

**Currency of the Middelands**

version 0.9

Coin	Metal	Value	#/1q
hp : <b>halfpenny</b>	Iron	2 hp = 1 p	200
p : <b>penny</b>	Copper	5 p = 1 s	100
tp : <b>two pence</b>	Brass	1 tp = 2 p	50
s : <b>shilling</b>	Silver	1 s = 5 p	20
hq : <b>halfquid</b>	Electrum	1 hq = 10 s	2
q : <b>quid</b>	Gold	1 q = 20 s	1
f : <b>fiver</b>	Platinum	1 f = 5 q	1/5
b : <b>bar</b>	Gloomium	1 b = 10 f	1/50

All coins have the same weight (1.2 oz.), so **10 coins equal to 1 lb.** Coins are made of 1 oz. of the given metal, plus an alloy metal for strength. Pennies is used as a plural when talking about a number of coins. Pence is used as a measure of value. You have 5 pennies in your pocket (number of coins), you could use them to buy a fish which is 5 pence (amount). These are equivalent: 1 cp = 1 hp, 1 sp = 1 s, 1 ep = 1 hq, 1 gp = 1 q, 1 pp = 1 f.

Item weight and capacity is given in equivalent “coins” (c.). Containers’ weight is listed for the empty container (unless listed under its content, e.g., ink). If two weights are given separated by a “\” the weight is for the container when empty \ full.

Item	Cost	Weight
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**Containers (dry goods)**

Backpack (cap. 400 c.)	2 q	20
Barrel (cap. 4000 c.)	2 q	300
Basket (cap. 800 c.)	8 s	10
Bucket (cap. 400 c.)	10 s	20
Case, map or scroll (bone) (cap. 10)	6 q	12
Case, map or scroll (leather) (cap. 10)	1 q	6
Case, wand (bone) (cap. 1)	5 q	10
Case, wand (leather) (cap. 1)	15 s	5
Chest, wooden L (cap. 800 c.)	2 q	250
Chest, wooden S (cap. 400 c.)	1 q	130
Pot, iron	10 s	100
Pouch, belt, large (cap. 80 c.)	1 q	10
Pouch, belt, small (cap. 40 c.)	16 s	5
Sack, large (cap. 600 c.)	8 p	20
Sack, small (cap. 100 c.)	5 p	5

**Containers (liquids)**

Ampulla, ceramic (1 pint) → holy water, throwing oil	3 p	7\20
Bottle, glass (20 fl. oz.) → wine	2 q	8\25
Bottle, small, glass (1 pint) → lamp oil	3 hq	7\20
Flask, glass (½ pint) → potion or elixir	1 q	4\10
Jug, clay (1 gallon)	1 s	10\110
Mug/tankard, clay (1 pint)	2 p	5\18
Pitcher, clay (2 quarts)	3 p	10\60
Vial, glass (1 fl. oz.) → poison	16 s	1\2
Waterskin (2 quarts) also wineskin	1 q	5\55

**Light Sources**

Candle, tallow (5’ r., 1 hr., smells)	1 hp	1
Candle, wax (10’ r., 8 hr.)	1 s	1
Lamp, common (15’ r., 1 pint/4 hr.)	2 s	12\25
Lantern, bullseye (50’x10’, 1 pint/4 hr.)	12 q	27\40
Lantern, hooded (30’ r., 1 pint/4 hr.)	7 q	17\30
Torch (30’ r., 1 hr.)	1 hp	10

**Adventuring Gear**

Bedroll	2 s	50
Bell	1 q	∅

Belladonna <sup>1</sup> , sprig	4 s	∅
Blanket, winter	10 s	30
Caltrops (10’x10’) <sup>2</sup>	1 q	20
Chain (10 ft.)	30 q	20
Chalk (1 pc)	1 hp	∅
Cloak	5 s	50
Crowbar	2 q	50
Fishhook & line	2 s	∅
Fishing net (25 sq. ft.)	4 q	50
Flint and steel with tinderbox	1 q	2
Garlic <sup>3</sup> , bud	5 hp	∅
Grappling hook	1 q	40
Hammer (small)	10 s	20
Hourglass	25 q	10
Ladder, 10-foot	1 s	200
Lock picks (black market)	5 q	∅
Magnifying glass	100 q	∅
Mirror, small steel	10 q	5
Oil, lantern/lamp (1-pint bottle, 4 hrs)	2 q	7\20
Oil, throwing (1-pint ampulla w. fuse)	1 q	7\20
Pick, miner’s	3 q	100
Pipe, smoking	1 q	∅
Pole, 10-foot	3 hp	80
Rations, iron (1 week)	5 q	70
Rations, standard (1 week)	3 q	210
Rope, hemp (50 ft.)	1 q	75
Rope, silk (50 ft.)	10 q	50
Scales, merchant’s	2 q	10
Sewing needle	10 s	∅
Signal whistle	16 s	∅
Soap (per lb.)	10 s	10
Spade or shovel	2 q	80
Spellbook	15 q	30
Spike, iron, large	5 p	10
Spyglass	200 f	10
Tent (2-person)	10 q	200
Thieves’ tools <sup>4</sup>	25 q	10
Tobacco (per lb.)	10 s	10
Whetstone	2 p	10
Wolfsbane <sup>5</sup> , sprig	10 s	∅

**Religious & scribe items**

Holy symbol, iron	2 q	10
Holy symbol, silver	50 q	10
Holy symbol, wooden	7 s	2
Holy water (1-pint ampulla)	25 q	7\20
Ink (1 fl. oz. vial)	8 q	2

1 A character who eats a sprig of belladonna within one hour of being infected with lycanthropy may make a **save versus Poison** to shake off the affliction. If the character fails the saving throw, however, he dies from the poison after one turn. Even if the poison is then neutralized or the character is raised from the dead, he will still be afflicted with lycanthropy, and further doses of belladonna will be of no use.

2 As an action, you can spread a single bag of caltrops to cover a 10’x10’ area. Any creature that enters the area must **save vs Petrification** or stop moving and take 1 pt of damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn’t need to make the saving throw.

3 May be useful against vampires, aside from its culinary use. If presented to a vampire, it must **save vs Poison** or be unable to attack that round.

4 Thieves’ tools include lock picks, which are also sold separately.

5 Wolfsbane may drive off werewolves and other lycanthropes if a character strikes the monster in hand-to-hand combat with the sprig. If the lycanthrope fails a **save versus Poison**, it must flee as if turned. A character who eats wolfsbane must make a **save versus Poison** or die after one turn.

## 2 Old-School Essentials — Middelands Campaign House Rules

Inkpen .....	2 s .....	∅
Paper ( <i>sheet</i> ) .....	8 s .....	∅
Parchment ( <i>sheet</i> ) .....	4 s .....	∅
Sealing wax .....	1 q .....	10
Signet ring .....	5 q .....	∅

### Melee Weapons

Battle axe ( <i>slow, 2-h</i> ) .....	1d8 .....	7 q .....	50
Club ( <i>blunt</i> ) .....	1d4 .....	3 q .....	30
Dagger .....	1d4 .....	3 q .....	10
Dagger, silver .....	1d4 .....	20 q .....	10
Hand axe .....	1d6 .....	4 q .....	30
Javelin .....	1d4 .....	1 q .....	20
Knife .....	1d3 .....	2 q .....	8
Lance ( <i>charge</i> ) .....	1d6 .....	5 q .....	120
Mace ( <i>blunt</i> ) .....	1d6 .....	5 q .....	30
Mace, heavy ( <i>blunt</i> ) .....	1d8 .....	10 q .....	50
Pole arm ( <i>brace, slow, 2-h</i> ) .....	1d10 .....	7 q .....	150
Spear ( <i>brace</i> ) .....	1d6 .....	4 q .....	40
Staff ( <i>blunt, slow, 2-h</i> ) .....	1d6 .....	2 q .....	40
Sword, bastard ( <i>1-h or 2-h</i> ) .....	1d8/1d8+1 .....	15 q .....	80
Sword, long .....	1d8 .....	10 q .....	60
Sword, short .....	1d6 .....	7 q .....	35
Sword, two-handed ( <i>slow, 2-h</i> ) .....	1d10 .....	20 q .....	150
Warhammer ( <i>blunt</i> ) .....	2d4 .....	8 q .....	40

### Missile Weapons

Crossbow ( <i>slow, 2-h</i> ) <i>goats foot lever</i> .....	1d6 .....	30 q .....	50
Crossbow, heavy ( $\frac{1}{2}$ , <i>2-h</i> ) <i>craquelin</i> .....	1d8 .....	50 q .....	80
Dart .....	1d4 .....	10 s .....	5
Long bow ( <i>2-h</i> ) .....	1d6 .....	40 q .....	40
Short bow ( <i>2-h</i> ) .....	1d6 .....	25 q .....	30
Sling ( <i>blunt</i> ) .....	1d4 .....	2 q .....	2

### Missile weapons ranges

Weapon	S (+1)	M	L (-1)
Crossbow .....	60'	120'	180'
Crossbow, heavy .....	80'	160'	240'
Dagger .....	10'	20'	30'
Dart .....	15'	30'	45'
Hand axe .....	10'	20'	30'
Holy water .....	10'	30'	50'
Javelin .....	30'	60'	90'
Long bow .....	70'	140'	210'
Oil, throwing .....	10'	30'	50'
Short bow .....	50'	100'	150'
Sling .....	40'	80'	160'
Spear .....	20'	40'	60'

### Ammunition

Arrow ( <i>1</i> ) .....	4 s .....	2
Arrows ( <i>quiver of 20</i> ) .....	5 q .....	45
Bolt ( <i>1</i> ) .....	6 s .....	2
Bolts ( <i>case of 30</i> ) .....	10 q .....	65
Case ( <i>holds 30 bolts</i> ) .....	1 q .....	5
Pouch ( <i>holds 20 stones</i> ) .....	16 s .....	5
Quiver ( <i>holds 20 arrows</i> ) .....	1 q .....	5
Silver tipped arrow ( <i>1</i> ) .....	5 q .....	2
Sling stone ( <i>1</i> ) .....	1 hp .....	2

Sling stones ( <i>pouch of 20</i> ) .....	18 s .....	45
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### Armour

Padded .....	AC 8 .....	4 q .....	100
Leather .....	AC 7 .....	30 q .....	200
Scale mail .....	AC 6 .....	50 q .....	300
Chainmail .....	AC 5 .....	70 q .....	400
Banded mail .....	AC 4 .....	85 q .....	450
Platemail .....	AC 3 .....	450 q .....	500
Shield .....	+1 .....	10 q .....	100
Shield, wooden <sup>6</sup> .....	+1 .....	5 q .....	60

### Mounts & related items<sup>7</sup>

Barding ( <i>AC 5</i> ) .....	150 q .....	600
Cart ( <i>max. 4,000 c.</i> ) <sup>8</sup> .....	100 q .....	60' MR
Grain ( <i>horse meal, per day</i> ) .....	1 s	
Horse, draft ( <i>max. 9,000 c.</i> ) .....	40 q .....	90' MR
Horse, riding ( <i>max. 6,000 c.</i> ) .....	75 q .....	240' MR
Mule ( <i>max. 4,000 c.</i> ) .....	30 q .....	120' MR
Pack saddle ( <i>cap. 2,000 c.</i> ) .....	5 q .....	150
Pack saddle ( <i>cap. 4,000 c.</i> ) .....	10 q .....	200
Pony ( <i>max. 4,000 c.</i> ) .....	30 q .....	120' MR
Saddle, military .....	20 q .....	300
Saddle, riding .....	10 q .....	250
Saddlebags ( <i>cap. 2 x 300 c.</i> ) .....	5 q .....	80
Stabling <sup>9</sup> ( <i>per day, see page 5</i> ) .....	2 s - 6 q	
Wagon ( <i>max. 15,000 c.</i> ) <sup>10</sup> .....	200 q .....	60' MR
Warhorse ( <i>max. 8,000 c.</i> ) .....	250 q .....	120' MR
Warpony ( <i>max. 5,000 c.</i> ) .....	100 q .....	90' MR

### Transport

Barge, small .....	50 q
Boat, small .....	75 q
Boat, long .....	150 q
Galley, large .....	500 b
Galley, small .....	200 b
Ship, merchant, large .....	300 b
Ship, merchant, small .....	100 b
Ship, war .....	400 b

### Livestock

Chicken .....	3 hp
Cow .....	10 q
Dog, guard .....	20 q
Dog, hunting .....	15 q
Goat .....	1 q
Hawk, large .....	40 q
Hawk, small .....	18 q
Ox .....	15 q
Pigeon .....	2 hp
Piglet .....	1 q
Pig .....	3 q
Sheep .....	2 q
Songbird .....	4 hp

<sup>6</sup> A wooden shield breaks automatically if an opponent rolls a critical hit.

