

# Chronicles of Etinerra - Campaign Houserules and Addendums

(Updated 4/12/2020)

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## Character Generation

We use [OSRIC](#) and AD&D 1st Edition Players Handbook for chargen. When in doubt, or if you find disagreement between the two, ask the GM.

**For generating stats, roll 3d6 six times.** Arrange to your liking. If you think this character won't survive, or you want a different result, let him or her go and roll up another set of 6 scores. The only thing I ask is you write your results down as you roll, so I can see how your rolls went.

**You may start at max HP for Level 1.** (For those classes that have 2 HD starting out, like the ranger, you start out at max HP for the first dice and roll the second. For a ranger, that's 8 + 1d8 hp starting out.) This max also includes any bonuses for CON scores.

**Roll 3d6x10 for your starting gold.** Assume that all equipment is available to you as you start out in civilization.

**Classes, multiclass options or dual-class options from OSRIC/AD&D 1st edition** are available with the following rules in mind:

1. Assassins are not an available class.
2. You can be human, elf, littleing(halfling) or half-elf. Demihumans are rare; if you wish to play one, that's fine. See the wiki for more information on the races.  
  
Dwarfs are a lost race and there are no gnomes in my campaign. Half-orcs are not available (currently) as a PC race option.
3. Other classes/races from magazines, Unearthed Arcana or supplemental books are not used in this campaign.

If you're a mage/illusionist, **a beginning magic user character will know four spells.** One of these will automatically be Read Magic. The second spell should be chosen by the player from the list of first level spells, and the last two should be determined randomly from the list of first level spells.

**There are no official "pantheons"** in my campaign for clerics. There is an "official" religion of the human Kingdom, called "The Church of the Light", but you are free to have a belief in "Old Gods" that you can bring to the game. See pantheons below for more information.

**Paladin characters are not limited** to lawful good in my campaign. To be a paladin means you are a champion of a particular deity (or "The Light") and you derive your abilities from that deity by doing works for it. See pantheons below for more information.

**You may have multiple characters in the campaign**, but you may play only one character per session. You may not change characters mid-session unless your current character has died and you wish to abandon him (no resurrection.)

## 'Characters - Charisma

Charisma modifiers are done as single digits, versus the percentages in AD&D/OSRIC.

Score	Loyalty Modifier	Reaction Modifier
3	-3	-2
4	-2	-2
5	-2	-1
6	-1	-1
7	-1	-1
8	-1	None
9 -12	None	None
13	None	+1
14	+1	+1
15	+1	+1
16	+2	+2
17	+2	+3
18	+3	+3

## Characters - Experience and Leveling

Experience Bonus is 10% if PC qualifies due to their prime requisite.

No training (and related costs) is required to gain new levels.

1 gp of treasure obtained/divided equals 1 XP. Treasure XP will be calculated when treasure is divided by the party. For items that need to be "appraised" (a golden statuette, for instance) - I know what it's worth in my initial "drop", although that value might differ at sale time or if someone decides to melt it, etc... that initial value will be factored in when I do XP calculations.

XP for defeating monsters is given at 100xp/HD. There may be factors that cause the XP to double for a foe(s).

Players may also gain XP from eXPloration. (See that section below.)

## Characters - Racial Abilities

**Littlelings** have the additional ability to throw rocks at the same range as a short bow.  
5/10/15 - damage is 1d4/1d3.

## Characters - Racial Languages

Elven and Half elven: Common, elven, **\*ancient elven\***, **\*kobold\***, goblin, littleling (halfling), **\*dwarf (ancient - read only)\***, orcish

Littleling: Common, littleling, **\*kobold\***, goblin, and orcish.

(The bolded/asterisked languages are the changes from the default. The replaced races, gnome, gnoll and hobgoblin, do not exist in my campaign. The other languages possible are: ancient human, tribal human,

ancient Elven (read only unless elven))

## Characters - Religious Pantheons

In my campaign, most of humankind has converted to a religion called "The Church of the Light", which is a belief system in the good of mankind's soul lighting the way out of the Darkness of the Doom. It is a religion with a hierarchy of priests and it is the "official" religion of the Kingdom. PCs may freely engage in that religion. Paladins may become champions of the "Light" and receive the standard paladin skills as described in the rules (OSRIC and AD&D)

That does not mean there aren't other deities available. If you have a particular idea, favorite mythological god or goddess, please feel free to introduce it! I have some sources, such as the AD&D "Deities and Demigods" as well as the old 1980 Judges Guild book "Unknown Gods" - so please ask! In my campaign, the "Old Gods" are looked on with some fear and a lot of ignorance - maybe you can be the person to bring your deity to the forefront again!

This applies to clerics and paladins. Paladins for deities other than the light would derive their powers from the type of deity they follow. So instead of the power to do *cure light wounds* once a day, if they follow a god of war, they may have some war-like capability to do once a day. I'm more than happy to work it out with you.

## Characters - Paladins /Champions of Deities

Paladins are champions of specific deities, and therefore have specific powers, abilities, and requirements based on the deity they are associated with. Paladins need to be of the same alignment as the deity. Any LG alignment specific rules are now broadened to reflect the paladin being the same as the deity.

