

## Guidelines for Living Death DMs

More than any other Living Campaign, the Living Death setting demands a lot from its judges. To help make your job easier, here are some tips, "house rules" and rule summaries. This is broken down into three sections. The first deals with judging tips and house rules, the second includes charts from the new rulebook for easy reference and the third includes Stock Heroes (complete or almost complete Player Characters) for novice players or those who need a new hero quickly.

The Living Death setting requires some special knowledge of both its authors and judges. It is essential that you have a good understanding of the new D&D Living Death rules. A familiarity with the world of Gothic Earth as detailed in the expansion setting *Masque of the Red Death* is helpful. The new D&D Living Death Rules and the history and atlas of Gothic Earth are available on the Official WotC/RPGA website. Check under Campaign Play for Living Death for this information. The RPGA fan site at [www.rpga.net/ld/](http://www.rpga.net/ld/) also has helpful background information.

Living Death events usually place a strong emphasis on role-playing. They are rarely straightforward and can be extremely complicated. The background information is usually very detailed and NPCs can be numerous. Therefore it is extremely important for judges to be well prepared. It is the intent of the campaign coordinator that when the players make a left turn, or do something the author did not think of, that the judges should have enough information available to them to handle it.

The following suggestions should be considered as the minimum preparation expected of a Living Death judge.

- Read it through once to get a feel for the story and NPCs.
- Read the Scenario Background material and adventure summary and then read through event again. Think about how you think the players will react to the encounters as well as the NPCs. Check that all listed handouts, appendixes and judges aids mentioned in the text are there.

- During the third reading of the event look at the encounters and think about and look up the game mechanics that are involved. Since Living Death is not exactly like the new D&D, you may want to make margin notes. (For example; if there is an encounter with undead creatures in it, then in the margin near that encounter you might want to place a note about the negative modifier to turning undead in Gothic Earth.) Check over NPCs abilities and personalities.
- Check spells, skills and feats used in the event using the new D&D rules for Living Death.
- Read the event again-this time reading boxed text sections aloud. Practice making the NPCs sound distinctive.

Some of the events are organized by describing the Places the heroes may visit on one section and Encounters (things that happen based on time) separately. Some judges have found it helpful in those cases to use sticky notes as tabs to speed finding things during the play of the tournament.

### Living Death House Rules

The Living Death Campaign incorporates a few "house rules" for Tournament play.

- The new D&D Living Death rules, the D&D PHB and the D&D DMG are the only source books for the campaign.
- The DM should be familiar with the Character Generation Rules for the campaign.
- Monsters, which appear in the tournaments, may not exactly match those in the D&D Monster Manual®. Do Not assume these differences are errors or information left out. If you have a question you can contact the Living Death Campaign coordinator at [Ldcampaign@aol.com](mailto:Ldcampaign@aol.com). Usually these are changes made on purpose (to give the heroes a fair chance at succeeding or to reflect an aspect of Gothic Earth) and should be run as is.

- Player characters may not have "pre-cast" spells before start of play.
- In addition to experience points and treasure, Living Death player characters can earn Hero Points.
- Adepts or other arcane spell casters can not exchange spells or learn spells from each other's spell books.
- Player characters are referred to as "heroes".
- To avoid turning all the heroes into bank robbers the campaign coordinator devised a system that tells each hero how much cash they have on hand at the start of each adventure. Whatever is left over at the end of the adventure can go into the hero's bank (as money saved). See the D&D Living Death Book for details.
- It is possible that heroes may wish to buy silver bullets (per the LD rules). Silver bullets are now available from companies in London, England; Belgium; Denver, CO; and Hong Kong. If the heroes would reasonably be in, or pass through those locations at the start of the adventure during their trip to the module location, the heroes may purchase the normal amount (1d10 bullets of one type). See the D&D Living Death Rules for costs.
- Mid and High level events include the use of a sign and counter sign style code phrase as a means of confirming that the person the hero is dealing with is also a member of the White Rose. A handout will accompany those modules where the phrase is to be used. This handout explains the current code (it changes yearly) and how it should be used. If a hero does not use the code correctly, find out if the player intended the hero to use it correctly but misunderstood what they needed to do. Do not punish the hero for a player mistake in this matter.