<sup>7</sup> See page 5 for availability of mounts and stable ratings.

<sup>8</sup> Requires one draft horse or two mules. Carries up to 8,000 c. with 2 draft horses or 4 mules.

Unencumbered at up to  $\frac{1}{2}$  maximum load. When encumbered, move at  $\frac{1}{2}$  normal MR.

<sup>9</sup> Includes feed and grooming depending on stable level, see page 5.

<sup>10</sup> Requires 2 draft horses or 4 mules. Carries up to 25,000 c. with 4 draft horses or 8 mules. Unencumbered at up to  $\frac{1}{2}$  maximum load. When encumbered, move at  $\frac{1}{2}$  normal MR.

**Musical instruments**

Bagpipes .....	30 q	60
Drum .....	6 q	30
Dulcimer .....	25 q	100
Fife .....	6 q	10
Flute .....	2 q	10
Harp .....	30 q	30
Horn .....	3 q	20
Lute .....	35 q	20
Lyre .....	30 q	20
Mandolin .....	40 q	25
Pan flute .....	12 q	20
Shawn .....	2 q	10
Viol .....	30 q	10
Zither .....	50 q	50
Musical instrument, master crafted .....	2 x	

**Other things**

Canvas (sq. yd.) .....	2 s	10
Firewood (per day) .....	2 hp	200
Lock, simple .....	20 q	10
Lock, average .....	40 q	10
Lock, good .....	80 q	10
Lock, masterwork .....	150 q	10
Manacles .....	15 q	20
Manacles, masterwork .....	50 q	20

**Clothing**

Apron, leather (tablier de cuir) .....	2 q	20
Belt (ceinture) .....	3 s	3
Boots, high, hard .....	2 q	60
Boots, high, soft .....	1 q	30
Boots, low soft .....	8 s	25
Boots, low, hard .....	1 q	50
Cap (bonnet) .....	1 s	5
Cape (cape) .....	3 s	25
Cloak (houppelande) .....	5 s	50
Cloak, travelling (houppelande de voyage) .....	8 s	60
Cloak, heavy (houppelande chaude) .....	8 s	60
Coat (manteau) .....	6 s	50
Coat, wool (manteau de laine) .....	9 s	60
Gloves, cloth .....	4 s	∅
Gloves, leather .....	16 s	∅
Hat (chapeau) .....	7 s	7
Hat, capotain (chapeau puritain à larges bords) .....	2 q	10
Hat, wide-brimmed (chapeau à large bords) .....	1 q	8
Pants (pantalon) .....	1 s	10
Pants, wool (pantalon de laine) .....	2 s	12
Robe (robe ou toge) .....	6 s	50
Sandals (spartiates) .....	5 hp	10
Sash (ceinture en étoffe) .....	1 s	∅
Sash, silk (ceinture en soie) .....	5 s	∅
Shirt (chemise) .....	8 s	5
Shoes (chaussures) .....	1 q	10
Skirt (jupe) .....	1 s	10
Skirt, wool (jupe de laine) .....	2 s	12

**Gems**
**Ornamental Stones (10 q)**

Agate, Moss .....	Yellow-white w/ gray-green moss-like markings
Azurite, Opaque .....	Mottled deep blue

Hematite .....	Gray-black
Malachite .....	Striated light and dark green
Obsidian .....	Deep black
Quartz, Blue .....	Transparent pale blue
Turquoise .....	Aqua with darker mottling

**Ornamental Stones (25 q)**

Agate, Moon .....	White with pale blue hue
Agate, Tiger Eye .....	Rich golden-brown w/dark striping
Lapis Lazuli .....	Light or dark blue with yellow flecks

**Ornamental Stones (50 q)**

Bloodstone .....	Dark gray with red flecks
Citrine .....	Pale yellow brown
Crystal, Rock .....	Clear, transparent
Jasper .....	Blue, black to brown
Moonstone .....	White with pale blue hue
Onyx .....	Black, white, or bands of both
Rhodochrosites .....	Light pink

**Semi-Precious (75 q)**

Carnelian .....	Orange to red-brown
Chalcedony .....	White
Chrysoprase .....	Translucent apple to emerald green
Quartz, Star Rose .....	Smoky rose with white star centre
Sardonyx .....	Bands of red and white
Zircon .....	Clear pale aqua

**Semi-Precious (100 q)**

Amber .....	Transparent golden
Amethyst .....	Purple crystal
Coral .....	Pink to crimson
Jade, Nephrite .....	Light to dark green or white
Jet .....	Deep black
Quartz, Smoky .....	Light gray, yellow, brown or blue
Tourmaline .....	Pale green, blue, brown, or red

**Precious (250 q)**

Garnet .....	Deep red to violet crystal
Pearl .....	Pure white or rose
Spinel .....	Red, red-brown, green, or deep blue

**Precious (500 q)**

Alexandrite .....	Dark green
Aquamarine .....	Pale blue green
Chrysoberyl .....	Green or yellow green
Topaz .....	Golden yellow

**Precious (750 q)**

Amethyst, Sunset .....	Deep purple
Opal .....	Pale blue with green and gold mottling
Peridot .....	Olive green
Ruby, Star .....	Translucent ruby with white star highlights
Sapphire, Star .....	Translucent blue w/ white star highlights
Topaz, Imperial .....	Sunset pink

**Rare (1,000 q)**

Diamond .....	Clear blue-white, yellow, or pink
Emerald .....	Brilliant green
Jacinth .....	Fiery orange
Opal, Black .....	Dark green w/ black mottling and golden flecks
Opal, Fire .....	Fiery red
Ruby .....	Clear to deep crimson red
Sapphire .....	Clear to medium blue

#### 4 Old-School Essentials — Midderlands Campaign House Rules

Sapphire, Black ..... Rich black with highlights

##### Rare (1,500 q)

Amber w/creature ..... Amber  
Jade ..... Light to dark green with black, red and pink

##### Rare (2,000 q)

Crystal, Geode ..... Blue-white inside rock  
Pearl, Baroque ..... Pure white or rose  
Pearl, Black ..... Pure black

##### Very Rare (4,000 q)

Diamond, flawless ..... Clear blue-white, yellow, or pink  
Emerald, flawless ..... Brilliant green  
Jacinth, flawless ..... Fiery orange  
Peridot, flecked with Gloomium ..... Olive-green w/glowing specks  
Ruby, flawless ..... Clear to deep crimson red  
Topaz, Imperial, facet cut ..... Sunset pink

##### Very Rare (6,000 q)

Emerald, Oriental ..... Bright green  
Ruby, Star, facet cut ..... Deep crimson red w/ white star highlights  
Sapphire, Star, facet cut ..... Medium blue w/ white star highlights

##### Very Rare (8,000 q)

Diamond, flawless, facet cut ..... Clear blue-white, yellow, or pink  
Emerald, flawless, facet cut ..... Brilliant green  
Jacinth, flawless, facet cut ..... Fiery orange  
Ruby, flawless, facet cut ..... Clear to deep crimson red

##### Very Rare (10,000 q)

Diamond, Blue, flawless, facet cut ..... Clear pale blue  
Sapphire, Black, flawless, facet cut ..... Rich black with highlights

#### Encumbrance & movement

Add up all the weight carried (in coins) for armour, weapons, gear and treasure. Clothes worn do not count, but clothes carried do. Subtract STR bonus from the total carried (see below). This adjusted total weight determines your movement rate. No one can carry more than 1,600 c. of adjusted weight.

*Example: a fighter in plate has 600 c. of armour and shield, 240 c. of weapons, 350 c. of gear and 20 q in cash, he would be carrying 1210 c. With a STR of 16, he subtracts 200 c. from that for an adjusted total of 1010 c. and a movement rate of 60' (20').*

Reduce total weight carried according to strength.

STR 3 .....	+300 c.
STR 4-5 .....	+200 c.
STR 6-8 .....	+100 c.
STR 9-12 .....	no adjustment
STR 13-15 .....	-100 c.
STR 16-17 .....	-200 c.
STR 18 .....	-300 c.

Adjusted carried weight in coins vs movement rate:

≤ 750 c. ....	120' (40')
≤ 950 c. ....	90' (30')
≤ 1,150 c. ....	60' (20')
≤ 1,600 c. ....	30' (10')

#### Note on the following Food, drinks & lodging table

In settings where establishments are rated for quality and prices with star ratings, 0 star is quality 1 and 5 stars is quality 6.

#### Food, drinks & lodging

##### Food quality

- 1 thin soups, fatty spoiled meats, watery beverages
- 2 stews, fatty meats, below average beverages
- 3 average food and drinks
- 4 lean meats, average or better beverages, wine
- 5 top quality meat, cheeses, balanced meals, good quality wine
- 6 the best: pheasant in sauce, etc.; superb wine and service

##### Lodging quality

- 0 floor in main tap room near the heart, maybe a blanket.
- 1 **dormitory-type room:** straw mats, outdoor facilities (bugs, rats).
- 2 **small private room:** straw or rope cots, blanket, pillow (bugs, some rats).
- 3 **small private room:** stuffed straw and rope mattress, blankets, pillow, wooden chest, wooden pail for water to wash in, chamber pot (no bugs or rats).
- 4 **private room:** stuffed cloth mattress, blankets & pillow, bedside table, wooden trunk, water basin and towel, chamber pot. Some may have a private bath and/or a hearth. Some may have a balcony.
- 5 **good private room:** single or double bed with down or cloth mattress, sheets, good blankets & pillow, bedside table, large wardrobe, a desk and chair, water basin and towel, chamber pot, and a rug on the floor. Some may have a private bath and/or a hearth. Some may have a balcony.
- 6 **luxury room:** four-poster double bed with all down mattress, silk sheets, good blankets & pillow, 2 large wardrobes, a table and chairs, water basin and towel, chamber pot, a quality rug on the floor and tapestries or pictures on the walls. Includes room service. Some may have a private bath (behind a screen) and/or a hearth. Some may have a balcony.

