

Lindwurm



a small labyrinth game

Character Creation

1. Roll your stats (3d6 each): Strength, Constitution, Wisdom, Dexterity, Intelligence and Charisma. Note down any modifiers:

3: -2 4-8: -1 9-12: 0 13-17: +1 18: +2

2. Pick your class. You start the game with maximum hit points for your Hit Die.

Fighter. d8 HD. Armour: Any. Weapon: d8

- Defeat enemy, attack again (up to level +1)

- *Battlemaster*: Add your level to either your attack roll or your damage each attack

Wizard. d6 HD. Armour: None. Weapon: d4

- Cast spells from spellbook; 1 spell/level before needing to pay hp

- *The Sight*: 2-in-6 to sense magic nearby

Devout. d6 HD. Armour: Med. Weapon: d6

- *Castigate*: Roll 2d6; higher than target's HD, target flees or cowers. Usually for undead.

- *Blessing*: Grant a +3 to a roll. Can do this 1/day per 2 levels.

Expert. d6 HD. Armour: Light. Weapon: d6

- +2 to Saves

- *Expertise:* Choose three activities (tracking, climbing, singing ...) +1/level to succeed, 2-in-6 to know something

Class Modifiers: Multiply xp needed by 0.15 for each taken.

- **Healer:** You can heal hp by touch, 1d4; add another d4 die to your pool of healing per level. You can divide up the dice.

- **Smite:** Gain a pool of extra damage, 1d6/2 levels, daily. You can divide up the dice.

- **Beastfriend:** You can speak with animals, and gain an animal companion (HD = PC lvl)

- **Tactician:** Study a subject for one action, and identify a weakness + gain +2 against that subject. +1 initiative.

- **Vanguard:** 1/level each day, rally allies and grant +2 to next actions for 1d4 actions.

- **Berserker:** Frenzy at will; +2 attack/damage, -3 AC, 1-in-6 to attack allies. 1d6+1 actions.

- **Arcana:** Spellcasting, 1 spell / 3 levels without hp penalty (no wizards allowed)

Rules, Advice and Other Such Things

To Do Things: Roll d20, trying to beat the required number. To attack, for example, roll 1d20 and add modifiers, vs. the target Armour Class. (add STR mod. to melee, DEX to ranged.)
-> No armour is AC 10; light armour is AC 12, medium is AC 14, and heavy is AC 16.

In a tricky situation, make a Save! Roll d20, and add any modifier from an applicable stat.
- 12/14/16 is a nice easy/middling/harder range.

To test if an action is successful, roll as above. Add +1/level if the action is thematic to the (N)PC or critter. Only test if there's a risk!

If you really need to randomly determine if something happens, roll 1d6; 1-2 = yes.

Dungeon (and other short-form) Movement:

- It takes at least 10 minutes to search a room
- The average PC moves up 30' in an "action"
- Useful abstracted ranges:
Reach/Nearby/Far/Very Far (a bow shoots Far)

- *Initiative*: Both sides roll 1d6 + DEX bonuses if any, highest goes first.

- *Escape!* Roll d6 + DEX mods; high roll wins

Morale: Critters and NPCs have a morale (ML) rating, from 1 to 12. If under duress, roll a d12; if higher than their ML, they retreat/parley/etc.

First Meetings (Reactions!): If not sure how an initial encounter might go, roll on this handy 2d6 table, with CHA mod if a PC steps up:

<2: hostile

9-11: cautiously friendly

3-5: wary

12+: helpful

6-8: neutral

Random Encounters: Make a 2d6 table of critters, NPCs and stuff. 6-8 will be common encounters; 2 and 12 should be special.

Factions: Rival, allied or enemy groups can be fun. A quick thumbnail is:

This is [faction name]. They want [goal] and are doing [plans] because [obstacle or complication].

Hirelings: Some adventurers hire help, from lantern carriers to mercs to launderers. Reaction checks help in hiring; hirelings have a ML. They also expect a half-share to full share of treasure, plus fees.

Healing, Death, Rations, Other Fun Stuff

Adventurers heal 1d8 after sleeping somewhere comfortable (like an inn), 1d6 when camping. No rest = no healing.

At 0 hit points, roll 1d6. 1-2 is knocked out, 3-5 means -2 to rolls until proper rest, while 6 means, alas, this is a deceased adventurer.

Sustenance is important! No food means -1 to rolls, cumulative daily after the first.

Gaining XP and Leveling Up: A minor milestone or discovery grants 20-50 xp; a major one, 100-200 xp. If awarding xp for treasure, try 1 xp : 20 gp. Leveling is 100 experience points (xp) x the character's current level; fighters gain +1 to hit/level, others +1/3 levels. Add another Hit Die.

