

Guide to Campaign Development & Resources

Marauders & Manors: An Open Build Your Own System for Fantasy Role Playing Games

Version: 1.2



Adjacent Game Resource

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Domain Management, Regions & Nobility

Region Size in a Setting:

Estate: The most fundamental unit of feudal societies. It is typically 1,500 acres or 2.5 miles. It supports a landowner's household in a Fortified Manor or Keep. $\frac{1}{3}$ of the village households will be yeoman/crafter/freemen households and the remaining $\frac{2}{3}$'s will be peasant/tenant/serf households. A household averages about 5 productive members, not including very small children or the infirmed. Household numbers are constrained by soil fertility and farming productivity.

Barony: The most fundamental unit of feudal societies power structure. A barony holding is usually anchored by a Keep or Castle and it's estate. The Estate surrounding the Keep or Castle is usually 1,500 or 3,000 acres. It is surrounded by 12 other estates. The barony totals 21,000 acres. The Keep or Castle hosts either a large village or small town relative to it's location to trade routes. There will be a larger number of crafters, freemen, and yeomen. Barons may directly rule up to 30% of a single baronies estates. Baronies generally occupy a distinct geographical region like a valley bounded by hills. Feudal societies tend to disperse the baronies of great nobles to prevent them from having a continuous territory and power base.

County or Earldom: They are in charge of a protection of a region. The Count's/Earl's personal residence is usually a castle and setup similar to the Baron's above.

March: A march is a borderland between two realms consisting of a variable number of baronies. A Count Palatine, a Duke Palatine, or a Warden is placed in charge. A Warden is a royal officer is appointed to administer the territory for the King.

Duchy: Dukes will have Barons and Counts as vassals. The Duke nearly always resides at a castle and it is usually a large town or small city.

Grand Duchy: A Duke of royal blood or one that rules an independent realm.

Principality: The same as a Grand Duchy except with a fancier title.

Kingdom: Kings can have Dukes, Counts, and Barons as vassals. A Baron may be the vassal of a Count or a vassal of the King. Make it as simple or complex as you wish. The best way to estimate a kingdoms size is to figure how many baronies there are. After that you can arrange them in a feudal hierarchy. Kings, Dukes, Counts, and Earls typically directly rule 40% of their estates.

Empire: Empires consist of a heartland ruling a number of conquered peripheries.

Representatives of the emperor living in the peripheral realm making sure the locals render proper tribute and obeying imperial edicts. Colonies may be established throughout the periphery to give imperial troops allies and supplies in the case of revolt.

Estate Math:

Estate: The most fundamental unit of feudal societies. It is typically 1,500 acres or 2.5 miles. It supports a landowner's household in a Fortified Manor or Keep. $\frac{1}{3}$ of the village households will be yeoman/crafter/freemen households and the remaining $\frac{2}{3}$'s will be peasant/tenant/serf households. A household averages about 5 productive members, not including very small children or the infirmed. Household numbers are constrained by soil fertility and farming productivity.

Start estate populations by estate size, 2.5 sq miles. Factor in fertility and productivity of low, medium, or high.

Then select civilization category. Apply the percentages to to the maximum number of families per estate:

- Wilderness 20+10%
- Borderlands 25+2d10%
- Civilized 50+3d10%

Advance seasonally as the population grows.

Families tend to expand until they reach the limit of soil fertility and farming productivity. Further growth is lost to migration, fostering, war, famine, or plague.

Baronies: Baronies consist of a Baron + 12 Estates. A barony is usually anchored by a Keep or Castle and it's estate. It is surrounded by 12 estates. Around 21,000 acres. Seventy percent are run by vassal knights.

6 mile hexes have 32 sq miles. So there are 13 estates per 6 mile hex.

24 Mile hexes have 500 sq mi = 15 baronial fiefs or 200 estates per hex.

Maximum Families per Estate:

By Soil Fertility & Farming Productivity:

	Wilderness: Difficult Agriculture	Wilderness: Sparse Agriculture	Borderlands: Poor Agriculture	Borderlands: Typical Agriculture	Civilized: Quality Agriculture	Civilized: Exceptional Agriculture
P per sq Mile	20	30	50	75	100	140
F sq Mile	4	6	10	15	20	28
P per Estate	50	75	125	200	250	350
F per Estate	10	15	25	40	50	70

Maximum per:

6 M Hex P	650	975	1,625	2,600	3,250	4,550
6 M Hex F	130	195	325	520	650	910
24 M Hex P	10,000	15,000	25,000	40,000	50,000	70,000
24 M Hex F	2,000	3,000	5,000	8,000	10,000	14,000

6 M = 32 sq m = 13 Estates 24 M = 500 sq m = 200 Estates

P = Population.

F = Families.

Population and family values may be diminished by non arable, desolate, plague ridden, or calamity prone regions.

Climate effect on Soil Fertility & Farming Productivity:

Climate limits the Typical Civilization Level & Farming Productivity to:

- Arctic/Antarctic: Wilderness Low
- Sub Arctic/Sub Antarctic: Wilderness Low to Borderlands Medium.
- Temperate: All with a normal distribution.
- Sub Tropical: All. Tends towards Medium or High whenever possible.
- Tropical: All with a normal distribution.

Holding Ranges:

	# of Baronies	# of Estates	Square Miles
Estate	NA	1	2.5
Baron	1	13	32
Baron 3	3	39	100
Baron 6	6	78	200
Count 10	10	130	320
Count 15	15	195	490
Count 20	20	260	650
Duke 30	30	390	975
Duke 40	40	520	1,300
Duke 50	50	650	1,600

Example:

Medieval England was 55,000 sq mi. Population 3-5 million

Type:	Number of Holdings:	Number of Baronies:	Total Baronies:
King (Large Duke)	3	50	150
Large Duke	3	50	150
Medium Duke	4	40	160
Small Duke	5	30	150
Large Counts	10	20	200
Medium Counts	12	15	180
Small Counts	15	10	150
Large Baron	25	6	150
Small Baron	33	3	99

Need 1,185 baronies broken up by title.

Total: 1,389

1,389 baronies x 40 sq miles of average barony = 55,560 sq miles, the size of medieval England.
 Baronies x16 estates x40 families per estate for population x5 for total population of typical
 borderlands baronies = 4,444,800. Medieval England had an estimated population of 3-5 million.

Cultivated Acreage:

Calculate all combatant families + all village/town/city families + all yeoman/tenant families x5 = Population. Population x3 - 4 = total number of acres under cultivation.

Town and city, urban, population is determined by comparing the rural population to domain type. Wilderness domains have a 5% urban population. Borderland domains have 5-10% urban population. Civilized domains have a 10-20% urban population.

Castle Types:

All dwellings are built inside a perimeter wall unless very civilized and very safe. This includes hamlets, villages town, cities, and camps.

Small fortified manor Type I:

Walls: 10'-20' tall
Main building: 1-3 stories
1 tower: 30' high
Stables, storehouses, blacksmiths, etc are built against wall.
May have moat, may be filled.

Large fortified manor Type H:

Walls: 20'-30' tall
1-4 towers: 30' high each.
Gatehouse
Main building: 2-4 stories with attached tower 15' higher than the main building.
Moat: May be filled.
Stables, storehouses, blacksmiths, etc are built against a wall.

Keeps Type G:

Small: 40' high and 30' square
Medium: 60' high and 40' square
Large: 80' high and 60' square
Walls: 30'-40' tall.
Barbican, small
May have moat, very common, may be filled.
Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type F: Small

Keep: 5-6 stories
4 towers: 40'-50' high
Walls: 30'-40' tall.
Barbican, small: Portcullis and 2 postern gates.
Bailey: Paved. Small manor.
Stables for 30-50 horses.
Moat: Double depth. May be filled.
Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type E: Small

Keep: 5-6 stories
6 towers: 40'-50' high
Walls: 30'-40' tall.
Barbican, small - medium: Portcullis and 2 postern gates.
Bailey: Paved. Small manor.
Stables for 60-90 horses.
Moat: Double depth and double width. May be filled.
Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type D: Medium

High Tower: 6-7 stories

7 towers: 45'-55' high

Walls: 35'-45' tall.

Barbican, medium: 2 portcullises and 3 postern gates.

Bailey: Paved. Small manor, small chapel, and stables for 75-100 horses.

Moat: Double depth and triple width. May be filled. Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type C: Large

High Tower: 7-8 stories

4 towers: 50'-60' high. 8 towers: 45'-55' high

Inner Wall: 45'-55' tall with battlements.

Outer Wall: 35'-45' tall with battlements and fighting positions in exposed, vulnerable to assault locations.

Inner Barbican, large: Portcullis and 2 postern gates.

Outer Barbican, medium: 2 towers: Portcullis and 3 postern gates

Bailey: Paved. Large manor, chapel, and stables for 150-175 horses.

Inner Moat: Double depth. May be filled.

Outer Moat: Double depth and quadruple width. May be filled.

Stables, storehouses, blacksmiths, etc are built against a wall.

Castle Type B: Very Large

High Tower: 8-9 stories

6 towers: 55'-65' high. 10 towers: 45'-55' high

Inner Wall: 45'-55' tall with battlements.

Outer Wall: 35'-45' tall with battlements and fighting positions in exposed, vulnerable to assault locations.

Inner Barbican, large: Portcullis and 2 postern gates.

Outer Barbican, large: 2 towers: Portcullis and 3 postern gates: 35'-45' outside moat

Bailey: Paved. Large manor, and church.

Inner Moat: Double depth and double width. May be filled.

Outer Moat: Double depth and quadruple width. Often augmented by local water features. May be filled.

Stables for 200+ horses (4-6 times the number needed for the garrison, extensive storehouses, blacksmiths, housing for 6-10 times the garrison troops etc are built against a wall.

Castle Type A: Great

Castle Type B + 1-6 other Castle Types. Truly a marvel of fortification engineering.

Typical Fortification:

Emperor or King: Castle A-C

Prince: Castle C-E

Duke: Castle B-F

Count: Castle C-F

Marquis: Castle E-F

Notable clergy, merchants, and Barons:
Medium Keep to Castle F-G

Knights, notable men at arms, richer
merchants, and clergy: Large Fortified Manor
to Large Keep G-H

Non noble rewards, farmers, and crafters:
Small Fortified Manor to Small Keep G-H

Population numbers by Country Size & Demographics:

Empires

	Area in Square Miles:	Population:
• Rome	2 million	50-90 million
• Han	2.5 million	60 million
• Seleucid	1.5 million	30 million
• Umayyad	5 million	62 million

Kingdoms

	Area in Square Miles:	Population:
• Carolingian Realm	460 K	10-20 Million
• Medieval France	150 K	13-20 Million
• England	55 K	3-5 Million
• Scotland	40 K	500 K
• Ireland	33 K	500 K to 3 Million

Medieval France in the 14th century 130 people/sq. mile. The French were blessed with an abundance of arable countryside, waiting to be farmed. Modern France has more than twice this many people.

Germany, with a slightly less perfect climate and a lower percentage of arable land, averaged more like 90 people/sq. mile.

Italy was similar (lots of hills and rocky areas).

The British Isles were the least populous, with a little more than 40 people per square mile, most of them clustered in the southern half of the isles.

Village, Town & City Definitions:

Villages range from 20 to 1,000 people, with typical villages ranging from 50-300. Most kingdoms will have thousands of them. Villages are agrarian communities within the safe folds of civilization. They provide the basic source of food and land stability in a feudal system. 3-4 miles apart.

Towns range in population from 1,000-8,000 people, with typical values somewhere around 2,500. Culturally, these are the equivalent to the smaller American cities that line the Interstates. Cities and towns tend to have walls only if they're politically important and/or frequently threatened. 10-15 miles apart.

Cities tend to be from 8,000-12,000 people. A typical large kingdom will have only a few cities in this population range. centers of scholarly pursuits (the Universities) tend to be in cities of this size, with only the rare exception thriving in a Big city. Big Cities range from 12,000-100,000 people, with some exceptional cities exceeding this scale. Some historical examples include London (25,000-40,000), Paris (50,000-80,000), Genoa (75,000-100,000), and Venice (100,000+). Moscow in the 15th century had a population in excess of 200,000! 35-70 miles apart.

Titles of Nobility:

Knight: A knight is the lowest title of nobility. A grant of knighthood does not come with a dominion, and a knight does not normally rule such land. The children of nobles of all non royal blood are normally knighted as a matter of course when they come of age, receiving a greater title when (or if) they gain their inheritance. The title "knight" applies to both sexes, although it is not used in the name of the noble. Instead, male knights are referred to as "sir (name)" and female knights are referred to as "dame (name)". Male knights are addressed as "sir" and female knights are addressed as "ma'am".

Baron: A grant of baronetcy comes with a single dominion. It is the lowest form of landed nobility, and may be granted by a count or higher. A baron is granted a single domain, which is called a barony. The title "baron (name)" is used for male barons, and "baroness (name)" is used for female barons. Male barons

are addressed as "your lordship", and female barons are addressed as "your ladyship".
Viscount: If a baron is granted a second dominion, or conquers a second dominion belonging to their ruler's enemy and adds it to their ruler's country, they will likely be granted the title of viscount. This title and all higher titles may only be granted by a duke or higher. The viscount may rule directly from one of the strongholds and allow an allied baron to rule the other, or may remain at court and allow allied barons to rule both their dominions. Viscount is therefore the highest possible title for (non royal) nobility who are yet to prove themselves as war leaders. The title "lord (name)" is used for male viscounts, and "lady (name)" is used for female viscounts. Male viscounts are addressed as "your lordship" and female viscounts are addressed as "your ladyship".

Count: A viscount who conquers a third dominion belonging to one of their ruler's enemies and adds it to their ruler's country will be granted the title of count. A count will therefore rule at least three dominions, at least one of which was won by military conquest. The dominions ruled by a count are collectively referred to as a county. Like a viscount, a count may delegate the rule of some or all of their dominions to barons, and may remain at court. A count may grant the title of baron, although etiquette demands that this is normally not done without at least checking with the king or queen first. The title "count (name) of (county)" is used for male counts, and the title "countess (name) of (county)" is used for female counts. Male counts are addressed as "your lordship" and female counts are referred to as "your ladyship".

Marquis: A count who continues to add dominions to their ruler's lands (either by conquest or expansion into unclaimed land) may be given the title of marquis. Although a marquis has greater station and influence at court than a "mere" count, there is little practical difference between the two. The title "the marquis of (county)" is used for male marquises and the title "the marquise of (county)" is used for female marquises. Male marquises are addressed as "your lordship" and female marquises are addressed as "your ladyship".

Duke: The highest rank of non royal nobility is the duke. The title of duke is granted to marquises who have served their ruler well and continued to add dominions to their rule. The collected dominions of a duke are referred to as a "duchy". It is rare (but not unheard of) for a duke to actually reside in one of the strongholds in their duchy. Dukes normally stay at court except in times of war or emergency. A duke may grant any lesser title (assuming the candidate has achieved the

necessary status), although etiquette demands that the king or queen be informed before such grants happen. The title "the duke of (duchy)" is used for male dukes, and "the duchess of (duchy)" is used for female dukes. Both male and female dukes are addressed as "your grace".

Archduke: The title of archduke is given to members of the royal family who are also dukes. Some archdukes may by minor royalty who were originally granted baronies and have genuinely worked to gain their dominions, but others may be princes or other high ranking royals who have been granted archduchies for reasons of nepotism rather than ability. While archdukes appointed via royal fiat do technically have the status and responsibility that their position entails, they are often not taken seriously and are side lined when it comes to important councils of war and so forth. However, it can be dangerous to underestimate them completely. After all, they are close relatives of the king or queen, and do have their ears; as well as an array of lesser nobles (and their armies) at their disposal. It is possible (although rare) for someone to first become a duke and then be adopted into the royal family to become an archduke. On very rare occasions, this will happen to an enemy duke who "defects" from their former ruler bringing their lands with them. Such defections cause much political turbulence, and can often be the start of major wars. The title "the duke of (duchy)" is used for male archdukes, and "the duchess of (duchy)" is used for female archdukes. Both male and female archdukes are addressed as "your grace".

Prince: A prince is the child of a king or queen (or emperor), or the child of a crown prince or imperial prince. This may be by birth, or it may be by adoption, such as the adoption that turns a duke into an archduke. A prince will always be at least a baron, although in many cases their title is a technicality and no actual domains are ruled. However, many rulers encourage their offspring to go out and actively rule, partly to keep them occupied and reduce internecine squabbling, and partly to “toughen them up” and get them used to responsibility. A prince may not appoint lesser nobles unless entitled to do so by their own rank of nobility. The collective dominion held by a prince is called a principality. The title “prince (name)” is used for male princes, and “princess (name)” is used for female princes. Both male and female princes are addressed as “your highness”.

Crown Prince: A crown prince is a prince who is the heir to the throne. A crown prince is almost always a prince by birth. Only if a king or queen is childless would it be possible to adopt someone as crown prince without causing outright rebellion among nobility. Although it would seem that crown princes would be the most pampered of princes, the opposite is true. Because of their future responsibilities they tend to have the most preparation, and are therefore the most likely to work their way up from baronetcy rather than just having higher titles awarded to them. Being a crown prince is a risky business, since there are often many other potential heirs keen to see one fail or die, as well as foreign powers keen to cause internal strife. The title “crown prince (name)” is used for male princes, and “crown princess (name)” is used for female princes. Both male and female crown princes are addressed as “your royal highness”.

Imperial Prince: An imperial prince is a prince who is the heir to an empire. An imperial prince is almost always a prince by birth. Only if an emperor or empress is childless would it be possible to adopt someone as an imperial prince without causing outright rebellion among nobility. Like crown princes, imperial princes tend to be active nobles. Because of their future responsibilities they tend to have the most preparation, and are therefore the most likely to work their way up from baronetcy rather than just have higher titles awarded to them. Being an imperial prince is even more dangerous than being a crown prince, since there are often many more interested parties keen to see one fail or die. The title “imperial prince (name)” is used for male princes, and “imperial princess (name)” is used for female princes. Both male and female imperial princes are addressed as “your imperial highness”.

King: A king is the ruler of an entire country. The title is often hereditary. But the King may be selected by other means. One of which is to declare yourself the king of an area and get away with it by having enough military and political support. Sometimes, being the spouse of a king or queen makes one a king or queen yourself. This depends upon the rules of succession. In theory, a king has absolute power over their country. In practice, however, the king is reliant on the income and military might provided by their nobles; and it therefore is a foolish king indeed that does not take advice from those nobles. The title “king (name)” is used for male kings, and the title “queen (name)” is used for female kings. Both male and female kings are addressed as “your majesty”.

Emperor: An emperor is the king of a country that has taken over (and had surrender to it) one or more other countries. Sometimes the countries that have been taken over are allowed to remain autonomous (although sometimes their kings are deposed and replaced with more friendly kings). These countries become client countries as part of a larger empire. The king of the country that is doing the taking over becomes the emperor of the entire empire. Sometimes the conquered are governed by an imperial governor who replaces the native King. Sometimes the empire will impose its imperial bureaucracy in addition to the governor.

The heirs of an emperor will take on the title of emperor themselves without necessarily taking over more countries than the founder of the empire did. The kings or governors of the client countries mostly run the state as before, often they have policies dictated by the emperor,

particularly foreign policies. They will have to pay a yearly tribute to the emperor.

Depending on the size of the tribute and the policies imposed, the empire may be seen as a useful and benevolent thing to have, or it may be seen as an oppressive force that the client countries would overthrow if they could. In many cases, client countries lose control of their armies and find them replaced by a single “imperial army” which is paid by, and loyal to, the empire. Empires have a tendency to be too big to be stable, and rarely last more than three or four generations before disintegrating. This disintegration often causes utter chaos and anarchy and the former kingdoms that made up the empire rarely survive the break up. The title “emperor (name)” is used for male emperors, and “empress (name)” is used for female emperors. Both male and female emperors are addressed as “your imperial majesty”.

Building a Stronghold:

No dominion can survive without a stronghold of some sort. The stronghold provides not only an administrative center for the dominion, but also a secure place to store the dominion's wealth and to retreat to in times of war. The area of land covered by a dominion is measured in fiefs. This is almost always measured in baronies. Baronial fiefs cover between 1-8 6 mile hexes. Usually, a dominion will consist of a single fief, with the stronghold roughly in the center so that no point is too far away for easy access. A large stronghold with several external troop garrisons can increase the effective dominion to anything up to seven fiefs (one containing the stronghold and another six surrounding it). However, the increased travel time needed for either troops to get from the stronghold to an outlying village or for the villagers from that village trying to seek refuge in the stronghold limits

the maximum size of the dominion to no larger than this. If someone wishes to clear out more land and enlarge their dominion beyond this size then they must build another stronghold to protect the newly cleared land, and this then becomes the center of a second dominion. Before a stronghold can be built, the surrounding area must first be cleared of monsters that would threaten the builders. This job is ideally suited to adventuring parties. Once the area is clear, the stronghold itself can be designed and built.

The minimum stronghold costs per 6 Mile Hex are:

- Wilderness – 40,000 GP Medium Keep
- Borderlands – 20,000 GP Small Keep
- Civilized – 6,000 GP Fortified Manor House

Terrain & Resources:

Dominion Fief Classification:

Terrain Type	Within 144 Miles of a City	More Than 144 Miles from a City But Within 72 Miles of a Civilized Fief	Not Near a City or Civilized Fief
Barren Lands	Borderlands	Wilderness	Wilderness
Clear*	Civilized	Borderlands	Wilderness
Desert	Borderlands****	Wilderness	Wilderness
Forest**	Civilized	Borderlands	Wilderness
Grasslands*	Civilized	Borderlands	Wilderness
Hills*	Civilized	Borderlands	Wilderness
Jungle**	Borderlands	Wilderness	Wilderness
Mountains***	Borderlands	Wilderness	Wilderness
Ocean	Wilderness	Wilderness	Wilderness
Settled	Civilized	Civilized	Borderlands
Swamp	Borderlands	Wilderness	Wilderness
Woods*	Civilized	Borderlands	Wilderness

*fiefs of this type can become settled if populated by anyone

**fiefs of this type can become settled if populated by elves

***fiefs of this type can become settled if populated by dwarves

****fiefs containing oases are considered to be civilized

In order to determine the resources available to a dominion, the terrain of each fief must be determined. If you are using 6 mile hexes or maps without hexes then you will have to classify each fief according to its predominant terrain type. Each fief is classified as either civilized, borderlands or wilderness, depending on the terrain type of the fief and how close it is to a major city or to other civilized fiefs. Note that the other civilized fiefs

don't necessarily need to belong to the same dominion or even the same country, as long as there are trade links between them and the fief in question (which will usually be the case, barring embargoes). This civilization level of the fief determines both the number of families that will be attracted to settle the area when the stronghold is built and also the maximum number of families that the fief can support.

Maximum Number and Type of Resources Beyond Basic Agriculture for a Fief:

- Wilderness, Unsettled: Start with 0-1. Roll a d2-1. To a maximum of 2.
 - Wilderness, Settled: Start with 0-2. Roll a d3-1. To a maximum of 3.
 - Borderlands: Start with d2. To a maximum of 4.
 - Civilized: Start with a d3. To a maximum of 6.
- Roll a d6. Add +1 for Borderlands and +2 for Civilized fiefs. 1-4 = Marginal. 5-6 = Typical. 7+ = Profitable.

Seasonal Economy Check:

To be specific, the population change and the economy (the income and expenditure for the dominion) are handled on a seasonal basis, and the level of satisfaction, or unrest, of the populace is usually handled on a yearly basis but may need to be checked in exceptional circumstances.

