Campaign Rules for Curse of the Crimson Throne.

This document has turned out much longer than anticipated. I apologize for that and I hope you'll read through the whole thing. Please post any questions or comments you might have. These come from previous campaign issues, but that doesn't mean we'll have those issues. Still, it's better to be prepared...

Character Creation Notes

1. **PCs should be created using a 33 point-buy system.** The point cost for different stat scores is shown on page 5 of the PF Beta document. Only one ability score can be above 16 after applying racial and age modifiers. And that score cannot exceed 18, in any case. I chose 33 points to allow for a 17, two 15s, and three 12s. Races that modify the stats will allow slight differences in the spread from PC to PC. And of course, a single 18 could be chosen instead of 17.

2. **Hit points are maximum at first level and 75% for all subsequent levels.** For classes that don't have an exact 75% number (such as those with a d6 HD), alternate between the die roll just above 75% and just below 75%. For example, a rogue with 6 levels would have 6 (max) + 5 (75%) + 4 (75%) + 5 (75%) + 4 (75%) + 5 (75%) = 29 hit points, plus any gained through other means. (Note that 5+4 is exactly 75% of two levels.) When the HD doesn't have an exact 75% figure, always allocate the larger value for the lower level, such as using 5 hp for 2nd level and 4 hp for 3rd level in the rogue example.

3. **No level training will be required when a PC gains a level.** In order to take any prestige class that the party may learn about will require that the interested PC develop the background needed to qualify for the prestige class.

4. **Death does not cause a level loss.** Instead, it causes a special "negative level" that works similar to a normal negative level: -1 to all rolls and the lost of hit points equal to one HD (not an average roll, but the maximum value). This can be devastating for a class with a small HD, so if you're going to play one of those classes, take proper precautions! This special negative level cannot be removed by any means other than the creature advancing to the next XP goal. For example, a 5th level PC dies and *raise dead* is used to bring them back. They are a 5th level character with one special negative level. When they earn enough XP (as a 5th level character) to gain 6th level, the negative level goes away. Only one special negative level can go away at each advancement point (in case a PC dies multiple times before attaining the next level). *Clarification: the restoration spell will not cure one of these special negative levels.*

5. **Death magic (such as *slay living* or *disintegrate*) is curable with spells like *raise dead* and *reincarnation*.** (The normal *raise dead* spell doesn't allow this.)

6. **Anything in the MM is not known to the PCs** except information for those creatures that the PCs would have experience with: standard mounts (not hippogriffs and unicorns, for example), familiars, animal companions (for rangers and druids), and creatures that can be summoned using a PC's spells.

7. **The only part of the DMG that players should reference is the information for magic items.** And expect variations in the actual use of some items, as I don't like using everything stock from the DMG. This means no knowledge of the prestige classes is available to the characters.

8. **The PF Beta Web Enhancement is fair game** for additional spells and magic items. I have to read through it myself and if I see something really out of whack, I'll either discuss it with the group to determine how to rebalance the item or ban it altogether. Typically the second option won't be used unless the first one fails. :)

9. **A PC who dies and whose player doesn't want to bring that character back** will restart the campaign at one level less than the PC who died and will mysteriously inherit all negative levels the fallen PC had except for one. (Basically, a negative level is traded for a real level loss.) The new PC may create new stat scores, if desired. Players have a choice regarding equipping their new PC. They can take the gear of the fallen PC, or the fallen PC's gear disappears and the new PC comes in with the equivalent value in gear. No single item in the new equipment can be more expensive than the most costly item in the fallen PCs gear. (In other words, creating a new PC will not allow a lot of little magical items to suddenly appear as a larger, more powerful single item.) For the purposes of this paragraph, the value of an item is what the PCs think the item is worth, based on the established values from the DMG. If a PC is unknowingly carrying an artifact and chooses not to keep that equipment, they miss out on that item.

10. **Lawful Good paladins choose the code they will live by.** Careful choices of the code can ameliorate some of the moral issues of dealing with paladins. For example, a paladin who believes that evil must be destroyed at all costs and that goblins are inherently evil, may strike dead a goblin who surrenders! To allow evil to survive would be blasphemy for such a paladin. And a team consisting of cleric and paladin who worship the same deity/ethos could be quite powerful. Note that any such code of honor may come back to bite the paladin in the butt (imagine a local ruler who the paladin determines is evil!). My definition of "lawful" is the one in the book, which says "strict adherence to a code" and "legitimate authority" and not necessarily the law of the land.

Clarifications of Existing Spells

1. **Objects under the effect of a targeted spell** that are then broken or otherwise rendered unable to perform their normal function cause the magical effect to terminate. For example, an arrow with a *light* spell on it works until it hits a creature (rendering it unusable) or until it is destroyed (such as after rolling the 50% chance for a bow shot that misses). The same applies to a stick with *darkness* cast on it, then broken into pieces; all pieces lose the *darkness* effect. For the examples of *light* and *darkness,* I suggest using rocks. And not limestone rocks. ;)

2. **I'm going to research the spells** *wall of fire* (area spell) and *blade barrier* (effect spell) to see how they should work in relation to the combat grid system. Area spells should originate at a grid intersection and Effect spells occupy squares. This can cause some confusion when spells must be placed on the grid.

3. **Reaching through a *blade barrier* deals ½ normal damage** unless a Reflex save is successful, in which case no damage is dealt. Evasion and similar abilities do still apply. There are probably other spells which will follow this same precedent.

4. **The *Wall of Force* spell blocks sound attacks** so it seems reasonable that it should also increase the Perception (Sound) skill check DCs for noises occurring on the other side of the *wall*. I am increasing the DC by +20 (the modifier for intervening stone walls is +15).

5. **The *Control Winds* spell can only disperse** an *Acid Fog* spell effect, not shape it or corral it or anything else.