See also:

[Paladins of Tangadorin - Powers](#)

## Characters - Druids

Druids are local/regional groups of individuals who don't worship as part of a formal hierarchy that is commonly found in urban settings. Rather, they aspire to a more naturalistic viewpoint, integrating appreciation and worship of the natural element itself along with worship and following of gods that are associated with nature/weather. Druids are polytheistic and assign equal value to all of the gods that are included in their pantheon.

Druids were the spiritual "glue" before the Doom and ascendance of the Light. They served as priest, confessor, philosopher and even (in more remote/rural areas or in situations where the participants requested) judge/jury to resolve issues. Druids were seen as "above" politics, they would refuse to fight in warfare beyond protecting their lands and sacred places.

After the Doom, as the Light became the lawful and (in some cases) enforced religion of the Lands, druids moved into the shadows, their influence greatly reduced. They maintained their sacred spaces and in rare circumstances, served in their old capacities - just in secret.

Druids pass on their knowledge through oral tradition and study of artifacts/writings contained at sacred sites - groves, burial grounds, and in some rare cases, shrines dedicated to the god(s) that Druids were associated with. Druids associate themselves with a region's associated circle and sacred sites. Each region/circle decides how to best organize themselves, though some traditions and similarities are found.

When traveling, druids are afforded the right of passage, but if they are going to stay for a period of time in a foreign region, they will reach out to the associated circle, submitting to the authority of the circle's leadership in that region.

First and second level druids are trained by individual druids, or in some rare cases of gifted/called individuals - they are self-taught/self-enlightened.

Upon reaching third level, the druid will be initiated into the regional circle and provided the knowledge/lore (spells/abilities) appropriate to that level. For each level after, the druid must come to the circle that they are associated with and participate in the rites specific to that region to ascend and gain class-specific benefits from new levels, as well as have access to new spell levels as available.

If they cannot or do not do so, they will continue to accrue XP and benefit from HD increase/combat tables/save throw tables, but not from class-specific benefits. They can increase the number of spells from already known levels, but they cannot use spells from new levels (ie., if a druid reaches 6th level, they cannot cast 4th level spells until they return to the circle to participate in the ascension rites).

## Characters - Alignment

In my campaign, I use a three side system - Law, Neutral and Chaos. I'm going to steal/paraphrase/interpret something from a blogger:

Answer the quiz below to determine your alignment.

1) Ragnarok just started. Aligned on one side are the mythical Thor, Odin, and the Vikings (for mankind). On the other side are Cthulhu and Shub-Niggurath (Lovecraftian horrors and all the dark dudes that will benefit). Where does your PC stand?

A) I fight alongside Thor! (Lawful)

B) I fight alongside Cthulhu! (Chaotic)

C) Where do I stand? Are you crazy? I get the hell out of there and find a place to hide! (Neutral)

No other behavior matters for alignment purposes. In short, Lawful and Chaotic are a decision (conscious or not) made by a character as to what side they are on in the grand cosmic throw-down.

Good and Evil usually indicate a temporary state of mind. Good and evil, for purposes of detection spells and such, measure *intentions*. A man with malice on his mind detects as evil, no matter how good his previous deeds. No one is bound to any particular code of conduct, unless they take such a code upon themselves.

99% of the time, you can call yourself Neutral and be OK with it. Alignment has only mattered to those who want to get involved in religious matters. Paladins are tied to their deities for conduct. Rangers are out for the benefit of Law, although they're loners doing it.

## Characters - eXPloration

My campaign is a great deal about exploring the world around you. Civilization is boring and squalid, the only way to achieve greatness/notoriety, is to get "out there" and poke around. To that end, I will award XP to the players who participate in finding a place/event for the first time. It's not a guarantee that each new tree is worth XP, but doing things like being the first people to walk into Irecia, or explore the huge Dwarf mines, or be present at some momentous event like the Earth opening up and the gold coin tree appearing is worth XP. (That last one is just an example... no money trees!) I base it off of "what is it worth for a 1st level character to do this" and go from there - I'll freely admit it's arbitrary and subject to my idea of what's difficult and what's not. I'll let you know at the end of the game what XP you got for such explorations.

If you want to find out in game about likely destinations for XP, ask around. The more mythical and legendary/infamous a place, the more likely it's probably worth some XP to go see!

## Characters - Weapons Proficiencies/Specialization

Explanation of Weapons Proficiencies is found in terms explanation in the OSRIC (v2) manual. List weapons proficiencies in class abilities section of your character record sheet.

There is no weapon specialization.

## Characters - Currency Conversion

In my world, 10 cp (copper pennies) = 1 silver crown (sc or sp). 10 silver crowns = 1 gold crown (gc or gp). 10 gold crowns = 1 platinum crown (aka "Royal" - rc, pc or pp). There is no electrum in my world as currency.

This makes the math really easy (decimals based). 1.11 would be 1 gold crown, 1 silver crown and 1 copper penny.

## Combat - Target20 Attack Resolution

**TARGET 20 ALGORITHM: d20 roll + attack bonus + (Descending) AC + mods  $\geq$  20**

Fighters - their attack bonus is their level

Clerics/Thieves - their attack bonus is 2/3rds their level, not rounding up. This equates to the following bonuses:

1st: +0, 2nd: +1, 3rd/4th: +2, 5th: +3, 6th/7th: +4, 8th: +5, 9th/10th: +6

Illusionists/Magic Users - their attack bonus is 1/2 their level, not rounding up.