Each game season, the ruler of the dominion, along with the Game Master, needs to check the economy and tally up the income and expenditure for the season. Factor in confidence levels as these can cause additional income increases and decreases. Each game season, the ruler of the dominion, along with the Game Master, needs to check the economy and tally up the income and expenditure for the season. Factor in confidence levels as these can cause additional income increases and decreases.

Population Change:

Each season, the number of families in each fief of the dominion will change due to a variety of factors. Usually, this will be an increase due to new settlers joining the fief or births in existing families. Rather than try to account for each individual factor, these rules abstract the whole population change for the season into a single check.

At the beginning of each season, adjust fief population by:

- Wilderness: +/-2% d10: 1-2= -2%
3-4= -1% 5-6= 0% 7-8= +1% 9-10= +2%
- Borderlands: 0% to 3%. d4: 1= 0% 2= 1%
3= 2% 4= 3%
- Civilized: 1% to 5% d10: 1-2= +1%
3-4= +2% 5-6= +3% 7-8= +4% 9-10= +5%

Multiply by the number of estates.

Factor in dominion events. These can cause additional population increases and decreases.

Income:

Seasonal income comes from four sources:

- Resource income
- Service income
- Poll tax
- Fealty Tax

Resources:

Each fief of the dominion will have a number of resources in it. These resources provide GP income for the dominion ruler. Theoretically, different resources will provide different revenue streams that will vary seasonally as well depending on fluctuations in supply and demand. It is neither desirable nor feasible to track this kind of minutiae, since it would bog the game down into an exercise in accounting.

Resources are defined as marginal, typical, and profitable by fief type.

	Marginal:	Typical:	Profitable:
Wilderness:	+1	+2	+3
Borderlands:	+3	+4	+5
Civilized:	+5	+6	+7

Each additional resource adds:

- Marginal: +1
- Typical: +2
- Profitable: +3

Total all the seasonal resources. This is the resource base.

Roll a Statesmanship check for the fief management. The result effect modifier is:

- Success: +2
- Failure: -1
- Critical: +4
- Fumble: -3

Then roll 3d4 for variances in weather, economies, and other macro impacts.

- 3: -3 GP
- 4-5: -1 GP
- 6-7: Use standard value.
- 8-9: +1 GP
- 10-11: +2 GP
- 12: +3 GP
- 13+: +4 GP

Add the results from fief management roll and the variances to the summed value of the resource base.

The result is the amount in GP of fief's resource income that is generated per family in the fief.

Any barony that brings in a seasonal resource income of 5,000 GP or more will attract corruption, black markets and bandits. Unless that fief contains the stronghold from which the dominion is ruled, 1d10x10% of the potential resource income will be lost to such forces.

Service:

Each family in the dominion brings in the equivalent of income worth 25 GP per season in service, such as building works, growing food, tending animals, and so forth. Unlike other sources of income, this is not actually received by the ruler of the dominion as money. However, it can be used to offset expenses such as holidays, tithes, Fealty Tax, and the paying of armies (mercenary or otherwise).

Any service income that is not used in the season it is collected is wasted. It cannot be stored or saved.

Deduct Yeoman families from this calculation as they provide one of the following:

- Light Footman
- Medium Footman
- Archer
- Light Cavalry

Poll Tax:

Each family in the dominion normally pays 3 GP per season in poll tax. This is actual money in the coffers tax paid in coinage. The ruler of the dominion can set the tax rate higher or lower if they desire. For each extra 1 GP that is paid per family, there is a -10 penalty to the dominion's confidence rating per year. For each 1 GP less that is paid per family, there is a +5

bonus to the dominion's confidence rating per year. Additionally, when the ruler increases the tax rate, this gives an instant -25 penalty to the dominion's confidence rating and forces an immediate confidence check. Similarly, decreasing the tax rate gives an instant +10 bonus to the dominion's confidence rating.

Fealty Tax:

If the ruler of the dominion has other nobles who have sworn fealty to them, they are given 20% of the total income of each lesser noble's dominion.

Like other service income, it can be used to offset expenditures. This income cannot be stored, and must be used or wasted.

Expenditures:

Expenditures Quarterly Payouts:

- Castle staff and maintenance
- Troops
- Tithes
- Fealty Tax
- Festivals and Holidays
- Entertaining Guests
- Public Works

Castle Staff and Maintenance:

The cost of castle staff and routine maintenance is 1.5% of stronghold cost per quarter. Also, extraordinary expenses such as

rebuilding works in the wake of a siege or a monster attack must be paid for out of the ruler's pocket.

Troops:

Whether a full time standing army, a "special forces" unit of adventurers, or a group of mercenaries; troops must be paid for. Armies and mercenaries can be paid for with service income, based on their costs, but adventurers usually only work for cold hard cash. In times of dire need, a peasant militia can be formed from the local populace. Their quality begins at trained and ready. Each 10% of the population beyond the first 10% who are drafted lowers the quality level by one category. If they are

called up, the families providing militia will not produce income of any type during the entire seasons in which the militia is active. Decrease the effected expenditures by the same percent as the drafted militia. A dominion that spends less than five percent of all gross income (income before any expenditure has been taken out) on troops in addition to the warband levy, suffers -20 penalty to the dominion's confidence rating.

Warband Levy:

Domain holders are expected to be able to raise and field a force depending on the terms and conditions of their oath of fealty. Each estate is expected to provide:

- 1 Heavy Cavalry + 4 Light Cavalry + 1 Heavy Footman + 7 Light Footman per 1,500 acres
- 2 Heavy Cavalry per 1500 acres + 4 Light Footman per 500 acres
- 1 Heavy Cavalry + 2 Medium Cavalry + 4 Medium Footman per 1500 acres + 2 Light Footman per 200 acres
- 2 Heavy Cavalry + 10 Medium Footman per 1500 acres

Availability of Armed Forces:

Long Exposure to Conflict:	Provided By:	Less Exposure to Conflict:	Provided By:
At arms: 10%	Nobles/Gentry	At arms: 5%	Nobles/Gentry
Trained and Ready: 15%	Liveried	Trained and Ready: 10%	Liveried
Need Minimal Prep: 15%	Yeoman	Need Minimal Prep: 10%	Yeoman
Need Training: 35%	Tenants/Serfs	Need Training: 50%	Tenants/Serfs
Not Suitable: 25%		Not Suitable: 25%	

Troop Classification:

Knights: Typically are rated as Heavy Cavalry.

Squires: There are usually d6+1 squires per 1500 acres. There are two kinds of squires.

1. Junior squires have limited training and experience. They are considered Light Cavalry.
2. Senior squires have had some training and experience. They are considered Medium Cavalry.

Cavalry: There are four types of Cavalry.

1. Heavy Cavalry: Wear heavy armor. Ride heavy warhorses. Use lances for shock and impact.
2. Medium Cavalry: Wear light to medium armor. Ride medium warhorses. May use lances or bows.
3. Light Cavalry: Wear light armor. Ride light warhorses. Used for scouting and harassment. Use bows and swords.
4. Horse Archer: Wear light armor. Ride light warhorses. Used for scouting and harassment. Expert with horse bows. May use Lances and swords. Often from the steppes.

Infantry: There are three kinds of infantry.

1. Heavy Footman: Wear heavy armor. Typically specialize in one to three kinds of weapons. Fight in formations.
2. Medium Footman: Wear medium armor. Typically specialize in one to three kinds of weapons. Fight in formations.
3. Light Footman: Wear light to medium armor. Typically fight in loose formations. Used for skirmishing and harassment.

Archers/Crossbowman/Slingers: Wear no armor to light armor. Specialize in the ranged weapon. Also equipped with secondary weapon.

The other listed categories are almost always noble, gentry, or professional.

Yeoman Cavalry, Yeoman Infantry, & Yeoman Archers: Yeoman are not noble, gentry, or professional. Instead of owing labor to a domain. A yeoman owes service. Depending on their Lord's investment in training and equipment, they may be useless or superb.

Peasants: Typically have no armor to light armor. Agricultural tools for weapons. Limited training.

Troop Substitution Table:

2 Medium Cavalry	for	1 Heavy Cavalry
2 Light Cavalry	for	1 Medium Cavalry
3 Light Footman	for	1 Heavy Footman
2 Light Footman	for	1 Medium Footman
3 Light Footman	for	1 Light Cavalry
1 Heavy Footman	for	2 Light Cavalry
2 Light Footman	for	1 Shortbow
3 Light Footman	for	1 Longbow or Crossbow
1 Heavy Footman	for	1 Longbow or Crossbow
1 Light Cavalry	for	1 Longbow or Crossbow

Typical Command Structure:

	Soldier	File	Banner, Small	Banner, Large	Company, Small	Company, Large	Battle, Small	Battle, Large	Army
Soldier	1	8	16	24	72	240	720	1,200	4,800
Officer	NA	2	4	6	18	60	180	300	1,200
Total:	1	10	20	30	90	300	900	1,500	6,000

Tithes:

One tenth of all gross income (income before any expenditure has been taken out) must be given in tithes to the various churches and temples that are followed throughout the dominion. Tithes may be paid with either service income or money, or a combination of the two. Failure to provide the full amount of tithes results in the churches (and possibly the gods or immortals associated with them, depending on the setting) being angered, and they make their anger known to the populace.

The net result of this is that any year in which tithes are not paid in full gives a -50 penalty to the dominion's confidence rating. If tithes are short changed for more than one year in a row, there is a 25% chance each year that an extra "disaster" event will happen that year as the immortals show their displeasure. If such an event is going to happen, it will be preceded by omens and prophetic dreams.

Fealty Tax:

In just the same way that the dominion may receive Fealty Tax from subservient dominions, it must also pay twenty percent of its gross income (income before any expenditure has

been taken out) to the noble or royal that the ruler of the dominion has sworn fealty to. Fealty Tax may be paid with either service income or money, or a combination of the two.

Festivals and Holidays:

Some days during the year are declared as festivals or holidays. These may have been declared by the ruler of the country, or by one of the major religions of the country, or the ruler of the dominion may declare their own. The overall cost of a holiday is 2 GP per family. This represents both the expenditure for celebrations and also the lost income because people are not working. This cost may be paid with either service income or money, or a combination of the two. If the holiday was a religious one declared by the temples, its cost can be recouped from the tithes paid to the church. Similarly, if the holiday was a national one declared by the ruler of the country, its cost can be recouped from the Fealty Tax paid to that ruler. However, if the cost of the holiday

is too great to be covered by the tithes or Fealty Tax (or if the holiday was declared by the dominion ruler rather than by a higher power) the dominion ruler must pay the remaining cost themselves. Under normal circumstances, there will be two religious festivals per season (not necessarily the same two each season), and the populace will expect these to be held regularly. Each time a regular holiday or festival that the populace are expecting is canceled, a -5 penalty is applied to the dominion's confidence rating, and an immediate confidence check must be made. Each time an extraordinary holiday or festival day is announced, a +5 bonus is applied to the dominion's confidence rating.

Entertaining Visitors:

Etiquette demands that visiting nobles and royalty are entertained according to their station. The following costs apply whenever a noble (and their retinue) are visiting:

Knight = no extra cost
Baron = 15 GP/day
Viscount = 30 GP/day
Count = 40 GP/day
Marquis = 60 GP/day
Duke = 120 GP/day
Archduke = 280 GP/day
Prince = as nobility + 50 GP/day
King = 400+ GP/day
Emperor = 600+ GP/day

Public Works:

Each season, any spare service income that would otherwise be wasted can be used to start (or continue) building a public work such as a keep, temple or castle. The ruler of the dominion may supplement the service income being used to build the public work with their own money in order to finish a public work more quickly. Additionally, if the ruler of the dominion (or an acquaintance) is a spell caster with access to the stone shape, Stone form, Wood form and/or Wall of Stone spells and is willing to cast those spells regularly for free, they may double all building progress (both service and cash). Hiring an outside spell caster to cast those spells does not double progress, since it is assumed to cost a similar amount of cash for the long term hiring of the spell caster as that which would be otherwise saved.

When a public work is first started, the fiefdom gets an immediate confidence boost. This boost is then given a second time when the public work is finished. If the building of a public work is abandoned (IE. A season passes without any progress being made on it) then the confidence immediately drops by an amount equal to the boost given for starting the project.

The confidence boosts and other effects of public works are shown in public works table. An existing keep can be upgraded into a small castle, and either of those can be upgraded into a large castle. In each of these cases, the cost and confidence boost is found by taking the difference between that of the existing structure and that of the new structure.

The first confidence boost is lost if a public works is not maintained for six months. The second is lost after one year of no maintenance.

Maintenance costs are 1.5% per public works per quarter.

Public Works Projects:

Building	Cost	Confidence Boost	Other Effects
Fortified Manor House	6,000 GP	+0	A quarter fewer casualties when defending in battle.
Temple	10,000-25,000 GP	+30	25% disaster avoidance.
Mage's Tower Complex + Keep	150,000 GP	+0	Half casualties when defending in battle, including a laboratory.
Keep	20,000-60,000 GP	+20	Half casualties and x2 troop multiplier when defending in battle.
Small Castle	150,000 GP	+40	Half casualties and x3 troop multiplier when defending in battle.
Large Castle	300,000 GP	+50	Half casualties and x4 troop multiplier when defending in battle.
Infrastructure	100-600 GP per family of the dominion.	+5	+1 GP to resource and service revenues while maintained. Become permanent after five years of upkeep. May degrade or be lost in major negative or disaster occurs for a seasonal dominion event.

Confidence Level:

Each dominion has a confidence rating. This is a number that represents the general state of content (or discontent!) of the populace. There is a single confidence rating for the whole dominion. Different fiefs do not have separate ratings. When a dominion is first established, the initial confidence rating is set to the sum of the ability scores of the ruler plus 150 plus an additional d100 roll. Each peaceful year automatically adds +10 to the confidence rating. In addition to the confidence rating, a dominion also has a confidence level. The

confidence level is based on the rating, and periodically a "confidence check" is made. Whenever a confidence check needs to be made, look up the current confidence rating on the confidence levels table and this will indicate the new confidence level. It is important to remember that although the confidence rating may change frequently, the confidence level only changes when a confidence check is made, even if the rating moves into a different range between checks.

Confidence Level Table:

Confidence Rating	Confidence Level	Confidence Rating	Confidence Level
49 or less	Turbulent	270 to 299	Steady
50 to 99	Belligerent	300 to 349	Healthy
100 to 149	Rebellious	350 to 399	Prosperous
150 to 199	Defiant	400 to 449	Thriving
200 to 229	Unsteady	450 or higher	Ideal
230 to 269	Average		

Yearly Confidence Check:

At the beginning of each year, the Game Master checks the current confidence rating in order to determine the confidence level of the dominion. This confidence check may also be required as a result of certain actions by the dominion ruler (Such as when an expected holiday is canceled) or as a result of a disaster striking the dominion. Descriptions of the various confidence levels and their effects on the dominion are given below:

Turbulent (49 or Less): 95% of families will form a peasant militia (providing an average of 2.5 troops per family). No income of any kind may be collected, except by force. A -10 penalty is applied to the confidence rating. The confidence rating cannot rise above 100 until the ruler of the dominion is removed. All trade caravans and traveling officials will be attacked by bandits. Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents. One or more enemy states will provide the peasant militia with military support.

Belligerent (50-99): In each fief that has fewer troops than one half of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). No poll tax can be collected. A quarter of normal service income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia. A quarter of normal resource income can be collected in areas without a peasant militia, but none can be collected in areas with a peasant militia. A -10 penalty is applied to the confidence rating. All trade caravans and traveling officials will be attacked by bandits. Any of the dominion ruler's troops that move or deploy within the dominion will be attacked by peasant militia, deserters, bandits or enemy agents. There is a 50% chance that an enemy state will provide the peasant militia with military support.

Rebellious (100–149): In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked. No poll tax can be collected. A third of normal service income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia. A third of normal resource income can be collected in areas without a peasant militia, but only a quarter can be collected in areas with a peasant militia. A –10 penalty is applied to the confidence rating.

Defiant (150–199): In each fief that has fewer troops than one third of the number of families, half the families will form a peasant militia (providing an average of 2.5 troops per family). However, these militia will not attack unless provoked. No poll tax can be collected. A half of normal service income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia. A half of normal resource income can be collected in areas without a peasant militia, but only a third can be collected in areas with a peasant militia.

Unsteady (200–229): There is a 20% chance that a –10 penalty will apply to the confidence rating.

Average (230–269): The dominion is running smoothly. There are no special conditions or effects.

Steady (270–299): There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Healthy (300–349): All income is 10% greater than normal. There is a 25% chance per agent that enemy agents working in the dominion will be exposed.

Prosperous (350–399): All income is 10% greater than normal. There is a 25% chance per agent that enemy agents working in the dominion will be exposed. If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Thriving (400–449): All income is 10% greater than normal. There is a 50% chance per agent that enemy agents working in the dominion will be exposed. If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen.

Ideal (450 or Higher): All income is 10% greater than normal. There is a 75% chance per agent that enemy agents working in the dominion will be exposed. If a random check indicates that a disaster will occur during the coming year, there is a 25% chance that it will not happen. A +25 bonus is applied to the confidence rating. The confidence rating cannot drop below 400 before the next confidence check.

Events:

Roll a d4 annually to determine random events that will happen in the dominion. They are roughly classified into types of event. For each event that occurs, roll on the domain events table to determine the type of event. The referee should not let players' dominions be wiped out by a few bad rolls which indicate disaster after disaster. The referee should introduce plot elements or potential adventures into the game that can mitigate the worst situations. Similarly, if the dice are

favoring the players and they are getting bored just raking in the money every season without challenge, the referee should introduce plot elements or adventures that can cause additional challenges. However, in either case the referee should be careful not to railroad the players and make them feel that the status quo is being forcibly maintained. The referee should make sure that the players' decisions have a real impact on the way their dominions prosper or struggle.

Dominion Events:

D100 Roll	Event Type	D100 Roll	Event Type
01-05	Disaster.	41-75	Neutral event.
06-24	Major negative event.	76-95	Minor positive event.
25-40	Minor negative event.	96-00	Major positive event.

Add or subtract the result of the ruler's statesmanship roll vs DC 10-25, as determined by the referee, to the Dominion Events Roll above.

Types of event and their effects are listed below:

Major Positive Event: A major positive event will benefit the dominion greatly. It may result in a bonus to the confidence rating of up to +25, up to a doubling of income for a season, a population increase on seasonal roll of up to +2%, or some combination of the above. Depending on the nature of the event, the ruler may need to get involved personally in order to get the best results, but there should be some positive results even if the ruler does nothing. Examples: new resource type found, ancient treasure found, an immortal decides to become the patron of the dominion, a clan of demihuman refugees joins the dominion.

Minor Positive Event: A minor positive event will benefit the dominion, or at the very least not harm it. It may result in a bonus to the confidence rating of up to +15, up to 50% extra income for a season, a population increase on seasonal roll of up to +1%, or some combination of the above. The ruler may need to get involved personally in order to get the benefits, but there should be no negative results even if the ruler does nothing. Examples: a new trade route is proposed, a hostile tribe of humanoids moves away from the dominion, passing adventurers clear out local bandits without needing to be hired to do so, a druid moves into the area.

Neutral Event: A neutral event may benefit the dominion or harm it, depending on how it is dealt with. It may result in a change to the confidence rating of up to +/-10, up to 10% extra or less income for a season, a population change on seasonal roll of up to +/-1%, or some combination of the above. Whether the event works out positively or negatively should depend on how the ruler handles it.

Examples: a VIP visitor arrives unexpectedly, comets or other omens are seen in the sky, heresy is discovered in a local church, a local tribe of humanoids is displaced by a different tribe.

Minor Negative Event: A minor positive event will harm the dominion, or at the very least not benefit it. It may result in a penalty to the confidence rating of up to +15, up to 50% less income for a season, a population decrease on seasonal roll of up to -1%, or some combination of the above. The ruler may need to get involved personally in order to avoid the harm, but there should be no significant positive results no matter how well the ruler handles the situation.

Examples: bandits start raiding, an official is assassinated, low level wandering monsters arrive in the area, a disease breaks out.

Major Negative Event: A major negative event will harm the dominion greatly. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a season, a population decrease on seasonal roll of up to -2%, or some combination of the above.

Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results, but there should be some negative results no matter how well the ruler handles the situation.

Examples: one of the fief's resources runs out, an epidemic strikes, a high level wandering monster enters the dominion, agitators foment rebellion against the ruler, a major fire breaks out.

Disaster: A disaster event will harm the dominion greatly in a similar way to a major negative event. It may result in a penalty to the confidence rating of up to -25, up to 75% less income for a season, a population decrease on seasonal roll of up to -2 to -5% [roll a d4+1], or some combination of the above. It will also result in an immediate confidence check.

Depending on the nature of the event, the ruler may need to get involved personally in order to get the least bad results, but there should be seriously negative results no matter how well the ruler handles the situation.

Examples: an extremely high level monster attacks the dominion, plague strikes, a hurricane, tornado or avalanche sweeps the dominion, an earthquake strikes, an immortal smites the dominion.

Sample Estates:

Wilderness: Difficult Agriculture Seasonal Data:
Individual Estates with 1 Resource and 30% yeomen.

Families	10	
Resources Marginal 1/Typical 2/Profitable 3	10/20/30	+ GP Cash
Poll Tax from Estates [3*Families]	30	+ GP Cash
Services Owed [25*Families]-25 for Yeomen 7+3	175	+ GP Labor
Fealty Tax from Vassals	0	NA
Total Quarterly Income	215/225/235	+ GP
Staff and Maintenance. 1.5% of Keep value. Fortified Manor 6,000 GP + 430' square village 10' Palisade 1,290 GP + 10' Rampart 1,720 GP = 9,010 GP	135	- GP
Troops beyond Warband [5% of Gross]	11/11/12	- GP
Tithes [10% of Gross]	22/23/24	- GP
Fealty Tax to Baron [20% of Gross]	44/46/48	- GP
Festivals/Holidays [2 GP per Season] [2*Families]	40	- GP
Total Quarterly Expenses	252/255/259	- GP
Profit	-37/-30/-24	+ GP

Wilderness: Sparse Agriculture Seasonal Data:
Individual Estates with 1 Resource and 30% yeomen.

Families	15	
Resources Marginal 1/Typical 2/Profitable 3	15/30/45	+ GP Cash
Poll Tax from Estates [3*Families]	45	+ GP Cash
Services Owed [25*Families]-25 for Yeomen 10+5	250	+ GP Labor
Fealty Tax from Vassals	0	NA
Total Quarterly Income	310/325/340	+ GP
Staff and Maintenance. 1.5% of Keep value. Fortified Manor 6,000 GP + 430' square village 20' Palisade 1,720 GP + 10' Rampart 1,720 GP + dry moat 688 GP = 10,128 GP	152	- GP
Troops beyond Warband [5% of Gross]	16/17/18	- GP
Tithes [10% of Gross]	31/33/34	- GP
Fealty Tax to Baron [20% of Gross]	61/66/68	- GP
Festivals/Holidays [2 GP per Season] [2*Families]	60	- GP
Total Quarterly Expenses	320/328/332	- GP
Profit	-10/-3/+8	+ GP

Borderlands: Poor Agriculture Seasonal Data:
Individual Estates with 1 Resource and 30% yeomen.

