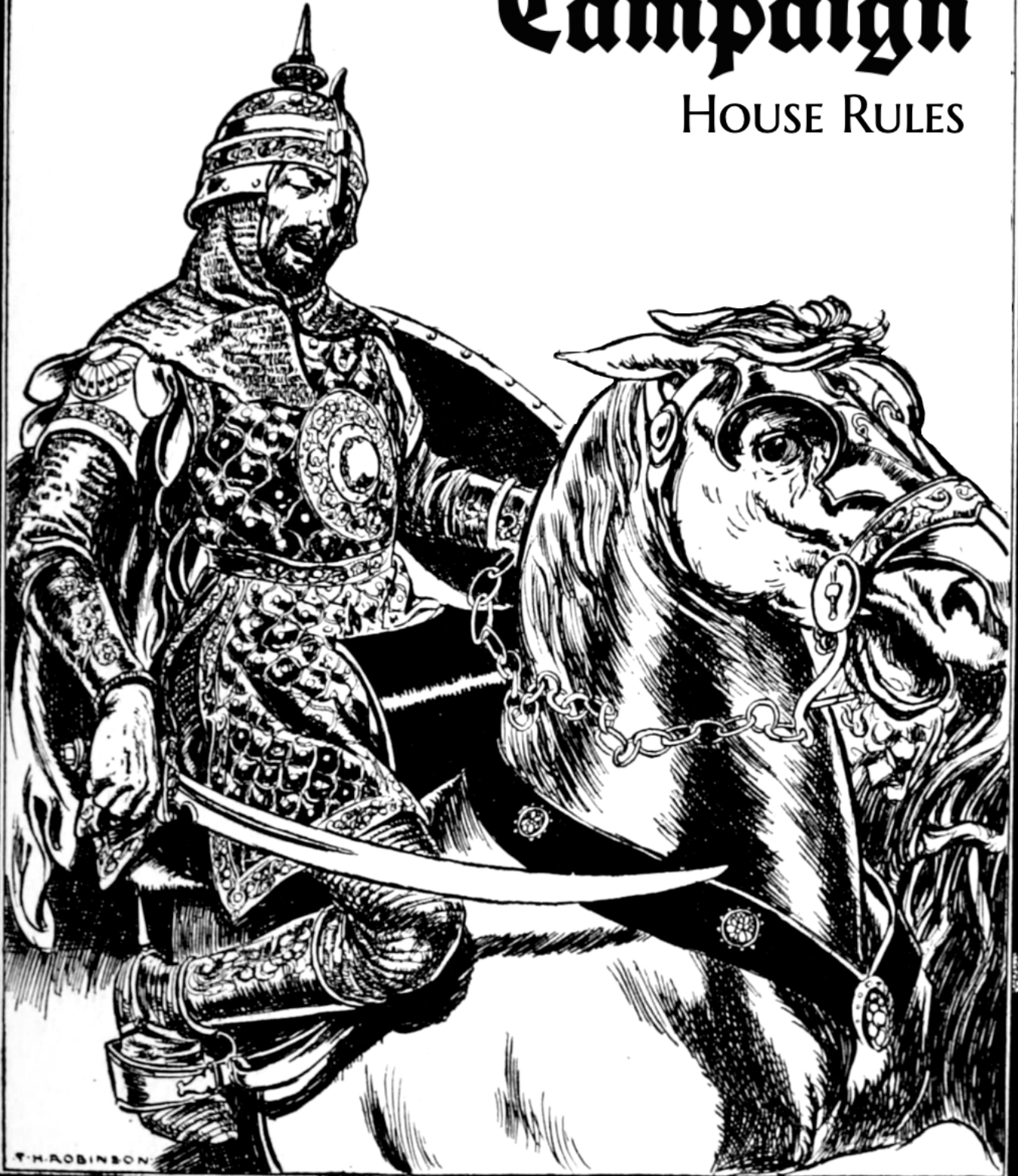


Dreadlord Campaign

HOUSE RULES



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Introduction

You are reading the house rule handbook for the Dreadlord Campaign, included in this document are the procedures for creating your character, a list of house rules, and a small player gazetteer for the campaign location; the Thalazian Sea. For play the first two parts are necessary. The gazetteer will hopefully inspire players with picking deities, and making decisions in game.



Tone

I am running a Sword & Sorcery sandbox campaign where there is no prewritten narrative. Consider yourself free to explore and interact with the world as you see fit, the world will react back, and soon you may find yourself at the heart of a dramatic story.

Why am I calling this a Sword & Sorcery campaign? Well, I am most influenced by the pulp fiction of Robert E. Howard, H.P. Lovecraft, Micheal Moorcock and Fritz Leiber. These are the stories that I am trying to evoke when I run a game of D&D. Warriors are brave and daring, and change the fate of nations. Sorcery is dark, mysterious, and dangerous. Antediluvian evils lurk in the shadows, and great war hosts march across broken lands in search of glory.

I have created a campaign area where city exploration, wilderness campaigning, and oceanic voyaging are all equally possible, so feel free to have at it you scurvy dog!

The campaign area is loosely based on a classical Mediterranean, with a large partially enclosed sea. The hinterlands are littered with the ruins of dead empires, barbarian and beastman tribes, and strange chthonic cults. The coasts are adorned with decadent city states where political intrigue, criminal activity, and naval war mongering are all the rage.

In this world, naval travel is the most common method of journeying for the civilised, but its not without its dangers as the barbarians are also worthy seamen.

Hopefully you will enjoy adventuring in such lands, and your characters will rise to great power and glory.

Rules

I am using the B/X D&D rules as a base, with a smattering of house rules. You can use the basic or expert rules, or Old School Essentials, which is essentially the same. Many of the campaign house rules have emerged from the Rules Cyclopedia, Adventurer Conquerer King System, and AD&D, but none of these are required for the player.

Gaming Aids

Our gaming voice chat will be conducted over my discord channel. I will set up an event for the gaming date roughly a week in advance. These are usually on Thursdays at 6.30pm British time (BST/GMT).

We will be using Roll20 for our virtual table top and dice rolling during the session. Once you have joined the party I can send the links and passwords to you. Our character sheets will also be inside Roll20.

Joining

If you have happened upon these rules and want to join my game, the easiest way to get in touch is via twitter @Dreadlordgames

My website is www.dreadlordgames.com where I write my campaign diaries and muse on OSR gaming.

Character Creation

When starting in this campaign you will create three characters.

When creating a character the major rules deviations from the base game are noted in **bold**.

1. Roll Stats

- Roll **4d6, drop the lowest die and sum the numbers**.
- Repeat this six times.
- These are your ability score statistics, you may **assign them as you wish** to each of your abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.
- There are **no adjustments**.

2. Choose class

- Decide which class you want to play, we are using classic race as class options: Cleric, Dwarf, Elf, Fighter, Halfling, Magic-user, Thief.
- Make sure your stats meet the requirements for the class.
- Note any special abilities that your class has.
- Make sure to **read the class house** rules in this document.

3. Modifiers + Thaco

- Now calculate your ability score modifiers.
- Now make a note of your Thaco score and attack values.
- The campaign is using descending armour class; the only true way :p

4. Saving throws

- note your saving throw numbers on your character sheet.

5. Hit points

- **All new characters have a number of hit points equal to the max number on their hit dice, +/- their CON modifier.**

6. Choose alignment

- There are three alignments; Law, Neutral, and Chaos.
- 90% of the worlds population are Neutral, with slight leanings to one alignment over the other. If you want to **randomise** your alignment roll 1d20; on a 1 you are Chaotic; on a 20 you are Lawful; otherwise you are neutral and your play style will determine your alignment.