1st: +0, 2nd/3rd: +1, 4th/5th: +2, 6th/7th: +3, 8th/9th: +4, 10th: +5

Monks, Paladins and Rangers are fighters. Druids and Bards are Clerics/Thieves.

## Combat - Initiative/Sequence

1 turn = 10 rounds. 1 round = 1 minute, broken up into "segments" of 6 seconds each. One round is an abstract of moves, feints, jockeying, and probing openings. A single "to hit" is an opening in defenses, a chance to do serious damage.

- 1) [DMG 61/62] Check for surprise; 1-2 on d6 indicates surprise, unless otherwise noted; every "1" on surprise roll indicates number of surprised segments, to a max of 3. Dexterity Reaction bonuses apply.
  - a. If party has high chance TO surprise someone, this number is modified by the target's chance to be surprised; 5 in 6 to surprise vs. 1 in 6 to be surprised becomes 4 in 6, etc.
  - b. During a surprise segment, unsurprised parties can do all major actions below, except for casting spells; they can only cast one spell during surprise time.
- 2) [DMG 62] Determine distance between parties – anywhere from 10 feet to 100 feet, modified by total area of encounter, light sources, etc. (d6+4", if surprised 1-3" indoors, for outdoors DMG 49)
- 3) [DMG 65] Any spellcasters need to state what spell they are casting before initiative is rolled.
- 4) [DMG 62] Roll initiative for each whole side with a d6 roll; high roll wins. The players' roll indicates the segment that the NPCs' melee & missile attacks occur; the DM's roll indicates the segment that the PCs' melee and missile attacks occur. (*Example: PCs roll a 5, NPCs roll a 2. Player characters go on 2, then NPCs go on 5.*)
- 5) [DMG 66] If initiative is tied, all actions are simultaneous, unless both parties use weapons - then weapon speed comes into play. If difference in speeds are twice or more, or at least five factors higher, then person with smaller weapon speed can attack one extra time. If difference is 10 factors or more, smaller can attack two extra times!
- 6) Choose from:
  - a. Run away if not in melee yet (flee)
  - b. Talk to them (parley)
  - c. Wait and see what the other party does
  - d. [DMG 64] Use missile fire – adjust to hit and initiative by DEX bonus. (*Example: PCs roll a 5, NPCs roll a 2, and one PC with a 16 DEX is firing a bow. The bowman goes on 1, then other PCs go on 2, then NPCs go on 5.*)
  - e. [DMG 66] Close for melee at normal move rate – cannot attack this round
  - f. [DMG 66] Charge into melee at double move rate; lose dexterity bonus (or -1 to AC), weapon length determines who strikes first (longer first) instead of initiative, charging gains +2 to hit. Encumbered individuals (3" move) cannot charge. Charge attacks (and possible defenses) will be done at the end of the round.
    - i. Setting weapons against charges allows initiative vs. charge and double damage if hit.
  - g. [DMG 66] Set weapons against possible charges.
  - h. [DMG 69] Attack in melee, if within 10 feet of an enemy. (with weapons to kill/subdue, or grapple)
- 7) Spells go off on the segment equal to casting time. When the side winning initiative has someone casting a spell:
  - a. [DMG 66] Attacking the spell caster with melee weapon - Subtract the opposing party's (losing) initiative roll from the weapon speed of the attacker, treating negatives as positive. If the result is less than the casting speed, the weapon strikes first. If it is the same as the casting speed, the weapon strikes as the spell goes off. If it is greater than the casting speed, the spell goes off first.

- b. All other actions by the opposing party occur prior to the spell going off if the casting time of the spell is greater than the result of the caster's party's initiative roll. If the casting time is equal to the caster's party's initiative roll, then the actions of the opposing party occur simultaneously with the spell going off.

#### 8) Special conditions

- a. Attacking from the person's flank negates any shield bonuses [DMG p70]
- b. Attacking from the Rear negates shields, and gives +2 to hit. [DMG p70]
- c. Sleeping, held, or helpless opponents: you may attack them at double attack rate, for max damage on each attack. If not in combat, they can instead be killed in one round. [DMG p67,70]
- d. Potions take 1 segment to drink, 1d4+1 segments to take effect, non-spell scrolls take 8 segments to read, spell scrolls take as long to read as casting the spell, rods, wands and staves take 2 segments to case, 8 segments to power up again.
- e. Finding item in backpack 3 (large item) or 4 (small item) segments
- f. Finding item in belt pouch 1 segment
- g. Lighting oil 1 segment
- h. Turn Undead occurs in initiative segment.
- i. Multiple rate of fire missiles - 2nd/3rd shots occur at end of round.
- j. If not 1x1 (ie, multiple opponents), then target is random.
- k. [DMG 69] Number of opponents is based on size. A M size can be attacked by 8S, 6M, 4L

90% cover = no damage from spells if save

Spell effects that affect "to hit" (like bless) move AC up/down - providing ability to still be hit.