Families	25	
Resources Marginal 3/Typical 4/Profitable 5	75/100/125	+ GP Cash
Poll Tax from Estates [3*Families]	75	+ GP Cash
Services Owed [25*Families]-25 for Yeomen 18+7	450	+ GP Labor
Fealty Tax from Vassals	0	NA
Total Quarterly Income	600/625/650	+ GP
Staff and Maintenance. 1.5% of Keep value. Fortified Manor 6,000 GP + 430' square village 20' Palisade 1,720 GP + 10' Rampart 1,720 GP + dry moat 688 GP = 10,128 GP	152	- GP
Troops beyond Warband [5% of Gross]	30/31/33	- GP
Tithes [10% of Gross]	60/63/65	- GP
Fealty Tax to Baron [20% of Gross]	120/126/130	- GP
Festivals/Holidays [2 GP per Season] [2*Families]	100	- GP
Total Quarterly Expenses	462/472/480	- GP
Profit	138/153/170	+ GP

Borderlands: Typical Agriculture Seasonal Data:
Individual Estates with 1 Resource and 30% yeomen.

Families	40	
Resources Marginal 3/Typical 4/Profitable 5	120/160/200	+ GP Cash
Poll Tax from Estates [3*Families]	120	+ GP Cash
Services Owed [25*Families]-25 for Yeomen 28+12	700	+ GP Labor
Fealty Tax from Vassals	0	NA
Total Quarterly Income	940/980/1,020	+ GP
Staff and Maintenance. 1.5% of Keep value. Fortified Manor 6,000 GP + 430' square village 20' Palisade 1,720 GP + 10' Rampart 1,720 GP + dry moat 688 GP = 10,128 GP 439 GP for stone walls = 10,541	152 or 565	- GP
Troops beyond Warband [5% of Gross]	47/49/51	- GP
Tithes [10% of Gross]	94/98/102	- GP
Fealty Tax to Baron [20% of Gross]	188/196/204	- GP
Festivals/Holidays [2 GP per Season] [2*Families]	160	- GP
Total Quarterly Expenses with wood walls	641/655/669	- GP
Total Quarterly Expenses with stone walls	1,054/1,068/1,082	- GP
Profit with wood walls	299/325/351	+ GP
Profit with stone walls	-114/-88/-62	+ GP

Civilized: Quality Agriculture Seasonal Data:
Individual Estates with 1 Resource and 30% yeomen.

Families	50	
Resources Marginal 5/Typical 6/Profitable 7	250/300/350	+ GP Cash
Poll Tax from Estates [3*Families]	150	+ GP Cash
Services Owed [25*Families]-25 for Yeomen 35+15	875	+ GP Labor
Fealty Tax from Vassals	0	NA
Total Quarterly Income	1,275/1,325/1,375	+ GP
Staff and Maintenance. 1.5% of Keep value. Fortified Manor 6,000 GP + 430' square village 20' Palisade 1,720 GP + 10' Rampart 1,720 GP + dry moat 688 GP = 10,128 GP 439 GP for stone walls = 10,541	152 or 565	- GP
Troops beyond Warband [5% of Gross]	64/66/69	- GP
Tithes [10% of Gross]	128/133/138	- GP
Fealty Tax to Baron [20% of Gross]	256/266/276	- GP
Festivals/Holidays [2 GP per Season] [2*Families]	200	- GP
Total Quarterly Expenses with wood walls	800/817/835	- GP
Total Quarterly Expenses with stone walls	1,213/1,230/1,248	- GP
Profit with wood walls	475/508/540	+ GP
Profit with stone walls	62/95/127	+ GP

Civilized: Exceptional Agriculture Seasonal Data:
Individual Estates with 1 Resource and 30% yeomen.

Families	70	
Resources Marginal 5/Typical 6/Profitable 7	350/420/490	+ GP Cash
Poll Tax from Estates [3*Families]	210	+ GP Cash
Services Owed [25*Families]-25 for Yeomen 49+21	1,225	+ GP Labor
Fealty Tax from Vassals	0	NA
Total Quarterly Income	1,785/1,855/1,925	+ GP
Staff and Maintenance. 1.5% of Keep value. Fortified Manor 6,000 GP + 430' square village 20' Palisade 1,720 GP + 10' Rampart 1,720 GP + dry moat 688 GP = 10,128 GP 439 GP for stone walls = 10,541	152 or 565	- GP
Troops beyond Warband [5% of Gross]	89/93/96	- GP
Tithes [10% of Gross]	179/186/193	- GP
Fealty Tax to Baron [20% of Gross]	358/371/385	- GP
Festivals/Holidays [2 GP per Season] [2*Families]	280	- GP
Total Quarterly Expenses with wood walls	1,058/1,082/1,106	- GP
Total Quarterly Expenses with stone walls	1,471/1,495/1,519	- GP
Profit with wood walls	727/773/819	+ GP
Profit with stone walls	314/360/406	+ GP

Example of Quick Domain Income Calculation:

Borderlands Baron 11 Medium 5E Domain with 2 typical resources.
 He directly runs 4 estates and 7 are run by vassal knights.
 The Baron grosses 12,574 GP per season.

	Personal Holdings	Vassals as Fealty Tax
• In cash: Poll Tax	624 GP	219 GP
• In cash: Resource income. He rolls a 5 & 11.	728 GP	510 GP
◦ Total cash income:	1,352 GP	729 GP
• Non cash: Service -64 Yeoman Families	3,600 GP Service	1,890 GP Service [112 yeomen]
• Total:	2,081 GP	5,490GP Service Gross: 7,571 GP

Expenditures:

• Borderlands Keep 30,000 GP	450
• Troop costs	379

Warband of: Barons 8 Heavy Cavalry and 24 Light Footman. His vassals bring 14 Heavy Cavalry and 42 Light Footman. They cost nothing if taken from landholder and yeoman populations. This leaves 88 yeoman at arms unassigned.

• Tithe	757
• Fealty Tax to Liege	1,514
• 2 Festivals for 208 families	832
• Entertaining Nobles	NA
• Public Works – New Construction	NA
• Public Works – Maintenance	NA
• Total:	3,932

Surplus resources: Cash: 2,081 GP Service: 1,558 GP

Remember service income cannot be stored and is wasted if not used in the season it is collected. It can also be spent on hiring mercenaries, building public works, improving infrastructure, celebrating a festival, or entertaining noble guests. I'm sure our Baron will find a way to spend it.

Urban Sizes and Economics:

- Villages: 4-200 Families. Usually 10-60. 3-4 miles apart. Basic goods and services are available with few specialized services.
- Towns: 200-1,600 Families. Usually 500. 10-15 miles apart. All basic goods and services are available with lots of specialized services.
- Cities: 1,600-2,400 Families. Usually only a few per kingdom. All basic goods and services are available with an abundance of specialized services.
- Capitols: 2,400-20,000 Families. Usually only one per kingdom. Add 10-30% to listed values. All basic goods and services are available with an abundance of specialized services.
- Trade Centers: 5,000-30,000 Families. Add 20-50% to listed taxes. All basic goods and services are available with an abundance of specialized services. Best bet for rare to legendary items.
- Once an urban population has reached the midpoint to the next population level, the urban rules must spend a years worth of the next levels town taxes to upgrade infrastructure and facilities to continue it's urban growth. Taxes, militia, and mercenary forces increase gradually after a population level increase.

If sacked, 15+2d10 times the seasonal town taxes can be looted. The same amount is hidden away to safeguard against loss.

Determining Urban Populations:

Urban villages, towns, and cities are formed from the surplus population needed to sustain the agricultural economy. They are less profitable per family than fief families. This is due to their focus on family and guild. They are also less susceptible to a Lord's fees and taxes, the Lord's justice, and the Lord's whim. They trade that for the Mayor's, Oligarch's, or Council's instead. Still urban life offers greater freedoms and opportunities to the lower and middle classes. This is why urban communities guard them so jealously. This is why they always seek to limit admittance and citizenship.

Town and city, urban, population is determined by comparing the rural population to domain type.

- Wilderness domains have a 5% urban population.
- Borderland domains have 5-10% urban population.
- Civilized domains have a 10-20% urban population.

Subtract 10% + 1d6 x5% from The number of urban families. If the number is greater than 200 families, record the number and roll again. Continue until the number of remaining families drop below 200. These are the numbers and populations of cities and towns in a realm.

Urban Density & Settlement Size:

1 Acre = 45,000 sq feet or 215' on a side for square shaped urban settings.

Divide number of families by families per acres = number of acres inside settlement walls. Smallest family number by largest families per acre. Then largest family number by the smallest families per acre.

Urban Size in Acres: Last value on entries is the typical value for that entry. Many exceptions do apply and exist.

Villages: Average 10-15 families per acre.

- 4-50. Single story. 1-5 acres
- 50-100. Mostly single story with some multilevel homes. 5-10 acres.

Towns: Average 15-30 families per acre.

- 200-500. A mix of single story with multilevel homes. 13-17 acres.
- 600-1,000. Many single story with many multilevel homes. 20-35 acres.
- 1,000-1,600. Many single story with many multilevel homes. 35-50 acres.

Cities by 5,000 after 5,000: Average 40-75 families per acre.

- 1,800-2,400. Many single story with many multilevel homes. 24-60 acres.
- 3,000-5,000. Mostly multilevel homes. 40-125 acres.
- 5,000-15,000. Only affluent with single story homes. 65-375 acres.
- 15,000+. Only the most well off with single story homes. 375+ acres.

Average Number of Household Buildings: 15-25 per acre. [Range of 10-40 per acre.]

- Few: 10 per acre or less.
- Normal: 15-20 per acre.
- Crowded: 25 per acre or more.

There will be many structures with a non household function:

- Warehouses and storage buildings,
- Shrines,
- Guild offices,
- Abandoned buildings,
- Stables,
- Shops adjacent to the craftsman's house. Above the shop or behind it.
- Work spaces for noxious trades such as dyers, tanners, etc.

Average Number of Non Household Buildings:

Multiply household buildings by factor below.

- Limited: 0.3-0.8 [d6: 1 = 0.3, 2 = 0.4, 3 = 0.5, 4 = 0.6, 5 = 0.7, 6 = 0.8.]
- Usual: 1-2 [d6: 1 = 1.0, 2 = 1.2, 3 = 1.4, 4 = 1.6, 5 = 1.8, 6 = 2.]
- Numerous: 2.5-3 [d6: 1 = 2.5, 2 = 2.6, 3 = 2.7, 4 = 2.8, 5 = 2.9, 6 = 3.]

Total number of buildings = Household Buildings + Non Household Buildings.

Shops have street width of:

- 15 feet small shop
- 30 feet large shop

Historical references:

Rome at it's height covered 3,500+ acres with a population 1,000,000 people. Uses a family per acre factor of 60.

London in 1200 AD 680 acres with a population of 30,000. Uses a family per acre factor of 44.

Paris in 1328 1,100 acres with a population of 200,000. Uses a family per acre factor of 36.

York in the 1300's 263 acres with a population of 15,000. Uses a family per acre factor of 55.

Urban Seasonal Events Table:

Roll a separate d20 for events, taxes, and population. Do this once per season. Apply events as a chance for role playing urban life.

d20	Opportunity/Threat	Tax/Population	d20	Opportunity/Threat	Tax/Population
01	Competition/ Partnership	Very high loss	11	Resource Discovery/Loss	Roll again. Advantage
02	Poverty/Wealth	High loss	12	Materials Help/Hindrance	Small gain
03	Scandal/Celebration	High loss	13	Feud/Calm	Small gain
04	Good/Bad Harvest	Medium loss	14	Monster Threat/Fortune	Small gain
05	Criminal/Opportunity	Medium loss	15	Sickness/Good Health	Medium gain
06	Religion/Cult	Medium loss	16	Dispute/Deal	Medium gain
07	Blessing/Curse	Small loss	17	Information/Spy/Insight	Medium gain
08	Hunger/Bounty	Small loss	18	Banditry/Expansion	Large gain
09	Cult/Pilgrimage	Small loss	19	Taxes/Profit	Large gain
10	Discovery/Exploration	Roll again. Disadvantage	20	War/Peace	Very high gain

Tax Income Collection:

Loss for that season in standard town and ruler tax revenue.:

- Very high: 40+3d10% reduction
- High: 30+2d10% reduction
- Medium: 20+d10 reduction
- Small: 10+d10 reduction i

Gain for that season in standard town and ruler tax revenue.:

- Very high: 40+3d10% increase
- High: 30+2d10% increase i
- Medium: 20+d10 increase
- Small: 10+d10 increase

If tax collections fall short, urban leaders will have to decide if they want to pay the ruler's tax out of urban or personal fortunes. Choosing not to pay the full amount of the ruler's tax will incur their ire.

Population Changes:

- Small gain or loss: No change.
- Medium gain or loss: d3% change.
- Large gain or loss: d6% change.
- Very large gain or loss: d10% change.

Urban Village, Town, and City Overview:

Families	Wall Height	Fortification	Town Taxes	Ruler's Taxes
Villages				
100	20' Wood+Rampart	NA	300 GP	300 GP
Towns				
200	20' Stone	NA	600 GP	600 GP
300	20' Stone	NA	900 GP	900 GP
400	20' Stone	NA	1,200 GP	1,200 GP
500	20' Stone	NA	1,500 GP	1,500 GP
600	20' Stone	Keep Type G	1,800 GP	1,800 GP
800	20' Stone	Keep Type G	2,400 GP	2,400 GP
1,000	30' Stone	Keep Type G	3,000 GP	3,000 GP
1,200	30' Stone	Keep Type G	3,600 GP	3,600 GP
1,400	30' Stone	Castle Type F	4,200 GP	4,200 GP
1,600	30' Stone	Castle Type F	4,800 GP	4,800 GP
Cities				
1,800	40' Stone	Castle Type F	5,400 GP	5,400 GP
2,000	40' Stone	Castle Type E	6,000 GP	6,000 GP
2,400	40' Stone	Castle Type E	7,200 GP	7,200 GP
5,000	50' Stone	Castle Type E	15,000 GP	15,000 GP
10,000	50' Stone	Castle Type D	30,000 GP	30,000 GP
15,000	50' Stone	Castle Type D	45,000 GP	45,000 GP
20,000	60' Stone	Castle Type D	60,000 GP	60,000 GP
30,000	60' Stone	Castle Type C	90,000 GP	90,000 GP

Urban Military Forces:

Families	# of Standing Militia	# of Mercenary Cavalry	# of Mercenary Infantry
Villages			
20	10+d10%	NA	NA
50	25+2d10%	NA	NA
100	50+2d10%	NA	NA
Towns			
200	100+2d10%	Mercenary Cavalry on contract is: Total Militia x 5+2d6%.	Mercenary Infantry on contract is: Total Militia x 10+3d10%.
300	150+2d10%		
400	200+2d10%		
500	250+2d10%		
600	300+2d10%		
800	400+2d10%		
1,000	500+2d10%		
1,200	600+2d10%		
1,400	700+2d10%		
1,600	800+2d10%		
Cities			
1,800	900+2d10%		
2,000	1,000+2d10%		
2,400	1,200+2d10%		
5,000	2,500+2d10%		
10,000	5,000+2d10%		
15,000	7,500+2d10%		
20,000	10,000+2d10%		
30,000	15,000+2d10%		

Fantasy Urban Economics by Population & Type:

Urban population definitions are listed earlier in this document, see pages 9 and 31.

Villages:

Villages need some way to convert grain into flour and repair equipment. Most villages will have a miller and blacksmith along with at least one tavern or alehouse. Some will also have potters, carpenters, weavers, leather workers, masons, and coopers.

Large Villages with more than 50 families will typically have:

- d2 Temples or Shrines
 - d3+1 Priests, Cult Leaders, or Shaman
 - d6 Initiates of varying degree
- d2 Healers, Herbalists, or Physicians
- d2 Scribes, Tutors or Legal Professionals
- d2 Inns of varying quality
- d3 Taverns
- d2 Mills
- d2 Blacksmiths
- d4+1 other businesses, types depend on local resources and cultural inclinations.

Village governance tends toward simple. Headed by a Reeve or Headman, who is a respected farmer, businessman, or more likely a single representative from the local Lord or central government. On larger trade routes, there will be some form of Tax and Toll collector. These will be supported by a small force of d3+2 soldiers.

Most residents are farmers. On a part time basis they will do various jobs, thatcher, carpenter, potter, brewing, spinning, and weaving. There won't be stores or shops. Everyone knows what everyone does. And will refer you to the those who can help you. The craftsman in the village will have a selection of their work in their cottage. This can vary according to the time of year. Villagers spent their winters working their crafts for future sales. Unless on a major trade route, this will be to peddlers and to merchants making their rounds collecting region goods and specialties for sale elsewhere. If you are in a village in March, you may find the supplies you need before they are passed on to peddlers and merchants.

Items that aren't made locally come from two sources:

1. One or more villagers work up an order for the nearest town or city.
2. Peddlers making their rounds bring all kinds of goods and commodities to isolated communities.

Some of the trades and crafts are seasonal. A tanner may ride a circuit between four villages, stopping for three to four weeks to process and cure hides. This means that you may need to ride a far distance to find the craftsman you need for a project. And if you find him, he may not be willing to stiff his regular customers to help you. Take a number and stand in line.

Towns & Cities:

Towns and cities with at least 300 families will have as a minimum:

- d3 Banks
- d8+2 Scribes, Tutors, and Legal Professionals
- d12+3 Clerks
- d3+2 Temples
 - d6+1 Priests, Cult Leaders, or Shaman
 - 2d6 Initiates of varying degree
- d4+1 Healers, Herbalists, Apothecaries or Physicians
- d3 Butchers
- d3+1 Baker
- d3 Fishermen or Hunters
- d3 full Service Inns of varying quality
- d6 Taverns taverns
- d3 Brothel
- d6+1 Blacksmiths, half being a specialist metal workers
- d4+1 Cloth Shops, rug and tapestry making are popular
- d3+1 Tailors
- d6+4 General Merchants, a third specializes in uncommon to rare items
- d4+1 Mills
- d3 Large scale pottery operations
- d6 Master Masons
- D3+1 Master Carpenters
- d3 Master Cart, Wagon, Chariot, or Wheelwrights
- d3 Master Leather workers

- 2d6+2 other businesses, types depend on local resources and cultural inclinations.

The number, variety, specialty, and range of exotic trades, crafts, and goods will increase as town and city populations grow larger.

Remember a village may exist in isolation. A town sits in the middle of a web of villages. A city sits in a web of towns. Town and cities also need access to water and trade. Without these they wither and die.

Towns and cities see the rise of bureaucracy. Forms and size of government is determined by culture and population. Inefficient and corrupt government will lead to shrinking populations and fleeing merchants and craftsmen. Stable, fair government with decent roads and adequate fortifications lead to prosperity and contentment.

Education is typically provided by servants, scholars and religious who do part time teaching and tutoring. Small neighborhood schools and academies were fairly common in ancient and medieval times. Literacy rates in urban communities were 50% or better for those above the meager standard of living.

Colleges appear in larger town and cities. Starting at about 5,000 families, you'll get at least one college. Capitals and trade centers will have at least one university, often more.

Determining professions, crafts, and shops:

The value is the number of families required to support a person of that profession. For smaller settlements the ratio between the population and the value represents a percentage change of that profession being present. So a village of 20 families has a 50% chance that a Baker will be present.

Profession	Value	d100	Profession	Value	d100
Apothecary or Herbalist	115	01-02	Glassmaker	275	32-33
Artist	195	03-04	Harper	1,375	34-35
Baker	40	05-06	Innkeeper	120	36-37
Brewer, Commercial	160	07-08	Jeweler	55	38-39
Butcher	160	09-10	Laborer	30	40-41
Carpenter	40	11-12	Leathercrafter	15	42-43
Chandler	100	13-14	Legal	245	44-45
Clerk	160	15-16	Luxury	3,670	46-47
Distiller, Commercial	900	17	Mason	50	48-49
Dyer	600	18-19	Mercenary	785	50-51
Engineer	2,750	20-21	Merchants, General	70	52-53
Finesmith	50	22-23	Merchants, Spice, or Exotic	2,000	54-55
Fisherman	215	24-25	Merchants/Brokers/Commodity	4,500	56
Fishmonger, Coastal	80	26-27	Metalsmith	105	57-58
Fishmonger, Inland: Dried/Salted	240	28-29	Miller, Agriculture	55	59-60
Games	730	30-31	Miller, Industrial	360	61-62
Physician	60	63-64	Tailor	920	81-82
Pilot	355	65-66	Tanner	1,050	83-84
Potter	300	67-68	Tavern	130	85-86
Religious	195	69-70	Teamster	210	87-88
Sailor	915	71-72	Temple	150	89-90
Scholar	70	73-74	Timber	165	91-92
Scribe	30	75-76	Vineyard, Commercial	300	93-94
Servant	30	77-78	Weaponsmith	90	95-97
Shipwright	785	79-80	Weaver	25	98-100

Professions:

These are broad categories of profession. In the largest medieval settlements these were finely divided into bewildering array of guilds each dedicated to a different aspect of a trade. For example fletchers for arrows were different those who made the arrow shaft which were different than those who made the arrow heads. For most games this level of detail is overkill and confusing. I grouped similar professions into the same categories. Here I list each broad profession and the some of the detailed occupations that can be found under that category.

Apothecary and Herbalist

Deals with selling of herb related items for medicine or cooking. Ash/powder seller, Cooking Herb/Oil Seller, Herb/Potion Seller, Apothecary, Oakum Seller (used to stuff crack in ships).

Artist

Deals with creating various works of art. House Painter, Painter, Sculptor.

Baker

Deals with the preparation of baked goods and/or prepared foods. Bread baker, Cake Baker, Pastry Baker, Pie Baker, Prepared Sauce Baker, Public Baker, Roast Caterer, Tart Seller.

Brewer, Commercial

Brews ales and beers on a large scale.

Butcher

Deals in to specific rendering of carcasses.

Carpenter

Deals with making things out of wood. Altar Maker, Barrel Maker, Carpenter, Cartwright, Chair Maker, Chest Maker, Coffin Maker, Cooper, Cane maker, dowel/peg maker, scaffolding builder, wooden-sole maker, worktable maker.

Chandler Deals with lighting, soap making, rope making and shoe making. Often is the general merchant responsible for selling items to outfit a ship. A Chandler can be considered a proto general store. Dried Hemp seller, soap maker, candle maker, cobbler

Clerk

Minor Bureaucrats whose duty involve the operation of market. Accurate and fair weights is one such important duty as well witnessing transactions. Bonded measurer.

Distiller, Commercial

Maker of fine spirits.

Dyer

deals with the coloring of cloths, yarns, and threads.

Engineer

Deals with complex construction and planning. Fountain Maker, Surveyor

Finesmith

Deals with creating small and intricate metal items. Balance scale maker, Pot/pan maker, wire maker, buckle/ring maker, chain maker, chalice maker, tableware maker, enameler, fishing gear maker, locksmith, nail maker, needle maker, shear/clipper maker, shovel maker.

Fisherman

Deals with fishing sea/river/lake food.

Fishmonger

Deals with the provision of fresh and preserved fish.

Games

Makes items for various popular games. Mostly balls and basic equipment. Tennis Ball maker, Bowling Ball Maker

Glassmaker

Deals with making items out of glass. Bottle Seller, Glass Maker, Stained Glass Seller, Mirror Maker.

Harper

Deals with the playing of Music. Drummer, Flutist, Minstrel.

Innkeeper

Runs an inn.

Jeweler

Deals with making Jewelry out of precious metals/materials. Bone Carver, Button maker, Gilder, Gold Cloth maker, Gold Braid Maker, Gold Refiner, Goldsmith, Jeweler, Lapidary, Ring Maker, Silversmith, Engraver.

Laborer General Laborers including non-specialized household servants. Chamber Maids (real common), Teamster, Sedan Chair Porter, Dishwasher, Worker, Water-carrier.

Leathercrafter

Deals with the crafting of item out of leather and hides. Bellows-maker, Shoe Maker, Boot Maker, Glove maker, Leather/Fur Seller, leather/Fur Trimmer, Belt Maker, Purse Maker, Scabbard Maker.

Legal

Deals with various legal matters. Lawyer, Magistrate, Tax Collector, Notary.