Modifications of Existing Spells

1. (This one we need to talk about.)

   The *Silence* spell now has three variations.

   A. **The *Lesser Silence* spell is a 1st level spell** that allows a Will save for every creature within the area of effect on every round that they are exposed to it. A successful check means no further checks need be made. This applies whether the spell is targeting a creature or an object and the saves begin when the creature is first exposed to it (which may be when the spell is cast or when the creature enters a *Silence*'d area).

   2. **The *Silence* spell is a 2nd level spell** and still allows a creature who is targeted a Will save **and** creatures entering the area still receive a Will save, but only when they are first exposed to the effect and not every round.

   3. **The *Greater Silence* spell is a 3rd level spell** and does not allow a Will save unless the spell is targeted at a specific creature or at an item in the creature's possession, and only that creature receives the Will save.

   4. Lastly, note that the *Silence* family of spells are emanations and only work within line of sight.

2. **(I think the PF Beta already deals with this, but I need to find it and record the source page.)** The *Haste* spell and similar effects can double a creature's crawl speed, but attacks of opportunity still apply. A normal creature can use a move action to move 5 feet while prone as a "crawl", so when *Haste*'d they could move 10 feet. A rogue with the Rogue Crawl special ability normally moves half their speed while prone, so being *Haste*'d will double that to their normal movement distance. Note that a prone creature provokes attacks of opportunity from all creatures who threaten any square that the creature crawls through.

Clarifications of Existing Rules

1. Standard Rule: A creature is **disabled** at 0 hit points and can take only non-strenuous standard actions (or they take 1 hit point of damage). From -1 hit points to -9 hit points they are dying. A creature at -10 hit points is dead.

   Modified Rule: Because combat rounds are happening simultaneously, a creature reduced below -10 is not actually dead until their next turn comes up in the initiative order. Allies therefore have that round to returned the creature to -9 hit points or above to prevent their death and the associated special negative level (see above).

2. Standard Rule: The rules state that **Invisible** creatures can be found by feeling around with your hands in up to two adjacent squares, but it's a standard action so unless you've got a quickened spell prepared or some other way to make an attack, it doesn't do the individual any good.

   Modified Rule: I am modifying this rule slightly to make it easier to locate the *invisible* creature. Instead of only being able to check two squares, any creature can check all of the squares that it threatens (think of a creature swinging its arms in a circle). This is still a standard action, so no attacks can be made at the same time, although the *invisible* creature's location can be pinpointed. So a Medium-size creature can probe 8 squares and a Large-size creature can probe 32 squares (12+20, assuming 10 foot reach).

   Also, a creature with Improved Unarmed Strike can probe the area to locate the *invisible* creature <u>and</u> attack into a space that they believe contains the creature. This attack can deal lethal or non-lethal damage, but cannot be done with a weapon (even a monk special weapon). Since only one such attack can be made, the search of the surrounding area must start at a given position and make a full 360° search. The attack must be made as the sweep is being performed, although regardless of the success, the sweep can then continue. The goal here is to give a little oomph to the monk and to make invisibility less difficult for very large creatures. (I don't think it makes any sense that a dragon with 15 foot reach can only search two squares!)

3. Standard Rule: The mechanics for the **trip** maneuver say that creatures with multiple legs receive bonuses on the trip DC.

   Modified Rule: I'm also adding a bonus for extremely heavy creatures as well. For every doubling of your "maximum load" rating that the defender's weight exceeds, the DC is increased by +2. For example, if your Strength gives you a maximum load of 450 pounds, a creature weighing 900# would receive a +2 on the DC. If the defender weighed 1800# it would receive another +2. At 3600# pounds it receives another +2. Very weak creatures will not be able to trip very heavy creatures. But that's as it should be. :) Note that feats or abilities that allow a creature to substitute some other ability (such as Dexterity) would calculate the weight limit using the alternate ability score instead of using Strength. The idea being that someone who is so good as to be able to use Dexterity should be similarly good even against a heavy opponent.

4. The *Total Defense* action is a standard action and cannot be combined with an attack. Because *Fighting Defensively* and Combat Expertise require declaring an attack, they cannot be used with *Total Defense*.

5. When **Fighting Defensively**, Combat Expertise <u>can</u> be used since Combat Expertise requires declaring an attack and *Fighting Defensively* allows an attack to be made. However, because Combat Expertise requires an attack, the creature using it may wish to declare that they are attacking an empty space so that they receive the AC benefit for the duration of the round.

6. **Round-by-round combat mode** will continue for one round following the (apparent) lack of any opponents. If players want to drop out of combat mode earlier than that in order to speed things up, they can say so. I'm merely saying this in advance because it can affect spells that have durations measured in rounds instead of minutes and combat is measured in rounds while non-combat time is measured in minutes.

Miscellaneous Other Stuff

1. For those who are trying to decide which, if any, Knowledge checks might be the most beneficial, **Knowledge (Local)** will be a good one. Then about equal parts of **History**, **Nature**, **Nobility**, and **Religion** after that.

2. Ruthless villains are just that: ruthless! If a player is disabled or down, possibly into negative hit points, a really nasty villain -- or one who doesn't have another target nearby -- may choose to attack the downed PC again, hoping to get them so far negative that a healer can't bring them back up above -10 hit points! I've only had this happen twice in all the time I've been DM'ing, but it was very emotional for the players so I wanted to make sure everyone knew it could happen and should plan ahead.

3. Players are not omniscient and probably won't know or understand the motivations of the villains. Neither will the villains necessarily know the party's motivations. This means they may at times seem to do things that are odd. You are welcome to question it while in-character, but there won't be any out-of-character explanations for things that the party couldn't possibly know. At least, not until some kind of appropriate "wrap-up" can be given.