



Gamemaster Social Contract:

- 1) You are fair to ALL players - no favorites
- 2) You are not mean to any players for any reason
- 3) Adjudicate all situations because modules are just suggestions, you are a world builder therefore it is your game - if 4 skeletons are too many then only give them 1 or 2 to battle.
- 4) Not everything needs a dice roll, reward player creativity and problem solving.
- 5) Have players take turns, have them roll a d20, the highest one gets to solve the problem or make the decision.
- 6) Make the players read and know their character, you will have enough to do.
- 7) Game mastering is a different kind of fun (it is not the same as playing). Keep the game fun, but don't ruin the medieval immersion by introducing modern elements.
- 8) If you have a problem player, save the discussion till the end of the session, then talk with me about it with them. This game is not for everyone.
- 9) Be descriptive. And use NPC character voices when appropriate
- 10) No yelling, over talking, or being obnoxious - it is off putting distracting and there is more than one game going on

General Guidelines to Help You in Your game

- 1) Make a player roll a 1d6 down every hallway, a roll of 1 indicates a wandering monster.
- 2) If searching for traps, have all persons roll 1d6, if one person rolls a 1 then the trap is discovered.
- 3) When entering a room- Read the boxed part of the module out loud. Wait for them to respond
- 4) At the start of each encounter:
 - a) Both sides roll 1d6 to see who goes first (highest number goes first)
 - b) Ties always go to the players
- 5) If players try to talk to the monster or encounter, have them roll 2d6 and consult this table

Table Z: Charisma Modifier

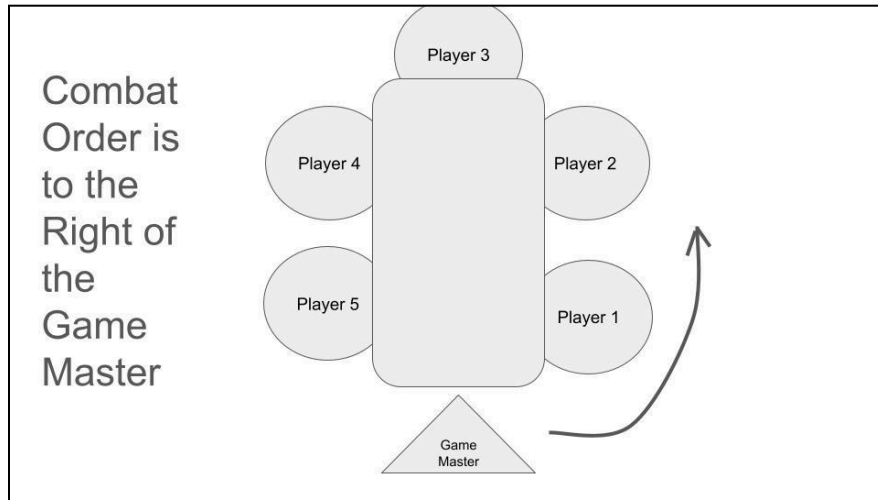
Charisma	Hirelings (Max #)	Loyalty
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

Table 20: Morale Check

Roll	Morale
2 or less	Surrender
3-5	Flee
6-8	Hold
9-11	Fight for advantage
12	Attack!

6) Combat:

- a) Have players always attack around the table starting on your right



- b) Monsters attack randomly unless Players decide to leave the room or hallway. To determine who the monster attacks Roll 1d6 - if a 6 is rolled, pick the character with the highest HP (*please be nice*)
- c) All monster weapons do 1d6 worth of damage and add their HD as bonus damage
- i) A 4HD ogre does 1d6+4 damage
- d) The HD of the Monster is their bonus to hit
- i) A 4HD ogre has a +4 to hit
- e) When a player gets to 0hp, they are dying, and will die if a cleric or a healing potion doesn't heal them in 1 turn.
- 7) Player Character - Death- A player rerolls a character - they must choose a different class (NO CLONES). They will also start 1 Level below the lowest party member
- 8) Players regain 2hp (+ constitutional bonus) between sessions.