## Combat - Missile/Ranged Attacks

- Archers standing still may fire twice
- Archers taking a half-move may fire once
- Archers taking a full-move may not fire.
- Slingers standing still may fire once
- Slingers taking a half-move may fire once
- Slingers taking a full-move may not fire.
- Crossbowmen standing still may fire once and reload\*
- Crossbowmen standing still may reload\* and fire once .
- Crossbowmen taking a half-move may fire once or reload\*
- Crossbowmen taking a full-move may reload\*, but may not fire
- \* Heavy crossbowmen require a full round (with no movement) to reload
- Combatants hurling spears, axes, or hammers may fire once and take a full-move, including charge, if desired.
- Combatants hurling daggers or javelins may fire once and take a full-move with charge.
- Combatants hurling daggers or javelins may fire twice and take a full-move without charge.

#### Grenade missiles

- Miss - Direction - D6 1 - left, 2-3 short, 4-5 long, 6 - right, 1d6 feet long (1d4 short range)
- 1/2/3 range (-2/-5)

Ranged weapons are -2 at Med, -5 at Long



## Combat - Melee & Movement

- Disengage: a combatant with a clear path (i.e. through an area out of enemy reach) may attempt to disengage with up to a half-move. If the enemy follows, the enemy may continue to attack, but the combatant retreating may not do so.
- Retreat: a combatant may retreat from melee with movement in excess of a half-move. However, he loses the benefit of his shield, and his opponent gets a free attack with a +2 bonus to hit. An opponent may choose to follow and can continue to attack (as a charge) as long as their movement rate is the same or greater than the combatant fleeing.
- Attacks of Opportunity - if an enemy combatant moves within engagement distance of a currently unengaged combatant, that enemy can be attacked. Each combatant gets the chance to perform only **one** attack of opportunity each round.
- A combatant may decide to "change their mind" after declaring their intent, but before performing any movement or missile/spell/melee attack. If they do change their mind, they must wait until the end of combat and then they can do only one thing: move, attack, cast a spell, or some other activity. Missile fire is limited to one shot.

## Combat - Critical Hits & Fumbles

There are no critical hits/fumbles. A 20 hits, no matter what, unless a special requirement exists, like a magical weapon is needed against a creature. A 1 misses, no matter what.

## Combat - Shields Shall Be Shattered!

Any time you take damage, you can opt instead to say your shield absorbed the force of the blow. The shield is shattered, or your arm rendered useless to bear a shield, and the shield must be discarded. In exchange, you don't take any damage from that hit. Remember to reduce your AC by 1 for loss of the shield.

*Wooden shields* are one shot protection. If you block a blow they are destroyed.

*"Plussie" Wooden Shields* get a save equal to "bonus or less" on 1d4. Thus a +3 shield has a 75% chance to save.

*Metal shields* are indestructible, but if you block a blow your shield arm is injured and useless. You may not use a shield for up to 1d4 days.

*"Plussie" Metal Shields* work the same as metal shields, but get a save equal to "bonus or less" on 1d4 to avoid the injury/loss.

Truly magical shields may or may not be indestructible - it depends on the item and it's particular magic. Consult the sages or legends for advice... and in the end, only you can decide if a magic item is worth your life...

## Combat - Grappling rules

**Grappling attacks** are made against an opponent using the standard modifiers applicable to melee combat (including attribute and magical effects.) If an grapple attack is successful, the opponent is now *held*. A grapple attack results in 0-1 (1d2-1) points of damage.

**Multiple opponents** may attempt to grapple one opponent. For each additional grappler, +2 is added to attack roll. If the grapple attack is successful, then all grapplers are said to have a hold. Only dice once for damage. For mixed level groups, designate a primary attacker (would usually be the highest level.)

A held combatant may attempt to **free themselves** the next round by rolling a successful attack roll. They suffer a -2 penalty per grappler having a hold. If they are prone, they also suffer the normal -4 to the attack. A held combatant may not perform any other combat action or movement.

In the round following a successful grapple, the grappler(s) may attempt to **force them prone** (pin) with a successful attack. The multiple opponents bonus applies.

Alternatively, rather than forcing a pin, the grappler(s) may choose to **pummel** the held opponent (think sucker shots here...). Roll an attack normally, with +2 bonus to the attacker. Damage is 1d2 with normal bonuses/penalties.

**Size matters** in grappling attacks or freeing attempts. Any penalty is applied ONCE to a single die roll, and multiple attackers vs a larger being may end up negating the penalty. Bonuses are cumulative.

- If an attacker is Small, they have +0 versus other Small, -2 versus Medium, -4 versus Large.
- If an attacker is Medium, they have +2 versus Small, +0 versus Medium, -2 versus Large
- If an attacker is Large, they have +4 versus Small, +2 versus Medium, +0 versus Large

## Combat - Poisoned Blades

Characters who gain poisonous materials can work with it for a number of weeks to learn how to put it on a blade and make it stick. It will only work full strength for a day, then it goes to half damage on the second day, then evaporates on the third day. Once a character been thru combat with a poisoned blade, it goes to half damage the next combat, then evaporates.

It take an hour to properly prepare a blade. And it's generally not accepted by populations of Lawful people... it's seen as a Chaotic act.