##### Inn or tavern quality →

Meals ↓	1	2	3	4	5	6
Meal level 1	2 s	2 s	—	—	—	—
Meal level 2	4 s	5 s	5 s	—	—	—
Meal level 3	—	10 s	10 s	10 s	—	—
Meal level 4	—	—	1 q	1 q	1 q	—
Meal level 5	—	—	—	2 q	2 q	4 q
Meal level 6	—	—	—	—	4 q	10+ q

Lodging ↓	1	2	3	4	5	6
Lodging level 0	1 s	4 s	6 s	—	—	—
Lodging level 1	4 s	8 s	12 s	16 s	—	—
Lodging level 2	—	1 q	2 q	3 q	4 q	6 q
Lodging level 3	—	—	3 q	4 q	6 q	8 q
Lodging level 4	—	—	—	6 q	8 q	10 q
Lodging level 5	—	—	—	—	10 q	12 q
Lodging level 6	—	—	—	—	—	20 q

Tap room ↓	1	2	3	4	5	6
Small beer	1 hp	1 hp	1 p	—	—	—
Beer	1 tp	1 tp	1 s	1 s	2 s	3 s
Ale	1 s	1 s	2 s	2 s	3 s	4 s
Wine, cheap	2 s	2 s	3 s	—	—	—
Mead	3 s	3 s	4 s	5 s	6 s	7 s
Wine	—	5 s	6 s	7 s	8 s	10 s
Wine, fine	—	—	12 s	14 s	16 s	1 q
Spirits	—	—	—	1 q	3 hq	2 q

##### Size of staff and probabilities

Size of staff	1d4	1d8	2d6	2d8	2d10	2d10+
Chance of Robbery	50%	40%	20%	10%	5%	1%
Room available	100%	80%	70%	75%	90%	95%
Bribe/tip for item	50%	40%	25%	15%	10%	5%

(% of item's value)



Patrons	1	2	3	4	5	6
Townspeople* only	01-75	01-47	01-36	01-29	01-15	01-04
Warriors only	76-78	48-52	37-46	30-34	16-23	05-08
Magis only	79	53-54	47-50	35-37	24-28	09-13
Priests only	80	55-56	51-53	38-40	29-34	14-21
Aristocrats only **	—	—	—	41	35-39	22-31
TP+ warriors	81-86	57-66	54-63	42-56	40-48	32-36
TP+ magis	87-90	67-72	64-68	57-62	49-53	37-42
TP+ priests	91-92	73-78	69-72	63-67	54-58	43-49
TP+ aristocrats **	—	79	73-74	68-70	59-64	50-56
TP+warriors+priests	93-95	80-84	75-81	71-76	65-69	57-62
TP+warriors+magis	96-97	85-90	82-87	77-81	70-74	63-68
TP+warriors+aristo.	—	91	88-89	82-85	75-80	69-76
TP+magis+priests	98	92-95	90-93	86-89	81-85	77-80
TP+magis+aristo.	99	96	94-95	90-92	86-89	81-85
TP+priests+aristo.	—	97	96-97	93-95	90-93	86-92
All except aristo.	100	98-99	98-99	96-98	94-98	93-97
All types	—	100	100	99-00	99-00	98-00
Prostitutes (% of d4)	90%	85%	60%	40%	25%	5%
<b>*Townspeople</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>

Thief	01-50	01-30	01-24	01-20	01-15	01-10
Plebian type	51-80	31-60	25-55	21-50	16-30	11-25
Artisan type	81-98	61-90	56-85	51-80	31-70	26-50
Noble type	—	91-97	86-96	81-95	71-94	51-93
Spy or assassin	99-00	98-00	97-00	96-00	95-00	94-00

**Aristocrates	Notes on Lodging					
Rich merchant	01-75	Prices are 'per night' of lodging and include breakfast. All other meals are extra.				
Knight or paladin	76-90					
Lord	91-97	Lodging per week is calculated by multiplying daily cost by 6½ (last day is half price). Levels				
Duke	98-99	Royalty				
Royalty	00	1 and 2 incurs a chance of catching a disease.				

# Of Customers	Morning	Day	Evening	Night
	6am-10am	10am-5pm	5pm-11pm	11pm-6am
Poor quarter	d10x4	d5x5	d10x6	d10x5
Low-middle quarter	d6x5	d20+20	d10x6	d20+20
Merchant quarter	d10x4	d10x5	d10x6	d10x3
Upper-middle quarter	d6x5	(d6-1)x10	d10x6	d20
Wealthy quarter	d10x2	d10x5	d10x6	d10

Assumes a maximum capacity of 60, modify as needed.

**Street traffic density**

Roll 1d20 and modify as appropriate, cross-reference with area of town and read result in left-hand column.

Density	Poor	Merchant	Wealthy	Town
Empty	1-6	1-3	1-2	1
Light	7-10	4-7	3-10	2-6
Average	11-16	8-14	11-18	7-17
Heavy	17-19	15-18	19	18-19
Very dense	20	19-20	20	20

Daytime	0
Evening	-2
Night	-4
Rain	-3
Special event	+2

**Stables levels**

Stables are rated S1 to S4 as follows:  
**S1** Below average -10% modifier  
**S2** Average +0%  
**S3** Above average +10% modifier  
**S4** Well above average +25% modifier

**Daily level**

Roll d100 and add rating modifier (above)  
 01-10 ..... 0 ..... Nothing available  
 11-30 ..... 1 ..... Below normal  
 31-84 ..... 2 ..... Normal  
 85-99 ..... 3 ..... Above normal  
 100 ..... 4 ..... Special

**Availability by stable level →**

Type of animal ↓	1	2	3	4
Mules	1d4-1	1d6/2	1d4	1d6
Ponies	1d4-2	1d4-1	1d6-2	1d6/2
Riding horses	1d4-1	1d6-1	1d6	1d8
Draft horses	1d4-1	1d4	1d4	1d6-1
Warhorses	1d6-5	1d8-5	1d6-2	1d6-1
Warponies	1d8-7	1d6-4	1d6-3	1d6-2
Special	1%	5%	15%	50%

**Food and grooming ↓**

	1	2	3	4
Quantity food/water	L	S	P	P
Quality food/water	PR	A	G	E
Animal brushed	N	Y	Y	Y
Hooves cleaned	N	N	Y	Y
Minor healing	N	N	N	Y
Tack cleaning	N	N	Y	Y
Tack repair	N	N	N	Y

**Daily stabling cost**

2 s ..... 1 q ..... 3 q ..... 6 q  
 L: limited; S: sufficient; P: plentiful; PR: poor; A: average; G: good; E: excellent; N: no; Y: yes.

**Plebian type**

1 Baker	11 Cook	21 Merchant	31 Rumormonger
2 Barber	12 Dyer	22 Miner	32 Sailmaker
3 Barrelnaker	13 Farmer	23 Musician	33 Sharpener
4 Beggar	14 Fisherman	24 Mule skinner	34 Shepard
5 Boatwright	15 Glassblower	25 Oarsman	35 Storyteller
6 Bootmaker	16 Herald	26 Painter	36 Tailor
7 Butcher	17 Juggler	27 Ink maker	37 Tanner
8 Carpenter	18 Kennel master	28 Perfumer	38 Weaver
9 Carpet maker	19 Leader	29 Potter	39 Winemaker
10 Charcoal maker	20 Mason	30 Rope maker	40 Wagoneer

**Artisan Type**

1 Animal Trainer	11 Hawker	21 Sailor	31 Torturer
2 Armourer	12 Horator	22 Scribe	32 Tracker
3 Bird trainer	13 Dog trainer	23 Ship Builder	33 Veterinarian
4 Cartographer	14 Hunter	24 Ship Captain	34 Wheelwright
5 Distiller	15 Illuminator	25 Slaver	35 Woodcarver
6 Engraver	16 Jeweler	26 Smith	36 Goldsmith
7 Fletcher	17 Leader	27 Steersman	37 Cartographer
8 Forger	18 Mountaineer	28 Storyteller	38 Tavernkeeper
9 Furrier	19 Horse trainer	29 Diver	39 Scribe
10 Gambler	20 Interpreter	30 Acrobat	40 Musician

**Noble Type**

1 Alchemist	7 Courtesan	13 Lawyer	19 Physician
2 Artist-sculptor	8 Dancer	14 Leader	20 Poet
3 Astrologer	9 Engineer	15 Linguist	21 Scholar
4 Architect	10 Geologist	16 Mathematician	22 Spy
5 Biologist	11 Interpreter	17 Musician	23 Storyteller
6 Botanist	12 Inquisitor	18 Orator	24 Stranger

## Poison

A victim of a poison attack must save versus poison with a modifier depending on the strength of the poison. The effects of the poison then depend on whether the save succeeded or failed.

The tables below list the available types of poison, the cost to purchase a single vial (weight is 2 c. for a full vial), and the following details:

**Save:** modifier applied to the victim's saving throw. Indicative of the strength of the poison.

**Detect:** Probability of the victim noticing the poison, either visually (per round of a poisoned blade being used) or by smell or taste. Characters who notice a poisoned blade may attack the one wielding it or may call for aid. A victim who notices an ingested poison will reject the poisoned drink or food, thus avoiding being poisoned.

**Onset:** The poison's effect occurs after this delay. An onset time of "instant" indicates that the poison takes effect instantly, before the victim has a chance to react in any way.

**Failed/Saved:** Effect if save succeeds/fails.

## Bloodstream Poisons

Typically applied to a bladed weapon.

### Application

Applying a vial of poison to a weapon takes **one turn**. A vial of poison is sufficient for a single bladed melee weapon or up to 6 arrows or crossbow bolts.

### Effectiveness

Once applied to a blade, a poison is effective for up to two days or two hits in combat, whichever comes first.

**Evaporation over time:** After one day, a poison is at half effectiveness; after two days it is no longer effective.

**Wiping off after hits:** The first attack with a poison is at full effectiveness, the second attack is at half effectiveness, and upon subsequent attacks the poison is no longer effective.

**Half effectiveness:** A poison at half effectiveness inflicts only half damage. For poisons that cause death (rather than damage), half effectiveness grants a +4 bonus to the saving throw.

Type	Detect	Onset	Save	Failed	Saved	Cost
I	80% ....	1d4+1 rd. ....	+6	none	15	10 q
II	65% ....	1d3 rd. ....	+5	none	25	75 q
III	40% ....	1 rd. ....	+4	none	35	600 q
IV	15% ....	instant	+3	none	death	300 f

## Ingested Poisons

Take effect when swallowed by the victim. A vial of poison (1 fl. oz.) is enough to poison one victim.

Type	Detect	Onset	Save	Failed	Saved	Cost
I	80% ....	2d4 rd. ....	+6	10	20	5 q
II	65% ....	1d4+1 rd. ....	+5	15	30	30 q
III	40% ....	1d2 rd. ....	+4	20	40	200 q
IV	15% ....	instant	+3	25	death	500 q
V	0% ....	1d4 turns	+2	30	death	200 f

## Alchemy

### Elixirs

Elixirs come in half-pint flasks (weight 10 c.). With the exception of cures, minor healing and antidotes, all elixirs have a duration of **5-10 (d6+4) minutes** unless otherwise noted. Elixirs can be made by level 1 alchemists.

