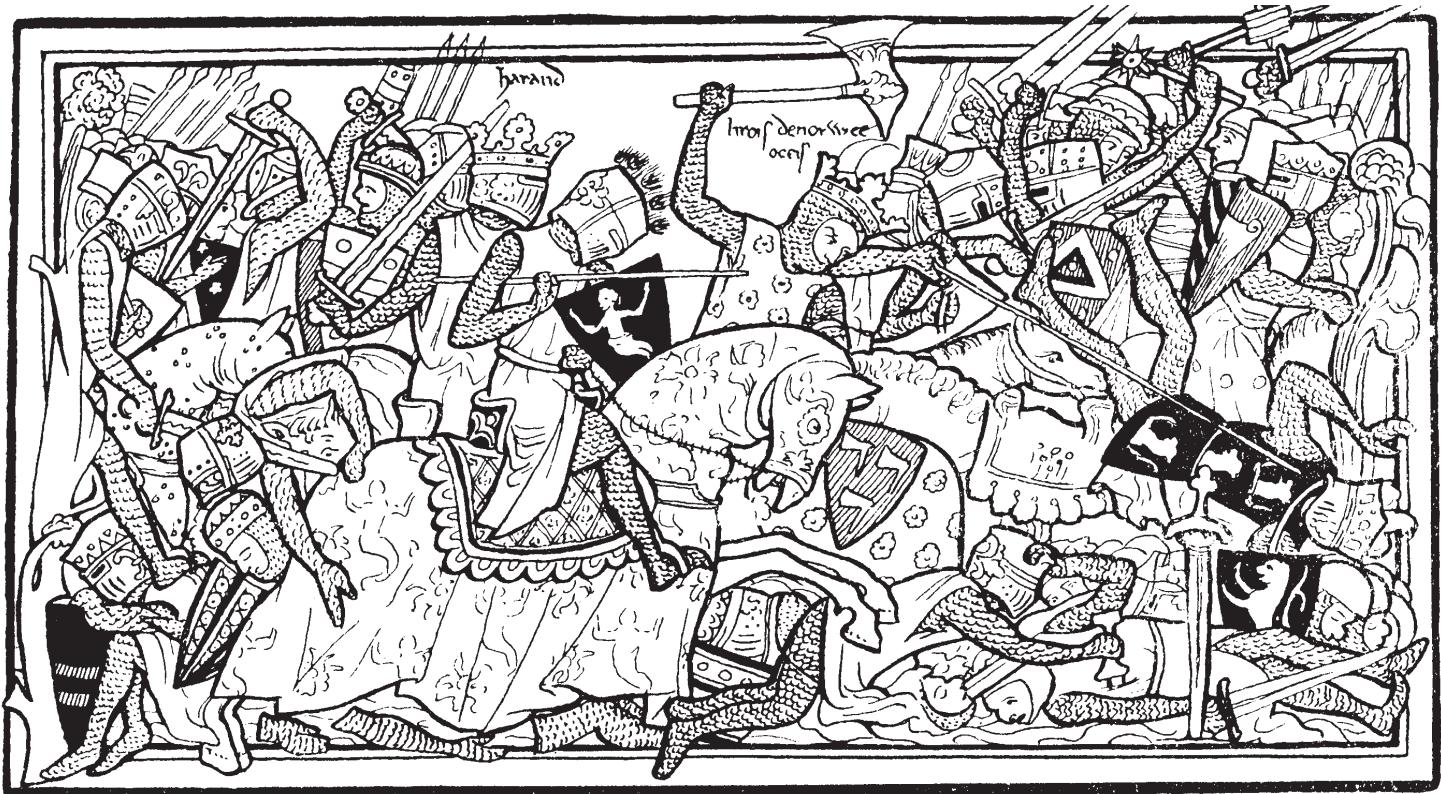
- 1) He succeeds! He recruits three commoners as hired help
- 2) He fails! Nobody listens to his speech and ignores him
- 3) He Succeeds! Three commoners express interested in being hired help BUT..., the local marshal overhears and informs Marcus that all able bodied villagers are needed to stay within the village.
- 4) He Fails! Nobody is interested, BUT...a visiting adventurer who missed the speech but saw the crowd disperse inquires Marcus about the speech he made
- 5) He Succeeds! AND...the marshal overhears and offers Marcus a reward for retrieving a lost item in the dungeon that a previous group employed by the Baron!
- 6) He Fails! Nobody is interested in being hired, AND... the town marshal approaches Marcus and slaps him with a fine for illegally hiring servants to the Baron without asking permission first.