Quick Starting “Hexes”: You don't need an actual hexmap, a doodle will do. Put a village or other home base at the centre. Place nodes around it with at least one note of interest for each node. Voila! A starting area for adventure!

Travel and Exploration: This assumes roads, paths, or other pleasant travel; rough terrain means slow going. Also, 8 hours/day.

- 25 miles/day on foot
- 30 miles/day mounted; mounts (or wagons) increase carrying capacity by x2-10
- 80 miles/day on water
- flight is speed-of-plot

Quick Dungeon Stocking: If all else fails, roll d6:

- | | |
|-------------------------|--------------------|
| 1-2: encounter | 4: mystery/special |
| 3: trap, puzzle or clue | 5-6: “empty” |

A dungeon should have: a puzzle or a roleplay chance or both, a surprise or revelation, a chance at a big conflict of some kind. Make it interesting!

Monsters and NPCs

As a baseline, a critter or NPC has d8 Hit Dice, +1 to hit/HD, and does 1d6 damage. This can go up (dragons are scary) or down (0-level folks have just 1d6 hp and no bonuses at all). Morale is 1-12. If Resistant to damage, that's half-damage; Vulnerable doubles damage.

Some Examples

Moonrat: Rodent of unusual size. Wants to eat, nest, spread lunacy. 1 HD, AC 10, +1 bite (1d4+1), ML 6, bite: hallucinate 1d10 minutes

Skeleton: Restless bones. Mindless, usually. 1 HD, AC 12, +1 fist or weapon (1d6), ML 12

Azure Jelly: Translucent ovoid, glistening, speedy. 1 HD, AC 14, +1 bash (1d4+tingle), ML 9, tingle: 1 hp acid damage/action, 1d3 actions

Ghoul: Ash-skinned undead with a taste for flesh and secrets. 2 HD, AC 14, +2 claws (1d6/1d6+paralysis), ML 10, paralysis: 2d20 min.

Dark Ritualist: Some sorcerers have more unsavoury practices and pleasures. 2 HD, AC 10, +1 dagger (1d4), ML 8, magery: any 4 spells

Briarony: Animate hedge-creature, thorned and very territorial. 3 HD, AC 12, +3 buffet (1d6+bleed), ML 7, fire vuln., bleed: wounds lose 1d4 hp/action until tended

Rainwolf: Large canid with stormy grey pelt, glowing eyes, and a disconcerting intelligence. 3 HD, AC 12, +3 bite (1d6), ML 8, trip: lose next action, bolt: 2d4 ranged damage 1 / 3 actions

Black Knight: Ominous black armour, more ominous goals of conquest. 4 HD, AC 16, +4 lance or sword (1d8+2), ML 10, black hex: victim at -3 to all rolls for a day

Lindwurm: Scaly body, feathered wings, barbed tail, eagle's talons, wolf's ears, curving horns and an imperious attitude. 7 HD, AC 16, +7 bite (1d8) or claws (1d6/1d6) or sting (1d4+poison), ML 10, flying, 1d3 spells, poison: halve physical stats, 1d4 days

Equipment

100 copper : 10 silver : 2 electrum : 1 gold : 1/5 platinum.

You can carry 10 items + your STR bonus.

A starting adventurer has 1 weapon, clothes, 4d10 gp, and one of these packs:

Artisan: Tools of the trade, shoulderbag, knife, letter of recommendation, personal badge

Scholar: Portable writing desk, satchel, writing kit, pigments, treasured tome

Hunter: Snares, bow or crossbow, waxed backpack, fur mantle, herb packet

Noble: Signet, 1 weapon, medium armour or horse, gossipy letters, fancy outfit

Explorer: Light armour, lantern and oil, map, dagger, journal, small trophy

Hayseed: Axe, dog or goose, wicker pack, many pouches, week's fresh rations

Far-Wanderer: Glass knife, untearable scroll, light armour, glowy beads, writing wand

Exile: Chains, dagger, hidden letter, leather pouch, several candles

A Short Equipment List:

tinderbox 2 gp

lantern 2-5 gp

backpack 1 gp

waterskin 5 sp

chalk (10) 5 cp

rope (50') 1 gp

scroll 5 sp/1 gp/5 gp

writing kit 5 gp

bedroll 2 gp

light armour 10 gp

med. armour 25 gp

heavy armour 100 gp

shield 10 gp

sack 3 sp

torches (10) 5 sp

candles (5) 1 gp

iron spikes (10) 1 gp

tool kit 15 sp/15 gp

oil 5 sp

mirror 3 gp

rations (week) 15 gp

tent (2) 2 gp

melee weapon 5 gp

ranged weapon 25 gp

ammunition (20) 2 gp

Generally speaking, a palmful of ...

