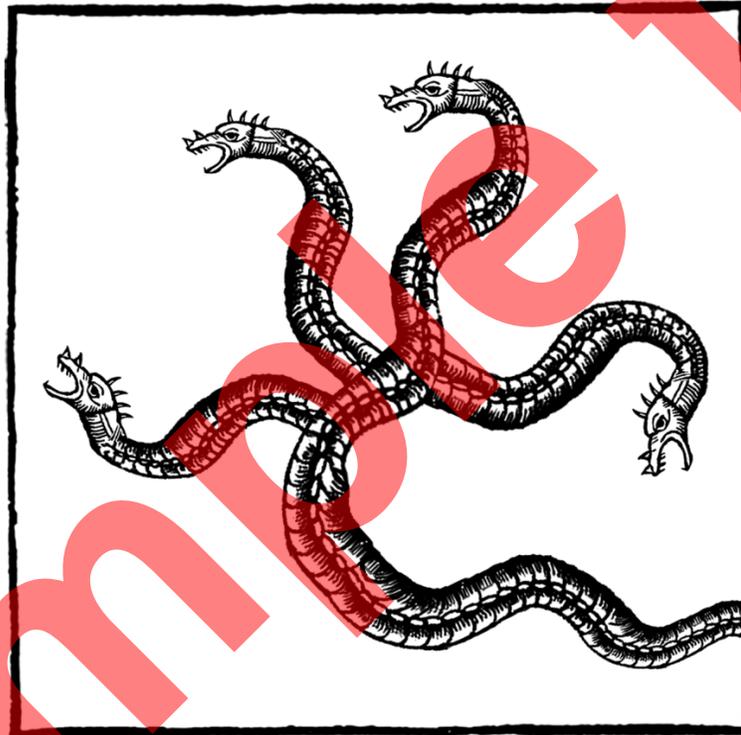


Pits & Perils II:
Fear! Fire! Foes!

More Rules for 1:1 Scale Role-Playing in a World of Medieval Fantasy

by
James & Robyn George



Wide
House
Rules

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Electronic Edition

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This book is dedicated, as always, to my beautiful wife Robyn, who is responsible for a great many things found herein, but also to Gary Gygax and Dave Arneson, who started it all

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INTRODUCTION

Fear! Fire! Foes! is a supplement to the Pits & Perils game. It is not a standalone product and requires the basic rulebook. However, those already playing the game will find a wealth of new material to enhance their campaigns, like variant classes (eastern martial artists and psychics), new spells and clerical miracles, monsters, and magic items. For anyone thinking about playing, this is a great time to start!

HOW TO USE THIS BOOK

Pits & Perils was designed for those who want a simple game and prefer to make their own rules and rulings. However, some players may want more, and this is where the supplement comes in.

Fear! Fire! Foes! adds new rules and content to the game. All the referee needs to do is pick what they like. While this book introduces greater complexity to the game, it also adds new variety, and the rules remain simple and open-ended. That said, these rules are optional.

BEING OLD-SCHOOL

Many old-school games attempt to recreate a time when role-playing had already become a separate hobby (the early 1980s). Pits & Perils, on the other hand, goes back to when it was still just emerging from the historical simulations it came from. Everything we now call "old-school" owes much to the hobby's war-gaming origins:

Historical war games emphasized movement and maneuver over special powers and abilities. In fact, most were tables of movement rates, ranges, and modifiers for achieving tactical superiority, like flanking enemies or seizing the high ground, etc. The underlying mechanics were otherwise extremely simple, often little more than "you hit on a 6."

This was the early 1970s. Fantasy had not yet become mainstream, and inspiration was limited to the real Middle Ages, mythology, and the smattering of books, movies, and television available at the time. This lack of sophistication lent the rules an innocence missing in later, more advanced, role-playing games. It was homemade fun.

Pits & Perils tries to retain the emphasis on personal decision-making, exploration, and role-playing by keeping the rules simple and preserving the innocence of a hobby born long before it went mainstream. As much as possible, this rulebook limits itself to those ideas and influences available to gamers and fantasy buffs living (and playing) in the early 1970s.