7. Languages.

- Calculate how many languages your character can learn.
- Some Classes have additional languages.
- All characters know common, and their alignment language.

8. Equipment

- roll 3d6 x 10.
- This is the number of gold pieces you have to buy equipment.
- You may buy equipment at **Market Value III** (see equipment under house rules)

9. AC

- make a note of your armour class, remembering that your DEX modifies this.

10. XP

- note your XP and level.
- Your first character will start with 0 XP.
- There are ways of starting with more XP through play, (see carousing under house rules.)

11. Name

- Give your character a name worthy of a thousand sagas.

House Rules

For sake of ease the house rules have been divided into three categories:

1. General: those that affect all player characters and game play.
2. Class Specific: Those that are used by certain classes.
3. Equipment: the costs and availability of equipments in their current location.

General House Rules

Death

When a PC reaches 0 hit points they do not automatically die. They fall to the ground unconscious for 1d6 turns and are “Bleeding Out.”

A bleeding out character will loose 1 hp per round. When a PCs negative hit points equals their CON score, they are dead.



Stabilising

A PC may attempt to stabilise a “Bleeding out” comrade with the use of healing magic, potions, or the use of the bandage item. If any of these are used the bleeding out PC will stop losing hit points and are considered “Stabilised.”

A stabilised PC moves at half speed and cannot attack.

To recover the stabilisation period the PC will require bed rest, regaining 1d3 hit points per day of bed rest. Once they are at full health they are considered recovered. Magic healing can aid in this, but one day of bed rest is always required minimum.

Bandages are a new item introduced, they are applied in the melee phase of combat and will stabilise a bleeding out PC. Whilst applying the bandage a PC has +4 to attacks against them.

Helmets

At the start of the gaming session any characters wearing a helmet rolls 1d6 and makes a note of the result.

The first time the PC is hit by an attack and the damage inflicted is equal to this roll, then the hit has landed on the helmet and the damage is negated. The player then must roll another d6 immediately, if the result is the again equal, the PC misses a round from the concussive force of the blow.

Helmets count as armour, and can be worn by all classes except Magic-users.

Duel Wielding

A character who wields two hand weapons in melee has +1 to attack and +1 to damage. This must be done with single hand weapons. Shields cannot be used.

Slow

There is no rule for slow in this game.

Long weapons

Spears, polearms, pikes and the like can attack from the second rank of a unit.

Carousing

Many stories of Sword & Sorcery depict great drunken celebrations by heroes after a conquest. PCs in this game can do the same with mechanical benefit.

Whilst in a city or town a PC may spend coins on drinking, partying, orgies, revelries, festivals and the like. When a PC 'wastes' money in this way, with no mechanical benefit in game, they accrue XP for their next character to be rolled.

The total gold 'wasted' carousing in this manner must be totalled up and then have 10% deducted. This is then put into an XP reserve for the players next character to be rolled up.

The amount of coin one is able to spend on carousing is limited by the Market Class of the city or town they are currently in. In a great city state a PC may elect to spend thousands on an elaborate bacchanal for the whole city. Whereas in a small village they might spend a few hundred to acquire all the liquor at the local inn. The limits are listed below:

Market Class	Max Carousing Spend in one location per month
I	50,000 gp
II	20,000 gp
III	5,000 gp
IV	2,000 gp
V	1,000 gp
VI	500 gp

Whip

The whip is a melee weapon that can have a range up to 30'. On a hit the wielder can elect to either deal 1d3 damage or to entangle the foe.

Entangled foes cannot attack or cast spells, and move at half speed up to the length of the whip.

Foes may break free with a successful paralysis save.

Whips costs 1 gp per 5' of length. Max length 30'.

Nets

Nets can be used as thrown or melee weapons.

When thrown its ranges are 5-10/10-15/15-20

If a net is larger than a monster or character, no attack roll is necessary, it automatically hits.

On a hit the target is entangled (see above) and can break free with a successful paralysis save on its melee round.

Nets cost 1 sp per square foot.

Camping

Camping in the wild without a bedroll has a 1:6 chance of the PC not being fully rested; -1 to all rolls until rested.

If camping in the wild without a tent or cover and there is bad weather, then the PC will not be fully rested; -1 to all rolls until rested.

Scroll Casting

Once PC casts read magic on an arcane spell scroll, that scroll can be read from at any time by that character and does not require a spell slot to use. Magic-users with cases full of scrolls can become quite powerful.

If the scroll is being read by the person who made it, then Read Magic does not need to be used on it at all.

Wrestling

Wrestling is a HD roll off between all opposing parties. The winner grapples the loser, and they can't move.

Class House Rules

The Fighter

Fighters can reach 36th level.

Every Fighter has access to special abilities. When a fighter is first created, or when a man-at-arms earns 100 XP and levels up, they must choose one of these abilities.

Fighters gain a second ability at level 5.

Fighters gain a third ability at named level.

Auxilia

The auxilia are perfect scouts and hit and run light footmen, specialising in thrown projectiles.

When an auxilia wears leather armour they gain an additional +1 to AC.

When throwing a javelin at a humanoid enemy, even if the attack misses, the enemy must save vs breath or be pinned for one round.

A pinned enemy cannot move.

Master Archer

The Master archer is quick to draw and a crack shot.

The Master Archer may elect to not move and instead make a ranged attack during their movement phase. This means they can shoot twice in a round.

All arrow attacks deal +1 damage.

Blade Master

The Blade Master can make a number of melee attacks against 1HD creatures equal to their level.

Berserker

Overwhelmingly tough, the Berserkers HD is d10.

Whilst in combat the Berserker may invoke his blood lust and enter a rage, this gives +2 to melee attacks, but the Berserker may not announce a retreat and must fight until all enemies are dead.

Shield Lord

If a melee attack hits the Shield Lord, they may elect to sunder their shield before any damage is rolled. This destroys their shield.

If the monsters HD is double or greater than the Shield Lord's the Shield Lord must save vs breath, on a success they half any damage. On a fail they take the damage.

Otherwise, the Shield Lord negates the damage.

Ranger

Rangers are expert at living in the wild, and at tracking both men and beasts.

Rangers have a base chance of 90% of following tracks. This is modified by -10% for every day old the tracks are, and an additional -10% for poor weather.

Whilst leading the party in the wild, Rangers have a 2:6 chance of foraging or hunting game.

If a Ranger is in an adventuring party the odds of getting lost are reduced by one.

When leading a party in the wild on foot, the party may move one speed faster; Max 120'.

Horse Master

The horse master can charge on riding horses.

When charging on a war horse, the enemy must save vs breath or be trampled and take an additional 1d6 damage.

You have a 2:6 chance of breaking wild horses.

Pirate

A pirate has a swim speed 1/3rd of his outdoor running speed (as opposed to 1/5th.)

A pirate can act as a navigator or captain on a ship, and doesn't need to hire a Specialist.

A Pirate has a 25% chance of correctly guessing the next days weather.

Whips and nets are the Beast Masters preferred weapon, and they gain +1 using them.

Paladin

The Paladin ability may only be taken at 1st level. A Paladin may take no other fighter abilities.

A Paladin can only be lawful and must take an oath. If they ever break their oath they loose all abilities and cannot take another. An example oath might be: to wipe out evil wherever I find it.

Paladins can turn undead as a Cleric of the same level by reciting their oath aloud, and with gusto.

Paladins are immune to all diseases.

