# Dungeon Delving
White Box Edition

Somewhat More Complete Guidelines for 0e-Based Tabletop Roleplaying
Compiled from the Great Ideas of Many People and Lightly Edited
Compatible with *Swords & Wizardry WhiteBox Rules*

Draft Version: 11 Nov 2022
Third Public Draft

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DRAFT
VERSION

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Compatible with *Swords & Wizardry WhiteBox Rules* and most other games based on the 1974 "0e" edition of the world's most popular fantasy roleplaying game.

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Special Thanks to all those great designers who came before, especially: Dave Arneson, Gary Gygax, Matt Finch, Marv Breig, John M. Stater, Simon J. Bull, James M. Spahn, Anders Honoré, Mason Waaler, Michael Shorten, Gavin Norman, and Charlie Mason

NOTES ON THIS DRAFT DOCUMENT

Background on this WB version:: I gave copies of the standard 3rd printing of S&W:WB to six of the people in my current Sunday game group who had never played any version of D&D before, but wanted to give it a try since the other two players in the game talked about it a lot. They've played TinyD6 system games for the last 5 years, so they aren't new to gaming.

I was surprised to receive comments that S&W:WB seemed very incomplete. For an exploration game, it did not seem to have much information on how to actually explore dungeons and wilderness nor did it have any information at all (other than wandering monster tables) on how to create dungeons or wilderness areas to explore. I was even more surprised to discover that they were correct. I've been playing since 1975 and don't really need this info – so I never noticed that it wasn't included – although it was a major part of the original three booklets.

Purpose of this WB version: The main purpose is to include some of this "missing" information to make WB more friendly to people who didn't start playing with the actual original edition. Also add the optional thief class and some simple guidelines for domains. And to do some minor rules clean-up along the way.

Note that making the major changes to standard WB 3rd rules **is not** a goal

New Material: This draft includes the following new material not in WB 3rd Printing:

- In PUBLIC DRAFT 3: Some minor reordering of material.
- ADDED in PUBLIC DRAFT 3: Introduction, Appendix B.
- ADDED in PUBLIC DRAFT 3: Dyson Logos blank maps in Appendix A.
- ADDED in PUBLIC DRAFT 3: Alternate method (leveled) for handling individual humans.
- ADDED in PUBLIC DRAFT 2: Large selection of animals and Humans in Chapter 7. Aerial Exploration in Chapter 5. The Running the Game chapter was split into two chapters one on creating campaigns/adventures and the other on actually running a game – much new material added.
- REVISED in PUBLIC DRAFT 2: The optional Thief Class in Chapter 2 (includes non-thief usage of thief abilities).
- Some equipment item descriptions and some optional

packages of equipment to make it faster to outfit new characters.
- Sections on Dungeon Exploration, Wilderness Exploration and Ocean Exploration in Chapter 5. These come from one of the Microlite74 games.
- Sections on Dungeon, Wilderness, and Settlement Design in Chapter 9. These come from several OGC sources combined. The wilderness and settlement sections still need more work.
- A section on Strongholds and Domains (taken from OGC content.)

Major Stuff Left to Do:
1. Check new material for completeness and to be sure new stuff does not contradict old stuff (errors like different prices, different ways of handling the same thing, etc.)
2. Proofread!!!!!

Minor Stuff Left to Do:
1. Find a better name?

Once happy with the contents and text, there will be proofreading and layout. Format will be 6x9 to make it easy to print and view on tablets. As this will be a free PDF, art will be public domain and/or freely usable Creative Commons.

PDF will be free – not pay-what-you-want. If printed copies can easily be made available at-cost somewhere (Amazon? Lulu?) they will be.

Comments and Ideas are welcome!

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INTRODUCTION

Dungeon Delving: White Box Edition is a version of the original tabletop fantasy roleplaying game published in 1974 (hereafter called "0e"). It is not a perfect clone of 0e, however. Fortunately, as the original 0e booklets in all their messy glory are available for purchase in PDF form, a perfect clone is not required. Instead *Dungeon Delving: White Box Edition* reorganizes and restates the material in the 0e rulebooks in a hopefully mush better organized and easier to understand form. It also makes several noticeable changes to 0e.

- **Armor Class:** 0e used a descending armor class system (the lower the AC the better protection it provided). Many – if not most – players today prefer an ascending armor class system (the higher the AC the better the protection) as it is easier to work with mathematically for many people. *Dungeon Delving: White Box Edition* includes both systems and the referee can choose the system that is easiest for the players at their table.
- **Treasure Determination:** The method used to randomly determine what treasure a monster has is different from 0e. It is based on a monster's power instead of arbitrary groupings of monsters.
- **Thief Class:** The thief class originally appeared in the first supplement to 0e. While it quickly came to be considered the fourth core class, it was somewhat poorly designed. The class was almost useless at lower levels and it was never clear how the abilities of the class interacted with the normal abilities any character had to do similar things. While *Dungeon Delving: White Box Edition* generally limits itself to pre-supplement one material, the thief class is included as an option because so many players consider it a core class. This optional thief class has different mechanics than the 0e version to make it work better at all levels and to integrate it with the abilities common to all.

As 0e was often vague in places and even occasionally contradictory, there ae probably many other places where 0e material could be interpreted differently the way the authors, editors, and compilers of *Dungeon Delving: White Box Edition* did. If the reader's interpretation of these areas of 0e if differs, then these differences will be seen as other (usually minor) changes to 0e.

Not Rules But Guidelines for the Referee: As 0e itself (see page 4 in the first volume), the material in *Dungeon Delving: White Box Edition* are not rules to be followed so much as guidelines for the referee to use as a framework to build their own fantasy campaign around. The material in this book isn't intended to provide rules that cover all possibilities but rather to provide guidelines that allow the referee to easily handle most common situations that are likely to frequently arise in fairly standard fantasy adventure. Referees are encouraged to change the

material herein and add new material as needed to suit their campaign setting and the players in their campaign who make that setting come alive. One size does not fit all and there is no one true way.

In fact, the only two actual rules to *Dungeon Delving: White Box Edition* are:

RULE 0: The referee – and not the "rules" in this book, any other book or other source -- is the final authority on their campaign.

RULE 1: The campaign is supposed to be fun for both the players and the referee. If some of the guidelines in this book or other material used in the campaign (including material created by the referee) are regularly and consistently causing "not fun" at the table, the referee should change them. Of course, "fun" is subjective. What is "fun" for some people is "not fun at all" to others.

Campaign Possibilities: While *Dungeon Delving: White Box Edition* (and 0e) is designed for fantasy campaigns with a swords and sorcery feel, they can easily handle high or even epic fantasy with an appropriate setting and a bit of "rules-tweaking". In fact, with some work by the referee guidelines can be modified to work with many other genres including science fiction, post-apocalypse, and even modern day and superheroes. Many such modifications are available both as fan projects and commercially.

CHAPTER 1: GETTING STARTED

Dungeon Delving White Box Edition requires two kinds of participants: (1) The Referee and (2) the Player. For Players, the first step in playing the game is to create a Player Character (PC). This is a simple matter of rolling some dice to determine your character's strength and other basic attributes, picking a character class, and buying in-game equipment. If you're the Referee, however, you've got a bit more preparation to do—that's covered in Chapter 9.

ABOUT THE ALTERNATE RULES

Dungeon Delving White Box Edition is very easy to learn and play. The basic rules are simple and clear. As you create your character and read through the rules, you will see that there are several "Alternate Rules" described. These are for customizing the game to fit the way you want to play, but if you are the Referee and this is your first time running a game like this, stick with the basic rules and customize later. The alternate rules, plus any new rules that you and your group invent, are often called "House Rules," because each gaming group will use a different mix of alternate and invented rules. This is a good thing – eventually you're supposed to customize your game to fit what you want, not to follow the "official" rules forever and ever.

COMPLETENESS

As mentioned in the introduction, the most important rule in *Dungeon Delving White Box Edition* is that the Referee always has the right to modify the rules. In fact, it's encouraged! There are gaps in the rules—holes left open on purpose—because much of the fun of "old school" gaming is being able to make up rules as needed.

NOT MENTIONED DOES NOT MEAN PROHIBITED

Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in the campaign, it seems to be a very common way to view RPG rules. This assumption is specifically not true for this game: the millions of possible activities not mentioned in this book are not prohibited, they are up to the Referee to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players in a Dungeon Delving: White Box Edition game should ask their Referee instead of simply assuming something is prohibited because the rules do not mention it.

DICE

Dungeon Delving White Box Edition uses several different types of dice, and they are abbreviated herein according to the number of sides they have. For example, a four-sided die is noted as "d4." If this text requires a player to roll "3d4" that means to roll three (3) four-sided dice and add the results together. Other die types (six-sided, eight-sided, ten-sided, twelve-sided, and twenty-sided) follow in the same manner.

There is no die with 100 sides. When asked to roll d100 (also d00), roll two (2) ten-sided dice, treating the first roll as the "tens" and the second as the "ones." So, if one were to roll a "7" and then a "3", the result would be "73."

The roll of two zeroes is treated as a result of "100," so you cannot roll a "0" on percentile dice. The lowest result possible is a "1."

CHARACTER SHEETS

A character sheet is a piece of paper designed to organize and contain any and all necessary PC information, for the benefit of both the Referee and Player. For Dungeon Delving White Box Edition, the character sheet could be something as simple as a 3x5" index card—with equipment and spells written on the back:

ATTRIBUTE SCORES

The basic abilities are numbers which represent the Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma of a character. The standard way to create attribute scores is to roll 3d6 for each attribute in the previously mentioned order. Once those rolls have been made, it is often obvious which type of character best fits the abilities—though, the player always has the option to play any class desired. Once the player decides on a class, points from other attributes may be shifted around, but only into the "Prime Attribute" of that character class (Prime Attributes are discussed later). Shifting points around may not lower another ability score below 9, however.

Some Referees allow more flexibility. One example is to let the players roll 3d6 a total of six times and arrange the rolls however they want. This allows the player to put the best results into abilities that best suit the type of character the player wants to be. There are several house rules that can be invented for this later on, if you choose.

ALTERNATE RULE: UNIVERSAL ATTRIBUTE BONUS

Dungeon Delving White Box Edition doesn't give many bonuses for having high attribute scores. You can modify the game to increase the effect that these scores have. One quick way to do this is to use the UAB table below whenever you need a

quick rule. Feel free to tinker with the values, if you even decide to even use them at all! For example, if you prefer the "average" range to be 9–12, adjust the table accordingly.

Universal Attribute Bonus (UAB) Table

Attribute Roll	Description	Bonus
3-6	Below Average	-1 (or -5%)
7–14	Average	None
15–18	Above Average	+1 (or +5%)

EXPERIENCE BONUS

Each character gets a bonus percentage to their "experience points" (XP) that will increase the amount of experience points gained during an adventure. All characters add together the following: 5% if the character's Prime Attribute is 15+, 5% if Wisdom is 15+, and 5% if Charisma is 15+. A Cleric with Wisdom of 15+ gets the 5% bonus twice: once because it is the Prime Attribute for a Cleric, and again because it is applied to all characters. The maximum attainable bonus is 15%. All awards of XP to the character during play will be increased by the amount of the bonus (by 0%, 5%, 10%, or 15%, whichever it is).

An *alternate method* for the experience point bonus is simply to give the character a bonus of 10% if the Prime Attribute is 15+, 5% if the Prime Attribute is 13-14, and –10% if the Prime Attribute is lower than 9. There is no bonus for scores between 9 and 12. If you use this method, do *not* also give the +5% bonuses described in the basic rules that follow: if you do it this way, the maximum XP bonus is 10%.

STRENGTH

Strength represents the character's physical power. It is the Prime Attribute for Fighters, so when a Fighter character has Strength of 15+, the character gets a 5% bonus to XP. If using UAB, Fighters can use their Strength Bonus to modify their "to-hit" and damage results when using melee weapons.

INTELLIGENCE

Intelligence represents IQ, reasoning, and the ability to solve puzzles or understand difficult concepts. A high Intelligence score gives a character an additional language for every point above 10. Intelligence is the Prime Attribute for Magic-users, who will get a 5% bonus to XP if the character's Intelligence is 15+.If using UAB, Magic-users can use their Intelligence Bonus to improve "spell effectiveness" (i.e. target suffers a loss on his saving throw).

WISDOM

Wisdom determines a character's insight, perception, and good judgment. Wisdom is the Prime Attribute for Clerics. Any character with a Wisdom score of 15+ gets a 5% bonus to XP, and a Cleric character with Wisdom 15+ gets another 5% (total of 10%) because it is the Prime Attribute for the Cleric class. If using UAB, Clerics can use their Wisdom Bonus to improve "spell effectiveness" in the same way Magic-users use their Intelligence Bonus.

CONSTITUTION

Constitution refers to the health and endurance of a character. A high Constitution score (15+) gives the character a +1 to each hit die, and a low score (6 or lower) gives a –1 penalty to each hit die (to minimum of 1).

DEXTERITY

Dexterity is a combination of coordination and quickness. Dexterity is the Prime Attribute for Thieves (if used), who will get a 5% bonus to XP if the character's Dexterity is 15+. A high Dexterity score (15+) gives a character a bonus on "to-hit" rolls when attacking with a bow or other ranged weapon, and a low score (8 or less) gives a penalty of -1 to such rolls. If using UAB, Dexterity can also be used to modify a character's Armor Class: -1 Bonus = AC worst by 1 point, +1 Bonus = AC better by 1 point. This may be limited to more swashbuckling campaigns or in games where armor is more limited.

CHARISMA

Charisma refers to a character's leadership ability. Any character with a Charisma of 15+ receives a 5% bonus to XP.

Charisma also determines the number of Non-Player Character (NPC) hirelings a character can acquire. These hirelings include specialists (ship captains, assassins, etc.) and non-human creatures, but do not usually include basic men-at-arms. Charisma modifies the loyalty of these NPCs (See "Loyalty").

Charisma Bonus Table

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

HIT POINTS

Hit points (HP) represent the amount of "damage" a character can take before dying: they are determined by the number of hit dice (HD) the character has at each level, which is found in the description of each character class later on. If a player begins the game with a 1st level Fighter (1+1 HD) the player would therefore roll 1 HD (1d6) and add "+1" to the end result to determine his PC's starting hit points. When the character accumulates enough XP to gain a level, usually a new hit die is rolled and added to the total (sometimes a new level only gives an additional hit point, though, not a whole new hit die).

Hit points are (optionally) re-rolled each time a Player Character gains a level. If the re-roll results in the character having fewer hit points for the new level than from the old level, the hit points remain the same.

STARTING GOLD

Roll 3d6 and multiply the result by 10. This represents the number of gold pieces (gp) that a character possesses at the start of the campaign.

ALIGNMENT

Alignments in the game are described as Law, Chaos, and Neutrality. In general, Law also corresponds to being "good," Chaos corresponds to being "evil," and Neutrality simply means that the character is indifferent between the two moral polarities. It is quite possible for the Referee to make the alignment system more complex: perhaps Lawful only means that you are in favor of centralized hierarchies in society, in which case you could actually be Lawful Evil as well as Lawful Good. It is a matter of preference if you want to make the alignment system more complex.

CHARACTER RETIREMENT

If a character reaches the highest level listed on the table for that character class, what happens? Does advancement stop? Does the character have to retire? Each group has its own play style and a preference for a given range of character levels for their games. If the Referee wants to extend the tables to allow higher-level characters, then go for it.

CHAPTER 2: CHARACTER CLASSES

There are three standard character classes in the game -- the Cleric, the Fighter, and the Magic-user – and one optional class – the Thief. The Referee is, of course, free to invent or allow other character classes in the game.

Regardless of character class, all player characters are adventurers and unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring skills such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and to have a *rough* idea of the value of *common* coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.

READING CHARACTER CLASS TABLES

Level: Refers to the experience level of the character.

Exp. Points (XP): This is the total number of Experience Points needed to advance to this level.

Hit Dice (HD): This is the number of d6 Hit Dice at that level. Characters re-roll their HD each time they advance a level to obtain their hit points. (If rolls result in fewer hit points, however, ignore them and maintain your current amount until next level.) If a bonus (e.g. +1) is given add it to the final total (not to each die rolled)

To Hit: This is the "Base Hit Bonus" added to the attack roll when Ascending Armor Class (AAC) is used.

Saving Throw (ST): This is the Saving Throw number for the character trying to avoid a perilous event or something terrible.

Spells: This is the number of spells of each spell level the character can memorize/prepare each day.

THE CLERIC

Clerics are armored priests who serve a particular alignment, religion, or patron deity. Players may make up the details if the Referee doesn't use a particular mythology for the campaign. Mythologies and other details of a campaign world often come later if the Referee is just starting.

Regardless of the details, the Cleric is a champion of his faith and/or moral alignment. The character might be a sinister witch-hunter, an exorcist of demons, a shining knight of the faith, or a secret agent of some temple hierarchy. Since many

of the Cleric's abilities are oriented toward healing and protecting, they tend to play a support role during combat. However, they are able to stand shoulder-to-shoulder with the party's Fighters if need be—at least for a while. Clerics must be either Lawful (good) or Chaotic (evil). There are no Neutral Clerics unless the Referee decides otherwise. Chaos, Law, and Neutrality are described further on.

Cleric Advancement Table

Level	Exp. Points	Hit Dice (d6)	To Hit	Saving Throw	Spells				
					1	2	3	4	5
1	0	1	+0	15	–	–	–	–	–
2	2,000	2	+0	14	1	–	–	–	–
3	4,000	3	+0	13	2	–	–	–	–
4	8,000	3+1	+1	12	2	1	–	–	–
5	16,000	4	+1	11	2	2	1	–	–
6	32,000	5	+2	10	2	2	1	1	–
7	64,000	6	+2	9	2	2	2	1	1
8	128,000	6+1	+3	8	2	2	2	2	2
9	256,000	7	+4	7	3	3	3	2	2
10	512,000	8	+5	6	3	3	3	3	3

CLERIC CLASS ABILITIES

Weapon and Armor Restrictions: Because Clerics are forbidden the shedding of blood, they may only use blunt weapons (club, flail, mace, etc.) and the only missile weapon they are allowed is oil. Clerics have no armor restrictions.

Spell Casting: Clerics cast divine spells from a specific spell list, as per the Cleric Advancement table. Each day, the Cleric prays for a certain set of spells, choosing any spells from the standard list. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric uses the standard spell list.

Saving Throw: Clerics receive a +2 bonus on saving throws vs. poison and paralysis (unless the alternative "Saving Throw Matrix" is used).

Banishing Undead: Clerics can use their holiness to "Turn" the undead, causing them to flee (See Turning Undead, Page 22).

Establish Temple: At tenth level, a Cleric who chooses to build and dedicate a temple to a deity may attract a body of loyal followers who swear fealty to the character. If the Cleric changes alignment after establishing a Temple, the character will lose any followers (and probably face a mutiny).

Experience Bonus for Wisdom: Wisdom is the Prime Attribute for Clerics. Clerics with Wisdom of 15 or higher receive a 10% to experience, 5% as normal, and 5% because it is the Prime Attribute for the class.

TURNING THE UNDEAD

Lawful clerics (only) have the ability to "turn" the undead, causing them to flee or destroying them outright. When a turning attempt is made, roll 3d6 and consult the Turning Undead table (see below) for the result.

If the result on the dice is equal to or greater than the number shown on the table, all undead creatures of the targeted type are turned and will flee for 3d6 rounds (or cower helplessly if they are unable to flee).

For Lawfully aligned Clerics, if the table indicates a "D" then the undead creature is destroyed automatically and will crumble to dust.

Turning Undead Table

Undead HD	Examples	Clerical Level									
		1	2	3	4	5	6	7	8	9	10
1	Skeleton	10	7	4	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D	D
5		–	17	15	13	10	7	4	D	D	D
6	Mummy	–	–	17	15	13	10	7	4	D	D
7	Spectre	–	–	–	17	15	13	10	7	4	D
8	Vampire	–	–	–	–	17	15	13	10	7	4
9–11		–	–	–	–	–	17	15	13	10	7
12–18	Lich	–	–	–	–	–	–	17	15	13	10
varies	Demon	–	–	–	–	–	–	–	17	15	13

TURN UNDEAD (VARIANT)

Referees who wish to limit the use of the Turn Undead ability might try to count this as merely a 1st level Cleric spell.

CHAOTIC CLERICS AND THE UNDEAD

Many Referees allow Chaotic clerics as well as Lawful clerics to turn the Undead. If Chaotic clerics are allowed to turn the undead, treat a result of "D" on the table a bit differently; instead of destroying the undead creature, the Chaotic cleric has forced it into servitude. It will follow the character's commands, although the Referee will decide the limitations on this power. Perhaps the cleric can only keep a certain number of undead under control at one time (or a certain number of hit dice) – the cleric's level is a good number to use for this limit, whether it stands for a maximum number of Undead creatures or for a maximum number of total hit dice.

THE FIGHTER

The Fighter is a warrior, trained in battle and in the use of armor and weapons. Your character might be a ferocious Viking raider, a roaming samurai, or a medieval knight. Because they are the best equipped of all the character classes to dish out and absorb damage, Fighters often end up on the front lines, going toe-to-toe with dragons, goblins, and evil cultists. If you are the party's Fighter, the down-and-dirty work is up to you.

Fighter Advancement Table

Level	Exp. Points	Hit Dice (d6)	To Hit	Saving Throw
1	0	1+1	+0	14
2	1,500	2	+1	13
3	3,000	3	+2	12
4	6,000	4	+2	11
5	12,000	5	+3	10
6	24,000	6	+4	9
7	48,000	7	+4	8
8	96,000	8	+5	7
9	192,000	9	+6	6
10	384,000	10	+6	5

FIGHTER CLASS ABILITIES

Weapon and Armor Restrictions: Fighters are trained in warfare and, as such, have no restrictions on the kind of weapons or armor they can use.

Combat Machine: Against foes of one hit dice (HD) or fewer, Fighters get one attack per level each combat round.

Saving Throw: Fighters receive a +2 bonus on saving throws vs. death and poison (unless the alternative "Saving Throw Matrix" is used).

Establish Stronghold: At ninth level, a Fighter who chooses to build a castle is considered to have reached the rank of "Baron" or "Baroness," bestowed by the local ruler or monarch. The character may choose to attract a body of men-at-arms, who will swear their fealty as loyal followers.

Experience Bonus for Strength: Strength is the Prime Attribute for Fighters, which means that a Strength score of 15+ grants an additional 5% experience.

THE MAGIC-USER

The Magic-user is a mysterious figure, a student of arcane powers and spell casting. They can be devastating opponents. However, at lower levels, they are quite

vulnerable and must be protected by the other party members. As Magic-users progress, they generally become the most powerful of the character classes—holding sway over the political destinies of great kingdoms and able to create wondrous magical artifacts.

Magic-User Advancement Table

Level	Exp. Points	Hit Dice(d6)	To Hit	Saving Throw	Spells					
					1	2	3	4	5	6
1	0	1	+0	15	1	–	–	–	–	–
2	2,500	1+1	+0	14	2	–	–	–	–	–
3	5,000	2	+0	13	3	1	–	–	–	–
4	10,000	2+1	+0	12	4	2	–	–	–	–
5	20,000	3	+	11	4	2	1	–	–	–
6	40,000	3+1	+1	10	4	2	2	–	–	–
7	80,000	4	+2	9	4	3	2	1	–	–
8	160,000	4+1	+2	8	4	3	3	2	–	–
9	320,000	5	+3	7	4	3	3	2	1	–
10	640,000	5+1	+3	6	4	4	3	2	2	–
11	-	6	+4	5	4	4	4	3	3	–
12	-	6+1	+4	4	4	4	4	4	4	1
13	-	7	+4	3	5	5	5	4	4	2
14	-	7+1	+5	2	5	5	5	4	4	3
15	–	8	+6	2	5	5	5	4	4	4
16	–	8+1	+7	2	5	5	5	5	5	5

MAGIC-USER CLASS ABILITIES

Weapon and Armor Restrictions: Magic-users tend to spend their waking hours in study of arcane tomes and scrolls. As such, they have little time to train with weapons or learn how to properly engage in physical combat. Magic-users may only wield daggers or staves, and are not allowed the use of armor.

Spell Casting: Unlike the Cleric, the Magic-user owns a book of spells—which does not necessarily include all of the spells on the standard lists. Reading from this book, the Magic-user presses a select spell formula into his mind, effectively "preparing" it to be cast. Once a prepared spell is cast, the spell formulae disappears from the Magic-user's mind, and must be prepared again before another attempt can be made to cast it. However, it is possible to prepare a spell multiple times using the available "slots" in the Magic-user's memory. If the Magic-user finds spell scrolls during an adventure, he can copy them into his spell book.

Saving Throw: Magic-users receive a +2 bonus on saving throws vs. spells—including those cast from wands and staves (unless the Alternate "Saving Throw Matrix" is used).

Establish Tower: At tenth level, a Magic-user gains the title of "witch" or "wizard" and can build a stronghold to house her library and laboratory. She will attract a mix of mercenaries, strange servants and even a few monsters (like flying monkeys). This motley crew will swear fealty to her and serve her with whatever loyalty she can inspire.

Experience Bonus for Intelligence*:* Intelligence is the Prime Attribute for Magic-users, which means that an Intelligence score of 15+ grants them an additional 5% to all experience points awarded.

THE THIEF (OPTIONAL)

While there are many who wield sword and spell while exploring tombs and dungeons, the thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, he is not a combatant by trade. Instead he strikes from the shadows and his keen eyes see dangers that his companions do not. Thieves are rarely noble, but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them very useful to dungeoneers and explorers and there are some among their ilk who hold to a code of "honor among thieves."

Thieves often go equipped with but a few weapons and light armor, and rely on picks and tools for survival. When combat does arise, they fade into the darkness, ready to plunge a dagger into the backs of unsuspecting foes. The rare thief who manages to amass fortune and glory is likely to retire and start a guild of others with similar skills.

Thief Advancement Table

Level	Exp. Points	Hit Dice(d6)	To Hit	Saving Throw	Hear	Read	Climb	Thievery
Normal	*As Character's Class*				1	-	2	1
1	0	1	+0	14	3	2	4	3
2	1,250	2	+0	13	3	2	4	3
3	2,500	3	+0	12	3	3	5	4
4	5,000	3+1	+1	11	4	3	5	4
5	10,000	4	+1	10	4	3	5	4
6	20,000	5	+2	9	4	4	5	5
7	40,000	6	+2	8	5	4	5	5
8	80,000	6+1	+3	7	5	4	10*	5
9	160,000	7	+4	6	5	4	10*	10*
10	320,000	8	+5	5	5	5	11*	10*

* Roll number or lower on 2D6 for success

THIEF ABILITIES

Weapons And Armor Restrictions: Thieves are agile and skilled in combat. They may wield any weapon. However, they prefer to rely on their reflexes and only wear leather armor.

Back Stab: A Thief attacking from behind gains a +4 bonus to hit and inflicts double damage. At levels 5-8 the thief inflicts triple damage. At levels 9-10 the thief inflicts quadruple damage.

Thieves Cant: Thieves Cant is less a formal language and more a form of lingo and double-speak that is used between thieves to communicate in public places about illegal activities without being understood by outsiders. As long as both the speaker and listener are thieves who are able to hear one another, they can communicate effectively – though only in matters directly related to their profession.

Saving Throw: Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

Hear: Roll number listed or lower on a D6 to hear noises behind closed doors, closed windows, etc. Controlling Attribute: Wisdom.

Read: Roll number listed or higher on a D6 to read unfamiliar languages. Note that this allows the Thief to obtain the general gist of the material not a total translation. Controlling Attribute: Intelligence.

Climb: Roll number listed or lower on a D6 to climb walls, cliffs, etc. -- even without tools or rope. Controlling Attribute: Higher of Strength or Dexterity..