Luxury

Provides luxury services. Massage, Floral Decorator, Hairdo Maker.

Mason

Deals with stonework and construction Mason, Mortar, Plasterer, Roofer, Carver, Quarrier.

Mercenary

Guards and Fighters for hire. Animal Pound Guard, Guard, Profession Duelist Second.

Merchant

Deals with the buying and selling of goods Banker, Money Changer, Cattle Merchant, Cheese Merchant, Hay Seller, Fruit Seller, Salt Seller, Eel Seller.

Metalsmith

Works with crafting items out of metal. Anvil Maker, Barrel hoop maker, Cauldron Maker, Knifsmith, Blacksmith.

Miller

Deals with the processing of grain and other crops. Poultry Seller, Milk Seller, Miller, Peafowl Seller, Mole Trapper.

Miner

Deals with the mining and processing of various ores and minerals. Of which iron and salt are the most important. Iron maker, Salt Miner, Sand/Gravel Miner.

Ostler

Deals with the buying and selling of horses, draft animals, and their equipment. Horse Broker, Harness maker, Saddler, Spurrier.

Physician

Deals with the care and treatment of the sick (Good Luck!) Barber (Surgeon), Doctor, Midwife.

Pilot

Deals with the piloting of boats and ships. Boat Captain, Ferry Operator.

Potter

Deals with the making of pottery and ceramics.
Tile Maker, Potter.

Religious

Various Clergymen and their associates. Priests, Priest's Wife, Priest Concubine, Shamen, Cult Leader.

Sailor

Those who are qualified to be a member of a ship's crew. Mariners, Sailors

Scholar

Deals with items used in the creation of scrolls and books. Book binder, Book Clasp maker, Dice Maker, Ink Maker, Illustrator, Parchment Maker, Scrivener.

Scribe

Provides secretarial services, letter writing, copying services.

Servant

Various profession dealing with serving other people. Generally some skill or knowledge is required. Chamberlain, Church Warden, Cook, Dancer, Doorman, Teacher, Gardener, Hangman, Jailer, Butler, Laundry worker, Nursemaid, Public Bath Proprietor, Public Cryer, Messenger, Trumpeter, Wine Steward

Shipwright

Deals with the building and repair of ships.
Boat Builder, Shipwright

Tailor

Deals with the creation of Clothes. Bag Maker, Dyer, Embroider, Mattress Maker, Hat Maker. Hood Maker, Lace Maker, Tailor, Rag maker, Ribbon maker.

Tanner

Turns raw animal hides into leather. Skinner, Sheepskin Seller, Tanner.

Tavern

Serves Food and Drink to the Public and provides accommodations. Beer Seller, Brewer, Butcher, Caterer, Foodstuff Reseller, Fried Fish Seller, Innkeeper, Pastry Hawker, Wine Seller.

Teamster

Deals with the loading/unloading/transport of goods. Draftsmen, Longshoreman, Teamster.

Temple

Add one to the baseline number of religious sites in an urban space.

Timber

Deals with the harvesting and sale of wood including charcoal fuel. Charcoal Seller, Firewood Seller, Forester, Sawyer, Logger, Stave Wood Seller.

Vineyard, Commercial

Large scale fermentation of wine.

Weaponsmith

Deals with the manufacture of Weapons and Armor. Armorer, Bow & Arrow maker, Crossbow maker, Pike Maker, Swordsmith, Weaponsmith.

Weaver

Deals with the making of cloth, and woven items. Basket maker, Carpet maker, Tapestry Maker, Fuller, Shearer, Weaver, Spinner.

Laws, Crimes, & Punishment:

Types:

Tribal Law: Locally laws and customs are enforced by family, clan, or tribal leaders. Many factors may influence their judgments such as kinship, personal feelings, or past dealings.

Feudal/Urban Law: In more centralized and peaceful realms courts in a formal, uniform manner. In decentralized or anarchic realms, each power determines it's own justice.

Capitals, Trade Centers, and other large urban centers have large populations including an obvious underclass. In medium to small cities and towns. This was not the case. These urban centers controlled their population carefully for a many reasons. If you wish to reside in a there, you need:

- To find and hold a job
- Be subservient to someone else (such as being a servant or an employee)
- Be careful not to get in trouble,
- Or you are likely to be exiled for.
 - A season
 - A year
 - Forever

In city states and free cities, having citizen status provides you with greater protection from the law.

- You have rights under town law.
- You have the support of your family, your craft, and your guild.
- If you are a citizen and involved in a bar fight that kills someone, you will probably be charged with man slaughter instead of murder unless you brazenly and wantonly commit murder.

- If you are an unskilled laborer or a non citizen who kills someone in a brawl, you will be charged with murder instead of man slaughter, unless numerous witnesses agree that you were defending yourself.

Non citizens of towns get quite nervous about being in trouble with the town laws. This includes knights, gentry, and the nobility. Rogue knights or nobles were known to rob or kidnap merchants traveling from town to town. These towns would capture and execute them as retaliation.

Due to these fears, big events like fairs or shooting contests are often held outside of the town walls, with the understanding that different and more lenient rules would be followed.

Diplomatic immunity does not exist. Nobles could be punished less severely if they committed a crime against a commoner, but punishment was going to be inflicted according to the law if a court could be found to try them in.

In non centralized realms, nobody is fully clear on whose law counted. According to the law of the Duke, the Baron might be justified. But the towns have their own laws. If they catch the Baron without all his men one day, or if they have more men, he may find out about theirs.

Realm Law vs Common Law:

Depending on the society, the administration of law may be handled by royal courts, a local baron, a priest or priests of a church or churches, or guild officers. Justice is divided into Realm Law and Common Law.

Realm Law: Nobles with the rank of baron or greater are held to realm law. They are tried in their sovereigns or church court if they commit:

- Treason
- Rebellion
- Espionage against their lord
- Conspiracy against their lord
- Abuse of Office or Position
- Oath breaking or
- Obstructing or hindering a noble deputized with a duty or investigating a crime.

Conviction imposes one or more of the following consequences:

- Death
- Banishment
- Loss of lands
- Disgrace or
- Imposition of a difficult quest to clear your reputation

Common Law: Applies mostly to persons with a social status below baron.

Nobles may be taken to royal or church court for enforcement of oaths, contracts, and fraud. Killing or harming commoners by a noble is usually ruled:

- The commoner's fault
- Manslaughter or
- Theft

Common Law Crimes & Punishments by Social Status:

Crime	Gentry	Clergy	Crafter	Merchant	Farmer
Treason, rebellion, conspiracy, espionage, desecration of a Holy place, & heresy by offender's social status	Death	Death	Death	Death	Death
Murder, poisoning, & arson by victim's social status	Death	Death	Death	Death	Death
Manslaughter, Death Price, or Weregeld	Standard of Living Cost for one season	Standard of Living Cost for one season	Standard of Living Cost for one season	Standard of Living Cost for one season	Standard of Living Cost for one season
Assault by victim's social status	40 Lashes & d6 GP per point of damage	40 Lashes & d6 GP per point of damage	20 Lashes & d3 SP per point of damage	30 Lashes & d6 SP per point of damage	10 Lashes & d3 SP per point of damage
Smuggling & piracy by offender's social status	Confiscation of property & 20 Lashes	Confiscation of property & 40 Lashes	Death	Death	Death
War horse theft by offender's social status	Replacement cost x2	Replacement cost x3	Death	Death	Death
Rare animal theft by offender's social status	Replacement cost x2	Replacement cost x3	Death	Replacement cost x3	Death
Common Animal theft by offender's social status	Replacement cost	Replacement cost x2	Replacement cost x3	Replacement cost x2	Replacement cost x3

Crime	Gentry	Clergy	Crafter	Merchant	Farmer
Poaching by offender's social status	Offender's Standard of Living Cost x2	Offender's Standard of Living Cost x3	Mutilation or Death	20 Lashes, Mutilation, or Death	Mutilation or Death
Property theft by offender's social status	Replacement cost	Replacement cost, 10 Lashes, or Stocks	Replacement cost x2, 20 Lashes, Stocks, or Mutilation	Replacement cost x3, 20 Lashes, Stocks, or Mutilation	Replacement cost, 30 Lashes, Stocks, or Mutilation
Property destruction by offender's social status	Replacement cost (x2 if deliberate)	Replacement cost (x2 if deliberate)	Replacement cost (x3 if deliberate)	Replacement cost (x4 if deliberate)	Replacement cost (x2 if deliberate)
Fraud by offender's social status	Replacement cost xd3	Replacement cost xd2	Replacement cost xd3	Replacement cost xd4	Replacement cost xd2
Oath breaking by offender's social status	Disgrace & Enforcement of Oath	Disgrace & Enforcement of Oath	Disgrace, Enforcement of Oath, & 10 Lashes	Disgrace, Enforcement of Oath, & 30 Lashes	Disgrace, Enforcement of Oath, & 10 Lashes
Slander by offender's social status	Restitution	Restitution	Restitution & 10 Lashes	Restitution & 20 Lashes	Restitution & 10 Lashes

Roll a Constitution save for each 10 lashes. For each failure, add a disadvantage die to all Constitution or Strength rolls for 1d6 weeks. This may impose multiple disadvantage dice and leave serious scars. Each lash strike does d2 damage in combat or d3 damage to helpless or restrained victims.

Nomads: Pastoral Cultures & Economies:

Nomads typically group together in:

- Bands: Comprised of 10–30 families.
- Clans: Comprised of 80-120 families organized by families and/or bands.
- Tribes: Consist of 300-400 families organized by clans and/or bands.
- Tribal Groups: Consist of 5-50 tribes. Comprised of 1,500-20,000 families organized by tribes and/or clans.
- Family Numbers by Size by Productive Adults:
 - Land Quality Poor: Small: 3 Typical:4 Large: 5
 - Land Quality Average: Small: 5 Typical:6 Large: 7
 - Land Quality Good: Small: 8 Typical:9 Large: 10

Each family typically provides:

- 1 Excellent to Good quality warrior.
- 1 Good to Fair quality warrior.
- 1 Fair to Poor quality warrior.

These are available for raiding/war parties at a rate of 80-90% of warriors at any given time.

Nomad Life:

Tribes and confederations hinged on loyalty to tribal chiefs. Marriage between leader and allied tribes ruling families led to multiple heirs that tend to split loyalties and power during succession struggles.

Nomads excelled at raiding because the nomads needed to have riding skills, ability to cooperate, and defend the herds. Most nomad conflict will be with other nomadic tribes.

Iron ore is often found close to the surface of the earth. Smelters can be built in under a day. This allows nomads to have iron weapons, armor, and tools.

Nomads will dominate if:

1. They can unite into a force large enough to threaten sedentary defenses.
2. Nomads are able to form disciplined units.
3. Sedentary forces lack discipline, adequate missile troops, well trained foot, armored cavalry for pursuit, stone fortifications, and are unable to utilize terrain to restrict nomad mobility.

Nomads taking over sedentary societies end up being assimilated or eliminated by revolts. The optimal strategy was to leave the ruling class intact and extract taxes and tribute from them.

Favorite nomad tactics:

- Caracole: Units form circular or oval formations that fire on enemy as they come into range. Limits exposure to enemy counter fire and allows for casualties to easily exit formation. Used to harass and disrupt enemy formations, especially against infantry.
- Feigned Retreat: Assault followed by panicked retreat that lures the enemy into charging to follow up, thus becoming exhausted and overextended. This makes them vulnerable as their broken formations are easier to ambush and decimate.
- Hit and run tactics to wear down and demoralize enemy forces and populations.
- Use of open ended tactics: Rather than relying solely on a direct, heavy charge, allowing the cavalry commander to react to the evolving battlefield situation and choose the most opportune moment to strike depending on enemy weaknesses.
- Reconnaissance and Screening: Utilizing cavalry's speed to gather intelligence on enemy positions, movements, and vulnerabilities, while also masking the main force's intentions by creating a screen around the army's flanks and rear.
- Rapidly attacking enemy flanks or rear with a portion of the cavalry, inflicting damage and then quickly withdrawing to avoid counter attacks.
- Exploiting Gaps: Identifying and quickly attacking weak points in the enemy line, particularly between infantry units or where the enemy is stretched thin.
- Supporting Infantry Attacks: Coordinating cavalry charges with infantry assaults to overwhelm enemy positions and exploit breakthroughs.

Factors influencing cavalry tactics:

- Terrain: Open terrain allows for rapid movement and flanking maneuvers, while wooded areas may favor dismounted actions and ambushes. Hill country is exhausting and slows movement. The heavier the horse type the more impact terrain has on speed and performance.
- Enemy Composition: The type of enemy forces (infantry, cavalry, mixed) will determine the most effective cavalry tactics.
- Cavalry Type:
 - Light cavalry is generally better suited for screening, skirmishing, ambushing, and harassment tactics due to their mobility and ability to quickly maneuver.
 - Medium cavalry is generally better suited for a combination of ranged and strike tactics.
 - Heavy cavalry is generally better suited for heavily armored charges that break formations and win battles.

Herd Size vs Land Quality:

Land Quality & Terrain Type	Animals per Sq Mile	Number of Moves per Year	Distance per Movement	Animal Type	Herd Size per Family	Random Generation Value.
Poor: Hills & Waste Lands	28	12	75	Cows	10-100	d10x10
				Horses	6-72	d12x6
				Sheep	100-400	d4x100
				Goats	100-300	d3x100
Average: Grasslands	40	6	50	Cows	100-300	d3x100
				Horses	25-150	d6x25
				Sheep	200-800	2d4x100
				Goats	300-800	[d6+2]x100
Good: River Valleys & Lush Grasslands	60	4	25	Cows	200-500	[d4+1]x100
				Horses	50-200	d4x50
				Sheep	500-1,000	[d6+4]x100
				Goats	300-800	[d6+2]x100

Nomad Seasonal Events Table:

Roll a separate d20 for events, income changes, and population fluctuations. Do this once per season. Apply events as a chance for role playing nomad life.

Income rolls are modified by: Winter rolls are made with disadvantage. Spring & Summer rolls are made unmodified. Fall rolls are made with advantage.

D20	Events: Opportunity & Threat	Income & Population	d20	Events: Opportunity & Threat	Income & Population
01	Partnership/Competition	Very high loss	11	Resource Discovery/Loss	Roll again. Advantage
02	Wealth/Poverty	High loss	12	Materials Help/Hindrance	Small gain
03	Celebration/Scandal	High loss	13	Calm/Feud	Small gain
04	Good/Bad Harvest	Medium loss	14	Fortune/Monster Threat	Small gain
05	Good Fortune/Criminal	Medium loss	15	Good Health/Sickness	Medium gain
06	Religion/Cult	Medium loss	16	Deal/Dispute	Medium gain
07	Blessing/Curse	Small loss	17	Information/Spy/Insight	Medium gain
08	Bounty/Hunger	Small loss	18	Expansion/Banditry	Large gain
09	Pilgrimage/Cult	Small loss	19	Profit/Taxes	Large gain
10	Discovery/Exposure	Roll again. Disadvantage	20	Peace/War	Very high gain

Income Collection:

Loss for that season:

- Very high: 40+3d10% reduction
- High: 30+2d10% reduction
- Medium: 20+d10% reduction
- Small: 10+d10% reduction

Gain for that season:

- Very high: 40+3d10% increase
- High: 30+2d10% increase i
- Medium: 20+d10% increase
- Small: 10+d10% increase

Population Changes: Apply to family numbers and to herd sizes.

- Small gain or loss: No change.
- Medium gain or loss: d3% change.
- Large gain or loss: d6% change.
- Very large gain or loss: d10% change.

How to deal with excess animal numbers:

¼ retail SP x value of slaughtered animals in leather goods and food.

Nomads typically group together in:

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- Tribes: Consist of 300-400 families organized by clans and/or bands.
- Tribal Groups: Consist of 5-50 tribes. Comprised of 1,500-20,000 families organized by tribes and/or clans.
- Family Numbers by Size by Productive Adults:
 - Land Quality Poor: Small: 3 Typical:4 Large: 5
 - Land Quality Average: Small: 5 Typical:6 Large: 7
 - Land Quality Good: Small: 8 Typical:9 Large: 10

Land Quality & Family Size	Standard of Living	Living Style	Housing	Monthly Surplus Income*	Seasonal Family Income
Poor:					
Small	Meager	Desperate	Small tents or yurts	1-10 SP	4 GP
Medium	Meager	Sparse		2-15 SP	5 GP
Large	Adequate	Sparse		5-20 SP	6 GP
Average:					
Small	Meager	Comfortable	Large tents or yurts	5-20 SP	6 GP
Medium	Adequate	Comfortable		15-25 SP	8 GP
Large	Adequate	Plentiful		15-30 SP	10 GP
Good:					
Small	Adequate	Plentiful	Fine tents or yurts	15-30 SP	12 GP
Medium	Comfortable	Plush		50-150 SP	15 GP
Large	Comfortable	Lavish		50-300 SP	20 GP

*For prominent and/or influential members.

Less important members will receive proportionally less.

Seasonal Income and Tribute System:

- Subdivide the nomad group/s as necessary to represent their typical living conditions and available resources.
- Family income is determined by the table above.
- Band collects tribute equal to the number of families multiplied by Seasonal Family Income.
- Clan collects tribute equal to 80% the number of families multiplied by Seasonal Family Income.
- Tribe collects tribute equal to 60% the number of families multiplied by Seasonal Family Income.
- Larger tribal grouping; Horde, Empire, Khanate, etc collects tribute equal to 50% the number of families multiplied by Seasonal Family Income.

Weather, Visibility, Encounters, & Travel

Weather:

Weather Tables:

<p>Wind:</p> <ul style="list-style-type: none"> • Calm 0-4 MPH [d4] • Light 5-12 MPH [d8+4] • Moderate 13-24 MPH [d12+12] • Strong 25-39 MPH [2d8+23] • Gale 40-54 MPH [2d8+38] • Storm 55+ MPH 	<p>Cloud Coverage:</p> <ul style="list-style-type: none"> • Clear, Fog, or Mist • Partly Cloudy • Mostly Cloudy • Overcast 	<p>Maximum Precipitation:</p> <p>Sprinkle to Light Moderate Heavy Torrential</p>
<p>Temperature:</p> <ul style="list-style-type: none"> • Freezing • Cold • Cool • Warm • Hot • Very Hot 	<p>Precipitation:</p> <ul style="list-style-type: none"> • Dry • Sprinkle • Light • Moderate • Heavy • Torrential 	

Average Climactic Conditions:

Spring/Fall values are between Winter/Summer.

Climate Zone:	Temperature by Day (Night):	Precipitation:	Cloud Coverage:	Typical Wind Speeds:
Arctic	Winter: Freezing (Freezing) Summer: Cold (Freezing)	Low (4-16"/year) mostly snow	High (overcast common)	Light to Strong
Subarctic	Winter: Cold (Freezing) Summer: Cool (Cold)	Low to Moderate (8- 24"/year)	Moderate	Light to Moderate
Temperate	Winter: Cool (Cold) Summer: Warm (Cool)	Moderate to High (20- 60"/year)	Moderate to High	Light
Subtropical	Winter: Warm (Warm) Summer: Hot (Warm)	Moderate to High (20- 80"/year)	Low to Moderate	Light to Moderate
Tropical	Winter: Hot (Warm) Summer Very Hot (Hot)	High (60-160"+/year)	High (overcast common)	Light to Strong.

Additional Factors:

- Precipitation may occur evenly across the year or be concentrated into rain seasons. Rain shadows exist on the far side of wind flow and elevations, causing significant decreases in precipitation.
- Wind speeds tend to increase in coastal and flatland regions.
- Cloud coverage is the average amount of sky covered by clouds. Tropical and arctic areas tend to high cloudiness due to humidity and polar night/day cycles.
- Temperature ranges are averages and may vary significantly with altitude, proximity to water, and local geography.

Weather Table Results:

Weekly to monthly checks:

From the average climactic conditions table establish initial weather based on climate and season. Then weekly or monthly, roll 1d12. Break the time frame into 2-4 [d3+1] segments. Each segment provides a transition step from the first weather system to the second. Make them as gradual or abrupt as you desire.

- 1 - 3 = Same weather.
- 4 - 5 = Move one column up or down by one level.
- 6 - 7 = Move two columns up or down by one level.
- 8 - 10 = Current weather + d4 events. Events include lightning strikes, flooding, mud, fires, damaging winds, etc.
- 11 = Make changes up or down by a total of four levels.
- 12 = Make changes up or down by a total of six levels.

Each column is limited to changes of three levels from average climactic conditions and two levels at a time.

Daily checks:

From the average climactic conditions table establish initial weather based on climate and season. Then daily, roll 1d12. Break the time frame into 2-4 [d3+1] watches. Each segment provides a transition step from the first weather system to the second. Make them as gradual or abrupt as you desire.

- 1 - 5 = Same weather.
- 6 - 7 = Move one column up or down by one level.
- 8 - 9 = Move two columns up or down by one level.
- 10 = Current weather + an event. Events include lightning strikes, flooding, mud, fires, damaging winds, etc.
- 11 = Make changes up or down by a total of three levels.
- 12 = Make changes up or down by a total of four levels.

Each column is limited to changes of three levels from average climactic conditions and two levels at a time.

Climate:

Months of:	Winter	Spring	Summer	Fall
Climate Zones:				
Arctic/Antarctic:	6	2	1	3
Sub Arctic/Sub Antarctic:	4	3	2	3
Temperate:	3	3	3	3
Sub Tropical:	2	3	4	3
Tropical:	0	3	6	3

Celestial Orbs:

Tierrennor has a yellow, orange sun named Somaris. It is circled by three moons. They are Kesiez, Missetch, and Samoc.

- Kesiez is large and silvery. It has a two month cycle.
- Missetch is small and blueish. It has a one month cycle.
- Samoc is tiny and reddish. It has a two week cycle.

Tierrennor is comprised of the Bright Lands and the Shadow Lands. It's surface is bathed in the blessed light of Somaris. In caverns, tunnels, dungeons, pits, crypts, mines, vaults, and all areas under his dominion, Kadmos seeks to extend his power and realm with his foul minions. He struggles against the other Gods with their adherents and the forces of Chaos with their vile followers and tainted, debased creatures.

Calendar:

- A year in Tierrennor has twelve months and consists of three hundred and thirty six days.
- A month has twenty eight days.
- A week has seven days.
- A day has twenty four hours.

Earth Equivalents to Tierrennor's Months: Pronunciation: e = eh y = I i = ee

January	Zimrocia	July	Lipetlo
February	Lutobrez	August	Serpnik
March	Wislub	September	Warrow
April	Ketniar	October	Jussanik
May	Mazien	November	Losbak
June	Coswen	December	Grudziar

Visibility:

Definitions:

In clear, open terrain man sized objects or groups of 10 or less can be seen clearly out to 1,000' if inconspicuous. Or out to half a hex, or 16,000', if seen with minimal detail or if no attempts at stealth are made.

Objects over 10' or groups of 100 or less can be seen in an adjacent hex.

Objects over 100' or groups of 100 or more can be seen 2 hexes away.

Objects over 200' can be seen 3 hexes away.

Elevations above 2000' can be seen 10 hexes away.

Castles on hills can be seen 3 – 4 hexes away.

Stealth adds one level of cover on a normal success and two for a special success.

There are 5,280' in a mile.

Cover & Terrain:

- Less than $\frac{1}{4}$: Grasslands and sandy deserts.
- $\frac{1}{4}$ to $\frac{1}{2}$: Hills, light forest, rocky desert, swamps, and hilly barrens.
- $\frac{1}{2}$ to $\frac{3}{4}$: Medium forest and mountains.
- $\frac{3}{4}$ to Total: Heavy forest on any terrain.
- Add variability by taking result from above. Roll d6. 1-4 lower. 5-6 higher. Then roll 3d10 to 3d20, referee's discretion, for percentage of change.

