HACKED TO DEATH

It breaks their backs

It breaks their bones

It breaks the binds of unearthed tomes

Maxims

These are the ideas around which the game is to be played.

1. You are not your character, your skill ought not be limited by your character's attributes.
2. Your character has their own understanding of lore, history, and myth; your DM shall reveals these as your character would understand them.
3. Time is precious and combat is brutal
4. Worry not about balance, seek interesting solutions to difficult problems

For DMs

- **Embrace the chaos** when random chance is contrary to your expectations.
- **Embrace the law** and order of your world. Let the larger powers make their influence known, and their long term plans play out.

Ability Scores

For each ability score, in order, roll 3d6. Do not make modifications unless using house rules.

- Strength: Physical power
- Insight: Intelligence and wisdom
- Dexterity: Agility and quickness
- Constitution: Health and body
- Charisma: Force of personality and appearance

Strength Stats

- You can carry weight equal to your strength divided by 5, rounded up, in hundreds of pounds. e.g. 15 = 300 Lbs.
- Attack and Damage bonuses only apply to **Melee** attacks.

Strength	Attack Bonus	Damage Bonus
3 - 4	-2	-1
5 - 6	-1	..
7 - 12	..	..
13 - 15	+1	..
16	+1	+1
17	+2	+2
18	+2	+3

Insight

- spells cast during an encounter require a roll, modified by insight.
- Inlight limits how many spells cast per level, and how many spells known.
- **Additional Languages**: equal to your intelligence minus 10.

Insight	Spellcast Roll Modifier	Max Spells & Spell per Level
3 - 4	-2	3
5 - 7	-1	4
8 - 9	..	5
10 - 12	..	6
13 - 14	..	8
15 - 16	..	10
17	+1	All
18	+2	All

Dexterity

- Attack and Damage bonuses only apply to **Ranged** attacks.
- A high dexterity improves the deadliness of precisely fired shots.

Dexterity	Attack Bonus	Damage Bonus
3 - 4	-2	-1
5 - 8	-1	..
9 - 12	..	..
13 - 17	+1	..
18	+2	+1

Constitution

- Modifies hit dice rolls when leveling.

Insight	Hit Dice Bonus
3 - 6	-1
7 - 14	..
15 - 16	+1
17	+2
18	+3

Charisma

- Influences how many hirelings will work for you.
- Loyalty base improves reaction rolls and moral checks.

Charisma	Maximum Hirelines	Loyalty Base
3 - 4	1	-2
5 - 6	2	-1
7 - 9	3	..
10 - 12	4	..
13 - 15	5	+1
16 - 17	6	+2
18	12	+4

Ability Checks

- Roll 1d20 against a specific ability score, success is equal to or under.
- Bonuses may be added to your "target number," giving the player a higher number to roll equal to or under.
- Only required for difficult tasks or risky tasks.
- **Risky**: If a task is mundane, but danger is imminent and a failure would be terrible, make a check.
- **Difficult**: If a task requires specialized knowledge or skill, and there is less time than ideal to perform it, make a check.
- If plenty of time is available and the player has the required background, a check is probably not required.
- If characters can reasonably work together, such as moving a large stone, make 1 check with a bonus.
- Bonuses should range from +1, a minor bonus, to +4 for a major bonus.

Saving Throws

- Saving throws are rolled against your ability score or your spell save, DM discretion.
- A success is when you roll 1d20 equal or under the appropriate score.
- Knowledge checks should be given bonus based on character race and backgrounds.
- Spell saves are tied to your class and increase with experience.
- What you roll is determined by your DM.

Save / Check	Examples
Strength	Open stuck doors
Insight	Knowledge, intuit intentions
Dexterity	Doding falling rocks, breath weapons
Constitution	ressurection survival, poison resistance
Charisma	charm or convince someone
Spell	resist magical effects

Alignment

- There are two alignments, Law and Chaos, and they represent your disposition to the world.
- These are defined by your class, and are **not** all encompassing of your characters personailty.
- You are free to play your character as you wish, and your alignment merely gives you certain benefits.