Thievery: Thieves are stealthy and light-footed. The thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving, etc.. The Referee has the final say as to whether an action falls under the purview of thievery or not. When the thief attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the thievery ability, the thief is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail, and the thief always believes he is successful. Controlling Attribute: Dexterity.

Establish Guild: A thief of ninth or higher level may choose to establish a secret hideout, often in an urban location. He will attract the attention and service of other, lower-leveled, thieves who hope to learn from a master. He is known as a Guild Master, and those who arrive are members of his Thieves Guild. In return for a cut of their earnings, the thief will provide these apprentices with protection from local law enforcement as much as he is able.

Experience Bonus For Dexterity: Dexterity is the Prime Attribute for Thieves, which means that a Dexterity score of 15+ grants an additional 5% experience.

Non-Thieves and Stealth: Many thief abilities can be used by a character of any class or even intelligent beings without any class. They use the "Normal" line in the Thief advancement table. Non-Thieves using proper climbing equipment add +2 to their Climb ability. (Thieves automatically succeed with Climb if using proper climbing equipment.)

Attribute and Racial Bonuses: If a character has a 15 or greater in an ability's Controlling Attribute they increase their chance of success with the ability by 1 (to a maximum of 5). Demi-Humans receive additional adjustments in some cases:

- **Dwarves**: -1 to Climb (to a minimum of 1). +1 hide and +1 to move silently when in caves, mines, dungeons, and similar underground areas.
- **Elves**: +1 to hide and +1 to move silently (+2 in woodlands). +1 to Read.
- **Halflings**: -1 to Climb (to a minimum of 1). +2 hide and move silently when outdoors in natural surroundings (+3 if alone or only with other halflings).

CHAPTER 3: CHARACTER RACES

In a fantasy world, humans often aren't alone. Elves may populate the great forests, Dwarves may carve their halls and mines into the heart of the earth, and Halflings may reside in the comfortable hill-houses of their bucolic shires. By contrast, some fantasy worlds depict an isolated human race pitted against ancient pre-human evils and the grim, savage wilderness of worlds at the dawn (or dusk) of human civilization itself. Some fantasy worlds, as a third example, accentuate the bizarre, with a wide variety of fantasy races available to the players—such worlds are filled with conflict and contradictions, always with a new wonder to be found beyond the next corner. The Referee determines what non-human races, if any, you can choose for your character.

THE DWARF

Dwarves tend to grow up in underground cities. As such, Dwarves easily take note of certain features of stonework: sloping corridors, moving walls, and traps made of stone (in particular: falling blocks, rigged ceilings, and tiny slits designed to release arrows, darts, or poison gas). There are no established rules or die roll for making use of these abilities; exactly what the Dwarf does or does not perceive is for the Referee to decide.

DWARVEN RACE ABILITIES

Character Advancement: The only character class available to Dwarves is that of the Fighter, and they are typically allowed to advance only as high as 6th level.

Weapon and Armor Restrictions: Like human Fighters, Dwarves have been trained in warfare and have no restrictions on the weapons or armor they may use.

Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting dwarves, and only inflict half the normal damage against them.

Keen Detection: Dwarves are good at spotting traps, slanting passages, and construction while underground.

Saving Throw: Dwarves do not use magic and, as such, are somewhat immune to its effects; they receive a +4 bonus on saving throws vs. magic (whether or not the alternate "Saving Throw Matrix" is used).

Languages: For campaigns that give each race its own dialect, Dwarves should be able to speak with gnomes, goblins, orcs, and kobolds.

THE ELF

The Referee can interpret Elves in many different ways. Are they faerie-folk of Irish legend, the Vanir of Norse mythology, or perhaps something more akin to the Elves of Tolkien's imagination?

As a baseline, most Elves are associated with magic as well as being skilled with the sword and bow. The Elven adventurer may choose, on any given day—perhaps when the moon rises—whether to use the capabilities of the Fighter or Magic-user. As a result, the Elf has two alternate advancement paths (experience points, hit dice, saving throws, "to-hit" bonuses, etc.) depending upon whether he donned steel that day or summoned up the power to cast spells.

Elves must use a spell book to prepare spells, just as a Magic-user. Spells disappear from his casting capability once they are cast, until prepared again.

ELVEN RACE ABILITIES

Character Advancement: Elves may use either the Fighter or Magic-user class advancement charts, to be announced at the start of an adventure. They are typically allowed to progress only to 4th level as Fighters and 8th as Magic-users.

Weapon and Armor Restrictions: When an Elf adventures as a Magic-user, the character has the same weapon and armor limitations as a Magic-user. The exception to this would be magic armor, which may still be worn even when the Elf is acting as a Magic-user.

Hereditary Foes: Elves gain an extra +1 ("to-hit" or to damage) when fighting goblins, orcs, intelligent undead, and lycanthropes. Elves are also immune to paralysis caused by undead such as ghouls.

Keen Detection: Elves are good at spotting hidden and concealed doors (1-4 on a d6 when searching, 1-2 on a d6 if just passing by).

Languages: For campaigns that give each race its own dialect, Elves should be able to speak with gnolls, goblins, orcs, and hobgoblins.

THE ELF (VARIANT)

Some Referees may want to allow the Elf to advance as a blend of Fighter and Magic-user instead of switching back and forth. In that model, the following advancement table might be used instead. Aside from Character Advancement and Weapon and Armor Restrictions, Elven Race Abilities remain the same.

Elf (Variant) Advancement Table

Level	Exp. Points	Hit Dice (d6)	Feats	Saving Throw	Spells 1	2	3
1	0	1+1		14	–	–	–
2	5,000	2		13	1	–	–
3	10,000	2+1		12	2	–	–
4	20,000	3		11	2	1	–
5	40,000	3+1		10	3	2	–
6	80,000	4		9	4	2	–
7	160,000	4+1		8	4	2	1
8	320,000	5		7	4	2	2
9	480,000	5+1		7	5	3	2
10	640,000	6		7	6	4	3

ELVEN RACE ABILITIES (VARIANT)

Weapon and Armor Restrictions: Elves would have the advantage of both magic and armor at the same time, so the Referee may limit the Elf to chain mail. Elves may not use two-handed weapons (two-handed sword, polearms, etc.) or shields while casting spells.

THE HALFLING

Halflings are short, often stout, and live in shires, rustic communities that are usually remote from those of larger folk. A few of them have a mildly adventurous spirit, enough to venture forth for a while at least, exploring the world beyond the farms and fields of the local shire.

HALFLING RACE ABILITIES

Character Advancement: The only character class available to Halflings is that of the Fighter, and they are typically allowed to advance only as high as 4th level.

Weapon and Armor Restrictions: Like human Fighters, the Halfling has no weapon or armor restrictions.

Fighting Giants: Giants, ogres, and similar giant-type creatures such as trolls are not good at fighting small creatures such as halflings and dwarves, and only inflict half the normal damage against them.

Deadly Accuracy with Missiles: Halflings receive a +2 "to-hit" when firing missile weapons in combat.

Near Invisibility: When not engaged in combat, Halflings can be quite stealthy, making themselves hard to spot and moving in almost total silence.

Saving Throw: Halflings are somewhat immune to magic, and receive +4 on saving throws vs. magic (even if the "Saving Throw Matrix" is used).

Languages: For campaigns that give each race its own dialect, Halflings should be able to speak with creatures that fit the style of the Referee's campaign.

CHAPTER 4: ITEMS AND EQUIPMENT

Each character starts with some gold pieces (3d6x10) at the beginning of the game, used to buy equipment. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp). Prices for equipment are listed on the tables below in amount of gold pieces. The Referee is encouraged to include additional items and equipment. To speed up initial purchases for a new character, package deals of common equipment are provided below for players who do not want to choose their equipment item-by-item.

EQUIPMENT WEIGHT

A "normal" level of miscellaneous equipment is assumed to weigh 10 pounds. If treasure is added to this, each coin and gem is assumed to weigh 0.1 pound.

ADVENTURING GEAR

Most of the items in the table below are self-explanatory, but extra details are useful for a few of them.

Holy symbol: Often needed for Cleric spells and for turning the undead. In some cases, silver ones work better.

Holy water: Causes damage when thrown on most types of undead creatures and demons (1d6hp). This can be useful, since many of the more-powerful undead and demons can otherwise only be damaged with magical weapons.

Lantern, bullseye: These shine a beam of light 60 feet long but only 10 feet wide, through a hole in the lantern's metal cylinder. They have a hinged cover, allowing the light to be hidden.

Lantern, hooded: These are normal lanterns open on all sides, with the flame shielded by glass. They shine a 30-foot radius of light in all directions.

Oil, lamp: A pint of oil will keep a lantern (either type) burning for 4 hours. Oil is also highly flammable; a lit flask of oil can be used as a thrown weapon to cause 1d4 points of damage with a successful hit, and 1 more point of damage per round for the next 2 rounds. Burning oil can also be used to create a hazard for pursuing monsters.

Torches: Torches burn for one hour and create a 30-foot radius of light. They are easily blown out by gusts of wind, and may even extinguish when dropped. However, if the party needs to set something on fire quickly – and they will – a lit torch can come in very handy.

Wolfsbane: Fresh wolfsbane will often keep werewolves at bay… temporarily.

Item	Cost (gp)
Backpack (30 lb. capacity)	5
Bedroll	2
Belladonna, bunch	10
Bottle (wine), glass	1
Case (map or scroll)	3
Crowbar	5
Flint and Steel	5
Garlic (1 lb.)	10
Grappling Hook	5
Hammer	2
Helmet	10
Holy Symbol, wooden	2
Holy Symbol, silver	25
Holy Water, small vial	25
Ink (1 ounce bottle)	1
Lantern, Bullseye	12
Lantern, Hooded	7
Mirror (small), steel	5
Oil (lamp), 1 pint	2
Pole, 10 ft.	1
Rations, trail (day)	1
Rations, dried (day)	3
Rope (50 ft.), hemp	1
Rope (50 ft.), silk	5
Sack (15 lb. capacity)	1
Sack (30 lb. capacity)	2
Shovel	5
Spellbook (blank)	100
Spikes (12), iron	1
Stakes (12), wooden	1
Tent	20
Torches (6)	1
Waterskin	1
Wolfsbane, bunch	10

TRANSPORTATION

Type	Cost (gp)
Armor, horse (barding)	320
Bags, saddle	10
Boat	100
Cart	80
Galley, large	30,000
Galley, small	10,000
Horse, draft	30
Horse, light riding	40
Mule	20
Raft	40
Saddle	25
Ship, sailing (large)	20,000
Ship, sailing (small)	5,000
Wagon, small	160
Warhorse, heavy	200
Warhorse, medium	100
Mule	20

MELEE WEAPONS

Weapon	Damage	Weight (lb.)	Cost (gp)
Axe, battle*	1d6+1	15	7
Axe, hand‡	1d6	5	3
Club	1d6	10	–
Dagger	1d6-1	2	3
Flail	1d6	15	8
Mace	1d6	10	5
Morning Star	1d6	15	6
Polearm (bardiche, halberd, etc.)*	1d6+1	15	7
Spear†‡	1d6	10	2
Staff*	1d6	10	1
Sword, long	1d6	10	10
Sword, short	1d6-1	5	8
Sword, two-handed*	1d6+1	15	15
Warhammer	1d6	10	5

* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as either a melee or missile weapon

MISSILE WEAPONS

Weapon	Damage	Rate of Fire*	Range	Weight (lb.)	Cost (gp)
Arrows (20)	–	–	–	1	5
Arrow, silver	–	–	–	1	5
Axe, hand	1d6	1	10 ft.	10	3
Bolt, crossbow (30)	–	–	–	5	5
Bow, long	1d6	2	70 ft.	5	40
Bow, short	1d6-1	2	50 ft.	5	25
Case (30 bolt capacity)	–	–	–	1	5
Crossbow, heavy	1d6+1	1/2	80 ft.	5	25
Crossbow, light	1d6-1	1	60 ft.	5	15
Pouch (20 stone capacity)	–	–	–	1	1
Quiver (20 arrow capacity)	–	–	–	1	5
Sling	–	1	30 ft.	1	2
Spear	1d6	1	20 ft.	10	2
Stones (20)	1d6	–	–	1	1

* Rate of Fire is the number of projectiles than can be fired per combat round

† There is a +2 "to-hit" bonus for missile weapons utilized at short range (x1), a +1 "to-hit" bonus at medium range (x2), and no bonus or penalty for long range (x3) attacks

Nota Bene: In the Original Game, all weapons did 1d6 damage, regardless of type. Dungeon Delving White Box Edition provides some slight variation. To play the Original Game as it was written, simply ignore all variations in weapon damage – they all inflict 1d6 damage regardless of whether the weapon is a two-handed sword or a dagger.

ARMOR

Armor	Effect on AC [AAC]	Weight (lb.)*	Cost
Chain mail	-4 [+4]	50	30
Leather	-2 [+2]	25	15
Plate mail	-6 [+6]	75	50
Shield	-1 [+1]	10	10

* At the Referee's discretion, magical armor weighs either half of its normal weight or nothing at all

EQUIPMENT PACKAGES

Players may elect to buy one or more of the following common equipment packages to speed up outfitting a character. Note that none of these packages include armor or weapons. Armor and weapons should be purchased in addition to one or more of these packages to completely equip a character.

BASE ADVENTURING PACKAGE (25 GP)

- Back pack (5gp)
- Large sack (2 gp)
- 1 week of standard rations (7 gp)
- Water skin (1 gp)
- 6 torches (1 gp)
- Flint and steel (5 gp)
- Suit of clothes (2 gp)
- Bedroll (2 gp)

DELVING PACKAGE (50GP)

- Lockpicks (30 gp)
- 20' spool of wire (10 gp)
- 6 sticks of chalk (1 gp)
- 12 iron spikes (6 gp)
- 6 wooden stakes (1 gp)
- Mallet (2 gp)

PREPARED ADVENTURER PACKAGE (25GP)

- Ink, quill, 10 pieces parchment (5 gp)
- 50' rope (1 gp)
- Lantern (10 gp)
- 3 flasks of oil (6 gp)
- 10' pole (1 gp)

BASIC MOUNT PACKAGE (75GP)

- Light Horse (40 gp)
- Saddle (25 gp)
- Saddle Bags (10 gp)

GROUP WILDERNESS PACKAGE (176GP)

- Mule (20 gp)
- Cart (80 gp)
- 4 Small tents (16 gp)
- 1 week iron rations (for four) (60 gp)

CALCULATING ARMOR CLASS

To calculate a character's Armor Class, you must decide which system to use. The two systems have the same numbers, but in one of them a high armor class is better, and in one a low armor class is worse. Just decide which you prefer: Numbers for the "Ascending" armor class system always appear in brackets [like this].

DESCENDING AC SYSTEM

In this system, an unarmored human has an AC of 9. The armor you buy lowers your AC and the lower the AC, the harder you are to hit. To calculate your Armor Class, look at the Armor table above, in the "Effect on…" column. For whatever type of armor you bought, subtract the number shown from your base AC of 9. That's your new Armor Class.

ASCENDING AC SYSTEM

For the ascending system, an unarmored person has an AAC of [10]. AAC means "ascending armor class," and it is used in brackets as a reminder of which system is in use. Your armor adds to your AAC, so the higher your AAC, the harder it is for your enemies to hit you. To calculate your Ascending Armor Class, look at the Armor table on the previous page, in the "Effect on…" column. For whatever type of armor you bought, add the number shown in brackets to your base AAC of [10]. That's your new Armor Class.

CONVERTING ARMOR CLASS SYSTEMS

To translate between the Ascending and Descending AC systems, the ascending armor class (AAC) and descending armor class (AC) values should add up to 19. Thus, AC 7 is the same as AAC [12] (19-7=12).

HIRING ASSISTANTS

Many characters, particularly when first starting an adventuring career, are in need of hirelings to assist in carrying loot or fighting monsters. Characters are free to create advertisements and inquire at local establishments to find available hirelings.

The table below assumes that a typical adventure lasts roughly one week. Prices are in gold pieces.

Assistant Costs

Hireling Type	Cost
Alchemist	250
Animal Trainer	125
Armorer	25
Assassin	500
Blacksmith	5
Captain, Ship	75
Engineer	200
Horseman	3
Non-combatant (servant, torch bearer)	2
Sage	500
Sailor	3
Soldier	5
Spy	125

These rates are for humans only. Demi-humans cost more to hire—and it may take more than just the promise of gold coins.

CHAPTER 5: PLAYING THE GAME

Once characters have been created, the Referee will describe where the characters are and what they can see. The game might start in a rural peasant village, a vast and teeming city spiked with towers and minarets, a castle, a tavern, or at the gates of an ancient tomb. From that point on, Players describe what their characters do. Going down stairs, attacking a dragon, talking to other Player Characters (PCs) or Non-Player Characters (NPCs) controlled by the Referee —all of these kinds of actions are decided by the players. The Referee then describes what happens as a result: the stairs lead down to a huge tomb, the dragon attacks the characters, etc. The rules below are guidelines handling events like combat, gaining experience, movement, healing, dying, and other important parts of the game.

Basically, you and the Referee work together, with the Referee handling the details of a dangerous fantasy world, and you handling what your character does in it. The epic story of your character's rise to greatness (or death in the effort) is yours to create in the Referee's world.

ADVENTURING: AN INTRODUCTION FOR NEW PLAYERS

Playing Dungeon Delving: White Box Edition is very simple! You act as the characters in an adventure that you and the Referee create together. And that is the easiest part of Dungeon Delving: White Box Edition!

The Referee describes where the character is, and what he sees. The game might start in a rural peasant village, in a vast and teeming city spiked with towers and minarets, in a castle, a tavern, or at the gates of an ancient tomb.

From that point on, you describe what your character does. Going down stairs, attacking a dragon, talking to the people you meet (either the characters being run by the other players, or non-player characters controlled by the Referee): all of these sorts of things are your decisions. The Referee then tells you what happens as a result: the stairs lead down to a huge tomb, the dragon attacks your character, etc.

The rules are guidelines for how to handle certain events; mainly combat, but also experience, movement, healing, dying, and other important parts of the game.

You might think that the Referee has an awful lot of power, but remember the Referee isn't "for" or "against" you. All the Referee does is tell you the results of your actions - or he tells you what kind of dice roll is required to figure out what happens. The Referee NEVER takes control of your character (unless you've been charmed by a monster or a similar situation – but those are extremely rare.)

Sometimes, the dice don't roll your way, or you may make a mistake, and your character dies. One of the things about a game like Dungeon Delving: White Box Edition is that it is deadly to adventurers. Many other games may make it so that you are automatically superheroes. In Dungeon Delving: White Box Edition, you are brave adventurers, but no more "powerful" than say Indiana Jones or a mercenary fresh out of the army. Facing monsters and mysterious things in the dark depths of a dungeon is a very risky thing!

Just remember that in Dungeon Delving: White Box Edition, unlike chess or checkers, there is no "one side wins, other side loses." If you die, that's a likely part of the game; it doesn't mean that you're a bad player. The cool thing is you can quickly and easily create another character and rejoin the game, sometimes within just a few minutes! Your Referee will help you out if that happens.

A CHARACTER'S ACTIONS

When you play, you describe what you're doing and the Referee tells you what happens. In almost all cases, the Referee gives you one of two answers: "Yes" or "I think you have a chance of doing that - roll dice and tell me what you get."

The Referee knows what is going on and he/she knows what the likelihood of success is for what your character is doing. Sometimes it's an automatic success like peeking around a corner to see what is on the other side. Other times, there might be a chance that you don't succeed, like sneaking behind a monster so you can get to the treasure it's guarding.

To resolve some situations, you have to roll dice to score under or over a number; the Referee tells you what you need to do. Sometimes you have to avoid rolling a specific number- the Referee tells you that too!

LIGHT IN THE DUNGEON

It is dark in the dungeon and characters need to see! Characters purchase candles, torches or lanterns to see with. They also must purchase a flint/steel to light the source with.

Torches and candles burn out in an hour. Lanterns need to be filled with oil from a flask – one flask lasts for 4 hours. Candles illuminate a circle of 10 feet out from around the person holding the candle. Torches and lanterns illuminate a circle of 30 feet out from the person holding it.

Monsters and other creatures in the dark can see someone holding a light source from far away, so be aware when you're creeping the dark holding your torch out in front of you – you can be seen!

OTHER USES OF OIL FLASKS

It's worth mentioning that those same oil flasks used to fill lanterns can be used as "flaming bombs". You can make an oil flask into a type of bomb and throw it at a monster, attempting to cover it with burning oil. To do so, you have to use a full flask of oil, spend your combat round preparing and lighting it, and then you can throw it the next round. If you successfully hit the monster, it is burned for 2d6 (2 six-sided dice) of damage! If you miss, though, you might end up hitting one of your friends! You also have to be fairly close (10 feet away) to do this.

ARMOR AND PROTECTION

Unarmored characters have a "base AAC (Ascending Armor Class)" of 10. Wearing armor improves (adds) to that score, as does a high dexterity. This means it's harder to hit you to cause damage if you wear better armor. If you have a low dexterity, the penalty makes your armor less effective (lowering your AAC).

CASTING SPELLS

So you're a mage and you want to cast your spell? It's simple; you just tell the Referee when you want to use the spell. After the spell is cast, he indicates if the spell succeeds, or if you need to roll a dice to determine its effect. If you cast a spell in combat, be warned - if you get hit while you're casting your spell, you won't be able to cast it!

TURNING UNDEAD

Clerics have the ability to turn undead, causing them to flee or even destroying them outright, when the cleric is powerful enough. To turn undead, the cleric presents their holy symbol at the undead, as their action for their turn during a combat round. When a turning attempt is made, you roll 2d6 to determine the how successful the turn undead attempt is.

ATTACK ROLLS

If you are going to attack a monster, you need to make an attack roll. You roll the twenty-sided dice (d20) and tell the Referee what the dice shows. If you have a high enough Strength (for melee, hand to hand combat) or Dexterity (for bows, slings and crossbows), you might get a bonus to your attack roll. There may be other bonuses or penalties that apply to your roll.

Attack Rolls are sometimes called "to hit" rolls, but this is not really accurate and can actually cause confusion. As rounds of combat last one minute, just about anyone with be able to hit their opponent at least once. The attack roll determines whether your any of your attacks during the round were successful in causing damage to your opponent. Missing your attack roll doesn't mean you never hit your

opponent, but that your blows were dodged, parried, failed to hit a weak point in the opponents, armor, or the like.

DAMAGE ROLL

If you hit, you get to roll damage! For most weapons, you roll 1d6 and do that much damage to your opponent. If you have a high enough Strength and you hit using a melee weapon, you can add your bonus (or apply your penalty) to the damage.

SAVING THROWS

Sometimes you may do something that requires you to "save" against it to prevent something from happening -- like if you drink poison, or a diseased zombie bites you, or a dragon breathes fire at you. Your saving throw is listed with your class.

DAMAGE AND DEATH

When a character (or creature) is hit, the amount of damage is deducted from his hit points. When hit points reach 0, the character is unconscious. If hit points drop below 0, the character may die.

GAINING EXPERIENCE

Characters are awarded Experience Points (XP) for killing monsters and accumulating treasure. Monsters have set Experience Point values in their descriptions, and one gold piece acquired is equal to one XP. Experience is awarded for accumulating treasure because every gold piece gained by a character is an index of his player's skill. Awarding experience only for killing monsters fails to reward a party of adventurers that successfully lures a dragon away from its hoard so that its treasure can be stolen without a fight— it fails to reward characters that operate by intelligence, stealth, trickery, and misdirection.

Each character class has a Prime Attribute listed in its description, and the character creation process details how to determine the character's total XP bonus. There are two different ways of doing it, but each one results in a percent bonus. If a character's bonus is 10%, for example, and the Referee awards 1000xp to each character, that particular character would get 1100xp (10% of 1000 is 100, so the character gets a bonus of 100xp).

TIME

The Referee will be required to make general rulings on the passage of time during the course of a campaign (e.g. "A few hours later...") and should be governed by common sense. There are, however, two important time measurements that merit brief definitions--the "turn" and "combat round." A turn (lasting ten minutes) is used to track and measure actions, movement and resources when our intrepid

adventurers are in dangerous places. The shorter combat round (lasting one minute) is used in the midst of battle to allow for a faster blow-by-blow account of the action.

DUNGEON EXPLORATION

Exploring dungeons is an iconic part of old school roleplaying games. The guidelines in this section will help the referee run adventures in dungeons, castles, caverns, and other "indoor" spaces.

DUNGEON MOVEMENT

Base movement rate for all races is calculated on the table below in tens of feet per turn, allowing for two moves per turn.

Movement Rate

Weight Carried (lb.)	Elf/Human	Dwarf/Halfling
0–75	12	9
76–100	9	6
101–150	6	3
151–300	3	3

Movement Rate Adjustments

Movement Type	Adjustment
Careful	Half of Average Rate
Normal	Average Rate
Running	Double Average Rate

LIGHT

Humans and many other races require a light source (or magical ability) to see in the dark. Torches, lanterns, etc. will produce limited areas of light (generally 20 feet of bright light and a further 10 feet of dim light), but they also make it easy for monsters to see the party coming, making surprise impossible. Torches can be blown out by strong gusts of wind (d6 roll: blown out on a 1 or 2). Lanterns use flasks of oil as fuel, and a lantern can burn continuously on 1 flask of oil for 24 turns (4 hours). Torches burn continuously for 6 turns (1 hour) before burning out. Most monsters living in a dungeon have infravision or some other means of seeing in the dark; however these methods do not work in the presence of a light source.

SEEING MONSTERS

Unless surprised, characters will see monsters when they are 2d6 x 10 feet apart. Surprise distance is 1d3 x 10 feet.

WANDERING MONSTERS

The referee should roll 1d6 every 2 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 1, wandering monsters stumble across the party from a random direction and distance.

AVOIDING MONSTERS

Unintelligent monsters normally will either 1 - slowly retreat, 2-3 -hold their ground or 4-6 attack (roll a d6). Intelligent monsters may follow their orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue if there is less than 120 feet between the two groups. Monsters will only pursue around a corner or through a door on roll of 1 or 2 on a d6 (1 if a secret door is used). Fire will deter many monsters. Food will distract many monsters: unintelligent monsters 90% of the time, semi-intelligent monsters 50% of the time, intelligent monsters 10% of the time. Treasure may also distract monsters: unintelligent monsters 10% of the time, semi-intelligent monsters 50% of the time, and intelligent monsters 90% of the time. All chances may be adjusted by the referee depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

REST

One turn in six must be sent in rest or all characters suffer a -1 to all d20 rolls and to damage rolls per rest missed. Time spent searching is not time spent resting.

DOORS

Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 2 or less (a result of 1 for dwarves and halflings) means the door has been broken down . Strength adjustments apply, but no matter what the adjustment there must always be a chance of success or failure. Bonuses cannot take the success range above 5 or below 1 on 1d6. It is assumed that most monsters can easily open doors (unless spiked closed), and that once opened, doors will shut on their own (unless held or spiked open).

LISTENING AT DOORS

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the referee rolls 1d6. A roll of 1 results in success, and a roll of 1 or 2 succeeds for demi-humans due to their keen hearing. This attempt may only be

made one time at any door by a character. Some creatures, such as undead, do not make noise. Note that success indicates the player heard something, but they may not know what caused the sound.

SECRET/HIDDEN DOORS

Secret (and hidden) doors can only be spotted if characters are specifically looking for them. The referee rolls 1d6 when a player declares that his character is looking for secret doors. A result of 1 on 1d6 is a success, except that elves (and half-elves) have better vision and succeed on a roll of 1 or 2 on 1d6. A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. On a roll of 1 on 1d6 an elf or half-elf will notice a secret door even if he is not actively searching for secret doors. Since the referee rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.

