

# UNDERGROUND ADVENTURES

Rules Reference Document 2.0

## ABILITY SCORES

Roll 3d6 in order for STR, INT, WIS, CON, DEX, CHA

Prime Requisite	EXP
15+	+10%
13-14	+5%
9-12	-
7-8	-10%
6-	-20%

For XP purposes only, PR score may be improved as follow:

**STR:** PR for FM, CL add [(STR-9)/3].

**INT:** PR for MU, FM & CL add [(INT-9)/2].

**WIS:** PR for CL, MU add [(WIS-9)/2], FM add [(WIS-9)/3].

### Other Effects of Ability Scores

**INT:** literacy requires 7+, bonus language for each point above 10.

**CON:** 15+/6- = +/-1 per HD. Withstand Adversity =[(CON-3) x10] %.

**DEX:** 13+/8- = +/-1 to missile fire.

**CHA:** affects maximum # of unusual retainers, and their loyalty:

Score	Retainers	Loyalty
18	12	+4
16-17	6	+2
13-15	5	+1
10-12	4	-
7-9	3	-
5-6	2	-1
3-4	1	-2

## RACE & CLASS

### **Fighter**

*1<sup>st</sup> level:* trained with all weapons and armor; +1 HP.

*2<sup>nd</sup> level:* [level] attacks against normal types (<3HD).

*4<sup>th</sup> level:* +1 to morale of troops led in combat.

*8<sup>th</sup> level:* detect invisible foes in melee; when charging, normal men receiving the charge need to check morale or rout.

*9<sup>th</sup> level:* may become a Lord, build a castle and collect 1gp per inhabitant as protection tax.

### **Magic-User**

May only use daggers and wear no armor.

May create magic potions, scrolls and items.

See *Orbit I + Marvels & Malisons* for spell rules.

### **Cleric** (or Anti-Cleric)

Trained with blunt weapons, may wear any armor.

May attempt to Turn Undead (2d6+HD, 7+Target HD to Turn)

*2<sup>nd</sup> level:* may memorize [level-1] spells of the *apotropaism* school.

*7<sup>th</sup> level:* must choose between Law or Chaos.

*9<sup>th</sup> level:* may establish a Stronghold with divine aid and attract zealots or fanatics that will help building and protecting the place. Once the stronghold is built, may act as a Lord, collecting a 2gp per inhabitant tithe.

### **Dwarf Fighter**

May only progress up to Myrmidon (6<sup>th</sup>) level.

Magical resilience adds 4 to all saving throws.

Giants and similar types (trolls, ogres, etc.) do half damage.

Notice traps, slanting passages and fresh stone constructions.

### **Elf Fighter**

May switch to Magic-User between adventures.

Add 1 to damage with longswords against orcs.

May move and fire with a longbow.

Notice secret doors, difficult to surprise.

### **Elf Magic-User**

May switch to Fighter between adventures.

May wear elfin mail and still cast spells.

### **Hobbit Fighter**

May only progress up to Hero (4<sup>th</sup>) level.

Too small to use two-handed weapons effectively.

Magical resilience adds 4 to all saving throws.

Lethal precision with missiles (+2).

### **Other**

The above list of character types is not meant to be exhaustive.

## ALIGNMENT

Choose a side.

Law	Neutrality	Chaos
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Each side has its own language, which is recognized but not necessarily understood by the opposite side. Lawful and chaotic creatures will attack each other on sight, other combinations may work together, although chaotic monsters are more prone to in-fighting than those of other alignments. Lawful will usually work together, and foes sharing the same alignment will always join forces against the other side.

## LANGUAGES

Characters speak the human trade tongue known as Common (which 20% of monsters may also understand), their divisional language (Law, Chaos or Neutrality) and may also speak an additional tongue for each point of INT above 10.

Note that the alignment languages can be learned this way.

Also note that languages not selected at CharGen may be chosen later during the game.

Dwarves speak Goblin, Kobold and Gnome.

Elves speak Orc, Hobgoblin and Gnoll.

The list below provides examples of both potential languages for characters to know and learn, and may help players in understanding what kind of characters belong to which alignment.

**Law:** men\*, hobbits, patriarchs, ents, unicorns, pegasi, hippogriffs, elves\*, lycanthropes\*, rocs, dwarves/gnomes\*, centaurs\*.

**Neutral:** men\*, nixies, pixies, dryads, animals, elves\*, rocs\*, dwarves/gnomes\*, lycanthropes\*, orcs, ogres, dragons, wyverns, centaurs\*, hydrae, purple worms, sea monsters, chimeras, minotaurs, giants.

**Chaos:** men\*, balrogs, evil high priests, goblin/kobolds, hobgoblins/gnolls, giants, orcs, ogres, trolls, wights, lycanthropes\*, ghouls, thouls, wraiths, mummies, spectres, vampires, medusae, gargoyles, gorgons, minotaurs, dragons, chimeras

\*: may be found on the side of Law or Neutral

May be found on the side of Chaos or Neutral

## EQUIPMENT

Roll 3d6 and multiply the result by 10. You start with that many GP.