Once per day a Paladin can lay on hands. The range is touch, and it heals a number of hit points equal to the paladins level. This causes damage to undead and demons.

At 5th level the Paladin can cast *Detect Evil* once per day.

At name level the Paladin can cast *Dispel Evil* once per day.

A Paladin must donate all their money to righteous causes and cannot carouse.

Beastmaster

Beastmasters learn their craft from rearing a companion animal. Roll 2d6.

2d6	Result
2	Bear
3	Giant shrew
4-5	Hawk
6-8	War dog
9-10	Wolf
11	Rock baboon
12	Lion

Beast Masters have the abilities of the Animal Trainer Specialist and can ride large beasts as mounts.

Beast Masters have intimate knowledge about the psychology of animals and can re-roll reactions from wandering animals if you give a narrative reason.



Magic-user

Magic users can reach 36th level.

Magic-users have the most house rules of all the classes.

Spell Books

Magic-user Spell Books have no upper spell limit and can contain more spells than the Magic-users memory limit. To copy a spell into a book it costs the same as magical research and destroys the copy of the previous spell/scroll.

Magic Research

Magical research requires access to a library. Each spell level researched or HD of magically constructed creature requires 500 gp spent on the library.

Spells

Magic-users must start the game knowing Read Magic and Detect Magic. Their spell book contains a number of first level spells relative to their intelligence score, the totals are shown below. Any extra spells can be selected as the player wishes from the regular 1st level spell list:

INT Score	No of spells
3-7	2
8	3
9	4
10	5
11	6
12	7
13	8
14	9
15	10
16	11
17-18	12

To gain additional spells magic-users must copy from scrolls and spell books, find a mentor, or research new spells.

Scrolls

At 1st level Magic-users can craft spell scrolls at a cost of 250 gp and one week of game time per spell level.

Magical Constructs

At 2nd level Magic-users can begin to create magical constructs. First, the Magic-user must have access to a library and laboratory. Laboratories cost 1,000 gp per HD of construct created.

Once the Magic-user has access to both a library and laboratory they can research a formula for creating magical constructs.

To research a construct formula a library must be used and the research cost is: One week and 500 gp per HD + 1000 gp per special ability. There is a 15% chance of some impediment being added to the construct.

Once the formula is created, the lab must be used to create the construct; this costs 250gp per HD + 500gp per ability, plus 1 week + 1 day per HD of game time.

Up until 5th level, magic users can only create constructs with 1d4 HD.

Once a Magic-user is 5th level their constructs have 1d8 HD and they may begin to research and create constructs of multiple HD.

Example: Tarian is a 3rd level Magic-user. He recently became apprentice to the 12th level Magic-user Gorun of Tith. Gorun has a 4,000 gp library and a 3,000 gp laboratory which Tarian can access.

Tarian decides he will begin to create magical constructs to aid him in his adventures.

He wants to create a 1HD creature that has a stinger that paralyzes. The research formula costs him 1,500 gp and one week of game time. Tarian's player rolls a d20 and gets a 6, there is no impediment in the formula.

Tarian then brews his creature in the laboratory of Gorun. He spends one week and one day doing so, watching the creature grow in a tank. This costs him 750 gp and eight days of game time.

At the end of this period his construct emerges, Tarian's player rolls 1d4 for the creatures HD getting 3 hp. It will follow his orders to the letter.

Potions

At 3rd level a Magic-user can begin to craft potions. To create potions a Magic-user must have access to a library and laboratory (see above).

Firstly the Magic-user must formulate a recipe. This costs 500 gp and 1 game week per spell effect.

Once this is researched the Judge will inform of any special component that need to be procured before the potion can be crafted.

Then the laboratory can be used to craft the potion. The cost is 200 gp per ability and one week.

Example: Xelus is a 5th level Magic-user and has recently constructed both a laboratory and library for 1,500 gp. He wants to begin creating health potions and so sets about researching a formula. This costs him 500 gp and one week.

After this period the judge informs Xelus' player he needs sage as a component, and that he can gather it himself in the wilds with odds of 1:6 per day or buy it at a Market Level III city or greater for 10gp a bushel.

Xelus sends a henchman on a riding horse to buy the material, and a week later they returns with six bushels.

Xelus then crafts the three health potions for 600 gp and three weeks of time, consuming three bushels of sage.

Rituals

11th level Magic-users can cast powerful rituals, each ritual must be researched and its components and costs will be relayed by the Judge.



The Cleric

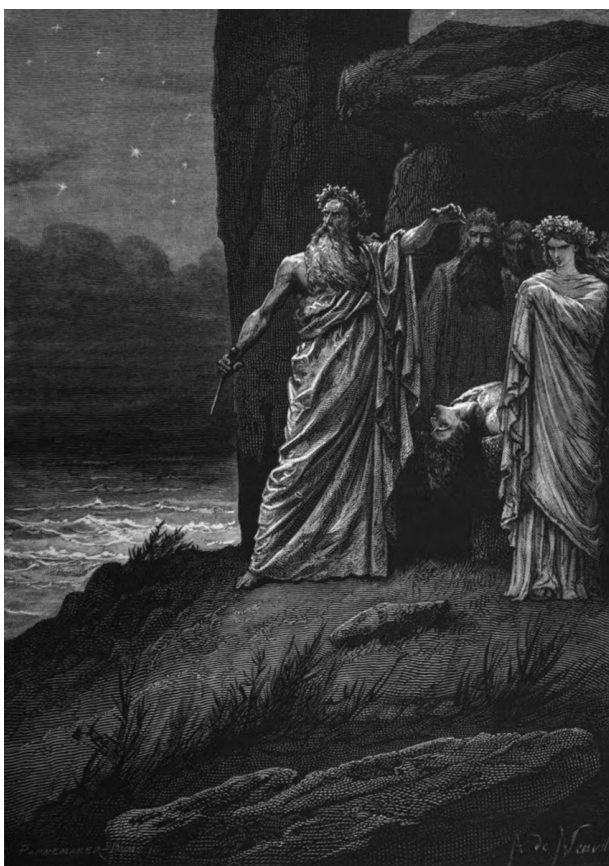
Clerics can reach 36th level.

Crafting

3rd level Clerics can create potions, but must first secure an alchemy set for 1,000 gp. They must then research a formula, secure ingredients, and create the item.

At 5th level Clerics can begin to craft divine scrolls at a cost of 500gp and one week per spell level.

At 9th level Clerics can begin constructing magical items such as weapons, armour, and others.



Holy water

At 6th level Clerics can construct a holy font inlaid with psalms or depictions of their deity. This costs 2,000 gp and requires two weeks of work by craftsmen.

Thereafter the cleric can produce one vial of holy water per day by casting Bless and Create Water into the font. This requires 5 gp for the vial.

Rituals

11th level Clerics can cast powerful rituals, each ritual must be researched and its components and costs will be relayed by the Judge.

Parishioners

Lawful Clerics can use prayers to aid research or crafting costs. Prayers are generated by Parishioners.

For every fifty parishioners sending prayers to a Cleric, they gain the equivalent of 10gp to spend on their research, crafting or ritual project.

Building a flock of parishioners takes dedication. For every 1,000 gp a month spent on missionary henchmen, the value of charitable spells cast, and the value of religious buildings constructed, the Cleric attracts $2d6 + \text{CHA}$ parishioners.

Example: Darius is a 4th level Cleric. He focusses on attracting some parishioners in the local village. He builds a wooden chapel for 1,500 gp. He can cast one 2nd level spell (40gp) and two 1st level spells (10gp) a day, and so does that charitably for four weeks equaling 1680 gp value.