TRAPS AND TRAP DETECTION

A trap will usually spring on a d6 roll of 1 or 2 when a character passes over them, by them, or otherwise triggers them.

Characters of all classes can search for non-magical traps. All characters except dwarves and thieves can succeed in spotting a trap on a roll of 1 on 1d6. Dwarves notice stonework traps on a 1d6 roll of 1-4 if actively searching and on a roll of 1 or 2 if merely passing by.. Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. Since the referee rolls the dice, the player never know if the roll failed or if there simply is no trap in the area searched

NOTE ON FINDING TRAPS AND SECRET DOORS

Ideally, players will be descriptive enough during a search that they will automatically find a trap or secret door. For example, if moving a wall sconce opens a secret door, and the player says "I examine the sconces on the north wall for anything unusual", a Referee might automatically allow them to figure out how the secret door opens. If, however, they merely state "I search the north wall for secret doors", the Referee can require a die roll. Some features might be so well hidden as to always merit a die roll, or at least a roll with some sort of adjustment.

UNUSUAL FEATURES

Unusual features such as slanting passages, shifting walls and new construction are not generally immediately noticeable. Dwarves, however, will notice these things on a roll of 1 or 2 on a 1d6 if they are actively looking for such features. A dwarf can

only attempt to look for unusual features once in any given area, and it takes 1 turn. On a roll of 1 on 1d6 a dwarf will notice unusual features even if he is not actively looking for them. Since the referee rolls the dice, the player never know if the roll failed or if there simply is no unusual feature in the area.

WILDERNESS EXPLORATION

Exploring the wilderness is another iconic part of old school roleplaying games. The guidelines in this section will help the referee run adventures in the great outdoors, whether exploring new lands or simply go from one place to another along well-travelled routes.

TIME AND WILDERNESS MOVEMENT

The wilderness is not cramped like in a dungeon, and characters can usually see further ahead and not be as wary of obstacles. For this reason, movement is measured in yards rather than feet in the wilderness.

A character that could move 120' per turn in a dungeon can move 120 yards (360') per turn in the wilderness. Further, characters can move, per day, their movement rate divided by 5 in miles per day. So a character that moves at 120 (feet or yards, depending on environment) can move 24 miles in the wilderness per day. It's likely that not all characters will have the same movement, so if they wish to stay together they must move as fast as the slowest character. Also note that the number of miles characters can move in 1 day presented here assumes a clear trail and easy travel. Other conditions will reduce the distance traveled in a day by fractions, as detailed below.

Terrain	Movement Modifier
Desert, hills, wooded areas	-1/3
Thick jungle, swamps, mountains	-1/2
Road travel, clear wide trails	+1/2

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 − 12) per day. Furthermore, certain kinds of terrain can slow travel at the referee's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to these conditions that can influence travel rates, characters may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel. Weather can also affect travel rates or even prevent safe travel altogether.

Missile weapon and spell ranges are measured in yards in the wilderness also, but note that areas of effect remain the same for spells and other effects.

Unless there is an encounter, the referee will direct players through time in increments of days while traveling in the wilderness. When an encounter occurs, time is measured in rounds. Unlike in dungeons, wilderness adventures do not often measure time in turns.

WILDERNESS MOVEMENT RATES BY TRANSPORT

Land Movement

Transport	Move Rate	Hexes Per Day
Dwarf/Halfling	9	3/2
Human/Elf	12	2
Horse, draft	12	2
Horse, riding	24	4
Horse, war	18	3
Mule	12	2
Wagon	6	1

Water Movement

Transport	Move Rate	Hexes Per Day
Boat	6	1
Galley, small	12	2
Galley, large	18	3
Ship, sailing (small)	18	3
Ship, sailing (large)	12	2
Warship	6	1

Air Movement

Transport	Move Rate*	HexesPer Day
Dragon, young	18	3
Dragon, adult	24	4
Dragon, luck	96	12
Flying Carpet	24	4
Griffon	30	5
Hippogriff	36	6
Pegasus	42	7
Roc	48	8

*Move rate is at low altitude. High altitude doubles the rate.

SEEING MONSTERS

Unless surprised, characters will see monsters when they are 4d6 x 10 yards apart. Surprise distance is 1d3 x 10 yards.

WANDERING MONSTERS

The referee should roll 1d6 every day of travel for wandering monsters. If the party is camping, an additional roll should be made at night. If a wandering monster is indicated (roll varies by terrain, see terrain table below), wandering monsters stumble across the party from a random direction and distance. At night, the referee should randomly determine which watch is on duty when the attack is made.

AVOIDING MONSTERS

Unintelligent monsters normally will either 1 - slowly retreat, 2-3 -hold their ground or 4-6 attack (roll a d6). Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 50% chance monsters faster than the party will catch it (30% chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught by 25%. Monsters will pursue into another hex on the map 50% of the time. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the referee depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

BECOMING LOST

A group travelling off a well-marked trail or road without an accurate map or a knowledgeable guide may become lost. The chance of becoming lost is rolled on a d6 and depends on the type of terrain the party is in (see table below). If lost, the party actually moves in a random direction but believes they have moved in the direction intended.

Terrain Type	Chance Lost	Chance of Encounter
Plains	1	1
Woods	1-2	1-2
Forest	1-3	1-2
River	1	1-2
Swamp	1-3	1-3
Hills	1	1-2
Mountains	1-2	1-3
Desert	1-3	1-2

STRONGHOLDS

Characters may encounter a stronghold during their wilderness travels. If the referee decides the characters pass near a castle or other kind of stronghold, he can

roll on the following table to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings.

Ruler			Reaction (1D6)		
Class	Level	Patrol Type	Ignore	Chase	Friendly
Cleric	6+1d8	Light mounted, 2d6	1-2	3-4	5-6
Dwarf	8+1d4	Heavy infantry, 2d6	1-4	5	6
Elf	9 or 10	Light mounted, 2d6	1-4	5	6
Fighter	8+1d6	Heavy mounted, 2d6	1-2	3-5	6
Halfling	6+1d2	Light infantry, 2d6	1-3	3	4-6
MU	10+1d4	Heavy infantry, 2d6	1-4	5	6

RATIONS AND FORAGING

When adventuring in a dungeon, there may be very little available to eat. Characters must take rations with them to cover the extent of time they expect to be away from town. However, they may occasionally kill an edible monster.

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 1 indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 1-2, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

Characters that go without food and/or water will soon begin to suffer from the effects of starvation and/or dehydration:

Starvation: Characters generally need 2 pounds of food per day. After 2 days without food, a character takes 1d6 damage per additional day without food and no longer heals lost HP.

Dehydration: Characters generally need 1 gallon of water per day. Each day after the first without water, a character loses 25% of his full HP in damage (and can no longer heal).

OTHER HAZARDS

Falling: 1d6 damage per 10 feet fallen, save for half damage.

Spikes: add +1 point to falling damage per 10' fallen, max +10

Extreme Heat & Cold: If not wearing suitable protection, save once every 10 minutes (-1 per previous check), taking 1d6 damage on each failed save.

OCEAN EXPLORATION

On occasion, characters will need to travel by sea, whether to find a lost island full of riches, or simply to get from one coast to another. The rules in this section also cover travel on rivers. Characters might have to travel by river deep into impenetrable forest or jungle to reach a set of ruins.

WATER VESSELS

The characters might employ any number of watercraft. Some vessels are small, and they can steer them on their own, while others require a great number of people to operate. The Watercraft Table details different kinds of water vessels, as well as their speeds when rowed or sailed, their structural hit points and armor class, and maximum cargo load.

Hit points operate in the same manner as hit points do for monsters and characters. If a vessel is damaged to 0 or fewer hit points, it will no longer move and ship weapons no longer function. The ship has 1d10 rounds before it will sink.

SHIP WEAPONRY

Galleys are capable of having a ram, but only a war galley automatically has one. Galleys that are not equipped with a ram can be purchased with a ram at +30% of the normal cost for the ship. All galleys and longships may be equipped with a catapult. Catapults must be equipped with shot, which weighs 200 pounds per 20 shot.

WATER CONDITIONS

When traveling on rivers, the listed distances various vessels can travel in a day can be modified if the current is particularly fast or if vessel is moving up stream. Adjust the average miles traveled each day up or down by 1d8 +4 miles, as appropriate. The referee might invoke other penalties, depending on what hardships a vessel encounters on a river. Shallow water, waterfalls, twisting waters, rapids, or sand bars might impact travel times.

When traveling at sea far from shore, smaller boats, including all galleys, are not appropriate and cannot handle the potential difficulties the open sea can offer. These vessels are restricted to water voyages in rivers, lakes, and near the shore at sea.

There are many possible conditions at sea that might impact the average travel times listed for each vessel. The referee will check water conditions at the start of each day by rolling 2d6. A result of 12 indicates strong winds and storms, and a 2 means that the day is completely devoid of wind and a ship that is incapable of rowing cannot move all day. Any vessel with sails can attempt to move with the wind to avoid damage from strong winds. However, this may not carry the ship in the direction of preferred travel. The direction will be chosen by the referee. The vessel travels at the average speed x3. If the ship encounters land during this travel, it has a 25% chance of finding a safe place to hide along the shore. Otherwise, the ship is destroyed on the shore, by landing too fiercely or otherwise hitting shallow waters and rocks. In these windy, stormy conditions a galley has an 80% chance of being overrun with water and sinking. If it is near shore when the storm hits, a galley can find a safe harbor 100% of the time if the shore relatively clear of physical dangers. Otherwise, a galley will find a safe harbor on a roll of 1 or 2 on 1d6. Note that if the roll indicates no wind for the day, ships that can move by rowing can move their normal rowing speed for the day. Sailing ships are unable to move significantly under these conditions.

The system outlined above is a simple system for deciding conditions at sea. If the referee desires a more detailed set of guidelines, he should roll 2d6 at the start of each game day and consult the Wind Conditions table.

Wind Conditions Table

Roll Result	Movement Adj.	Wind Conditions
2-4	None	Normal
5	No sailing, -2/3 rowing	No wind
6	-2/3 all movement	Slightly unfavorable
7	-1/2 all movement	Unfavorable
8	-1/3 all movement	Greatly unfavorable
9	+1/3 all movement	Light favorable
10	+1/2 all movement	Medium favorable
11	All movement x2*	Extremely favorable
12	All movement x3**	Fierce wind

*All ships have a 10% probability of taking on water (20% for galleys), which will incur a penalty of –1/3 to movement. The ship will need to seek maintenance at a dock to remove the water.

**The ship will travel in a random direction determined at the referee's discretion, as discussed previously.

ENCOUNTERS AT SEA

Monsters can surprise a ship, but because monsters native to the water cannot generally be seen, or "sneaked up on," a ship may never surprise a monster. When

the referee rolls for a random encounter, the distance the monster is from the group is the same as in other wilderness encounters (4d6 x10 yards).

Assuming weather conditions are normal, other ships can be seen when up to 300 yards away and land can be seen from up to 24 miles. These visibility distances could be reduced by 90% their normal distance when in harsh weather or dense fog, or some other penalty might be used depending on conditions.

WATERBORNE CHASES

When two waterborne vessels, or a ship and a monster, encounter one another, one party may choose to flee. The distance between each of the groups is determined as a normal encounter. Success depends entirely on luck and the difference between the two groups speeds.

If the fleeing party is faster than the pursuer, the base chance of escape is 80%. The base is 50% if both parties have the same movement, and decreases by 10% for every 30' movement the escapee is slower than the pursuer (minimum of 10%). If the fleeing party is successful, the pursuing group cannot try to catch up with the fleeing party for 24 hours, and then only if a random encounter roll indicates an encounter. If a party fails their roll to flee, the pursuer will gain on the fleeing party at a rate of 10 yards per round if the pursuer is slower than the other party or if the pursuer's speed is no greater than 30' more than the fleeing party. If the pursuer's speed is more than 30' faster than the fleeing party, the pursuer will gain on the fleeing party at a rate equal to the pursuer's speed per round. Evaders who are able to submerge will automatically escape pursuers without this ability unless they are surprised.

WATERBORNE COMBAT

 Time and movement functions in the same way in water combat as it does in other encounters. However, one of the major differences to note is that attacks and damage may be directed at water vessels in addition to characters and monsters. Structural hit points (shp) belonging to vessels are slightly different than hit points (hp) belonging to characters and monsters. They translate at a rate of 1 to 5, or 1 shp = 5 hp. This is important to note, because some monster or spell descriptions list shp damage when directed at vessels.

VESSELS AND DAMAGE

It takes 5 crewmembers 1 turn to repair 1 shp. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at dock.

Damage to a vessel also impacts vessel movement, due to taking on water and structural damage influencing how the ship passes through water. In 10% increments of damage to shp maximum, the ship's movement will be reduced by an equal percentage. For example, if a ship loses 20% of its shp, its movement will also be reduced by 20%. Movement is also affected in a similar manner when the number of rowers is reduced, such as when rowers are used to repair damage. For example, if 10% of the number of rowers are being used to repair vessel damage, the ship can move at –10% of its normal speed.

SHIP-TO-SHIP COMBAT

Combat between ships is usually fought by either catapults or rams, both of which are detailed below. Some ships may be equipped with these weapons, as indicated previously.

Catapult
Rate of fire: variable; 1/5 rounds with 4 crew; 1/8 rounds with 3 crew; 1/10 rounds with 2 crew
Range: 150-300 yards
Attacks as: Fighter level equal to crew number firing
Area effect: 10' square
Damage: 3d6 shp or 1d6 shp fire per turn

Catapults can be operated by a variable number of crew, and this will affect rate of fire and attack ability as indicated above. The standard 3d6 damage reflects firing a solid missile. Burning damage from combustible loads and pitch do the indicated fire damage. In takes a minimum of 5 crewmembers 3 turns to extinguish flames caused by a fire attack. For every five additional crewmembers, this time can be reduced by 1 turn to a minimum of 1 turn. A catapult cannot be used to attack a ship that is closer than the minimum range indicated.

Ram
Range: Touch
Attacks as: Monster of under 1 HD
Damage: (1d4 +4) x10 shp or 3d8 hp; (1d6+5) x10 shp or 6d6 hp

The different damages listed for a ram apply as follows. The first shp value listed applies to rams on small vessels when attacking another vessel. The first hp value listed applies to attacking large aquatic monsters. Similarly, the second damage values apply to rams on larger ships to other ships or large aquatic monsters, respectively.

Boarding Vessels: When the occupants of both side-by-side vessels wish to board one another, their mutual intent makes the action succeed with no chance of failure. If only one side wishes to board the other, then the side that wishes to board has a 35% chance (1-35 on d00) of being able to successfully maneuver the two ships to a boarding position and clamp them together with grappling hooks. Once

crewmembers come into contact with one another, combat ensues following the standard combat rules. When characters are in the act of boarding another ship, they suffer a penalty of –2 to attack rolls and armor class.

WATERCRAFT INFORMATION

Watercraft Table I

	Crew	Sailing	Rowing	Sailing	Rowing
		Feet per Round		Miles per Day	
Boat, river	10	-	60	-	36
Boat, sailing	1	120	-	72	-
Canoe	1	-	60	-	18
Galley, large	250	120	90	72	18
Galley, small	100	150	90	90	18
Galley, war	400	120	60	72	12
Lifeboat	1	-	30	-	18
Longship	75	150	90	90	18
Raft	1	-	30	-	12
Sailing Ship, large	70	120	-	72	-
Sailing Ship, small	12	150	-	90	-
Sailing Ship, transport	12	120	-	72	-

Watercraft Table II

	Cargo (pounds)	Armor Class	Structural Hit Points
Boat, river	3,000	8	20 to 45
Boat, sailing	2,000	8	20 to 45
Canoe	600	9	5 to 10
Galley, large	4,000	7	95 to 120
Galley, small	2,000	8	75 to 100
Galley, war	6,000	7	125 to 150
Lifeboat	1,500	9	12 to 18
Longship	4,000	8	65 to 80
Raft	5 per sq. ft	9	5 per sq. ft
Sailing Ship, large	30,000	7	125 to 180
Sailing Ship, small	10,000	8	65 to 90
Sailing Ship, transport	30,000	7	125 to 180

SWIMMING AND DROWNING

Any player character who grew up on the coast or by a watercourse can swim (unless the referee has another method of determining PC swimming ability), as can any non-player character who throws a 4-6 on a six-sided die. Swimming is at a rate of 6" in ideal circumstances; otherwise 3". A character can swim for at most a single day after which he will drown.

Anyone pitched into the sea risks drowning. Half of any ship's crew cannot swim and will automatically drown; otherwise, unarmored men who can swim will survive with a throw of 2-6 on a six-sided die if they immediately rid themselves of anything heavier than a dagger. Each heavier item retained increases the risk of drowning by 1 in 6. Leather and mail armor count for one and four items, respectively, and plate armor causes automatic drowning. During a storm there is always a minimum of 3 chances in 6 of drowning. Survival indicates that the character has managed to remove his armor before drowning.

AERIAL EXPLORATION

Should the players acquire winged mounts they can map wilderness and ocean regions by aerial exploration.

The referee may also wish to include cloud top regions which can only be reached on the wing. The referee can use the random wilderness tables to generate cloud top regions for aerial exploration. Hexes of open terrain should be read as vacant air, woods as islands of solid cloud, mountains as cloud piercing or floating peaks, desert as dangerously insubstantial islands of cloud, and swamp as perpetually stormy regions. Likewise, rivers should represent persistent currents, fords should represent confluences of currents, and trails should represent navigable tunnels or air ways. The other features are as per the wilderness except that villages should be ignored.

TIME AND MOVEMENT

Aerial exploration retains the wilderness exploration timescale of 1 turn per day.

Aerial Exploration Rate

Transportation	Move Rate	Hexes per Day	
		Low	High
Elemental, air	36"	6	12
Djinn	24"	4	8
Dragon, young	18"	3	6
Dragon, adult	24"	4	8
Flying carpet	24"	4	8
Griffon	30"	5	10
Hippogriff	36"	6	12
Pegasi	42"	7	14
Roc, young	48"	8	16
Roc, adult	42"	7	14
Roc, ancient	36"	6	12

There are two modes of travel on the wing: low and high altitude.

At low altitude it is possible to observe or remain in contact with ground-level activity including pursuit and combat. However, at low altitude fliers must allow for hazards and turbulence and must weave routes around, between, or over terrain features.

At high altitude progress is unimpeded other than by the need to roost overnight; movement rate is generally double that achieved at low altitude.

VISIBILITY

Distance to the horizon is relative to altitude. In clear weather visibility is 2-6 hexagons (up to 36 miles) from low altitude, or 11-16 hexes (up to 100 miles) from a lofty mountain summit. However, poor weather conditions and intervening mountains will severely restrict visibility. From a high altitude visibility is 11-16 hexes (up to 100 miles) in perfect weather, but is usually limited by cloud cover.

RESTING

Flying creatures other than air elementals need to roost overnight (or during the day if they travel at night). Additionally, flying creatures other than dragons and air elementals require a full day of rest after six days on the move. Air elementals are tireless fliers, while dragons require a full week of sleep after six weeks of activity.

WEATHER

Although travel by air is quick it is severely affected by poor weather.

Weather conditions should be determined by the referee for each day of aerial exploration. Throw one six-sided die to determine which hex face the wind is blowing from and two dice to determine wind strength. Aerial travel can be dangerous in strong winds and storms; travelers risk being dashed into obstacles, struck by lightning or flying debris, and so on.

Weather and Flying Speed

		Flying Speed	
2-12	**Wind**	**'Fore the wind**	**Otherwise**
2-3	Dead calm	Normal speed	Normal speed
4-7	Moderate	Normal speed	¾ speed
8-9	Fresh	+6" (1 hex)	½ speed
10-11	Strong	+12" (2 hexes)	¼ speed
12	Storm	Special	Special

Strong Winds Normal-type flying creatures, flying carpets, flying broomsticks, and the like will crash in strong winds with a throw of 1-2 on a six-sided die, checked once each turn.

Storms Navigation is impossible in storm conditions and any flying creatures (other than air elementals) or vessels will crash with a throw of 1-2 on a six-sided die. A flier that does not crash is instead moved 2-7 hexes in a direction secretly determined by the referee and is immediately considered to be lost.

BECOMING LOST

A flier will have no difficulty navigating a known route so long as the weather remains fair. However, should the weather turn nasty, it is possible to become lost. The referee should secretly throw a six-sided die for the players each day spent in strong winds—a 1-2 indicating that they have gotten lost. If the players are lost the referee should move them an unplanned distance/direction on his map that turn without alerting them.

SETTLEMENTS AND STRONGHOLDS

Settlements and strongholds occur in the air as they do in the wilderness. At low altitude these are likely to be on the ground. If these are discovered at high altitude they could be levitating towers, built upon cloud banks, suspended by squadrons of hot air balloons, or whatever else the referee desires. Whether these will be friendly or unfriendly can be determined with a reaction check.

AERIAL ENCOUNTERS

Encounters occur in the air much as they do in the wilderness. The referee should check once each day with a throw of a 6 on a six-sided die indicating an encounter.

When an encounter occurs determine the type of monster by dicing on the appropriate encounter table. If the players are traveling at low altitude the encounter is equally likely to occur on the surface as on the wing. In this case use the appropriate wilderness encounter table.

SURPRISE

Surprise occurs in the air (as it does in the underworld) with a throw of 5-6 on a six-sided die. If the players are surprised their enemies will typically come at them from upwind or above, emerge suddenly out of clouds or rain squalls, or emerge from the dazzling glare of the sun.

ENCOUNTER DISTANCE

If either party is surprised an encounter will begin at 10-60 yards distance and the surprised party will be unable to respond for one turn; otherwise, an encounter will begin at 40-240 yards distance. Melee range is 1" (10 yards) as it is in the wilderness. Airborne artillery range is typically 300 yards.

EVASION AND PURSUIT

Evasion and pursuit on the wing is as per the wilderness with the following additional considerations:

- Low visibility occurs in storms, rain, clouds, looking into the sun, and at night,

- Evaders who can fly will automatically escape pursuers on the ground without this ability unless they are surprised.

AERIAL COMBAT

Players with winged mounts or other means of flight can engage in aerial combat. Excepting air elementals, larger creatures are clumsier fliers than are smaller creatures. Climbing is slow and diving is fast.

When air-to-air combat occurs, the referee should use the wilderness combat scale (1" to 10 yards and one minute turns) to resolve maneuvering and missile fire as the protagonists engage. Altitude, wind direction, tactical positions, and facings can be marked on a scale map, if desired, or simply noted as closing distances.

MISSILE FIRE

Airborne artillery may be fired every other turn, while spells and missiles may be loosed each turn giving due consideration to air speed and weather conditions.

Large creatures can bombard ground targets by dropping rocks, logs, bodies, or similar missiles from above. These are treated as artillery attacks.

Missile fire from the air is always considered to be at long range and, against aerial targets, attack rolls are penalized by −4.

A mounted heroic-type is subject to missile fire only on a six-sided die throw of 5-6; otherwise his mount is subject to that missile fire. Should a rider be hit he is unhorsed with a throw of 6 on a six-sided die and will fall. Otherwise, a hit to his mount will maim a critical flight muscle with a throw of 6 on a six-sided die and cause it to crash to the ground.

MELEE

Aerial melee attacks are made in passing clashes at a range of 1" (10 yards) with combatants being disengaged after each pass. Should a combatant lose the initiative he is unable to riposte that turn unless his speed and heading match his opponent's, or the combatants are otherwise held together.

FALLING

Falling or otherwise crashing is a constant hazard for fliers. A fall to earth from a low altitude will cause 1-6 dice of damage (1-6 to 6-36 hit points). A fall to earth from a high altitude will cause 10-60 hit points of damage after 1-4 turns (minutes) free falling.

REACTION CHECKS

The reaction of monsters to the player character should be determined by the Referee based on the monster's intelligence or wisdom and the situation in which the encounter occurs. Unintelligent monsters will simply attack. If there is any uncertainty about the monsters reaction, a roll should be made on the following table.

Reaction Check Roll

Roll 2d6	Reaction
2 or less	Hostile
3-5	Negative
6-8	Uncertain
9-11	Positive
12	Enthusiastic

COMBAT

When the party of adventurers comes into contact with enemies, the order of events in the combat round is as follows:

1) The Referee determines if one side or the other is entitled to a free attack or move as a result of surprise—this is either a judgement or a die roll of some kind, depending on the circumstances. Normally, anyone is surprised if they roll a 1 or a 2 on a d6.

2) Determine initiative. One roll is made for each side, not for each individual in combat.

- Party with initiative acts first (missile fire, casting spells, movement, melee attacks, etc.) and results take effect.
- Party that lost initiative acts; results take effect.
- The round is complete; keep turn order for the next round if the battle has not been resolved.

STATEMENT OF INTENT

Some Referees prefer to have all parties make a "statement of intent" before they roll initiative in order to force players to decide what they're doing before they know who goes first.

HOW INITIATIVE WORKS

At the beginning of the first combat round, each side rolls initiative on a d6—high roll wins. The winning side acts first, casting spells, moving, and attacking. The other side takes damage and casualties, and then has its turn.

Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously. The Referee may handle this situation in any way he chooses—with one caveat. The damage inflicted by the combatants during any simultaneous initiative is inflicted even if one of the combatants dies during the round. It is possible for two combatants to kill each other in this situation. If you want to play things more simply, just re-roll initiative if there is a tie until one side or the other wins the initiative.

ALTERNATE COMBAT SEQUENCE

The sequence of battle is one of the most commonly house-ruled parts of the game. Here is one possibility, also based on the Original Game:

1) **Roll for surprise.** Anyone not surprised gets a free round of combat in the normal order (see below). If neither side, or both sides, are surprised, move on to the next step.

2) **Roll for initiative** (one roll for each whole side), and follow the sequence described:

First, any "prepared" spells are cast. It takes a full combat round to prepare a spell, but one can be prepared ahead of time. Spellcasters who won the initiative cast their spells first. They may then start preparing a spell for the next round, if desired.

Next, missile weapons are fired (if the bow was already in the character's hands and ready to go). This also happens in order of initiative.

Then melee combat takes place, in order of initiative. Finally, movement takes place, in order of initiative.

If it is important to find out which character in the party goes before another one, just compare their Dexterity scores to see which is higher.

THE ATTACK ROLL

The most important rule to understand about combat is the attack roll.

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses may include a strength bonus (for attacks with hand held weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. The player then subtracts any "to-hit" penalties they might have from their roll.

The attack roll is then compared to a table to see if the attack hits. If the attack roll is equal to or higher than the number on the table, the attack hits. If you are using the Ascending AC system, rather than refer to these tables, there is a quick formula presented at the end of this chapter that you can use (See Ascending AC Combat, Page 23). The Referee decides which will be used.

If an attack hits, it inflicts damage (as determined by the weapon's damage die). The damage is subtracted from the defender's hit point total (See "Damage and Death").