Examples:

A PC applies poison in such a way and type that it does 10hp of damage at full strength. On Day 1 of it being on your blade, you have no combat. On Day 2, you have a combat. It does 5 hp of damage if the target doesn't make its save. A following combat on Day 2, it does 3hp of damage (rounded up) and then evaporates.

You apply poison in such a way that it does 20hp of damage. On Day 1, you enter a combat, it does 20hp of damage. The second combat on Day 1, it does 10 hp of damage.

The strength/value/effect of the poison comes from the DM. You just need to tell the DM what substance you're using. If you have the 1e DMG, you can refer to pg. 20 for some indication.

## Combat - Horse Mounted Combat

### Charging

1. Charging gives the standard bonus and the rules applying for lances (double damage) is applied to all melee weapons used in the initial charge attack only.
2. If the defender has set a long pole arm, they may roll to attack first. Damage is doubled.

3. If cavalry is charging across non-rough terrain, or slightly downhill, and they survive any counterattacks (#2), along with the normal To Hit Bonus, they may add an extra dice of damage (the dice that represents their weapon).
4. All other rules/restrictions on charging apply.

#### **Melee vs. mounted**

1. No specific bonuses or penalties are given with mounted vs. mounted melee. Other bonuses/penalties due to movement or other rules are applicable.

#### **Unseating mounted vs. mounted**

1. A mounted character may unseat their mounted opponent with a natural 20 roll on a normal attack, a declared and successful attack to unseat or a successful grapple attack.
2. A failed grapple means the attacker has fallen off their horse.
3. Unseated individuals take 1d6 of damage from the fall and are prone.

#### **Melee vs. non-mounted**

1. Mounted individuals in melee vs. non-mounted individuals get the following bonuses/penalties to hit: vs. similar sized individuals +1, vs. smaller sized individuals -1, vs. larger sized individuals - no bonus.
2. Non-mounted individuals in melee vs. mounted individuals have a -1 to hit.
3. Non-mounted individuals who roll the exact number needed to hit (the roll+modifiers = 20 exactly), hit the horse instead. Alternatively, attackers may choose to attack the horse, at no penalty.

#### **Unseating non-mounted vs. mounted**

1. A non-mounted character may unseat their mounted opponent with a natural 20 roll on a normal attack or a declared and successful attack to unseat, using a pole arm of some type to do so.
2. Unseated individuals take 1d6 of damage from the fall and are prone.

## **Combat - Loyalty, Morale and Reaction**

#### **NPC Loyalty Statistic**

3 or less	Deserts at first opportunity
4 - 6	-2 on loyalty/morale checks
7 - 8	-1 on loyalty/morale checks
9 - 12	No adjustments
13 - 14	+1 on loyalty/morale checks
15 - 18	+2 on loyalty/morale checks
19+	Never checks loyalty/morale

#### **Morale/Loyalty Check**

Roll 2d6:

- 12: Morale is extremely high, fight to the death! (no further checks)  
 9-11: Morale is good, rechecks possible  
 7-8: Fall back, fighting  
 5-6: Disengage, retreat (turn to run)  
 3-4: Flee in panic (turn to run, drop things)  
 2: Surrender

#### **Reaction Check**

Roll 2d6:

- 2 - 5 Negative reaction  
 6 - 8 Uncertain/Neutral  
 9 - 12 Positive reaction

## **Combat - Mass Combat vs Party**

For every ten attackers, roll 1 six sided die.

- 3 or less, nobody gets hit.
- 4 - those at AC 8 (leather, no shield) or higher (up to AC10) get hit.
- 5 - those at AC 4 (chain/shield) or higher (up to AC10) get hit.
- 6 - those at AC 2 (plate/shield) or higher (up to AC10) get hit.

Damage is by weapon type - assume a dominant weapon for mixed groups. 1 damage roll is applied to everyone who is hit.

If the attackers are HD2-3, +1 to the roll. If they're HD4, roll 2 dice per attacker. HD5-7, +1 on each dice, HD8+, roll 4 dice per attack.

## **Magic - Sleep Spell**

The number of creatures affected is modified to:

*The spell affects 2-16 (2d8) hit dice of creatures. Lower level creatures will always be put to sleep before higher level ones. Creatures of less than 1 Hit Dice will be treated as 1 HD. Any "pluses" are ignored (e.g. 2+1 HD is considered 2 HD). Any fraction of HD remaining is rounded down. Creatures of higher than 4+4 HD are not affected.*

## **Magic - Copying Spells into Books**

To transcribe a spell into a spellbook, you need to understand it, or use the write spell to transcribe it. Once you understand a spell, you can copy it into as many spellbooks as you like, or make scrolls of the spell. The cost of the ink is 100gp in components, per spell level. The time is one day per spell level.

## **Magic - Scroll Creation**

### **(Based on/Lifted From Philotomy's OD&D Musings)**

I allow spell-casters of all levels to create scrolls. It costs 100gp per level of spell and takes 1 week per level of spell, and requires that the spell-caster can cast the spell to begin with (i.e. it's in his spell-book). This may be done by magic-users, illusionists, clerics and druids.

