Dungeon Master's Rules - 1.2.1

Turn back, all ye who haven't the stomach for this hobby so consuming.

Design Goals

- Simple
- Usable
- Modular
- Reference-style

Monsters

Die at 0 HP.

Surprise, Reaction, Distance

Unaware parties are surprised 2-in-6 of the time.

2d6	Reaction
2-	Hostile
3-5	Negative Inclination
6-8	Disinterested
9-11	Positive Inclination
12+	Friendly

If surprised, 1d6*10' away. Otherwise, 2d6*10' away.

Morale

2d6	Action
2-	Disorganised retreat - those left behind surrender
3-6	Organised retreat
7+	Morale holds

Travel

Navigation and Lost

Characters see into adjacent hexes. Mountains are visible from 4 hexes away. Weather conditions may hamper visibility.

When no landmark can be seen, characters have a 2-in-6 chance of becoming lost, 4-in-6 in storms. Hide any map and continue play without reference to it, until they are able to re-establish their location. Movement is in a random direction.

Land

Encounter 1-in-6 chance every 12 hours.

Mode of Travel	Hexes per day (half in inclement terrain)
On Foot	2
Wagons/Carts	3
Horseback	4
Horse, Ridden to Death*	6

*- 2-in-6 chance of death per day. Useless by end of journey.

Dungeons

1-in-6 chance of encounter per turn. Major activities take 1 turn.

Torches last 6 turns, Lanterns 24 turns

Sea

Ship	HD	Hexes per day in ocean (river)	Slots	Crew	Value
Raft*	1	3 (3)	20	1	10sp
Boat*	2	4 (4)	40	2-10	50sp
Karvi*	4	6 (4)	60	8-24	1000sp
Knarr	5	7 (3)	100	8-12/2	2000sp
Snekkja*	6	8 (4)	100	20-50	3000sp
Galley, Small	6	8 (3)	160	50/10	5000sp
Galley, Large	8	10	360	120/30	8000sp
Skeid*	9	9 (5)	240	60-80	10000sp

*- Vessel does not require a port and is light enough to be beached.

River speed is halved when moving against the current. A '/' tells of the ratio of 'crew' to marines. Value is the ransom paid for the return of a captured vessel - triple this to pay for a new one.

Wind

Wind persists for 1d6 days. Wind direction changes each day, initial direction rolled randomly. Characters know of a storm 1 day before it arrives.

Storm: 30% chance of capsizing per day. Lose loose cargo and 40% chance of sinking before being righted by crew. Ignore ship encounters.

Use first number for sailing with the wind, second if one direction over.

2d6	Wind Strength	Hexes per day	-	1d6	Direction Change
2-3	Calm	None		1-2	1 Direction clockwise
4-8	Light Breeze	+1/+1		3-4	No change
9-11	Strong Breeze	+2/+1		5-6	1 Direction Anti-Clockwise
12	Gale/Storm	+3/+2			

Naval Encounters

Encounter 1-in-6 chance per day.

Encounters on Coasts and the Ocean are spotted at a distance of a hex. Reaction!! If River curvature is unknown, River encounters are spotted at 3d6*10'.

1d12	River	Coast	Ocean
1	Merchants	Merchants	Merchants
2	Merchants	Merchants	Pirates
3	Merchants	Patrol (local lord)	Raiders
4	Patrol (local lord)	Pirates	Raiders
5	Patrol (local lord)	Pirates	Wreck
6	Pirates	Raiders	Fishermen
7	Pirates	Raiders	Merfolk
8	Raiders	Fishermen	Merfolk
9	Fishermen	Fishermen	Wandering Isle
10	Fishermen	Wreck	Wandering Isle
11	Wreck	Merfolk	Sea Monster
12	River Monster	Sea Monster	Sea Monster

Merchants, Patrols and Pirates in Rivers use Boats and local equivalents of Karvi. Upon the ocean, any vessel could be found.

Raiders use Karvi, Snekkja and Skeid.

DM Advice

Angry GM Session Startup

1. Call to Order

2. Table Business

3. Recap Campaign

   3a. Describe current goal and motivation

   3b. Describe subgoals and motivations

   3c. Recount major plot points from sessions past

   3d. Recap most recent session

   3e. Reiterate import information learned

4. Reintroduce the Party

   4a. Players reintroduce their characters

   4b. DM reintroduces party companions

5. Describe the Current Situation

   5a. Recall the current plan of action

   5b. Describe the characters' current locations and activities

6. Start the game

   6a. Visualise and set the scene

   6b. Invite the principal character to act

Chris McDowall DM Advice

Treasure

- Value exceeds usefulness
- Reason it isn't claimed
- Doesn't need to be complex, can provoke thought
- **Big, Heavy, Useless, Valuable**

Adventure

- Place the treasure somewhere dangerous but interesting
- A map and table of encounters
- List immediately obvious features of rooms, characters, paths etc.
- In parentheses, list the details that characters can only discover through play
- Fit as many notes as you can on the map
- Start with broad ideas
- Go through each one by one and add a new detail that wouldn't be assumed. Repeat
- **Information, Choice, Impact**
- More dangerous threats should be more obvious
- Don't create soft threats, should have impact

The Rival

- Somebody else always has the same lead as the group
- The rival is better than the group or their polar opposite
- Some lackeys, focus on the rival

Encounters

- 6 encounters on a table
- Can be similar people with different behaviours or group composition
- At least one result very dangerous
- List 3 things that the encounter does. Frequent responses or interesting abilities
    - Infuse with drives and motives. Tie into location
- **Drive, Impact, Flavour**

Foreground Growth

- Character growth happens through play, not in downtime
- Characters grow more interesting, not necessarily more powerful