CLERIC ATTACK ROLLS

	Target Armor Class or [Target's Ascending Armor Class]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Level	Attack Roll (d20) Required to hit Opponent's Armor Class											
1–3	10	11	12	13	14	15	16	17	18	19	20	21
4–5	9	10	11	12	13	14	15	16	17	18	19	20
6–7	8	9	10	11	12	13	14	15	16	17	18	19
8	7	8	9	10	11	12	13	14	15	16	17	18
9	6	7	8	9	10	11	12	13	14	15	16	17
10-11	5	6	7	8	9	10	11	12	13	14	15	16
12-13	4	5	6	7	8	9	10	11	12	13	14	15
14	3	4	5	6	7	8	9	10	11	12	13	14

FIGHTER ATTACK ROLLS

	Target Armor Class or [Target's Ascending Armor Class]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Level	Attack Roll (d20) Required to hit Opponent's Armor Class											
1	10	11	12	13	14	15	16	17	18	19	20	21
2	9	10	11	12	13	14	15	16	17	18	19	20
3–4	8	9	10	11	12	13	14	15	16	17	18	19
5	7	8	9	10	11	12	13	14	15	16	17	18
6–7	6	7	8	9	10	11	12	13	14	15	16	17
8	5	6	7	8	9	10	11	12	13	14	15	16
9–10	4	5	6	7	8	9	10	11	12	13	14	15

	Target Armor Class or [Target's Ascending Armor Class]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Level	Attack Roll (d20) Required to hit Opponent's Armor Class											
11-12	3	4	5	6	7	8	9	10	11	12	13	14
13-14	2	3	4	5	6	7	8	9	10	11	12	13

MAGIC-USER ATTACK ROLLS

	Target Armor Class or [Target's Ascending Armor Class]											
	9	8	7	6	5	4	3	2	1	0	-1	-2
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]	[20]	[21]
Level	Attack Roll (d20) Required to hit Opponent's Armor Class											
1–4	10	11	12	13	14	15	16	17	18	19	20	21
5–6	9	10	11	12	13	14	15	16	17	18	19	20
7–8	8	9	10	11	12	13	14	15	16	17	18	19
9–10	7	8	9	10	11	12	13	14	15	16	17	18
11–12	6	7	8	9	10	11	12	13	14	15	16	17
13–14	5	6	7	8	9	10	11	12	13	14	15	16
15–16	4	5	6	7	8	9	10	11	12	13	14	15

ASCENDING AC COMBAT – QUICK METHOD

If you're using the Ascending AC system, it may be easier to calculate your "to-hit" rolls according to a simple formula. The numbers are the same as the Descending AC tables—this is just a different way of calculating the results. Here's how it's done:

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. These "to-hit" bonuses now include the character's Base "to-hit" Bonus, as shown on the table below, and may include a strength bonus (for attacks with handheld weapons), a dexterity bonus (for attacks with missile weapons), and any bonuses for magic weapons. The player then subtracts any "to-hit" penalties they might have from their roll. If the result is equal to or greater than the opponent's Ascending AC, the attack hits.

Ascending AC Combat Table (Quick Method)

	Level															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Class	Base "to hit" Bonus															
Cleric	0	0	0	1	1	2	2	3	4	5	5	6	6	7	–	–
Fighter	0	1	2	2	3	4	4	5	6	7	7	8	8	9	–	–
Magic-user	0	0	0	0	1	1	2	2	3	3	4	4	5	5	6	6

Note: This quick system *only works for the ascending AC system*.

In order to use this system, you'll need to write down your Base "to-hit" Bonus, and adjust it as you gain levels, but after doing that, you won't have to check the table to see if you score a hit. All you need to know is whether the total result was equal to or higher than the target's armor class.

SPECIFIC SITUATIONS

The following are a compilation of guidelines and instructions for handling certain, specific situations that might arise during combat.

DAMAGE AND DEATH

When a character (or creature) is hit, the amount of damage taken is deducted from his hit points. When hit points reach 0, the character dies.

A Less Harsh Method: Referees have different ideas concerning how lethal a game should be. For this reason, many allow characters to become "unconscious" at 0 HP, with death staved off until the character reaches some predetermined negative number.

For example, many Referees employ a house rule which allows a character's HP to fall below 0 by as many points as their level before the character dies; a 4th level character might die only if he falls below -4 HP. Generally, though, a character with fewer than 0 HP is considered to be bleeding to death at 1 HP per round until the wounds are bound up.

HEALING

In addition to the various magical means of restoring HP, a character will recover 1 full Hit point per day of uninterrupted rest. Four weeks of rest will restore all of a character's HP—regardless of how many the character lost.

BINDING WOUNDS

Referees can allow characters to bind 1d4 HP worth of wounds following a battle. This is of particular use in low-magic campaigns or in adventures where none of the Players has chosen to run a Cleric.

Note that the character can only recover HP lost during this particular battle. Recovered HP cannot cause a character to have more hit points than normal.

ATTACKING FROM BEHIND

Any attack made from behind has a to-hit bonus of +2, or +4 if made by a Thief. There are only two ways for most people to get behind someone during combat. One is to surprise an opponent and attack from behind during the surprise action. The other is to attack an opponent from behind when an ally is attacking from the

front. Thieves can get behind a target during normal combat if they successfully hide in shadows, even if no one is attacking the target from the front.

INVISIBLE OPPONENTS

An invisible opponent can only be attacked if its general location is known, and the attack suffers a -4 penalty "to-hit." Note that more powerful monsters (those with sensitive smell, hearing, or those with more than 6 HD) will frequently be able to detect invisible opponents; the Referee should determine the chance of this based on the creature and the situation.

OIL

Thrown oil that is subsequently set alight by a thrown torch or similar will burn for two rounds, doing 1d6 damage per round on a successful hit of AC 8 [11]. The Referee should adjust the chance to hit based on the size of the creature being targeted, obviously large creatures such as Ogres and Giants will be easier to hit than, say, giant spiders.

MELEE ATTACK

A melee attack is an attack with a hand-held weapon such as a sword, spear, or dagger. Two combatants within ten feet of each other are considered to be "in melee."

MISSILE ATTACK

Missile attacks are attacks with ranged weapons such as crossbows, slings, or thrown axes. When using missiles to fire into melee, it is not possible to choose which opponent (or friend!) will receive the brunt of the attack.

MOVEMENT WITHIN MELEE

For purposes of Dungeon Delving White Box Edition, a defender effectively blocks an area about five feet across, and enemies cannot simply move through this area without first killing the defender. Alternatively, the Referee might allow such movement but grant a free attack to the defender(s) in the area. The Referee's common sense ultimately controls the situation, but it is good for players to have some idea of what results their tactics will have. Whatever rule a Referee chooses for this should be applied consistently unless the situation is quite unusual.

MORALE

Certain monsters, such as mindless or undead creatures, are fearless and will always fight to the death. The majority, however, will not continue to fight a hopeless battle and will seek to retreat, surrender, or flee. The Referee will decide when monsters abandon battle and retreat, based upon the situation and the monster's intelligence.

Referees should also use morale to determine the actions and loyalty of hirelings or other companion NPCs.

NEGOTIATION AND DIPLOMACY

Some combats can be averted with a few well-chosen words (even lies). If the party is outmatched, or the monsters don't seem likely to be carrying much in the way of loot, the party might elect to brazen their way through in an attempt to avoid combat or at least delay it until more favorable conditions arise.

Striking bargains, persuading monsters or non-player characters to do things, and getting out of trouble by using wits, are all important parts of the game. Do not replace them with die rolls! Using dice to determine a monster's initial reaction before negotiations start is fine, but use player skill (or lack thereof) to decide how far the adventurers can improve a monster's initial reaction. This is not a matter of "my character ought to be really persuasive"—this is one of the places where the player's skill, not the character's, is tested.

RETREATING

It is up to the Referee to decide if there will be any special rules for retreating away from a melee combat. Most Referees allow the enemy a free attack if a hero (or monster) tries to move out of the ten-foot "melee range." In some cases the free attack is made at +2 to hit (since it is from behind as the coward turns tail and runs). However, retreating should not be made so difficult that it becomes not a useable option in the average combat.

SPACING

Because most movement and combat increments are divisible by three, it is easiest to assume that a character "occupies" an area about three feet across for purposes of marching. In combat, however, some weapons take more space to wield than others. In Dungeon Delving White Box Edition, only daggers, short swords, spears, and polearms can be used three-abreast in a ten-foot area. All other one-handed weapons require five feet of room (two-abreast in a ten-foot area), and two-handed weapons (other than thrusting weapons like spears) require a full ten-foot space to wield.

SECOND RANK

Spears and polearms in the second rank of a battle formation can attack by reaching through the first rank.

SUBDUAL DAMAGE

A weapon may be used to beat down, rather than kill, an opponent. When the player desires, damage inflicted by a character can be composed of half "real" damage and

half "subdual" damage. Subdual damage does not kill, and such points are recovered at a rate of 1 hp per hour. If an opponent's hit points, including the subdual damage, fall to zero, the opponent is knocked unconscious rather than killed, unless the real damage actually reduces real hit points to zero, in which case the opponent is killed accidentally!

Not all monsters may be subdued. Generally only humanoids and special creatures such as dragons will be subject to such attacks.

Terrain Features

Characters and monsters will hide behind things, stand on things, lie prone, fight from higher ground, shoot arrows from within concealing mists or tree branches, and take every possible advantage of the combat terrain. The Referee will assign bonuses and penalties for terrain features. Most such bonuses will only be +/- 1 or 2, depending on the degree of cover or the benefit of higher ground. Trying to hit someone through an arrow slit in a castle wall might have a penalty of –4. Remember, however, that the penalty to hit an invisible opponent is only -4, so +/-4 is about the outside limit for terrain adjustments on the to-hit roll.

Two-Weapon Fighting and Two-Handed Weapons

Just as shields improve armor class by 1, fighting two-handed grants a +1 to damage rolls (except for weapons that can only be used two-handed, where this is already taken into account in the weapon's damage), and fighting with a weapon in each hand gives a +1 to hit, but only in rounds in which the attacker won the initiative roll. Note that fighting with two weapons does not actually give two separate attacks; it just increases the likelihood of landing a successful blow. Damage is rolled based on the primary weapon.

Shields (Optional)

Shields grant a +1 bonus to Armor Class (as shown on the combat tables) when they are readied. (Surprised characters do not benefit from their shields.) In addition:

Shields Shall Be Splintered: Whenever you take damage, you can opt to have the damage absorbed by your shield. The shield is splintered and destroyed, but you don't take any damage from the blow.

Magic Shields: You can do the same with a magic shield, but the shield won't be destroyed. Instead there will be a 66% chance (1-4 on a d6) that the shield will lose +1 of its enchantment.

Magic Shields vs. Spells: In addition, you can automatically sacrifice +1 from a magic shield in order to make a successful save vs. any spell, breath weapon, gaze, or similar effect.

UNARMED COMBAT

Grappling (or overbearing) an opponent is resolved as follows: the attackers (or attacker) make individual to-hit rolls. The grapple is resolved among those who hit: each combatant rolls 1d6 per hit die. If the sum of the dice of all the attackers is higher than the defender's total, the hapless defender is completely pinned and can be killed in the next round unless help arrives or the victim manages to break loose before the knife falls. If the sums are exactly equal, everyone is struggling and none of them can attack with a weapon. If the defender wins, the attackers are beaten back and stunned. They remain stunned for a number of rounds equal to the number of points by which the defender beat them. For example, if five orcs attempt to overwhelm a fifth-level Fighter, each orc rolls to hit. Let us assume that two of them succeed on the to-hit roll. The orcs roll a total of 2d6 (each orc has 1HD), and the Fighter rolls 5d6 (the Fighter has 5HD). The orcs get a total of 10, and the Fighter gets a total of 15. Each orc is tossed aside and stunned for 5 rounds.

Fist-fights can be resolved by assuming that a fist does 1 point of damage, and that there is a 50% chance per hit that the damage is subdual damage (see Subdual Damage, above). All Strength bonuses to damage are considered subdual damage only. A word to the wise: tavern brawls are more efficiently conducted with chairs than with fists.

JOUSTING

A joust is a contest in which two fighters ride at one another while wielding lances. The object is to make contact with the opponent's armor or shield that is hard enough to break the lance or to actually unhorse your opponent.

The joust, as a sport, consisted of three tilts. In White Box, this equates to three rounds of combat. Each round consists of an attack with a lance. If the lances are blunted, they deal 1d6-1 points of damage, but cannot kill the jouster. At 0 hit points, the jouster is knocked unconscious and falls from his steed (no additional damage). If the lances are not blunted, they deal normal damage and might kill.

Any jouster that suffers damage must pass a Saving Throw or be knocked from his steed and suffer 1d6 damage from the fall.

Medium war horses grant a +1 bonus to attack. Heavy war horses grant a +2.

The jouster with the most points after three rounds wins the joust. If one opponent is knocked unconscious or killed, they automatically lose the joust.

In a duel, the loser must forfeit his mount and his armor, and permit himself to be ransomed for as much as his companions or family can pay, usually commensurate with the fighter's social class.

Jousting Points

Condition	Points
Attack Roll of 12 or Higher	1
Inflict Damage	2
Unhorse Opponent	3

SPELLS

Spell casting begins at the start of the combat round. It is possible to prepare a spell while within melee range of an opponent (10 feet) but if the caster suffers damage while preparing a spell, the spell is lost. Unless stated otherwise, the spell is cast (takes effect) in the caster's initiative phase. Note that in the Alternative Sequence of Combat (described above), spell casting works differently. In that system, it takes a full round to *prepare* a spell, the spell is *cast* at the beginning of the round before anything else happens, and the caster may spend the rest of the round preparing a new spell (or doing something else such as moving or even fighting).

LOYALTY

The Referee may wish to make "loyalty checks" for NPCs put into dangerous situations or ones offered bribes to change sides during a conflict. When a loyalty check is made, roll 3d6 and consult the Loyalty table for the result. Remember that these checks can be modified by a Player's Charisma score.

Loyalty Table

Roll (3d6)	Loyalty
3	Traitor
4–5	-2 on next loyalty check
6–8	-1 on next loyalty check
9–12	Average
13–15	+1 on next loyalty check
16–17	+2 on next loyalty check
18	Loyalist

Good treatment, respect, and a fair share of treasure earned should garner bonuses to loyalty checks, while abuse, physical or otherwise, will bring about penalties, abandonment, or worse. NPCs should be treated as distinct individuals, and not mere extensions of the Player Character.

SAVING THROWS

From time to time, a spell or some other kind of hazard requires you to make a "saving throw." A successful saving throw means that the character avoids a threat or lessens its effect. Each character class has a saving throw target number which gets lower and lower as the character gains levels. To make a saving throw, roll a d20. If the result is equal to or greater than the character's saving throw target

number, the saving throw is successful. Monsters can also make saving throws (their saving throw target number is their HD subtracted from 19).

ALTERNATE RULE: THE SAVING THROW MATRIX

The Dungeon Delving White Box Edition saving throw system is an adaptation of the original, which had several categories of different risks instead of a single basic saving throw as used here. Numbers inspired by the original system are given below (the Single Saving Throw number is provided for comparison):

Saving Throw Categories (Alternative Method)

	Death Rays & Poison	Wands (all)	Turned to Stone	Dragon's Breath	Spells & Staffs
Clerics	Level 1: 11	Level 1: 12	Level 1: 14	Level 1: 16	Level 1: 15
	Level 5: 9	Level 5: 10	Level 5: 12	Level 5: 14	Level 5: 12
	Level 9: 6	Level 9: 7	Level 9: 9	Level 9: 11	Level 9: 9
	Level 13: 3	Level 13: 5	Level 13: 7	Level 13: 8	Level 13: 7
Fighters	Level 1: 12	Level 1: 13	Level 1: 14	Level 1: 15	Level 1: 16
	Level 4: 10	Level 4: 11	Level 4: 12	Level 4: 13	Level 4: 14
	Level 7: 8	Level 7: 9	Level 7: 10	Level 7: 10	Level 7: 12
	Level 10: 6	Level 10: 7	Level 10: 8	Level 10: 8	Level 10: 10
	Level 13: 4	Level 13: 5	Level 13: 5	Level 13: 5	Level 13: 8
Magic-Users & Thieves	Level 1: 13	Level 1: 14	Level 1: 13	Level 1: 16	Level 1: 15
	Level 6: 11	Level 6: 12	Level 6: 11	Level 6: 14	Level 6: 12
	Level 11: 8	Level 11: 9	Level 11: 8	Level 11: 11	Level 11: 8
	Level 16: 5	Level 16: 6	Level 16: 5	Level 16: 8	Level 16: 3

This table does not integrate directly into Dungeon Delving White Box Edition: if you were to house-rule it in, you would have to eliminate the Dungeon Delving White Box Edition class bonuses on saving throws (i.e., the bonuses listed for each class in the class description but *not* racial bonuses for non-humans).

GAMEPLAY EXAMPLE

A Fighter, Arnold the Lion, is fighting three goblins in a dark alley of the Glittering City of Semoulia. We eavesdrop just as the encounter begins:

Arnold's player: "I draw myself up to full height and inform them that I'm a captain of the guard. My soldiers are right behind me, and these vermin better disperse or I'll have them brought in for interrogation."

Referee: "Um, no. They're not buying it. You're covered in filth from that garbage pit."

Arnold's player: "Oh, yeah. I forgot that."

Referee: "Roll initiative." (Secretly rolls a d6 and gets a result of 6.)

Arnold's player: "I rolled a 2."

Referee: "The goblins attack first. They're all more than ten feet from you, and they move forward with their clubs at the ready."

Arnold's player: "They don't charge?"

Referee: "Nope."

Arnold's player: "They don't get an attack because they closed in. It's my turn to attack, right?"

Referee: "Yes."

Arnold's player: (Rolls a d20.) "16—sweet! Adding my base to-hit bonus and Strength bonus gives me a total 'to-hit' roll of 18!"

Referee: (Notes that goblins have an Armor Class of 14, using the ascending AC rules.) "You swing your sword into the leading goblin. Roll for damage."

Arnold's player: (Rolls a d6.) "2 points, but I've got a +1 damage bonus, so that's a total of 3 damage."

Referee: (That's enough to kill it. The goblin had only 2 hit points.) "Okay, so as it's moving forward, the goblin slips a little bit in a puddle on the stones of the narrow alley where you're fighting, and skids right onto your sword. As you yank out the blade, the goblin falls dead to the ground. The other two are still attacking, but they look nervous now—obviously starting to reconsider this whole thing."

REMEMBER

Dungeon Delving White Box Edition is a free-form roleplaying game, meaning that there aren't very many rules. The Referee is responsible for handling situations that aren't covered by the rules, making fair evaluations of what the characters do and deciding what happens as a result. This is not a game in which the players are "against" the Referee, even though the Referee is responsible for creating tricky traps, dangerous situations, and running the monsters and other foes the PCs will encounter during the game. In fact, the players and the Referee cooperate with each other to create a fantasy epic, with the Referee creating the setting and the players developing the story of the heroes. If they aren't skillful and smart, the epic might be very short. But it's not the Referee's job to defeat the players—it's his job to provide interesting (and dangerous) challenges, and then guide the story fairly.

CHAPTER 6: MAGIC AND SPELLS

Magic, sorcery, and strange miracles, are the beating heart of the game: the bizarre fluctuations of power beyond the laws of normal reality, mystically glowing runes of unknown meaning and deadly portent; the auguries of bird-flocks and fallen stones; arcane incantations that twist the mind when memorized and scorch the throat when spoken; dusty tomes in forgotten libraries; knowledge that can melt the very soul of the incautious reader…

The world is drenched in the tides and isolated lakes of magical power. A great deal of this is ancient and deadly; only a very small portion of the vast pattern can be harnessed into the shape of mere spells, formulae spat out by rote memory. As difficult as it is for a mere human to grasp and control the powers of a Magic-User, most spells are still no more than a feeble shortcut into the depthless powers of true magic. The greatest wizards and archmages can mold and shape such terrifying powers, reaching deep into the very maelstroms of true power, able to perceive the patterns behind the planes of existence, even if these are obscured seen only through the uncertain lens of mortal perception, and retained within the weak and fragile vessel of the mortal mind.

The Magic-User attempts to harness powers far beyond the true scope of mortal understanding, using memorized formulae, gestures, and incantations, that have been meticulously recorded in books of magic. The very words and diagrams of these spells hold dreadful and incomprehensible power, as demonstrated by the fact that a Magic-User must use a spell (Read Magic) merely to read an unfamiliar magical incantation. To the untrained eye, the spells written in a spellbook are gibberish; the letters almost seem to move at the corner of the eye and the words are disturbing to the mind, the visual counterpart to fingernails dragging across a slate.

A Magic-User can only hold a certain quantity of magical power in mental, memorized reserve to be released later in the form of a spell. Indeed, it is the first warning taught to apprentice mages: that to successfully memorize a spell beyond one's training and mental powers is the last action one will ever take as a sane human being. The mind will be utterly broken, and the vitriol of Chaos will seep into that broken vessel (if the fool is even left alive), turning the mindless husk into a thing far less, and far worse, than human.

Beyond spells, of course, lies an unfathomable realm of such magic as can be harnessed by great rituals and secret knowledge that exceed the confines of mere spells, where the Magic-User's own mind is not the gathering point and lightning rod of vast magical energies. The creation of golems is such a task, and one which is relatively well known. Manuals for the creation of golems are rare, but they exist in lost treasure hoards and forgotten ruins. Building and animating a golem is a task

that cannot be achieved by spells alone, but with the appropriate knowledge, a Magic-User can still perform such a task. Most other feats of great magic are not so well documented as the animation of golems; the creation of cloud castles and other such unique artifacts of power are lost arts, for which a Magic-User would have to do prodigious and dangerous researches at the boundaries of human knowledge – and perhaps beyond.

Clerical spellcasting is quite different from the way in which a Magic-User draws upon the complex, mindless patterns and channels of arcane power. A Cleric's magic, by contrast, is a matter of faith and reverence; the Cleric can draw forth miracles, sometimes of truly staggering power. The number of spells that a Cleric can cast in a single day is limited and the particular spells must be selected ahead of time, but this is done through a process of prayer and meditation, not by the study of formulae in a spell book. It is said that these are "memorized," but such is not precisely the case – "memorization" is simply the closest term that has been coined to describe the preparation of Clerical spells.

Indeed, the divine powers are inscrutable: layer upon layer of mysteries, revelations, and understandings that are peeled away slowly as the Cleric progresses to higher levels. Whether these deeper mystical realities are imparted by visions and sudden insight or whether they are taught to initiates after the prescribed achievements, they represent the ability to cast higher level spells and to commune more directly with the divine powers. Most Clerics are the servants of Law or Chaos, for these are primordial forces that infuse the very foundations of the universe and cosmos. Clerics of Law might have a patron saint or deity who intercedes between the Cleric and the ultimate power of Law, or the Cleric might simply worship Law as an abstract power. Clerics of Chaos might, similarly, commune directly with the storm-insanity of pure Chaos, or take the different path of serving powerful demon princes or blood-drenched gods. Neutral Clerics (if allowed by the Referee) must generally serve a lesser, independent supernatural power, one that has chosen to go its own way in rejection of both the stark path of Law and the dark, mad labyrinths of Chaos. In many cases, although such Neutral patrons are weaker than Law and Chaos in the cosmic sense, they can grant as much power to their mortal followers as greater entities. The difference in standing between a mortal and a great Being of Neutrality is still so extreme that any relative "weakness" on the part of the worshipped being is undetectable by the worshipper. As far as humans are concerned, these Neutral powers are just as strong as Law and Chaos in terms of what boons they can grant to their followers.

And what of necromancers, sorcerers, warlocks, witches, and mystics? Are these independent character classes? Or are they rare sub-classes of the Magic-user and Cleric, or merely substitute names for those classes? This is for the Referee and the players to decide as together you delve into the game beyond the framework of this book. Part of the game is to press beyond the rules, to explore the undiscovered country of the fantastic realms of imagination! The rules of the game are just the

beginning, and this description of magic is merely an introduction, the threshold of infinite possibilities…

USING MAGIC

Clerics and Magic-Users can cast spells, Fighters cannot. Spells have three phases. First they are *memorized* (a character can only memorize a certain number of spells to bring along on an adventure – see the description of the character classes to find out how many, and what level). Second, they are *prepared*, which is the process of saying the magic words and making the magic gestures. Third, the spell is *cast*, which means it takes effect and the magic happens. In the normal sequence of combat, the caster starts preparing at the beginning of the round and casts the spell whenever his/her side has the initiative. In the alternative combat sequence, it takes a whole round to prepare a spell, but spells are cast at the *beginning* of the next round, and the caster can then take other actions during the round, including preparing a spell for the next round.

SPELL LISTS

CLERIC SPELL LIST

LEVEL 1
1. Cure (Cause) Light Wounds
2. Detect Chaos (Law)
3. Detect Magic
4. Light (Dark)
5. Protection from Chaos (Law)
6. Purify (Putrefy) Food and Drink

LEVEL 2
1. Bless (Curse)
2. Find Traps
3. Hold Person
4. Speak with Animals

LEVEL 3
1. Cure (Cause) Disease
2. Light (Dark), Continual
3. Locate Object
4. Remove Curse

LEVEL 4
1. Cure (Cause) Serious Wounds

2. Neutralize Poison
3. Protection from Chaos (Law),
4. 10 ft. radius
5. Speak with Plants
6. Sticks to Snakes

LEVEL 5

1. Commune
2. Create Food and Drink
3. Dispel Chaos (Law)
4. Insect Plague
5. Quest
6. Raise Dead

* The spell name in parenthesis indicates the chaotic incarnation of the spell—the consequences of Lawful Clerics using chaotic spells is determined by the Referee.

MAGIC-USER SPELL LIST

LEVEL 1

1. Charm Person
2. Detect Magic
3. Hold Portal
4. Light
5. Protection from Chaos
6. Read Languages
7. Read Magic
8. Sleep

LEVEL 2

1. Detect Chaos
2. Detect Invisibility
3. Detect Thoughts (ESP)
4. Invisibility
5. Knock
6. Levitate
7. Light, Continual
8. Locate Object
9. Phantasmal Force
10. Web
11. Wizard Lock

LEVEL 3

1. Alter Time

2. Crystal Ball
3. Darkvision
4. Dispel Magic
5. Fireball
6. Fly
7. Hold Person
8. Invisibility, 10 ft. radius
9. Lightning Bolt
10. Protection from Chaos,
11. 10 ft. radius
12. Protection from Normal Missiles
13. Water Breathing

LEVEL 4

1. Charm Monster
2. Confusion
3. Dimension Portal
4. Hallucinatory Terrain
5. Massmorph
6. Plant Growth
7. Polymorph
8. Remove Curse
9. Wall of Fire or Ice
10. Wizard Eye

LEVEL 5

1. Animal Growth
2. Animate Dead
3. Cloudkill
4. Conjure Elemental
5. Contact Other Plane
6. Feeblemind
7. Hold Monster
8. Magic Jar
9. Passwall
10. Telekinesis
11. Teleport
12. Transform Rock-Mud
13. Wall of Stone or Iron

LEVEL 6

1. Anti-Magic Shell
2. Control Weather
3. Death Spell

4. Disintegrate
5. Invisible Stalker
6. Move Earth
7. Move Water
8. Project Image
9. Quest
10. Reincarnation
11. Transform Stone-Flesh

SPELL DESCRIPTIONS

Contained herein are all of the Cleric and Magic-user spells, in alphabetical order. The chaotic-version spells in parentheses are available to Clerics only.

ALTER TIME

Spell Level: M3
Range: 240 ft.
Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60 foot radius area of effect:

1. As a Haste spell, as many as 24 creatures may move and attack at double normal speed.
2. As a Slow spell, as many as 24 creatures failing a saving throw may only move and attack at half speed.

ANIMAL GROWTH

Spell Level: M5
Range: 120 ft.
Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal.

ANIMATE DEAD

Spell Level: M5
Range: Referee's discretion
Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per level of the caster above 8th). The corpses remain animated until destroyed or dispelled.

ANTI-MAGIC SHELL

Spell Level: M6
Range: Caster
Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

BLESS (CURSE)

Spell Level: C2
Range: Target PC or NPC (out-of-combat)
Duration: 1 hour

The caster must announce which of the two options is being cast. The recipient of this spell cannot be in combat when it is cast.

1. As a Bless spell, the recipient is granted a +1 bonus to all attack rolls and, if the target is not a Player Character, improves overall morale.
2. As a Curse spell, the recipient is cursed with a -1 penalty to all attack rolls and, if the target is not a Player Character, suffers a decrease to morale.