### **Player Character Sheets**

Players must track their characters' ability scores, skills, feats and other character information. They are on their honor not to cheat. You should review the character sheets at the beginning of the session, and not only to familiarize yourself

with their heroes but also to point out mistakes/errors you might spot.

Living Death heroes will rarely have magical items. All magic items must have a certificate. You can tell the power of the item by the size of the certificate. Permanent magic item certificates take up, at least, one full page. Temporary items (perhaps lasting one year or until certain criteria is met) certificates take up approximately 1/3<sup>rd</sup> of a page. Magic item certificates for minor or one-use items are generally 1/6<sup>th</sup> of a page in size.

As this is a campaign, many of the tournaments have the same NPCs, even if not connected plot wise by being in the same series. Frequently there will be instructions to see if any of the heroes at the table played events X, Y or Z. Those heroes that played those events may have special insight or prior knowledge of certain NPCs and it is important for you to know and enable that.

### **Awarding Experience**

Experience awards for Living Death Encounters appears at the end of the adventure. Awards go to each hero that participated in the "trigger" event, even if all they did was guard the rear or cast protective spells. The experience point amounts are simple to check and awarded to each hero.

### **Treasure**

Heroes should divide treasure among themselves; the judge should not have to intervene in the decisions. Frequently the treasure is already divided (each hero gets X worth XX) in some manner. Mundane items rarely have certificates. Those that do may have some significance in a future adventure. If this is the first run of an event, you may need to note on the Critical Event Summary who has a specific item.

### **Critical Event Summary**

First-run Living Death events require that the Critical Event Summary found at the end of the adventure be filled out and returned to the Campaign Coordinator. The Summary lists the convention(s) at which the event is a first run. At the end of the convention, these are sent to the Campaign Coordinator (whose mailing address is listed on them).

These Summaries are tallied and the result of the majority of the tables is noted. The actions of the heroes at first-run events have a real, permanent, and possibly even worldwide effect on the Living Death Campaign. Tabulating these summaries is essential to deciding what are the results of each event.

### **Roster of Heroes**

Each table of players is to fill one of these out, including filling in the ability scores of their heroes. This information is used in variety of ways, including monitoring the health of the campaign and comparing the level of the tournaments to the levels of the heroes.

If a judge feels a hero or group has done something that the Campaign Coordinator should be aware of, they can write it on the back of the roster as she will be checking them.

At the end of the convention these are sent to the Campaign Coordinator (whose mailing address is listed on them).

### **Skill Checks**

The change to Skills from NWP has greatly increased the players' ability to detail certain aspects of their heroes. However, as the DM, you may find that there maybe be many more occasions when you will have to decide what is "common" knowledge. It only takes one rank to be considered trained in any skill.

All of the Knowledge related skills require that you be trained in that skill; otherwise all you know is what is "common" knowledge. Therefore a hero that is a U.S. citizen who does not have the American History skill will certainly know that the U.S. fought the British to gain their freedom, but they will not know which generals/troops fought at a specific battle or even dates of specific battles. Borderline topics require a judgement call if a skill check is needed.

Tournaments should include most of the skill check DCs that you will need. If you have to assign one for a Knowledge based skill, consider the level of training that might be necessary to have that knowledge. A DC of 15 might be appropriate for the above American History check.

Because of the basic unreliable state of magic Arcane skills that interact in some way with the world of magic always require a d20 roll (you can not take 10 or 20 when using these skills). These skills are Sixth Sense, Prognostication, and Psychometry.

The skills that are in the Arcane group category do not have a "common knowledge" pool for the most part.

Myths, Fairy tales and Folklore may hint at some of the knowledge found with the Forbidden Lore skill but that is all. You would know the common teachings of the religion you practice without the skill Religions, Modern. However, you would not be able to discuss theology or successfully impersonate a member of the clergy without some additional education/skills to aid you.

If you study ancient languages or history you may have a little "common" knowledge regarding the ancient religions of that country or people. But that knowledge is vague and could even be wrong

### **Fear and Horror Checks**

Do not penalize a player who is role playing appropriately by requiring them to roll a Fear or Horror check. If a hero encounters a situation that calls for such a check (or if the scenario says one is called for) and the player does not have his hero react as he should, then have him make a check. Use the rules provided in the Adventuring in Gothic Earth section of the new D&D Living Death Rules to determine the type of check, if it is not detailed in the scenario, and the results of failed checks.

