

"Eglarion" Campaign Modifications to the Basic D&D Rules by Section

Creating Characters:

I usually refer to character "abilities" as attributes or characteristics. I call the things that a character can do (such as spellcasting and picking pockets) as their abilities.

The character's six attributes are generated in my campaign by rolling 4D6 and adding the value of the three best dice. This is usually called "the best 3 of 4D6." This is rolled six times, with the values being recorded. After all six rolls have been made, the player then assigns each of the values to each of the attributes as they choose to suit the type of character they'd like to play.

If by chance a player happens to roll a particularly bad set of numbers (say, the average of all values rolled is less than 9 and no roll is over 12), then I will allow the player to take a "mulligan" and roll six new values. The way I see it, there's no reason someone should have to play a character that's not going to have the capacity to be fun to play. Getting through the first level or two is enough of a trial without having to work against lousy dice rolls for your characteristics.

This pertains to a later section of the rule book, but it is for the same reason that I start all level 1 characters with 8 hit points, plus any Constitution modifier. All later levels roll the appropriate die as given in the rules for that class. There's no point taking the time to roll up and equip a character if they're just going to die the first time a goblin takes a swing at them.

Experience bonuses and deductions based on the value of the Prime Requisite for a class are not used. The original purpose of these bonuses and deductions was to encourage people to play a class that suited the character they had rolled up according to the original rules. Since I don't use that method, I don't use the bonuses and deductions. Having a high Prime Requisite provides a number of advantages without needing an experience bonus as well.

Table of Bonus and Penalties Due to Abilities

As stated in Creating Characters, experience bonuses and deductions are not used in this campaign.

Adjusting Ability Scores

This isn't used in my campaign because I allow players to assign the values they roll to the attributes they wish. So there is no need for a 3-for-1 trade-down.

Character Classes (in Character Creation, following Adjusting Ability Scores)

There are no race or "ability" score restrictions on any class. Also, there are no restrictions on characters changing from one class to another (though characters can only change classes after they have advanced a level in their current class, but there are no restrictions as to one class or race changing to another class.) Players should assign their die roll values appropriately to give themselves good scores on characteristics that they'll be using for their starting class plus any later classes they expect to use as their characters progress.

I allow magic-users to wear leather armor.

Racial Characteristics:

Dwarves have all the advantages as listed, though dwarf characters that do not have a Constitution of at least 9 do not receive the improved saving throws against magic, their saving throws will be the same as human characters.

Elves do not have a special level progression as both fighters and magic users. They may be any class as with the other races, and they advance according to the rules for humans for that class (as do all races.) They also roll hit dice according to their class.

Clumsy Halflings: If a player creates a halfling character that does not have at least a Dexterity of 9, then that character does not get the +1 to missiles racial adjustment.

Halfling Infravision: Halflings can see 30 feet in the dark in my campaign--half as far as dwarves and elves.

Half-Elves: Players may choose to make their character a half-elf if they wish. Half elves have infravision that gives them 30' of vision in full darkness, and can fire any missile at +1 if their Dexterity is greater than 9.

Human advantages: It hardly seems fair that every race get advantages but humans, especially when humans can't see in the dark. In my campaign humans receive 1 additional hitpoint per level after level 1 (they start at 8 + Con just like everyone else, but get +1 for second level and all later levels.)

All characters start with 8 hit points plus any additional points for their constitution. If the character has a low constitution, they still start with 8 hit points. The effects of low constitution will be in effect for hit point rolls for the second level and later, however.

Players roll best 3 of 4D6 for the starting gold for their characters, rather than 3D6.

Cost of Equipment and Weapons

Players may be allowed to use the standard catalog and price list of equipment, armor, and weapons when initially outfitting their character (depending on circumstances as to when and how they are joining the game) but within the game there are no standard prices, and no standard availability of items. There are also no "D&D Department Stores" where you can expect to buy everything in one place.

In-game shopping is more or less like the "medieval shopping experience" where you go to the appropriate shop or craftsman for each item, they price them according to their own needs and depending on how much they're willing to dicker, and you might have to wait while they make up one of whatever it is you want. Most blacksmiths are not in a position to keep a stock of weapons on hand, for example. But if it's a horseshoe you're looking for, you should be set (so long as it's one for a plowhorse.)