CHARM MONSTER

Spell Level: M4
Range: 60 ft.
Duration: Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. Up to 3d6 monsters of fewer than 3 HD are affected.

CHARM PERSON

Spell Level: M1
Range: 120 ft.
Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

CLOUDKILL

Spell Level: M5
Range: Close
Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 or fewer HD.

COMMUNE

Spell Level: C5
Range: Caster
Duration: 3 questions

Higher powers grant answers to three questions the caster poses. Higher powers don't like being constantly interrogated by mere mortals, so the spell should be limited to one casting per week or so. The Referee may rule that a caster may cast a double strength Commune spell composed of six questions once per year.

CONFUSION

Spell Level: M4
Range: 120 ft.
Duration: 2 hours

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

CONFUSION REACTION TABLE

Roll	Reaction
2–5	Attack the caster (and his allies)
6–8	Stand baffled and inactive
9–12	Attack each other

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes a number of minutes equal to 1d12 minus the caster's level. These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

CONJURE ELEMENTAL

Spell Level: M5
Range: 240 ft.
Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack.

CONTACT OTHER PLANE

Spell Level: M5
Range: None
Duration: See table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how deeply the caster wishes to delve into the planes of existence.

CONTACT OTHER PLANE

Plane*	Insanity†	Right	Wrong‡
1	1–2	3–11	12–20
2	1–4	4–13	14–20
3	1–6	7–16	16–20
4	1–8	9–17	18–20
5	1–10	11–18	19–20
6	1–12	13–19	20

* Planes are the "depth" at which the caster chooses to seek the truth; number of Yes/No questions asked

† Temporary insanity lasts for as many weeks equal to the depth of the plane where the caster's sanity failed

‡ This represents the possibility of being misled or misinterpreting an answer

CONTROL WEATHER

Spell Level: M6
Range: Referee's discretion
Duration: Referee's discretion

The caster can summon or stop rainfall, tornadoes, create unusually high or low temperatures, clear the sky of clouds or summon clouds into being.

CREATE FOOD AND DRINK

Spell Level: C5
Range: Close

Duration: Instantaneous

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

CRYSTAL BALL

Spell Level: M3
Range: 60 ft.
Duration: 2 hours

The caster must announce which of the two options is being cast. A two foot thickness of solid stone or a thin layer of lead blocks both options.

1. As a Clairaudience spell, the caster can hear through solid obstacles.
2. As a Clairvoyance spell, the caster can see through solid obstacles.

CURE (CAUSE) DISEASE

Spell Level: C3
Range: Touch
Duration: Instantaneous

1. As a Cure Disease spell, the recipient is cured of all diseases—including those magically inflicted.
2. As a Cause Disease spell, the recipient is inflicted with a disease to be determined by the Referee.

CURE (CAUSE) LIGHT WOUNDS

Spell Level: C1
Range: Touch
Duration: Instantaneous

1. As a Cure Light Wounds spell, the caster cures 1d6+1 HP.
2. As a Cause Light Wounds spell, the caster causes 1d6+1 damage.

CURE (CAUSE) SERIOUS WOUNDS

Spell Level: C4
Range: Touch
Duration: Instantaneous

1. As a Cure Serious Wounds spell, the caster cures 3d6+3 HP.
2. As a Cause Serious Wounds spell, the caster causes 3d6+3 damage.

DARKVISION

Spell Level: M3
Range: Touch
Duration: 1 day

The recipient of the spell can see in total darkness. The recipient should roll 1d6 on the table on the following page to determine the range of his vision.

DARKVISION RANGE

Roll	Range of Vision (ft.)
1–2	40
3–4	50
5–6	60

DEATH SPELL

Spell Level: M6
Range: 240 ft.
Duration: Permanent

Within a 60 foot radius, up to 2d8 creatures with fewer than 7 HD perish.

DETECT CHAOS (LAW)

Spell Level: C1, M2
Range: 120 ft. (C), 60 ft. (M)
Duration: 1 hour (C), 20 min. (M)

1. As a Detect Chaos spell, the caster detects creatures of Chaos, or those with chaotic enchantments, intentions, thoughts, or auras within the spell's range. Poison is not inherently evil or chaotic and cannot be detected by means of this spell.
2. As a Detect Law spell, the spell works exactly like Detect Chaos except that it detects Law.

DETECT INVISIBILITY

Spell Level: M2
Range: 10 ft./caster level
Duration: 1 hour

Caster can perceive invisible creatures and objects.

DETECT MAGIC

Spell Level: C1, M1
Range: 60 ft.
Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

DETECT THOUGHTS (ESP)

Spell Level: M2
Range: 60 ft.
Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead.

DIMENSIONAL PORTAL

Spell Level: M4
Range: 10 ft. casting, 360 ft. teleport
Duration: Instantaneous

Dimensional Portal is a weak form of the Teleport spell that can be managed by lesser magicians. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range.

DISINTEGRATE

Spell Level: M6
Range: 60 ft.
Duration: Permanent

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw. The Disintegrate spell cannot be dispelled.

DISPEL CHAOS (LAW)

Spell Level: C5
Range: 30 ft.
Duration: 10 min.

1. As a Dispel Chaos spell, the spell is similar to the arcane spell Dispel Magic, but works against items, spells, or agents of Chaos. However, unlike Dispel Magic, this spell also functions against chaotic sendings, possibly including dreams or supernatural hunting-beasts.
2. As a Dispel Law spell, the spell works exactly like Dispel Chaos, except that it will dispel Law.

DISPEL MAGIC

Spell Level: M3
Range: 120 ft.
Duration: 10 min.

Dispel magic can be used to completely dispel most spells and enchantments.

As an example of how one might Referee this spell, the chance of dispelling magic could be a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic.

Thus, a 6th level Magic-user attempting to dispel a charm cast by a 12th level Magic-user has a 50% chance of success (6 / 12 = 1/2). If the 12th level Magic-user were dispelling the 6th level Magic-user's charm, the dispelling caster's chance of success would be 200% (12 / 6 = 2).

FEEBLEMIND

Spell Level: M5
Range: 240 ft.
Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-user becomes feebleminded until the magic is dispelled.

FIND TRAPS

Spell Level: C2
Range: 30 ft.
Duration: 20 min.

Find Traps can allow the caster to perceive both magical and non-magical traps at a distance of 30 feet.

FIREBALL

Spell Level: M3
Range: 240 ft.
Duration: Instantaneous

A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

FLY

Spell Level: M3
Range: Touch
Duration: 1d6 turns + 1 turn/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the Player.

HALLUCINATORY TERRAIN

Spell Level: M4
Range: 240 ft.
Duration: Until touched by an enemy or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

HOLD MONSTER

Spell Level: M5
Range: 120 ft.
Duration: 1 hour + 10 min./level

The caster can target either 1d4 creatures (saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

HOLD PERSON

Spell Level: C2, M3
Range: 180 ft. (C), 120 ft. (M)
Duration: 90 min. (C), 1 hour + 10 min./level (M)

The caster can target either 1d4 persons (with the same parameters as Charm Person; saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

HOLD PORTAL

Spell Level: M1
Range: Referee's discretion
Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

INSECT PLAGUE

Spell Level: C5
Range: 480 ft.
Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 × 20 feet, with roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no saving throw).

INVISIBILITY

Spell Level: M2
Range: 240 ft.
Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to darkvision. If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

INVISIBILITY, 10 FT. RADIUS

Spell Level: M3
Range: 240 ft.
Duration: Until dispelled or an attack is made

Identical to the Invisibility spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10 foot radius) around the recipient, which moves along with the target.

INVISIBLE STALKER

Spell Level: M6
Range: Near Caster
Duration: Until mission is completed

This spell summons an Invisible Stalker with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of Dispel Magic; it must be killed in order to deter it from its mission.

KNOCK

Spell Level: M2
Range: 60 ft.
Duration: Instantaneous

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

LEVITATE

Spell Level: M2
Range: 20 ft./level
Duration: 10 min./level

This spell allows the Magic-user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

LIGHT (DARK)

Spell Level: C1, M1
Range: 120 ft.
Duration: 2 hours (C), 1 hour + 10 min./level (M)

1. As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet

LIGHT (DARK), CONTINUAL

Spell Level: C3, M2
Range: 120 ft.
Duration: Permanent until dispelled

1. As a Light, Continual spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a Dark, Continual spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

LIGHTNING BOLT

Spell Level: M3
Range: 60 ft.
Duration: Instantaneous

A nearly ten foot wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

LOCATE OBJECT

Spell Level: C3, M2
Range: 90 ft. (C), 60 ft. + 10 ft./level (M)
Duration: 1 min./level

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

MAGIC JAR

Spell Level: M5
Range: See below
Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-user's soul is within, the soul is lost. The Magic-user can return from the jar to his own body whenever desired, thus ending the spell.

MASSMORPH

Spell Level: M4
Range: 240 ft.
Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

MOVE EARTH

Spell Level: M6
Range: 240 ft.
Duration: Permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 feet per minute for 1 hour.

MOVE WATER

Spell Level: M6
Range: 240 ft.
Duration: See below

The caster must announce which of the two options are being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 10 turns.
2. Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 6 turns.

NEUTRALIZE POISON

Spell Level: C4
Range: Referee's discretion
Duration: 10 min.

This spell counteracts poison, but does not bring the dead back to life.

PASSWALL

Spell Level: M5
Range: 30 ft.
Duration: 30 min.

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized man.

PHANTASMAL FORCE

Spell Level: M2
Range: 240 ft.
Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it.

PLANT GROWTH

Spell Level: M4
Range: 120 ft.

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300 × 300 feet, for a total of 90,000 square feet.

POLYMORPH

Spell Level: M4
Range: See below
Duration: See below

The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.
2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

PROJECT IMAGE

Spell Level: M6
Range: 240 ft.
Duration: 1 hour

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

PROTECTION FROM CHAOS (LAW)

Spell Level: C1, M1
Range: Caster only
Duration: 2 hours (C), 1 hour (M)

1. As a Protection from Chaos spell, the caster creates a magical field of protection around himself to block out all chaotic monsters, who suffer a

throws against such attacks.

2. As a Protection from Law spell, it does the same thing except that lawful creatures suffer the -1 penalty.

PROTECTION FROM CHAOS (LAW), 10 FT. RADIUS

Spell Level: C4, M3
Range: 10 ft. radius around caster
Duration: 2 hours

1. As a Protection from Chaos, 10 ft. radius spell, it has the same effect as Protection from Chaos—except that its effect covers an area rather than an individual.
2. As a Protection from Law, 10 ft. radius spell, it has the same effect as Protection from Law—except that its effect covers an area rather than an individual.

PROTECTION FROM NORMAL MISSILES

Spell Level: M3
Range: 30 ft.
Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

PURIFY (PUTREFY) FOOD AND DRINK

Spell Level: C1
Range: Close/Touch
Duration: Instantaneous

1. As a Purify Food and Drink spell. the caster causes enough food and water for up to a dozen people to be made pure, removing spoilage and poisons.
2. As a Putrefy Food and Drink spell. the caster causes enough food and water for up to a dozen people to be made putrid, creating spoilage and poisons.

QUEST

Spell Level: C5, M6
Range: 30 ft.
Duration: Until completed

If the victim fails his saving throw, the caster may set a task for him. If a Magic-user casts this spell the victim will die if he ignores the Quest altogether. If a Cleric casts

this spell the victim's failure to obey will result in a curse to be determined by the Referee.

RAISE DEAD

Spell Level: C5
Range: Line of sight
Duration: See below

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for Player Characters (i.e., "human-like").

READ LANGUAGES

Spell Level: M1
Range: Reading distance
Duration: 1 or 2 readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

READ MAGIC

Spell Level: M1
Range: Caster only
Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

REINCARNATION

Spell Level: M6
Range: Touch
Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body of the same alignment as the deceased.

REMOVE CURSE

Spell Level: C3, M4
Range: Close/Touch

Duration: Instantaneous

This spell removes one curse from a person or object.

SLEEP

Spell Level: M1
Range: 240 ft.
Duration: Referee's discretion

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It can affect a number of creatures based on their hit dice.

AFFECTED BY SLEEP

Victim's HD	Number Affected
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

SPEAK WITH ANIMALS

Spell Level: C2
Range: 30 ft.
Duration: 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

SPEAK WITH PLANTS

Spell Level: C4
Range: 30 ft.
Duration: 1 hour

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

STICKS TO SNAKES

Spell Level: C4
Range: 120 ft.
Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

TELEKINESIS

Spell Level: M5
Range: 120 ft.
Duration: 1 hour

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

TELEPORT

Spell Level: M5
Range: Touch
Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a 25% chance of success—with failure resulting in death.
2. If the caster has seen but not studied the destination there is an 20% chance of failure. Half of failures will place the traveler 1d10 × 10 feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler 1d10 × 10 feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a 5% chance of failure, with 1 in 6 failures arriving below and 5 in 6 arriving above the targeted location. In either case, the arrival is 1d4 × 10 feet low or high.

TRANSFORM ROCK-MUD

Spell Level: M5
Range: 120 ft.
Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300 × 300 feet becomes a deep mire, reducing movement to 10% of normal.

TRANSFORM STONE-FLESH

Spell Level: M6
Range: 120 ft.
Duration: Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue.

WALL OF FIRE OR ICE

Spell Level: M4
Range: 60 ft.
Duration: Concentration

The caster must announce which of the two options are being cast:

1. As a Wall of Fire spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high.
2. As a Wall of Ice spell, the caster conjures up a 6 foot thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

WALL OF STONE OR IRON

Spell Level: M5
Range: 60 ft.
Duration: Permanent (stone) or 2 hours (iron)

The caster must announce which of the two options are being cast:

1. As a Wall of Stone spell, the caster conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.
2. As a Wall of Iron spell, the caster conjures an iron wall from thin air. The wall is 3 feet thick, with a surface area of 500 square feet.

WATER BREATHING

Spell Level: M3
Range: 30 ft.
Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

WEB

Spell Level: M2
Range: 30 ft.
Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 × 10 × 20 feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3 to 4 turns or longer at the Referee's discretion.

WIZARD EYE

Spell Level: M4
Range: 240 ft.
Duration: 1 hour

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn.

WIZARD LOCK

Spell Level: M2
Range: Close
Duration: Permanent until dispelled

As with a Hold Portal spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-user three levels or higher than the caster can open the portal, and a Knock spell will open it as well (although the spell is not permanently destroyed in these cases).

CHAPTER 7: MONSTERS

There's not a lot of detail given about the monsters, because the more detail given, the more your own mental image of the fantasy world is going to be locked into a single track. We're not going to say that giant ants are red, nocturnal, three feet long, and fond of eating Elves. Because, in your mind, they might be blue, diurnal, five feet long, and eat only plants unless attacked. Details about monsters toss roadblocks in front of the imagination. Yes, details can also inspire imagination, but we're making the assumption that if you're interested in fantasy gaming in the first place, you've got a good imagination as-is and don't require details about the size of a giant ant.

One important characteristic of all monsters, though, is that they can see in the dark.

The following is a quick reference guide for how to read monster descriptions:

Armor Class

"Armor Class" is explained earlier in the rules for combat. If you're using the Descending AC system (where lower AC is better), disregard the numbers in brackets. If you're using the Ascending AC system (where a high AC is better), use the numbers in brackets.

Attacks

"Attacks" lists the number of attacks a monster has and the damage they inflict. Most monsters have one attack and inflict 1d6 damage—there are, however, some exceptions.

Experience Points

"Experience Points" are presented after a monster's Hit Dice Equivalent (HDE) rating, and list the number of XP the adventuring party gains as a result of killing the creature. In some cases, however, the Referee may choose to award experience points for defeating a creature without killing it (circumventing it by creative means, capturing it to bring home, etc.). Some monsters have multiple Experience Points listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Hit Dice

"Hit Dice" is the number of dice (d6) rolled to determine an individual creature's HP. If there is a plus or minus after the number, add or subtract that number once from the total rolled. Average hit points for a monster's hit dice are listed in parentheses in the HD entry for each monster.

Hit Dice Equivalent

"Hit Dice Equivalent" is used to separate monsters into approximate "difficulty levels" so that when creating an adventure the Referee has some guidelines concerning what characters can and cannot handle. Some monsters have multiple HDE's listed—this is because certain monsters have a range of hit dice. Order is always from lowest HD to highest HD.

Magic Resistance

"Magic Resistance" isn't one of the entries, but some creatures may have "magic resistance." The given percentage chance is the likelihood that any magic used against the creature (other than bonuses from weapons) will fail to take effect. To determine whether or not magic used will have an impact, roll a d100. The magic fails if the result is less than the given percentage.

Move

"Move" is the monster's movement rate and is handled like it is for PCs.

Saving Throw

"Saving Throw" isn't one of the entries, but all creatures have a saving throw. It is the number on the d20 the monster needs to equal or exceed in order to avoid a threat or lessen its effect. It is found by subtracting the monster's HD from 19. For example, a monster with 4 HD has a saving throw of 15. Alternatively, a monster can simply be treated as a Fighter or whatever character class makes sense for that monster, with the monster's hit dice being used for its level.

Special

"Special" is just a "flag" of sorts for the Referee that serves as a reminder that a monster has a special ability.

Monster Attack Rolls

HD	Target Armor Class or [Target's Ascending Armor Class]											
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]
	Attack Roll (d20) Required to hit Opponent's Armor Class											
< 1	10	11	12	13	14	15	16	17	18	19	20	21
1	9	10	11	12	13	14	15	16	17	18	19	20
2	8	9	10	11	12	13	14	15	16	17	18	19
3	7	8	9	10	11	12	13	14	15	16	17	18
4	6	7	8	9	10	11	12	13	14	15	16	17
5	5	6	7	8	9	10	11	12	13	14	15	16

HD	Target Armor Class or [Target's Ascending Armor Class]											
	9 [10]	8 [11]	7 [12]	6 [13]	5 [14]	4 [15]	3 [16]	2 [17]	1 [18]	0 [19]	-1 [20]	-2 [21]
	Attack Roll (d20) Required to hit Opponent's Armor Class											
6	4	5	6	7	8	9	10	11	12	13	14	15
7	3	4	5	6	7	8	9	10	11	12	13	14
8	2	3	4	5	6	7	8	9	10	11	12	13
9	1	2	3	4	5	6	7	8	9	10	11	12
10	1	1	2	3	4	5	6	7	8	9	10	11
11	1	1	1	2	3	4	5	6	7	8	9	10
12	1	1	1	1	2	3	4	5	6	7	8	9
13	1	1	1	1	1	2	3	4	5	6	7	8
14	1	1	1	1	1	1	2	3	4	5	6	7
15+	1	1	1	1	1	1	1	2	3	4	5	6

Nota Bene: If you are using the quick formula for calculating attacks using the ascending armor class system, the monster's normal "to-hit" bonus is equal to its hit dice (capped at +15). For example, a monster with 3 HD attacks with a +3 "to-hit" bonus.

MONSTER DESCRIPTIONS

Contained herein are all of the monsters presented in alphabetical order.

ANIMALS

This entry lists a large number of common animals in alphabetic order. Descriptions are not provided.

Animal, Herd Small: *AC:* 7 [12]   *HD:* 2 (7 hp)   Attacks: attack
   Move: 18   *Special:* Small herd animals like wild goats, deer, etc.
   HDE/XP: 2/30

Animal, Herd Large: *AC:* 7 [12]   *HD:* 4 (14 hp)   *Attacks:* attack
   Move: 16   *Special:* Large herd animals like cattle, oxen, caribou, etc.
   HDE:/XP: 4/120

Ant, Giant: *AC:* 3 [16]   *HD:* 3 (11 hp)   *Attacks:* bite   *Move:* 18
   Special: acid (2d6).   *HDE/XP:* 4/120

Ape, Gorilla: *AC:* 6 [13]   *HD:* 4 (14 hp)   *Attacks:* bite/claws
   *Move:*12   *HDE/XP:* 4/120

Ape, Carnivorous: *AC:* 6 [13]   *HD:* 5 (17 hp)   *Attacks:* bite/claws
   Move: 12   *HDE/XP*: 5/240

Baboon: *AC:* 7 [12] *HD:* 1 (3 hp) *Attacks:* bite *Move:* 9
  Special: Tribal *HDE/XP:* 1/15

Badger: *AC:* 4 [15] *HD:* 1 (3 hp) *Attacks:* bite/claws
  Move: 60 *Morale:* 7 *Special:* burrows *HDE/XP:* 1/15

Badger, Giant: *AC:* 4 [15] *HD:* 3 (11 hp) *Attacks:* bite/claws
  Move: 6 *Special:* burrows, twice normal size
  HDE:/XP: 3/60

Bat: *AC*: 9 [10] *HD:* 1/2 (1 hp) *Attacks:* bite (1d3) *Move:* 1 (18
  flying) *HDE/XP:* 1/10

Bat, Giant: *AC:* 7 [12] *HD:* 4 (14 hp) *Attacks:* bite *Move:* 2 (18
  flying) *Special:* Human-sized. *HDE/XP:* 5/250

Bat, Monster: *AC:* 6 [13] *HD:* 8 (28 hp) *Attacks:* bite/claws (2d6)
  Move: 3 (18 flying) *Special:* Twice the size of a human.
  HDE/XP: 9/1,100

Bear, Black: *AC:* 7 [12] *HD:* 3 (11 hp) *Attacks:* claws *Move:* 9
  Special: 2d6 Hug if hit on 18+ *HDE/XP:* 3/60

Bear, Brown: *AC:* 6 [13] *HD:* 5 (17 hp) *Attacks:* claws (1d6+1)
  Move: 9 *Special:* 2d6 Hug if hit on 18+ *HDE/XP:* 5/240

Bear, Cave: *AC:* 6 [13] *HD:* 6 (21 hp) *Attacks:* claws (2d6)
  Move: 12 *Special:* 3d6 Hug if hit on 18+ *HDE/XP*: 7/600

Bee, Giant: *AC:* 7 [12] *HD:* 1/2 (2 hp) *Attacks:* sting (1d3)
  Move: 1 (24 flying) *Special:* poison sting (save or incapacitated with pain,
  die in 2d6 rounds) *HDE/XP:* 3/60

Boar, Wild: *AC:* 7 [12] *HD:* 3 (11 hp) *Attacks:* gore *Move:* 12
  Special: attacks for 2 rounds after "death" *HDE/XP*: 4/120.

Camel: *AC:* 6 [13] *HD:* 3 (11 hp) *Attacks:* bite *Move:* 12
  HDE/XP: 3/60

Cat *AC:* 5 [14] *HD:* 1/2 (2 hp) *Attacks:* claws (1d2) *Move:* 12
  HDE/XP: 1/5

Cheetah: *AC:* 4 [15] *HD:* 3 (11 hp) *Attacks:* bite/claws
  Move: 24 *Special:* excellent smell, move drops to 90 feet after 4 rounds.
  HDE/XP: 3/60

Crab, Giant: *AC:* 2 [17]   *HD:* 3 (11 hp)   *Attacks:* pinchers (2d6)
  Move: 6   *Special:* if hit, DEX save or captured (automatically hit captured target each round until freed).   HDE/XP: 5/240

Crocodile   *AC:* 4 [15]   *HD:* 3 (11 hp)   *Attacks:* bite
  HDE/XP: 3/60

Crocodile, Giant *AC:* 3 [16]   *HD:* 6 (21 hp)   *Attacks:* bite (4d6)
  Special: Smallest about 20 feet long   *HDE/XP:* 8/800

Dog: *AC:* 8 [11]   *HD:* 1 (3 hp)   *Attacks*: bite (1d3)   *Move*: 12
  HDE/XP: 1/10

Dog, War   *AC:* 6 [13]   *HD:* 2 (7 hp)   *Attacks:* bite   *Move:* 12
  Special: can wear armor   *HDE/XP:* 2/30

Donkey: *AC:* 7 [12]   *HD:* 2 (7 hp)   *Attacks:* bite (1d3)
  Move: 15   *HDE/XP:* 2/30

Eagle: *AC:* 9 [10]   *HD:* 1 (3 hp)   *Attacks:* talons/bite (1d3)
  Move: 3 (18 flying)   *HDE/XP*: 2/30

Eagle, Giant: *AC:* 8 [11]   *HD:* 3 (11 hp)   *Attacks:* talons/bite
  Move: 3 (24 flying)   *HDE/XP*: 4/120

Elephant: *AC:* 3 [16]   *HD:* 11 (38 hp)   *Attacks:* gore (3d6), slam
  (2d6) *Move:* 12   *Special:* Tramples downed foes for 2d6
  HDE/XP: 12/2,000

Hawk: *AC:* 4 [15]   *HD:* 1 (3 hp)   *Attacks:* talons (1d3)
  Move: 3 (18 flying)   *HDE/XP:* 1/15

Horse, Riding: *AC:* 7 [12]   *HD:* 2 (7 hp)   *Attacks:* bite/hooves
  Move: 18   *Special:* generally panic in battle, will not wear barding.
  HDE/XP: 2/30

Horse, War: *AC:* 7 [12]   *HD:* 3 (10 hp)   *Attacks:* bite/hooves
  Move: 18   *Special:* Trained for battle, will wear barding, less likely to panic. Well-trained warhorses will actually assist their rider in battle.. *HDE/XP:* 3/60

Hyena: *AC:* 5 [14]   *HD:* 2 (7 hp)   *Attacks:* bite   *Move:* 12
  HDE/XP: 2/30

Leopard: *AC:* 4 [15]   *HD:* 3 (11 hp)   *Attacks:* bite/claws
  Move: 15   *Special:* rake on natural 20 (1d6)   *HDE/XP:* 3/60

Lion: *AC:* 4 [15]   *HD:* 5 (17 hp)   *Attacks:* bite/claws (1d6+1)
  Move: 15   *Special:* rake on natural 20l(1d6)   *HDE/XP:* 5/240

Lizard, Cave: *AC:* 4 [15]   *HD:* 6 (21 hp)   *Attacks:* bite   *Move:* 9
  Special: Can walk on walls, infravision, swallow small or medium creatures on a
  natural 20, swallowed creatures take 1d6 automatic damage every round.
  HDE/XP: 7/600

Lizard, Giant: *AC:* 4 [15]   *HD:* 3 (11 hp)   *Attacks:* bite   *Move:* 12
  Special: Swallow small creatures on a natural 20, swallowed creatures take 1d6
  automatic damage every round. *HDE/XP*: 3/60

Manta Ray: *AC:* 7 [12]   *HD:* 4 (14 hp)   *Attacks:* ram
  Move: 120 swimming   *HDE/XP:* 4/120

Monkey   *AC:* 8 [11]   *HD:* 1/2 (3 hp)   *Attacks:* bite (1d3)
  Move: 12   *HDE/XP:* 1/10

Mule: *AC:* 7 [12]   *HD:* 2 (7 hp)   *Attacks:* kick (1d3)   *Move:* 12
  HDE/XP: 2/30

Octopus: *AC:* 3 [16]   *HD:* 2 (7 hp)   *Attacks:* bite (1d3)
  Move: 9 swimming   *Special:* Arms grab and hold (auto bite if held), black ink
  jet acts as darkness   *HDE/XP:* 3/60

Octopus, Giant: *AC:* 3 [16]   *HD:* 8 (28 hp)   *Attacks:* bite (1d6+2)
  Move: 12 swimming   *Special:* Arms grab and hold (auto bite if held, 1d3 grab
  damage), black ink jet acts as darkness.   *HDE/XP*: 10/1,400

Porpoise: *AC:* 5 [14]   *HD:* 3 (11 hp)   *Attacks:* head butt
  Move: 16 swimming   *Special:* Highly Intelligent, Sonar, breathes air.
  HDE/XP: 3/60