These different outcomes open up more variables for roleplaying. However, it is important to only use these mechanics when they seem necessary, allow for more fun at the table, or to further help the GM determine a situation. Examples of moments to use narrative dice could be:

- Critical hits/misses
- Morale/charm/intimidate/negotiation checks
- Class skill checks
- Roleplaying with important npcs, etc.
- Investigations or looking for clues

It is up to the GM to make calls for narrative dice. GMs can also increase the chances of the narrative results to be rolled on any other dice, and even just have it be a d2 chance of either "...But," or "And...". In addition, modifying the basic structure of the Narrative dice mechanic can also be used for additional narrative outcomes.

Mass Combat- Control an army and vanquish hordes of monsters or opposing armies!



Many RPGs already have some sort of mass combat as an option to help simulate warfare on a large scale. However, I often find these systems too far separated from standard combat, requiring players to learn a new system. I opt for a method to function as simply as regular combat. I do this by literally scaling up adventuring combat.

Mass Combat follows the same rules for combat by following the stages of regular combat, such as rolling Initiative, morale, movement, attack, and damage. However, instead of using a single character in combat, we have to make a Unit that represents a certain number of the same type of npc or monster.

To create a unit of troops, I simply either create an npc or use a monster, and multiply their number by my desired unit size. An example would be level 1 Human Fighter x50 = My human fighter unit. Each individual member of the unit has the same:

- Attack Bonus (+1)
- weapon/damage die (1d8)
- movement speed (30ft per round, or 180ft/minute)
- AC (15)
- Hit Points (each has 6 HP)
- Saving throws
- And any initiative modifiers can be applied to the unit's initiative.

This is done for simplicity. Essentially, treat the unit of 50 fighters as ONE fighter, but all that is done now is find out the total Unit's HP ($6 \times 50 = 300$) and then group the individual troops into groups of 10 troops to help determine all of the rolls made for combat ($50/10 = 5$ groups). These groups determine the amount of attack rolls you roll (5d20) and any damage rolls thereafter based on. In addition, All damage dice will be multiplied by 10.

- When a unit takes Damage, divide the damage taken by the individual troop's HP to figure out how many troops remain.

Example: The fighter unit takes 90 damage, so $90/6 = 15$ troops have fallen. This now means that the fighter unit has a total HP of 210 and the fighting strength of 35 troops, or only 3d20 to attack on the next combat round.

- You can also make a unit of monsters by following the previous rules to make a unit of goblins.



COMBAT EXAMPLE: A Unit of 50 human fighters attack a unit of 50 goblins. The Goblin unit has 13 AC, A total unit HP of 200 (or 4 hp each). The Player rolls an attack roll for each group of 10 fighters, totaling in 5d20. Three of the groups hit, and the player then rolls 3d8 damage. They rolled a total of 8. Multiply this damage by 10, so a total of 80hp damage to the Goblins Unit's 200hp, bringing it down to 120hp. Finally, the last step is to find out how many goblins perished by dividing the damage done by the individual hp of the unit, so $80/4 = 20$. So that means 20 goblins perished, making the goblin unit 30 strong.

When a unit takes losses of troops and the total isn't a number that is divisible by 10, then the unit has to round down to the nearest 10s to determine the amount of dice rolled on the next turn.

Example: The Fighter unit loses 8 troops, now reduced to 42 fighters. The player now can only roll 4d20 to attack. However, when a unit has less than 10 troops, the unit dissolves and is effectively destroyed.

Morale Checks: Morale checks are essential to see if the unit will maintain fighting. You make Morale checks similar to regular combat, such as doing it at the beginning of combat and when reduced to half HP. After a unit reaches half or less HP, roll morale on each combat round until the conflict is resolved. There are a few ways to affect the morale of units

- if a unit is destroyed, then units adjacent to it will have their morale decrease by -1. This stacks with any other allied units that get destroyed. In addition, any allied units that successfully destroy or rout out an enemy unit increases adjacent units morale by +1. This also stacks.