Modifiers & Distances:

See above. Reduce the visual range by the percentages in the following table. Modifiers are cumulative but can not exceed 100%.

Light:	Bright No effect	Overcast -20%	Dim -50%	Dark -75%
Creature Size:	Small or less -50%	Medium No effect	Large +25%	Colossal +50%
Terrain:	Less than $\frac{1}{4}$ No effect	$\frac{1}{4}$ to $\frac{1}{2}$ -25%	$\frac{1}{2}$ to $\frac{3}{4}$ -50%	$\frac{3}{4}$ to Total -75%
Cover	Less than $\frac{1}{4}$	$\frac{1}{4}$ to $\frac{1}{2}$	$\frac{1}{2}$ to $\frac{3}{4}$	$\frac{3}{4}$ to Total

No effect -25% -50% -75%

Searching:

Searching is usually modified by Wisdom. If you feel another attribute and a skill/ability/perk are appropriate, make your case.

Task Difficulty: Task Difficulty DC:

Easy	5
Medium	10
Hard	15
Very Hard	20
Nearly impossible	25

Searching things:

- Describe how, where, what, and with what you are searching. The referee may ask some questions.
- The referee will either adjudicate the results. They may include:
 - Automatic success.
 - Roll for results.
 - Automatic failure and you know it.
 - Automatic failure and you have no clue.

Reactions:

When the PCs encounter an NPC whose reaction to the party is not obvious, the referee may roll 2d6 and consult the following table.

2: Hostile 3-5: Unfriendly 6-8: Unsure/Neutral 9-11: Talkative/Friendly 12: Helpful/Positive

Searching an area:

- A scan reveals only the obvious. You will not see anything that has concealment in hexes. This takes one round per small dungeon area or one minute for a six mile hex.
- A quick search reveals all the easily found or seen items or features. Hidden or difficult to see items or features are almost impossible to find or see. This takes one minute per small dungeon area or one hour for a six mile hex.
- A search will reveal all the easily found or seen items or features, provides a good chance to find or see hidden or concealed items or features, and allows a chance to find highly concealed and or deceptively hidden items or features. This takes one turn per small dungeon area or one day for a six mile hex.

Modifiers for Concealment Difficulty and Terrain as determined by the Referee: Adapted from the 5.1 SRD

Modifiers range from +/- 1-4 based on affinity, affiliation, perceived actions, or past history.

Allow re roll if significant change in affinity, affiliation, perceived actions, or past history is noted.

Extended Travel Rules:

Travel Fatigue:

Each week on the road roll for travel exhaustion:

- Standard recovery time for long term travel exhaustion is one day.
- DC 15 Paved Roads and Flat to Rolling Terrain.
- DC 20 Dirt Roads, Light/Medium Forest, Rocky Desert, and Hills.
- DC 25 Trails, Heavy Forest, Jungle, Mountains, Sandy Desert and Swamp.
- Success: Travel is unimpeded.
- Failure imposes one long term exhaustion level.
- Fumble: Increase recovery time from one day per exhaustion level up to the number of weeks on the road.
- Critical: Remove one, if any are present, long term exhaustion level penalties. So two exhaustion levels become one exhaustion level or weekly recovery time becomes daily recover time. Add 20% to weekly travel rate if no exhaustion is present.
- After the second failure start exposure and vulnerability to diseases.

Effects of Exhaustion Levels:

1. Depleting: Beginning to feel the effort. -2 to exhaustion and constitution rolls.
2. Strain: Feeling the burn. -4 to combat, exhaustion, and physical rolls.
3. Tired: Hampered. Disadvantage to physical rolls. -1 to initiative.
4. Fatigue: Beginning to suffer. Disadvantage to physical and mental rolls. -2 to initiative. Movement limited to 75%.
5. Enervation: Drained of energy. Disadvantage to all rolls. -2 to initiative. Movement limited to 50%. Hit points reduced to 75% of maximum or current amount, whichever is less.
6. Weary: Impaired. Disadvantage x2 to all rolls. -2 to initiative. Movement limited to 50%. Hit points reduced to 50% of maximum or current amount, whichever is less.
7. Prostration: Extreme physical or mental collapse. Disadvantage x3 to all rolls. -2 to initiative. Movement limited to 25%. Hit points reduced to 25% of maximum or current amount, whichever is less.
8. Unconscious: Failed Constitution saves will lead to death.

Travel:

Roll once for a weeks travel and weekly for longer trips. The effect is experienced by the whole party over the span of the check.

Roll a d4+1 to determine the number of categories being checked. Each checked category is assigned to one character. Each roll is made by a different character unless the checks out number the characters. Roll without benefit of attribute modifiers, skills, or talents if no PC or NPC is available to oversee the task.

Roll a d6. Re roll duplicate results.

1. Animal health
2. Provisions
3. Road conditions and encounters
4. Foraging
5. Navigation
6. Equipment maintenance or good fortune

Roll against the environmental being travel through.

- DC 10 Paved Roads and Flat to Rolling Terrain.
- DC 15 Dirt Roads, Light/Medium Forest, Rocky Desert, and Hills.
- DC 20 Trails, Heavy Forest, Jungle, Mountains, Sandy Desert and Swamp.

Results:

- Success: Minor benefit.
- Failure: Minor problem.
- Critical: Major benefit.
- Fumble: Major problem.

Minor problems:

1. Animal health: A few of your animals become overheated, winded, etc. Spend a day resolving this or roll for fatalities.
2. Provisions:
 1. 1-4 Bad meal. DC 10 Constitution save or lose d8 hours travel.
 2. 5-6 Loss of d3 persons meals days.
3. Road conditions/encounters: Roll a d4.
 1. Poor road conditions. -2 to next roll.
 2. Meet locals. Farmers in the distance, elusive animals, or merchant group sprawling over roadway. Mildly detrimental to mildly beneficial. -1 to reaction roll.
 3. Meet travelers on road. They are spies/malcontents/faction agents, people with a purpose or mission.
 4. Toll/Tax/Inspection by local powers or being scoped out by local bandits/raiders/robbers.
4. Foraging:
 1. 1-2 Lose d4 of d10 arrows/bolts.
 2. 3-4 Harm befalls d2 foragers.
 3. 5-6 Fall for d2 of d6 damage.
5. Navigation: Roll a d4.
 1. Paved Road: Small problem. Delay of d4 hours.
 2. Dirt Road: Small problem. Delay of d6 hours.
 3. Trail: Wrong trail. Roll d6 for new direction of travel. Roll each hour to notice and correct.
 4. Cross Country: Roll d6 for new direction of travel. Roll every two hours to notice and correct.
6. Equipment maintenance: Needed equipment breaks, or failure cause delay of 3d12 hours to repair and move

on normally. Failing to repair cause movement reduction of 25%.

Major problems:

1. Animal health: A d3 x10% of your animals become stressed, founder, etc. Spend the time recovering from this or roll for fatalities.
 1. 1-4 d3 days
 2. 5-6 d3 weeks.
2. Provisions:
 1. 1-4 Bad meal. DC 20 Constitution save or lose 3d12 hours travel.
 2. 5-6 Loss of d10 x5% of provisions.
3. Road conditions/encounters: Roll a d4.
 1. Poor road conditions. Disadvantage to next travel roll.
 2. Meet locals. Farmers in the distance, elusive animals, or merchant group sprawling over roadway. Moderately detrimental to mildly beneficial. -3 to reaction roll.
 3. Meet travelers on road. They are spies/malcontents/faction agents, people with a purpose or mission and won't mind harming those that they meet. Sabotage is possible.
 4. Toll/Tax/Inspection by local powers or being scoped out by local bandits/raiders/robbers. They will act to harm group if they can.
4. Foraging: Harm befalls d4 foragers. Roll a d10+5 on the fatal injury table, ignore armor benefits.
5. Navigation:
 1. Paved Road: Significant problem. Delay of d8 hours. Delays may be from any category.
 2. Dirt Road: Significant problem. Delay of d10 hours. Delays may be from any category.
 3. Trail: Lose trail. Roll d6 for new direction of travel. Check after each

watch to notice and head in desired direction.

4. Cross Country: Roll d6 for new direction of travel. Check after two watches to notice and head in desired direction.
6. Equipment failure/breakage: Significant equipment breaks, or fails. It causes delay of d6+1 days to repair and move on normally. Movement is reduced by of 50% until repaired.

Minor Benefits:

1. Animal health: +10% to daily movement.
2. Provisions: +1 to morale and +2 to any Constitution checks for day.
3. Road conditions and encounters:
 1. Good road conditions. +2 to next travel roll.
 2. Meet locals. Farmers in the distance, elusive animals, or merchant group sprawling over roadway. Mildly mildly beneficial. +1 to reaction roll.
 3. Meet travelers on road. They are chatty and mildly helpful.
 4. Toll/Tax/Inspection: Station is on holiday, relocated to alternate location, or attending Lord's court.
4. Foraging: +2 to rolls.
5. Navigation: +10% to travel movement.
6. Good fortune:
 1. Roll a d6 for a d6 of minor resources. Coins of the Realm page 32.
 2. Improve the weather by one column by one level.
 3. Advantage to one roll of the parties choice.

Major Benefits:

1. Animal health: +30% to daily movement.
2. Provisions: +2 to morale and advantage to any Constitution checks for day.
3. Road conditions and encounters:
 1. Good road conditions. Advantage to next travel roll.
 2. Meet locals. Farmers in the distance, elusive animals, or merchant group sprawling over roadway. Mildly detrimental to mildly beneficial. +3 to reaction roll.
3. Meet travelers on road. They are inclined to be chatty, friendly, and helpful.
4. Foraging: Advantage to next roll.
5. Navigation: +20% to travel movement.
6. Good fortune:
 1. Roll a d3 for a d6 of medium resources. Coins of the Realm page 32.
 2. Roll a d4 of rare herbs a major resource. Coins of the Realm page 32.

Foraging & Trapping:

Foraging:

Although wise adventurers carry supplies with them, they sometimes prefer to, or need to, supplement their carried food with fresh food, whether hunted or foraged.

- When traveling at $\frac{1}{2}$ of their normal per day movement rate, parties can hunt and forage.
 - Success: Gather (from hunting and foraging) half of their day's food per appropriate environment skill level +1. Each assistant collect $\frac{1}{4}$ of the supervising character's haul.
 - Critical: Gather (from hunting and foraging) one day's food per appropriate environment skill level +1. Each assistant collect $\frac{1}{2}$ of the supervising character's haul.
 - Failure: Their efforts are fruitless.
 - Fumble: Their efforts are fruitless and the participants lose a resource. Roll d6. 1-2: d8 days rations. 3-4: Horse, mule, or other animal is lame. Requires d6 days of rest of effect become permanent. 5-6: Significant piece of equipment such as armor, favorite weapon, wagon, etc. is breaks or fails horribly. Roll Constitution save to all who share in the days meal suffer minor sickness with failure or moderate sickness with special failure.
- When remaining stationary, they can hunt and forage more effectively. Foraging more than three days in a week or nine days in a month will exhaust a typical six mile hex. Adjust for environment types.
 - Success: Gather (from hunting and foraging) one day's food per appropriate environment skill level +1 + Wisdom Bonus. Each assistant collect $\frac{1}{2}$ of the supervising character's haul.
 - Special Success: Gather (from hunting and foraging) one day's food per appropriate environment skill level +1 + Wisdom Bonus. Each assistant collect $\frac{3}{4}$ of the supervising character's haul.
 - Failure: Their efforts are fruitless.
 - Special Failure: Their efforts are fruitless and the participants lose a resource. Roll d6. 1-2: d8 days rations. 3-4: Horse, mule, or other animal is lame. Requires d6 days of rest of effect become permanent. 5-6: Significant piece of equipment such as armor, favorite weapon, wagon, etc. is breaks or fails horribly.

Foraging days do not count as resting for the purpose reducing fatigue. At the Game Master's discretion, some unusual locations might have an abundance or a dearth of food supplies.

Trapping:

Trapping is handled through seasonal rolls.

- The type of animal being hunted effects the number of pelts collected. Some animals, like rabbits or squirrels, were more abundant and easier to trap than others, like wolves or bears.
- The time of year: Trapping seasons varied depending on the animal and the region, but generally, the best time to trap was in the winter when animals were seeking shelter and food.
- The trapper's skill and experience: Experienced trappers would likely be more successful than novices. Roll $d20 + \text{Intelligence Bonus} + \text{Environment [Type] Skill}$.
- The availability of resources: Trappers needed tools like traps, snares, and bait, as well as food and shelter for themselves.
- The local environment: The abundance of game animals varies depending on the region.

Trapping Results:

Check seasonally:

Roll a number of times based on the numbers based on Environment [Type] skill level and season. See season table below. For each check roll a d12 for Size and then roll a d12 for Rarity.

1-7: Small

- 1-7: Common
 - Success: Environment Skill Level +d4 then x12
 - Critical: Environment Skill Level +d4 then x12. High quality.
 - Failure: Environment Skill Level +d4. Poor quality.
 - Fumble: Environment Skill Level +d4. Poor quality. $\frac{1}{4}$ traps ruined.

- 8-10: Rare
 - Success: Environment Skill Level +d4 then x4
 - Critical: Environment Skill Level +d4 then x4. High quality.
 - Failure: Environment Skill Level +d4. Poor quality.
 - Fumble: Environment Skill Level +d4. Poor quality. $\frac{1}{4}$ traps ruined.
- 11-12: Exotic
 - Success: Environment Skill Level +d4.
 - Critical: Environment Skill Level +d4. High quality.
 - Failure: $\frac{1}{2}$ Environment Skill Level +d4. Poor quality.
 - Fumble: $\frac{1}{2}$ Environment Skill Level +d4. Poor quality. $\frac{1}{4}$ traps ruined.

8-10: Medium

- 1-7: Common
 - Success: Environment Skill Level +d3 then x6
 - Critical: Environment Skill Level +d3 then x6. High quality.
 - Failure: Environment Skill Level +d3. Poor quality.
 - Fumble: Environment Skill Level +d3. Poor quality. $\frac{1}{4}$ traps ruined.
- 8-10: Rare
 - Success: Environment Skill Level +d3 then x2
 - Critical: Environment Skill Level +d3 then x2. High quality.
 - Failure: Environment Skill Level +d3. Poor quality.
 - Fumble: Environment Skill Level +d3. Poor quality. $\frac{1}{4}$ traps ruined.
- 11-12: Exotic
 - Success: Environment Skill Level +d3.
 - Critical: Environment Skill Level +d3. High quality.
 - Failure: $\frac{1}{2}$ Environment Skill Level +d3. Poor quality.
 - Fumble: $\frac{1}{2}$ Environment Skill Level +d3. Poor quality. $\frac{1}{4}$ traps ruined.

11-12: Large

- 1-7: Common
 - Success: Environment Skill Level +d2 then x3
 - Critical: Environment Skill Level +d2 then x3. High quality.
 - Failure: Environment Skill Level +d2. Poor quality.
 - Fumble: Environment Skill Level +d2. Poor quality. $\frac{1}{4}$ traps ruined.
- 8-10: Rare
 - Success: Environment Skill Level +d2.
 - Critical: Environment Skill Level +d2. High quality.
 - Failure: $\frac{1}{2}$ Environment Skill Level +d2. Poor quality.
 - Fumble: $\frac{1}{2}$ Environment Skill Level +d2. Poor quality. $\frac{1}{4}$ traps ruined.
- 11-12: Exotic
 - Success: Environment Skill Level +d2.
 - Critical: Environment Skill Level +d2. High quality.
 - Failure: $\frac{1}{4}$ Environment Skill Level +d2. Poor quality.
 - Fumble: $\frac{1}{4}$ Environment Skill Level +d2. Poor quality. $\frac{1}{4}$ traps ruined.

Seasonal Modifiers:

- Spring: Decrease harvest by $\frac{1}{2}$.
- Summer: Decrease harvest by $\frac{1}{2}$. Decrease quality of pelts by one level.
- Fall: Multiply harvest by $1 \frac{1}{4}$.
- Winter: Multiply harvest by $1 \frac{1}{2}$. Increase quality of pelts by one level.

Pelts Taken by Season:

Winter:

- Prime season for many animals: Winter fur is typically thicker and more valuable.
- Commonly trapped animals:
 - Mink: Small/Rare. Their winter coats are at their peak.
 - Muskrat: Small/Common. Trapped throughout the winter.
 - Beaver: Small/Common. Trapping often occurs during their winter dormancy. Located on water features.
 - Otter: Small/Rare. Trapped in winter for their high quality pelts. Located on water features.
 - Fox/Wolves: Red and Arctic foxes are often trapped in winter.
 - Martens/Fishers [Weasels]: Small/Common. Trapped throughout the winter.
 - Bears: Medium to Large/Common to Rare.

Fall:

- Transitional season: Some animals are still in their summer coats, while others are starting to grow their winter fur.
- Commonly trapped animals:
 - Coyote: Medium/Common. Trapping can occur throughout the fall and winter.
 - Bobcat/Lynx: Medium/Common. Trapping seasons often extend into the winter.
 - Badger: Medium/Common. Trapping often occurs before their winter dormancy.
 - Bears: Medium to Large/Common to Rare.
 - Rabbits: Small/Common.
 - Squirrels: Small/Common.

Spring:

- Fur quality diminishes: Fur begins to thin out as animals shed their winter coats.
- Trapping may be restricted: Many areas have closed trapping seasons in the spring to protect animals during breeding and nesting periods.
- Commonly trapped animals:
 - Badger: Medium/Common. Trapping often occurs after their winter dormancy.
 - Rabbits: Small/Common.
 - Squirrels: Small/Common.

Summer:

- Fur trapping ceases while nuisance trapping continues.
- Commonly trapped animals:
 - Rabbits: Small/Common.
 - Squirrels: Small/Common.

Encounters:

Encounters in the World:

Roll d6: 1-2 Use table 1. 3-4 Use table 2. 5-6 Use table 3. Roll a d4 for the column and a d10 for the result. Or, choose an appropriate column and roll a d10 for the result. Or, choose an interesting result.

Random Encounter Table #1:

By Type and Random Number:

d10	Clergy d3/3d8	Tenants d4/3d20	Villagers d3/2d12	Town Folks d10/3d10
01	Seeking out church enemies	Visit to Lord or holy site	Visit to Lord or holy site	Visit to Lord or holy site
02	Healing sick locals	Militia training	Militia training	Militia training
03	Soliciting alms	Working fields	Working fields	Guardsmen patrol
04	Preaching sermon	Hunting in forest	Working a domestic craft	Working a domestic craft
05	Seeking material to sanctify	Collecting material from forest	Collecting material from forest	Guardsmen in pursuit of ...
06	Helping poor	Working on manor	Working on manor	Working a craft
07	Seeking place to meditate	Working with riding, wagon, plow animals	Working with riding, wagon, plow animals	Bard, juggler, etc public entertainment
08	On way to inspect church property	Working with flock animals	Working with flock animals	Riot, public disturbance
09	Visit to clergy, noble	Working forests	Festival	Festival
10	Camping, eating meal	Seeking work	Seeking work	Religious celebration

Random Encounter Table #2:

By Type and Random Number:

d10	Knights 1/d12	Nobility d3/2d6	Cavalry 2d4/4d10	Brigands 2d4/2d10
01	Patrolling, Guarding	Surveying lands	Patrolling, Guarding	Ambush & robbery on foot
02	Escorting a Lady	Escorting a Lady	Collecting taxes	Ambush & robbery mounted
03	Hunting	Hunting	Hunting enemy, thief	On way to hide out
04	On quest	On quest	On route to duty	On way to fence
05	Camping, eating meal	Dispensing justice	Camping, eating meal	Hiding or fleeing crime
06	Fighting an enemy	Fighting an enemy	Fighting an enemy	Extorting a local
07	Hunting enemy	Hunting enemy	Checking suspicious strangers	Con man looking for a mark
08	Hunting monster	Hunting monster	Training	Fence posing as traveling peddler
09	Seeks entertainment	Seeks entertainment	Making arrest	Collecting road toll
10	Visit to friends, home	Visit to friends, home	Visit to friends, home	Camping, eating meal

Random Encounter Table #3:

By Type and Random Number:

d10	Cultivated	Forest	Hills	River
01	Monster TL 0-1	Monster TL 0-3	Monster TL 0-3	Monster TL 0-3
02	Monster TL 2-3	Monster TL 4-5	Monster TL 4-5	Monster TL 4-5
03	Nobles hunting	Monster TL 6-7	Monster TL 6-7	Recent wreck
04	Crops in field	Nature worshipers	Brigands or cavalry	Fishermen
05	Group of tenants	Tenants hunting	Group of tenants	Pirates
06	Sheppard with herd	Nobles hunting	Sheppard with herd	Trade boat
07	Driver with riding, wagon, plow animals	Small hunting animals	Small hunting animals	Sand bar or Object causes hull damage
08	Tenants working on manor	Medium hunting animals	Medium hunting animals	Long, lost wreck
09	Village meeting	Large hunting animals	Large hunting animals	Steep cliffs
10	Group of tenants	Fey creatures	Fey creatures	Sandy beach

Encounters by Threat Level:

Threat Level 1 HD: ½-2 AD: 6-16 Skill: 0-d3 Damage: d3-d8 #27

Name:	Page:
Antelope, Deer, Elk	10
Swarm, Minor	12
Birds- Predatory	10
Brownie	43
Centipede- Giant	54
Death Flowers	66
Demon Spawn	27
Doom Teeth	22
Dragon Spawn	33
Fire Tornado	38
Fly- Giant	54
Fox	10
Fungal Terror	67
Horse, Mule, Pony	11
Hound, Dog, Hyena	11
Imp	29
Dragon Mites [Kobold]	34
Monkey, Chimp, Baboon	10
Shrills	15
Snakes- Normal	12
Sprite	44
The Ashen	24
Veiled Ooze	64
Winged Serpent	73
Wolf	10
Wretches [Orcs & Goblins]	49
Zombie	77

Threat Level 2 HD: 1-3 AD: 6-16 Skill: d3-d4 Damage: d3-d10 #22

Name:	Page:
Acidic Slime	62
Barghest	21
Beast Taint	47
Beetle- Acid	51
Beetle- Fire	53
Birdmen	13
Boar	10
Crocodile, Alligator	10
Demonfolk	26
Dragonkind	33
Gas Spore	67
Ghoul	75
Hag	59
Lizard Folk	72
Morgen	43
Nymph	39
Rat- Giant	55
Serpent Men	73
Skeleton	77
Swarm , Medium	53
Water Weird	40
White Ape	19

Threat Level 3 HD: 2-4 AD: 6-16 Skill: d3-d6 Damage: d3-d10 #28

Name:	Page:
Ankheg	51
Ant- Giant	52
Banshee	75
Bear- Grizzly	10
Bear- Mutant	17
Beastmen [Elite Orcs, Hobgoblins, & Bug Bears]	46
Beetle- Tiger	57
Changeling	42
Crocodile- Giant	70
Cthonic Worm	29
Dragon	30
Drake	34
Fir Needler	66
Gelatinous Mass	63
Harpy	14
Leech- Giant	18
Lion, Tiger, Panther	10
Lizard-Giant Gecko	70
Lizard-Giant Gliding	71
Medusa	60
Norns	44
Psycher	23
Salamander	35
Smoke Wolf	39
Spitting Horror	23
Unicorn	60
Whirlwind	40
Wyrms	35

Threat Level 4 HD: 3-8 AD: 6-16 Skill: d4-d8 Damage: d6-d10 #17

Name:	Page:
Chimera	17
Clay Men	37
Deviant Beast	22
Demon-Trul	27
Direwolf	18
Elder Fey	42
Gargoyle	38
Golem	58
Lizard-Giant Spiked Chameleon	74
Minotaur	48
Mummy	76
Serpent- Giant	72
Sludge Beast	64
Spider- Hunter	56
Spider- Giant	56
Vine- Choker	68

Threat Level 5 HD: 5-10 AD: 10-16 Skill: d6-d10 Damage: d8-d12 #14

Name:	Page:
Athach	46
Dragon	30
Elephant	10
Fiery Gunk	63
Fire Spirit	37
Ghost	76
Manticore	59
Scorpion- Giant	55
Shadow Mass	24
Tempest [Fire Phoenix]	16
Troll	49
Wood Weird	69
Worm- Giant	20
Wyvern	35

Threat Level 6 HD: 7-12 AD: 10-18 Skill: d10-d12 Damage: d8-d12 #11

Name:	Page:
Amorphous Sludge	62
Ant- Queen	52
Ascendant	58
Basilisk	21
Eye Hellion	28
Gestalt Plant	68
Griffin	14
Ogre	48
Tree Shepherds	45
Werewolf	19
Wight	78

Threat Level 7 HD: 9-14 AD: 12-18 Skill: d10-d12 Damage: d8-d12 #1

Name:	Page:
Dragon	30

Threat Level 8 HD: 11-17 AD: 12-20 Skill: d12 Damage: d10-d20 #1

Name:	Page:
Greater Demon	28

Threat Level 9 HD: 13-20 AD: 14-22 Skill: d12-d20 Damage: d10-d20 #1

Name:	Page:
Dragon	30

Threat Level 10 HD: 15-25 AD: 14-25 Skill: d20 Damage: d10-d20 #14

Name:	Page:
Ancient Earth Tree	45
Anomalous Beast	65
Behemoth	26
Elder dragon	36
Elder Giant	50
Elemental Gate	41
Forrest Maw	69
Hydra	74
Roc	16
Spider Queen	57
The Forbidden	25
Vampire	78
World Eater	20
Ziggurat of the Ancients	61

Annual List of Typical European Medieval Farming Activities by Month:

January:

- General Farm Maintenance: Mending and making tools (ploughs, harrows, sickles, flails). Repairing fences, barns, and other farm buildings to withstand winter conditions.
- Animal Husbandry: Butchering animals (often those that couldn't be sustained through the winter). Tending to livestock in winter quarters, ensuring they have enough fodder (hay, straw).
- Crop Management: Threshing and winnowing stored grains from the previous harvest.
- Other Tasks: Gathering firewood. Some regions might involve harvesting clay for building or pottery. Weaving and spinning wool or flax.