### **Dark Powers Checks**

If a hero fails a Powers check for an evil act or spell casting, during the tournament, they do not get any special ability or sign of their corruption; however, they are aware they have attracted the Red Death's notice. The hero will sense that she is being observed or brushed by the Red Death.

If a character fails two Powers Checks for evil acts during one tournament module, then they are converted to NPC status. The character is considered to have succumbed to the temptation of the power and evil of the Red Death. If a character fails three Powers Checks for spellcasting or use of Arcane Skills (or one for

evil acts and two for spellcasting) during the tournament, they are converted to NPC status. The character is considered to have succumbed to the temptation of the power and evil of the Red Death. This occurs at the end of the module play.

If there is a mystic PC or NPC present, they can attempt to help the tainted PC by casting the appropriate spells during the event. If the hero only failed one (or in the case of a spellcaster, two) Powers Check, then it is assumed that the Society arranges for the heroes redemption in-between assignments. Players of heroes who have succumbed to the temptation of the Red Death should contact the Campaign Coordinator.

In the new D&D Living Death rules there is a chart for Dark Powers Checks. This is a base guideline and a DM can and should increase the percentage based on the hero's actions. This chart, along with ones relating to combat issues are reproduced at the end of this document.

### **Increasing Power Checks for frequent use of Magic**

DM's were always encouraged to increase the Power checks for those who ignored the danger and used magically or arcane proficiencies without caution. There are now actual rules for how to do this. This is discussed in Chapter Eight and you should know these rules and enforce them.

While the percentage chance of the Red Death noticing any singular occurrence of magic is somewhat slim, frequent use of magical abilities (including arcane skills) or frequent evil acts may in fact increase the likelihood of the hero being noticed by The Red Death. Repeated deeds of evil have a greater chance of being noticed by the Red Death. If a hero commits a second criminal or violent deed (as shown by the chart) within one hour per 1% of the power check of the first deed then the second power check is the sum of the two. For example, if a hero brutally murders an evil NPC, the power check is 3%. If within 3 hours (from the 3%) the hero lies to another hero, the Powers Check for the lie is 4%, instead of 1%. If a third deed occurs within the window of the first deed then all 3 are added together. Otherwise it is compared to the second deed.

For spell casting (or use of the arcane skills: Sixth Sense, Prognostication and Psychometry) the window on the power check is 10 minutes per 1% of the first spell. If for instance a spell caster cast ten 1<sup>st</sup> level spells within ten minutes (all for a good purpose) the successive checks would be: 1%, 2%, 3%, 4%, 5%, 6%, 7%, 8%, 9%, and 10%.

If a previous Power Check failed, i.e., the Red Death noticed the hero, then all powers checks for the next eight hours are doubled (including ones for frequency).

### **Hero Points**

Hero Points are a game device for rewarding characters for particularly selfless or heroic action. They can affect the outcome of die rolls, but promote role-playing, not just number crunching.

Only Heroes can have hero points; NPCs can not have hero points (nor can judges use die bump certs for NPCs). There are a limited number of hero points with each tournament. After all are distributed no more can be given out (the only exception being if there are 7 players at the table). It is up to the judge to decide if they wish to hand out hero points during play or wait until the end of the session to hand them out.

### **Earning Hero Points**

PCs earn hero points by acting bravely, selflessly, daringly and dramatically. The judge determines whether a PC has earned a hero point for any particular action, but the following is offered as guidelines.

- Heroic actions are not hesitant or calculated. Heroism is courageous, not scheming.
- Heroic actions are not performed for personal benefit. That includes doing things for personal acclaim, the desire to be in the limelight or actions with a material reward.
- Heroic actions are not safe and easy. A hero must be aware of the fact that they are facing a dangerous situation and go forward with the action in spite of that. If the hero is not in danger (they have some ability or protection that makes the situation not a

threat to them, even if the threat is real for the person being rescued, that is not heroic.

- Heroic actions are not mechanical and bland. If a player says "I guess Theodore will go fight the thugs" then they should not get a hero point. Those who stay in character and say "Unhand her, you villains! I am here to thwart your evil plan!" is a candidate for a Hero Point.

When a DM deems a hero's actions worthy of a Hero Point, he or she notes the award and fills out the certificate. The hero can use the Hero Point immediately.