Initiative: To determine simple initiative in Mass Combat, roll only once for each side and add any applicable bonus from any one unit (or Player character) each side has to determine which side goes first. You may use independent initiative for each unit to have a more chaotic fight, but could potentially slow down combat

Ranged Units: Ranged units can use their ranged weapons until involved in direct melee combat. If a ranged unit is being attacked in melee combat, they cannot use their ranged weapons again until they leave melee combat.

Time and Movement: The length of time each mass combat round is equal to one minute. Movement functions the same of regular combat, but scaled up to equal per turn.

Mounted Units: Mounted units function the same as regular units, except they have the following differences:

- Separate AC for the riders and Mount
- Separate HP for both the rider and mount
- Moves at the speed of the mount
- Charging deals double damage if using a polearm weapon
- Attack rolls that beat the AC of both the mount and rider damage both separately.

Example: A unit of 50 mounted spearmen have an AC of 16 for the riders and 11 for the horses. The enemy goblin unit attacks and rolls as 8, 11, 12, 17. That means only the mounted soldiers take one hit die of damage, but the horses receives three hit die of damage. Remember to assign the hit die (roll a d6x10 for soldier damage total; which is 40^* ; then roll the remaining $2d6 \times 10$ for mount damage; which is 70; $+ 40^* = 110$ to the mounts damage total). Figure out the remaining mounts and soldiers separately using the normal calculations to figure out losses after a skirmish. If there is less mounts than riders, then only those mounted units should move at the speed of an unmounted unit or else loose their unmounted soldiers.

Characters role in Mass Combat: Characters can still roleplay and act in combat, whether being in the rank and file of a unit or commanding from the rear. Essentially, if a player is controlling a unit and a player character, then they keep track of both separately. They can still act in initiative, such as attack or cast spells. These rolls are done in tandem of any unit they might be a part of. In addition, Players still use their own attack/damage/saving rolls. Players can also roleplay during a mass combat turn, due to the longer length of time.

Since these combat rules just modify regular combat, it allows for easily creating dynamic fights, such as playing a unit of elves fighting a dragon, or a unit of mounted knights charging a unit of hill giants.

Using Miniatures: Mass Combat can be used without miniatures, but for players that would like to use them, the following are suggestions to help visualize mass combat;

- 25-28mm miniatures. Have each miniature represent 10 troops.
- A one-inch hex-grid battle mat to help with miniature placement and movement. Each hex represents 20ft
- You can forgo a grid if you can scale the movement to each miniature being used. tape measure can also be used, but each inch of movement equals 20ft.

Advanced Mass Combat: Additional rules to add depth to your battlefield!

Here are a variety of variant options to help expand the basic gameplay of the Mass Combat style that was introduced on the previous page. These rules are meant to help fit the Mass Combat into your preferred game system and to also allow for more tactical depth.

Scaling Combat: You can scale up the number of troops to represent 100s and even 1,000s of troops engaged in combat. Instead of multiplying everything by 10, do it by the desired amount, such as 100, 1,000, etc. the rule still apply, just the numbers change. If using Miniatures and a grid, each miniature represents the scale you used to multiply the troop size. In addition, using the same scale, each space on the grid is also multiplied by the same amount.

Example: a Miniature on a grid space represents 10 troops on a 20 square foot area. When multiplied by 100, then the miniature represents 100 troops on a 200 square foot area.

Alternative Initiative: To scale back the idea of one sided initiative and make it more dynamic, use the following set up for each combat round. Roll initiative only once per combat round step to determine which side goes first. Use the highest initiative bonus of any one appropriate unit per step when determining initiative.

Step 1) Roll initiative for magic units (if any, including single magic users on the field) and resolve magic being used.

Step 2) Roll initiative for ranged units per side involved, then roll attacks for ranged units in initiative order.

Step 3) Finally, roll initiative for melee units, and resolve melee combat in order. Any ranged units that are engaged in melee combat only act during melee, and must disengage from melee before the current combat round ends to attack during the ranged combat step in the following turn.