Law

- Those who see the world as something to be ordered, cared for, and built upon.
- Often have a long term view of things
- Often seeks peace, as a final outcome

Chaos

- Those who believe the world is inherently without order
- Often seek outcomes that benefit them immediately
- A willingness to take on great risks, regardless of the larger impact

emobdiements of alignment

players get some kind of boon during play when they somehow they embody their alignement

falling from alignment

if you act in the opposite alignment too much, you fall into a purgatory alignment you can select a new alignment on your next level

Alignment languages

- Niether written nor verbose
- Consists of gestures, signs, or words of power
- Understood between members of the same alignment
- Those of one alignment recognize, but do not comprehend, the language of the other

Races

Human

- When rolling initative, apply -1 to the result.
- May gain 1 additional language of their choice, except alignment languages.

Elf

- Deep knowledge of nature
- Can read magic
- Can easily detect secret or hidden doors, 2 in 6

Dwarf

- Deep knowledge of stone architecture & undergound cave systems
- Dark vision: black and white thermal vision
- Resistant to magic, +4 on save rolls versus magic

Halfling

- Knowledgeable on foraged foods, herbs, plants; both safe and poisonus.
- Stealthy, may move silently on a 2 in 6
- Resistant to magic, +4 on save rolls versus magic

Languages

- All characters know common and their alignment language.
- Non human characters know their native tongue.
- With high intelligence you may know additional languages.
- Possible languages: Elf, Dwarf, Halfling, Lizard, Beastial, Mycelian, Goblin, Orcish, Fairy.
- Languages available are at the discretion of the DM.

Backgrounds

- Roll 1d30 to select a background per your race.
- Optionally select what suits your character best, at DM discretion.
- Backgrounds should influence relevant knowledge and skill checks.

Roll	Human	Elf	Dwarf	Halfling
1	Alchemist	Actor	Alchemist	Administrator
2	Armorer	Alchemist	Anvilsmith	Alchemist
3	Baker	Armorer	Armorer	Beekeeper
4	Barber	Birdcatcher	Barber	Bellsmith
5	Blacksmith	Bladesmith	Blacksmith	Bottler
6	Butcher	Bookbinder	Brewer	Candlemaker
7	Carpenter	Cartographer	Cheesemonger	Cook
8	Cobbler	Distiller	Cooper	Dairy Farmer
9	Cook	Dockmaster	Devler	Eggler
10	Diplomat	Falconer	Fabricator	Engraver
11	Excavator	Fisherman	Fishmonger	Forager
12	Farmer	Goldsmith	Glasswright	Forester
13	Fisherman	Hunter	Goldsmith	Gaffer
14	Goldmsith	Ivory Worker	Hammersmith	Hound keeper
15	Herder	Jeweler	Ice farmer	Hunter
16	Jester	Lamplighter	Iron monger	Kegmaster
17	Jeweler	Luthier	Launderer	Lamp Lighter
18	Locksmith	Messenger	Miller	Luthier
19	Merchant	Navigator	Miner	Mason
20	Miller	Phlembotomist	Mineralogist	Miller
21	Navigator	Rugmaker	Naturalist	Pewterer
22	Painter	Saddlemaker	Quarrier	Quilter
23	Rat catcher	Sailor	Riveter	Reeder
24	Soldier	Silversmith	Salter	Roper
25	Stonemason	Surgeon	Silversmith	Scribe
26	Tailor	Tanner	Skinner	Seamster
27	Tavern Keeper	Underwriter	Stone mason	Tinsmith
28	Tax Collector	Winemaker	Tobacco spinner	Townwatch
29	Watchman	Yeoman	Wine merchant	Wheelwright
30	Weaver	Zoographer	Wool winder	Yeoman

Optional Races

Lizardfolk

- Deep knowledge of reptilians, aquatic life, aquatic plants.
- Cold blooded, 3 in 6 chance to hide in plain sight versus dark vision.
- Stealthy, may move silently on a 2 in 6
- Recommended Human or Elf backgrounds

Beastfolk

- Fur covered humanoids with heads of *any* animal; may have tails.
- Permanent +1 to strength **or** dexterity ability scores.
- Listen checks succeed on a 3 in 6.
- Recommended Human or Elf backgrounds

Mushroomfolk

- Very knowledgeable on fungi, plants, and moist ecosystems.
- Dark vision: black and white thermal vision
- Upon 4th, 8th, and 12th levels, gain +1 to strength ability score.
- Recommended Dwarf or Halfling backgrounds

Expanded Backgrounds

- Additional backgrounds that can be rolled on by any race.