All scrolls require the finest of materials. Scrolls of spells that have material components require small amounts of the material components be put into the ink to scribe the scroll. The activity of creating the scroll precludes other activities (aside from normal eating/sleeping and some small amount of shopping and/or socializing or healing).

Clerical scrolls require the scribe to be in a place consecrated to the god(s) that he/she worships to create the scroll. Druidic scrolls require the scribe to be alone in nature, preferably in a place sacred to druids or consecrated to Nature.

## **Magic - Items**

Scrolls and potions are the more common of magic items available. Other magic items, such as armors, weapons and artifacts are not. Such items exist in legend or whispered horror stories, but they are not common. If you find such items, there is no sage with "Identify" to tell you all about it. Such items are learned through investigation, questioning the sages, seeking lost knowledge and some trial and error.

At the same time, there are items that have been created by the hands of master craftsmen. Such items may impart abilities and advantages that the best of the best of creations can give.

## **Magic - Counterspells**

(Updated 3/27/23)

A magic-user may use his or her arcane knowledge to attempt to neutralize an opponent's

spell. This is referred to a counter-spell or spell duel.

1. To engage in a duel a magic-user must be able to see the attacking magic-user or their target, and be within  $6'' + 1''/\text{level}$  distance of the attacking mage or target.
2. Any condition which would prevent a magic-user from casting a spell would likewise prevent him or her from countering of a spell.
3. Cleric spells cannot be countered.
4. The intent to counter a spell must be declared during round declarations. The DM will let the players know if a monster seems to be ready to cast a spell.
5. Attempting a counter-spell fully occupies a magician's powers and concentration. Engaging in a counter-spell duel negates any further action or spell use by both participants for the remainder of that round.
6. The spell duel occurs in the segment that the spell would have finished in.

### Resolving a Spell Duel

1. Compare the levels of the countering magic-users with the spell-casting magic-user.
2. The mage casting the spell performs a saving throw vs. (Unlisted) Spells. They add (or subtract) the difference of level (HD) between caster and counter-speller. If the save is successful, the caster wins the duel; if not, the counter-speller wins.
3. The loser of the spell duel must roll against the table below:

*2d6 Result (+1 for each 2 levels that casting MU's level is higher than countering MU)*

2	Unconscious 1d4+1 rounds
3	1d4-1 points damage
4-5	Confusion (1d4+1 rounds)
6	Charmed - under control of winner of the duel
7-9	Suffer effects related to attempted spell*
10	Forget one spell (randomly chosen by DM)
11	Forget all spells
12+	Feeblemind (equivalent of 3 INT until a full day's rest, all spells forgotten)

*\*to be determined by referee*

4. Example: Treen, a 2nd level mage, sees that a goblin shaman is about to cast a spell (announced during declarations) and declares that he will counter the shaman's spell. The goblin is an HD 1-1 (considered a 1) so therefore must roll a  $12+1 = 13$  to save against Treen's counter spell. The goblin rolls a 3. It then rolls a 6 on 2d6 and is now considered *charmed* by Treen.

## Magic - Ritual Casting

(Updated 10/24/16)

**Ritual Spell Casting (Magic User/Illusionist)** - The Magic User may cast any spell in his spellbook, provided he has his spellbook (or a spellbook with spells that he understands) with him and possesses the necessary components. Ritual Spell Casting takes a turn per level of the spell to cast and may not be performed under duress or during combat. The mage must spend 20gp/level of spell for components, unless otherwise specified. (It is simple enough to merely cross 20gp off your gold total, to reflect replacing those components)

**Ritual Spell Casting (Cleric/Druid)** - The Cleric may cast any spell allowed by their deity (subject to the whim of their deity), provided they have their holy symbol with them and possesses any necessary components. The necessary prayers to perform the Ritual must be performed in a consecrated area (such as a temple of that deity), otherwise the area must be consecrated, which requires a vial of holy (or unholy) water per level of spell cast. This consecration must be done for each spell to be cast. It takes a turn per level of the spell to cast

and may not be performed under duress or during combat.

Note that the risk of a mage losing their spell book(s) is very real in my campaign!

## **Magic - Clerical Altars**

An altar is a place of divine power for a specific deity. An altar can serve as a conduit to the deity, or a place of summoning the deity's agents, or a place of creating holy water. When a cleric of 9th level or higher wishes to create a place of worship (to attract followers), they must create an altar within the structure. (OSRIC rules are used for the "name" level.)

Priests of lower level may create altars, provided they have access to the appropriate spells. It is unlikely that a cleric of lower than 5th level may create an altar, as third level spells are required for the consecration of an altar.

An altar may also be constructed without the use of 3rd level spells provided that a relic or artifact of the deity/alignment is to be housed within the altar.

Note that the only thing required to desecrate an altar is the application of an opposing alignment/deity's holy water and the use of bless or curse against the altar. A character/creature of opposing alignment/deity may also attack and shatter the altar, and then apply some sort of desecrating substance (holy water, body fluids or something similar.) However, an altar may be protected by divine or mundane means, desecration will bring those protections to bear against the attacker.