Item	Cost	Item	Cost
Dagger	3	Leather Armor	15
Hand Axe	3	Chain-type Mail	30
Mace	5	Plate Mail	50
Sword	10	Helmet	10
Battle Axe	7	Shield	10
Morning Star	6	Barding (Horse Armor)	150
Flail	8	50' of Rope	1
Spear	2	10' Pole	1
Pole Arm	7	12 Iron Spikes	1
Halberd	7	Small Sack	1
Two-Handed Sword	15	Large Sack	2
Lance	4	Leather Back Pack	5
Pike	5	Water/Wine Skin	1
Short Bow	25	6 Torches	1
Long Bow	40	Lantern	10
Composite Bow	50	Flask of Oil	2
Light Crossbow	15	3 Stakes & Mallet	3
Heavy Crossbow	25	Steel Mirror	5
Quiver of 20 Arrows	10	Silver Mirror, Small	15
Case with 30 Quarrels	10	Wooden Cross	2
20 Arrows/30 Quarrels	5	Silver Cross	25
Silver Tipped Arrow	5	Holy Water/Vial	25
Mule	20	Wolfsbane, bunch	10
Draft Horse	30	Belladonna, bunch	10
Light Horse	40	Garlic, bud	5
Warhorse, Medium	100	Wine, quart	1
Warhorse, Heavy	200	Iron Rations, 1 week	15
Saddle	25	Standard Rations, 1 week	5
Saddle Bags	10		
Cart	100	Other items cost may be	
Wagon	200	calculated by comparing to	
Raft	40	similar items listed above.	
Small Boat	100		
Small Merchant Ship	5000		
Large Merchant Ship	20000		
Small Galley	10000		
Large Galley	30000		

## ENCUMBRANCE

Carry capacity is based on STR score:

# Carried Items	Encumbrance (MV)
<STR	Light Foot (12')
STR to <STR x2	Heavy Foot (9')
STR x2	Armored Foot (6')
>STR x2	Overburdened (3')

All equipment from the above list counts as 1 item, except for:  
Shields (2), Leather (2), Chain (5), Plate (8)

**Containers** made of light materials do not count as carried items.  
Back Pack (10), Saddle Bags (2x10), Large Sack (10), Small Sack (5),  
Pouch (1), Belt (4)

Record equipment on carry points:

Back (1), Waist (1 belt), Shoulders (1 item each), Arms (1 shield),  
Hands (1 each)

Overloading a natural carry point usually results in appropriate  
penalties on most physical tasks.

## COMBAT & SAVES

**Initiative:** each side rolls a d6, ties happen simultaneously.

**Attack:** combatants roll d20+HD+Target's AC, 20+ is a hit.

**Damage:** always roll a d6 in addition to the d20 for damage.

**Critical Hits & Fumbles:** on a nat. 1 or 20, see Chart X (p.XX).

**Death & Dismemberment:** at 0 HP, see Chart X (p.XX).

**Shields Shall be Splintered:** sacrifice a shield to cancel a hit.

**Helmets Matter:** a natural roll of 7 strikes the head, doing  
maximum damage regardless of AC is a helmet is not worn.

**Heavy Hitter:** STR 13+ characters inflict the best out of two d6  
damage when using two-handed weapons.

**Two Weapons Fighting:** DEX 13+ characters inflict the best out of  
two d6 damage when using a weapon in each hand.

**Saves:** roll d20+HD+Mod. (based on save-type), 20+ to save.

Save versus	Bonus
Death Ray & Poison	+4
Paralysis	+3
Petrification & Polymorph	+2
Dragon Breath	+1
Spells	+0

## EXPERIENCE & LEVELS

All characters gain XP for GP at a 1:1 ratio.

Totals are rounded up to account for monsters slain.

Double needed XP for each new level up to 9<sup>th</sup> level.

For levels beyond 9<sup>th</sup>, characters always need 10 000 XP.

FM: 2000XP    C:1500XP    MU:2500XP

Elves can progress as FM up to level 4, and as MU up to level 8.

Dwarves can progress as FM up to level 6.

Hobbits can only progress as FM up to level 4.

**Hit Dice:** HP *may* be re-rolled at the beginning of each adventure.

Level	Hit Dice (d6), per Class		
	FM	C	MU
1	1+1	1	1
2	2+1	2	1+1
3	3+1	2+1	2
4	4+1	3	2+1
5	5+1	4	3
6	6+1	4+1	3+1
7	7+1	5	4
8	8+1	6	4+1
9	9+1	6+1	5
10	9+2	7	5+1
11	9+3	7+1	5+2
12	9+4	7+2	5+3

## MORALE & REACTION

**Morale:** when in doubt, a roll of 2d6, modified according to current  
circumstances will inform the state of troops morale and their  
preferred tactics (charge, push, defense, retreat, rout, surrender...)

**Reaction:** when in doubt, a roll of 2d6 modified as above (CHA, etc.)  
will inform the reaction of NPCs or Monsters to the characters'  
offer, and the base # of social interactions (question, request, gift,  
threat, etc.) they will be willing to have before ending the  
encounter (or negotiation).

| **Player's Section End**