A hero can earn only one hero point per adventure. A hero may not have more total hero points than they have levels.

### **Spending Hero Points**

Hero Points affect rolls, which determine the results of the heroes' actions, including passive actions such as resisting a spell effect. Hero Points do not affect an opponent's rolls. Hero Points can be used in one of three ways:

1. Before a die is thrown a Hero may spend a point to gain a +2/d20 (or +10%/d100) bonus. A hero may spend up to two Hero Points in this manner.
2. After a die is thrown, a hero may spend a Hero Point to gain a +1/d20 (or a 5%/d100) bonus. A hero may spend up to three Hero Points in this manner.
3. A hero may spend two Hero Points to reroll any failed d20 or d100 roll.

Whenever a hero point is used, a judge should either make the certificate "Void" or tear it up.

Heroes may use Hero Points to aid other good aligned characters, PCs or NPCs. While this is a generous act, it is not in and of itself a heroic action.

### **Players do the darrest things**

No matter how well prepared you are or how detailed and thought out the module is, a player may come along and do something totally unanticipated. The group takes a left turn and goes off the map. Sometimes it is because they have taken 2+2 and made it equal 3.15. Or perhaps they have taken a casual comment and started chasing a red herring. Just smile and go along for the ride. Hopefully this is where the background information on the location and NPCs will come in handy. If you are lucky you may be able to throw the plot in front of them again and see if they take the bait. Role-playing should always be encouraged.

### **Charts and Tables**

As there is not a DM screen for this system, the rest of this document contains some of the charts and tables that you may need during tournament play. As there is no accompanying explanatory text, you need to read the new D&D Living Death rules and make sure you understand them. These pages are provided so you can print them out and paper clip them to your DM screen for your connivance. They are not a substitute for reading the rules.

## Charts & Tables

**Table 6:4 Blast Zones for Explosives**

Zones (radius from explosion point in feet)

# Charges	Point Blank	Close	Medium	Far
1-7	1'	3'	10'	15'
8-16	2'	5'	15'	30'
17+	3'	10'	30'	45'

**Table 6:5 Resolving Thrown Explosives**

Ranged Touch Attack against target for Dynamite

Demolition Skill	Successful Attack Roll	Unsuccessful Attack Roll Check
Successful	Target is within <u>point blank</u> blast	Use 2X grenade scatter rules to determine proximity**
Unsuccessful	Use grenade scatter rules* to determine proximity	Use 2X grenade scatter rules to determine proximity**

\* Roll 1d6 feet plus 1 foot for each range increment for scatter distance, and 1d8 to determine scatter direction per the PHB.

\*\* Roll 2d6 feet plus 2 feet for each range increment for scatter distance, and 1d8 to determine scatter direction per the PHB.

**Table 6:6 Set Charges**

A minimum charge to demolish with a set charge a building or to breach a wall or door of 1-inch thickness is cited below. Vary the charge proportionally to the thickness of the wall or door.

Target Material	Minimum Charge (Wall/Door)	DC (wall/door)	Minimum Charge (per 10' x 20' room)	DC (building)
Wood	1	10	1	15
Earth (unlikely for less than 1 foot walls)	0.2	12	2	20
Soft Stone	1	15	2	20
Hard Stone	2	20	3	25
Iron or Steel	2	25	4	30

For each additional stick of dynamite (or equivalent) added to the charge above the minimum charge, add a +1 modified to the skill check. The character setting the charge may take 10 or take 20 per the PHB. Characters with the Engineering skill may also add a bonus of +4 to their demolition skill check for structures.

**Table 6:7 Miscellaneous Melee Weapons Table**

Weapon	Damage	Critical	Weight	Type
Baton	1d4	x2	2 lb.	Bludgeoning
Brass Knuckles	*	*	1 lb.	Bludgeoning
Bowie Knife	1d4	19-20/x2	1 lb.	Slashing/Piercing
Cutlass	1d6	19-20/x2	4 lb.	Slashing
Knife, Pocket	1d2	x2	8 oz.	Piercing
Machete	1d6	x3	4 lb.	Slashing
Pots & Pans	1d4+1	20	4lb	Bludgeoning
Saber	1d6	18-20/x2	5 lb.	Slashing
Sword Cane	1d4	18-20/x2	4 lb.	Slashing/Piercing