SPECIAL DICE

Pits & Perils use ordinary 6-sided dice for simplicity and because most traditional war games used them exclusively. However, the first role-playing games used special polyhedral dice, and certain groups might wish to incorporate these into their own games, as doing so does not significantly alter in-game probabilities and adds atmosphere:

4-sided die (d4)	10-sided die (d10)
6-sided die (d6)	12-sided die (d12)
8-sided die (d8)	20-sided die (d20)

METHOD 1: All actions are resolved normally, and polyhedral dice are only used to generate random numbers in situations not covered elsewhere, like the number of enemies met during impromptu encounters.

METHOD 2: The rules may be converted so as to require the use of polyhedral dice for important outcomes:

COMBAT ACTIONS are resolved by rolling a 20-sided die (d20) for damage as follows: 15-18 (1 hit) and 19-20 (2 hits), with modifiers for class and/or the use of two-handed weaponry. Note that a d20 may also be rolled for damage from ancient dragon's breath or traps that deliver 3d6 damage.

NON-COMBAT ACTIONS use a 12-sided die (d12), with success requiring 7 or better, subject modifiers per the basic rulebook. Alternately, this can be used to determine damage from (mature) dragon's breath or traps that might otherwise inflict 2d6 points of damage.

SPELL DURATION AND/OR EFFECT, like damage from a Bolt spell, should still require 1d6. This also applies to weak poison and traps, etc.

Polyhedral dice are an indispensable part of the referee's arsenal, even if they are seldom used. That said, Fear! Fire! Foes! is written to the conventional (d6) standard, and referees will need to make whatever adjustments are necessary to incorporate special dice. This is the old-school way...



I. PLAYER RULES

The following builds upon the original character rules, and the referee can decide what (if anything) they wish to use.

ABILITIES

At the referee's discretion, players might be allowed to choose their character's attributes. This allows them to make a character they really want to play, like a strong fighter or wise cleric, etc. Such players lose any chance of rolling multiple abilities, although thieves still get dexterity in addition to whatever else the player chooses, as per the rules.

CLASS AND RACE

The following applies to the original classes:

CLERICS may now perform the equivalent of an Ally spell, as per the new magic rules given later in this book. This represents the cleric calling upon their god(s) for aid, subject to the character's good behavior.

DWARVES are good fighters. They start learning combat moves at 3rd level and gain more with time and experience. These are fully explained in the game rules, assuming the referee decides to allow them.

ELVES can choose to play as a racial fighter or magician. This decision is made at the time of character creation and is considered irrevocable, although the referee can wait until 3rd level:

The ELVEN FIGHTER still works like a 1st level magician. However, they cannot learn new spells. Instead, they get combat moves as a dwarf or human fighter. These elves cannot read from scrolls, although they may still attempt to detect magic on objects and/or persons. This usually indicates an elven archer or huntsman, etc. All others are ELVEN MAGICIANS, with powers and abilities as per the basic rulebook. The referee might delay this choice until 3rd level, after which the decision becomes final.

FIGHTERS get combat moves, as per the game rules. They share this ability with dwarves and elven fighters.

MAGICIAN characters have access to a variety of new spells.

THIEVES may now fight with clubs. Otherwise, they get no new abilities, although the option to choose their personal attributes means they either get multiple abilities or enjoy double dexterity (+1 to dice for stealth).

CLASS VARIANTS

Although the listed character classes represent most fantasy types, the referee may wish to introduce variant classes to the game. Such characters advance on the same table as the original (parent) class and usually have similar powers and abilities, like faith or spells points, etc. Of course, they might also possess unique talents, as per the referee.

A variant cleric (monk) and magician (savant) is offered here:

CLASS	ARMOR	WEAPONS	SPECIAL ABILITIES
Monk	none	staff*	ambidexterity/unarmed combat
Savant	any	any	fighting prowess, psychic abilities

*Or bare-handed, like kicking or punching, etc.