Roll	Background	Roll	Background
1	Actuary	16	Hosier
2	Anchorsmith	17	Iron monger
3	Appraisor	18	Irrigator
4	Artificer	19	Kilm master
5	Barrister	20	Lumberjack
6	Brazier	21	Maid
7	Burgler	22	Midwife
8	Clerk	23	Notary
9	Courtier	24	Rustler
10	Dyer	25	Scout
11	Factor	26	Surveyor
12	Fletcher	27	Town Crier
13	Geometer	28	Wagoner
14	Haberdasher	29	Wet nurse
15	Hatmaker	30	Wharfmaster

Classes

- There are four classes, within each two paths.
- One path is one toward law, the other toward chaos.

Hitpoints

- First level, you acquire maximum hit points (4, 6, or 8)
- Every following level, roll your class' hit die and add the result to your HP.
- Each class has a specific maximum hit die allowed.
- Add for you CON modifer to all levels gained.

Classed Alignment

Type	Law	Chaos
Fighter	Crusader	Marauder
Warden	Hunter	Barbarian
Cleric	Devout	Forlorn
Priest	Soothsayer	Mystic
Magic User	Wizard	Warlock
Thief	Vagabond	Brigand
Aristocrat	Noble	Outcast

Experience Requirements

Level	XP Req
1	0
2	2,000
3	4,000
4	8,000
5	16,000
6	32,000
7	64,000
8	120,000
9	240,000

The Crusader & The Marauder

- Hit Die per level : d8, max at 9th
- May wear any armor and use any weapons
- Crusaders: +1 on their first attack in an encounter, or +2 if they charge into battle.
- Marauders: Once per encounter, gain a free attack in the same round after killing a foe.

Level	Attackk Bonus	Attacks per turn	Spell Save
1-3	+0	1	4
4-6	+2	2	6
7-9	+5	3	8
10-12	+7	4	10
13+	+8	5	12

The Hunter & The Barbarian

- Hit Die per level : d8, max at 8th
- May not wear plate armor.
- Hunters may stalk, track, or sneak successfully on a 3 in 6 chance; at 5th level this becomes a 5 in 6 chance.
- Barbarians, when at half or lower health, gain an additional attack each combat round. At 5th level this is 2 extra attacks.

Level	Attackk Bonus	Attacks per turn	Spell Save
1-3	+0	1	5
4-6	+1	1	7
7-9	+2	2	9
10-12	+3	3	11
13+	+5	4	13

The Devout & The Forlorn (wayward?)

- Hit Die per level: d6, max 8th
- May wear any armor or shields.
- The Devout may only use blunt weapons, the forlorn may only use sharp weapons.
- The Devout: Once per day, with a prayer, 2 in 6 chance to recover one spell slot.
- The Forlorn: May raise one corpse from the dead, 1HP, for 1d4 rounds; Can deal 1 damage on a hit

Level	Atk Bonus	Attacks	Spell Save
1-4	+0	1	5
5-8	+2	1	8
9-12	+5	2	11
13+	+7	2	13

Holy Spells

Level	1	2	3	4	5
1-2	1				
3-4	2	1			
5-6	2	2	1		
7-8	2	2	2	1	
9-10	3	3	3	2	1

The Soothsayer & The Mysitc

- Hit Die per level: d6, max 7th
- May not wear armor.
- May cast spells, except of the highest available level, as rituals. Rituals take 1 hour to perform and do not expend a spell slot.

Level	Atk Bonus	Attacks	Spell Save
1-4	+0	1	5
5-8	+2	1	8
9-12	+5	2	11
13+	+7	2	13

Holy Spells

Level	1	2	3	4	5
1-2	2				
3-4	2	1			
5-6	2	2	1		
7-8	2	2	2	1	
9-10	3	3	3	2	1

The Wizard & The Warlock

- Hit Die per Level: d4, max at 11th

Level	Atk Bonus	Attacks	Spell Save
1-5	+0	1	5
6-10	+2	1	8
11-15	+5	1	12
16+	+7	1	17

Magical Spells

Level	1	2	3	4	5	6
1-2	2					
3-4	4	2				
5-6	4	2	1			
7-8	4	3	2	1		
9-10	4	4	3	3	1	
11-12	5	4	4	4	3	1
13-14	5	5	5	4	4	3
15-16	5	5	5	5	5	5

Familiars & Demons

- Familiars are willing to follow commands, but are not willing to cause harm
- Demons ignore direct commands unless they cause havoc.