Name	% avail. (1d4)	cost
<b>Amnesia</b>	50%	210 q
<i>Causes temporary memory loss</i>		
<b>Aphrodisiac</b>	50%	210 q
<i>Save vs spell or fall in love with the first person in sight. D. 1-4 hrs.</i>		
<b>Aphrodisiac antidote</b>	50%	210 q
<i>75% effective</i>		
<b>Charisma</b>	45%	270 q
<i>Temporarily increase charisma by 1d4 points.</i>		
<b>Cure blindness</b>	60%	220 q
<i>75% effective</i>		
<b>Cure disease type-A</b>	75%	220 q
<i>Cures lung disorders. 75% effective</i>		
<b>Cure disease type-B</b>	75%	220 q
<i>Cures blood diseases. 75% effective</i>		
<b>Cure disease type-C</b>	75%	230 q
<i>Cures nerve disorders. 75% effective</i>		
<b>Cure insanity</b>	25%	220 q
<i>75% effective</i>		
<b>Cure paralysis</b>	75%	290 q
<i>75% effective</i>		
<b>Detect illusions</b>	45%	250 q
<i>Range 20 ft.</i>		
<b>Flying</b>	65%	300 q
<i>Movement rate 360' (120')</i>		
<b>Friendship</b>	40%	240 q
<i>All in 20' radius must save vs spell or behave in a friendly manner towards drinker.</i>		
<b>Heroism</b>	50%	300 q
<i>Increase combat skill for duration: +2 to hit, 2 att. per round.</i>		
<b>Invisibility</b>	50%	300 q
<i>As the spell.</i>		
<b>Lock-picking</b>	25%	230 q
<i>Adds 20-50% (d4+1 x 10) lock-picking ability to any character (still requires a lock pick).</i>		
<b>Luck</b>	65%	290 q
<i>Adds +1 to all saving-throws.</i>		
<b>Minor healing</b>	75%	250 q
<i>Heals 1d4+1 points of damage. May only benefit from one per day.</i>		
<b>Poison antidote</b>	50%	290 q
<i>75% effective against all types of poisons.</i>		
<b>Premonition</b>	40%	230 q
<i>When within 100' of danger, the drinker will know of its presence and general direction. Specific type of danger will not be known.</i>		
<b>Protection from evil</b>	75%	240 q
<i>Keeps all evil or summoned beings away from the drinker only. Acts as a 1 ft. circle of protection.</i>		
<b>Protection from lycanthropes</b>	80%	220 q
<i>As protection from evil but for any kind of lycanthropes.</i>		
<b>Protection from spirits</b>	75%	260 q
<i>As protection from evil but for all non-corporeal undeads.</i>		
<b>Protection from vampires</b>	80%	280 q
<i>As protection from evil but works against vampires.</i>		
<b>Magic resistance</b>	60%	400 q
<i>Confers 2d10% magical resistance to magic.</i>		
<b>Necromancy resistance</b>	70%	350 q
<i>Confers +2 AC bonus against undead creatures.</i>		
<b>Witchcraft resistance</b>	75%	280 q
<i>Confers 2d10% resistance to witch magic and abilities.</i>		



<b>Strength</b> .....	50%	300 q
<i>Temporarily increase strength by 1d4. Racial maximums still apply.</i>		
<b>Truth</b> .....	50%	290 q
<i>If the drinker fails a save vs spell he must tell the truth for the duration.</i>		

**Advanced Elixirs**

Advanced elixirs have the same properties as regular elixirs except they require rare herbs or plants to make. As such their raw materials costs more, the resulting elixirs cost more, and availability is reduced. All other parameters (weight, duration, etc.) are the same as elixirs.

<b>Augury</b> .....	35%	350 q
<i>The drinker will be able to divine the answer to a simple "yes" or "no" question. Accuracy is 95%.</i>		
<b>Climbing</b> .....	45%	350 q
<i>The drinker will have 87% chance of climbing any surface (same as a 1st level thief).</i>		
<b>Superior poison antidote</b> .....	45%	350 q
<i>95% effective vs any poison.</i>		
<b>Cold resistance</b> .....	40%	400 q
<i>As potion of Fire Resistance but vs cold-based attacks.</i>		
<b>Lightning resistance</b> .....	40%	400 q
<i>As potion of Fire resistance but vs electrical-based attacks.</i>		

**Potions**

Potions come in half-pint flasks (weight 10 c.). With the exception of cures, minor healing and antidotes, all potions have a duration of **7-12 (1d6+6) turns** unless otherwise noted. Potions can be made by level 6 alchemists.

Clairaudiance .....	40%	400 q
Clairvoyance .....	40%	500 q
Control Animal .....	40%	400 q
Control Dragon .....	5%	100-180 b
Control Giant .....	10%	20-120 b
Control Human .....	5%	900 q
Control Plant .....	20%	300 q
Control Undead .....	10%	50 b
Delusion .....	5%	150 q
Diminution .....	25%	500 q
ESP .....	30%	850 q
Fire Resistance .....	40%	400 q
Flying .....	40%	750 q
Gaseous Form .....	25%	400 q
Giant Strength .....	10%	18-28 b
Growth .....	25%	300 q
Healing .....	75%	400 q
Heroism .....	30%	500 q
Invisibility .....	30%	500 q
Invulnerability .....	20%	500 q
Levitation .....	40%	400 q
Longevity .....	5%	20 b
Poison .....	—	n/a
Polymorph Self .....	30%	350 q
Speed .....	25%	450 q
Treasure Finding .....	50%	40 b

**Common herbs and plants**

40% chance that a specific type is available on a given day.

<b>Name</b> .....	<b>Terrain</b> <sup>11</sup>	<b>cost/oz.</b>
ch01. Absinthe .....	F	10 q
ch02. Agrimony .....	F, W, R	6 s
ch03. Amaranth .....	F	10 s
ch04. Anemone .....	F, W, S	6 s
ch05. Angelica .....	B, SW	6 s
ch06. Ash .....	W	10 s

ch07. Asparagus .....	C, RU	2 s
ch08. Basil .....	C	4 s
ch09. Belladonna .....	RU	4 s
ch10. Betony .....	F, W	10 s
ch11. Bindweed .....	R, F, RB	2 s
ch12. Bryony .....	W, RU	10 s
ch13. Caraway .....	RB, C, S	4 s
ch14. Celandine .....	R, RU	8 s
ch15. Chicory .....	R, F, RU	2 s
ch16. Cinquefoil .....	R, F, W	10 s
ch17. Coriander .....	F, C	8 s
ch18. Cyclamen .....	F, W	10 s
ch19. Daffodil .....	F, C	6 s
ch20. Dill .....	F, W, C	4 s
ch21. Elder .....	W, SW, RU	10 s
ch22. Euphorbia .....	R, RU	14 s
ch23. Fennel .....	C	10 s
ch24. Fern .....	W, F, RU	10 s
ch25. Garlic .....	F, C	2 s
ch26. Ginseng .....	W	10 q
ch27. Hellebore .....	W	4 s
ch28. Hemlock .....	SW, M, S, W, RB	10 s
ch29. Henbane .....	RU	12 s
ch30. Jasmine .....	W	10 q
ch31. Laurel .....	W, M	4 s
ch32. Liverwort .....	W	10 s
ch33. Lotus .....	SW	4 s
ch34. Mandrake .....	W, F	10 s
ch35. Mistletoe .....	W	2 s
ch36. Monkshood .....	W	10 s
ch37. Mugwort .....	RU	1 q
ch38. Myrtle .....	W, M	8 s
ch39. Nettle .....	F, W, S, R, RU, M	2 s
ch40. Nightshade .....	W	10 s
ch41. Peony .....	C, W	8 s
ch42. Purslane .....	R, W, F	10 s
ch43. Rowan .....	M	14 s
ch44. Saffron .....	D	1 q
ch45. Sage .....	W, S	6 s
ch46. Sunflower .....	F	4 s
ch47. Thyme .....	S, C	8 s
ch48. Vervain .....	R, C	6 s
ch49. Wolfsbane .....	W	14 s
ch50. Yellow Melilot .....	W	14 s

**Rare herbs and plants**

8% chance that a specific type is available on a given day.

<b>Name</b> .....	<b>Terrain</b> <sup>11</sup>	<b>cost/oz.</b>
rh01. Black lotus .....	SW	500 q
rh02. Black mushroom .....	RU, SW, G, U	150 q
rh03. Cleric's cowl .....	W, M, S	100 q
rh04. Contrary vine .....	W, RU	150 q
rh05. Deadman .....	RU, G, U	300 q
rh06. Fire lilly .....	D	175 q
rh07. K'Tallah plant .....	SW, R	500 q
rh08. Prophet tree .....	M	125 q
rh09. Shrinking violet .....	SW, R	100 q
rh10. Skullcap .....	SW	150 q
rh11. Snow lilly .....	M	125 q
rg12. Spider plant .....	W, RU	125 q
rh13. Sprite bane .....	W	50 q

**Elements and metals**

<b>Name</b> .....	<b>% avail.</b>	<b>cost/oz.</b>
em01. Rare Earths .....	25%	800 q
em02. Lodestone .....	25%	10 q
em03. Sulfur .....	25%	5 q
em04. Lead .....	90%	1 q
em05. Mercury .....	25%	10 q
em06. Iron .....	90%	1 hp
em07. Copper .....	90%	1 p

<sup>11</sup> B: beaches, C: cultivated areas, D: deserts, dry plains, F: fields, meadows, G: graveyards, barrows, M: mountains, R: roadside, RB: riverbanks, stream beds, RU: ruins, S: slopes, U: underground, SW: swampland, W: woods.

## 8 Old-School Essentials — Midderlands Campaign House Rules

em08. Tin or brass .....	90%	2 p
em09. Silver .....	90%	1 s
em10. Electrum .....	90%	1 hq
em11. Gold .....	90%	1 q
em12. Platinum .....	90%	1 f
em13. Gloomium .....	25%	1 b

### Measures & Units

#### Linear

4 inches	1 hand
12 inches	1 foot
3 feet	1 yard
2 yards	1 fathom
1 league <sup>12</sup>	3 miles (~4.8 km)

#### Travel times

1.5 miles (1 hex)	½ hour (120')
3 miles (2 hexes)	1 hour (120')
miles per day	mvt rate ÷ 5
120' (40')	24 miles / day
90' (30')	18 miles / day
60' (20')	12 miles / day

#### Weight

20 grains	1 scruple
3 scruples	1 dram
8 drams	1 ounce (= 30 g)
12 oz.	1 pound
100 lb	1 hundredweight
2000 lb	1 ton

#### Liquid Volume

60 minims	1 fluid dram
8 fluid drams	1 fluid oz.
16 fl. oz	1 pint (~570 ml)
2 pints	1 quart
4 quarts (8 pints)	1 gallon
1 gallon	10 lb (≈)
50 gallons	1 hogshead
100 gallons	1 pipe
200 gallons	1 tun

#### Dry Volume

1 peck	2 quarts
4 pecks	1 bushel
8 bushels	1 quarter
4 quarters	1 tun

#### Time

60 minutes	1 hour
24 hr	1 day
7 days	1 week
30 or 31 days	1 month
12 months	1 year
365 days	1 year
4 hours	1 watch
18 days	1 moon
14 days	1 half moon

### Astronomical data & calendar

#### Days of the week

Soldi, Lundi, Merdi, Terrdi, Gradi, Fordi, Somdi

#### Winter months

Geöl (30), Wulf (30), Modde (31)

#### Spring months

Ferus (30), Eostre (31), Meolc (30)

#### Summer months

Sēar (31), Mædwe (30), Wēod (30)

#### Fall months

Hærfest (31), Wīn (30), Blöd (31)

### Calendar

The year starts on the 1st of Geöl which is the **winter solstice**. It is the shortest day of the year, and is also a day of celebration simply called "**Geöl**." On this day the sun rises at 7:00 am and sets at 5:00 pm (10 hours of sunlight).

The **summer solstice**, the longest day of the year, is the first day of summer, the 1st of Sēar, which is also a day of celebration called "**Sunstede**." On this day the sun rises at 5:00 am and sets at 7:00 pm (14 hours of sunlight).

The vernal equinox is on the **1st of Ferus** and is called "**Fyrst Emniht**" (first even-night).

The autumnal equinox is on the **2nd of Hærfest** and is called "**Oppe Emniht**" (other even-night).

The sky becomes gradually more luminous half an hour before sunrise and gradually dark half an hour after sunset.

The lunar cycle is 28 days. Full Moons and New Moons always happen on a Lundi. A "blue moon" is a second Full Moon in a given month.

#### Months names

**Geöl** is roughly equivalent to December and is the name of the winter solstice festival in Old-English.

**Wulf** comes from the Old-English for wolf and is equivalent to January. It is a time when wolves roam in search of food.

**Modde** is February and the name comes from the Old-English for mud, because the rain made the soil and the fields difficult for people to work in.

**Ferus** is Goman for fierce because it was a time of blustery winds. It corresponds to March.

**Eostre** is the month of Easter (which is the third Soldi in Eostre, between the 15th and 21st). It corresponds to April.

**Meolc** is Old-English for milk. Cows are more productive during this time of year, and can be milked three times a day. It corresponds to May.