To create an altar, the best materials must be used. Each type of material (the wood, the metal) and tools must have bless cast upon them separately, in a ritual casting [1]. Construction of the altar takes 2 to 8 weeks, depending on the altar to be built. Each altar may have protective features, depending on the type of construction. Each pound of pure metal costs 100x its value. (so a pound of pure copper costs 100 copper to produce, and so on.) The cost of construction reflects craftsmen and other materials beyond the wood/stone and pure metals.

**Simple altar (shrine)** - 2 weeks to create - requires 15 pounds of pure copper - 50 gp of regular wood - cost of construction ~ 200 gp - can provide 6 vials of holy water a week - protected by either a spiritual hammer or protection from evil

To consecrate a simple altar, cleric must cast:

bless (ritual casting); protection from evil/good (ritual casting); sanctuary (ritual casting); know alignment (ritual casting); spiritual weapon (ritual casting - optional, will be protective spell); prayer (ritual casting)

**Common altar (altar)** - 4 weeks to construct - requires 24 pounds of pure silver - 200 gp of uncommon/fancy wood - cost of construction ~ 1,000 gp - can provide 16 vials of holy water a week - protected by spiritual hammer, protection from evil and provides bless to any of same alignment/deity if they are protecting altar.

To consecrate a common altar, cleric must cast:

bless (ritual casting); protection from evil/good (ritual casting); sanctuary (ritual casting); know alignment (ritual casting); spiritual weapon (ritual casting); prayer (ritual casting)

**Fancy altar (font)** - 6 weeks to construct - requires 100 pounds of pure gold - 500 gp of rare wood - cost of construction ~ 2,000 gp - can provide 32 vials of holy water a week - protected by 4 spiritual hammers, protection from evil and (optionally) glyph of warding - provides sanctuary or protection from evil and bless to same alignment/deity protectors, can also

provide 1d4 cure light wounds to protectors per day.

To consecrate a fancy altar, cleric must cast:

bless (ritual casting); protection from evil/good (ritual casting); sanctuary (ritual casting); know alignment (ritual casting); spiritual weapon (ritual casting, up to 4); glyph of warding (optional, ritual casting, requires 2000gp of powdered gems); prayer (ritual casting)

**Great Altar (chantry)** - 8 weeks to construct - requires 100 pounds of pure copper and silver each, 200 pounds of pure gold - cost of construction ~ 4,000 gp - can provide 48 vials of holy water a week, protected by 10 spiritual hammers, protection from evil, glyph of warding and other spells that may be ritually cast that provide protective power (eg: dispel evil, flame strike, insect plague, blade barrier) - provides sanctuary or protection from evil, bless, slow poison to same alignment/deity protectors, can provide 1d8 cure light wounds and 1d4 cure serious wounds to protectors per day.

To consecrate a fancy altar, cleric must cast:

bless (ritual casting); protection from evil/good (ritual casting); sanctuary (ritual casting); know alignment (ritual casting); spiritual weapon (ritual casting, up to 10); glyph of warding (optional, ritual casting, requires 2000gp of powdered gems); prayer (ritual casting); other protective spells - (ritual casting)

## Magic - Creating Holy Water

To create holy water, a cleric must cast the following spells as ritual casts, in order, while within 10' of an altar to their deity:

Create Food/Water (to create water) OR Purify Food/Water (to purify collected water); then Bless and Prayer.

The vials must be at least 25gp of value to effectively hold the holy water.

## Magic - Psionics

**1. Figure out if you have psionics** - prereq is a 13+ INT. 1 in d30 gets you the freaky mind! A WIS of 16+ and/or CHA of 16+ adds +1, cumulative. A person could have a 3 in 30 if they have high enough stats. 10% chance.

**2. You have 4 powers** - *Mind Blast* (See below), *ESP* (like the spell), *Charm Person* (like the spell), *Telekinesis* (like the spell). You can use the number of powers per day as your level/3 (rounding rules apply, you always get at least 1 use). So choose wisely at 1st - 4th levels! (It was my thought that 10th level should be able to use all powers at least once, so I may allow 10th level 4 times)

**3. To attack**, you declare like a spell and let your mind do the talking. The target makes their save as seen below in the table. Your powers are limited to a maximum range of 6". If the target saves with a natural 20, the attacker is stunned for 3 rounds (in combat use) or 3 turns (non-combat use). If the target fails their save, the power works (per spell description or Mind Blast Effect).

Intelligence of Target	Save at Range 1-2"	Save at Range 3-4"	Save at Range 5-6"	Effect of Mind Blast
3-4	19	19	17	Death

5-7	17	16	15	Insanity, permanent
8-10	15	14	13	Feeblemind
11-12	13	12	11	Coma, 3 days
13-14	11	10	9	Sleep, 6 turns
15-16	9	8	7	Stun, 3 turns
17	7	6	5	Confused, 5 turns
18	5	4	3	Enraged, 7 turns

*Magic users add +1 to their saving throws, and clerics add +2. A Helm of Telepathy adds a +4 to saving throws, and when such saves are made (any value) the attacker is stunned for 3 turns.*

## Playing - The d30 Rule

*If, in the perilous moment of fate and before the hand of the GM hath cast the selected dice, thou wishest to chance thy fate on the great black and red d30, thou mayest do so. Thee must declare thine wishes prior to the cast of fates. Once the d30 hath been cast, thou must live with thine fate as decreed. Only once per game may thou chooseth the d30. Thou are prevented from using the d30 to determine thy starting or additional hit points.*

## Playing - Anti-venom

Some poisons are instant Save or DIE, but not all, not the vast majority. It can take awhile for some poisons to take effect. For those, antivenom is available in apothecaries that can reverse the effects of poison or (in the case of "Save or DIE" poisons) adds +4 to saving throw. It's 25 gp a pop. Tastes terrible. You have to take it before rolling your saving throw, or having a cure/restorative spell cast upon you. Once you take it, it requires you to be still for 6 turns to rest/recover from the poison.