Darius total spend is 3180 gp.

Darius CHA bonus is +1.

Darius rolls $6d6 + 3$. The result is 28. This month Darius has attracted 28 parishioners. All lawful believers in his god.

The next month Darius goes away for two weeks on an adventure. He hires a 2nd level Cleric to travel the area proselytising their religion for four weeks. He negotiates a fee of 2 gp a day for this service and pays 56 gold pieces. The Cleric casts one 1st level spell a day (10gp), and over the whole month this equals 280 gp value. When Darius returns from his adventure his comrade needs time to rest and recover from a wound. So, for the last two weeks Darius gives his spells charitably to the village granting him 840 gp value.

With the treasure from his adventure Darius erects a simple stone marker in the centre of the village for 1,000 gp.

The total value for the second month is 2176. Darius rolls $4d6 + 2$, the result is 13.

After two months Darius new congregation is 41 parishioners strong. Soon enough he will have a large flock who's prayers will aid in the creation of his potions.

Dwarf

Dwarves can reach 12th level, thereafter increasing in 1hp and Thac0 progression.

There are no house rules for the dwarf class.

For this Class' campaign lore, see the gazetteer.

Halfling

Halflings can reach 8th level, thereafter increasing in 1hp and Thac0 progression.

There are no house rules for the Halfling class.

For this Class' campaign lore, see the gazetteer.

Thief

Thieves can reach 36th level.

At first level a thief may elect to be an assassin, and so takes the below house rules.

Assassin

Assassins use thieves skills at half their level rounding up (minimum Lvl 1.)

Assassins gain two other abilities: Assassination odds, and Disguise.

Assassination odds: When an assassin attacks using their backstab ability, they have 50% chance of killing the foe outright. If the foe is of higher HD than the assassin, these odds are reduced by -10% per 1 HD the foe has above the assassin.

Assassin guilds usually control certain areas for paid assassinations and they take a 20% cut. If jobs are taken outside of the jurisdiction of an assassin guild and they find out about it, then they will soon take revenge.

The fee for an assassination is calculated with this formula: $10gp \times Lvl \times no. \text{ of followers}$.

Example: An Assassination contract has been put out on Lord Fenton. Lord Fenton is a 12th level Fighter, ruling over a city with population of 6,100. The fee to assassinate him is 732,000 gp.

Disguise: a disguise kit must be used for this skill. An assassin can use a kit to disguise themselves with only a 2% chance of being discovered. If they change gender there is an 8% of being discovered. If they are attempting to change their race there is 20% odds of being discovered.

Elf

Elves can reach 10th level, thereafter increasing in 1hp and Thac0 progression.

For this classes lore see the gazetteer.

Archer lord

Elves have the Master Archer Fighter ability.

Spell Books

Elves Spell Books have no upper spell limit and can contain more spells than the Elf's memory limit. To copy a spell into a book it costs the same as magical research and destroys the copy of the previous spell/scroll.

Spells

Elves start the game knowing Read Magic and Detect Magic and know more spells equal to how many additional languages they known due to their INT bonus.

Scrolls

Elves can begin to scribe spell scrolls at 2nd level. These cost 250 gp and one week of crafting time per spell level.

Magic Research

Magical research requires access to a library. Each spell level researched requires 500 gp spent on the library.

Libraries can be accessed through mentors also.

Equipment House Rules

The availability and price of equipment, weapons, and armour depends on the Market Class of the PCs current location. The Market Class is tied to the population of the city state. The largest city states are akin to the Athens or Rome of antiquity, but these are incredibly rare. This table gives a quick breakdown of population numbers. Roughly one fourth of these numbers are assumed to be able bodied men available for conscription. Where the item is not available it is notated with; N/A. If there is an additional cost such as wait time that is also given. In tiny hamlets equipment might not be available.

Market Class	I	II	III	IV	V	VI
Population	100,000 or more	20,000 to 99,999	5,000 to 19,000	2,500 to 4,999	1,000 to 2,499	200 to 999

Armour

Item	AC	Speed	I	II	III	IV	V	VI
Padded	8	Light	2 gp	4 gp	5 gp	6 gp	7 gp	8 gp
Leather	7	Light	15 gp	20 gp	21 gp	22 gp	23 gp	24 gp
Hide	6	Heavy	N/A	N/A	N/A	20 gp	25 gp	30 gp
Scalemail	6	Heavy	20 gp	25 gp	30 gp	N/A	N/A	N/A
Chainmail	5	Heavy	35 gp	40 gp	42 gp	48 gp	52 gp	60 gp + 1 week.
Bronze Cuirass	4	Heavy	80 gp	130 gp	200 gp	250 gp	300 gp	400 gp +1 week
Plate mail	3	Heavy	120 gp	200 gp + 1 week	300 gp + 2 weeks	N/A	N/A	N/A
Shield	1	*	10 gp	10 gp	11 gp	12 gp	13 gp	14 gp
Helmet	*	*	10 gp	20 gp	30 gp	40 gp	50 gp + 1 week	50 gp + 2 weeks

Adventuring Gear

Item	I	II	III	IV	V	VI
Backpack	2 gp	5 gp	7 gp	10 gp	12 gp	15 gp
Bandage (10)	8 gp	10 gp	11 gp	12 gp	13 gp	N/A
Bed roll	4 gp	5 gp	6 gp	7 gp	8 gp	9 gp
Candle (10)	9 sp	1 gp	1.1 gp	1.2 gp	1.3 gp	1.4 gp
Cloak	4.5 sp	5 sp	5.5 sp	5.6 sp	5.7 sp	6 sp
Clothes (fine)	40 gp	50 gp	60 gp	70 gp	N/A	N/A

Item	I	II	III	IV	V	VI
Crowbar	9 gp	10 gp	11 gp	12 gp	13 gp	15 gp
Disguise Kit	25 gp	30 gp	50 gp	N/A	N/A	N/A
Garlic	5 gp	5 gp	6 gp	7 gp	9 gp	10 gp
Grappling Hook	22 gp	25 gp	28.5 gp	30 gp	33 gp	35 gp
Hammer	1 gp	2 gp	3 gp	3.5 gp	4 gp	4.5 gp
Holy symbol silver	40 gp	50 gp	55 gp	60 gp	N/A	N/A
Holy symbol wood	1 gp	1 gp	1 gp	1 gp	2 gp	2 gp
Holy water Vial	25 gp	25 gp	26 gp	27 gp	N/A	N/A
Iron spikes (12)	1 gp	1 gp	1 gp	1 gp	1 gp	1 gp
Lantern	10 gp	10 gp	11 gp	15 gp	N/A	N/A
Hand Mirror	5 gp	5 gp	5 gp	10 gp	10 gp	15 gp
Oil (1 flask)	1 gp	2 gp	3 gp	3.5 gp	N/A	N/A
Pole	5 sp	1 gp	1.5 gp	1.5 gp	1.5 gp	1.5 gp
Iron Rations (7)	15 gp	15 gp	16 gp	16 gp	20 gp	N/A
Standard Rations (7)	5 pg	5 gp	5 gp	5 gp	5 gp	5 gp
Rope (50')	1 gp	1 gp	1 gp	1 gp	1 gp	1 gp
Rope, Silk (100')	45 gp	50 gp	52 gp	60 gp	N/A	N/A
Scroll case (6 scroll)	5 gp	6 gp	7gp	NA	NA	NA
Sack (large)	2 gp	2 gp	2 gp	2 gp	2 gp	4 gp
Sack (small)	1 gp	1 gp	1 gp	1 gp	1 gp	2 gp
Stakes (3) and mallet	3 gp	3 gp	3 gp	3 gp	4 gp	5 gp
Tent, small (2 men)	1 gp	1 gp	1 gp	1 gp	1 gp	1 gp
Tent, large (15 men)	15 gp	15 gp	15 gp	15 gp	15 gp	15 gp
Thieves tools	25 gp	25 gp	25 gp	26 gp	30 gp	N/A
Tinder box	3 gp	3 gp	3 gp	3 gp	3 gp	3 gp

Item	I	II	III	IV	V	VI
Torches (6)	1 gp	1 gp	1 gp	1 gp	1 gp	2 gp
Waterskin	1 gp	1 gp	1 gp	1 gp	1 gp	1 gp
Wine (2 pints)	1 gp	1 gp	1 gp	2 gp	2 gp	5 gp
Wolfsbane	10 gp	10 gp	10 gp	N/A	N/A	N/A

Weapons

All types of weapons are available in all market classes except for VI.