**Sēar** is Old-English for dry and is the driest month of the year. It corresponds to June.

**Mædwe** is Old-English for meadow, a time where cattle could feed in the meadows. It corresponds to July.

**Wēod** means grass and herbs in Old-English. It is a time of growth before the harvest of the following month. It corresponds to August.

**Hærfest** comes from harvest in Old-English. It corresponds to September.

**Wīn** comes from wine in Old-English, it is the time when grapes are gathered for wine-making. It corresponds to October.

**Blöd** come from blood in Old-English, is the period of butchering animals and salting their meat for the coming winter. It corresponds to November.

#### Constellations of the zodiacs

*There are twelve zodiac constellations. Each of those "rises with the Sun" in sequence. The name of these constellations are given below (with what they affect in someone of that zodiac sign). The rising zodiac is believed to influence various phenomenons in the world — magical effects, creatures behaviour, some portals opening, etc. Since there is considerable precession, there is a drift in zodiac over the years and astrologers are consulted to determine when a specific zodiac will be rising. The zodiac rising at the moment of birth — the zodiac sign — is also believed to have an influence on a person's personality and fate.*

1. The **Nobblin** (Dexterity)
2. The (Thorned) **Briarling** (Sense of direction)
3. The (Short-Horned) **Ratdog** (Resistance to Diseases)
4. The **Rooster** (Charisma)
5. The **Warrior** (Strength)
6. The **Pig** (Constitution)
7. The (Occular) **Goblin** (Eyesight)

<sup>12</sup> Originally defined as the distance a person could walk in an hour.



8. *The Mystic* (Intelligence)
9. *The Slitherling* (Magic)
10. *The (Blithen) Pike* (Stealth)
11. *The Ancient* (Wisdom)
12. *The Mouseling* (Saving Throws)

### Current Year

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The year is 699 AEG. The calendar year is set from the date **Elfred the Great** was made 1<sup>st</sup> King of all Havenland. AEG stands for “After Elfred the Great.” Years prior to that are noted BEG.

In the real world, year-1 would be 886AD, so the starting date of the campaign would be 1585AD, the year the reign of Elizabeth I began its “troubled” period. This is reflected in Havenland by the current queen, **Elspeh IV**, sometimes called the “Mad Queen” behind her back.

The history of Havenland differs a bit from the real history concerning the Roman invasion, which was from 43AD to 410AD. In Havenland the **Gomans** invaded Havenland about 2,000 years ago, but were forced by internal turmoil to leave the island around 1,000 years ago. Following their withdrawal, Havenland was divided into several kingdoms that warred against each other in petty border disputes. After three hundred years of this strife, Elfred united Havenland under his rule into one kingdom and established a new calendar with year 1. That was almost 700 years ago.

### Religion

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Havenland embraces polytheism. Most people will call on, or curse, whatever being seems appropriate under the circumstances. Most churches will be dedicated to a particular being, but will generally allow other faiths to practice under their roof, except for the most chaotic faiths.

**Clerics** worships “The Gods” (Them, Our Fathers, see below) by default, although a player can choose another superior being if he wants to. Unless otherwise mentioned, churches are also dedicated to “The Gods,” although you’ll find others also worshiped, mostly Gael, Mithra or Aquathea (on the coasts where sailors are found).

**Bards** generally follow Ēarendel.

**Druids** generally follow Treeman, although some of them follow Cern. There are chaotic NPC druids who follow Ogg-Thuun.

**Paladins** generally follow Rheda.

**Rangers** will generally follow Cern.

### Superior Beings

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#### **Aquathea (Njordia)**

*The patron goddess of sailors. She is the one that keeps the seas calm, winds strong and favourable, and vessels safe. Her symbol is a ship on a flat sea.*

#### **Baphomet (The Black Goat, Rukkanon)**

*A demon said to invisibly preside over dark and malevolent rituals and sacrifices. A favorite of witches.*

#### **Cern (The Antlered God, The Master of the Hunt.)**

*Thought to be neutral, but often seen to commit both good and evil acts, Cern is worshipped by some woodland beings and druids. Represented as a levitating human with a stag’s head, he is always accompanied by his entourage of wolves.*

#### **Ēarendel (The North Star)**

*The patron god of bards, musicians, and those who call no place “home.” Invoked when people don’t want to get lost.*

#### **Eostre (The Spring Goddess, The Mother)**

*The spring goddess of fertility, also the patron of farmers.*

#### **Gael (The Gold Angel, The Shining One)**

*Said to be the angel that takes souls of the goodfolk ‘upstairs’ to The Gods after death.*

#### **Gobulus (Gol, The Wart King)**

*Taking the form of a giant, disembodied, green serpent’s eye, wreathed in flames. Venerated by goblins of all kinds.*

#### **H’sst Muukal (The Slithering God, The Fanged One, He Who Hungers for Hearts.)**

*Worshipped by the serpentfolk of the Serpentlands. Represented as a white snake with three cerulean eyes.*

#### **Kharadon (One Thousand Teeth, The Great Shark.)**

*Often depicted as a single black eye, or a maw filled with razor-sharp teeth, Kharadon is worshipped almost exclusively by the sharkfolk.*

#### **Mephistophael (Gormoth, Kan-Thuul)**

*An undead, angel-demon said to collect the souls of the recently deceased, who in their lives committed the worst crimes imaginable. Mephistophael butchers, tortures and ensures that all possible horrors are inflicted upon those it collects as punishment for the things they did in life.*

#### **Mithra (Lady Luck, Mistress of Silver)**

*A maternal-looking deity often invoked when luck is required, or is deemed to have occurred.*

#### **Morgontula (Arachoth, Spiderking, Holy Fuck!)**

*A colossal, eight-legged spider god. Said to live in a gigantic web in the centre of the moon and to hunt angels above thunderstorms.*

#### **Nepthuun (The Sea Giant, Poseidolon.)**

*A mythical giant man who lives under the sea wearing armour made of gloomcraab shell and sharkfolk skin, wielding a trident made of coral. He is said to maintain a balance between the influences of good and evil on and under the sea, taking a neutral stance himself.*

#### **Ogg-Thuun (Master of the Black Void, The Fell-tusked Beast.)**

*An evil druidic deity represented by a devil with a boar’s head and raven’s wings.*

#### **Old Hobb (The Devil, Satan, Lucifer, Beelzebub)**

*Often uttered when something has gone wrong and there is no-one obvious to blame.*

#### **Rheda (The righteous, Mistress of victory)**

*The goddess of war and victory. Invoked in battle (often by both sides), she is the patron goddess of paladins.*

#### **The Gods (Them, Our Fathers)**

*Often referenced when the midfolk are looking for divine benevolence. Sometimes they are believed to be ancestral beings, and other times a divine, collective force of good.*

#### **The Kraken (Enterodoteuthis, The Deepest One, Tangroa-Akan.)**

*A malevolent monstrous creature venerated as a deity by the more sinister creatures of Havenland and beyond. Represented as two tentacles surrounding an octopoid eye. This is not the leviathan of the Dog Sea.*

#### **The Reaper (Grimm)**

*The demon that takes the souls of the bad-folk downstairs. Appears on a ghostly raft made of bones.*

#### **Treeman (Ol’ Green One, The Old Man)**

*A fabled man of the woods. Protects the flora and fauna of the woodlands and forests.*

#### **Vulgryph (The Vulture King)**

*Deity of birds and wealth. Preying on the weak and poor.*

#### **Watcher from the Shore (Rapanui, Moa Dak.)**

*A strange deity whose form is that of a head and shoulders only. Large statues are carved in his or her likeness and placed on coastlines to look out for dangers from*

## 10 Old-School Essentials — Midderlands Campaign House Rules

the sea. Sometimes as many as thirteen of these statues are arranged in a straight or curved line along the coast.

### House rules

This is a compilation of optional rules (as described in the OSE rules or the Midderlands setting or from other sources) that I use, as well as variations and house rules that I created.

#### Note on races

Havenland, which is mostly human, is bordered by the elven kingdom of Oldenwale to the west and by the dwarven kingdom of Scrotland to the north. The gnomes and halflings are a part of Havenland and occupy the northern region, mostly in Cymbria and Lankershire.

As there is peace at the moment, any race can be found anywhere and people would be more suspicious of seeing a stranger than seeing a dwarf or an elf. It's not unusual to see some hook-nose wart goblins as hired help in many places.

Dwarves are proud and fierce and have a scrotish accent. Elves are closer to humans in appearance (than Tolkien elves), and have a Oldenwale (Welsh) accent. Dwarves and elves don't hate each other as much as in other settings, but dwarves usually have an attitude versus all "southerners" and elves do see themselves as superior to all other races.

Of note, in my Havenland, the Great Wall of Hadreen was build by the dwarves and because of it they were never invaded by the Gomans as the rest of the island was, something they are very proud of, and very found of reminding anyone when the opportunity occurs.

Gnomes are physically closer to dwarves than in other settings, the differences being more cultural than anything. Gnomes live in the hills and mountains of Cymbria and are friendly with the halflings who live in the valleys nearby. Gnomes and halflings help each other in dealing with the giants and other humanoids that inhabit the same areas. Both identify as Havenlanders, although they do think that "southerners" are softies sometimes.

### Character Creation

- Roll 3d6 three times for each ability in order (keep one result):

STR, INT, WIS, DEX, CON, CHA.

- Maximum hp at first level. When gaining a level, a HD is rolled. Re-roll any '1' or '2,' keep the rest.

- Roll for **age** (below) and then for the **birth day**: roll 1d100, 1d6, and 1d10 for the birthdate. Result of the d100: 97-100: birthday is the 31st, otherwise d6: 1-2 (1-10), 3-4 (11-20), 5-6 (21-30), use d10 for each range. For **birth month**: roll 1d12 for the month. The **birth year** is (699 - age). Use the script to find the zodiac sign of the character.

Race	Base Age	Marital	Semi-marital	Non-marital	Middle age
Human	20	+1d4	+1d6	+2d6	41
Dwarf	47	+4d6	+7d6	+10d6	151
Elf	93	+7d6	+9d6	+12d6	551
Gnome	88	+3d6	+4d6	+6d6	301
Half-Elf	40	+1d6	+2d6	+3d6	101
Half-Orc	15	+1d4	+1d6	+2d6	31
Halfling	33	+1d4	+1d6	+2d6	69

- Roll for **height** and **weight** as described below.

Race	Base Height	Height Mod.	Base Weight	Weight Mod.
Human M	58"	+3d6"	100 lbs	+1d10 x 10 lbs
Human F	55"	+3d6"	95 lbs	+1d8 x 10 lbs

Dwarf M	44"	+2d4"	129 lbs	+3d12 lbs
Dwarf F	42"	+2d4"	124 lbs	+3d12 lbs
Elf M	56"	+2d6"	90 lbs	+5d10 lbs
Elf F	54"	+2d6"	72 lbs	+6d8 lbs
Gnome M	41"	+2d4"	71 lbs	+2d8 lbs
Gnome F	39"	+2d4"	66 lbs	+2d8 lbs
Half-Elf M	56"	+3d6"	95 lbs	+5d10 lbs
Half-Elf F	54"	+3d6"	90 lbs	+5d10 lbs
Half-Orc M	62"	+2d4"	137 lbs	+2d12 lbs
Half-Orc F	60"	+2d4"	107 lbs	+2d12 lbs
Halfling M	32"	+2d4"	56 lbs	+2d4 lbs
Halfling F	32"	+2d4"	56 lbs	+2d4 lbs

### Secondary Skills

#### Using Secondary Skills

The referee must adjudicate all uses of secondary skills. Generally speaking, knowledge of a secondary skill allows a character to perform the functions of a profession at a basic level, for example:

- Assess the value and quality of an item associated with the skill.
- Make minor repairs to items associated with the skill.
- Construct simple items associated with the skill.