Additional Character Classes

Players who want to play a character of a particular other class in my campaign can do this two ways. The way I encourage is to play a multi-classed character. A multi-classed character is a character that changes class one or more times during their "life." A character can change class whenever they achieve a new level in their current class (it's easy to tell when this happens, since I award experience at the end of each adventure.) Then the player can let me know that they want to change their character's class. They will retain all their current skills from their prior class and will gain the level 1 skills of their new class. The class restrictions that apply to them will be the least restrictive of any class that they hold. For example, Fighter/Mages can wear any armor and use any weapons. Likewise, Fighter/Clerics can use any weapons that a Fighter can use.

It is recommended that players select their own "restrictions" to place on their character that are appropriate to the image they wish to create for their character. For example, a player that wants to create a sort of Ranger by combining the Fighter and Cleric classes may wish to restrict themselves to certain spells and weapons that they feel are appropriate to the class, such as bows for missile weapons and cudgels for hand-to-hand weapons (eschewing crossbows and swords, for example.)

They will complete the level for the new class when they have accrued enough experience points to advance to the next level past the sum of all their current levels. So a 5th level fighter who has become a mage will advance another level when he reaches 15,000 experience points (see the modifications I use to experience points required for each level, below.)

A character can change classes as often as they like. In this way, a player can give their character a mix of skills to create a "new" character class based on their accumulated skills.

The second method is to use one of the additional character classes that have been created for the original D&D rules, and that I have had a chance to modify as appropriate for my campaign. This route is only recommended for people who are already experienced players in my campaign. Among the classes I have run in my campaign are Alchemists and Necromancers. I have also run specialized types of Magic-Users in my campaign (e.g. Fire Wizards), but since I've incorporated many more spells into my campaign than those in the original rules I expect Mages to define themselves by the spells they learn and use, rather than by having a special class of Mage with their own rules and spell lists.

As for Monks, Assassins, Barbarians and the like, I see them as specialized types of the basic classes, and have no interest in using special sets of rules for them. These styles of play can be accomplished by using the basic classes.

"Hopeless Characters"

I cover this above, with the character creation technique and with the rule on Mulligans.

Numbers of Characters

Players in Eglarion get whatever characters in the campaign that suits their play style and opportunities. You may have a separate character for each group you play with, and another for "solo" play. You may have two characters to play at the same time for "solo" play or small groups.

Non-Player Characters

Players seldom use hirelings in my campaign, and the people in Eglarion usually won't face the sort of things the adventurers will face for the sake of a few gold. So expect to only collect as much loot as your character can carry for themselves.

There are quite a few NPCs in my campaign, but they're usually doing what they're doing for their own reasons. At higher levels (10+) characters who begin to establish themselves with a personal power base will tend to both attract people to work with them, and be able to hire people to take care of more mundane tasks for them (Chatelaines, Seneschals, Exchequers, stable boys, grooms, etc.) They may also be able to raise some sort of personal armed force, though they would have to be good leaders to successfully lead their forces into an action against supernatural or other exotic forces.

Character Alignment

Players should declare an alignment for their character for the sake of the effects of spells such as Detect Good and Detect Evil. I expect a player to play their character in a manner consistent with the image they wish the character to project in the world. Players should be aware that I make note of the actions

of their characters and the reputation they acquire and reactions they obtain from the NPCs in the world are based on what they do and how they play. So if you see a group of fellow-clerics of your character's faith coming to greet you with cudgels, torches, and rope you might ask yourself what your character has been up to lately. Remember, player characters aren't the only ones in the world with the power to Scry.

Languages

There are no alignment-based languages in Eglarion. There are a multitude of natural languages, dialects, and slangs. This sometimes makes communication challenging, and leads to humorous circumstances.

Time and Movement in Dungeons

The distances given in the rules are somewhat optimistic compared to what I find in my campaign. Players shouldn't base their expectations on how quickly they can move on the rules. I typically find that characters move at about half the rates given in a game where things are moving along at a good rate for the story.

When using 25mm figures, 1 inch equals about six feet, and this is what I use when I use miniatures in my campaign. All the other distances for miniatures change appropriately. The numbers in the rules would appear to be based on 15mm miniatures which aren't commonly used in fantasy skirmish wargames (like D&D.)

Encumbrance

I've had the opportunity to do practical demonstrations of how optimistic the D&D rules are with respect to encumbrance in the form of SCA combat suitably modified for recreating fantasy scenarios. So expect me to be somewhat stricter about encumbrance than the standard rules. However, I also recognise that it's just a game. I leave enough room to keep things fun, so don't fret. But you also shouldn't expect to be able to fight while hauling ten weapons, a bunch of gold and jewels, extra suits of armor, and so on.