MONKS are followers of some eastern religion, much like Shaolin, who seek harmony through rigorous mental and physical discipline. Most train in temples, although some visit the outside world. By their very nature, monks can only be lawful, although some may behave in a neutral manner. Being unconcerned with material gain, they may not have more than 500 GP, although they still earn experience points when finding it.

Skilled martial artists, monks cannot wear armor of any kind and may only fight with their bare hands or a quarterstaff, although they can attack ambidextrously with both, even if they lack the dexterity ability. Otherwise, they get faith points to cure or heal themselves (but not others) through meditation or mind over body. Unlike normal clerics, monks cannot turn the undead or resurrect. At 9th level (high priest), they get 2 attacks per combat round, making them formidable opponents.

SAVANTS are those rare humans gifted with psychic abilities. A magician variant, their powers emerged during apprenticeship, and they abandoned their previous arcane studies to develop them fully. As magic interferes with the use of psychic abilities, savants can only use those items available to any character, like potions or rings, etc. Note that magic armor prevents the use of psychic abilities. Savants can follow law, chaos, etc.

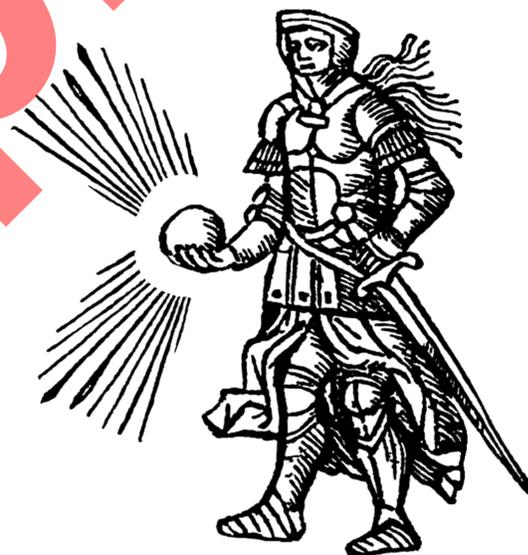
Having forsaken magic, savants can wear armor and use weapons of any kind, although hit points are limited to that of the magician class. They do not get spell points and may not learn or cast spells. Instead, savants have the equivalent of a permanent Aura in effect at all times and may perform any of the following spell-like abilities: Lift, Link, and Send, although doing so can be draining on the user. At 9th level (wizard), they no longer suffer this restriction, having finally achieved their full psychic potential.



ELVEN FIGHTER



ELVEN MAGICIAN



VARIANT CLASSES: HUMAN MONK (CLERIC) AND SAVANT (MAGICIAN)

ARMOR AND EQUIPMENT

The following items can be added to the equipment list:

ARMOR	PROTECTION	COST	EQUIPMENT	NOTES	COST
Barding	special	--	Ale (wine)	1 pint	1
			Cloak	--	2
MISSILES	RANGE	COST		special	
Blowgun*	30'	2	Herbs	special	5
			Holy oil	special	7
			Mirror	--	3
WEAPONS	RANGE	COST		special	
Javelin	30'	3	Oil	special	6
Lance*	special	7	Sack, cloth	--	2
Pole arm*	--	4	SERVICES	NOTES	COST
Quarterstaff*	--	5	Blacksmith#	--	--

*Two-handed weapon (+1 damage), no shield use; darts cost 1 GP for 20
 #Smithies shoe horses (1 GP) and repair armor/weapons for 10% of value

Specialty items are described as follows:

BARDING is horse armor. This can be leather (+1), chain (+2), or plate (+3) and costs twice the normal (listed) value due to size.

LANCES are only effective on horseback (normally, a warhorse) or from the ground when set against a charging foe. They are of little use in dungeons or similar environments, as they require 20' to wield properly.

HEALING HERBS can be chewed or ground into drink, etc. Each application restores 1 lost hit point, although subsequent use requires saving dice or the character becomes violently ill for 1 turn and cannot heal more that day except by means of magic, potions, and/or clerical miracles. For game purposes, dwarves and those with constitution add +1.