February:

- Field Preparation: Carting and spreading manure, marl, or other soil amendments on the fields to improve fertility for spring planting. Beginning the initial ploughing of fields in preparation for sowing, weather permitting the ground to thaw.
- Maintenance: Continuing to repair tools and equipment.
- Arboriculture: Pruning fruit trees and vines in warmer regions before the spring growth begins.
- Harvesting: Harvesting any remaining winter crops like hardy cabbages, kale, and leeks.
- Animal Care: Feeding and providing water for livestock.

March:

- Spring Sowing: Ploughing fields that weren't done in February. Sowing spring grains such as barley and oats, as well as legumes like beans and peas.
- Early Crop Care: Harrowing fields after sowing to cover the seeds and break up clods. Beginning to weed newly sown areas.
- Fertilization: Continuing to spread manure on fields that are to be sown later.
- Arboriculture: Finishing up any remaining pruning of trees and vines.
- Animal Husbandry: The lambing and calving season begins in earnest.
- Poultry: Collecting eggs as hens start laying more frequently with the lengthening daylight hours.

April:

- Continued Sowing: Continuing the sowing of spring crops.
- Field Management: Harrowing to cover seeds and control early weeds. Protecting newly sown fields from birds and other pests.
- Weeding: Ongoing weeding of emerging crops.
- Fallowing: The first ploughing of fallow fields might commence as the soil becomes workable.
- Animal Husbandry: Lambing and calving continue, requiring careful attention to newborns and mothers.

May:

- Drainage and Irrigation: Digging and maintaining ditches for drainage or irrigation in preparation for drier summer months.
- Fallowing: The first ploughing of fallow fields continues, turning the soil to suppress weeds and aerate it.
- Weed Control: Intensive weeding of all growing crops to prevent competition for resources.
- Pest Control: Scaring away birds and other animals that might damage young plants.
- General Maintenance: General upkeep around the farmstead.
- Animal Husbandry: In some regions, the start of sheep shearing might occur as the weather warms.

June:

- Haymaking Begins: The first cutting of hay on meadows to provide winter fodder for animals. This involved mowing, turning, and drying the grass.
- Weeding: Continued and crucial weeding of all crops.
- Shearing: Main sheep shearing season in most regions.
- Transplanting: Transplanting seedlings (like cabbages or leeks) that were started indoors or in seedbeds.
- Fallowing: Further ploughing and turning of fallow fields.

July:

- Haymaking Continues: The second cutting of hay might occur in some areas. Storing the dried hay in barns or stacks.
- Grain Harvesting Begins: The harvest of early grains like rye and some varieties of wheat might start towards the end of the month.
- Weeding: Final major weeding of summer crops.
- Livestock Management: Moving livestock to summer pastures.

August:

- Main Grain Harvest: The peak of the grain harvest (wheat, barley, oats). This involved cutting the grain with sickles, binding it into sheaves, and bringing it to the barn for threshing.
- Harvesting Other Crops: Harvesting early vegetables, fruits, and possibly flax or hemp.
- Threshing and Winnowing: Beginning the process of separating the grain from the chaff.

September:

- Harvesting Continues: Finishing the grain harvest. Harvesting late summer and autumn vegetables and fruits.
- Seed Saving: Selecting and saving seeds from the best plants for the next year's planting.
- Ploughing for Winter Crops: Beginning to plough fields that will be sown with winter wheat or rye.

October:

- Sowing Winter Grains: Sowing winter wheat and rye.
- Final Harvesting: Gathering the last of the fruits and vegetables. Harvesting nuts and berries.
- Preparing for Winter: Bringing livestock in from pastures. Salting or preserving meats and vegetables for the winter months. Repairing roofs and ensuring buildings are weatherproof.

November:

- Slaughtering: Slaughtering surplus livestock that cannot be fed through the winter.
- Wood Gathering: Collecting and storing firewood for the cold months.
- Threshing and Storage: Continuing to thresh and store harvested grains.
- Maintenance: Repairing tools and equipment in preparation for the next farming year.

December:

- General Maintenance: Continued repair of tools and buildings.
- Animal Care: Providing shelter and fodder for livestock.
- Threshing: Threshing remaining stored grains.
- Crafts and Domestic Tasks: More time might be spent on indoor crafts like spinning, weaving, and woodworking.
- Planning: Planning for the next year's planting and farm activities.

Treasure

Types:

Treasure refers to various objects of value and are categorized as follows:

- Salvage (S); low value items
- Treasure (T); high value items
- Loot (L); average value items

Treasure takes 1 equipment slot unless otherwise stated.

Creating Treasure:

1. Treasure Type: Use the value listed in the Tome of Monsters & Creatures or roll d6 on the Treasure Type Table below to determine the treasure type and then roll the value.
2. Treasure Generator: Roll 4d20 on the Treasure Generator Table to generate ideas for the specific item.
3. Make the treasure description fit the theme of the NPC, monster or adventure site (and make it more interesting than “you find X coins”)
4. Treasure may have a history, reputation or backstory
5. The Gems & Jeweler table adds detail for these items.

Placing Treasure:

- Treasure can be found at an adventure location or may be carried by NPCs or monsters.
- Valuable treasure may be coveted by others.
- The higher the value of treasure the more likely it will be hidden or guarded. There should be a reason why it hasn't been found by others.
- Some treasure may be hard to sell in settlements.

Treasure Type Table:

d6	Value	Individual Value	Patrol Value	Lair Value
01-02	Salvage (low)	d10sp	xd3	xd10
03-04	Loot (average)	d12 x10sp	xd6	xd20
05-06	Treasure (high)	d12 x100sp	xd12	xd30

Treasure Generator Table:

d20	Object	Descriptor	Feature	Flaw
01	Armour, Shield, Uniform	Worthless	Fated, uneasy touch	Cursed
02	Art, Tapestry, Painting	Incomplete	Has organic parts	Counterfeit
03.	Book, Scroll, Map	Ugly or crude	Alien element	Outlawed
04	Carving, Sculpture, Figurine	Cheap or inexpensive	Unbreakable	Reviled
05	Clothing, Worn Item	Common, average	Fine materials	Contaminated
06	Coins	Worn or used	Cultural symbol	Imperfection
07	Creature remains	Vintage or old	Symbol of power	Infamy
08	Device, Contraption	Desirable	Etched in old language	Damaged
09	Equipment, Instrument	Good quality	Rune-marked	Parts Missing
10	Food, Drink	Mint condition	Nonhuman origin	Broken
11.	Furnishing, Room content	Beautiful	Antique and rare	Unusual, bulky
12	Game, Puzzle, Toy	Expensive looking	Masterwork	Large, heavy
13.	Gemstones, Precious Stone	Some marking	Enchanted, faint aura	Fragile
14	Jewelry,	Unusual design	Historical significance	Small
15	Medicine, Spices, Herbs	Alluring, charming	Well known owner	Obvious
16	Raw material, Resource	Good condition	Well known creator	Spirit
17	Religious, Talisman, Idol	dirty, filthy looking	Blessed, Holy	Secret
18	Scraps, Fragment	Extravagant looking	Precious metal	Ceremonial
19	Utensil, Cups, Bowls, Vase	Interesting design	Contains gems, jewels	Stolen, Hunted
20	Weapon	Wondrous, breathtaking	Exquisite construction	Unexpected

Gems & Jewelry Table:

d20	Gem (Color)	Jewelry
01	Alexandrite (Various)	Armband, Armlet
02	Amethyst (Purple)	Bangle, Bracelet
03	Aquamarine (Pastel Blue)	Beads
04	Citrine (Yellow/Brown)	Belt Buckle
05	Diamond (Clear)	Brooch, Clasp, Pin
06	Emerald (Green)	Button
07	Garnet (Rainbow)	Charm, Ornament
08	Jade (Green)	Circlet, Headwear
09	Lapis Lazuli (Deep Blue)	Choker, Collar
10	Moonstone (Varies)	Cross, Symbol
11	Morganite (Peach/Pink)	Earring
12	Onyx (Black)	Fragment, Hacksilver
13	Opal (Various)	Mask
14	Pearl (Cream)	Medallion, Amulet
15	Peridot (Lime Green)	Nose Ring, Stud
16	Ruby (Red)	Necklace, Locket
17	Sapphire (Blue)	Pin, Medal
18	Tanzanite (Silky Blue)	Ring (Finger, Toe)
19	Topaz (Various)	Stud, Piercing
20	Zircon (Various)	Torc, Bangle
d8		
01	Agate (Brightly colored with swirls, bands, and eyes.)	
02	Quartz (Colorless through pink, orange, purple, brown or black.)	
03	Turquoise (Pale blue or green to dark blue.)	
04	Jasper (Various.)	
05	Amber (Yellow to orange.)	
06	Carbuncle (Deep red.)	
07	Jacinth (Red, orange, or yellow.)	
08	Glass Beads (Various.)	

Salvage Ideas Table:

d20	Salvage Item
01	Fine weapon hilt but no blade
02	An incomplete tapestry marked with runes
03	Pungent herbs, which have gone off
04	2d20 melted copper coins
05	Bracelet marked with date of the emperor
06	d6 bones carved into the form of a gem
07	Gold plated figurine of a God, fools gold
08	Old painting on an ancient ritual, disturbing
09	Fragile glass but stones containing eye-balls
10	Sturdy table inscribed with an evil sign
11.	Collection of toy metal soldiers, some missing
12	Wooden carved symbol of a forgotten deity
13	Wooden game marking a great battle
14	Old bulky art frame, no art
15	Shrunken silvered skull, object of the death god
16	Fragile fake gemstones (IE. cut glass)
17	Remnants of a tome of dwarven writing, fragile
18	Wondrous sword of hercanium, size of a needle
19	Pieces of ceremonial armor of the Empire
20	Primitive doll crafted of animal parts

Loot Ideas Table:

d20	Loot Item
01	Silver bracelet marked with elven runes
02	Old Dwarven tapestry, large and bulky
03	Old wolfskins and furs (cursed from a werewolf)
04	Holy symbol (hidden small blade)
05	Ancient texts, language indecipherable, old
06	Square silver coins, denoting a historic leader
07	Wind up toy soldier which walks, head is missing
08	Common cloak, broach of an infamous lord
09	Vintage amulet marking coronation of old King
10	A wooden chess board carved with unusual pieces
11	Harvested monster furs gained by a famous hunter
12	Incomplete dress uniform, finely tailored
13	Luxurious scented herbs, no medicinal use
14	Heavy spiked broadsword from an outlawed clan
15.	Snake skins from a Medusa's hair
16	Feathers from a fire phoenix, unstable
17	Heavy silver coins marked with a skull, ugly design
18	Shield formed of skeleton bones, hastily crafted
19	Formal dress of an alien entity, does not fit humans
20	Silver figurine of Somaris holding the sun

Treasure Ideas Table:

d20	Treasure Item
01	Elegant sword of a cosmic metal with a snapped blade
02	Ripped crude treasure map in an unknown language
03	Hercanium coin, marked with the first emperor
04	Golden goblet inscribed with a battle victory tale
05	Masterwork medicine chest with materials
06	Drama costume of the god of death, worthless
07	Masterwork spear, well balanced and finely crafted
08	Precious rune-marked amulet, markings obscured
09	Golden ring containing a reviled demon stone
10	A sturdy cloak made of a hard to break material
11	Essence of an angelic spirit in a bottle
12	Enchanted golden necklace, faint magical aura
13	Preserved dwarven journal, detailing ancient mines
14	Exotic herbs stolen from a well known herbalist
15	Fine painting of a famous duo, other part missing
16	An elven carved lute, belonged to a famous bard
17	Heavy golden coins, twice the size of current coins
18	A dragons skull, large and impossibly heavy
19	An antique scepter belonging to the ancients
20	Emerald jewelry, homage to the Queen of Dreams

Gems:

Price is for finished gems. Uncut, raw gems are half the cost.

d12	Examples:	Price in SP:	d12	Size:	Price Multiplier:
1 – 2	Glass Gems	2 – 5	1 – 3	1/8"	x 1
3 – 4	Agate, Quartz, Turquoise, Citrine, Zircon	10	4 – 7	1/4"	x 2
5 – 6	Jasper, Onyx, Alexandrite, Lapis Lazuli	15	8	1/2"	x 3
7	Amber, Amethyst, Garnet, Jade	25	9	1"	x 6
8	Aquamarine, Pearl, Topaz, Moonstone	50	10	3"	x 12
9	Carbuncle, Opal, Morganite, Peridot	75	11	6"	x 24
10	Emerald, Ruby, Sapphire	100	12	12"	x 48
11	Diamond, Jacinth, Tanzanite	130			
12	Flawless or masterfully cut. Roll again for type.	x2 value.			

Artifacts:

Artifacts are items of power originating from the time of the ancients and are categorized as follows:

- Rare, low power, single feature
- Epic, medium power or multiple powers
- Legendary, high power and/or multiple powers
- Artifacts take 1 equipment slot unless stated.

Creating Artifacts:

1. Artifact Type: Roll d6 on the Artifact Type Table to determine the artifacts rarity and features

2. Artifact Generator: Roll 4d20 on the Artifact Generator Table to generate ideas for the artifact

3. Artifact Description: For each of the above methods, write three bullet points using generated information as prompts covering: description (appearance); discoverable info (nature of power, lore); secret info (activation, specific powers, lore) to generate a basic description of the artifact with additional details which can be revealed if investigated

4. Decide the items specific powers using the theme as inspiration. Powerful items have limited uses.

Using Artifacts:

- Artifacts powers should be discoverable through various means (IE. magic skill, clues, deduction and testing) and can be treated as a puzzle to unlock.
- Using an artifact may involve a magic check. On a critical failure, the artifact will fade in power and lose one of its powers. On a critical success, the use of the power is magnified
- Artifacts will be hard to sell or trade and will be coveted by others.

Artifact Type Table:

d6	Rarity	Features
01-03.	Rare	Low power, typically single feature
04-05	Epic	Medium or multiple powers
06	Legendary	High and/or multiple powers

Artifact Creation Example:

1. The referee rolls d6 on the Artifact Type Table (4, epic item)
2. The referee rolls 4d20 on the Artifact Generator Table and gets 4 (Grimoire, Scroll), 4 (Stolen from an ancient vault), 10 (Light aligned) and 10 (Life)
3. The item is a single use Scroll of Resurrection, stolen from the Holy Temple of Somaris. It will resurrect a person who will be blessed with the mark of a saint.

Artifact Generator Table:

d20	Object	Origin	Construction	Theme
01	A Body Part	Born of chaos, death or shadow	Chaos	Ascension, Awakening
02	Ark, Coffin	Crafted by a master smith	Organic	Protection, Resistance
03	Armour	Taken from a monster (name it)	Masterwork	Chaos, Cursed
04	Grimoire, Scroll	Taken from an ancient vault	Rock	Darkness, Shadows
05	Building	A piece of a legendary monster	Metal	Death, Destruction
06	Clothing	Enchanted by a sorcerer	Precious metal	Destiny, Desire
07	Crown, Headwear	Grown or birthed	Plant material	Doom, Conflict
08	Crystal, Rock, Gem	Came from another realm	Shadow aligned	Elemental Power
09	Equipment, Tool	Crafted by an ancient race	Rune marked	Knowledge, Memories
10	Furniture, Furnishing	Used by a legendary hero	Light aligned	Life, Creation
11.	Landmark	Dwarven forged	Made of an unusual metal	Light, Holy
12	Machine, Device	Elven crafted	Contains strange sand	Magic, Anti Magic
13	Material, Substance	Demon born or blood born	Imbued with sorceries	Might, Power
14	Mundane object	Alien origin	Crafted of crystal or gems	Order, Law
15	Orb, Sphere	Created by an arcane ritual	Attuned to sun, stars or moon	Prophecy, Visions
16	Plant, Food, Water	A gift from someone	Alien or unusual element	Rift, Portal
17	Staff, Wand, Rod	Born of the cosmic energies	Powered by cosmic energies	Sentient
18	Statue, Ornament	Constructed by the Ancients	Holy or blessed	Spirit, Psychic
19	Valuable, Jewelry	A gift from the Gods	Forged of elemental power	Summoning
20	Weapon	Existed before time	Holds ancient primal powers	Time, Age, History

Sample Artifacts (Roll d10)

1. Cloak of the Ravens (rare) (magic, healing)
 - Cloak made of black raven feathers
 - Gives a warm comfortable feeling when worn
 - Heals d20 health overnight, each use reduces the skill die down a level (d12, d10, d8, d6, d4) until depleted.
2. Crown of Kings (rare) (magic, command, 10 uses)
 - A finely crafted and intricate golden crown
 - Increases the users force of personality (adv. interactions)
 - Power fades after each use (10 uses). Crown valued at 500sp.
3. Elven Chainmail Armour (epic) (magic, defense +4)
 - A finely wrought suit of chain made from a durable and flexible metal
 - Lightweight and can be worn underneath clothes, is not treated as heavy armor
 - The crafting technique has been lost to the elves for centuries
4. Elven Moonblade (epic) (magic, bleed, d6)
 - Finely crafted shortsword marked with elvish runes
 - When unsheathed it creates faint moonlight 5 feet around the user
 - When wielded in combat, attacks are empowered (increase melee attacks by one die)
5. Elven Star Amulet (rare) (magic, 20 uses)
 - An intricately crafted amulet containing a small aquamarine colored gem
 - Has an aura of magic. The amulet is largely decorative and was worn as a mark of rank among high society during more civilized times
 - The magic of the amulet can be used to power spells — although each use will drain the magic until the aquamarine gem fades to a translucent form.
6. Ember Grindstone (rare) (magic, x2 damage, single use)
 - Grind the stone along a bladed weapon to smear its properties onto the weapon (single use)
 - The stone will smear a red residue on the blade which lasts for the session before it wears off
 - When used in combat the blade will emit sparks and embers causing double damage for the encounter.

7. Sword of the Ancients (d8 advantage, durable)

- A longsword inscribed with runes, the blade feels old
- The longsword has been finely crafted and is strong. It ignores the first time it suffers equipment wear each session
- Despite its fine craftsmanship it was the simple weapon of a soldier. The ancient runes indicate the maker, date and regiment of soldiers it was crafted for.

8: Occult Arrows x5 (rare) (d6, magic, darkness, single use)

- Arrows with weird markings etched on the shaft
- The arrows have been enchanted by occult talents summoning the power of shadow
- When fired they cause d6 damage but also create a 30 foot circle of darkness around the target for the encounter. Anyone caught within the circle of darkness acts with disadvantage.

9. Orb of Light (rare) (magic, light, 10 uses)

- A palm sized glass orb containing a swirling pattern
- The orb can be activated by thought to create 30 feet of light for 4 hours or light from this device can also be more tightly focused as a short beam up to 120 feet.
- However, each time it is used it drains some of the items power until the pattern of star fades

10. The Tree of Life (legendary) (magic, life, 1 use)

- A legendary tree covered from base to top in many white flowers
- Elves were said to bury their dead underneath its roots
- Burying a body underneath its roots will resurrect them after 48 hours. The flowers drop from the trees marking the end of its powers

Resources:

Types:

- Resources are objects which have some property that can be used for alchemy (potions) or crafting (items)
- Common resources are excluded from this list and are listed under the Common Resources Table.
- See Simpler Systems Options: Sorcerous Item Creation with Resources for Artifice & Alchemy for details.

Common Resources Table:

d20	Name	Use			
01	Fruit	Food	11.	Salt	Preservative, Food
02	Berries	Food	12	Peat	Fuel, Building
03	Small Game	Food			
04	Large Game	Food	13	Coal	Fuel, Art
05	Plants & Roots	Food, Medicinal	14	Sand	Building
06	Water	Food	15	Mushrooms	Food, Medicinal
07	Wood	Fuel, Building, Crafting	16	Iron Ores	Crafting
08	Stone	Building, Crafting	17	Animal Remains	Crafting
09	Clay	Building, Crafting	18	Vines/Fibrous plant	Crafting
10	Mud	Building, Crafting	19	Precious Metal (Rare)	Crafting
			20	Herd Animals	Food, Transport

Sorcerous Item Creation with Resources for Artifice & Alchemy

Magic Items:

Definitions:

Enchantment Duration:

- Once or Per Use: May either be: 1 use or 1 day, until dawn or dusk.
- Moon Magic Items: 1 moon or a month.
- Season Magic: 1 season or 3 months.
- Solar Magic Items: 1 year.
- Celestial Magic Items: Permanent items.

Each magic item requires its own unique creation ritual.

When the magic expires, the item may be recharged.

This takes:

- Once or Per Use: d6 hours
- Minor Powers: d4 days
- Medium Powers: d2 weeks
- Major Powers: d3 months

This costs:

- Once or Per Use:
d10 per potency level+4 SP
- Moon Magic Items:
d12 per potency level+10 SP
- Season Magic:
d20 per potency level+20 SP
- Solar Magic Items:
d100 per potency level+40 SP

These costs do not include the mage's labor charge. The daily rate for a mage's imbue or enchantment services depends on the power, knowledge, and experience needed. It averages 10 SP per Mage Level.