Light

I'm somewhat easier on the lifetime of light sources than the rules. However, if you decide to wield a sword and shield expect me to ask where you're keeping the torch while you fight. Dropped torches will gutter and go out after a short while.

Traps, Doors, Secret Doors, Surprises, Wandering Monsters

In my campaign bashing open a door is accomplished by performing a strength check (rolling 1D20, success if the number is at or below the character's Strength) along with any modifiers I deem appropriate based on what I know about the door, its

construction, and any spells on it.

Listening is usually either performed using the Thief skill, or with a roll of 3 or less on a D20, with any adjustments I deem appropriate (considering thickness of door, loudness of sound on other side, etc.) In other cases, I may decide that a skill check isn't needed ("You hear the sounds of bitter combat from the other side of the flimsy paper door. It sounds as if an auto parts wrecking yard has attacked a tall stack of metal trash cans and 55-gallon drums.")

Doors don't automatically shut and such, and spiking isn't usually necessary to keep it from closing unless there's something special about that door. So players who are used to loading up their character's packs with spikes and hammers in other campaigns can save themselves the weight here. This isn't some B or C-grade horror flick with doors that suddenly swing shut and lock Our Heroes into the Room of Dread.

Wandering monsters are determined by the design of the particular dungeon, I don't typically use the table given. I also determine the reaction of any creatures encountered based on a variety of factors related to the campaign itself, though I may use a die to help me pick where in the scale of possible reasonable reactions an encountered group of creatures falls when they encounter your character.

Experience

I don't award experience for treasure. Treasure is its own reward. However, I award more experience for kills than the rules provide, as well as additional experience for other actions such as acts of diplomacy, heroism, and so on.

Experience earned by groups is shared equally among members of a group. Characters can increase the total experience pool through their independent actions, but so long as they travel with a group they all share the experience equally. Here's an example of the sort of experience a low-level group might expect from an evening's adventure:

Kills:

2 goblins	100
1 gnoll	100
2 orcs	200
1 ogre	300
2 half-orc guards	100
2 ogres	600
L4 Wizard	450
5 goblins	250
Total	2100

Actions:

found informant	200
heroic rescue	150
bamboozle wizard	200
improvised bridge	150
recovered prisoners	400
turned human guard	100

defused trap/bomb	200
avoided pursuit	100
Total	1500

Total Experience 3600
 Experience per character (6 chars): 600

There are no limits in my campaign on experience for an adventure. It's very unlikely that a character will get enough to advance more than one level in a given adventure. If they do, it's typically the result of an extended play period (in which case I'll typically try to work with players to break it into smaller pieces so that we can have regular pizza breaks and give folks a chance to level between scenarios.)

The experience required for level advancement is the same for all classes and all races. Also, the number of experience points required is based on how many levels the character has in all classes. So if a multiclassed character is a first level Magic User, a fourth level Fighter, and a second level Thief they have a total of seven experience levels. To advance to the next class level (of whatever class they have now) they must get 30,000 points or more.

Level	Experience Points Required
1	0
2	1,000
3	3,000
4	6,000
5	10,000
6	15,000
7	22,000
8	30,000
9	40,000
10	50,000
11	65,000
12	80,000
13	100,000
14	125,000
15	150,000
16	175,000
17	200,000
18	230,000
19	260,000
20	300,000

There are no experience levels greater than 20. If a player wishes to continue to develop their character, they can lose levels in classes they already have. Losing one class level removes the skills for that level for that class, and puts the character at 260,000 experience points. When they reach 300,000 points again they will level up in the class that they have selected for further development.

A character's experience level is the sum of all their levels

in all classes. So the multiclass character mentioned above would be a seventh level Fighter/Thief/Magic-User (or whatever "envelope" class name the player and I agree to, like, say, a "seventh level War Scout.") Their class level for any of the classes they have advanced in is the level they are in a particular class, and is used to determine the skills and abilities they get for that class. In the case of our War Scout, their class level for Fighter is 4, so they would only do a critical hit on a roll of 20, but would do a critical hit on a roll of 19 or 20 if they advance one more level as a fighter (see below for information on critical hits.)