Caster Level	Familiar Traits	Demon Traits
1	May follow simple commands	May cause distractions & disruptions
2	Understands intelligent commands	May cause minor destruction or harm
3 - 4	May communicate via telepathy	May communicate via telepathy
5 - 6	1/day, may be a source of clairaudience **or** clairvoyance	

The Vagabond & The Brigand

- Hit Die per level: d4, max at 10th
- Back stab: when silent and behind an enemy, +4 to attack and damage is modifed by a multiplier.

Level	Atk Bonus	Attacks	Spell Save	Back Stab Damage
1-4	+0	1	5	Double Damage
5-8	+2	1	7	Triple Damage
9-12	+5	2	10	Quad Damage
13+	+7	2	12	5x Damage

Thief Skills

- Always 1d10, success is on equal to or lower
- Thieves may climb any vertical surface and succeed on a 9 in 10.
- At higher levels, when skills reach 10, there is still a chance of failure; DM rolls 1d20, on a 1 the thief fails.
- Other classes may attempt these types of tasks but succeed on a 1 in 6, unless your DM rules otherwise.

Level	Locks & Traps	Pickpocket	Move Silently	Hide	Listen
1-2	2	3	3	2	3
3-4	3	4	4	3	5
5-6	5	5	5	4	5
7-8	6	7	7	6	6
9-10	8	8	9	8	6
11-12	9	9	10	9	8
13+	10	10	10	10	8

The Noble & The Outcast

- Hit Die per level: d4, max at 8th
- Start with 5d10 gold
- In any urban environment, know 1d3 influential figures.

Equipment

Weaponry

1 Handed Weapons - Allow for the wielding of shields

Combat

Combat is side versus side, not individual.

Order of Combat

For each step, one side performs thier actions and then the other.

1. Initiative: Player side rolls 1d6, on a 1-3 they go first, on a 4-6 DM goes first.
2. Movement,
   - Any character not in **melee** may move up to their maximum movement.
   - Characters in melee may move backwards defensively or fully retreat
3. Missile weapons, bows & cross bows are fired.
4. Melee, those in melee may attack.
5. Spells are cast

Options in Melee

- Attack, roll 2d6 to hit either a humanoid or monster
- Parry, roll 2d6 to attempt defense
- Retreat, no attacks full movement, enemies gain +2 to attacks against you.

2d6 Combat

1. Determine your target, if you are parrying or attacking, then roll 2d6
2. Apply either modifers from the humanoids Weapons v. armor table or the monster natural armor table
3. Sum the total then review the following table

Roll	Vs. Humanoids	Vs. Monsters	Parry Action
2	fumble	fumble	failure / miss
3 to 7	miss	miss	Thwart 1 attack, half dmg
8 to 10	hit	hit	Thwart 1 attack, all dmg
11	hit or trip*	hit or disable limb	deal 1 damage
12	double damage	double damage	deal 2 damage

* missle weapons cannot trip

To-Hit Roll Modifier Table - Weapons Versus Armor - Humanoids

Weapon	No Armor	Leather	Chain	Plate
1h sharp	+2	+1	0	-3*
1h blunt	+2	+1	+1	+2
2 handed	+2	+2	+2	+2
Pole**	+2	+2	+1	0

* if enemy is prone, +5

** can be braced against charging enemies for double damage

Vs. Monsters

Against monsters with natural armor, use this translation

AC	Mod
19, 20	-5
17, 18	-4
15, 16	-3
13, 14	-2
11, 12	-1
9, 10	0

2d6 casting in combat

Rolls	Casting Effect
2	spell fails
3, 4	effects delayed by 1 turn
5 to 9	normal
10, 11	improved
12	cast, but not forgotten

Death

Sacrifices in the Face of Death

- Upon being hit successfully, but before damage is rolled, characters may make a sacrifice to prevent damage.
- To make a sacrifice roll 1d6, note the effect on the table below.
- If you get limbs, roll 1d4 to determine what has been broken.
- If your limb is severed you pass out, and are at 0 HP.
- If you get "Organs" roll 1d4 to see the effect.