HOLY OILS can only be used by clerics, making them a useful extension of their healing power. Each anointing restores 1-3 lost hits, as determined by rolling 1d6: 1-3 (1 hit), 4-5 (2 hits), and 6 (3 hits). The referee might also allow oils to cure disease (except lycanthropy or vampirism) when administered within 1 hour (6 turns) of infection. This requires saving dice. Note that anointing involves physical contact and takes a full round to execute. It can only be tried once per game day on any given character.

OIL of the normal sort comes in flasks. These can be thrown (10') and the contents ignited, burning for 1d6 rounds and scoring 1 hit per round to affected targets unless some effort is made to extinguish it, like rolling, etc.

ARMOR

For game purposes, bonus hits from armor worn represent the skill and training needed to use it properly. Such hits are "activated" when the armor is equipped and recovered through magic (miracles) or rest. That said, wounded characters cannot simply replace armor to regain lost hits, as this does not represent damage to anything actually worn.

FIGHTING STYLE

The character's choice of armor and weaponry is vitally important, as it determines their overall fighting style:

AMBIDEXTERITY (two-handed fighting) allows the character to fight with a small weapon, like daggers, in each hand, adding +1 to damage scored. This can be divided between multiple opponents within melee range (10'). Of course, shield use will be impossible, and the character may not wear more than leather armor. Only monks and those with the dexterity ability can employ this combat style, and only if the referee permits.

TWO-HANDED WEAPONS do not allow shield use. Instead, the wielder enjoys bonus damage (+1), making this an excellent choice for those who need to dispatch enemies quickly. Note that the quarterstaff is a two-handed weapon that can be used ambidextrously by monks only for +2 damage.

ENCUMBRANCE

To make things easier, the referee should never count magic items against encumbrance unless clearly oversized, like a marble statue, etc. Alternately, they can raise encumbrance to 15 or 20 items.

LEVELS BEYOND 10TH

When characters reach 10th level, they can choose to retire or continue adventuring. If players choose the latter, the priorities of the campaign will change, especially when characters build a stronghold. Natural disasters and/or political intrigues will be a major concern, and these are dealt with more fully in the new campaign rules.

Optionally, the referee can allow advancement to 15th level. Although progression is usually slower, it gives players time to experience advanced class abilities, like multiple attacks, etc. Characters who eventually do retire become important figures in the campaign setting, and the referee might allow these to be replayed in a single game or playing session, so even the most cherished character is never lost to the player unless slain.

Should the referee allow levels beyond 10th, characters will advance on the following table with abilities as shown:

CLERICS					DWARVES*			
EXP	LVL	HP	FP	TITLE	EXP	LVL	HP	TITLE
80,000	11	+19	6	--	120,000	11	+19	--
160,000	12	+20	--	--	240,000	12	+20	--
320,000	13	+21	7	--	480,000	13	+21	--
640,000	14	+22	--	--	960,000	14	+22	--
1,280,000	15	+23	8	Saint	1,920,000	15	+23	Hill-king

ELVES#					FIGHTERS*			
EXP	LVL	HP	SP	TITLE	EXP	LVL	HP	TITLE
160,000	11	--	--	--	100,000	11	+19	--
320,000	12	--	--	--	200,000	12	+20	--
640,000	13	--	--	--	400,000	13	+21	--
1,280,000	14	--	--	--	800,000	14	+22	--
2,560,000	15	--	--	Wood-king	1,600,000	15	+23	Lord

MAGICIANS#					THIEVES			
EXP	LVL	HP	SP	TITLE	EXP	LVL	HP	TITLE
140,000	11	--	12	--	60,000	11	--	--
280,000	12	--	--	--	120,000	12	--	--
560,000	13	--	14	--	240,000	13	--	--
1,120,000	14	--	--	--	480,000	14	--	--
2,240,000	15	--	16	Arch-mage	960,000	15	--	Trickster

*Combat moves for dwarves and fighters where applicable

#Learn additional spells as applicable (combat moves for elven fighters)

Note that only the so-called "combatant" classes (including dwarves and fighters) gain additional hit points. Thieves still add an additional +1 to all dice for stealth every 3 levels (12th and 15th respectively).