Fighting Men, Elves, Halflings and Dwarves

Besides the fact that I have no race restrictions on classes, and that I set the experience requirements the same for all classes I make a number of other changes to character classes to make them more fun to play at low levels.

Magic-Users

It's pretty silly for a Magic User to only be able to cast one spell per game day at level 1.

Pffft! "That's it folks, all I've got is one Magic Missile today. I'm going back to camp until tomorrow."

In my campaign I use mana to track how many spells a Mage can cast each day. Mages recover mana during rest periods. If a Mage gets a full night's sleep (8 hours or more), they will recover their full mana. Otherwise, they recover a portion based on how much sleep they get (a fraction of their full mana the same as the fraction of a full 8-hour night's sleep they get.) This often means that Mages don't get as much guard duty as other characters, but then we all know what cream-puffs they are, right?

Magic-User Class Level	Full Mana
1	Int-9 (min. 1)
2	Int-5 (min. 4)
3	Int (min. 6)
4	Int+5
5	Int+9
6	2xInt (min. 20)
7	2-1/2xInt (rounded down)
8	3xInt
9	3-1/2xInt (rounded down)
10	4xInt
11	4-1/2xInt (rounded down)
12	5xInt
13	5-1/2xInt (rounded down)
14	6xInt
15	6-1/2xInt (rounded down)
16	7xInt
17	8xInt
18	9xInt
19	10xInt
20	12xInt

The mana cost of a spell is equal to the spell level at which it is cast. For example, a Magic Missile cast as a first-level spell will send out one projectile doing 1D6+1 damage and will cost 1 mana point. A second-level Magic Missile fires two projectiles and costs 2 mana. The maximum is a fifth-level Magic Missile, firing five projectiles and costing five mana. However, the spell also costs one additional mana for each additional target toward which you fire a projectile.

Check each spell for notes on mana costs in addition to their level cost. (Some spells have costs to maintain the spell, for example.)

The levels of spell that a Mage can cast are the same as for the standard rules (e.g. they can start casting level 2 spells at Magic-User Level 3.)

The spells a Mage has available to cast are determined through play. The initial group of spells will be the ones selected by myself and the player that will represent the spells they learned in their training and apprenticeship. It will usually equal $\text{Int}/2$ spells (rounded up) selected from the list of available spells. Any further spells added to a character's spellbook will have to be obtained in-game through any of a number of methods. These methods include:

Scrolls-spells on scrolls can be transcribed to a character's spellbook if they would be capable of casting the spell normally (without a scroll.) Once transcribed, the scroll disintegrates. Transcription takes $1D6 \times \text{Spell Level}$ days to perform (so you're not typically going to be doing it while on a dungeon crawl.) There is also a 5% chance of failure, in which case the scroll disappears and the spell transcribed in the book is useless.

Sharing-some Mages are willing to trade spells or teach spells for a price. The time to obtain a spell this way is the same as for transcribing a scroll with the spell if it is the only significant activity in which both magic users are engaged. They may both be teaching and learning during this time (in other words, the time is no different than if they were simultaneously transcribing from each other's spellbooks.)

Reverse Research-a spell which is already "known of" can be researched at twice the normal cost in time and money and with only a 5% chance of failure. In order for a spell to be known of for this purpose, the Mage must either have cast the spell off a scroll at some time, or have seen the spell performed by another mage while they themselves were of a high enough level to cast the spell.

Copying-finding and stealing or copying from other Mages' spellbooks can allow a Mage to get additional spells. Note that a Mage can have as many separate spellbooks as they wish, and each

spellbook can range from one to several hundred pages in length. A Mage cannot cast a spell unless they have transcribed it themselves into their own spellbook. The transcription rules between books is the same as for scrolls but with no chance for failure if the original writer cooperates with the Mage that is doing the transcription. However, when transcribing from a book without the Mage who wrote it there to assist you, there is a chance of a transcription error and a bad effect resulting from the transcription error. There is a 5% chance a transcription error, making the transcribed spell useless. If there is a transcription error roll 1D20 for the effect:

Die Roll:

1 Spell book into which spell is being transcribed bursts into flame and is destroyed immediately (all spells in it are lost.) Transcriber takes (Spell Level)D4 damage for each spell that was in the book.

2 Transcriber is struck by a random spell effect of the same level as the spell which was being transcribed, and the spell being transcribed destroys the page it was on and makes one other random spell in the transcriber's spellbook unusable.