Roll	Sacrifice	Effect
1	Shield	Your shield is destroyed; if without, reroll.
2	Helm	Your helm is destroyed; if without, reroll.
3	Armor	Your armor is destroyed; if without, reroll.
4	Limb	Broken, 30 days to heal, see below.
5	Organs	Suffer a permanent effect, see below.
6	Life	Roll for damage, death at -1 HP.

Roll	Limbs	Organs	Damaged Organ Effect
1	Hand	Eye	Blinded in 1 eye
2	Arm	Lung	Can no longer run from combat
3	Leg	Liver	Can no longer drink or carouse
4	Severed, roll again	Heart	Death.

Zero Hit Points

- Death occurs when brought below 0 HP.
- If you are at 0, you are considering dying.
- Dying characters must be **stabilized** within **3 combat rounds** to avoid death.
- **Stabilization** requires either magical healing or a successful insight check by another character.
- If a character attempts to stabalize a dying character, they may not perform any other actions this round.

how did thoust die

2 to 12, bonuses for next character heroerically, villanously

Hirelings

Dungeon Crawl Procedures

- Time exploring dungeons is kept track in turns, each turn is 10 minutes.
- Within a turn,

Hex Crawl Procedures

- The procedure for overland travel; parties start each day with 6 travel points.
- This system assumes hexes are 5 or 6 miles in width.

Travel Procedure

1. Roll for **Weather**, reduce points for rain, snow, or high heat.
2. If **Hunting or Gathering** expend points; party members may search hex.
3. Party determine intended direction of the day's travel.
4. If on neither road nor trail, roll 1d6 for **The Lost Check**.
5. Begin Travel, spend **Travel Points** for each new hex.
6. Optionally, **Search the Hex** for a cost of 3 travel points.
7. Once you have spent 6 points, sundown occurs.
8. You may continue at a cost of -1 point and 2 hours of time.
9. If you expend more than 6 travel points then no HP is recovered overnight.
10. If in wilderness, set up camp per the **Camping** rules.

Weather Rolls

Roll 1d6 to determine the weather for the day.

Roll	Spring	Summer	Fall	Winter
1	Cold	Very Hot	Cold	Very cold
2 - 4	Clear, warm	Clear, hot	Clear, chilly	Clear, cold
5	Rain	Rain	Rain	Snow
6	Heavy Rain	Heavy Rain	Snow	Heavy snow

Weather Effects

- Poor weather will reduce the party's travel points per day.
- Rain or snow will effect camping and firewood gathering negatively.

Weather	Travel	Camping	Firewood
Clear	No Effect	No Effect	No Effect
Cold	No Effect	-1 Point	No Effect
Very Hot	-1 Point	No Effect	No Effect
Rain	-1 Point	-1 Point	-1 Bundle
Heavy Rain	-2 Points	-2 Points	-2 Bundles
Snow	-1 Point	-3 Points	No Effect
Heavy Snow	-2 Points	-3 Points	-1 Bundle

Hunting and Gathering

- Hunting or gathering can be done by 1 or more character.
- Expend points for hunting or gathering on a *per hex basis*.
- Hunting or gathering always yields results, for each character doing so.
- If the party is searching the hex, only 1 character may hunt or gather.
- Hunting requires a ranged weapon.
- For example, if in a new hex, two characters may gather at the same time. This expends 1 travel point but yields 2d4 rations.

Activity	Travel Points	Rations Gained
Hunting	3	1d6 + 2
Gathering	1	1d4

Search the Hex

- When in a hex, the party may spend 3 travel points to search it.
- Searching reveals all hidden features of the hex.
- When searching, one party member may instead hunt or gather.

The Lost Check

- Not applicable if on a road or trail.
- Roll 1d6, if you roll a 1, you are lost.
- If you are lost, roll 1d6 on table below, note the effect.

Roll	Reason	Effect
1	Equipment	-1 Travel Point
2	Weather	-1 Travel Point
3 - 5	Terrain	-2 Travel Points
6	Encounter	Roll an Encounter

Travel Points

- First, determine if the party is moving by foot or horseback.
- On horseback require that everyone in the party has a horse.
- The party starts with 6 travel points, modified by weather and lost effects.
- The party must expend travel points immediately when entering a new hex.
- The table below covers the travel point cost when entering a new hex.
- Upon entering a new hex, the party may **Search the Hex**.
- Sundown occurs once the party uses 6 points, assuming they start at dawn.
- For every point over 6, the party loses 2 hours of time.
- On horseback may mean riding or walking along them, per the terrain.