Level Requirements:

Potency by type: Minimum Mage Level to construct:

- Once or Per Use: 3rd Level Mage
- Minor Power Items: 5th Level Mage
- Medium Power Items: 7th Level Mage
- Major Power Items: 9th Level Mage

Potency by Effect:

Potency of Effect: And Effect on the game world

- Charms: Advantage to skill roll. Limited, minor spell effects. Advantage to save from a one element or method of magic. May directly harm or afflict a small group or kill an individual. Effects comparable to what can be done with mundane skills.
- Minor Magic: Advantage to a skill roll with bonus effects. Small spell effects. Magic Weapons and Magic Armor: +1-3 powers. Save with advantage and $\frac{1}{2}$ damage from an element of magic. May directly harm or afflict a medium group or kill a small group. Effects comparable to what can be done with great skill or advanced technology. Banes cause HP damage x2.
- Medium Magic: Advantage to a save type. Resistance to a damage type. Medium effects. Immunity to an element of magic. Magic Weapons and Magic Armor: +4-6 powers. May directly harm or afflict a large group or kill a medium group. Effects comparable to what can be done with supernatural powers. Banes cause HP damage x3 and add +2 to natural 20 range.
- Major Magic: Immunity to a save or damage type. Potent spell effects. Magic Weapons and Magic Armor 7+ powers. May directly harm or afflict a village sized group or kill a large group. Effects comparable to what can be done by significantly altering reality. Banes cause HP damage x4 and add +3 to natural 20 range.

Permanent Items are rare and difficult to obtain. Temporary items are more accessible. They are often used by enemies. After their expiration time they revert to being finely crafted items.

This also drains the economy of the possibility of magic item inflation that should exist after a history of 2-5 millennia of eternally working magic items going from hand to hand. The maximum bonus is 5 from attributes, magic, or equipment and d12 from skill/art/lore perk. Each additional +5 bonus converts into 1 Advantage die. Magic items may have other benefits that can be used to increased effectiveness, like extra 1d6 fire damage, concealment etc.

Powers and effects may not exceed their level type.

How many powers and effects of each type may be enchanted?

Each power and effect occupies a number of slots equal to its power or effect level. Minor = 1. Medium = 2. Major = 3. This effect level not to be confused with spell potency.

Resource Required by Item Power:

	Once or Per Use	Minor Power	Medium Power	Major Power
Major Resource Items	D2	d3	d4+1	d6+2
Medium Resource Items	d3	d4+1	d6+1	d10+2
Minor Resource Items	d4+1	d6+2	d8+3	d12+4
Item Creation Cost	x2 normal	x2 normal	x3 normal	x5 normal

Preparing Ritual Items for Enchantment:

All resource items have an inherent resistance to being imbued with magical energies. This resistance must be brought to zero before being used in the enchantment process. Use the sum of major, moderate, and minor resources needed in the enchantment process as rolled on the Sorcerous Item Creation Table above.

Interval for Imbuement Resistance Reduction:

- Once or Per Use: 1 day
- Moon Magic Items: 3 days
- Season Magic: 1 week
- Solar Magic Items: 2 weeks
- Celestial Magic Items: 1 month

This is draining and consuming work. The caster dedicates the entirety of the time to the process. Then the caster makes an alchemist or artifice check against the imbuing resistance. DC = 10+Highest Item Cost Multiplier.

- On a special success: Subtract your alchemist level + artifice level from the imbuing resistance.
- On a success: Subtract the alchemist level or artifice level used from the imbuing resistance.
- On a failure: You have wasted your time.
- On a special failure: You have wasted your time. Add 1d6 to the ritual items imbuing resistance.

Resource Items:

Major Resource Items:

Roll 1d12 and consult the table below.

- 1-6 Jewels. Roll on Gems Cost and Size Charts +3.
- 7-10 Monster Parts.
- 11-12 Intangibles.

Monster Parts: If not obvious roll d10.

1. Skin
2. Bones
3. Teeth
4. Blood
5. Organs
6. Shells
7. Scales
8. Feathers
9. Claws
10. Venom

Intangibles:

1. Tears of a river.
2. Laughter of a stone.
3. Chaos infused metal.
4. Dragon tainted gold.
5. Sacred stones.
6. The first rain of spring.

Medium Resource Items:

Roll 1d6 and consult the table below.

- 1 – 4 Jewels. Roll on Gems Cost and Size Charts.
- 5 – 6 Monster Parts. See above.

Minor Resource Items:

Roll 1d10 and consult below.

01-02 Alchemist Metals and metalloids
03-04 Minerals, stones, and pigments

05-06 Oils and spirits

07-08 Salts

09-10 Waters

Enchanting a Sorcerous Item:

Preparation:

1. Learn the rituals to create the item.
2. Reduce the imbue resistance of all resource items to zero.
3. Reduce the imbue resistance of the item to be enchanted to zero.
4. Gather the item and the necessary ritual items.

Item Creation:

1. Spend the enchantment casting time performing the enchantment rituals.
Enchantment casting time:
 - Charms: 2d20 hours
 - Minor Magic: 1d12+2 days
 - Moderate Magic: 1d6+3 weeks
 - Major Magic: 2d8+2 months
2. Roll d20 + Intelligence bonus + Artifice bonus for rings, amulets, staves, rods, armor, and weapons or Alchemy bonus for potions, powders, and poisons:
 - DC 10: Once or Per Use Items and Charms
 - DC 15: Minor Magic Items
 - DC 20: Moderate Magic Items
 - DC 25: Major Magic Items
3. Results:
 1. Success: Item is enchanted per item creation ritual.
 2. Special success: Item is enchanted per item creation ritual. It also has a hidden beneficial aspect.
 3. Failure: The ritual fails to enchant the item. You may continue the ritual for one unit of enchantment time to qualify for another roll. After every three failed rolls, go to special failure.
 4. Special failure: On a standard special failure or every third regular failure, roll on the wild magic table. May continue as in failure above.

Resources:

Creating Resources:

1. Alchemy or Resource Type: Roll d6 on the Resource Type Table to determine the type of resource
2. Alchemy/Artifice Resource Generator: Roll 3d20 on the Alchemy or Artifice Resource Generator Table to generate a name (choose any words) and an object
3. Resource Element: Roll 1d20 on the Resource Element Table to generate an element type.

Using Resources:

Resources are a form of reward for players who spend time hunting, exploring and scavenging.

The referee is responsible for determining the actual mechanical bonus based on the number of components used and their potency.

Monsters parts may also be harvested and used as resources. If the harvested part links to an ability. (Griffin Wings = Flight, Scorpion Tail = Poison) then treat the monsters ability as the effect (See Tomes of Monsters and Creatures for further guidance).

Resource Tables:

Resource Type Table:

d6	Type	Elements
01-02	Alchemy	Roll Once
03-04	Artifice	Roll Once
05	Alchemy	Roll Twice
06	Artifice	Roll Twice

Common Resources Table:

d20	Name	Use
01	Fruit	Food
02	Berries	Food
03	Small Game	Food
04	Large Game	Food
05	Plants & Roots	Food, Medicinal
06	Water	Food
07	Wood	Fuel, Building, Crafting
08	Stone	Building, Crafting
09	Clay	Building, Crafting
10	Mud	Building, Crafting
11.	Salt	Preservative, Food
12	Peat	Fuel, Building
13	Coal	Fuel, Art
14	Sand	Building
15	Mushrooms	Food, Medicinal
16	Iron Ores	Crafting
17	Animal Remains	Crafting
18	Vines/Fibrous plant	Crafting
19	Precious Metal (Rare)	Crafting
20	Herd Animals	Food, Transport

Artifice Resource Generator Table:

d20	Name 1	Name 2	Object
01	burning, red	ice, frost	mineral, ore
02	scorched, deep	ember, fire	gravel, sand
03	bright, shining	element, rust	dust, granules
04	volatile, toxic	clear, precious	spice, soil
05	hot, phosphorus	iron, steel	coal, ashes
06	dense, heavy	sun, star	granite, stone
07	jagged, flat	eye, bone	acid, oil
08	volcanic, hot	chaos, moon	crystal, gem
09	black, white	night, shadow	fragment, dust
10	dark, cold	demon, devil	wood, bark
11	translucent, dry	black, white	quartz, clay
12	quick, mercury	scale, hide	paste, wax
13.	magnesium, light	blood, death	rock, stone
14	brim, radiant	sand, earth	ash, root
15	smooth, rough	yellow, bronze	paint, scrapings
16	blue, azure	metal, ingot	gas, vapor
17	green, sparkling	gold, silver	smoke, fumes
18	gray, unstable	ink, lichen	spore, particle
19	flaming, ash	herculean, ether	extract, incense
20	elder, ancient	salt, sulfur	vein, alloy

Resource Element Table:

d20	Element	08	Durable
01	Air	09	Earth
02	Anti Magic	10	Energy
03	Bane	11	Fire
04	Chaos	12	Form
05	Chemical	13	Life
06	Dark	14	Light
07	Death	15	Magic
		16	Power
		17	Resistance
		18	Senses
		19	Vision
		20	Water

Artifice Resource Definitions:

- Artifice resources contain an element of which an essence can be extracted and used to create a magic item.
- The known elements are; Air, Anti Magic, Bane, Chaos, Chemical, Dark, Death, Durable, Earth, Energy, Fire, Form, Life, Light, Magic, Power, Resistance, Senses, Vision and Water.
- They may be naturally occurring elements found in the wilderness or be harvested from monsters.

Artificing Resources Table 1:

d20	Name	Elements
01	Celestial Steel Ore, silver mineral	Bane, Air
02	Chitin Plate, monsters exoskeleton	Durable
03	Cold Iron, forged low temperatures	Bane, Anti Magic
04	Deep Rock, black heavy rock	Power (Slow)
05	Demon Steel, formed from lava	Resistance, Fire
06	Eldritch Steel Ore, meteor remains	Magic, Resistance
07	Elemental Stone, golden crystal	Magic, Power
08	Feywood, wood from earth trees	Energy, Form
09	Heartstone, pulsing red crystals	Magic, Life
10	Hercanium Ore, silvery blue metal	Durable, Power
11	Ironwood, tough wood	Power
12	Moonstone, smooth meteor rock	Energy, Light
13	Null Stone, pale smooth rock	Anti Magic
14	Obsidian Fragments, glass rock	Power (Flawed)
15	Orichalcum Ore, green hued metal	Magic, Water
16	Ragmar Ore, fiery red rock	Fire (Hazardous)
17	Skeletal Bones, bones of a creature	Power, Durable
18	Solar Steel, golden streaked rock	Form, Power
19	Stygian Scraps, black metal scraps	Air
20	Wychleaf, tough flexible plant	Form, Dark

Artificing Resources Table 2:

d20	Name	Description	Rarity/Location	Elements
01	Celestial Steel Ore	Grey rock containing a silvery mineral	Legendary, Mountains	Bane, Air
02	Chitin Plate	Exoskeleton of a monster, lightweight and hard	Uncommon, Monsters	Durable
03	Cold Iron	Iron ore forged at cool temperatures	Uncommon, Deep	Bane, Anti Magic
04	Deep Rock	Black mineral of a heavy dark igneous rock.	Uncommon, Deep	Power (Slow)
05	Demon Steel	Grey red streaked mineral, formed from molten lava	Rare, Lava Deposits	Resistance, Fire
06	Eldritch Steel Ore	Glittering gray mineral, the remnants of a meteor	Rare, Deep Mines	Magic, Resistance
07	Elemental Stone	Magical golden crystal of a fallen star (d20 power)	Legendary, Ancients	Magic, Power
08	Feywood	From the Ancient Earth trees; durable and flexible	Rare, Earth Trees	Energy, Form
09	Heartstone	Small pulsing red crystals, faint traces of magic	Rare, Unknown	Magic, Life
10	Hercanium Ore	Silvery blue metal, incredibly sharp and durable	Uncommon, Mines	Durable, Power
11	Ironwood	Branches of wood with flint, durable and tough	Uncommon, Forests	Power
12	Moonstone	Pale smooth meteor rock, constantly emits light (5 feet)	Rare, Underground	Energy, Light
13	Null Stone	Pale smooth gray rock; the antitheses to magic	Rare, Underground	Anti Magic
14	Obsidian Fragments	Black volcanic glass rock. Shatters on a 2-5 roll	Uncommon, Volcanoes	Power (Flawed)
15	Orichalcum Ore	A green metal ore with a faint trace of magic	Rare, Oceans	Magic, Water
16	Ragmar Ore	Rock containing a fiery red substance, explosive	Uncommon, Deep	Fire (Hazardous)
17	Skeletal Bones	From an immortal creature, heavy in weight	Uncommon, Monster	Power, Durable
18	Solar Steel	Rock with golden streaks, lightweight and strong	Uncommon, Monster	Form, Power
19	Stygian Scraps	Scraps of metal found in the Shadowlands	Rare, Shadowlands	Air
20	Wychleaf	Tough, flexible plant material, light and durable	Uncommon, Wilderness	Form, Dark

Artificing Resource Effects Ideas Table:

d20	Property	Effect	Example Use
01	Air	Minor Power	Enhance Weapon: Increase attack or damage die by one
		Medium Power	Attack option: Weapon can create a lightning bolt (d6, medium range)
		Major Power	Powerful attack option: Weapon creates a thunderstorm (d12, medium area of effect)
02	Anti Magic	Minor Power	Magic Resistance: Advantage on Saves vs. magic
		Medium Power	Magic Dampening: Magic use at disadvantage (medium range)
		Major Power	Anti-Magic: Prevents magic use or causes wild magic surge (long range)
03	Bane	Minor Power	Bane: Bonus to hit vs. something (IE. undead)
		Medium Power	Terror: x2 damage vs. something (IE. undead)
		Major Power	Scourge: Destroys vs. something (IE. undead)
04	Chaos	Minor Power	Wild: Creates a wild magic effect (see Wild Magic Table)
		Medium Power	Mutate: Grow extra arm, gain an extra attack
		Major Power	Drain: Weapon damage added to attackers health temporarily
05	Chemical	Minor Power	Magnetic Power: Increase attack or damage die by one
		Medium Power	Acid: Causes d6 quality damage to items worn
		Major Power	Explosive: Explosion causes d12 damage, short range
06	Dark	Minor Power	Mist: Creates a mist around user. Advantage on stealth checks.
		Medium Power	Darkness: Creates a dark could (medium area) which light cannot penetrate
		Major Power	Invisibility: User is treated as invisible spell
07	Death	Minor Power	Disease: Constitution save or be diseased
		Medium Power	Paralysis: Constitution save or be paralyzed
		Major Power	Poison: Constitution save or be poisoned
08	Durable	Minor Power	Defense: Increase armor defense value of armor/shield (by +3 maximum AD 18)
		Medium Power	Absorbs: Can absorb one hit per round
		Major Power	Resist: Grants a bonus damage resistance to a type of damage
09	Earth	Minor Power	Push: Weapon attack also pushes an opponent back 1d6+1 feet
		Medium Power	Tremor: Weapon attack causes a tremor (20x20 feet, d6, medium range, Dexterity check to stand)
		Major Power	Wood Skin: Weapon grants wood skin (+4 armor defense)
10	Energy	Minor Power	Enhance Weapon: Increase attack or damage die by one
		Medium Power	Weapon Effect: Advantage to attack or damage
		Major Power	Power Weapon: Medium range burst (d12, medium area of effect)

11	Fire	<p>Minor Power Enhance Weapon: Fire sparks increase weapon damage by one damage die size. D6 becomes a d8</p> <p>Medium Power Weapon Effect: Advantage to attack or damage</p> <p>Major Power Weapon Power: Weapon shoots fire bolt (d12, medium range, area of affect)</p>
12	Form	<p>Minor Power Speed: Gain an extra attack in combat.</p> <p>Medium Power Form: Gain advantage to attacks due to increase in strength for encounter</p> <p>Major Power Shape Change: Take the form of another monster and use their attributes</p>
13	Life	<p>Minor Power Heal: Heal d6 hp's</p> <p>Medium Power Cure: Cure Poison or disease</p> <p>Major Power Enhance: Heal serious wounds and mutations</p>
14	Light	<p>Minor Power Light: Create 30 foot of light for encounter</p> <p>Medium Power Beacon: Weapon illuminates giving all allies within short range advantage next action</p> <p>Major Power Holy Strike: Gain advantage on attack and damage vs. undead/demons/chaos</p>
15	Magic	<p>Minor Power Magic: Treat as a magic attack. Create minor magic effects.</p> <p>Medium Power Weapon Effect: Advantage to attack or damage. Moderate magic effect.</p> <p>Major Power Pulse: Shatters opponents weapon on a critical hit. Major magic effect.</p>
16	Power	<p>Minor Power Enhance Weapon: Increase attack or damage die by one</p> <p>Medium Power Weapon Effect: Advantage to attack or damage</p> <p>Major Power Power Weapon: Cause all to save or kneel in awe (medium range)</p>
17	Resistance	<p>Minor Power Reduce: Grants a resistance to one type of damage</p> <p>Medium Power Absorbs: Grants a resistance to three additional types of damage</p> <p>Major Power Resist: Can absorb one type of damage</p>
18	Senses	<p>Minor Power Enhance: Advantage when using senses check</p> <p>Medium Power Enable: Grants blind fighting ability and see in dark</p> <p>Major Power Spirit Form: Choose a sense that operates at character level miles</p>
19	Vision	<p>Minor Power Sense: Sense people with spell casting talents (medium range)</p> <p>Medium Power Illusion: Create illusions that are real except to touch (medium range and effect)</p> <p>Major Power Illusion: Create illusions that are real except to touch (long range and effect)</p>
20	Water	<p>Minor Power Breath of Water: Breathe under water normally</p> <p>Medium Power Walk on Water: Can walk over water</p> <p>Major Power Control Water: Bend a body of water to your will</p>

Enchanted Material Costs for Number of Resources and Enchantment Potency:

of Resources and Cost by Potency Type -->

Resource:	Charm (Average)	Minor (Average)	Medium (Average)	Major (Average)
Major:	1-2 30-60 SP (45)	1-3 40-120 SP (80)	2-5 120-300 SP (160)	3-8 240-640 SP (440)
Medium:	1-3 20-60 SP (40)	2-5 60-150 SP (105)	2-7 100-350 SP (225)	3-12 180-720 SP (450)
Minor:	2-5 20-50 SP (35)	3-8 60-160 SP (110)	4-11 120-330 SP (225)	5-16 200-640 SP (420)

Minimum Mage Level per Potency Type:

Charm/Single Use: 3rd Level

Minor: 5th Level

Medium: 7th Level

Major: 9th Level

A mage must imbue all of the components used in a project. Prices below are predicated on average number and cost of items needed and minimum caster level to imbue them.

Imbuement Costs per Imbuement Cycle:

10 SP per day per Mage Level.

Average Mage Alchemist/Artificing Perk Level from a range of 1-5. Use 2 Charms, Single Use, and Minor. Use 3 for Moderate. Use 4 for Major.

Imbuement Intervals:

Charms and Single Use: 1 day

Moon Magic Items: 3 days

Season Magic: 1 week

Solar Magic Items: 2 weeks

Celestial Magic Items: 1 month

Enchantment Costs = Mage Costs x Number of Days: 10 SP per day per Mage Level.

Enchantment casting time:

Charms: 2d20 hours. Average = 1 day.

Minor Magic: 1d12+2 days. Average = 9 days.

Moderate Magic: 1d6+3 weeks.

Average = 5 weeks.

Major Magic: 2d8+2 months.

Average = 10 months.

Cost Guidelines by Magic Potency Type:

Single Use Items:

Materials: 1 Major 1 Medium 2 Minor = 155 SP
Imbuement: Single Use = 60 SP
Enchantment: Single Use = 30 SP
Total = 245 SP
+ Cost of Item

Charms:

Materials: 1 Major 1 Medium 2 Minor = 155 SP
Imbuement: Single Use = 60 SP Moon = 90 SP
Season = 420 SP Solar = 840 SP
Celestial = 1,680 SP
Enchantment: 30 SP
+ Cost of Item

Minor Magic Items:

Materials: 2 Major 4 Medium 6 Minor
= 1,240 SP
Imbuement: Single Use = 300 SP
Moon = 1,800 SP Season = 2,100 SP
Solar = 4,200 SP Celestial = 8,400 SP
Enchantment: Minor = 450 SP
+ Cost of Item

Moderate Magic Items:

Materials: 4 Major 5 Medium 8 Minor
= 3,565 SP
Imbuement: Single Use = 420 SP Moon = 1,260
SP Season = 2,940 SP Solar = 5,880 SP
Celestial = 11,760 SP
Enchantment: Moderate = 2,450 SP
+ Cost of Item

Major Magic Items:

Materials: 6 Major 8 Medium 11 Minor
= 10,860 SP
Imbuement: Single Use = 720 SP
Moon = 2,160 SP Season = 5,040 SP
Solar = 10,080 SP Celestial = 20,160 SP
Enchantment: Major = 25,200 SP
+ Cost of Item

Magic effects are priced according to their potency, scarcity, and difficulty. See Artificing Resource Effects Ideas Table page 12-14 for properties and effects of artificing resources before planning the item.

These reflect production costs. Retail prices are often ten to fifty times more.

Alchemy:

- Alchemy is the ability to create potions, lotions, powders, or other alchemical concoctions using alchemical resources.
- The alchemist's labor charge for concoction services is 10-200 SP per day, depending on the power, knowledge, and experience needed.
- Use the recipes in the following section or consult with your referee.
- These are single use consumable items
- An alchemy kit and an empty vial are required to create a potion.
- Using a laboratory allows the check to be made at advantage.
- Unless otherwise indicated, the magical effect of a potion lasts for 1 hour + 1d6 x 10 minutes, and (if applicable) will be as if cast by a 3rd-5th level spell caster. The drinker of the potion will have no advance warning of exactly when it will run out.
- If someone drinks a potion while an existing potion is in effect, they will become sick and unable to take any actions for 30 minutes (no save), and neither potion will have its effect.
- Potions that allow the drinker to control others require the drinker to be able to see all controlled creatures and concentrate for the duration.
- Controlled creatures cannot be made to kill themselves. Targeted creatures may make an Intelligence save in order to avoid being controlled, but the drinker can simply try the control again the following round.