3 All the spells in the transcriber's spellbook--including the one that was mistakenly transcribed--are immediately cast on the caster with the most inimical possible outcome (max damage, worst possible effect on the target.)

4 The transcriber's mana is reduced to 1/2 its normal level until they complete another level in the magic user class. (If the current level they are working on is a magic user class level, then until they complete the current level.)

5 The transcriber recovers mana at half their normal rate until they complete their current experience level.

6 The spellbook from which the spell is being transcribed bursts into flame and is destroyed instantly. The transcriber takes 1D6 x (Spell Level) damage for each spell that was in the book.

7-20 There is a loud bang and the transcriber's face is blackened with ash in a humorous fashion as well as any other effects that the DM may consider to be amusing in the situation (plaster falls from the ceiling, a dog runs in and bites the transcriber on the leg, the quill pen embeds itself in a sensitive location of a bystander or a nearby portrait, ink spray forms menacing symbols on the walls, etc.)

Critical Hits

A roll of a "natural 20" constitutes a critical hit which results in the damage done (if any) being doubled. In addition,

fighters obtain the ability to perform a critical hit on a roll of 19 or 20 at fighter class level 5, 18-20 at fighter class level 10, 17-20 at fighter class level 15, 15-20 at fighter class level 20. In order to deal damage, the number rolled must still be high enough to hit the target. In other words, if a hit requires a roll of 21, then if there are no modifiers a roll of 20 is still a miss (you've got to hit to get a critical hit.)

When a critical hit is performed the attacker rolls a d20 to see if their weapon has been damaged to the point of unusability. Another roll of 20 indicates that this has happened. The defender rolls to see if a piece of armor has been damaged or removed, which is also indicated by a roll of 20 on 1d20. The armor damage may result in an AC adjustment or other effects such as a mobility restriction unless 1d4 rounds are spent clearing the restriction (e.g. a greave hanging from the ankle strap and catching on the opposite leg's kneecap or a rerebrace hanging down and jamming up the elbow cap.)

Magic Spells

Refer to the above discussion on spellbooks, mana, and all. Regular research rules are still available in addition to the "Reverse Research" capability.

Not surprisingly, I have a wide range of spells available in my campaign that are not included in the Basic rules.

Combat Melee

Damage done by weapons varies by the weapon used rather than always being 1-6 regardless of weapon type. The system I use is virtually identical to that given in Greyhawk with some modifications for weapons that I thought especially deserved it (sometimes from personal experience!)

Cover

I do not give a subtraction to hit when performing missile fire from established fortifications, as in the arrow slit example in the rules. I've had the opportunity to do this myself in real life (though only under simulated combat conditions) and I had no problem taking proper aim and firing on opponents through arrow slits so neither will you. If you get an opportunity to visit an actual "working castle" you'll see what I mean. Otherwise I use cover pretty much in the same fashion, though what constitutes partial and full cover will vary depending on a character's size and build.

Combat Rounds, etc.

Your character can move a bit while fighting. You can move them up to five feet with no effect on your attacks.

Who Gets the First Blow

I do a reaction roll for both parties (assuming the situation warrants it--e.g. if one group is lying in wait for the other then they won't have a reaction check.) Any party that isn't surprised does a Dex check, initiative goes to the party with the character/creature with the highest Dex that makes their Dex check. The members of that side proceed from highest Dex to lowest among those that made the check, then the other party gets their chance, with all members getting an attack in Dex order (if multiple members have the same Dex, then the party decides the order of those characters.) Then the side that struck first has all members attack in Dex order.

Disengaging from Combat

In addition to the standard method, characters can try to do a "protected" disengagement by moving their characters away from any opponents using the 5' movement rule while parrying. This results in no defensive negatives, and gives the standard defensive plus for parrying. Whether it will be a successful disengagement will depend upon the reaction of the opponent. They may be willing to break off combat with the disengaging character, or they may follow or otherwise maintain their attack. This method can be used to fall back to change to a ranged weapon in the round after the initial disengagement occurs, in addition to being used as a means for disengaging from combat completely.

Parrying

I don't use the rule for weapon breakage when parrying. Most weapons can reasonably be expected to stand up to this sort of use. If the opponent scores a critical hit, I will roll for weapon breakage as part of the normal roll for armor breakage since the weapon is forming a part of your defensive protection while being used for parrying (this is true any time that a critical hit is struck while the opposite party is parrying.)