## Playing - Economy and Cost of Living

When in town, remove 1% of your wealth for living expenses, taxes, entertainment, etc.

When in the wilderness, have enough food/water to survive the passage of days!

## Playing - Encumbrance

Encumbrance/movement is initially determined by the armor you are wearing.

<b>Armor Worn</b>	<b>Max Movement</b>
<b>Unarmored, Cloth, Padded or Leather</b>	12" (120 ft)
<b>Ring, Scale or Chainmail</b>	9" (90 ft)
<b>Splint, Banded or Platemail</b>	6" (60 ft)
<b>Wearing armor and/or encumbered</b>	3" (30 ft)

The amount of gear you are carrying will also affect your movement rate. The above table assumes encumbrance of less than 350 coins/35# of weight.



If encumbrance between 350-750 coins/35 - 75#, you move at the next slower speed. (e.g. 12" to 9", 9" to 6", etc.)

If encumbrance between 750-1050/75 - 105# coins, you move at 2 slower speeds. (ie., 12" to 6", 9" to 3", 6" will go to 3").

If you are carrying over 105#, you automatically move at 3".

No charging/running is possible if you are moving at 3".

Remember that higher strength gives you carrying bonuses! To make it simple, just reduce the weight that you're carrying by your strength bonus. (So if you're carrying 750 coins, with a Strength of 14 comes a 200 coin bonus, therefore you're only carrying 550 coins.

## **Appendix A - Paladins of Tangadorin - Powers**

1. Improved Saving Throws - per rules as written.
2. Cure Disease or Cure Blindness once per week (5th level+, twice per week, 10th+, thrice per week). Immune to diseases.
3. Detect Magic: 60ft radius, while concentrating
4. Protection from Chaos (similar to Protection from Evil, but of Chaos-aligned creatures)
5. Lay on of Hands - per rules as written
6. 3rd level - can comprehend languages (as per the spell), detect illusion (as per the spell), detect invisibility (as per the spell), and/or detect secret doors/passages/pits/traps on a 1-2, once a day. Any, all can be used once per day, but must be a declared action.
7. 4th level - Warhorse - can do limited flight, is an air elemental, not a true horse.
8. Bonus attacks - per rules as written.
9. Spellcasting - per rules as written.

## **Appendix B - Druids**

Druids are local/regional groups of individuals who don't worship as part of a formal hierarchy that is commonly found in urban settings. Rather, they aspire to a more naturalistic viewpoint, integrating appreciation and worship of the natural element itself along with worship and following of gods that are associated with nature/weather. Druids are polytheistic and assign equal value to all of the gods that are included in their pantheon.

Druids were the spiritual "glue" before the Doom and ascendance of the Light. They served as priest, confessor, philosopher and even (in more remote/rural areas or in situations where the participants requested) judge/jury to resolve issues. Druids were seen as "above" politics, they would refuse to fight in warfare beyond protecting their lands and sacred places.

After the Doom, as the Light became the lawful and (in some cases) enforced religion of the Lands, druids moved into the shadows, their influence greatly reduced. They maintained their sacred spaces and in rare circumstances, served in their old capacities - just in secret.

Druids pass on their knowledge through oral tradition and study of artifacts/writings contained at sacred sites - groves, burial grounds, and in some rare cases, shrines dedicated to the god(s) that Druids were associated with. Druids associate themselves with a region's associated circle and sacred sites.

When traveling, druids are afforded the right of passage, but if they are going to stay for a period of time in a foreign region, they will reach out to the associated circle, submitting to the

authority of the circle's leadership in that region. Beyond that, each region/circle decides how to best organize themselves, though some traditions and similarities are found.

First and second level druids are trained by individual druids, or in some rare cases of gifted/called individuals - they are self-taught/self-enlightened.

Upon reaching third level, the druid will be initiated into the regional circle and provided the knowledge/lore (spells/abilities) appropriate to that level. For each level after, the druid must come to the circle that they are associated with and participate in the rites specific to that region to ascend and gain class-specific benefits from new levels, as well as have access to new spell levels as available.

If they cannot or do not do so, they will continue to accrue XP and benefit from HD increase/combat tables/save throw tables, but not from class-specific benefits. They can increase the number of spells from already known levels, but they cannot use spells from new levels (ie., if a druid reaches 6th level, they cannot cast 4th level spells until they return to the circle to participate in the ascension rites).

I guess I'll approach this similar to how I approached paladins (champions of deities) -- it's an ongoing discussion/journey and I reserve the right to retcon/change/update for the benefit of the campaign and everyone involved