

DUNGEON NOTORIETY

AN OPTIONAL RULE FOR THE 15 MINUTE WORKDAY

When the party returns to town from a dungeon with treasure, roll a d6 + notoriety modifier (calculated below); a result of 6 or more indicates that a group of interlopers has heard of the party's success and is trying to enter the dungeon. If the notoriety modifier is greater than 4, roll once at +4 and once on next market class up at +0. If the notoriety modifier is negative, but the party returns with any treasure at all, a natural 6 will indicate a roll one table down (thus, only market class VI towns will produce no interlopers if the modifier is negative). The resulting group of interlopers might be added to the random encounter table, or used to replace a previously defeated group of monsters in the dungeon at the Judge's discretion.

Example: *The party returns to Pigdivot, a small town (Class V), with goods and cash worth 110g per party member (twice the class V threshold, +2). The dungeon is the subject of hushed rumors around Pigdivot (-2), but the party has suffered only minor wounds (+1). The total modifier is +1; the Judge rolls a 5 on a d6, indicating that an interloping group from the Class V table has entered/is trying to enter the dungeon.*

The interloper tables refer only to generic classes; the Judge should feel free to substitute other fighter-types, divine and arcane spell-casters as appropriate for the Fighters, Clerics and Mages in the tables. Similarly, Explorer results may be replaced by any lighter-armed and armored Fighter-type with a bow or crossbow if the Explorer class is not used in your campaign; the goal of the tables is only to suggest the size, strength and diversity of the competing party.

If the result rolled on the interloper tables includes a parenthetical number, that number indicates another result row that should be included in the interloping party.

Example: *Rolling on the Class V Interloper table, the Judge rolls a 10. This indicates a Mage (level 1d4), a Cleric (level 1d3+1, from row 8), a Fighter (level 1d3+1, from row 7), and their hirelings (heavy infantry and crossbowmen, from row 5). The town of Pigdivot is a human settlement, but it is overshadowed by a Dwarven vault in the nearby mountains; the Judge decides that the Cleric, Fighter and hirelings will be a Craftpriest, Vaultguard and Dwarf mercenaries.*

NOTORIETY MODIFIERS

WEALTH RETURNED MODIFIER

Market Class	Wealth Threshold
VI	18g
V	54g
IV	108g
III	324g
II	648g
I	1944g
<i>(Divide party member share by threshold; quotient is modifier)</i>	

DUNGEON SECRECY MODIFIER

Dungeon is	Modifier
<i>Commonly Known</i>	+2
<i>Legendary</i>	+1
<i>Stuff of Rumors</i>	-2
<i>Secret</i>	-6

PARTY CONDITION MODIFIER

Party Returned	Modifier
<i>Healthy</i>	+2
<i>Nicked Up</i>	+1
<i>Wounded</i>	-2
<i>On Death's Door</i>	-6

INTERLOPER TABLES (BY MARKET CLASS)

d12	Market Class VI	Market Class V
1	1d4 peasant spearmen	1d3+1 light infantry; 1d4 peasant spearmen
2	1d4+2 light infantry	1d3+1 light infantry; 1d4 slingers
3	1d3+1 light infantry; 1d4 peasant spearmen	1d3+1 heavy infantry; 1d4 slingers
4	1d3+1 light infantry; 1d4 slingers	1d3+1 heavy infantry; 1d3+1 longbowmen
5	1d3+1 heavy infantry; 1d4 slingers	1d4+2 heavy infantry; 1d3+1 crossbowmen
6	1d3+1 heavy infantry; 1d3+1 longbowmen	1d4+2 Thieves level 1d4
7	1d4+2 heavy infantry; 1d3+1 crossbowmen	(5); Fighter level 1d3+1
8	(7); Fighter level 1d4	(7); Cleric level 1d3+1
9	(8); Cleric level 1d4	(7); Mage level 1d4
10	(8); Mage level 1d3	(8); Mage level 1d4
11	1d4+2 NPCs level 1d3+1; 1d3+1 heavy infantry	(4); 1d4+2 NPCs level 1d4+1
12	Roll on Market Class V	Roll on Market Class IV

d12	Market Class IV	Market Class III
1	1d3+1 heavy infantry; 1d4 slingers	2 heavy infantry; 2 crossbowmen; 1d2 Fighters level 1d4+1
2	1d3+1 heavy infantry; 1d3+1 longbowmen	(1); 1 Fighter level 2d3
3	1d4+2 heavy infantry; 1d3+1 crossbowmen	1d4+2 Thieves level 1d4+1; 1d2 Thieves level 1d4+2
4	(3); Fighter level 1d4+1	(2); 1d2 Explorers level 2d3; Thief level 1d4+2
5	1d4+2 Thieves level 1d3+1; Thief level 2d3	(1); Fighter level 1d4+2; Cleric level 1d4+2
6	(3); Explorer level 1d4+1; Thief level 2d3	(5); Mage level 2d3
7	(4); Fighter level 1d4+1	(1); 1d4+2 NPCs level 1d4+2
8	(7); Cleric level 1d4+1	(7); 1 NPC level 5
9	(7); Mage level 1d3+1	(1); 2d3 NPCs level 1d4+2
10	(8); Mage level 1d3+1	(1); 1d4+2 NPCs level 1d4+2
11	(2); 1d4+2 NPCs level 2d3	(1); 1d3 NPCs level 1d4+2; 3 NPCs level 5
12	Roll on Market Class III	Roll on Market Class II

d12	Market Class II	Market Class I
1	2 heavy infantry; 2 crossbowmen; 1d2 Fighters level 2d3	2 heavy infantry; 2 crossbowmen; 1d2 Fighters level 1d4+2
2	(1); 1 Fighter level 1d4+2	(1); 1 Fighter level 2d3+1
3	1d4+2 Thieves level 2d3; 1d2 Thieves level 2d3+1	1d4+2 Thieves level 1d4+2; 1d2 Thieves level 2d3+2
4	(2); 1d2 Explorers level 1d4+2; Thief level 2d3+1	(2); 1d2 Explorers level 2d3+1; Thief level 2d3+2
5	(1); Fighter level 2d3+1; Cleric level 2d3+1	(1); Fighter level 2d3+2; Cleric level 2d3+2
6	(5); Mage level 1d4+2	(5); Mage level 2d3 + 1
7	(1); 1d4+2 NPCs level 2d3+1	(1); 1d4+2 NPCs level 2d3+2
8	(7); 1 NPC level 6	(7); 1 NPC level 7
9	(1); 2d3 NPCs level 2d3+1	(1); 2d3 NPCs level 2d3+2
10	(1); 1d4+2 NPCs level 2d3+1	(1); 1d4+2 NPCs level 2d3+2
11	(1); 1d3 NPCs level 2d3+1; 3 NPCs level 6	(1); 1d3 NPCs level 2d3+2; 3 NPCs level 7
12	Roll on Market Class I	Roll twice, rerolling results 11+