Weapon prices in V are double.

Weapon prices in VI are triple.

The weapons available in VI are spears, short bows, dagger, staff, club, hand axe, javelin, nets, and whips.

Ammo

All types of ammo are available in all market classes except for VI.

Prices in V are double.

Prices in VI are triple.

Silver tipped arrows are not available in VI.

Mounts

All mounts and land vehicles are available in all markets classes Except for War Horses, which can only be found in Market Class I or II settlements, are double the base cost, and only have a 20% chance of being available.

Mounts and land vehicles in Market Class VI settlements are triple cost.

Ship Combat

Rules for Ship Combat to be developed when need arises.

Gazetteer

“The Thalazian Sea is a basin of wonder and devilry lad, sea reavers scrape slaves from it’s coast like barnacles from a hull. Its brine be illuminated deep deep down, by cities beneath the waves.”

Marcellus Axius, Dread Pirate

The World

The larger world is known as Garus, a fragmented collection of continents that are marred with great circular lakes from long ago fallen asteroids.

There are no great Empires except one, far in the bleak northern continent, it is known only as Taloor. This elder Empire is isolationist and has no contact with the outside world and it’s lands are shunned by merchants, for its denizens are said to have the look of death about them.

It is generally agreed by members of the elder races that the world is currently in its Twelfth Age. Each epoch saw the rise and fall of many strange civilisations and empires, and the entire planet is littered with the ruins and remnants of these older civilisations.

The campaign is based around a nearly enclosed sea named the Thalazian Sea. This sea is around 250,000 miles square, larger than the Aegean and smaller than the Celtic Sea.

The climate is very tropical in places, jungles and swamps are common around the sea, but to the East and South there are large mountain ranges with deserts and plains at their bases. In the south there are large Forrests and badlands.

Playable Races

“To witness the Thalazian phalange take march is to see the very hills weep. The tips of their spears make a glittering river of steel. Tears of the earth.”

Alexios of Tith

Humans

In this age Men are the most prodigious race, and they come in many variants. The Thalrazian Sea has attracted many different Barbarian human clans, and its shores are littered with citadels and City States, built on the remains of older civilisations.

Kurk - The Kurk roamed into the region long ago as horse nomads. They have dark tan skin, and wide moon shaped faces. They stand around five foot tall. Their hair is often jet black and thick. They can be found throughout the city states as mercenaries, and many of their kind still live as barbarians out in the reaches. They are known to hate beastmen and war with them furiously.

Nord - the Nord are a race of pale, white haired barbarians, tall and broad shouldered. They only arrived in the region several generations ago, after crusades from the Taloor drove them south. They are expert seamen, vicious warriors and feared by gentiles for their ravenous nature. They can sometimes be found in city states as mercenaries, but are often distrusted. They are known slavers.

Dervish - Master traders and ruthless warriors, the dark skinned Dervish travel the region in their carracks or by caravans. Beards and turbans are often worn by them. They have maintained strong trade relations with this region for hundreds of years from their sultanates to the East. Many peoples in the City states have some Dervish ancestry.

Thalazian - In their own folk lore the Thalazians were said to be born from the brine when the Sea God Oceanus poured his seed into it. True or not, they are the most established human race. They have olive skin and sandy or brown curly hair. The Gods they follow and the lives they lead are as numerous as their kind.

Urr - The Urr are strange men with bright blue skin, and pure black eyes. They are known for both intelligence and lithe cunning. Legend tells that they were once the magical creation of a powerful Wizard, but turned against him to gain freedom. Many of them live as barbarians on the southern coast, but they can also be found studying arcane things, or picking pockets in the city states. Though often assumed to be beastmen by the ignorant, they are very human.

Scoro - These copper skinned barbarians have long settled in the South of the area, coming up from the badlands to raid and pillage the wealth of the region. Many still live tribally, but some of them have become mercenaries, slavers, and city dwellers.

Syphaxian - these are the least common race in the region, but notably in the city states there are several prominent Syphaxians. Ebony skinned and very tall, they often project a powerful dignity. Their kind are known to rule several island states of great antiquity far to the West.

Mixed - in the City states many humans of mixed heritage can be found.

Elves

The elves are one of four elder races who emerged from the elemental watch towers at the far reaches of Garus. They are known for their magics, guile, long lives, and for stealing human infants.

Elves have pale skin, pointed ears, and strange luminous eyes.

Their numbers have severely dwindled in the last few eons, and at some point in the distant past they altered their physical form with magic so as to appear more human. They expunged their more airy qualities such as natural invisibility, so they could become more corporeal and exist in an increasingly human dominated world.

Characters who are Elven have only a 20% chance of being a True Elf, or Sylph. It is more likely that they are one of the changelings, humans captured as infants and transformed into elf like beings. This is done to bolster elven numbers, which are severely dwindling. An Elf is never told if they are a Sylph or Changeling but raised as if they are True. This often leads to inferiority complexes and paranoia amongst the elves. An Elf characters true nature can often be revealed at dramatic points in the campaign.

The Elves still have some hidden citadels and outposts, favouring wild lands, tall mountain peaks, remote islands, or within pocket dimensions.

They exist in small numbers throughout the city states, and are often considered lucky by sailors due to their association with air.

Some say that untainted Sylphs still exist throughout the world, who seek to bring about the destruction of man.

Halflings

The small folk, as they are commonly known, were bred as a slave race by the elves many eons ago. Due to their small stature they are still favoured for house slaves today. But many burrows of halflings exist in the world, cleverly keeping to themselves.

Due to their tiny stature and ability to hide in brush, they are seen as valuable as scouts in many armies.

The Halflings have no cities and no armies, and choose to live in small groups in hidden burrow towns when they choose to live with their own kind. In the cities they are often entertainers.



Dwarf

Darklings, Rock-kin, Gnomus, these are some of the names men give to the strange earthly creatures that live in halls deep below mountains. They are another of the four elder races, emerging from the Elemental watchtower of Earth many eons ago.

Dwarves stand four feet tall, and their skin has the appearance of gemstones. The most common type of skin tone is a dark obsidian flecked with reflective quartz. They are totally hairless and smooth, but their large square jaws give the impression of a full beard.

The Dwarves abhor magic, and so have a general distaste for Elves. Instead their cities value craftsmanship. Many troops of Dwarves travel the lands acting as miners and mercenaries, as their powerful frames make them excellent at both.

There are many dwarves throughout the city states working as guards, or smiths. Their societies are usually structured like guilds, with Runemasters, those with the highest skill in poetry and scribing, acting as arbiter and chronicler. Dwarf family chronicles are known to go back hundreds of generations, and if a bad deed happens to be recorded in a Dwarven Chronicle, be sure it will never be forgotten.