Terrain	On Foot	On Horseback
Roads & Trails	2	1
Plains & Coasts	2	2
Forests & Hills	3	2
Mountains	5	4
Desert, Tundra	6	3
Swamps	6	6

Horseback Travel

- On Horseback travel bonuses require the entire party to have horses.
- Feed for a single horse costs 1g per 5 days of travel.
- A horse may carry one person & their personal gear, plus 250 lbs. of items.
- Optionally, a horse may carry two people and their personal gear.

Camping & HP Recovery

- If you spent more than 6 points, you do not recover HP.
- A good camp and nights rest will recover hit points
- Total the points based on the below table, gain that HP overnight
- HP gained bottoms out at 0, you cannot lose HP overnight due to weather.
- One person per **Bedroll** and two people to a **Tent**.
- A **Campfire** requires dry firewood, that can be gathered.
- **Story telling** requires a successful charisma check

Action or Items	Effects	Weather	Effects
Bedroll	+1 Camp	Rain or Cold	-1 Camp
Tent	+1 Camp	Heavy Rain	-2 Camp
Campfire	+1 Camp	Snow	-3 Camp
Storytelling	+1 Camp	Heavy Snow	-3 Camp

Campfire

- To gain +1 to camping, the party requires 4 bundles of firewood (8 hours).
- A fire overnight improves sleep & reduces chances for random encounters
- All terrain provides some firewood; this is gained freely, see below.
- Searching for firewood takes 1 hour of time, can be done at camp.
- For each character that searches for firewood, gain 2d4 firewood bundles.
- Weather may reduce searched for and freely gained firewood, see below.

Terrain	Firewood	Weather	Firewood
Roads or Trails	+1 bundle	Rain	-1 bundle
Plains or Coasts	+1 bundle	Heavy Rain	-2 bundles
Forests or Hills	+3 bundles	Heavy Snow	-1 bundle
Mountains	+2 bundles		
Swamps	+1 bundle		

Hex Generation

for DMs

Travel & Hex Procedures

1. Once party rolls weather, roll 1d4 for additional descriptions
2. Next determine events, also places if you are freshly generating this hex.

Weather Descriptions

Per the weather roll from the **Hex Crawl Procedures**, roll on these tables for more detail and flavor.

Snow	Heavy Snow
A gentle snowfall	Heaps of snow, slowing travel
Billowing, low visibility	Icey crust and rime
Icy with a mixture of sleet	
Windy, whirling snow around	

Rain	Heavy Rain
A light showers, soaks your cloaks	Sodden ground, dangerous & slippery

Cold	Chilly
Coldness creeps into your garmets	A fine temperature for long travel

Warm	Hot
A mild humidity with warm sun rays	The heat hinders easy travel

Events and Places

- Something should always happen in a hex, but it doesn't always have to lead to combat.
- Encounters should be events, and not necessarily be tied to a given location.
- **Places**, each hex should have something unique in it, use this to help flavor the encounter
- Roll 1d6 for unweighted events, or 2d6 for weighted events
- For the **Dungeon** place, see the mythic underworld section or use a preprepared dungeon.

Roll	Events	Places
6 or 7	Encounter	Natural
5 or 8	Wildlife	Lair
4 or 9	Hazard	Ruin
3 or 10	Faction	Dungeon
2 or 11	Large encounter	Soceity
1 or 12	Dragon	Evil Wizard

Encounters

- Ideally each region should have its own 2d6 table crafted by the DM.
- The below tables for generic encounters, based on terrain type.
- Either roll 2d6 to have higher threats more rare, or 1d12 for even randomness.