Rabid Animal: Effective *HD:* +1   *Attacks and Move:* As normal animal of same
  type. *Special:* Any mammal can be infected with Rabies. Bite attack carries
  rabies (Onset in 2d6 weeks, until cured no natural healing, -1d4 INT per day, die
  at 0 INT). *HDE/XP:* +2 HDE

Scorpion, Giant: *AC:* 2 [17]   *HD:* 4 (14 hp)   *Attacks:* claws (2d6), sting
  (1d3, poison) *Move:* 12   *Special:* poison causes paralysis and loss of 1 BP
  per minute.   *HDE/XP:* 6/400

Shark: *AC:* 4 [15]   *HD:* 4 (14 hp)   *Attacks:* bite (2d6)
  Move: 12 swimming   *HDE/XP:* 5/240

Shark, Giant: *AC:* 3 [16]   *HD:* 10 (35 hp)   *Attacks:* bite (4d6)
  Move: 18 swimming   *HDE/XP:* 11/1,700

Snake, Constrictor: *AC:* 5 [14] *HD:* 2 (7 hp) *Attacks:* constriction (1d3) *Move:* 10 *Special:* On successful attack, automatic 1d3 damage thereafter until dead *HDE/XP:* 3/60

Snake, Giant Constrictor: *AC:* 5 [14] *HD:* 6 (21 hp) *Attacks:* constriction (2d6) *Move:* 12 *Special:* On successful attack, automatic 1d6 damage thereafter until dead. *HDE/XP:* 7/600

Snake, Giant Viper: *AC:* 5 [14] *HD:* 4 (14 hp) *Attacks:* bite (1d3 + poison) *Move:* 12 *Special:* Lethal poison *HDE/XP:* 5/240

Snake, Viper: *AC:* 5 [14] *HD:* 1 (3 hp) *Attacks:* bite (1hp + poison) *Move:* 18 *Special:* Lethal poison (save +3). *HDE/XP:* 2/30

Swarm, Insects AC: 6 [13] *HD:* 2-4 (7-14 hp) *Attacks:* Bite (1d3) (double against no armor) *Move:* 3 *Special:* Unaffected by weapons, may or may not fly (move 9 flying), may or may not have poison causing paralysis. *HDE/XP:* 2/30, 3/60, 4/120

Swarm, Rats: *AC:* 7 [12] *HD:* 3-4 (11-14 hp) *Attacks:* bites (2d6) *Move:* 12 *Special:* Attacks made against the swarm are made at -2, bite has 5% chance of causing disease). *HDE/XP:* 4/120, 5/240

Tick, Giant: *AC:* 4 [15] *HD:* 3 (11 hp) *Attacks:* bite *Move:* 3 *Special:* attaches on a hit and will deal 1d6 damage automatically every round. *HDE/XP:* 4/120

Tiger: *AC:* 6 [13] *HD:* 6 (21 hp) *Attacks:* bite/claws (1d6) *Move:* 15 (6 swimming) *Special:* Surprise on 1-4. *HDE/XP:* 6/400

Tiger, Sabre-Tooth: *AC:* 5 [14] *HD:* 8 (28 hp) *Attacks:* bite/claws (2d6) Move: 18 (9 swimming) *HDE/XP:* 9/1,100

Toad, Giant: *AC:* 7 [12] *HD:* 3 (11 hp) *Attacks:* bite *Move:* 3 (6 swimming) *Special:* surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue pulls victims in to bite making bite attack like pole arms. *HDE/XP*: 5/240

Wasp, Giant: *AC:* 8 [11] *HD:* 2 (7 hp) *Attacks:* sting (1d3) *Move:* 1 (9 flying) *Special:* poison sting (save or incapacitated with pain, die in 2d6 rounds) *HDE/XP:* 3/60

Whale, Killer: *AC:* 6 [13] *HD:* 6 (21 hp) *Attacks:* bite (2d6) *Move:* 18 swimming *Special:* swallows small creatures whole (1d6 damage per round) *HDE/XP:* 7/600

Whale, Great: *AC:* 6 [13]   *HD:* 24 (84 hp)   *Attacks:* bite (6d6)
  Move: 9 swimming   *Special:* swallows human-sized creatures whole (3d6
  damage per round), may attack ships   *HDE/XP:* 25/5,900

Wolf: AC: 7 [12]   HD: 2 (7 hp)   Attacks: bite (1d3)   *Move:* 15
  HDE/XP: 2/30

BANSHEE

Armor Class: 0 [19]
Hit Dice: 7 (25 hp)
Attacks: Claw
Special: See below
Move: 12
HDE/XP: 11/1,700

Banshees are horrid fey (or undead) creatures that live in swamps and other
desolate places. They can only be harmed by magical or silver weapons. Banshees
have a 49% resistance to magic, and they are immune to enchantments. Their shriek
(once per day) necessitates a saving throw versus death or the hearer will die in 2d6
rounds. They can travel over water and other terrain as if it were land, but crossing
running water causes it to lose its magic resistance for 3d6 hours. They look like
gaunt humans with long, stringy hair and glowing yellow eyes. They often wear
hooded cloaks. At the Referee's discretion, such creatures might be undead rather
than faerie-folk, and are considered to have 9 HD for turning purposes.

BASILISK

Armor Class: 4 [15]
Hit Dice: 6 (21 hp)
Attacks: Bite
Special: Petrifying gaze
Move: 6
HDE/XP: 8/800

Basilisks are great lizards whose gaze turns to stone anyone meeting its eye (fighting
without looking incurs a -4 penalty "to-hit"). If the basilisk's own gaze is reflected
back at it, it has a 10% chance to force the basilisk into a saving throw against being
turned to stone itself.

BEETLE, GIANT FIRE

Armor Class: 4 [15]
Hit Dice: 1+3 (6 hp)
Attacks: Bite
Special: None
Move: 12

HDE/XP: 1/15

A giant fire beetle's oily light-glands glow red, and continue to give off light for 1d6 days after they are removed (shedding light in a 10 foot radius).

BLACK PUDDING

Armor Class: 6 [13]
Hit Dice: 10 (35 hp)
Attacks: Strike
Special: Acidic
Move: 6
HDE/XP: 11/1,700

Black puddings are amorphous globs with an acidic surface. They are subterranean predators and scavengers. Any weapon or armor contacting a black pudding will be eaten away by the acid as follows: weapon (1 hit by weapon), chain mail or lesser armor (1 hit by pudding), plate mail (2 hits by pudding). If a weapon or armor is magical, it can take an additional hit per +1 before being dissolved. They are immune to cold and divide when attacked by lightning.

BLINK DOG

Armor Class: 5 [14]
Hit Dice: 6 (21 hp)
Attacks: Bite
Special: Teleport
Move: 12
HDE/XP: 4/240

Blink dogs are pack hunters, intelligent and usually friendly to those who are not of evil intent. They can teleport short distances (without error) and attack in the same turn—in most cases (75%) a blink dog will be able to teleport behind an opponent and attack from the rear (with bonuses).

BUGBEAR

Armor Class: 5 [14]
Hit Dice: 3+1 (12 hp)
Attacks: Weapon or bite
Special: Surprise opponents
Move: 9
HDE/XP: 3/120

These large, hairy, goblin-like humanoids are stealthier than their size would suggest, almost always getting the chance to surprise even the most alert opponents with a roll of 1–3 on a d6 (50% of the time).

CENTAUR

Armor Class: 5 [14], 4 [16] w/ shield
Hit Dice: 4 (14 hp)
Attacks: Weapon or kick
Special: None
Move: 18
HDE/XP: 5/240

Half man, half horse, centaurs are fierce warriors and well-known creatures of mythology. The Referee may choose any "version" of the centaur from folklore for his campaign: some are chaotic, some aloof, and some are soothsayers.

CENTIPEDE, GIANT (SMALL)

Armor Class: 9 [10]
Hit Dice: 1d2 HP (1 hp)
Attacks: Bite
Special: Poison (see below)
Move: 13
HDE/XP: 2/30

Giant lethal centipedes of the small size inflict a lethal amount of poison with each bite, but inflict no damage if the saving throw is successful (+4 modifier to opponent's saving throw).

CENTIPEDE, GIANT (MEDIUM)

Armor Class: 5 [14]
Hit Dice: 2 (7hp)
Attacks: Bite
Special: Poison (see below)
Move: 15
HDE/XP: 4/240

This man-sized giant centipede is a deadly predator with armored segments, a vicious bite, and a lethal (though relatively weak) poison (+6 modifier to opponent's saving throw).

CENTIPEDE, GIANT (LARGE)

Armor Class: 0 [19]
Hit Dice: 4 (14 hp)
Attacks: Bite
Special: Poison (see below)
Move: 18
HDE/XP: 6/400

A twenty-foot long horror of chitin, multiple legs, and clashing pincers dripping with venom (+6 modifier to opponent's saving throw).

CHIMERA

Armor Class: 4 [15]
Hit Dice: 9 (31 hp)
Attacks: Bite (equals # of heads)
Special: Breathes fire, flies
Move: 12/18 (when flying)
HDE/XP: 11/1,700

The chimera is a winged, three headed beast; one is the head of a goat, one the head of a lion, and one the head of a dragon. The dragon head can breathe fire (3 times per day) with a range of 50 feet, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

COCKATRICE

Armor Class: 6 [13]
Hit Dice: 5 (17 hp)
Attacks: Bite
Special: Bite turns bitten into stone
Move: 6/18 (when flying)
HDE/XP: 7/600

Resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless a successful saving throw is made.

DEMONS

Demons are creatures of the lower planes of existence, but they are occasionally encountered in places where they have been enslaved to serve as guardians by powerful Magic-users or Chaotic Clerics. The more intelligent varieties might also be interrupted while carrying out plots of their own. There is no meaningful game distinction between demons and devils.

DEMON, BAALROCH

Armor Class: 2 [17]
Hit Dice: 9 (31 hp)
Attacks: Sword or whip (2d6)
Special: See below
Move: 6/15 (when flying)
HDE/XP: 10/1,400

The Baalroch's name means, roughly, the Bull of Baal: the Baal-aurochs (the aurochs was a bull that stood twelve feet tall at the shoulder, and Baal is an ancient and evil

pagan deity). These powerful demons somewhat resemble vast minotaurs with great, spreading bat-wings; they burn with the fires of hell and are wreathed in flame. The spells of casters below 6th level do not affect them, and against higher-level spell casters they are yet 75% immune to all spells. In combat, a Baalroch uses whip and sword; the whip can be used to reach great distances—on a successful hit the victim is pulled close to the Baalroch and burned by the fires of the demon's body (3d6 damage). Baalrochs are sometimes referred to in ancient texts as Balor or Baalor, which may be the name of a single demon rather than a term for all of them. A Baalroch could be forced or tricked into the service of a powerful wizard, but the risk would be immense.

DEMON, LEMURE

Armor Class: 7 [12]
Hit Dice: 3 (11 hp)
Attacks: Claw
Special: Regenerate (1 HP/round)
Move: 3
HDE/XP: 4/120

Lemures are vaguely humanoid—their flesh is mud-like, shifting and soft upon their horrible bodies. Like manes and wretches, lemures are lower forms of demons, the fleshly manifestations of damned souls. These demons can only be permanently destroyed by sprinkling their disgusting bodies with holy water.

DJINNI

Armor Class: 5 [14]
Hit Dice: 7+1 (25 hp)
Attacks: Fist or weapon (2d6)
Special: See below
Move: 9/24 (when flying)
HDE/XP: 9/1,100

Djinn are one of the genies of folklore, creatures of the air (and possibly of the elemental planes). They can carry 700 pounds of weight, and have a number of magical powers. A djinni can create food and water of high quality, as well as wooden and cloth objects. They can also create objects of metal (including coins), but all such magically created metals disappear in time. Djinn can call up illusions, and although these are quite excellent they disappear when touched. Djinni can turn themselves into gaseous form (cannot attack or be attacked, can enter any area that is not airtight), and can become invisible at will. Finally, a djinni can turn itself into a whirlwind much like an air elemental, sweeping away any creature with one or fewer hit dice (the diameter of the whirlwind is 10 feet). More powerful types of djinn might be capable of granting limited wishes or even true wishes.

DOPPELGANGER

Armor Class: 5 [14]
Hit Dice: 4 (14 hp)
Attacks: Claw
Special: See below
Move: 9
HDE/XP: 5/240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (+5) against magic of all kinds.

DRAGONS

All dragons have a breath weapon of some kind, which can be used up to three times in a day. The Referee chooses when a dragon will use the breath weapon or may roll for it (50% chance) in any given round.

Referees should not roll for a dragon's hit points, like one would for other monsters. Instead, determine the age category of the dragon—this will give both the dragon's hit points per hit dice and how many points of breath weapon damage per hit dice the dragon inflicts.

DRAGON AGE CATEGORY

Roll	Age	Hit Points/Hit Dice	Damage/Hit Dice
1	Very Young	1	1
2	Young	2	2
3	Immature	3	3
4	Adult	4	4
5	Old	5	5
6	Very Old (100 yrs)	6	6
7	Aged (100–400)	7	7
8	Ancient (400+)	8	8

DRAGON BREATH WEAPONS

Shape*	Type
Cloud	Gaseous
Cone	Fiery/Frosty
Line	Spitting

* The dimensions of a dragon's breath differ according to the dragon's type. For example, an "Adult" dragon has both 4 hit points and 4 points of breath weapon

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damage per hit dice. So an "Adult" black dragon with 6 HD would have 24 HP and deal 24 points of acid damage when using its breath weapon.

Note that dragons, while dangerous opponents, are not by any means invincible. In a medieval-type fantasy world, dragons are a common problem rather than a godlike creature of legend—so the statistics for dragons reflect a deadly but not mythical foe. The Referee is, of course, free to create stats for a more "mythical" conception of dragons. Since dice aren't rolled for dragon hit points, it is possible for a truly mythical dragon to have more "numbers" per die than it's actually possible to roll on a hit dice.

DRAGON, BLACK

Armor Class: 2 [17]
Hit Dice: 6–8
Attacks: Bite
Special: Spits acid
Move: 12/24 (when flying)
HDE/XP: 8/800; 9/1,100; 10/1,400

Black dragons spit a deadly, corrosive acid rather than a breath of fire. The acid covers everything in a line 5 feet wide and 60 feet long.

DRAGON, BLUE

Armor Class: 2 [17]
Hit Dice: 8–10
Attacks: Bite
Special: Spits lightning
Move: 12/24 (when flying)
HDE/XP: 10/1,400; 11/1,700; 12/2,000

Blue dragons spit a blast of electric lightning, affecting everything in its path, in a line 5 feet wide and 100 feet long. A successful saving throw against the blast of lightning indicates half damage.

DRAGON, GOLD

Armor Class: 2 [17]
Hit Dice: 10–12
Attacks: Bite
Special: Breathes poisonous gas or fire
Move: 12/24 (when flying)
HDE/XP: 12/2,000; 13/2,300; 14/2,600

Gold dragons are of lawful alignment, can always speak, and cast spells as if they were a Magic-user of equal level to their age category (so that "Very Old" gold dragons are 6th level Magic-users). They can choose to either breathe fire in a cone

90 feet long and roughly 30 feet wide at the base or breathe chlorine gas in a cloud 50 feet in diameter.

DRAGON, GREEN

Armor Class: 2 [17]
Hit Dice: 7–9
Attacks: Bite
Special: Breathes poisonous gas
Move: 12/24 (when flying)
HDE/XP: 9/1,100; 10/1,400; 11/1,700

Green dragons breathe a cloud of poisonous gas that is 50 feet in diameter. A successful saving throw indicates half damage.

DRAGON, RED

Armor Class: 2 [17]
Hit Dice: 9–11
Attacks: Bite
Special: Breathes fire
Move: 12/24 (when flying)
HDE/XP: 11/1,700; 12/2,000; 13/2,300

Red dragons are the fire-breathing wyrms of legend. They breathe fire in a cone-shape 90 feet long and roughly 30 feet wide at the base.

DRAGON, WHITE

Armor Class: 2 [17]
Hit Dice: 5–7
Attacks: Bite
Special: Breathes cold
Move: 12/24 (when flying)
HDE/XP: 7/600; 8/800; 9/1,100

White dragons are usually found in cold regions, where they can utilize their natural camouflage in the ice and snow to ambush their prey. They breathe intensely cold air and frost in a cone shape 70 feet long and roughly 30 feet wide at the base.

DRYAD

Armor Class: 5 [14]
Hit Dice: 2 (7hp)
Attacks: Dagger, wooden
Special: Charm Person
Move: 12
HDE/XP: 3/60

Dryads are beautiful female tree spirits, and do not venture far from their home trees. They can cast (as a native magical power) a strong charm that operates as a Charm Person spell with a -2 saving throw. Those who are charmed seldom return, or might be kept for a hundred years and a day within the dryad's tree.

DWARF

Armor Class: 4 [15]
Hit Dice: 1+1 (4 hp)
Attacks: War Hammer
Special: Stonework insight
Move: 6
HDE/XP: 1/15

Statistics above are for the common Dwarf with no particular unusual characteristics. A Dwarf-at-arms would usually have a full 7 HP, reflecting skill and general toughness. Stronger Dwarves (sergeants-at-arms, for example) might have more hit dice or unusual bonuses "to-hit", even magical abilities if Dwarves are magical in your fantasy universe. (Norse myths are a good example of this.) Do not bother to treat more powerful NPC Dwarves as Fighters or character types; just assign the right number of HD and abilities (if any) and keep moving along with the fantasy.

EFREETI

Armor Class: 3 [16]
Hit Dice: 10 (35 hp)
Attacks: Fist or sword (2d6)
Special: Wall of Fire
Move: 9/24 (when flying)
HDE/XP: 12/2,000

Efreet are a type of genie, associated with fire (unlike the djinn, who have powers over the air). Efreet can carry up to a thousand pounds of weight, and under the right circumstances they can be forced to serve as a slave (until they figure out how to free themselves). An efreeti can cast Wall of Fire. They appear as giant humans with cruel features, their skin flickering with flames.

ELEMENTALS

Elementals are living manifestations of the basic forms of matter; earth, air, fire, and water. They are usually summoned from their native planes of existence to do the bidding of a powerful wizard. These beings can also be "chained" within objects or structures to give the objects magical properties. Elementals are barely intelligent at all, but they are as powerful as the forces of nature that they actually are.

ELEMENTAL, AIR

Armor Class: 2 [17]
Hit Dice: 8, 12, 16 (28, 42, 56 hp)
Attacks: Strike (2d6)
Special: Whirlwind
Move: 36 (when flying)
HDE/XP: 9/1,100; 13/2,300; 17/3,400

Air elementals can turn into a whirlwind of air with a diameter of 30 feet, hurling any creature of 1 HD or less for great distances (almost certainly killing them). Elemental whirlwinds are approximately 100 feet tall.

ELEMENTAL, EARTH

Armor Class: 2 [17]
Hit Dice: 8, 12, 16 (28, 42, 56 hp)
Attacks: Fist (2d6)
Special: Stone destruction
Move: 6
HDE/XP: 9/1,100; 13/2,300; 17/3,400

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 minutes.

ELEMENTAL, FIRE

Armor Class: 2 [17]
Hit Dice: 8, 12, 16 (28, 42, 56 hp)
Attacks: Strike (2d6)
Special: Ignite materials
Move: 12
HDE/XP: 9/1,100; 13/2,300; 17/3,400

Fire elementals are formless masses of flame, perhaps with a vaguely human shape. Their attacks cause flammable materials to ignite if the material fails a saving throw (as determined by the Referee).

ELEMENTAL, WATER

Armor Class: 2 [17]
Hit Dice: 8, 12, 16 (28, 42, 56 hp)
Attacks: Strike (2d6)
Special: Overturn ships
Move: 6/18 (when swimming)
HDE/XP: 9/1,100; 13/2,300; 17/3,400

Water elementals cannot move more than 60 feet from a large body of water, and their damage is reduced by 1d6 if the opponent is not standing (or in) a body of water. These powerful beings can overturn small boats, and can overturn a ship if given 1d4+4 minutes to work at it. On water, they can attack ships, battering them to pieces within one hour if not prevented or distracted.

ELF

Armor Class: 5 [14]
Hit Dice: 1+1 (4 hp)
Attacks: Longbow or sword
Special: None
Move: 12
HDE/XP: 1/15

The example above is for a typical Elf; trained warriors would likely have the maximum 7 HP. Obviously, Elves encountered in the course of a party's adventuring will have a variety of powers and different attributes. The Referee will assign such powers as he sees fit, in accordance with the way he envisions Elves. They might be the woodland dwellers of Tolkien's The Hobbit, or the high Elves of the Lord of the Rings, or might be the faerie-folk of Irish legend. In any case, as with Dwarves, don't bother trying to fit your "advanced" elves into the constraints of character classes—just make up their attributes to fit what you need. NPCs aren't subject to the rules that govern building a player character; they are your tools for good fantasy, not an exercise in formula application.

GARGOYLE

Armor Class: 5 [14]
Hit Dice: 4 (14 hp)
Attacks: Claw
Special: Flight
Move: 9/15 (when flying)
HDE/XP: 6/400

Gargoyles are winged creatures resembling the carved monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They can be vicious predators.

GELATINOUS CUBE

Armor Class: 8 [11]
Hit Dice: 4 (14 hp)
Attacks: Strike
Special: See below
Move: 6
HDE/XP: 5/240

Gelatinous cubes are semi-transparent cubes that slosh through subterranean passages, engulfing debris and carrion to digest. Their entire substance is acidic: if the cube hits successfully, the victim must make a saving throw or become paralyzed (6 turns)—during which time the cube will attempt to devour its victim. Most gelatinous cubes contain various metallic treasures or gems that they have engulfed but not yet digested. Gelatinous cubes are immune to lightning and cold.

GHOUL

Armor Class: 6 [13]
Hit Dice: 2 (7hp)
Attacks: Claw
Special: See below
Move: 9
HDE/XP: 3/60

Ghouls are pack-hunting undead, corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

GIANTS

Giants are a staple of fantasy gaming, huge and dangerous creatures that often have a taste for human flesh. Most are not particularly intelligent. A wandering giant carries a great shoulder sack that contains his possessions. Giant lairs are 50% likely to be guarded by a 5-10 headed hydra (with a throw of 1-4 on a six-sided die), or 2-20 wolves(with a throw of 5), or 1-6 bears(with a throw of 6).

GIANT, CLOUD

Armor Class: 4 [15]
Hit Dice: 12+2 (44 hp)
Attacks: Weapon (3d6)
Special: Hurls boulders
Move: 15
HDE/XP: 13/2,300

Cloud giants are cunning beasts, often living in cloud-castles in the sky (hence their name). They throw rocks for 6d6 hit points of damage. Cloud giants are famous for their ability to smell out food, enemies, and Englishmen.

GIANT, FIRE

Armor Class: 4 [15]
Hit Dice: 11+3 (41 hp)
Attacks: Weapon (2d6)
Special: Hurls boulders, fire immunity

Move: 12
HDE/XP: 12/2,000

Fire giants are usually found near volcanic mountains, in great castles of basalt or even iron. They throw boulders for 5d6 hit points and are immune to fire.

GIANT, FROST

Armor Class: 4 [15]
Hit Dice: 10+1 (36 hp)
Attacks: Weapon (2d6)
Special: Hurls boulders, cold immunity
Move: 12
HDE/XP: 12/2,000

Frost giants dwell in cold regions, where they build (or conquer) castles in remote places of ice and snow. They throw boulders or great chunks of ice for 4d6 points of damage and are immune to cold.

GIANT, HILL

Armor Class: 4 [15]
Hit Dice: 8 (28 hp)
Attacks: Weapon (2d6)
Special: Hurls boulders
Move: 12
HDE/XP: 9/1,100

Hill giants are the least of the giant races; most are brutish cave-dwellers who dress in pelts and uncured hides. They throw rocks for 2d8 points of damage.

GIANT, STONE

Armor Class: 4 [15]
Hit Dice: 9 (31 hp)
Attacks: Club (2d6)
Special: Hurls boulders
Move: 12
HDE/XP: 10/1,400

Stone giants dwell in caves, isolated in the mountain fastness. They throw rocks for 3d6 points of damage, and can be quite crafty in setting up ambushes in their native mountains—travelers who wander into the territory of stone giants seldom return.

GIANT, STORM

Armor Class: 1 [18]
Hit Dice: 16 (56 hp)
Attacks: Weapon (3d6)
Special: See below

Move: 15
HDE/XP: 16/3,200

Storm giants are the largest of giants, the most intelligent, the most magical, and the most likely to talk with humans rather than simply devour them. Storm giants can live in underwater sea-castles as well as on the heights of mountains. They throw boulders for 7d6 points of damage, and have the power to cast Control Weather.

GNOLL

Armor Class: 5 [14]
Hit Dice: 2 (7hp)
Attacks: Bite
Special: None
Move: 9
HDE/XP: 2/30

Gnolls are tall humanoids with hyena-like heads. They may be found both above ground and in subterranean caverns. They form into loosely organized clans, often ranging far from home to steal and kill with rapacious ferocity. The lair will contain a chieftain and 1d6 bodyguards who fight as 4 and 3hit dice monsters, respectively.

GOBLIN

Armor Class: 6 [13]
Hit Dice: 1-1 (2 hp)
Attacks: Weapon
Special: -1 "to-hit" in sunlight
Move: 9
HDE/XP: < 1/10

Goblins are small creatures (4 feet tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack with a -1 "to-hit" in the full sunlight. Their lair will be a cave complex containing as many non-combatants as combatants, as well as a goblin king and 4d6 bodyguards who fight as 2 and 1+1 hit dice monsters, respectively. The lair is 50% likely to contain an additional 3d6 giant wolves and 3d6 ogres (check separately for each).

GOLEMS

Golems are man-shaped creatures built to serve their masters, usually powerful wizards or high priests. They are often used as guardians. Golems cannot be hit with non-magical weapons, and are immune to the sorts of spells used to create them (iron golems being immune to fire, for instance). You can find the details in the specific monster descriptions.

GOLEM, FLESH

Armor Class: 9 [10]
Hit Dice: 12 (42 hp)
Attacks: Fist
Special: See below
Move: 8
HDE/XP: 12/2,000

A creation stitched together from human limbs and other parts, like Frankenstein's monster. Damage inflicted by lightning heals the golem, and it is slowed by fire and cold. No other type of spell than lightning, fire, or cold affects a flesh golem. Only +1 or better magic weapons can harm a flesh golem.

GOLEM, IRON

Armor Class: 3 [16]
Hit Dice: 13 (46 hp)
Attacks: Fist or weapon
Special: See below
Move: 6
HDE/XP: 17/3,500

Iron golems are huge moving statues of iron. They can breathe a 10 foot radius cloud of poison gas as well as attacking with great power. Only +3 or better magic weapons can harm an iron golem. These hulking statues are slowed by lightning spells, but fire-based spells actually restore hit points to them. No other type of spell affects them.

GOLEM, STONE

Armor Class: 5 [14]
Hit Dice: 16 (56 hp)
Attacks: Fist
Special: See below
Move: 6
HDE/XP: 16/3,200

Stone golems are massive stone statues animated by very powerful magics (much more than just animate object, in other words). They are slowed by fire spells, and damaged/healed by rock to mud spells and the reverse. Spells that affect rock (and fire spells) are the only magic that affects them. They can only be hit by weapons +2 or better.

GORGON

Armor Class: 2 [17]
Hit Dice: 8 (28 hp)
Attacks: Gore
Special: Stone breath

Move: 12
HDE/XP: 10/1,400

Gorgons are bull-like creatures with dragon-like scales. Their breath turns people to stone (60 foot range, saving throw applies).