Under no circumstances should a character following the life of an adventurer be able to approach anywhere near the level of skill of a character dedicated to a profession.

d100	2nd skill	d100	2nd skill
01-03	Animal trainer	56-59	Huntsman
04-05	Armourer	60-62	Jeweller
06-09	Baker	63-66	Lorimer
10-12	Blacksmith	67	Mapmaker
13	Bookbinder	68-69	Mason
14-16	Bowyer/fletcher	70-73	Miner
17-20	Brewer	74-76	Potter
21-23	Butcher	77-78	Roper
24-26	Carpenter	79-81	Seafarer
27-28	Chandler	82-84	Shipwright
29-33	Cooper	85-87	Tailor
34-35	Coppersmith	88-90	Tanner
36-46	Farmer	91-93	Tatcher/roofer
47-50	Fisher	94-96	Woodcutter
51-54	Furrier	97-98	Vintner
55	Glassblower	99-00	Roll two skills

### References

When using an optional rule or modifying an existing rule I put the book in which it is found and the page number. Books are abbreviated as follows.

- OSE: refers to the Old-School Essentials Rules Tome
- AFG: refers to the Advanced Fantasy Genre book
- DIS: refers to the Druids and Illusionist Spells book
- TM: refers to The Midderlands book
- TME: refers to The Midderlands Extended book
- CGL: refers to The City of Great Lunden book
- ALL: refers to Advanced Labyrinth Lord book (combined version)

### Classes

I take only race-as-class, and human classes, no multi-classing. The following 19 classes are available: **Acrobat, Assassin, Barbarian, Bard, Cleric, Druid, Dwarf, Elf, Fighter, Gnome, Half-Elf, Halfling, Half-Orc, Illusionist, Knight, Magic-User, Paladin, Ranger, Thief.**

All classes are "as written" except for the following modifications:

- Hit Dice have been increased in all cases except for Magic-User and Illusionist who keep their d4 HD;
- The *Fighter* is modified as detailed below, with the addition of Cleave and Weapon Specialization;
- Illusionist and Magic-User have access to the dart and staff as weapons; Druid can also use the dart;
- Cleric, Druid, Illusionist and Magic-User have additional spells they can cast per day if they have high characteristics.

### Hit Dice

*Fighter*: d12.

*Barbarian, Dwarf, Half-Orc, Knight, Paladin, Ranger*: d10.

*Bard, Cleric, Druid, Elf, Half-Elf, Halfling*: d8.

*Acrobat, Assassin, Gnome, Thief*: d6.

*Illusionist, Magic-User*: d4.

### Fighter

- **Weapon specialization**: choose a melee weapon at first level to get +1 to hit and +1 to damage with it. The bonus increase to +2/+2 at 7th level.
- **Cleave**: When a fighter kills or incapacitates an opponent with a melee or missile attack, he may immediately make another attack against another opponent within 5' of the target he has just dropped. The additional attack must be with the same weapon as the attack that killed the previous opponent. If engaged in melee, the fighter may move 5' between each attack, subject to his max. encounter movement per round. The maximum # of cleave attacks per round is equal to his Hit Dice.
- **Attacks per round**: 3 attacks per 2 rounds at 5th level and 2 attacks per round at 9th level.

### Dart

The following classes can use the dart (in addition to classes that can use 'any' weapons or 'missile weapons'): Druid, Illusionist, Gnome, Magic-user.

### THACO

I use a more granular progression for THACO:

THACO	Martial	Semi-	Non-
19	1-2	1-2	1-3
18	3	3-4	4-5
17	4	5	6-7
16	5	6-7	8-9
15	6	8	10
14	7-8	9-10	11-12
13	9	11-12	13-14
12	10-11	13-14	
11	12		
10	13		
9	14		

**Martial**: *Barbarian, Dwarf, Elf, Fighter, Half-Elf, Halfling, Knight, Paladin, Ranger*.

**Semi-martial**: *Acrobat, Assassin, Bard, Cleric, Druid, Half-Orc, Thief*.

**Non-martial**: *Gnome, Illusionist, Magic-User*.

### Spell casting

Magic-users, Illusionists, Clerics and Druids get a **bonus number of spells of 1st level that they can cast each day equal to their INT (arcane) or WIS (divine) modifier**. This bonus is **reduced by one for each subsequent level of spells** to a minimum of 0. Only positive bonuses apply, penalties do not reduce the number of spell per day in any way. This may permit a

cleric to cast spells at first level (it only works this way for 1st level). Other arcane or divine casters (Bard, Elf, Gnome, Half-Elf, Paladin, and Ranger) do **not** benefit from these bonuses.

*For example a 3rd level illusionist with 16 INT would normally be able to cast two (2) 1st-level spells and one (1) 2nd-level spell. With an INT bonus of +2 he can now cast four (4) 1st-level spells (2 plus his INT modifier of +2) and two (2) 2nd-level spells (1 plus his INT modifier reduced by one) each day.*

### Spell Books

I use the optional rule for the number of spells in the spell book (AFG p.50 but with the modified table, see below).

INT	Additional Languages	Literacy	Initial # of Spells	Copy Scrolls
3	broken native	no	1	20%
4-5	—	no	1	30%
6-8	—	basic	1	50%
9-12	—	yes	2	70%
13-15	+1	yes	3	75%
16-17	+2	yes	4	85%
18	+3	yes	5	90%

### Spell selection

For Magic-Users: starting spells in the spell book are determined randomly (roll d12) except for the last one, that the player can choose. If there is only one spell then he chooses, if there are 3 spells then first two are randomly selected, and he then chooses the 3rd one.

For Illusionists: they choose all of their spells.

When gaining a level, all spell casters choose their new spells.

### Thieves' Skills

Thieves have it rough in OSE. They start with very low percentage chance of doing anything and DEX does not help them. For comparison, a fighter with high STR gets from +5% to +15% bonus chance to hit every round, while a thief that gets to try open lock once or twice in a whole dungeon, has no bonus based on DEX, and can only try once to open the lock. For that reason I use DEX modifiers to some of the thieves' skills, as follow:

These skills benefit from a bonus for high DEX: Find/remove treasure trap (**TR**), Hide in shadow (**HS**), Move silently (**MS**), Open Lock (**OL**), Pick Pockets (**PP**), Falling Damage (**FA**), Thightrope Walking (**TW**), Hide in undergrowth (**HD**).

The bonus/penalty is 5% times the AC modifier. For example, with a DEX of 16, the bonus is 10%. For Climb Shear Surface (**CS**) the bonus is 1% times the DEX bonus.

### Starting coins

Characters start with **60 + 3d4 x 10 quids** to buy equipment. They have to buy everything except these clothes that they get for free: *boots, wool skirt or breeches, leather belt, shirt, and a large cloak with a hood*. Note that encumbrance is a thing.

### Movement

The OSE rules have two types of movement rate: exploring movement rate [XMR] and encounter movement rate [EMR]. Exploring movement rate for an un-encumbered character is 120' per turn. This is very slow! **I use 120' per minute** instead, which is still very slow, but takes into account the fact that the group is moving carefully, mapping and observing etc. When moving through areas already mapped, the group may move

## 12 Old-School Essentials — Midderlands Campaign House Rules

faster than this. Note that movement rates are in feet when inside/underground and in yards when outside.

- **XMR:** Exploring movement rate is in feet (yards) per *minute*.
- **EMR:** Encounter movement rate is in feet (yards) per *round*.

### Combat

The order of precedence in a round/segment (see below) is the following:

1. Morale
2. Movement
3. Missiles
4. Spells
5. Melee

- **Declaration:** a combatant that intends to cast a spell or retreat while engaged in melee (but not a fighting withdrawal) must declare so **before initiative is rolled**. Which spell will be cast or what the target will be does **not** need to be specified in the declaration phase.

- **Individual initiative:** I use individual initiative (OSE p.120). Ties are broken by higher DEX. In the case of equal DEX, or when the DEX of a creature is unknown, ties are broken by higher MOVEMENT RATE. If movement rates are also equal, then the actions are simultaneous.

- **Slow weapons:** instead of `slow weapons` always acting last in the round (OSE p.120), they have a -2 modifier to INIT.

- **Maximum modifiers to INIT:** the maximum modifier to initiative is -2/+2. For example, someone with a Dexterity of 3 using a slow weapon still only has a total initiative modifier of -2.

- **Segments:** as modifiers to INIT go from +2 to -2, the 1d6 initiative result can be from +8 to -1, which makes for 10 possible initiative numbers (8, 7, 6, 5, 4, 3, 2, 1, 0, -1). Let's call those initiative numbers 'segments.' In each segment a character has a 'move' phase and an 'action' phase. The movement phase is always first. The action phase can be replaced with a second move, see below. The movement phase is forfeited when casting spells, and can be forfeited in the case of missile weapons, see below.

- **Order of actions:** an *unengaged* combatant that has not declared that he was casting a spell can first move (see movement below). He may then do either a missile attack or, if now engaged, a melee attack. Combatants that cast spells cannot move in the same round. Combatants that are engaged at the beginning of a round can only move if they declared so prior to rolling initiative, otherwise they may do their melee attack. Engaged opponents may not fire missile weapons.

- **Missile weapons:** if a combatant has a **missile weapon** (other than crossbows and oil flasks) equipped at the beginning of a round and forfeits his movement, he can fire twice in the round (on their initiative). This includes all thrown weapons (bows, daggers, etc.) and holy water but excludes oil flasks and crossbow. If a combatant is using a **normal crossbow** (non-heavy), he can reload and attack in the same round assuming he does not move. The reload action takes either the 'move' or the 'action' phase. A combatant using a **heavy crossbow** must spend three phases standing still to reload his weapon, he may then attack in the following phase.

- **Simultaneous actions:** those acting simultaneously (same initiative, same DEX and/or movement) in a segment first move (at the same time), then those that fire missiles make their attacks, then spells are cast, and finally melee is resolved. Each step (see *order of precedence* above) is simultaneous, so two opponents engaged in melee that act simultaneously

inflict damage on each other at the same time (e.g., even if one of them dies in the process, the other is still wounded). Damage incurred by missile fire (step 3) occurs prior to spells (step 4) and prior to melee (step 5). So someone with a missile can prevent someone with spell from casting if they are both acting simultaneously. In the same manner, a spell can prevent someone from attacking in melee.

- **Movement:** on his segment, a character can move up to his EMR and attack (there are exceptions to this rule for missiles, see above). For an unencumbered character, this means that he can move up to 40' and attack. EMR is  $\frac{1}{3}$  of the *base movement rate*.

- **Moving more than EMR:** if a character wants to move more than his EMR he can move up to twice his EMR, but forfeits his attack for that round. He effectively moves instead of attacking.

- **Closing attacks:** a combatant that has not yet attacked this round and is using a long reach weapon (pole arm, spear, etc.) may choose to attack a closing opponent on the closing opponent's segment and thus attack simultaneously with that opponent, even if the combatant rolled lower for initiative. Likewise, if a combatant has a missile weapon readied at the beginning of the round and is not engaged in melee, he can fire at a closing opponent on the closing opponent's segment (during his movement) even if the combatant rolled lower for initiative.

- **Charging:** a character that wants to move more than his EMR and attack may make a charge, in which case he can move up to twice his EMR and attack. This may be done once per combat. The charge must be in a more or less straight line and the path must be relatively clear, and he must move at least 20' (20 yards outside). He must have a line of sight to his opponent at the start of the move to make a charge. The charging character has a **penalty of -1 to his AC** until next round, and has a **+2 bonus to hit**. Some weapons (like the lance) deal double damage when successfully used in a charge. Opponents receiving a charge that have a weapon that can be set against a charge can do so as a reaction to the charge (as per the "closing" rules above). If their attack hits, they inflict **double damage**.

