



Classic Play *Book of*

ADVENTURING

The fourth in the 'Classic Play' series from Mongoose Publishing, *The Book of Adventuring* covers a topic of focal importance to any d20 game in unprecedented depth and detail. This series forms a collection of definitive works on subjects relevant to any gaming group.

Your party is strung out along a crumbling ledge, fifty feet above a roaring torrent of water, out of spells and badly wounded, while a ravenous hippogriff circles ominously above. What do you do?

The Book of Adventuring provides the answers.

Designed for use by those role-players who are new to the hobby or those modest enough to admit that they do not already know it all, *The Book of Adventuring* leads you on to the road to becoming a better adventurer.

Learn the importance of even the most insignificant pieces of equipment and exactly what they can do for you. Discover the tactics required to survive once the going gets tough and what role your character brings to the party as a whole.

This is only the tip of the iceberg, every element of the adventurer's craft is detailed in its own chapter, from surviving the dangers of the wilderness to the perils of extraplanar travel; from feeding yourself in the gloomy depths of a drow cavern to overcoming dangers of a very different kind as you make your way through the streets and alleys of a bustling city. Disparate environments they may be, but equally perilous.

This valuable tome is the essential guide to all things adventuring.

RECOMMENDED FOR PLAYERS & GAMES MASTERS ALIKE

Requires the use of the **Dungeons & Dragons®**
Player's Handbook, published by Wizards
of the Coast, Inc.®
This product utilises updated material
from the v.3.5 revision

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Classic Play Adventuring

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INTRODUCTION

What is a good adventurer? Is it the daredevil who leaps a chasm in the hope that they can reach the dangling chain and strike the head cultist before they can finish their unholy ritual? Or is it the careful planner, who skulks in the shadows assessing the dangers around the demonic altar, sets up a trap and, with a clever ruse, tricks the cultist into it? Is a good adventurer the loner who fights a personal crusade against evil or the loyal friend who lays down his life to give his friends a fighting chance in their darkest hour?

There are as many definitions of 'adventurer' as there are adventurers, with all their nuances, approaches and different personalities, themselves. Adventuring is a dangerous and fickle career and there are as many heroes as there are villains who have gained fame and fortune by setting out into the unknown, armed with wits or brawn, weapons or magic, willpower or stamina or, most dangerous, a mixture of all of them.

Even the word 'adventuring' itself lends itself to much confusion, for common people view a self-professed adventurer with a mix of awe and fear, for they are not sure if they are dealing with a selfless crusader or a ruthless mercenary. One thing they can be certain of, however, is that they are a person with extraordinary abilities, the potential to solve any problem or to bring equally extraordinary grief.

THE BOOK OF ADVENTURING

This book presents everything a character needs to become a successful adventurer, from detailed advice on how to get the most out of every piece of equipment to what to expect when travelling outside the boundaries of his own world. The book is divided in three parts, opening with *The Adventurer's Craft*, which gives detailed advice on the options that depend on the adventurer's own efforts and planning. It starts with the matter of equipment, sometimes a deciding factor in the success or failure of a plan; while the next chapter explains matters of tactical importance,

centring around the adventuring party and the roles that each character can fulfil within one. Next comes an exhaustive look at the role of magic and its uses in the different situations that adventurers might find themselves in and the options a spellcaster can choose when specialising in certain tasks. Finally a chapter dealing with the establishment of a home base, a place where adventurers can rest, recover and regroup.

The second part is *A World of Adventure*, which focuses on those aspects of a character's life that are outside of his control and to which he must adapt and learn before trying to survive or thrive. This section starts with the most common milieu of an adventurer's travels: the wild places of the world, which include the underground landscapes where evils lurk. The next chapter details civilisation, where adventurers find challenges of a very different nature. Last comes the strangest adventuring stage of all in the form of the otherworlds, the alien planes of existence that are the home of gods, demons and all sorts of fantastical creatures.

The last part of the book, *Playing the Adventurer*, consists of topics that focus more on the players than on their characters. Featuring optional activities they can take 'out-of-character' and outside of the game to improve the flow of a gaming session, as well as to solve disputes and use all the tools that Internet technology offers contemporary gamers.

Armed with tonnes of advice and options, adventurers will find an answer to most of the situations they are bound to encounter within these pages and, even if they do not, at least there will be a few pointers, which can be adapted to the circumstances.





PART I: THE ADVENTURER'S CRAFT

GEARING UP

Adventuring equipment is like oxygen. Most of the time, you can safely forget about it. It does not become an issue until you need it and cannot get it.

Different Games Masters give different emphasis to it. Some will make you specify exactly what kind of items your character is carrying, going by the 'if it's not on your sheet, you haven't got it' rule, while others hardly restrict their players at all. Mundane equipment is not generally viewed as an exciting part of the game. When compared to a magical sword or wand, a simple glass bottle or wooden bowl is not going to engage the attention, especially since such things are of negligible value. This is a loss of potential gaming enjoyment, as part of the fun of roleplaying is in thinking your way out of a situation using only the equipment you have to hand.