GREY OOZE

Armor Class: 8 [11]
Hit Dice: 3 (11 hp)
Attacks: Strike
Special: See below
Move: 1
HDE/XP: 5/240

Grey ooze is almost identical to wet rock, but is a slimy, formless substance that devours prey and carrion with its acidic secretions, lashing forward to strike enemies. Grey ooze is immune to spells, heat, and cold damage. Metal (but not stone or wood) must make a saving throw vs. acid when exposed to grey ooze (even if the contact is as brief as the strike of a sword) or be rotted through. When the grey ooze hits a character in metal armor, the armor must make an item saving throw. Only cutting and piercing damages a grey ooze—it is impervious to blunt or crushing attacks.

GREEN SLIME

Green slime isn't technically a monster, just an extremely dangerous hazard in underground tombs and other such places. Any metal or organic substance it touches begins to turn to green slime (saving throw). It can be killed with fire or extreme cold, and the transformation process can be arrested by the use of the spell Cure Disease.

GRIFFON

Armor Class: 3 [16]
Hit Dice: 7 (25 hp)
Attacks: Bite
Special: Flight
Move: 12/27 (when flying)
HDE/XP: 8/800

Griffons have the body of a lion, with the wings, head, and fore-talons of an eagle. These creatures can be tamed and ridden as mounts. They usually nest in high mountain aeries, where they lay their eggs and hunt their prey. Because the fledglings can be tamed, young griffons and griffon eggs command a very high price in the marketplaces of the great cities, or to barons and wizards.

HARPY

Armor Class: 7 [12]
Hit Dice: 3 (11 hp)
Attacks: Talons
Special: Flight, siren song
Move: 6/18 (when flying)
HDE/XP: 4/120

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies), and the harpy's touch casts the equivalent of a Charm Person spell (again, saving throw applies).

HELL HOUND

Armor Class: 4 [15]
Hit Dice: 4–7 (14, 17, 21, 25 hp)
Attacks: Bite
Special: Breathes fire
Move: 12
HDE/XP: 5/240; 6/400; 7/600; 8/800

Hell hounds are fire-breathing dogs of the underworlds or lower planes. In addition to biting, they can breathe fire each round, inflicting 2 HP damage per hit die (10 foot range, saving throw for half damage).

HIPPOGRIFF

Armor Class: 5 [14]
Hit Dice: 3+1 (12 hp)
Attacks: Claws
Special: Flight
Move: 12/27 (when flying)
HDE/XP: 3/60

The hippogriff is similar to a griffon, having the head, foreclaws, and wings of an eagle, but instead of the body of a lion, it has the body of a horse. The poem Orlando Furioso (written in 1516) suggests that the hippogriff is the offspring of a griffon and a horse—but they are apparently an independent breed, for folkloric tradition holds that griffons frequently attack hippogriffs. Hippogriffs are not as hard to train as griffons—again, from Orlando Furioso:

"Drawn by enchantment from his distant lair, The wizard thought but how to tame the foal; And, in a month, instructed him to bear Saddle and bit, and gallop to the goal; And execute on earth or in mid-air, All shifts of manege, course and caracole…"

HOBGOBLIN

Armor Class: 5 [14]
Hit Dice: 1+1 (4 hp)
Attacks: Weapon
Special: None
Move: 9
HDE/XP: 1/15

Hobgoblins are simply large goblins, possibly a separate breed living apart from their smaller cousins. They are armored, well organized, and have +1 to morale checks except in full daylight where they must instead adjust attack rolls by −1. Wandering bands are always led by a sergeant who fights as a 2 hit dice monster.

The lair will be a village, ruin, or cave complex containing half as many non-combatants as combatants as well as a hobgoblin king and 2d6 bodyguards who fight as 3 and 2 hit dice monsters, respectively. The lair is 50% likely to contain an additional 3d6 giant wolves, 3d6 ogres, and 2d6 trolls (check separately for each).

HUMANS, INDIVIDUAL

Humans are such a versatile race that any number of "monsters" and NPCs can be made from them. Berserker warriors, tribesmen, cavemen, princesses, evil high priests, captains of the guard, foot-soldiers, and tavern-keepers are all different human "monsters."

Don't try to build your non-player characters according to the rules for player characters. Here are some samples, otherwise just make up their stats and abilities as you see fit. Unless otherwise noted, all humans attack by weapon type. Those untrained in battlecraft attack (asterisk at the end of the "attacks" line) as a monster with less than one hit die. Others attack as a first level fighting-man (same as a 1 hit die monster).

Alternative Method: The standard method assumes that normal people don't have classes and levels – that is, your typical town guardsman, bartender, shopkeeper, etc. do not have a character class and level. Some Referees assume that classes and levels are fairly common amongst normal people and in their campaigns town guardsman are normally low level fighters and its not uncommon to find people with classes and levels as shopkeepers, bartenders, and even drunks and bums. The "Alternate" section of the descriptions below will suggest levels (and sometimes classes) for this method.

HUMAN: COMMON MAN

Armor Class: 9 [10]
Hit Dice: 1 (3 hp)
Attacks: Weapon*
Special: None
Move: 12

HDE/XP: 1/10

The common man or woman that you run into everywhere humans are found.

HUMAN: SPECIALIST, APPRENTICE

Armor Class: 9 [10]
Hit Dice: 1 (2 hp)
Attacks: Weapon*
Special: None
Move: 12
HDE/XP: 1/10

A young person training in a profession/trade/craft: competent in his specialty at least if not asked to do anything advanced.

HUMAN: SPECIALIST, JOURNEYMAN

Armor Class: 9 [10]
Hit Dice: 1 (3 hp)
Attacks: Weapon*
Special: None
Move: 12
HDE/XP: 1/10

An adult trained in a profession/trade/craft in which they are competent.

HUMAN: SPECIALIST, MASTER

Armor Class: 9 [10]
Hit Dice: 1 (3 hp)
Attacks: Weapon*
Special: None
Move: 12
HDE/XP: 1/10

An adult trained in a profession/trade/craft in which they are very competent and have many years of experience.

HUMAN: MAN-AT-ARMS, GREEN

Armor Class: 7 [12]
Hit Dice: 1 (4 hp)
Attacks: Weapon*
Special: None
Move: 12
HDE/XP: 1/10

A warrior just beginning their training, competent but has not seen much action. Alternative Method: Fighter level 1.

HUMAN: MAN-AT-ARMS, VETERAN

Armor Class: 6 [13]
Hit Dice: 1 (5 hp)
Attacks: Weapon
Special: None
Move: 12
HDE/XP: 1/10

A warrior who is competent and has seen action. Alternative Method: Fighter level 1.

HUMAN: MAN-AT-ARMS, SERGEANT

Armor Class: 5 [14]
Hit Dice: 1 (6 hp)
Attacks: Weapon
Special: None
Move: 12
HDE/XP: 1/10

An experienced warrior who is trained to lead a small group of warriors. Alternative Method: Fighter level 2.

HUMAN: MAN-AT-ARMS, OFFICER

Armor Class: 5 [14]
Hit Dice: 1 (7 hp)
Attacks: Weapon
Special: None
Move: 12
HDE/XP: 1/10

An experienced warrior who is trained to lead a company of warriors. Warriors in his company are +1 morale so long as he fights with them. Alternative Method: Fighter level 3.

HUMAN: MAN-AT-ARMS, CAPTAIN

Armor Class: 5 [14]
Hit Dice: 1 (7 hp)
Attacks: Weapon
Special: None
Move: 12
HDE/XP: 1/10

An experienced warrior who is trained to lead a large group of warriors divided into multiple companies. Warriors under his direct leadership in battle are +2 morale. Alternative Method: Fighter level 4 or 5.

HUMAN: RECTOR

Armor Class: 7 [12]
Hit Dice: 1 (4 hp)
Attacks: Weapon*
Special: See below
Move: 12
HDE/XP: 3/60

A rector is generally in charge of a small (village) church or shrine dedicated to a deity or pantheon. Those healing under their care recover hit points twice as fast. Can cast 1d3 first level Cleric spells per week, which can only be cast during a religious service. Alternative Method: Cleric level 1 or 2.

HUMAN: PRIEST

Armor Class: 7 [12]
Hit Dice: 1 (4 hp)
Attacks: Weapon
Special: See below
Move: 12
HDE/XP: 4/120

A priest is generally in charge of a small town church or shrine dedicated to a deity or pantheon. Those healing under their care recover hit points twice as fast. Can cast 2d3 first level Cleric spells per week, which can only be cast during a religious service. A single higher level spell can be cast once a week during a religious service if an acceptable donation is made to the deity. Alternative Method: Cleric level 3 to 5.

HUMAN: HEDGE WIZARD

Armor Class: 9 [10]
Hit Dice: 1 (3 hp)
Attacks: Weapon*
Special: See Below
Move: 12
HDE/XP: 3/60

A hedge wizard can cast spells but only as rituals. Knows 1d6 hedge magic rituals (use magic-user spell list). Casting one takes a ritual taking twice the ritual's level in hours and needing ritual components worth the ritual level squared times 20gp. Performing a ritual exhausts the hedge wizard and they cannot perform another ritual for 1d3-1 (minimum 1) times the level of the ritual cast hours of rest. Alternative Method: Magic-User level 1 or 2.

HUMAN: HEDGE MAGE

Armor Class: 9 [10]
Hit Dice: 1 (3 hp)

Attacks: Weapon*
Special: See Below
Move: 12
HDE/XP: 5/240

A hedge mage can cast non-combat cantrip level magic at will (requires use of a wand or staff hand-crafted by the hedge mage). They can cast spells but only as rituals. Knows 3d3 hedge magic rituals (use magic-user spell list). Casting one takes a ritual taking the ritual's level in hours and needing ritual components worth the ritual level squared times 20gp. Performing a ritual exhausts the hedge mage and they cannot perform another ritual for 1d2-1 (minimum 1) times the level of the ritual cast hours of rest. Alternative Method: Magic-User level 3 to 5.

HUMANS, GROUPS

Humans are generally found in groups like villages, towns, and cities. Humans on the move tend to do so in groups as well. Here are some of the many types of human groups that can be encountered in the wilderness.

BERSERKERS

Number Appearing, Wandering: 2d10
Number Appearing, In Camp/Lair: 10d10
Special: Battle Lust: Berserkers never check morale and attack at +2.
Composition of Forces: 20% Veteran Men-at-Arms, 80% Green Men-at-Arms. 1 Sergeant per 10 men. 1 Officer per 25 men. 1 Captain per group. 5% per 50 men of 1 Sorcerer (Magic-User level 1d3).

Berserkers are normal humans, but they fight with astounding ferocity. They do not wear armor heavier than leather armor.

BANDITS

Number Appearing, Wandering: 3d10
Number Appearing, In Camp/Lair: 10d20
Composition of Forces: 40% Veteran Men-at-Arms, 60% Green Men-at-Arms. 1 Sergeant per 20 men. 1 Officer per 60 men. 1 Captain if over 100 men. 15% per 50 men of 1 Sorcerer (Magic-User level 1d3). If in lair: 50% chance of 2d6 prisoners. 90% chance of camp followers equal to 30% of group size.

Bandits are roving groups of thieves, sometimes organized into small armies led by more powerful bandit chiefs and captains with higher hit dice.

BUCCANEERS

Number Appearing: Varies by ship size (5d6 X10)

Composition of Forces: 60% Veteran Men-at-Arms, 40% Green Men-at-Arms. 1 Sergeant per 25 men. 1 Officer per 50 men. 1 Captain per ship. 15% per 50 men of 1 Sorcerer (Magic-User level 1d3). 30% chance of 1d6 prisoners.

Buccaneers (also known as Pirates) are basic a sea-going company of bandits. All are good sailors.

DERVISHES

Number Appearing, Wandering: 4d10
Number Appearing, In Camp/Lair: 30d10
Special: Battle Lust: Dervishes never check morale and attack at +2.
Composition of Forces: 80% Veteran Men-At-Arms, 20% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. Leader: 1 Cleric (level 1d3+1). In Lair: 50% chance of 2d6 prisoners. 50% of camp followers equal to 30% group size.

Dervishes are fanatically religious nomads who fight with fanatic ferocity.

MERCHANT CARAVAN

Number Appearing, Wandering: 30d10
Composition of Forces: 10% actual merchants (Specialists), 10% drovers, 80% Men-at-Arms (20% Veteran/80% Green, 1 Sergeant per 20 men, 1 officer per 40 men, 1 captain) Merchandise worth 1d12 times 5000gp, 10 pack animals or 1 wagon needed per 2500gp. 5% per 5000gp of 1 Sorcerer (Magic-User level 1d2).

Merchants are traders in goods and similar merchandise who travel in caravans from town to town with their goods carried on pack animals and/or in wagons. The more valuable their merchandise, the better their caravan guards.

NOMADS

Number Appearing, Wandering: 4d10
Number Appearing, In Camp/Lair: 30d10
Special: Always mounted. Veterans and leaders on warhorses.
Composition of Forces: 40% Veteran Men-At-Arms, 60% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 20% per 50 men of 1 sorcerer (Magic-User level 1d3) In Lair: 50% chance of 2d6 prisoners. Camp followers equal to 100% group size.

Nomads are the people of the deserts and steppes who roam their territories herding and hunting – or raiding.

PILGRIMS

Number Appearing, Wandering: 10d10

Composition of Forces: Pilgrims are usually Common Men. 10% chance of 1d10 Veteran Men-At-Arms as guards per 10 pilgrims with 1 Sergeant per 15 men-at-arms and 1 Officer per 30 men-at-arms. 10% per 10 pilgrims of 1 sorcerer (Magic-User level 1d3). There will always be one cleric (level 1-3) per 20 pilgrims. The leader of the group will be a cleric of level 1d3+4.

Pilgrims are groups of people travelling to visit a place that is holy to their religion.

Tribesmen

Number Appearing, Wandering: 3d10
Number Appearing, In Camp/Lair: 30d10
Composition of Forces: 30% Veteran Men-at-Arms, 70% Green Men-at-Arms. 1 Sergeant per 30 men. 1 Officer per 50 men, 1 Captain per 100 men. 25% chance per 50 men of 1 Sorcerer (level 1d3). In Lair: Camp followers equal to 200% of group size.

Tribesman are relatively primitive humans generally found in remote and otherwise uninhabited areas.

HYDRA

Armor Class: 5 [14]
Hit Dice: 5–12 (equals # of heads) (17 – 42 hp)
Attacks: 5–12 bites
Special: See below
Move: 9
HDE/XP: 7/600; 8/800; 9/1,100; 10/1,400; 11/1,700; 12/2,000

Hydrae are great lizard-like or snake-like creatures with 5–12 heads. Each head has one hit die of its own, and when the head is killed, that head dies. The body has as many hit dice as the total of the heads, so it is a matter of good strategy for adventurers to focus either on killing heads (when all the heads are dead the body dies) or killing the creature by attacking the body (in which case the heads die, too). Hydrae that breathe fire or regenerate their heads are known to exist.

INVISIBLE STALKER

Armor Class: 3 [16]
Hit Dice: 8 (28 hp)
Attacks: Bite
Special: Flight, invisibility
Move: 12
HDE/XP: 9/1,100

Invisible stalkers are generally only found as a result of the spell Invisible Stalker. They are invisible flying beings created to follow a single command made by the caster.

KOBOLD

Armor Class: 6 [13]
Hit Dice: 1/2 (1 hp)
Attacks: Weapon
Special: None
Move: 6
HDE/XP: < 1/10

Kobolds are subterranean, vaguely goblin-like humanoids. They have a -1 "to-hit" penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat. Their lair will be a cave complex containing as many non-combatants as combatants as well as a kobold king and 5d6 bodyguards who fight as 1+1 and 1 hit dice monsters, respectively. The lair is 50% likely to contain an additional 4d6 crocodiles and 2d6 giant lizards (check separately for each). Their morale checks are adjusted by −1 unless they are defending their lair and they outnumber their enemies by 3 to 1 or more.

LICHE

Armor Class: 0 [19]
Hit Dice: 12–18 (42-63 hp)
Attacks: Touch
Special: See below
Move: 6
HDE/XP: 15/2,900; 16/3,200; 17/3,500; 18/3,800; 19/4,100; 20/4,400; 21/4,700

Liches are the undead remnants of wizards, either made undead by their own deliberate acts during life or as the result of other magical forces (possibly including their own magics gone awry). A liche has the same spell-casting powers as the original Magic-user (the same level as the liche's HD). A liche's touch causes paralysis with no saving throw, and the very sight of one of these dread creatures causes paralysis in any being of 4 HD or below. Liches are highly malign and intelligent.

LIZARDMAN

Armor Class: 5 [14]
Hit Dice: 2+1 (8 hp)
Attacks: Claw or sword
Special: See below
Move: 6/12 (when swimming)
HDE/XP: 2/30

Lizardmen are reptilian humanoids, usually living in tribal villages in the depths of fetid swamps. Some can hold their breath for a long duration (an hour or more), while others can actually breathe underwater. Some lizardmen wield a wicked sword made of sharp bone.

LYCANTHROPES

Lycanthropes are were-creatures, particularly those in whom the disease permits assumption of a hybrid form of the human and animal. They cannot be hit by normal weapons; only silver or magical weapons inflict damage on them. If any character is brought low 50% hit points by a lycanthrope, the character will become a lycanthrope himself.

LYCANTHROPE, WEREBEAR

Armor Class: 2 [17]
Hit Dice: 7+3 (28 hp)
Attacks: Bite
Special: Lycanthropy
Move: 9
HDE/XP: 8/800

Werebears are often found in temperate forests.

LYCANTHROPE, WERERAT

Armor Class: 6 [13]
Hit Dice: 3 (11 hp)
Attacks: Weapon
Special: Control rats, lycanthropy
Move: 12
HDE/XP: 4/120

Wererats are mostly found in cities, lurking in shadowy alleyways. Wererats can control rats, and are extremely stealthy (surprising opponents 1–4 on a d6).

LYCANTHROPE, WEREWOLF

Armor Class: 5 [14]
Hit Dice: 3 (11 hp)
Attacks: Bite or Claw
Special: Lycanthropy
Move: 12
HDE/XP: 4/120

Werewolves are the traditional Lycanthropes seen in horror movies. They are often only affected by silver or magical weapons, and are often humanoid—except for during a full moon, and so on.

MANTICORE

Armor Class: 4 [15]
Hit Dice: 6+4 (25 hp)
Attacks: Tail-spikes
Special: Flight
Move: 12/8(when flying)
HDE/XP: 8/800

A horrid monster with bat wings, the face of a feral human, the body of a lion, and a tail tipped with 24 iron spikes. The manticore can hurl up to 6 of the iron spikes from its tail per round, at a maximum range of 180 feet.

MEDUSA

Armor Class: 8 [11]
Hit Dice: 6 (21 hp)
Attacks: Poisoned bite or weapon
Special: Petrifying gaze
Move: 9
HDE/XP: 8/800

Medusae are horrid creatures from Greek mythology with a female face but hair of writhing snakes; they have no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but lethally poisonous with a successful hit (saving throw applies).

MINOTAUR

Armor Class: 6 [13]
Hit Dice: 6+4 (25 hp)
Attacks: Weapon
Special: Never lost in labyrinths
Move: 12
HDE/XP: 6/400

The minotaur is a man-eating predator from Greek mythology, with the head of a bull and the body of a massive human, covered in shaggy hair. Sometimes they wield large axes and most are not particularly intelligent.

MUMMY

Armor Class: 3 [16]
Hit Dice: 5+1 (18 hp)
Attacks: Touch (See below)
Special: See below
Move: 6

HDE/XP: 7/600

Mummies cannot be hit by normal weapons and even magical weapons inflict only half damage against them. Their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

OCHRE JELLY

Armor Class: 8 [11]
Hit Dice: 5 (17 hp)
Attacks: Acid strike
Special: Lightning divides creature
Move: 3
HDE/XP: 6/400

Ochre jellies are amorphous oozes that damage opponents with their acidic surface. They dissolve any adventurers they kill, making the spell Raise Dead all but impossible.

OGRE

Armor Class: 5 [14]
Hit Dice: 4+1 (15 hp)
Attacks: Weapon
Special: None
Move: 9
HDE/XP: 4/120

Ogres are normally quite stupid, but more intelligent versions might be encountered here and there. They are very strong, however. Sometimes ogres are mistaken for trolls.

OGRE MAGE

Armor Class: 4 [15]
Hit Dice: 5+4 (21 hp)
Attacks: Weapon
Special: Magic
Move: 12/18 (when flying)
HDE/XP: 7/600

The ogre mage is an ogre with magic powers, based on Japanese legend. An ogre mage can fly, turn invisible (per the spell), create a 10 foot radius circle of magical darkness, change into human form, cast Sleep and Charm Person once per day, and cast a cone of frost with a range of 60 feet to a base of 30 feet, causing 8d6 damage to any caught within (saving throw applies). Western folklore also contains many

examples of shapeshifting, magical ogres (the most famous example being the one in Puss-in-Boots), so there might be many different types of magical ogres, whether or not they are called "ogre mage."

ORC

Armor Class: 6 [13]
Hit Dice: 1 (3 hp)
Attacks: Weapon
Special: None
Move: 12
HDE/XP: 1/15

Orcs are stupid, brutish humanoids that gather in tribes of hundreds. Most are subterranean dwellers, and fight with a -1 penalty "to-hit" in sunlight. Occasionally, warbands or even entire tribes of orcs issue forth from their caverns to raid and pillage by night. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other, and will fight savagely unless restrained by a powerful and feared commander, such as an evil high priest or a mystic sorcerer.

An orc lair will be either a guarded cave complex or a village protected by a stockade and possibly an encircling ditch or moat. The lair will contain half as many non-combatants as combatants as well as an orc chieftain and 3d6 bodyguards who fight as 3 and 2 hit dice monsters, respectively.

A village is 33% likely to contain an additional 1d6 catapults, a high watch tower, 1d6+2 ogres, a 7th-8th level fighter, and a 9th-12th level magic-user (check for each separately). A cave complex is 33% likely to contain additional dead falls and other traps, 1d6+2 ogres, 1d6 trolls, or a dragon (check for each separately). If a dragon is present it will be a young, adult, or mature specimen of the black, green, blue, or red sort

PEGASUS

Armor Class: 6 [13]
Hit Dice: 2+2 (9 hp)
Attacks: Hooves
Special: Flight
Move: 24/48 (when flying)
HDE/XP: 4/120

Pegasus was the winged horse from Greek mythology. Other Pegasus creatures might have bat wings, some might be chaotic; such choices are left entirely up to the Referee.

PURPLE WORM

Armor Class: 6 [13]
Hit Dice: 15 (52 hp)
Attacks: Bite or sting
Special: Poison sting
Move: 9
HDE/XP: 17/3,500

Purple worms are massive annelids that grow 40+ feet in length and sometimes exceed 10 feet in width. They are subterranean, chewing tunnels in rock (or through sand, in deserts, where they are a tan color). These beasts swallow their prey whole on a roll 4 higher than the needed number, or if the worm rolls double the number required "to-hit". They can swallow anything the size of a horse or smaller.

In addition to the worm's dreaded bite, it has a poison stinger on its tail, the length of a sword and just as deadly even from the piercing wound it inflicts. The poison injected by the stinger is lethal if the victim fails a saving throw. What prey the purple worms once hunted (or perhaps still do, in deep places) with such natural weapons must have been terrifying indeed. Aquatic versions of the purple worm might also exist.

RAT, GIANT

Armor Class: 7 [12]
Hit Dice: 1-1 (2 hp)
Attacks: Bite
Special: 5% are diseased
Move: 12
HDE/XP: < 1/10

Giant rats are often found in dungeons, and are about the size of a cat or a lynx. The bite of some (1 in 20) giant rats causes disease. A saving throw vs. poison is allowed. The effects of the disease are decided by the Referee. Unless commanded to fight by a vampire or lycanthrope, they have −2 morale and will flee from fire.

ROC

Armor Class: 4 [15]
Hit Dice: 12 (42 hp)
Attacks: Claw
Special: None
Move: 3/30 (when flying)
HDE/XP: 12/2,000

Rocs are the mythological great birds of legend, large enough to prey upon elephants. They can be trained as fledglings to serve as steeds, so roc eggs or

fledglings would be a prize indeed, worth great sums of gold. Rocs might grow as large as 18 HD, with commensurately increased statistics.

SALAMANDER

Armor Class: 5 [14], 3 [16]
Hit Dice: 7 (25 hp)
Attacks: Constrict or touch
Special: Heat, constriction
Move: 9
HDE/XP: 8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human (AC 5 [14]) and the lower body of a snake (AC 3 [16]), and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d6 points of crushing damage per round. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

SEA SERPENT

Armor Class: 2 [17]
Hit Dice: 30 (105 hp)
Attacks: Bite
Special: See below
Move: 18 (when swimming)
HDE/XP: 30/8,400

The size and nature of sea serpents is a matter for the Referee to determine. The sea serpent depicted here would be about middle size, about 60 feet in length, with smaller ones being half that size (with adjusted statistics, of course), and large ones being about 50% larger than the one described here. A sea serpent would undoubtedly be capable of swallowing a human whole, probably on a natural attack roll of no more than 14. A character swallowed whole would be digested within, perhaps, three hours.

SHADOW

Armor Class: 7 [12]
Hit Dice: 3+3 (14 hp)
Attacks: Touch (See below)
Special: See below
Move: 12
HDE/XP: 4/130

Shadows may or may not be undead creatures: they are immune to sleep and charm, but the Referee may decide whether they are undead creatures subject to turning

or whether they are some horrible "other" thing, a manifestation perhaps, or a creature from another dimension. Shadows are dark and resemble shadows, though they may be darker. They are not corporeal, and can only be harmed with magical weapons or by spells. Their chill touch drains one point of strength with a successful hit, and if a victim is brought to a strength of 0, he becomes a shadow. Strength points return after 90 minutes.

SKELETON

Armor Class: 8 [11], 7 [12] w/ shield
Hit Dice: 1/2 (2 hp)
Attacks: Strike or weapon
Special: None
Move: 12
HDE/XP: 1/15

Skeletons are animated bones of the dead and are usually under the control of some evil master.

SLUG, GIANT

Armor Class: 8 [11]
Hit Dice: 12 (42 hp)
Attacks: Bite
Special: Spits acid (2d6)
Move: 6
HDE/XP: 13/2,300

These tremendously large masses of slimy, rubbery flesh are completely immune to blunt weapons. In addition to their powerful bite, giant slugs can spit their acidic saliva (one target at a time). The base range for spitting is 60 feet, and within this range the slug's spittle will be 50% likely "to-hit" (no "to-hit" roll required). For every additional 10 feet of range, the chance "to-hit" decreases by 10%. On its first spitting attack, the slug only has a 10% chance "to-hit" within 60 feet, and no chance of hitting beyond that range. Some giant slugs might have more or less virulent acidity (thus changing the damage inflicted).

SPECTER

Armor Class: 2 [17]
Hit Dice: 6 (21 hp)
Attacks: Touch (See below)
Special: Drains 2 levels per hit
Move: 15/30 (when flying)
HDE/XP: 9/1,100

Specters are wraith-like undead creatures without corporeal bodies. When a specter hits an opponent, either with hand or weapon, the touch drains two levels from the victim. Only magical weapons can damage a specter. In some cases, these terrifying creatures may be mounted upon living beasts, if the beasts have been trained to tolerate proximity to the undead. Any being killed (or drained below level 0) by a specter becomes a specter himself—a pitiful thrall to its creator.

SPIDER, GIANT

Armor Class: 6 [13]
Hit Dice: 2+2 (9 hp)
Attacks: Bite (See below)
Special: See below
Move: 18
HDE/XP: 5/240

Giant spiders are aggressive hunters. Only the greater giant spiders are web builders. Giant spider webs require a saving throw to avoid becoming stuck. Those who make their saving throw can fight and move (5 feet per round) in the webs. Giant spiders surprise on a roll of 1–5, being able to hide well in shadows. A giant spider's bite is very poisonous.