If using Player Characters on the field whom are not attached to any units, choose when they roll based on how they plan on attacking. You can also use this method to roll separate units initiative in each step, but could potentially slow down combat.

Combat Options-: The following options are meant to add more depth to combat choices.

- **Move Defensively:** +4 AC, but only move 1/2 speed
- **Brace:** Polearms only- Hold an attack action to be able to attack right before a charging enemy unit attacks. This deals double damage against mounted units.
- **Flank:** When two or more allied units attack the same enemy unit from different sides, Giving the target a -2 AC. This penalty increase by -2 for any additional units, to a max penalty of -6 AC from being flanked on four sides.
- **Withdraw:** When leaving direct combat, a unit can retreat at speed and gain a +2 AC for the rest of the round.
- **Charging:** Charging units gain +2 to attacks rolls, but have -2 AC until the end of the round. Mounted units that are charging deal x2 damage.
- **Run:** Running units can move x2 speed in a turn, get a -2 AC and cannot attack during the round.

War Machines: Every war machine requires a crew of engineers for it to run properly. Reference your rulebook to determine how many crew members are needed. Any war machine unit with a crew of 10 or more can also count as a fighting unit if they are engaged in direct melee combat, otherwise smaller crews cannot count as a fighting unit without using the war machine to attack.

Commanders: In my more basic explanation of mass combat, it is assumed that leader of units are not in the rank and file of the fighting unit, but are giving orders from the rear of the battlefield through messengers. Sometime, however, these higher level individuals will be directly involved in warfare. When using commanders in a unit, they should be treated as one of the soldiers in the unit they command. In addition, Player Characters can be used as commanders. Example: In a unit of 50 fighters, one of those fighters is the commander.

- Commanders are used as a means to maintain morale of their unit but using the commander's Prime Requisite modifier. However if the commander dies, then not only does the unit loose any bonus to morale, but the unit's morale is cut in half.

- Although the unit has its own stats, the commander should also have its own stats as well, since it is assumed that the Commander is a higher level character than the standard soldiers.

- Whenever the unit is attacked, any attacks that meet or beat the unit AND Commander's AC, they both take damage, but the commander takes a separate damage roll that isn't multiplied by 10.

Example: The commander's unit has an AC of 13, but the Commander has a personal AC of 16. the enemy goblin unit rolls a 5, 9, 15, 18, and 10. This means that two of the attacks succeed at hitting the unit, and that the commander will also take damage from one attack. The unit takes $2d6 \times 10$ damage (90 damage) and the commander takes $1d6$ (4 damage).

- The commander can add any modifiers to any one applicable die roll when determining initiative, attacks, or saves. Assign a die to be given the modifier BEFORE rolling. These modifiers can come from applicable ability scores, magic enhancements, etc.

Example: The 39 remaining fighters attack, rolling $3d20$ to attack, but the commander can add +1 to one of those rolls, so the player assigns it to the first die. They roll a 14, 12, and 17. since the player added the bonus to the first roll, then the 14 is now a 15, allowing for two out of the three groups to successfully attack.

Combining units: If two adjacent units combine strength, then keep track of two different types of units separate for Attack, damage, AC, and hp, but combine initiative and morale by finding a median number for morale if both units have different scores.

Example: A Unit of Pikemen has been reduced to 12 soldiers. A nearby unit of Axemen has 33 soldiers. They can merge together to increase their chances in combat, being able to roll $4d20s$ at once on one initiative, instead of separate. However, assign d20s to certain soldier types, just to keep track of damage dice.

In addition, if a unit is decreased by less than ten, it can merge with an adjacent unit to increase the adjacent unit's troop total to the next 10s number. If this happens, then the destroyed unit doesn't roll separate, and becomes the same stats/attacks/damage/saves as the absorbing unit.

However, you can only combine in this way if the destroyed unit's remaining number can actually bring up the adjacent units number to the nearest 10s or more. Otherwise, combining units cannot happen.

Terrain and Environmental factors: The following are variables to help make any potential battlefield more dynamic and provide additional strategic options.