THE IMPORTANCE OF EQUIPMENT

Weapons and armour aside, all adventurers need proper equipment for the roles they fulfil within the party. A rogue needs his tools, a wizard needs his spell components and books and a cleric needs incense, powdered silver and the other accoutrements of his faith. In addition to class-specific equipment, there needs to be a general collection of gear assembled with an eye to the adventure in hand. The consequences of being caught without the right equipment can range from mild inconvenience, such as taking longer to pick a lock while using a bent nail instead of specialist lockpicks, to death from exposure because you forgot to bring enough warm clothing or bedding to go around.

In packing equipment for an adventure, there is always a trade-off between moving speed and preparation for various possible eventualities. At one extreme you have the party who bring along everything they might possibly need, with mules wobbling under the weight of all their gear, while at the other end of the spectrum there is the group who 'travels light' with nothing much more than armour, weapons and clothing. *Portable holes* and *bags of holding* can help with logistics but are not a failsafe solution to the problem of packing equipment.

Equipment also has a way of coming in handy for uses other than its intended function. For example, a begging bowl can be used to bail a leaky boat,

a clasp knife can be turned into a fishhook for the larger variety of marine prey and a breastplate can be placed over the fire and used to cook on. As well as equipment with a set use and purpose, it is a good idea to pack generic equipment that may be used for many different purposes, such as oilskins, chalk and iron spikes.

The truly successful adventurer is the one who knows how to improvise with the available material. Having the right tool for the job is important but so too is knowing what to do when the tool has been lost, broken or taken away. Going through the equipment you have in your possession is an important and inevitable step when you are trying to get past a challenging trap or think your way through a difficult situation. Even something so insignificant as a button or hairpin can be useful in the right circumstances, such as causing a tiny distracting noise in the first instance or making someone yelp aloud in the second.

WHAT TO PACK FOR A...

In the following section, we look at the essentials that any adventurer should have with him and any party should invest in. With these items as part of your itinerary, you should be well prepared for any environmental conditions and local hazards you might encounter. A further entry shows how the equipment is best stored for the journey.

Sea Voyage

The following are essential items for a journey by sea of any great length. This assumes that the members of the party are crewing and sailing the boat themselves rather than paying for passage. When you pay to travel as a passenger, you only need to pack those items you will need at the other end of the journey, unless you have a specific reason not to trust the competence of the captain or crew.

Individual: Oilskins are necessary, because it is easy to get drenched by a wave in a rough sea. Having wet clothes negates any bonus that the clothing might otherwise have provided to a Fortitude saving throw against the effects of cold and actually applies a -2 circumstance penalty to any such save. Characters in soaking wet clothes count as 'unprotected' for the purpose of exposure to cold or severely cold weather; see *Core Rulebook II*. Bring along a change of clothes in case you fall in or are caught without protection.

Characters who habitually wear heavy armour should think about packing a spare set of lighter armour to use while aboard ship. If you absolutely *must*

go about on deck armoured, which is usually not necessary unless marine creatures attack, it is best to wear a set that will not cause you to sink like a stone if you should get washed overboard. It is generally better to go without armour on a ship's deck if you can help it, as shipboard life involves a lot of climbing and swimming, skills that are hampered if you wear armour. If a hostile ship is sighted and begins to close the distance, you will usually have time to don your armour, if you have help.

When on deck in rough weather, it is a good idea to have a belaying pin with you at all times. A belaying pin is a wooden dowel that is fitted into a prepared socket in the ship, so that a rope can be tied or 'belayed' to it. It can be used as a club and is often so employed by press gangs. If the ship rocks or large waves smash over the sides, you can fit your belaying pin into one of the sockets in the ship's side or the mast and hang on to it. Doing so will grant a +2 circumstance bonus



to your Strength ability check to avoid being knocked prone or washed overboard.

Group: A spare compass (in case the ship's should be damaged) is a very sensible choice of item to bring with you. If you have a needle, a cork and a lodestone, you may make your own compass by magnetising the needle, pushing it through the cork and floating it in water.

If there are no clerics or druids in the party to cast *create water* for the others, then casks of drinking water are vital. If you are using a small boat, then take fishing tackle such as a rod and line or fish spears. The ability to catch your own food will serve you well if rations should run low. The stores of food on board a sailing ship should be of a kind that will keep, such as hardtack biscuit, dried fish or salted meats. Some clerics have used *gentle repose* to preserve animal carcasses so that they will last for longer (a somewhat unorthodox use of the spell) but even these methods only keep a creature preserved for a limited time after setting out from port.

If the ship is sufficiently large, then live animals can be brought along and slaughtered when required. Pigs are especially suitable for this purpose, as are chickens, which also supply eggs as well as their flesh. You can also throw live animals to marine monsters to dissuade them from attacking, as they may be doing so out of hunger.

It is wise to bring some items along to trade with the undersea races, as this can sweeten relations between the party and the denizens of the deep such as merfolk, tritons and locathah. Ironwood weapons fitted with weights to keep them from floating are perfect for underwater use. Metal that does not rust (such as properly forged steel) is ideal to trade with the more warlike races, as they cannot be smelted underwater and must be acquired through trade with the surface races. Sahuagin are not likely to let a ship pass without attempting to raid it. Bartering passage is preferable to fighting your way through, as you might be able to defend yourself well enough, but a few boards prized off the bottom of the vessel by sahuagin weapons can bring your excursion to a premature end.

The ship herself will need a store of carpentry equipment and raw timber so repairs can be made to the mast and hull should they become damaged. Spare sailcloth and heavy yarn are also vital in case a catapult shot should hole your sails or a fire should