- **Copper** buys: a snack, a rough meal, simple crafts, secondhand items, small livestock

- **Silver** buys: simple clothing, common meal, night in common room, large livestock, basic items and tools

- **Gold** buys: fancy meals, full inn service, bespoke outfits, horses, weapons, armour

- **Platinum** buys: manors, castles, jewels, titles, exotica, custom weapons and armour, magic

Magic

Wizards keep their spells in a spellbook, and can add a scroll spell to their book, using it up. An adventurer who learns some magic might think of it a different way, but they still carry their spells (a devout may have a prayerbook, for example).

Casting a spell: A wizard can cast 1 spell/level freely per day. More spells cost 1 hit point each. Healing magic doesn't restore spellcasting, only rest does.

-> You can also spend a hit point to counterspell.

Sample Spells

* *Star Arrow:* 1d6 to single target. Gain an arrow every 3 levels. Cannot be resisted.

* *Decipher:* Read ciphers or magical writings for 10 min./level.

* *Conflagration:* 1d4 fire damage/level in a 10' radius. There are other elemental versions.

* *Million Masks:* Change one's body; cannot add new limbs or more than a foot in height.

- * *Invisibility*: Target cannot be seen for 10 min./level or until they come into conflict with an opponent.
- * *Panacea*: Heal 1d8 hit points by touch. Expend hp to add dice of healing, 1 : 1d8.
- * *Nosferatu*: Wound nearby target (1d8), gain half the damage as healing.
- * *Mirage*: Create an illusion of an object or place no larger than 20x20'; lasts 1 hr./level.
- * *False Miracle*: Presents target with illusion of their greatest desire. 10 min./level.
- * *Bonewake*: Animate one reasonably intact human(ish)-sized skeleton, which can be given one task.
- * *Purify*: Pure contaminants and rot from food, drink or other objects, up to what you can carry. (or be squeaky clean!)
- * *Baleful Hex*: Target's next major action fails.
- * *Call Azure Cart*: Creates a self-mobile cart of blue force that can carry 4+gear. 4 hrs./level.
- * *One's Own Moon*: Conjures fist-sized semisolid orb of soft light that floats close-by if desired. 1 hr./level.
- * *Slumber*: Sends 2d4 nearby targets to sleep. This sleep is normal.

Treasure

Some Example Hoards (in gp)

- * Barrow: 20-200 + 1d6 art objects/jewellery
- * Small Cache: 10-100 + 1d2 art objects/jewellery
- * Large Cache: 500-2000 + 1d6 art objects/jewellery
- * Bandit Leader: 100-1000 + 100-1000 in trade goods
- * Minor Lair: 100-5000
- * Major Lair: 2000-20,000
- * Mad Mageling: 10-100 + 1d4+1 magic items
- * Established Sorcerer: 1000-4000 + 2d4+2 magic items

Non-Coin Treasures

- *Artwork*: sculpture, paintings, furnishings
- *Documents*: manuscripts, tomes, letters, maps, contracts
- Gemstones, jewels, jewellery
- *Trade Goods*: textiles, livestock, furs, liquor, dyestuff, ingots, ceramics, glass, foodstuffs
- *Exotica*: rare hides, magic items, tamed beasts, rare spices, precious metals

Sample Magic Items

- *Weapons*: May have a +1 to +3 (+5 is legend) bonus to hit, damage or both; may flame, freeze or bleed an opponent; may have stranger abilities, or even be sentient or sapient.
- *Armour*: +1 to +3 bonus to AC; may grant resistance or immunity to a kind of injury
- *Vulnerary*: Ruby or pearly potion, 2d4 healing
- *Spell Scroll*: Contained 1-4 spells. Read from the scroll to cast the spell, which is erased.
- *Elemental Shard*: Nodule of crystallized element; causes 1d6 damage when thrown (30' range). Fire and ice are most common.
- *Marble Elixir*: Drink to gain +2 AC for 4 hours.
- *Hidden Spaces Pouch*: Large embroidered hip pouch can actually hold up to 20 items.
- *Glasscaster*: Slim crystal rod fire darts of solid energy to 100' (1d4); 20 charges.
- *Warding Ring*: Grants +1 to AC and to Saves.
- *Rose Orb*: Pinkish crystal globe may be asked one question a day.
- *Revelation Mirror*: Round silver mirror shows the true appearance (or presence of illusion) of anything reflected in it.

The Zeroth Rule:

Roll if something's at stake.
Otherwise,
just play.



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