Religion

“His metal is steel. His colour is red. His fragrance is Dragons Blood. On this, His holy day, be sure to offer all three upon His altar. Do so and thy blows shall strike true. Thy enemies shall fall prostrate, bleeding like slaughtered lambs upon the field. For Arien is war. Arien is blood. Arien is steel. Arien! Hail unto thee! Lord of War!”

Zaffo Twice Born, High Priest of Arien

To speak of Religions, first a little of Garus' cosmology must be described. The world is made up of a series of planes. First is the material plane, the planet itself. The material plane has within and through it, four elemental planes. In the four corners of the material world there are the elemental watchtowers. These are colossal gates that lead into the planes of pure elemental energy. The areas around these gates are rippling with huge chaotic energy. These watchtowers are from where all magic potential flows. The fifth quintessential element is what brings these forces together into matter.

Outside out this material plane there are incalculable others. They are visualised as going upwards, or rising. Each of these planes becomes more abstract, and concerns particular types of energy. These are the planes of various entities, which are known as Outer Gods to material creatures. The planes are double sided, there is a bright side, and a shadow side; of Law and Chaos respectfully.

Paganism

In Garus, only Clerics dedicate themselves to a single deity, others worship multiple gods, each to fulfil specific purposes. Gods are also particularly localised to populations, races, and locations.

Gods are broken down into different types.

- * Localised land spirits: entities of great power who are associated with an area of space in the material plane. The material land is in fact their corporeal body and they can exert great power within its area, but not outside. Clerics of these Gods are often called Druids.
- * Outer Gods: these are archetypal forces that exist in the higher planes and have associated spheres of influence. They are personified as human-like beings, sometimes with animal features. They gain power through worship, prayer, and sacrifice. They are in a war of Law vs Chaos, and use the material plane like a chess board in their ongoing struggle.
- * Saints: certain creatures and characters can become so powerful that they ascend to the upper spheres

and become like outer gods. Long before they ascend they usually have a colossal sized cultus built up around them.

A Selection of Gods

Here are a few of the larger known gods in the world, their sphere of influence, and their features. There are innumerable petty gods through the lands, and many who have been forgotten with shrines to be rediscovered.

Lawful Gods

Arien

Type: Outer God

Avatar: A Man in Red Armour

Symbol: Spear

Sphere: War, Bravery, Military, Guardianship, Fire

Alignment: Law

Associations: Thalazian humans, warriors

Arien is favoured by warriors for his influence over battle. Farmers and herders often pray to him to keep barbarians and dangers away. His temples are spartan and decorated in red, and often double as fighters guilds, or mercenary companies.

Mardock

Type: Outer God

Avatar: A Bull Headed Man with flaming horns.

Symbol: Flaming Horns.

Sphere: War, Trade, Judgement, Political Power, Air.

Alignment: Law

Associations: Merchants, Acron Gil Dul

Mardock's main temple is in the city state of Acron Gil Dul where, above a marble building, he has a giant brass statue in his likeness. He oversees trade with ruthless judgement, and all financial transactions can be applied as prayers towards him. Many merchants and sailors pay him homage. One of the main complaints against his edicts are that he is tyrannical. His colour is Gold. Abacus are often carved with his name for luck.

Sophia

Type: Outer God
Avatar: A Robed Maiden carrying an owl.
Symbol: An owl.
Sphere: Learning, Wisdom, Knowledge, Water.
Alignment: Law
Associations: scholars, wizards, and sages.

Sophia has no grand temples, as the majority of Garus population have little use for her spheres. But any who are interested in furthering their intellect pay her homage, and many have personal shrines to her. Her clerics often go out into the world to gather knowledge from forgotten epochs, and collect libraries of lore to further the wisdom of the world.

Diana

Type: Outer God
Avatar: A huntress crowned with crescent moon.
Symbol: Crescent moon.
Sphere: Hunting, families, fertility, defence, Earth.
Alignment: Law
Associations: huntsmen, villages, outlands.

A favoured deity for outlanders and quant village folk, Diana is known for defending the lower classes from the barbarous wilds, but she is also of a wild nature and aids hunters catch their folly. Hunting is holy to her.

Zoras

Type: Outer God
Avatar: Pillar of Flame
Symbol: Burning Brazier
Sphere: Purity, goodness, life
Alignment: Law
Associations: Dervish, holy fire, good, cleanliness.

Zoras is the principal deity of the Dervish, but his hard-line dualistic thinking of Law versus Chaos means his believers can be fanatical. His temples are plain and hold a brazier of holy flame. The holy flame of these temples is said to be kept continually burning, and is sourced from Zoras himself, each flame being kept alight and passed on. His believers wear turbans and grow beards, and his clerics memorise his edicts and scriptures and live in poverty.

Aset

Type: Outer God
Avatar: A pale virgin crowned with a serpent
Symbol: Chalice
Sphere: Magic, Love, Health, fertility, Water
Alignment: Law
Associations: Hospitals, marriage, childbirth, protection

The most common depiction of Aset is a maiden ripe for marriage, pale and pure, her crown adorned with a coiled serpent. She is worshiped widely, and the Dervish depict her as a beautiful woman with arms like a falcon's wings. Her temples are lavish, and her sculpture can be found in many homes for her spheres are goodly and pure. Her Clerics are often vestal virgins and seers, she has a major temple in the heart of the Red Mountain Range where no man is permitted, guarded by amazon battle maidens.

Phoebus

Type: Outer God
Avatar: A king crowned with the sun
Symbol: Solar Haloed Fist
Sphere: Righteousness, Rulership, Art, Fire
Alignment: Law
Associations: civilisation, laws, craftsmanship

One of the most revered deities in the basin, Phoebus is seen as a paragon of Law and exemplar of righteousness. Expunging evil, corruption and ruling with fairness are all holy to him and most towns have at least one shrine to him.

Saint Mondo

Type: Saint
Avatar: A haloed knight
Symbol: An Equal Armed Cross
Sphere: Charity, Valour, War, Protection
Alignment: Law
Associations: Paladins, crusades against evil

Saint Mondo was a powerful Paladin that besieged and slew the tyrannical dragon Wrexmor at the end of the last age. After his victory the political landscape around the sea changed forever. Since his ascension many lawful warriors have invoked his name as a powerful talisman against evil, and today there are many orders of paladins and clerics who worship him through emulation.

Mors

Type: Outer God
Avatar: A winged man with a sword
Symbol: pair of wings
Sphere: Death, illness, old age, earth.
Alignment: Law
Associations: Death rites, repose, psychopomp

The practice of mummification and internment are key to the Clerics of Mors, as are the giving of the last rights to the sick and dying. Where death is not natural, Clerics of Mors give aid and heal. Mors' temples are usually reliquaries associated with graveyards. What Mors cannot tolerate are states of undeath and acts of necromancy. As such his Clerics are under oath to seek out and destroy undead of any kind.

Chaotic Gods

Skifferos

Type: Outer God
Avatar: A squat chameleon headed man
Symbol: A Mask
Sphere: Thievery, lies, speech craft
Alignment: Chaos
Associations: Thieving guilds, merchants, diplomats.

Never worshipped in open, as this would be an admission of deception, the secret worship of Skifferos is in itself a practice holy unto him. A demon to those who value fairness, a god to those who seek personal power at all costs. Clerics of Skifferos often hide in plain sight as merchants, scribes and the like, but the more powerful ones become courtly advisors and guide empires.

