

In LiveHack, adventurers adventure because it's their whole life. There is no surface world to return to for a respite, there is only the dungeon, which goes on endlessly. Adventurers hear rumors that if you go up enough levels, that you might eventually emerge in a heavenly world where there is no ceiling. But most regard this legend as just that, pointless rumors. One thing is sure, the higher the level, the nastier the competition for resources, as the toughest monsters live up there.

How high can you climb?

The rules below are consistent with the random dungeons produced here:

<http://donjon.bin.sh/d20/dungeon/index.cgi>

Additional content for rooms can be found here:

<http://dcrouzet.chez-alice.fr/gaming/d20downloads.htm>

The rules for the game are broken down into the following sections:

- [Adventurer Construction](#)
- [Resolution](#)
- [Adventurer Improvement](#)
- [Adventuring](#)
- [Roll Type Example Quick Reference](#)
- [Playtest Area](#)

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