Alchemy Resource Definitions:

- Alchemy resources contain an element of which an essence can be extracted and used to create a potion.
- The known elements are; Air, Anti Magic, Bane, Chaos, Chemical, Dark, Death, Durable, Earth, Energy, Fire, Form, Life, Light, Magic, Power, Resistance, Senses, Vision and Water.
- They may be naturally occurring elements found in the wilderness or be harvested from monsters.
- Number of Resources used:
 - 1 = Minor
 - 2 = Medium
 - 3 = Major

Alchemy Resources Table 1:

d20	Name/Description	Element
01	Snow leaf, white leaf	Air
02	Nightshade Leaf, dark leaf	Death
03	Hazel Berries, nourishing tree berries	Energy
04	Serpent Root, thick root, red flowers	Chaos
05	Ragmar Dust, from Ragmar ore	Fire
06	Shadowbark, blackened tree bark	Dark
07	White Flower, rare white flower	Life
08	Mage Root, thick root, purple plant	Anti Magic
09	Silver Thornbush, prickly thorns	Magic
10	Holy Water, blessed water	Vision
11	Angel spores, effervescent dandelion	Form
12	Gloom Cap, splotchy mushrooms	Senses
13	Earth Seeds, buried nutty seeds	Earth
14	Redpine Sap, sap of great pines	Power
15	Red Moss, reddish lichen	Chemical
16	Highland Dew, pure fresh water	Light
17	Golden Sunstem, stem of gold flower	Durable
18	Sun Blossom, golden blossom flower	Resistance
19	Feverweeds, tall weeds, noxious	Bane
20	Aquatic Moss, sponge-like moss	Water

Alchemy Resources Table 2:

d20	Name/Description	Element
01	Ethereal Spores, white spotty fungus	Air
02	Devil Weed, tall reddish grass	Death
03	Summer Willow, leaves of willow tree	Energy
04	Cobalt Tree Dew, blue dew	Chemical
05	Bloodroot, red root of a fungal plant	Power
06	Sea Vine, underwater thick vines	Water
07	Valerian Stalk, long stalk of flower	Durable
08	Eldritch Root, white root of fern plant	Anti Magic
09	Barrow Beans, small red beans	Earth
10.	Ice Lilly, white lilies found in water	Form
11	Cloudflake Petals, light gray flower	Vision
12	Moonshadow Fruit, white tree fruit	Magic
13	Golden Longgrass, sun struck grass	Light
14	Spring Thistle, small green herbs	Senses
15	Fire Seeds, red seeds under rocks	Fire
16	Ashen Vein, charcoal tree vein	Chaos
17	Dark Moss, dark mesh-like moss	Dark
18	Witch Weed, gossamer like weeds	Bane
19	Frozen Creeper, vine, cold to touch	Resistance
20	Everspring Water, pure water source	Life

Alchemy Resource Generator Table:

d20	Name 1	Name 2	Object
01	burning, red	ice, ghost	oak, tree
02	scorched, light	ember, fire	wood, bark
03	bright, shining	dwarf, giant	fungus, algae
04	deadly, toxic	serpent, wolf	sap, slime
05	rotten, withered	snow, frost	bane, shade
06	wild, creeping	sun, star	spore, mold
07	gloomy, shade	ice, ghost	moss, lichen
08	veiled, hidden	spider, witch	cap, pod
09	wispy, glowing	night, shadow	leaf, stalk
10.	dark, light	day, ethereal	orchid, flower
11.	black, white	summer, spring	blossom, rose
12	golden, silver	winter, autumn	grass, shoot
13	violet, purple	blood, death	creeper, vine
14	scarlet, crimson	sand, earth	willow, pine
15	yellow, bronze	smoke, tear	fern, needle
16	blue, azure	moon, dream	thorn, weed
17	green, fresh	spire, willow	nut, leaf
18	gray, ash	tear, hollow	berry, seed
19	flaming, deep	lotus, silk	clover, spice
20	elder, weeping	drake, fen	root, bush

Alchemy Resource Effects Ideas Table:

d20	Property	Effect Name	Example Potion
01	Air	Minor Power Speed:	Gain a free action each combat turn for an encounter
		Medium Power Freeze:	Constitution save or victim/object frozen for d6 hours, keeps vitals stable
		Major Power Flight:	Can levitate, fly or water walk for encounter/exploration turn
02	Anti Magic	Minor Power Magic Resistance:	Advantage on Saves vs. magic
		Medium Power Magic Dampening:	Magic has disadvantage (medium range)
		Major Power Anti Magic:	Prevents magic use or causes wild magic surge (medium range)
03	Bane	Minor Power Bane:	Forces morale check on monster
		Medium Power Monster Scent:	Attracts monster to self if within far range
		Major Power Repulse:	Repulses creatures (Intelligence save vs Intelligence save to approach). Can hide among undead
04	Chaos	Minor Power Grease:	Makes small area slippery. Dexterity check to avoid falling/lose grip
		Medium Power Petrification:	Turns stone to flesh or flesh to stone permanently
		Major Power Polymorph:	Turn into medium sized or smaller creature for the encounter
05	Chemical	Minor Power Solvent:	Dissolves adhesive and weakens hard materials
		Medium Power Acid:	Burns through materials (equipment wear) and does d6 damage each round
		Major Power Adhesive:	Powerful glue. DC 20 to break
06	Dark	Minor Power Fear:	Cause fear to the next threat they face this encounter
		Medium Power Bind:	Control an undead/demonic creature
		Major Power Decay:	Causes a loss of life energy, lose d12 Constitution. Regain 1 point per month
07	Death	Minor Power Paralysis:	Constitution save 15 or paralyzed for encounter
		Medium Power Disease:	Constitution save 15 or impaired and cannot recover hit points until cured
		Major Power Poison:	Constitution save 15 or impaired, lose d4 hp overnight for d6+2 days
08	Durable	Minor Power Courage:	Advantage on first action and to all will & morale checks for encounter
		Medium Power Steel Skin:	Gain +3 AD for the encounter
		Major Power Invincibility:	Gain damage resistance to 3 types of damage for encounter

- 09 Earth Minor Power Vines: Pour on ground to create vines. Save vs. Strength/Dexterity to free (Vines 5 hp)
Medium Power Commune: Communicate with a plant
Major Power Travel: Travel the roots on the earth to appear in a place far (240 feet away)
- 10 Energy Minor Power Climbing: Advantage on climb checks for encounter/exploration turn
Medium Power Strength: Advantage to strength and melee attacks for encounter
Major Power Fury: Gain temporary d12 health and advantage to strength and Constitution as well as on melee attacks and damage for encounter
- 11 Fire Minor Power Smoke: Creates a billowing cloud of smoke
Medium Power Fire Breath: Ranged fire breath attack at short range in an 15' arc causing d12 dam
Major Power Fire Protection: Impervious to fire for the encounter
- 12 Form Minor Power Shrink: Target shrinks to tiny size. Advantage on agility based actions
Medium Power Growth: Target grows to giant size. Advantage on strength based actions
Major Power Ghost Form: Move through objects for encounter or until they interact with person
- 13 Life Minor Power Healing: Recover d6 health loss through injury
Medium Power Cure: Cure Disease
Major Power Stasis: Puts body into stasis for d6 months
- 14 Light Minor Power Glows: When poured on an object, it glows for 1 hour giving off 15 feet of light
Medium Power Light: When poured on an object, it casts 30 feet of light for 1 hour
Major Power Blinding: When thrown, blinds all within 30 feet. Save vs Intelligence or blind until save.
- 15 Magic Minor Power Luck: Gain free re roll in session potion was drunk
Medium Power Clairvoyance: Sense events in a general direction far (240ft) distance away
Major Power Control: Intelligence DC 20 save or be attracted to next person they see or save as above or impose control on a victim.
- 16 Power Minor Power Enhance Weapon: Apply to weapon to increase attack or damage die by one
Medium Power Weapon Effect: Apply to weapon to gain advantage to attack or damage
Major Power Power Weapon: Apply to weapon to gain advantage to attack and damage die by one
- 17 Resistance Minor Power Resistance: Advantage on saves for encounter
Medium Power Absorbs: Resistance to 3 types of damage
Major Power Resist: Immunity to 3 types of damage

- | | | |
|----|--------|---|
| 18 | Senses | <p>Minor Power Dark Vision: Gives 60 feet of dark vision for encounter/exploration turn</p> <p>Medium Power Sleeping: Target makes an Intelligence save or sleeps for 1d6 hours</p> <p>Major Power Invisibility: Target is invisible for encounter or until they interact with person</p> |
| 19 | Vision | <p>Minor Power Drunkenness: Constitution save or disadvantaged on Intelligence, Wisdom, and Dexterity rolls for rest of day, recovers over night</p> <p>Medium Power Comprehend: Will understand another language for the encounter</p> <p>Major Power Prophecy: Gains visions of the future. Referee will provide clues on a subject</p> |
| 20 | Water | <p>Minor Power Purify: Cleanses small water source for an hour</p> <p>Medium Power Water Breathing: Can breathe underwater for exploration or encounter turn</p> <p>Major Power Control Water: Bend a body of water to your will</p> |

Potion Recipe Table 1:

d20	Name	Elements	Effect
01	Acid	Chemical x2	Burns through materials (equipment wear) and health (d6) each turn
02	Adhesive	Chemical x3	Powerful glue, sticks objects together. Strength check to break
03	Monster Bane	Bane x1 + Monster	Forces morale check on monster
04	Monster Scent	Banex2+Monster	Attracts monster to location if within far range
05	Courage	Durable x1	Advantage first action and to all will & morale checks for encounter
06	Cure Disease	Life x2	Cures disease
07	Cure Poison	Life x3	Cures poison
08	Dark Vision	Senses x1	Gives 60 feet of dark vision for encounter/exploration turn
09	Disease	Death x2	Constitution save or rattled and cannot recover hp until cured
10	Drunkenness	Vision x1	Constitution save or impaired for rest of day, recovers over night
11	Grease	Chaos x1	Makes small area slippery. Dexterity checks to avoid falling/lose grip
12	Healing	Life x1	Recover d6 hp loss through injury
13	Poison	Death x3	Constitution save or rattled, lose d4 hp overnight each day
14	Sleeping	Senses x2	Target makes an Intelligence save or sleeps for d6 hours
15	Smoke	Fire x1	Creates a billowing cloud of smoke
16	Solvent	Chemical x1	Dissolves adhesive and weakens hard materials
17	Speed	Air x1	Gain a free action each combat turn for an encounter
18	Strength	Energy x2	Advantage to strength and combat checks for encounter
19	Vitality	Energy x3	Recovery 1d3 exhaustion levels
20	Water Breathing	Water x2	Can breathe underwater for exploration or encounter turn

Potion Recipe Table 2:

d20	Name	Elements	Effect
01	Clairvoyance	Magic x2	Sense events in a general direction far (240 feet) distance away
02	Climbing	Energy x1	Advantage on climb checks for encounter/exploration turn
03	Control	Magic x3	Intelligence save or be attracted to next person they see
04	Comprehend	Vision x2	Will understand another language for the encounter
05	Fire Breath	Fire x2	Ranged fire breath attack at short range in an arc causing d12 dam
06	Flight	Air x3	Can levitate, fly or water walk for encounter/exploration turn
07	Freezing	Air x2	Constitution save or victim/object frozen for d6 hours, keeps vitals stable
08	Fury	Energy x3	Gain temporary d10 hp's and advantage on melee combat for encounter
09	Ghost Form	Form x3	Move through objects for encounter or until they interact w/person
10	Growth	Form x2	Target grows to giant size. Advantage on strength based actions
11	Invincibility	Durable x2	Game temporary damage resistance for encounter
12	Invisibility	Senses x3	Target is invisible for encounter or until they interact with person
13	Paralysis	Death x1	Constitution save or paralyzed for encounter
14	Petrification	Chaos x2	Turns stone to flesh or flesh to stone permanently
15	Polymorph	Chaos x3	Turn into medium sized or smaller creature for the encounter
16	Prophecy	Vision x3	Gains visions of the future. Referee will provide clues on a subject
17	Repulse	Bane x3 + Part	Repulses creatures (Intelligence save to approach). Can hide among undead
18	Resistance	(Varies IE. Fire) x3	Resistance to effect (IE. fire) for encounter
19	Sharpness	Power x2	Apply to weapon, advantage on damage for encounter
20	Shrink	Form x1	Target shrinks to tiny size. Advantage on agility based actions

Plague, Poison, & Madness

Plagues:

A plague ravages the kingdom, setting the adventurers on a quest to find a cure. An adventurer emerges from an ancient tomb, unopened for centuries, and soon finds herself suffering from a wasting illness. A warlock offends some dark power and contracts a strange affliction that spreads whenever he casts spells. A simple outbreak might amount to little more than a small drain on party resources, curable by a casting of healing magics. A more complicated outbreak can form the basis of one or more adventures as characters search for a cure, stop the spread of

the disease, and deal with the consequences. A disease that does more than infect a few party members is primarily a plot device. The rules help describe the effects of the disease and how it can be cured, but the specifics of how a disease works aren't bound by a common set of rules. Diseases can affect any creature, and a given illness might or might not pass from one race or kind of creature to another. A plague might affect only constructs or undead, or sweep through a halfling neighborhood but leave other races untouched.

Diseases in the Campaign:

The diseases here illustrate the variety of ways disease can work in the game. Feel free to alter the saving throw DC's, incubation times, symptoms, and other characteristics of these diseases to suit your campaign.

Cackle Fever:

This disease targets humanoids, gnomes are immune. Victims have fits of mad laughter, giving the disease its common name and its morbid nickname: "the shrieks."

- Symptoms of fever and disorientation manifest 1d4 hours after infection. The infected creature gains one level of exhaustion that can't be removed until the disease is cured. Events causing great stress, including entering combat, taking damage, experiencing fear, or having a nightmare, compels a DC 15 Constitution save. If failed, the creature takes d10 psychic damage and becomes rattled by mad laughter for 1 minute. Saves may be made at the end of each of its turns, ending the mad laughter and the rattled condition on a success. Any humanoid creature that starts its turn within 10 feet of an infected creature in the throes of mad laughter must succeed on a DC 15 Constitution save or also become infected with the disease. Once a creature succeeds on this save, it is immune to the mad laughter of that particular infected creature for 24 hours. At the end of a nights rest, those infected can make a DC 15 Constitution save. On a success, the DC for this save and for the save to avoid an attack of mad laughter drops by 5. When the saving throw DC drops to 0, the creature recovers from the disease. A creature that fails three of these saving throws gains a randomly determined form of indefinite madness.

Cholera:

Caused by tainted food and water. This disease causes severe diarrhea, fever, delirium, and dehydration.

- Make a DC 20 Constitution save two days after exposure. Failure inflicts two levels of exhaustion. Daily DC 15 Constitution saves. Lose one level of exhaustion with each failure. Two successes overcome the disease. Exhaustion levels recover at a rate of one per day of rest.

Plague:

This fast moving disease is feared for its fast spreading and deadly nature. It features blood spots on the skin, swollen lymph glands, fever/chills, diarrhea, and delirium.

- Each week in plague zone roll a DC 15 Constitution save with disadvantage or after three days, become incapacitated. After being infected, roll daily a DC 20 Constitution save with disadvantage. Each failure reduces your Constitution by d6. Death occurs when your Constitution drops to zero or less. You overcome the plague after three successful saves. Regain one point of Constitution per day of rest.

Pox:

Fever, muscle soreness, and boils all over the skin break out.

- A week after exposure make a DC 15 Constitution save. On a fail, you are sick for seven days, subtract d6 from each use of a skill, talent, or ability, and have minimal scaring. On a special failure, you are sick for twelve days, subtract d10 for each use of a skill, talent, or ability, and have moderate scaring.

Sewer Plague:

Sewer plague is a generic term for a broad category of illnesses that incubate in sewers, refuse heaps, and stagnant swamps, and which are sometimes transmitted by creatures that dwell in those areas, such as rats and wretches.

- When a character is bitten by a creature that carries the disease, or when it comes into contact with filth or offal contaminated by the disease, the character must succeed on a DC 15 Constitution save or become infected. It takes 1d4 days for sewer plague's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from magic healing and a quarter of the hit points from finishing a nights rest. At the end of each nights rest, an infected creature must make a DC 15 Constitution save. On a failed save, the character gains one level of exhaustion. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.

Sight Rot:

This painful infection causes bleeding from the eyes and eventually blinds the victim.

- A beast or humanoid that drinks water tainted by sight rot must succeed on a DC 20 Constitution saving throw or become infected. One day after infection, the creature's vision starts to become blurry. The creature takes a -1 penalty to attack rolls and ability checks that rely on sight. At the end of each nights rest after the symptoms appear, the penalty worsens by 1. When it reaches -5, the victim is blinded until its sight is restored by magic. Sight rot can be cured using a rare flowers which grow in some swamps. Given an hour, a character who is skilled with alchemy can turn the flower into one dose of ointment. Applied to the eyes before a nights rest, one dose of it prevents the disease from worsening after that rest. After three doses, the ointment cures the disease entirely.

Swamp Fever:

This incapacitating fever is bred in swampy, humid, warm or hot environments.

- Make a DC 20 Constitution save three days after exposure. On a fail lose d6 Strength to a minimum 5 and movement rates are halved. After three days make a Constitution save of DC 10. On a fail lose d6 Strength to a minimum 5 and Intelligence and Wisdom rolls are at disadvantage. Continue making Constitution saves every three days. A success ends the malady. Failure have no other effect than prolonging the illness.

Summer Fever:

Spread by insect bites in the summer and fall causes high fevers and the occasional madness.

- Make a DC 10 Constitution save one day after exposure. Failure results in a high

fever. Special failure inflicts a minor madness along with the fever. Roll a Constitution save daily. The fever breaks on a success. The madness resolves on a special success.

Poisons:

Given their insidious and deadly nature, poisons are illegal in most societies but are a favorite tool among assassins and other evil creatures.

Poisons come in the following four types.

1. **Contact:** Contact poison can be smeared on an object and remains potent until it is touched or washed off. A creature that touches contact poison with exposed skin suffers its effects.
2. **Ingested:** A creature must swallow an entire dose of ingested poison to suffer its effects. The dose can be delivered in food or a liquid. You may decide that a partial dose has a reduced effect, such as allowing advantage on the saving throw or dealing only half damage on a failed save.
3. **Inhaled:** These poisons are powders or gases that take effect when inhaled. Blowing the powder or releasing the gas subjects creatures in a 5 foot cube to its effect. The resulting cloud dissipates immediately afterward. Holding one's breath is ineffective against inhaled poisons, as they affect nasal membranes, tear ducts, and other parts of the body.

4. **Injury:** Injury poison can be applied to weapons, ammunition, trap components, and other objects that deal piercing or slashing damage and remains potent until delivered through a wound or washed off. A creature that takes piercing or slashing damage from an object coated with the poison is exposed to its effects.

Poisons

Item	Type	Price per Dose
Assassin's blood	Ingested	150 SP
Burnt othur fumes	Inhaled	500 SP
Crawler mucus	Contact	200 SP
Essence of ether	Inhaled	300 SP
Malice	Inhaled	250 SP
Midnight tears	Ingested	1,500 SP
Oil of taggit	Contact	400 SP
Pale tincture	Ingested	250 SP
Purple worm poison	Injury	2,000 SP
Serpent venom	Injury	200 SP
Torpor	Ingested	600 SP
Truth serum	Ingested	150 SP
Wretch poison	Injury	200 SP
Wyvern poison	Injury	1,200 SP

Each type of poison has its own debilitating effects.

Assassin's Blood (Ingested).

A creature subjected to this poison must make a DC 20 Constitution saving throw. On a failed save, it takes d12 poison damage and is disadvantaged with Strength and Dexterity rolls for 24 hours. On a successful save, the creature takes half damage.

Burnt Othur Fumes (Inhaled).

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or takes 3d6 poison damage, and must repeat the saving throw at the start of each of its turns. On each successive failed save, the character takes d6 poison damage. After three successful saves, the poison ends.

Crawler Mucus (Contact).

This poison must be harvested from a dead or incapacitated crawler. A creature subjected to this poison must succeed on a DC 15 Constitution save or be paralyzed for 1 minute and is disadvantaged with Strength and Dexterity rolls. The creature can repeat the saving throw at the end of each of its rounds, ending the effect on itself on a success.

Essence of Ether (Inhaled).

A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or become down and out for 8 hours. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Malice (Inhaled).

A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or become blinded for 1 hour and is disadvantaged with Strength and Dexterity rolls.

Midnight Tears (Ingested).

A creature that ingests this poison suffers no effect until the stroke of midnight. If the poison has not been neutralized before then, the creature must succeed on a DC 20 Constitution save or take 9d6 poison damage. Take half damage on a success.

Oil of Taggit (Contact).

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or becomes down and out for 24 hours. The creature wakes up if it takes damage.

Pale Tincture (Ingested).

A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or take d6 poison damage and is disadvantaged with Strength and Dexterity rolls. The poisoned creature must repeat the saving throw every 24 hours, taking d6 poison damage on a failed save. Until this poison ends, the damage the poison deals can't be healed by any means. After seven successful saving throws, the effect ends and the creature can heal normally.

Purple Worm Poison (Injury).

This poison must be harvested from a dead or incapacitated purple worm. A creature subjected to this poison must make a DC 20 Constitution saving throw, taking 12d6 poison damage on a failed save, or half as much damage on a successful one.

Serpent Venom (Injury).

This poison must be harvested from a dead or incapacitated giant poisonous snake. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one.

Torpor (Ingested).

A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is down and out.

Truth Serum (Ingested).

A creature subjected to this poison must succeed on a DC 20 Constitution saving throw or become poisoned for 1 hour. The poisoned creature can't knowingly speak a lie, as if under the effect of a zone of truth spell.

Wretch Poison (Injury).

This poison is typically made only by the wretches, and only in a place far removed from sunlight. A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also down and out while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Wyvern Poison (Injury).

This poison must be harvested from a dead or incapacitated wyvern. A creature subjected to this poison must make a DC 20 Constitution saving throw, taking 7d6 poison damage on a failed save, or half as much damage on a successful one.

Madness:

Minor:

Occasional odd beliefs or behaviors.

Moderate:

Frequent odd beliefs or behaviors or impairment to some areas of daily life.

Major:

Frequent extreme odd beliefs or behaviors or impairment to most areas of daily life.

Roll an Intelligence save after acquiring each minor madness after the third minor madness. Add one disadvantage die for each additional minor madness after the fourth minor madness. On a failure, add one moderate madness. On a special failure add a major madness. The character becomes an NPC if they gain two major madness's as they are totally disconnected from reality.

NPC Sheets

NPC Combat Sheet 1:

	HD/ AD	Weapon	Melee	Reach	RoF	Range:	Damage
Morale 4-6							
Wretches	½ -1	Dagger	1	S	1	20-40-60	d6
Hide Torso	11	Javelin/Sh Spear	1	M	1	40-80-120	d6
		Shortbow			1	150-300-450	d6
Wretches	1	Unarmed	1	C			d3
Leather	12	Club	1	C			d4
Torso & Arms		Sling			1	30-60-90	d6
Morale 5-9							
Lesser Beastmen	1-2						
Leather	12						
Ring/Banded/ Banded	15						
Chain	16						
Torso & Arms							
Helmet							
Small/Medium Shield							

NPC Combat Sheet 2:

Name	HD/ AD	Weapon	Melee	Reach	RoF	Range	Damage
Morale 8-10							
Beastmen	2-3	Dagger	1	C/S	1	20-40-60	d6
Hide/Quilted	12	Sword	1	M			d8
Scale/Banded	13	Spear	1	M/L	1		d8
Chain	14	Shortbow			1	150-300- 450	d6
Plate	17	Unarmed	1	C			d8
Torso & Arms		Mace	1	M			d8
Helmet		Halberd	1	M/L			d10
Small/Medium Shield							
Morale 8-11							
Greater Beastmen	4-5						
Hide/Quilted	12						
Scale/Banded	15						
Chain	16						
Plate	18						
Torso, Arms, & Legs							
Helmet							
Small/Medium Shield							

NPC Combat Sheet 3:

Name	HD/ AD	Weapon	M Attacks	Reach	RoF	Range	Damage
Morale 4-10	1-3						
Human	to 5	Dagger/Club/ Mace	1	C/S,S&M	1	20-40-60	d6/d4/d6
Quilted-Torso/ Arms	11	Short & Long Sword	1	S&M			d6/d8
Ring/Scale- Torso/Arms	13	Spear, Long/Halberd	1	M/ L&M/L			d8/d10
Chain-Torso/ Arms	16	Spear, Short/Javelin	1	M	1/1	40-80-120	d6
Brigantine- Torso/Arms	16	Battle Ax	1	M			d8
Plate Cuirass- Torso	14	Lt Crossbow				180-360- 540	d6
Plate-Torso/ Arms	17	Hv Crossbow				240-480- 720	d10
Plate-Torso/ Arms/Legs	18	Shortbow				150-300- 450	d6
Helmet							
Small/Medium Shield							

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Change Log:

August 15, 2025: Revised dominion resource rules and updated/expanded sample baronies seasonal income.