- *Higher ground:* units attacking from higher ground gain +1 to their attack rolls

- *Cover and Concealment:* Units can use the environment for cover and concealment, such as gaining in cover while fighting in a forest or an archer's unit shoot from behind a wall. Concealment can come weather factors such as fog, rain, snow, etc. However, these factors should be determined by the GM.

Movement: The following are examples of variables that can affect movement of a unit

- Planes/roads/other level land: Normal movement speed

- Muddy/deep snow: movement speed

- Sand/Thick Underbrush/shallow snow: movement speed.

- Marching uphill: movement

- Marching downhill: Normal movement, but charging downhill doesn't grant a -2 AC penalty.

Sieges: For these situations, those within the keep's walls should have Higher Ground and Cover when attacking with the various weapons (and spells). For the army besieging the keep, they have a few options:

- Build siege engines: use the rulebook to determine what the cost, stats, build time, and crew members are needed to use these machines of war.

- Find out hardness and HP for the walls of the castle, castle doors, and any other engineered structure that could be destroyed by siege engines.

- Besieging armies can build barriers to protect them, such as mobile cover (Mantlets) or temporary defensive walls made of sacks or baskets filled with earth (Gabions). How much cover these objects provide is determined by the GM

Appendices: The following are lists for inspiring players and game masters alike!

Appendix A: Recommended Viewing for ideas and inspiration

- Conan the Barbarian (John Milius; 1982)
- Black Angel (Short Film, Roger Christian; 1980)
- Dragonslayer (Matthew Robbins; 1981)
- Dark Crystal (Jim Henson and Frank Oz; 1982)
- The Hobbit and Return of the King (Animated, Rankin/Bass; 1977 and 1979)
- Excalibur (John Boorman; 1981)
- Legend (Ridley Scott; 1985)
- The Lord of the Rings (Animated, Ralph Bakshi; 1978)
- Krull (Peter Yates; 1983)
- Ladyhawke (Richard Donner, 1985)
- Willow (Ron Howard; 1988)
- Lord of the Rings trilogy (Peter Jackson; 2001-2003)

Appendix B: Additional Recommended films

- The Beastmaster (Don Coscarelli; 1982)
- Conan the Destroyer (Richard Fleischer; 1984)
- Monty Python and the Holy Grail (Terry Gilliam and Terry Jones; 1975)
- Dragonheart (Rob Cohen; 1996)
- Big Trouble in Little China (John Carpenter; 1986)
- Fire and Ice (Ralph Bakshi; 1983)
- 13th Warrior (John McTiernan; 1999)
- Snow White and The Huntsman (Rupert Sanders; 2012)

Appendix C: Essential reading

- Michael Moorcock- Elric the Melnibone and other Eternal Champion stories
- Ursula LeGuin- The Earthsea stories
- Robert E. Howard- Conan the Cimmerian
- John Bellairs- Face in the Frost
- Susanna Clarke- Jonathan Strange & Mr Norrell
- J.R.R. Tolkien- The Lord of the Rings and The Hobbit
- Sir Thomas Malory- The Death of King Arthur
- Jack Vance- Dying Earth stories
- George R.R. Martin- A Song of Ice and Fire
- Poul Anderson- Three Hearts and Three Lions, The Broken Sword
- Fritz Leiber- Fafhrd and the Gray Mouser stories
- C.L. Moore- Jirel of Joiry
- H.P. Lovecraft
- Andrezej Sapkowski- The Witcher stories
- Katherine Kurtz- Deryni stories

Appendix D: Recommended Gaming Blogs and Resources

- The Alexandrian: thealexandrian.net
- Hack & Slash: hackslashmaster.blogspot.com
- Semper Initiativus Unum: initiativeone.blogspot.com
- Goblin Punch: goblinpunch.blogspot.com
- Save vs. Dragon: savevsdragon.blogspot.com
- Zenopus Archives: zenopusarchives.blogspot.com
- Tenfootpole: tenfootpole.org
- Breeyark!: breeyark.org
- The Welsh Piper: www.welshpiper.com
- OSR Resource Center: osrrc.blogspot.com
- Bat in the Attic: batintheattic.blogspot.com
- Dungeon of Signs: dungeoneofsigns.blogspot.com
- Hexographer map program: www.hexographer.com





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