- **Holding:** If desired, a combatant may opt to wait until a later segment to act. If the player states that he is waiting for another combatant to act, then the player character's action takes place on the same segment as the combatant he is waiting for. In this case the player character's action is simultaneous with the combatant waited for, just as if he had rolled the same initiative. If the condition stated does not occur, the player loses his action for this round. Otherwise a player may simply state that he is holding his action until a specific segment. He must then take his action at that segment, or lose his action for the round.

- **Fighting withdrawal:** a combatant that is engaged in melee may move backwards at up to **half-EMR**. There must be a clear path for his movement. If an opponent follows the withdrawing combatant, the withdrawing combatant may attack the opponent on the opponent's segment, when he enters reach. There is no need to declare a FW before initiative.

- **Retreat:** a combatant that is engaged in melee and that declared his intention prior to rolling initiative may turn around and move up to **twice full EMR** (as the combatant makes no attack). He cannot attack this round. All his opponents attack with a **+2 bonus to hit** this round and the retreating combatant **does not get a bonus to AC from a shield** (if applicable). Thieves may backstab retreating opponents. There is no "free attack" against a retreating opponent, only a bonus to hit (which applies even if the retreating opponent has not yet acted/retreated).



## Limits on Turning the Undead

The ability to turn the undead is limited as follows:

**Frequency:** Each character capable of turning the undead may make one attempt per *encounter*.

**Mixed groups of undead:** In encounters with multiple types of undead, a character who makes a *successful* turning attempt may optionally make another attempt in the following round. This process may be repeated until all types of undead have been affected or a *turning attempt fails*.

**Duration:** A successfully turned monster is affected for **1 turn**. Following this turn, the monster may return.

## Attacking with Two Weapons

Characters with DEX or STR as a prime requisite may choose to wield two one-handed weapons, as follows:

**The secondary weapon** must be of small size (e.g. a dagger or hand axe).

Attacks with the primary weapon suffer a -2 penalty. The character may make one extra attack per round with the secondary weapon, at a -4 attack penalty. Both attacks occur on his initiative.

**Dexterity:** the DEX bonus to missile may offset these penalties (but not give a bonus!). So a character with a DEX of 18 would be at 0/-1 to hit with two weapons.

## Missile Attacks on Targets in Melee

The constant and unpredictable movement of characters in melee makes firing or throwing missile weapons at combatants an uncertain proposition. When a character shoots a target that is engaged in melee and *misses*, roll a second attack and roll another target randomly and see if this second attack hits. The initial target is not included in the possible alternate targets, but both opponents and associates are.

## Parrying

Characters with a STR of 13 or above may opt to act purely defensively in melee, forfeiting their attack that round. When parrying, the character's STR bonus to melee attacks is applied as an Armour Class bonus that round.

## Splash Weapons

**Targeting a Surface:** Characters may attempt to throw a splash weapon so that it smashes on a hard surface close to one or more creatures. This is handled as an attack against AC 9. If the attack succeeds, all creatures within 5' are splashed with the liquid and, if it is harmful to them, suffer 1d2 damage.

**Misses:** When an attack with a splash weapon misses its target (whether a character or a surface), it lands in a random location:

**Direction:** Roll 1d12 to determine the direction, interpreting the roll as a clock-face direction. 12 is directly opposite the target, etc.

The container smashes 5' from the intended target in the specified direction. Creatures within 5' of this location are splashed with the liquid. If it is harmful to them, they suffer 1d2 damage.

## Death

When a character reaches 0 hp, he dies. The only option **raise dead** (Cleric 5th level spell), and even that is not a given, the chance of resurrection is given below.

## Raising the Dead

**Limits on Returning from Death:** A character's initial Constitution score (i.e. the score at character creation) defines the number of times that they can be returned from the dead by magic. Once this limit is reached (see below), death is final, barring extraordinary magic such as a wish or the direct intervention of a deity.

After each time the character is brought back from the dead, their CON score is reduced by one. When they reach CON of 3, they cannot be raised again.

**Chance of Success:** Returning from death represents a huge shock to a character, and it is not guaranteed that they will be successfully brought back to life. The chance of resurrection magic succeeding depends on a character's Constitution score as follows:

CON	Survival chance	CON	Survival chance
3	40%	11	80%
4	45%	12	85%
5	50%	13	90%
6	55%	14	92%
7	60%	15	94%
8	65%	16	96%
9	70%	17	98%
10	75%	18	100%

## THACO

Use of THACO is as follows: roll 1d20 and add any applicable modifiers for STR, DEX, or magical weapon bonuses. A **modified roll of 20 always hits** (but is not a critical). A **modified result of 1 always miss** (but is not a fumble). In all other cases, subtract the modified roll result from the THACO to get which AC your character hits.

*Example 1:* a character with a THACO of 17 rolls 13 on 1d20 and adds his STR bonus of +1 for a modified roll of 14. He hits AC 17-14 = 3 or more (so AC 3, 4, 5, 6, etc.).

*Example 2:* a character with a THACO of 20 and a modifier of +3 attacks an opponent with an AC of -1. He rolls 17 on 1d20. His modified roll is 20 so he succeeds and hits his opponent! Note that subtracting the modified roll (20) from the THACO (20), gives a result of hitting AC 0, so this could have been interpreted as missing the AC -1, but the rules say that a modified roll of 20 always hit, so the character doesn't even have to subtract the modified roll from his THACO in this case.

## Fumble

When rolling a natural '1' on the d20 in combat: roll 4d6 minus level under DEX or either: fall down (lose next action to get up) on an EVEN result or drop his weapon (distance 2d6 feet, direction 1d12) on an ODD result.

## Critical

When rolling a natural '20' on the d20 in combat: roll again to hit, if this second d20 also hits the opponent then roll damage twice (including all bonuses).

## Levelling

When a character has enough experience points to gain a level and is in a "safe environment" he may spend one week training and reflect on what he learned. He must spend **100 q per level (the level gained)**, for training partners, access to tools or libraries, writing materials, rare herbs or holy water, ceremonies, guild dues, etc. These are abstracted, there is no need to role-play these (but players can if they wish!). Characters cannot do any other activities during this week. This cost includes modest lodging

## 14 Old-School Essentials — Midderlands Campaign House Rules

and meals for the week, but not stabling fees or other costs. At the end of the week the character gains a level, rolls for HP, chooses spells, etc.

6	+5
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### Hiring Retainers

Retainers are hired NPCs that are willing to go into dungeons with the group. While mercenaries are willing to risk the roads and escort the group, they will not enter dungeons. Mercenaries also expect to work in groups, while retainers are hired individually.

When hiring a retainer, a character has to look for, and interview a candidate. If interested in the retainer, he must make an offer, and then the GM rolls on the Retainer Hiring Reaction (OSE p.127). There is a modifier to that roll that depends on how generous the offer is. Here is a method to gauge such offers and translate it into a modifier for this roll.

When making an offer, the hiring PC must specify four aspects:

1. The weekly wage
2. The Inn quality of the provided accommodations
3. The lodging quality of the provided accommodations
4. The share of treasure

For each of these aspects, depending on the offer, the GM adds up **offer points**. These points translate into modifiers at the end of the process. Note that the most important aspects are the share offered and the wage, inn and lodging playing a smaller part in the evaluation of the offer.

#### Weekly wage

The expected weekly wage depends on the retainer's level. Consult the following table.

NH	5 q	8	360 q
1	10 q	9	450 q
2	30 q	10	550 q
3	60 q	11	660 q
4	100 q	12	780 q
5	150 q	13	910 q
6	210 q	14	1050 q
7	280 q		

When offering this amount (paid in advance), the offer points are zero. Offered some other wage, consult the following table:

No wages	-15
¼	-10
½	-5
Expected	—
1½x	+5
2x or more	+10

#### Inn Quality

The expected inn quality is 3. For other offers, see below.

1	-5
2	-3
3	—
4	+3
5	+4
6	+5

#### Lodging Quality

The expected lodging quality is 2, for other offers, see below.

0	-5
1	-3
2	0
3	+2
4	+3
5	+4

### Share of Treasure

The expected share is ½-share, for other offers see below.

no share	-20
¼	-10
½	—
¾	+5
full share	+10

### Generous offer modifier

Add up all the points from the 4 aspects and consult the following table to get the modifier to apply to the Retainer Hiring Reaction.

≤ -20	-2
≤ -10	-1
0	—
≥ +10	+1
≥ +20	+2

### Bad Reputation

An additional modifier of -1 or -2 may be added if the hiring party has a bad reputation regarding retainers. They get a bad reputation when they mistreat retainers, use them as cannon fodder, do not keep their word on their offer, etc. This only comes in play if players are not role-playing retainers as hirelings but as expendable commodities.

### Travel

Typical actual travel is usually 8 hours (2 watches) in a day, plus time for rest and eating, making it around 10 hours in total. Sleeping with guard watches also takes at least 10 hours. The rest is spent finding a camp site, setting camp and taking it down, carrying for animals, mending clothes, sharpening weapons, etc. So a typical travel day would be something like this:

06:00-07:30	1h30	Wake up, breakfast, study spells (1hr), break camp.
07:30-09:30	2h00	Travel for 2 hours
09:30-10:00	0h30	Rest
10:00-12:00	2h00	Travel for 2 hours
12:00-13:00	1h00	Break for rest and lunch
13:00-15:00	2h00	Travel for 2 hours
15:00-15:30	0h30	Rest
15:30-17:30	2h00	Travel for 2 hours
17:30-20:00	2h30	Search for a good camp site, set-up camp, gather wood, maintain equipment, rest, etc. Eat supper.
20:00-06:00	10h00	Sleep

#### Setting a watch during the night

The minimum total time (T) of the sleeping period, assuming the party wants to always have one person on watch is given by the following formula where (n) is the number of people in the party and (S) is the time each person will sleep:

$$T = S + S / (n - 1)$$

For example for a party of 3 where everyone sleeps for 8 hours (n = 3, S = 8), the total sleep period would be 12 hours. One person sleeps the first 8 hours, one sleeps the last 8 hours and one sleeps 4 hours at the beginning and 4 hours at the end.

Note that this formula enables 2 spell casters to get the continuous sleep they require for spells. If there are more spellcasters that need continuous sleep, use the same formula but reduce the number of person by 1.

If the party wants to have at least two persons on watch at the same time, consider n to be half the party size (round down).

### **Forced march**

A party may push themselves and travel up to 50% more in a day: up to 12 hours of actual travel in a day instead of 8 hours of actual travel. Following a forced march, characters must rest for a full day or suffer a -1 penalty to attack and damage rolls.

### **Consequences of sleeping less or in bad weather**

Characters need rest (resting while travelling during the day and good sleep during the night) so that they:

- can get their spells back in the morning;
- don't incur penalties for tiredness (-1 to hit and damage until rested).

If each member of the party sleeps 8 hours, they take time to find a proper camping site, they have all the required equipment (see below) considering the weather conditions (cold weather, rain, blizzard, etc.), then there is nothing further to do/check.

If on the other hand they don't meet all of these conditions then there may be consequences for the characters.

Each character must make a CON check with the following modifiers:

- +1 per 2 hours below 8 hours of sleep (so -1 for 6 hours, -2 for 4 hours, etc.);
- +1 per day forced marched, cumulative (indicating less time to find a proper camping site);
- +1 per piece of equipment missing:
  - bedroll (all seasons, all weather);
  - fire building equipment (flint and steel);
  - waterkin (one per character);
  - food (either rations, or if foraging/hunting, proper cooking equipment);
  - cold weather clothes and/or a fire during cold seasons
  - tent or canvas cover (or an equivalent covered camp site) in rain/snow or bad weather.

- to figure out if they slept well enough a roll is made (TBD)
- things that will affect that roll:
  - making the necessary rest during the day
  - taking time to find a good camp site
  - appropriate equipment (might give a bonus, or a penalty if not available, tbd): tent, bedrolls, etc.
  - having a fire
  - having appropriate clothes/blankets for the weather (cold)
  - being protected from the rain, etc.