**Table 7:1 Rate of Fire**

Rate of Fire	# of attacks*	Bonus/penalty	Type of action
<b>Aimed</b>	one	+ 4	Full round
<b>Rapid</b>	one	none	Standard
<b>Rapid</b>	two	none	Full round
<b>Panic</b>	Three	-4	Full round
<b>Blind</b>	Three	Must roll a 20 to hit	Full round

\* If the hero is of high enough level to gain an additional attack, then they get those additional attacks

**Table 7:2 Firearm Chart**

Firearm	Size	Weight (pounds)	RND	MAX ROF	Range Increment (Feet)	DMG	Shooter Weight Recoil	Concealed Firearm DC	Price \$
Carbine	M	7	1	1	30	2d6+1	100	10	9.00
Carbine, Repeating	M	7	12	3	30	2d6-1	100	10	11.00
Pistol, Army	M	3	6	6	20	2d6+3	100	15	16.00
Pistol, Navy	S	2	6	6	10	2d6-1	N/A	20	12.00
Pistol, Derringer	S	0.75	1	1	3	1d6	N/A	30	5.00
Rifle	L	9	1	1	150	3d6+1	150	5	10.00
Rifle, Repeating	L	9	15	5	120	3d6	150	5	12.00
Rifle, Big Game	L	12	1	1	200	4d6	200	0	35.00
Shotgun	L	9	2	2	20	3d6*	150	10	15.00
Shotgun, Pump	L	8	5	3	20	3d6*	150	10	28.00
Shotgun, Sawed-off	M	8	2	2	10	3d6**	150	10	15.00
Scattergun	M	5	1	1	10	Special	200	12	20.00

\* Damage drops 1 hp per range increment after the first due to shot spread.

\*\* Damage drops 2 hp per range increment after the first due to shot spread.

**Silver Bullets**

The cost per cartridge with silver bullet from suppliers is: derringer-15 cents; navy pistol-40 cents; army pistol-55 cents; carbine- 50 cents; and rifle-75 cents.

**Table 8:1 Suggested Power Checks**

<b>Criminal/Violent Act</b>	<b>Check<sup>1</sup></b>	<b>Unholy Acts</b>	<b>Checks<sup>2</sup></b>
Assault, unprovoked	*/ 1 /2/4	Breaking a tenet	*/1/2/5
Assault, grievous	1/2/4/6	Breaking an Oath	*/2/5/10
Betrayal, major	1/3/6/9	Breaking a vow	*/5/10/#
Betrayal, minor	*/1/3/6	Desecration	*/4/8/#
Extortion	*/2/5/8	<b>Curses</b>	<b>Check<sup>3</sup></b>
Lying	*/*/*/1	Embarrassing	2%
Murder, Brutal	3/6/10/#	Frustrating	4%
Murder, premeditated	2/3/6/10	Troublesome	8%
Theft, grave robbing	*/1/5/7	Dangerous	16%
Theft, major	*/1/4/7	Lethal	32%
Theft, minor	*/1/3/6	<b>Spellcasting</b>	<b>Check<sup>4</sup></b>
Threat of violence	*/*/1/2	Casting a spell for Good	1% per level
Torture, routine	4/7/#/#	Casting a spell for Evil	2% per level
Torture, sadistic	10/#/#/#	Necromancy School/Domain and Death, Destruction & Evil Domains	2 x the normal chance

- \* no check needed
- # Act of Ultimate Darkness: automatic failure or chance greater than 10% as DM deems required.

**SPELLS**

**ADEPT Level & Name Changes**

<b>Old Name</b>	<b>New Name</b>	<b>Level Change</b>
<i>Hold Undead</i>	<i>Halt Undead</i>	
<i>Audible Glamer</i>	<i>Ghost Sound</i>	was 1 <sup>st</sup> now is Zero
<i>Mending</i>		was 1 <sup>st</sup> now is Zero
<i>Stinking Cloud</i>		was 2 <sup>nd</sup> now is 3 <sup>rd</sup>
<i>Protection from Normal Missiles</i>	<i>Protection from Arrows</i>	was 3 <sup>rd</sup> now is 2 <sup>nd</sup>
<i>Detect Invisible</i>	<i>See Invisible</i>	
<i>Wizard Lock</i>	<i>Arcane Lock</i>	
<i>Strength</i>	<i>Bull's Strength</i>	
<i>Continual Light</i>	<i>Day Light</i>	
<i>Protection from Evil 10' radius</i>	<i>Magic Circle against Evil</i>	
<i>Enchant a Weapon</i>	<i>Magic Weapon</i>	was 4 <sup>th</sup> now 1 <sup>st</sup>
<i>Spook</i>	<i>Cause Fear</i>	
<i>Ray of Enfeeblement</i>		was 2 <sup>nd</sup> now 1 <sup>st</sup>