Mother of Shadows

Type: Outer God
Avatar: A crone lactating blood
Symbol: A drop of blood.
Sphere: Murder, revenge, hate.
Alignment: Chaos
Associations: murderers, assassins, revenge seekers.

Most assassin guilds pay homage to the Mother of Shadows, and there is one known temple to her in Zonduma. People wronged, those beaten and enslaved, both are likely to send their prayers to this Chaotic deity. Her Clerics are often bare chested women who decorate their hair with bones and live in abandoned graveyards.

The Faceless

Type: Outer God
Avatar: A cowed figure.
Symbol: a black circle
Sphere: destruction, contamination, magic, evil.
Alignment: Chaos
Associations: Power, sorcerers, tyrants.

Those approached by the taint of the faceless one are said to be chosen for their aptitude towards evil. The only tenant for followers of the faceless is to indulge their every dark urge and impulse. Beastmen are known to flock to his Clerics, almost sensing the potential for chaos. Blood sacrifices are most holy unto him, as are the defilement of holy sites of Law. The secret worship of the faceless is seen as a blight by most other clerics. Worse still, the faceless often sets up avatars and false idols to secretly spread its evil.



Doombringer

Type: Anti-Saint
Avatar: A Black Knight
Symbol: Horned Great Helm.
Sphere: Battle, Slavery, Cannibalism.
Alignment: Chaos
Associations: Barbarians, slavers, warriors.

Long ago a terrible barbarian King came down from the mountains upon a wyvern. All before him were killed or driven into chains. For decades none were able to defeat him and the very earth quaked with lamentation. With his legions of barbarians and beastmen he constructed the dark tower Uramandu beside Mount Dread. His cult grew across the Thalazian sea, with troves of willing participants throwing themselves into the volcano that had become an altar unto him. Until one day, when he simply vanished. The black halls of Uramandu fell silent too, all its denizens disappeared. The Doombringer had ascended to Godhood. Now, his clerics call for his return to the material realm and kill in his name.

Salazaar

Type: Outer God
Avatar: Fiery Man born from an egg
Symbol: Three triangles
Sphere: Entropy, Time, Void
Alignment: Chaos
Associations: Secrets, emptiness, visions

A strange cult is growing in the Western city states of the Thalazian Sea. Members of this cult await the material birth of a Deity they call Salazaar. They say he comes from the furthest reaches of the outer planes. They await his earthly manifestation that will raise all men to the level of the Gods. The initiations of this cult are very secretive, his clerics shave their head and tattoo his symbol on their forehead.

Hekas

Type: Outer God
Avatar: Blue skinned woman with four arms and ravenous mouth.
Symbol: Fanged mouth with long tongue.
Sphere: vengeance, domination, war
Alignment: Chaos
Associations: blood lust, battle frenzy, barbarians

Barbarians and Beastmen often use banners depicting Hekas to invoke fear in their enemies. Her name is often chanted during battle. She is the paragon of female rage, and many women offer her tribute for empowerment. Her clerics drink blood from skull

cap cups and flay the corpses of their enemies. No civilised land tolerates the vile madness of her rituals, but many flock to her cults for personal power.

Neutral Gods

The Grimm One

Type: Outer God
Avatar: One eyed Veteran King
Symbol: Crow or Mountain
Sphere: Knowledge, Battle, limits, death
Alignment: Neutral
Associations: Warriors, Cunning folk, glorious death

Some call him the Grimnir, others call him Crom. He is said to care not for mortal affairs, he is a god of battle, knowledge, death, and victory over death. These things, it is said, will garner his attention and approval. He is said to reside on the great Grimm mountain in the Doomrath range, where he descended from the upper planes and sacrificed himself to himself. He overcomes Death. He is attended by the Valkyries, savage warrior demonesse who hunt in the mountains. Some of his Clerics live in mountains wearing fur and keep carrion birds, such as crows, to seek omens from him. Others who follow him say it is pitiful to worship him, instead one must kill many enemies and die in battle to gain his approval, and only in death understand his riddles.



Oceanus

Type: Outer God

Avatar: Barnacle covered old man

Symbol: a wave

Sphere: oceans, sea life, weather, water.

Alignment: Neutral

Associations: sailors, pirates, traders, fishermen

His temples are often made as grottos decorated with seashells, fountains and pools. His Clerics are often petitioned to bless ships or come aboard important voyages for protection. Though he is worshiped by men, there is a tinge of fear towards him, because like the ocean he is volatile and rageful.

Bacchion

Type: Outer God

Avatar: Horned male youth, or wild copulating satyr

Symbol: phallus or grapes

Sphere: Revelry, drinking, debauchery

Alignment: Neutral

Associations: Wine, celebrations, madness

Known as the liberator, Bacchion's image adorns many inns and bars. His festivals coincide with the harvests. Drinking and revelry are most holy to him, but there is a sect of clerics who state that he is an initiator of great mysteries. Through drunkenness his Clerics hope to receive visions of him and partake in his mysterious rites. Most peasants say that these religious rights are mere excuses for hedonism, but they don't complain.

Tahuti

Type: Outer God

Avatar: Wizened Baboon in robes

Symbol: eight-pointed star.