If the roll is not made, it may not be an immediate effect. Might accumulate over a period.

Missing the roll (or when the accumulated effect occurs) may imply not being able to replace spells, not getting natural healing, incurring the 'tired' penalty, etc.



***Campaign specific***

***Factions***

One of the major factions in Midderlands and Havenland is the witches. There are many coven, small and big, and they are all over the place. They are opposed by the witch finders (see CGL).

***Witches***

Witches are divine spell casters who made a deal with Baphomet. They are granted powers in exchange for their souls. The magic of witches is different than that of other divine spell casters, both in how it works and in what they can do. They use a different spell list, have their own experience-level table, etc. They are non-martial, but usually have minions that serve as brute force.





**YEAR 699**  
**Geól (699-01)** WINTER  
 S L M T G F S  
 1 2  
 3 4 5 6 7 8 9  
 10 11F 12 13 14 15\* 16  
 17 18 19 20 21 22 23  
 24 25N 26 27 28 29 30  
 31  
 \*: SR: 6:50am / SS: 5:09pm

**Wulf (699-02)**  
 S L M T G F S  
 1 2 3 4 5 6 7  
 8 9 F 10 11 12 13 14  
 15\* 16 17 18 19 20 21  
 22 23N 24 25 26 27 28  
 29 30  
 \*: SR: 6:31am / SS: 5:29pm

**Modde (699-03)**  
 S L M T G F S  
 1 2 3 4 5  
 6 7 F 8 9 10 11 12  
 13 14 15\* 16 17 18 19  
 20 21N 22 23 24 25 26  
 27 28 29 30 31  
 \*: SR: 6:11am / SS: 5:49pm

**Ferus (699-04)** SPRING  
 S L M T G F S  
 1 2  
 3 4 F 5 6 7 8 9  
 10 11 12 13 14 15\* 16  
 17 18N 19 20 21 22 23  
 24 25 26 27 28 29 30  
 31  
 \*: SR: 5:50am / SS: 6:09pm

**Eostre (699-05)**  
 S L M T G F S  
 1 2 F 3 4 5 6 7  
 8 9 10 11 12 13 14  
 15\* 16N 17 18 19 20 21  
 22 23 24 25 26 27 28  
 29 30F 31  
 \*: SR: 5:31am / SS: 6:29pm

**Meolc (699-06)**  
 S L M T G F S  
 1 2 3 4  
 5 6 7 8 9 10 11  
 12 13N 14 15\* 16 17 18  
 19 20 21 22 23 24 25  
 26 27F 28 29 30  
 31  
 \*: SR: 5:10am / SS: 6:49pm

**Sëar (699-07)** SUMMER  
 S L M T G F S  
 1 2  
 3 4 5 6 7 8 9  
 10 11N 12 13 14 15\* 16  
 17 18 19 20 21 22 23  
 24 25F 26 27 28 29 30  
 31  
 \*: SR: 5:08am / SS: 6:50pm

**Mædwe (699-08)**  
 S L M T G F S  
 1 2 3 4 5 6  
 7 8 N 9 10 11 12 13  
 14 15\* 16 17 18 19 20  
 21 22F 23 24 25 26 27  
 28 29 30  
 \*: SR: 5:29am / SS: 6:30pm

**Wëod (699-09)**  
 S L M T G F S  
 1 2 3 4  
 5 6 N 7 8 9 10 11  
 12 13 14 15\* 16 17 18  
 19 20F 21 22 23 24 25  
 26 27 28 29 30  
 \*: SR: 5:48am / SS: 6:10pm

**Hærfest (699-010)** FALL  
 S L M T G F S  
 1 2  
 3 4 N 5 6 7 8 9  
 10 11 12 13 14 15\* 16  
 17 18F 19 20 21 22 23  
 24 25 26 27 28 29 30  
 31  
 \*: SR: 6:08am / SS: 5:50pm

**Win (699-11)**  
 S L M T G F S  
 1 N 2 3 4 5 6  
 7 8 9 10 11 12 13  
 14 15F 16 17 18 19 20  
 21 22 23 24 25 26 27  
 28 29N 30  
 \*: SR: 6:29am / SS: 5:30pm

**Blöd (699-12)**  
 S L M T G F S  
 1 2 3 4 5  
 6 7 8 9 10 11  
 12 13F 14 15\* 16 17 18  
 19 20 21 22 23 24 25  
 26 27N 28 29 30 31  
 \*: SR: 6:48am / SS: 5:10pm

**YEAR 700**  
**Geól (700-01)** WINTER  
 S L M T G F S  
 1  
 2 3 4 5 6 7 8  
 9 10F 11 12 13 14 15\*  
 16 17 18 19 20 21 22  
 23 24N 25 26 27 28 29  
 30  
 \*: SR: 6:50am / SS: 5:09pm

**Wulf (700-02)**  
 S L M T G F S  
 1 2 3 4 5 6  
 7 8 F 9 10 11 12 13  
 14 15\* 16 17 18 19 20  
 21 22N 23 24 25 26 27  
 28 29 30  
 \*: SR: 6:31am / SS: 5:29pm

**Modde (700-03)**  
 S L M T G F S  
 1 2 3 4  
 5 6 F 7 8 9 10 11  
 12 13 14 15\* 16 17 18  
 19 20N 21 22 23 24 25  
 26 27 28 29 30 31  
 \*: SR: 6:11am / SS: 5:49pm

**Ferus (700-04)** SPRING  
 S L M T G F S  
 1 2  
 3 4 F 5 6 7 8  
 9 10 11 12 13 14 15\*  
 16 17N 18 19 20 21 22  
 23 24 25 26 27 28 29  
 30  
 \*: SR: 5:50am / SS: 6:09pm

**Eostre (700-05)**  
 S L M T G F S  
 1 F 2 3 4 5 6  
 7 8 9 10 11 12 13  
 14 15N 16 17 18 19 20  
 21E 22 23 24 25 26 27  
 28 29F 30 31  
 \*: SR: 5:31am / SS: 6:29pm

**Meolc (700-06)**  
 S L M T G F S  
 1 2 3  
 4 5 6 7 8 9 10  
 11 12N 13 14 15\* 16 17  
 18 19 20 21 22 23 24  
 25 26F 27 28 29 30  
 31  
 \*: SR: 5:10am / SS: 6:49pm

**Sëar (700-07)** SUMMER  
 S L M T G F S  
 1  
 2 3 4 5 6 7 8  
 9 10N 11 12 13 14 15\*  
 16 17 18 19 20 21 22  
 23 24F 25 26 27 28 29  
 30 31  
 \*: SR: 5:08am / SS: 6:50pm

**Mædwe (700-08)**  
 S L M T G F S  
 1 2 3 4 5  
 6 7 N 8 9 10 11 12  
 13 14 15\* 16 17 18 19  
 20 21F 22 23 24 25 26  
 27 28 29 30  
 \*: SR: 5:29am / SS: 6:30pm

**Wëod (700-09)**  
 S L M T G F S  
 1 2 3  
 4 5 N 6 7 8 9 10  
 11 12 13 14 15\* 16 17  
 18 19F 20 21 22 23 24  
 25 26 27 28 29 30  
 \*: SR: 5:48am / SS: 6:10pm

**Hærfest (700-010)** FALL  
 S L M T G F S  
 1  
 2 3 N 4 5 6 7 8  
 9 10 11 12 13 14 15\*  
 16 17F 18 19 20 21 22  
 23 24 25 26 27 28 29  
 30 31N  
 \*: SR: 6:08am / SS: 5:50pm

**Win (700-11)**  
 S L M T G F S  
 1 2 3 4 5  
 6 7 8 9 10 11 12  
 13 14F 15\* 16 17 18 19  
 20 21 22 23 24 25 26  
 27 28N 29 30  
 \*: SR: 6:29am / SS: 5:30pm

**Blöd (700-12)**  
 S L M T G F S  
 1 2 3  
 4 5 6 7 8 9 10  
 11 12F 13 14 15\* 16 17  
 18 19 20 21 22 23 24  
 25 26N 27 28 29 30 31  
 \*: SR: 6:48am / SS: 5:10pm

**YEAR 701**  
**Geól (701-01)** WINTER  
 S L M T G F S  
 1 2 3 4 5 6 7  
 8 9 F 10 11 12 13 14  
 15\* 16 17 18 19 20 21  
 22 23N 24 25 26 27 28  
 29 30  
 \*: SR: 6:50am / SS: 5:09pm

**Wulf (701-02)**  
 S L M T G F S  
 1 2 3 4 5  
 6 7 F 8 9 10 11 12  
 13 14 15\* 16 17 18 19  
 20 21N 22 23 24 25 26  
 27 28 29 30  
 \*: SR: 6:31am / SS: 5:29pm

**Modde (701-03)**  
 S L M T G F S  
 1 2 3  
 4 5 F 6 7 8 9 10  
 11 12 13 14 15\* 16 17  
 18 19N 20 21 22 23 24  
 25 26 27 28 29 30 31  
 \*: SR: 6:11am / SS: 5:49pm

**Ferus (701-04)** SPRING  
 S L M T G F S  
 1 2 F 3 4 5 6 7  
 8 9 10 11 12 13 14  
 15\* 16N 17 18 19 20 21  
 22 23 24 25 26 27 28  
 29 30F  
 \*: SR: 5:50am / SS: 6:09pm

**Eostre (701-05)**  
 S L M T G F S  
 1 2 3 4 5 6 7  
 8 9 10 11 12 13 14  
 15\* 16N 17 18 19 20 21  
 22 23F 24 25 26 27  
 28 29 30 31  
 \*: SR: 5:31am / SS: 6:29pm

**Meolc (701-06)**  
 S L M T G F S  
 1 2  
 3 4 5 6 7 8 9  
 10 11N 12 13 14 15\* 16  
 17 18 19 20 21 22 23  
 24 25F 26 27 28 29 30  
 31  
 \*: SR: 5:10am / SS: 6:49pm

**Sëar (701-07)** SUMMER  
 S L M T G F S  
 1 2 3 4 5 6 7  
 8 9 N 10 11 12 13 14  
 15\* 16 17 18 19 20 21  
 22 23F 24 25 26 27 28  
 29 30 31  
 \*: SR: 5:08am / SS: 6:50pm

**Mædwe (701-08)**  
 S L M T G F S  
 1 2 3 4  
 5 6 N 7 8 9 10 11  
 12 13 14 15\* 16 17 18  
 19 20F 21 22 23 24 25  
 26 27 28 29 30  
 \*: SR: 5:29am / SS: 6:30pm

**Wëod (701-09)**  
 S L M T G F S  
 1 2  
 3 4 N 5 6 7 8 9  
 10 11 12 13 14 15\* 16  
 17 18F 19 20 21 22 23  
 24 25 26 27 28 29 30  
 \*: SR: 5:48am / SS: 6:10pm

**Hærfest (701-010)** FALL  
 S L M T G F S  
 1 2 N 3 4 5 6 7  
 8 9 10 11 12 13 14  
 15\* 16F 17 18 19 20 21  
 22 23 24 25 26 27 28  
 29 30N 31  
 \*: SR: 6:08am / SS: 5:50pm

**Win (701-11)**  
 S L M T G F S  
 1 2 3 4 5  
 6 7 8 9 10 11  
 12 13F 14 15\* 16 17 18  
 19 20 21 22 23 24 25  
 26 27N 28 29 30  
 \*: SR: 6:29am / SS: 5:30pm

**Blöd (701-12)**  
 S L M T G F S  
 1 2 3  
 4 5 6 7 8 9  
 10 11F 12 13 14 15\* 16  
 17 18 19 20 21 22 23  
 24 25N 26 27 28 29 30  
 31  
 \*: SR: 6:48am / SS: 5:10pm