Roll	Forest, Plains	Hills, Mountains	Swamp, Jungle	Desert, Tundra
2	Ogres	Manticore	Umberhulk	Lich
3	Wyvern	Ogre Mage	Shamblers	Giant
4	Chimera	Yeti	Bulette	Yeti
5	Strige	Gnolls	Bugbears	Bug bear
6	Orcs	Orcs	Hags	Owl bear
7	Goblins	Goblins	Hobgoblin	Scorpions
8	Kobolds	Griffon	Trolls	Air Elemental
9	Bugbear	Giants	Sahuagin	Mummy
10	Centaur	Hippogriff	Basilisk	Lammasu
11	Trolls	Trolls	Banshee	Purple Worm
12	Hill Giants	Minotaur	Hydra	Djinni

Wildlife

- Roll 1d8 per the hex's terrain type to determine the wildlife seen.
- These are just noteable large wildlife, feel free to make your own tables.

- Wildlife can be an opportunity to hunt without expending travel points
- For number appearing roll 1d3, 1d4, or 1d6 per your judgement

Roll	Forest	Plains	Hills	Mountains
1	deer	bison	deer	goat
2	elk	antelope	llama	lions
3	moose	anteater	goat	bears
4	lynx	cheetah	foxes	moose
5	foxes	kangaroo	boar	elk
6	boar	zebra	sheep	sheep
7	bear	lions	wolves	gorilla
8	hawks	vultures	eagles	condor

Roll	Swamp	Jungle	Desert	Tundra
1	aligator	jaguar	nothing	nothing
2	moccasin	crocodile	nothing	nothing
3	pig	orangutan	camel	wolf
4	platypus	python	coyote	caribou
5	panther	gaur	foxes	foxes
6	bear	tapir	tortoise	rabbit
7	pelican	sloth bear	emu	bear
8	heron	toucan	vulture	owl

Natural Features

Roll	Forest	Plains	Hills	Mountains
1	River	River	Stream	Waterfall
2	Pond	Lake	Pond	Stream
3	Creek	Stream	Creek	Gorge
4	Caves	Valley	Caves	Cliff
5	Bluff	Crag	Bluff	Ledge
6	Glade	gulch	Crag	Ravine

Roll	Swamp	Jungle	Desert	Tundra
1	Marsh or Bog	River	Oasis	Ice sheet
2	Creek	Waterfall	Aquifer	Lake
3	Freshwater Pond	Pond	Dunes	River

Roll	Swamp	Jungle	Desert	Tundra
4	Cypress Trees	Cliff	Crag	Valley
5	Pine forest	Caves	Cliff	Cliff
6	Quicksand	Grove	Plateau	Plateau

Lairs

Roll	Forest	Plains	Hills	Mountains	Desert	Tundra
2						
3						
4						
5						
6						

Ruins

Society

Evil Wizard

Designing the Mythic Underworld

- The mythic underworld is the dungeon ecosystem that exists beneath civilizations existing, ancient, or dead.
- There are many entrances to the mythic underworld, the following is a guide to building out a dungeon.
- Don't design every level at once, just the first level or two.

Location & Entrance

Roll a d12 three times or choose what type of entrance this location will have.

Roll	Location	Appearance	Structure
1	Forest	Weathered	Keep or Tower
2	Cavern	Overgrown	Castle
3	Grove	Disheveled	Standing Stones
4	Hillside	Ruins	Fortress
5	Mountain	Partly Collapsed	Tomb
6	Cliffside	Partly Hidden	Giant tree
7	Waterfall	Unearthed	Temple

Roll	Location	Appearance	Structure
8	Crater	Extravagant	Cemetery
9	Canyon	Ancient	Monastery
10	Field	Built Over	Gladiator Arena
11	Urban	Split in Two	Alien Monolith
12	Swamp	Erupted Upward	Prison

Layout and Rooms

The goal here is to develop a diagram of the dungeon, you can develop the floorplan later.

1. First, roll 1d6 to determine the number of overlays, these will be paths and corridoors.
2. Second, for each overlay roll 1d6 to determine its shape.
3. On a scratch paper, draw each of these shapes overlapping one another.
4. Next, roll 1d6 to determine the dice pool for rooms, then roll that pool and count the total.
5. Using this total, sketch out room locations, make them connect to or sit ontop the overlays.
6. Freely add any corridors to connect the rooms.

Roll	Overlay Count	Shapes	Room Count	Factions
1	1	Square	2d4	0
2	1	Rectangle	1d6 + 1	1
3	2	Triangle	2d6	2
4	2	Rhombus	2d6 + 2	2
5	3	Trapezoid	3d6	3
6	3	Circle	3d6 + 3	4

Strange Features & Traps