Sphere: Magic, Writing, Lore

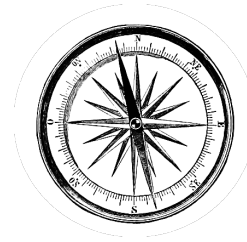
Alignment: Neutral

Associations: Sorcerers, Wizards, Astrologers

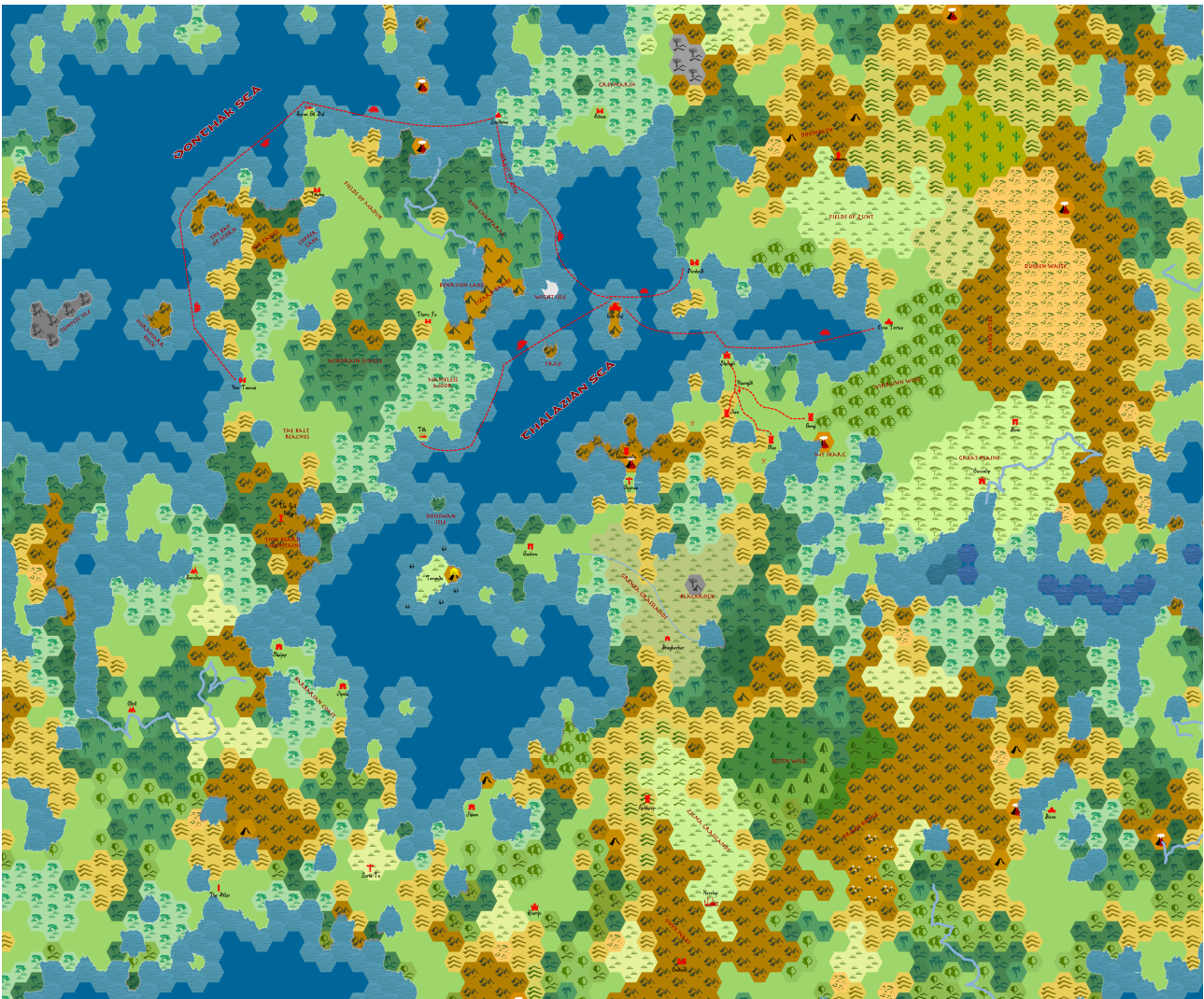
Tahuti is said to smile upon the learned, but unlike Sophia, another Deity of similar spheres, Tahuti favours those who put wisdom and magic to practical use. The bending of reality to the will of the magus is said to be an act most holy to him, and those who preach the law of Tahuti often go to maddening lengths to create new spells and magical artifacts. Large numbers of magical relics from earlier ages are said to be embossed with his likeness or symbol.

Map

The campaign map uses 24 mile hexes. There is a more detailed map for review [here](#). Below are a list of the widely known settlements and a few lines of description. Just enough of what your character may have heard.



The detailed sub hexes on this map are blank and left for players to map during play.



Locations

Acron Gil Dul

Market Class: II

Government: Mercantile League

Acron Gil Dul is known as the city of sails, for it produces the best ships and galleys in all of Garus. It is made up of two cities. One, the slums, markets and ports of the mainland, all cupped within a large natural bay. The other, the second city, the city proper, is festooned upon a walled island a mile out into the sea. The island's towers and temple domes loom up like teeth, glittering and hinting at the riches within. Special seals are required for any boat to enter its ports. They say that entry into the city costs a fist of gold, and that any remaining gold taken inside its walls should be kept under close guard, for many thieves linger in its shadowed alleys. One of the city's many marvels is its large Colosseum, where gladiatorial battles, chariot racing and monster bating takes place. The City's chief spokesman is the warlock Jaen Dumsu, a Merchant Lord Elect. One of very few from the ruling houses to have their identity known publicly.

The city rules for nearly forty leagues to the south, guarding the farming manors that feed its people, but its main source of income is by way of trade relations between both the Thalazian and Donthakian seas.

Tokova

Market Class: IV

Government: Warlord

Castle Tovoka is the remnants of a giant parapeted citadel which has been an area of contention for many different clans of barbarians, warriors, and beastmen over the centuries. It is currently held by Lord Sabe, a powerful barbarian warlord who has sworn alliance to Acron Gil Dul. The Spring and Summer seasons see his army march South or East on war campaigns to push back the beastmen of the jungles. His army are made up of both barbarians and Thalazians and are known collectively as the Host.

Zonduma

Market Class: I

Government: Eternal Witch Queen

Zonduma has stood ageless for hundreds of years, gazing hungrily upon the Straight of Zon. It is known as the city of pleasures, also as the Great Pyramid. It is a sprawling metropolis, buried within the vast rotting Greymarsh. Its naval control over the trade in and out of the Sea is vice-like, but the city itself is known for being lawless. At the heart of the city sits the great Pyramid of Saskad the Undying

Witch Queen. The huge wooden pyramid is built atop a far more ancient structure; colossal arched columns built for a species unfathomably large. The real heart of the city dwells beneath the pyramid, in an area rarely touched by the sun, where strange cults, magical organisations, temples, guilds and cutthroats of nearly every shape and size vie for power; for the only law under the pyramid is to worship the Witch Queen.

Zonduma has been the centre of power in the northern part of the sea for over four hundred years, nearly half the reign of its Queen. The other city states pay her a yearly tithe. During the winter her giant treasure ship goes out to campaign against the barbarians of the Southern coasts.

Hon Tsaras

Market Class: IV

Government: Council of Sages

City of Scribes is how it is known, for it is said to be the where the deity Sophia first made herself known to the Prophet Sammo. Said to be built atop the vaults of a lost race, its central Athenaeum serves as its governmental building, where the collage of sages convene every four days for the discourses; long philosophical debates on the nature of reality. The city has perhaps the greatest number of wizard towers relative to its population, but it also has a severe problem with corruption and assaults from outside influences. In the previous age the Athenaeum has been nearly destroyed twice. Currently it is known that the city has a problem with swine men who run amuck in the sewers of the city. Its government seem to care little for such problems. This has done much to aggravate its peasant and gentile populations who have already tried revolt several times.

Tith

Market Class: III

Government: Aristarchal houses.

Tith is known as the spiralling city because of its strange geometric patterned buildings and tall spired domes, queer remains from an earlier civilisation. The City is governed by a sort of aristarchy. There are many noble houses of great antiquity in Tith, and every three years there is a great festival known as the Salutation. This festival is a series of public competitions between the houses, which, after a hard month, one house comes out victorious and becomes the ruler. These noble houses are not necessarily ruled via birth, and many of their ranks are adopted, chosen for their aptitude. Outside of its strange form of governance and architecture it is famed for its beast market, a great square where all manner of creatures are bought and sold.

Thoru Fa

Market Class IV

Government: Tyrant.

The Throne of the Monkey King. This city, sitting high atop a sheer plateau, is a haven for all manner of beastmen and barbarians. Ruled by the iron paw of King Cratus the Xth, a powerful apeman warrior, it has stood against countless crusades and sieges. Its simple wooden palisades and buildings are bunched around a central stone palace of great antiquity. This palace is capped with a great bronze idol of Gronz, the mad ape god of seven flaming eyes. Many seek out Thoru Fa for its slave market, or to hire its mercenary apemen, but be warned, for the Monkey King is cruel and vengeful.



Addendum

Thanks to knifears for reading my rules and giving his feedback and editing skills, and thanks for all the material you have pointed me towards. Your old school RPG knowledge is comparable to a sorcerers mind palace.

Thanks to any players that read this indulgent, almost ten thousand word house rule book.

Whilst writing this material, the author has referred to many gaming materials including: Bandits Keep Youtube Channel, Old School Essentials, Ad&d DMG, Swords & Wizardry, Hyperborea RPG, Adventurer Conquerer King System, BECMI, Hollow World boxed set, DDA1 +DDA2 Thyatis modules, and too many Dragon Magazine articles to count.

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🤘 OSR forever 🤘

Mitch Hyde