**Campaign Name changes**

<u>D&amp;D Name</u>	<u>Masque of the Red Death Name</u>
Evard's Black Tentacles	Black Tentacles
Melf's Acid Arrow	Acid Arrow
Tasha's Hideous Laughter	Hideous Laughter

<sup>1</sup> Numbers indicates percentage chance for acts against Evil NPCs or Monsters/ Neutral NPCs/Good NPCs/PCs or innocents

<sup>2</sup> numbers indicate percentage chance for acts against: evil faiths/ neutral faiths/good faiths/PC's faith

<sup>3</sup> Check is made if the curse succeeds or fails

<sup>4</sup> 0 level spells and Arcane Skills that touch the web have a min. 1% check

## Mystics

### **Campaign Name changes**

<b>D&amp;D Name</b>	<b>MotRD Name</b>
Divine Favor	Spirit Favor
Divine Power	Spirit Power
Hallow	Spirit Place
Holy Aura	Spirit Aura
Holy Smite	Spirit Strike
Holy Word	Spirit Voice
Shield of Faith	Spirit Shield
Unhallow	Defile
Unholy Aura	Aura of Evil
Unholy Blight	Blight

<b>Skill</b>	<b>Ability</b>				
Academician	Wis	Equestrian	Dex	Open lock	Dex
Accounting	Wis	Etiquette	Cha	Photography	Int/Wis
Agriculture	Int	Fire-building	Int	Physics	Int
Alchemy	Int	Fishing	Wis	Pick Pocket	Dex
Animal Affinity	Wis/ Cha	Forbidden Lore	Int	Presence	Cha
Animal Empathy	Cha	Forgery	Int	Prognostication	Int
Animal Husbandry	Wis	Gaming	Int	Psychology	Wis
Appraise	Int	Gather Information	Cha	Psychometry	Wis
Archaeology	Int	Geology	Int	Read Lips	Int
Arithmology	Int	Gunsmithing	Int	Religion, Ancient	Int
Artillery	Int	Handle Animal	Cha	Religion, Modern	Int
Artist	Int/Wis	Healing (first aid)	Wis	Rope Use	Dex
Astronomy	Int	Heraldry	Int	Seamanship	Wis
Athletics	varies	Herbalism	Int	Search Sense	Int
Biology	Int	Hide	Dex	Motive	Wis
Blacksmith	Int	Hierarchy Contact	Cha	Set Snares	Int
Bluff	Cha	History	Int	Singing	Cha
Botany	Int	Hunting	Wis	Sixth Sense	Int
Brewing	Int	Innuendo	Wis	Spot	Wis
Carpentry	Int	Intuit	Wis	Survival	Int
Chemistry	Int	Direction	Wis	Swim	Str
Climb	Dex	Jeweler	Dex	Tailor	Int/Wis
Clockwork	Dex	Journalism	Int	Taxidermy	Int
Clown	Cha	Jump	Str	Teamster	Int
Cobbling	Int	Language, Ancient	Int.	Thespian	
Concentration	Con	Language, Modern	special	Tightrope	
Connoisseur	Wis	Law	Wis	Walking	Dex
Cooking	Wis	Listen	Wis	Toxicology	Int
Criminology	Int	Masonry	Int	Tumble	Dex
Cryptology	Int	Mathematics	Int	Ventriloquism	Cha
Dancing	Cha	Medicine	Wis	Weather Sense	Int
Demolition	Int	Mesmerism	Cha	Weaving	Int
Diplomacy	Cha	Mining	Wis	Wilderness lore	Wis
Disable	Int	Mountain-eering	Wis	Zoology	Int
Disguise	Cha	Move Silently	Dex		
Electricity	Int	Musician	Cha/Wis		
Engineering	Int	Navigation	Wis		
		Needlework	Int		