TREANT

Armor Class: 2 [17]
Hit Dice: 7–12 (25-42 hp)
Attacks: Strike
Special: Control trees
Move: 6
HDE/XP: 7/600; 8/800; 9/1,100; 10/1,400; 11/1,700; 12/2,000

Treants are tree-like protectors and "shepherds" of forest trees. Depending upon their size, they have different hit dice and damage; treants of 7 to 8 hit dice inflict 2d6 points of damage with each strike of their branch-like hands, treants of 9–10 hit dice inflict 3d6 points, and treants of 11–12 hit dice inflict 4d6 points. All treants can "wake" trees within 60 feet, allowing them to walk at a rate of 3, and possibly to attack (no more than two trees at a time can be awake at the behest of a single treant).

TROLL

Armor Class: 4 [15]
Hit Dice: 6+3 (24 hp)
Attacks: Claw
Special: Regeneration
Move: 12
HDE/XP: 8/800

Trolls are as tall as ogres and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerse it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

UNICORN

Armor Class: 2 [17]
Hit Dice: 4 (14 hp)
Attacks: Hoof or horn
Special: See below
Move: 24
HDE/XP: 5/240

Unicorns are generally shy and benevolent creatures, who will only allow a chaste maiden to approach them. They can teleport once per day to a distance of 360 feet, with a rider. When they charge, their horn can deal double damage. Unicorns are 25% resistant to magic. The unicorn's horn has healing properties according to legend (the details of this, if any, are left to the Referee). There is considerable room to create variants of sorts: evil or flying unicorns, etc.

VAMPIRE

Armor Class: 2 [17]
Hit Dice: 7–9 (25, 28, 31 hp)
Attacks: Bite (See below)
Special: See below
Move: 12/18 (when flying)
HDE/XP: 9/1,100; 10/1,400; 11/1,700

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons and when "killed" in this way they change into a gaseous form, returning to their coffins.

They regenerate at a rate of 3 hit points per round, can turn into gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (as per the spell Charm Person). Most terrifyingly, a vampire's bite drains two levels from the victim.

Fortunately, vampires have some weaknesses. They can be killed (these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator. This description will be recognized easily as the "Dracula" type of vampire.

Many other possibilities for vampires exist in folklore: Chinese vampires, for instance, and blood-drinkers more feral than intelligent. Plus, other cultural templates with different attributes could be created—how about an ancient Egyptian mummified vampire, or an Aztec vampire?

WIGHT

Armor Class: 5 [14]
Hit Dice: 3 (11 hp)
Attacks: Claw (See below)
Special: See below
Move: 9
HDE/XP: 5/240

Wights live in tombs, graveyards, and burial mounds (barrows). They are undead, and thus not affected by sleep or charm spells. Wights are immune to all non-magical weapons, with the exception of silver weapons. Any human killed or completely drained of levels (1 level per hit) by a wight becomes a wight.

WORG

Armor Class: 6 [13]
Hit Dice: 4 (14 hp)
Attacks: Bite
Special: None
Move: 18
HDE/XP: 4/120

Worgs are large, intelligent, and evil wolves of chaos. They are sometimes ridden by orcs. They may have supernatural origins.

WRAITH

Armor Class: 3 [16]
Hit Dice: 4 (14 hp)
Attacks: Touch (See below)
Special: See below
Move: 24
HDE/XP: 6/400

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. They drain 1 level per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence.

WYVERN

Armor Class: 3 [16]
Hit Dice: 7 (25 hp)
Attacks: Bite or sting
Special: Flight, poison sting
Move: 6/24 (when flying)
HDE/XP: 9/1,100

A wyvern is the two-legged form of dragon, and these creatures are smaller and less intelligent than true four-legged dragons, not to mention that they do not have a breath weapon. Wyverns have a poisonous sting at the end of their tails, but they are not coordinated enough to attack with both bite and sting in a single round. In any given round, the wyvern is 60% likely to use its tail, which can lash out to the creature's front even farther than its head can reach.

YELLOW MOLD

Armor Class: N/A
Hit Dice: N/A
Attacks: See below
Special: Poisonous spores
Move: 0
HDE/XP: 3/60

Yellow mold is a subterranean fungus; it neither moves nor attacks. However, if it is poked or struck, it may (50% chance) release a cloud of poisonous spores, roughly 10 feet in diameter. Failing a saving throw against the spores means that the character dies a rather horrible death. Touching yellow mold causes 1d6 points of acid damage. These growths can be destroyed with fire.

ZOMBIE

Armor Class: 8 [11], 7 [12] w/ shield
Hit Dice: 1 (3hp)
Attacks: Strike or weapon
Special: Immune to sleep, charm
Move: 6
HDE/XP: 2/30

Zombies are mindless creatures, the walking dead. These are merely animated corpses, not carriers of any sort of undead contagion as ghouls are. If their undeath is contagious, they should be worth a few more experience points than described here, and if a single hit from a zombie causes contagion or any other sort of disease they should be worth considerably more experience. However, the standard zombie is simply a corpse animated to do its creator's bidding.

TOUGHER MONSTERS

There is really no limit as to how high monsters can go, and often it's fun to trick the players by throwing über-monsters at them. The Referee should feel free to adjust AC, HD, or other factors to make monsters more challenging. Also, feel free to try new options like a super strain of orcs, goblin spider-riders, or fire-resistant mummies just to keep the players on their toes.

MONSTER LEVELS

You may notice that while suggested character levels are capped, monster levels are not. The reasons for this are simple:

1. Players run in packs and big monsters need levels to overcome a disadvantage in numbers.
2. Players tend to be creative while many Referees allow monsters to "play stupid."

The Referee has the option of allowing characters to continue to advance, or to put a cap on monster levels as he or she sees fit.

CREATING MONSTERS

Monsters are not Player Characters, and their abilities are not at all determined by the rules for PCs—not even the stats for races that can have player characters, such as Dwarves. A monster's abilities are determined by the Referee, not by any rules! Feel free to add wings, breath weapons, extra hit dice, wounded versions, or whatever suits your adventure and your campaign. Toggle and tweak, imagine and invent! You are responsible for the quality of the swords and sorcery in your game, not the rules. So don't try to create monsters according to any sort of power formula. Create monsters based on how they feel and how they play at the gaming table. Create challenges for the players, not headaches for yourself. Your job is to imagine and create, not to slave at rulebooks finding out what you're "allowed" to do.

MONSTER CREATION

Hit Dice	Base "to-hit" Bonus*	Saving Throw
< 1	+0	19
1	+1	18
2	+2	17
3	+3	16
4	+4	15
5	+5	14

Hit Dice	Base "to-hit" Bonus*	Saving Throw
6	+6	13
7	+7	12
8	+8	11
9	+9	10
10	+10	9
11	+11	8
12	+12	7
13	+13	6
14	+14	5

* If using quick formula for Ascending AC

To help you with determining Hit Dice Equivalent and experience point values for monsters, the table below may be helpful. "Challenge Level" determines the experience point value for a monster. A monster's base Challenge Level is its number of whole hit dice. Add to that base if the monster has special abilities that make it harder to kill or more dangerous to the characters. The Hit Dice Equivalent table shows the XP value for each challenge level. The Hit Dice Equivalent Modifications table contains guidelines for how many additional Hit Dice Equivalent to add to a monster's hit dice, based on special abilities.

Hit Dice Equivalent Modifications

Special Ability	Effect on Hit Dice Equivalent
4+ attacks per round (minimum d6 or saving throw each)	+1 HDE
AC 20 or higher	+1 HDE
Automatic damage after hit	+1 HDE
Breath weapon 25 points max or below	+1 HDE
Breath Weapon 26 points max or more	+2 HDE
Disease	+1 HDE
Drains level with no save	+3 HDE
Drains level with save	+2 HDE
Flies, or breathes water	+1 HDE
Greater than human intelligence	+1 HDE
Immune to blunt/piercing weapons (including half damage)	+1 HDE
Immune to energy type (acid, fire, etc)	+1 HDE
Immune to non-magic weapons	+1 HDE
Magic resistance 50% or below	+1 HDE
Magic resistance higher than 50%	+2 HDE
Massive attack for 20+ hps	+1 HDE

Paralysis, swallows whole, immobilizes enemies (web, etc)	+1 HDE
Petrifaction, poison, or death magic	+2 HDE
Regenerates	+1 HDE
Undead (subject to banishment but immune to sleep, charm, hold)	+0 HDE
Uses a spell-like power level 3 equivalent or above	+2 HDE
Uses multiple spells level 2 or lower	+1 HDE
Uses multiple spells level 3 or above	+2 HDE
Uses multiple spells level 5 or above	+3 HDE
Poison	+1 HDE
Miscellaneous other	+1 HDE

Experience Point Values by Hit Dice Equivalent

Hit Dice Equivalent	XP Value
<1	10
1	15
2	30
3	60
4	120
5	240
6	400
7	600
8	800
9	1,100
10	1,400
11	1,700
12	2,000
13	2,300
14	2,600
15	2,900
16+	+300/ HD level

UNDERWORLD ENCOUNTER TABLES BY DUNGEON LEVEL

UNDERWORLD ENCOUNTERS

Dungeon Level	Encounter Level (Roll d6)									
	1	2	3	4	5	6	7	8	9	10
1	1-3	4-5	6							
2	1	2-4	5-6							

| Dungeon | Encounter Level (Roll d6) | | | | | | | | | |
Level	1	2	3	4	5	6	7	8	9	10
3		1	2-4	5-6						
4			1	2-4	5-6					
5				1	2-4	5-6				
6					1	2-4	5	6		
7						1	2-4	5	6	
8							1-2	3-5	6	
9								1-2	3-5	6
10+								1	2-3	4-6

For character class encounters, roll a d6 for their alignment: 1-3 = Chaotic, 4-5 = Neutral, 6 = Lawful. The character class can be any of the character races or for an additional option; The Referee can choose a humanoid. For example, instead of a level 5 human Fighter, it could be a level 5, Orc Fighter.

ENCOUNTER BY DUNGEON LEVEL

Roll	Level 1	Level 2	Level 3
1	Kobold	Beetle, Giant Fire	Demon, Lemure
2	Skeleton	Centipede, Giant	Grey Ooze
3	Rat, Giant	Ghoul	Harpy
4	Goblin	Gnoll	Lycanthrope, Wererat
5	Gnome	Lizardman	Lycanthrope, Werewolf
6	Orc	Spider, Giant	Wight
7	Zombie	Hobgoblin	Bugbear
8	Dwarf	Human, Berserker	Shadow
9	Elf	Human, Bandit	Fighter, level 3
10	Hobgoblin	Fighter, level 2	Magic-user, level 2
11	Stirge	Cleric, level 2	Demon, Imp
12	Beetle, Giant Fire	Elf, Dark	Elf, Dark

Roll	Level 4	Level 5	Level 6
1	Hell Hound	Hell Hound	Hell Hound
2	Centipede, Giant	Hydra	Dragon, White
3	Doppelganger	Dragon, White	Dragon, Black
4	Gargoyle	Cockatrice	Hydra
5	Gelatinous Cube	Ochre Jelly	Basilisk
6	Worg	Mummy	Blink Dog
7	Wraith	Ogre	Medusa
8	Ogre	Ogre Mage	Spectre
9	Fighter, level 4	Fighter, level 5	Troll
10	Cleric, level 4	Cleric, level 5	Magic-user, level 5
11	Magic-user, level 3	Magic-user level 4	Thief, level 6
12	Thief, level 4	Thief, level 5	Sidhe

Roll	Level 7	Level 8	Level 9	Level 10
1	Minotaur	Lycanthrope, Werebear	Hydra	Hydra
2	Hell Hound	Hydra	Dragon, Blue	Lich
3	Hydra	Dragon, Blue	Dragon, Black	Dragon, Red
4	Dragon, White	Dragon, Black	Dragon, Green	Dragon, Gold
5	Dragon, Black	Dragon, Green	Dragon, Red	Black Pudding
6	Dragon, Green	Vampire	Chimera	Elemental, Air
7	Banshee	Elemental, Air	Demon, Baalroch	Elemental, Earth
8	Vampire	Elemental, Earth	Vampire	Elemental, Fire
9	Demon, Succubus	Elemental, Fire	Fighter, level 9	Elemental, Water
10	Salamander	Elemental, Water	Cleric, level 9	Death Knight
11	Wyvern	Gorgon	Magic-user, level 8	Slug, Giant
12	Djinni	Invisible Stalker	Thief, level 9	Purple Worm

ENCOUNTER TABLES (WILDERNESS)

Roll d6 twice per hex to check for becoming lost and/or an encounter

Terrain	Open	Forest	River, Coast	Jungle, Swamp	Hills, Mountains	Desert	Settled
Lost	1	1 - 2	1	1 - 3	1 - 2	1 - 3	--
Encounter	1	1 - 2	1 - 2	1 - 3	1 - 3	1 - 2	1

ENCOUNTER TYPE

Dice	Open	Forest	River, Coast	Jungle, Swamp	Hills, Mtns	Desert	Settled
1	Dragon	Dragon	Dragon	Dragon	Dragon	Dragon	Undead
2	Monster	Monster	Monster	Monster	Monster	Monster	Humnd.
3	Animal	Animal	Animal	Undead	Animal	Undead	Men
4	Humnd.	Animal	Animal	Animal	Humnd.	Animal	Men
5	Men	Humnd.	Humnd.	Humnd.	Humnd.	Humnd.	Men
6	Men	Men	Men	Men	Men	Men	Humnd.
7	Humnd.	Humnd.	Animal	Animal	Humnd.	Humnd.	--
8	Animal	Animal	Animal	Undead	Humnd.	Animal	--
9	Monster	Monster	Monster	Monster	Animal	Undead	--
10	Lycanth.	Lycanth.	Lycanth.	Lycanth.	Giant	Monster	--

MEN

Dice	Open, Forest	River, Coast	Jungle, Swamp	Hills, Mtns, Desert	Settled
1	NPCs	NPCs	NPCs	NPCs	NPCs
2	Clerics	Berserkers	Mages	Berserkers	Bandits
3	Fighters	Fighters	Berserkers	Fighters	Clerics
4	Bandits	Pirates	Fighters	Bandits	Common
5	Common	Pirates	Bandits	Bandits	Common
6	Bandits	Bandits	Bandits	Bandits	Common
7	Soldiers	Fighters	Fighters	Fighters	Soldiers
8	Fighters	Berserkers	Berserkers	Berserkers	Soldiers
9	Berserkers	Mages	Mages	Clerics	Fighters
10	Mages	Clerics	Clerics	Mages	Mages

HUMANOID

Dice	Open, Forest	River, Coast	Jungle, Swamp	Hills, Mtns, Desert	Settled
1	Ogres	Ogres	Ogres	Ogre Mage	Goblins
2	Gnolls	Gnolls	Bugbears	Gnolls	Dwarfs
3	Hobgoblins	Orcs	Orcs	Hobgoblins	Elves
4	Elves	Lizardmen	Lizardmen	Dwarfs	Kobolds
5	Orcs	Hobgoblins	Lizardmen	Kobolds	--
6	Orcs	Trolls	Kobolds	Orcs	--
7	Elves	--	Hobgoblins	Goblins	--
8	Kobolds	--	Trolls	Trolls	--
9	Bugbears	--	--	Ogres	--
10	Trolls	--	--	Minotaurs	--

ANIMAL

Dice	Open, Forest	River, Coast	Jungle, Swamp	Hills, Mtns, Desert
1	Worgs	Rats	Rats	Snake,G
2	Snake,G	Centipedes	Snake,G	Worgs
3	Spiders	Snake,G	Spiders	Rats
4	Rats	Beetle,G	Centipedes	Spiders
5	Beetle,G	Spiders	Beetle,G	Centipedes
6	Centipedes	Roll again	Roll again	Roll again

MONSTER

Dice	Open, Forest	Desert	Hills, Mtns	Jungle, Swamp	River, Coast
1	Unicorns	Salamander	Basilisk	Medusa	Sea Serpent

Dice	Open, Forest	Desert	Hills, Mtns	Jungle, Swamp	River, Coast
2	Dryad	Purple Worm	Chimerae	Dryad	Basilisk
3	Centaur	Basilisk	Gorgons	Basilisk	Chimerae
4	Basilisk	Gorgons	Griffons	Cockatrice	Harpies
5	Wererat	Manticore	Harpies	Chimerae	Medusa
6	Cockatrice	Medusa	Werewolf	Harpies	Pegasi
7	Blink Dog	Roc	Hippogriffs	--	--
8	Werewolf	Roll again	Manticore	--	--
9	Chimerae	--	Medusa	--	--
10	Manticore	--	Pegasi	--	--
11	--	--	Roc	--	--
12	--	--	Wererat	--	--

OTHER TYPES

Dice	Dragon	Undead	Giant
1	Dragon, Gold	Banshee	Efreet
2	Dragon, Blue	Wraiths	Djinn
3	Dragon, Black	Shadow	Giant, Frost
4	Dragon, Green	Ghouls	Giant, Stone
5	Dragon, Red	Skeletons	Giant, Hill
6	Dragon, White	Zombies	Giant, Storm
7	Wyverns	Wights	Giant, Fire
8	Hydrae	Mummies	Giant, Could
9	--	Spectre	Treants
10	--	Vampires	Titans
11	--	Liches	--
12	--	Roll again	--

ENCOUNTER TABLE (AERIAL)

1-20	Mountain Peaks	Open Sky	Cloud Tops
1	Cavemen	Chimeras	Chimeras
2	Chimeras	Dinosaurs, pterodactyls	Cockatrices
3	Cockatrices	Dinosaurs, pterodactyls‡	Dinosaurs, pterodactyls†
4	Dinosaurs, pterodactyls†	Djinn	Djinn
5	Dragons, white	Dragons, any	Dragons, golden
6	Elemental, air	Elemental, air	Elemental, air
7	Gargoyles	Elementals, air, 1-6	Elves*
8	Giants, stone	Elves*	Giants, cloud

1-20	Mountain Peaks	Open Sky	Cloud Tops
9	Giants, storm	Griffons†	Giants, storm
10	Goblins	Hippogriffs†	Griffons†
11	Griffons†	Invisible stalker	Hippogriffs†
12	Hippogriffs†	Manticoras	Invisible stalker
13	Hobgoblins	Men*	Manticoras
14	Invisible stalker	Men, buccaneers*	Men*
15	Manticoras	Men, pirates*	Men, pirates*
16	Men	Non-player characters*	Non-player characters*
17	Non-player characters	Pegasi†	Pegasi†
18	Pegasi†	Rocs	Pixies
19	Rocs	Rocs‡	Rocs
20	Wyverns	Wyverns	Wyverns

* With air ships as necessary

† With riders on a six-sided die throw of 5-6

‡ With riders.

CHAPTER 8: TREASURE

The amount of treasure a monster owns or guards is usually related to the monster's HDE. That's not necessarily realistic, but keep in mind that treasure is one of the ways the game reflects what a character has done: it's used in awarding experience points. Too many large treasures and the characters will become powerful without actually having done very much. Too many monsters with small treasures and the characters won't gain levels to reflect their achievements.

As a general guideline, the monetary value of a treasure ought to be about 2–3 times the monster's value in experience points, and keep in mind that hunting and patrolling monsters likely won't be carting their treasure around with them. If the characters can't find the monster's lair, they may get none of the treasure. Also, it obviously doesn't make sense for every wild boar and wolf to have a cache of treasure hidden away somewhere. Averaging the treasure out over several of the monsters in an adventure is a good way of making sure the characters get the right amount of experience points from treasure. Perhaps the goblin treasure hoard contains some "extra" treasure to account for the wolves in the area. If the characters avoid the wolves and kill the goblins, so much the better. If they have to fight the wolves and never find the goblins, then the treasure is there for them to find next time.

Here is a table a Referee can use as a guideline to help create a treasure:

Treasure Values Table

Roll	Possible Treasure Value (gp)*			
	Value	CP	SP	GP
1	XP × 1	50%	30%	20%
2–3	XP × 2	20%	50%	30%
4–5	XP × 3	10%	40%	50%
6	XP × 4	–	25%	75%

> * The total value of treasure is expressed in terms of gold coins. If the total value of treasure was 100 XP on a roll of 1, the recipient would receive 20 gp, 300 sp, and 5,000 cp

Remember that coins found are not always gold pieces—there might be a mixture of copper (cp) and silver pieces (sp) in the treasure as well. The treasure breakdown given in the prior Treasure Values table is a suggested guideline to how you might consider breaking up the treasure. One gold piece (gp) is worth 10 silver pieces (sp) or 100 copper pieces (cp).

SPLITTING THE TAKE (VARIANT)

Once the monsters are slain and the wounds are bound, it's time to divide up the treasure. It is suggested that the total gp value of the loot is totaled and divided up

among the participants with each getting an equal "share." Many Referees rule that treasure must be shared with NPCs getting either a full or half share, depending upon their level. It is also customary for fallen (dead) comrades to still get a share of the take to be given to their next of kin.

TREASURE DETERMINATION

In addition to coins, treasures might contain gems, jewelry, and magical items. Treasures should be interesting—an endless series of "another treasure worth 100 gp in total" is a sure-fire recipe for boring your players.

- For every 5,000 gp in value, there is a 10% chance of trading out 5,000 gp for an item on either the Major Gem/Jewelry or Major Magic table.
- For every 1,000 gp in value, there is a 10% chance of trading out 1,000 gp for an item on either the Medium Gem/Jewelry or Medium Magic table.
- For every 100 gp in value, there is a 10% chance of trading out 100 gp for an item on either the Minor Gem/Jewelry or Minor Magic table.

Calculate the total percentage of treasure that can be traded out and roll a d100 to see if you can roll for an item on one of the following tables. It is suggested that the Referee begin with the 5,000 gp values and work down to the 100 gp values. "Jewelry" refers to a single item of jewelry.

Always remember that these tables are merely guidelines—if you desire the placement of a particular item or treasure type, go ahead and do it! If you don't wish to include gems, jewelry, or magic items, then leave the treasure at coins. These tables are here only to help when wanted.

TREASURE TRADE OUT (EXAMPLE #1)

If you populate an area with 5 skeletons, their total XP value would be 75. If you were to roll against the Treasure Values table and get a 4, the total treasure value for that encounter would be (rounded down): 112 gp, 900 sp, and 2,250 cp. There is a 10% chance of trading out 100 gp of that treasure for one minor item. If, on a d100, you roll under 10%, then the treasure value of that encounter would be 12 gp, 900 sp, 2,250 cp, and one minor item (as rolled on the Minor Gem/Jewelry or Minor Magic table).

TREASURE TRADE OUT (EXAMPLE #2)

You place a fearsome minotaur in a locked dungeon room for a total of 400 XP. Rolling against the Treasure Values table, if you were to roll a 6, the total treasure value for this encounter would be: 1,200 gp and 4,000 sp. There is a 10% chance of trading out 1,000 gp of that treasure for one medium item. If, on a d100, you roll under 10%, then the treasure value on that encounter would be 200 gp, 4,000 sp,

and one medium item (as rolled on the Medium Gem/Jewelry or Medium Magic table). With the remaining gold, there could either be a 60% chance to trade out 600 gp for one minor item, six 10% chances to trade out 600 gp for a total of six minor items, or some other variant like one 10% chance to trade out 100 gp for one minor item (keeping the remaining 500 gp).

5,000 GP TRADE OUT

A roll of 1–19 on a d20 means a roll on the Major Gem/Jewelry table. A roll of 20 results in rolling on the Major Magic Item table.

MAJOR GEM/JEWELRY TABLE

Roll	Gem or Jewelry Value
1	1d1,000 gp
2–3	1d1,000 (×8) gp
4–5	1d1,000 (×12) gp
6	1d1,000 (×20) gp

MAJOR MAGIC ITEM TABLE

Roll	Result
1	Roll 6 times on the Potions table
2–3	Roll 1d6+12 on the Scrolls table
4–5	Roll 1d6+12 on the Weapons and Armor table
6	Roll 1d20+40 on the Miscellaneous table (includes Rings and Staves)

1,000 GP TRADE OUT

A roll of 1–19 on a d20 means a roll on the Medium Gem/Jewelry table. A roll of 20 results in rolling on the Medium Magic Item table.

MEDIUM GEM/JEWELRY TABLE

Roll	Gem or Jewelry Value
1	1d100 gp
2–3	1d1,000+250 gp
4–5	1d1,000+750 gp
6	1d10,000 gp

MEDIUM MAGIC ITEM TABLE

Roll	Result
1	Roll 3 times on the Potions table
2–3	Roll 1d6+6 on the Scrolls table
4–5	Roll 1d6+6 on the Weapons and Armor table

6	Roll 1d20+20 on the Miscellaneous table (includes Rings and Staves)

100 GP TRADE OUT

A roll of 1–19 on a d20 means a roll on the Minor Gem/Jewelry table. A roll of 20 results in rolling on the Minor Magic Item table.

MINOR GEM/JEWELRY TABLE

Roll	Gem or Jewelry Value
1	1d6 gp
2–3	1d100+25 gp
4–5	1d100+75 gp
6	1d1,000 gp

MINOR MAGIC ITEM TABLE

Roll	Result
1	Roll once on the Potions table
2–3	Roll 1d6 on the Scrolls table
4–5	Roll 1d6 on the Weapons and Armor table
6	Roll 1d20 on the Miscellaneous table (includes Rings and Staves)

TREASURE DESCRIPTIONS

MAGIC POTIONS

Random Potion Table

Roll (d100)	Magic Potion*
1–3	Animal Control
4–6	Clairaudience
7–9	Clairvoyance
10–12	Diminution
13–15	Dragon Control
16–18	Ethereality
19–21	Fire Resistance
22–24	Flying
25–27	Gaseous Form
28–30	Giant Strength
31–33	Growth
34–36	Heroism

37–39	Invisibility
40–42	Invulnerability
43–45	Levitation
46–48	Plant Control
49–55	Poison
56–58	Slipperiness
59–61	Treasure Finding
62–64	Undead Control
65–75	Extra Healing
76–00	Healing

* Potions have a duration of 1d6+1 turns

MAGIC POTION DESCRIPTIONS

Animal Control: Results as per the spell Charm Monster.

Clairaudience: Results as per the spell.

Clairvoyance: Results as per the spell.

Diminution: Imbiber shrinks and becomes 6 inches tall for 2d6 hours.

Dragon Control: 1d3 dragons of a specific type (determined randomly by the Referee) are affected as per the spell Charm Monster.

Ethereality: The imbiber of this potion can move through solid objects but cannot attack. Equipment also becomes ethereal.

Extra Healing: Cures 3d6+3 HP worth of damage.

Fire Resistance: Grants immunity to normal fire, +2 saving throws against fire attacks, and half damage to magic fire attacks that do not permit saving throws.

Flying: Results as per the spell Fly.

Gaseous Form: The user's body turns to a mist that he controls, allowing him to access any place that isn't airtight. Equipment is left behind; only the body becomes gaseous.

Giant Strength: Character gains strength above and beyond 18. Gains an additional 1d6 to damage rolls and +4 "to-hit".

Growth: Character grows and becomes 30 feet tall.

Healing: Cures 1d6+1 HP worth of damage.

Heroism: +2 to attacks and damage.

Invisibility: Results as per the spell.

Invulnerability: +2 saving throws, opponents attack at -2.

Levitation: Results as per the spell.

Plant Control: Results as per the spell Charm Monster.

Poison: Save or die.

Slipperiness: Except for the soles of the feet and the palms of the hands, the character has a virtually frictionless surface.

Treasure Finding: Character can detect hoards of treasure within 400 feet of their current location.

Undead Control: 2d4 undead of fewer than 4 HD and 1d4 undead of 4+ hit dice fall under the imbiber's control as per the Charm Monster spell.

SCROLLS

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

Random Scrolls Table

Roll	Scrolls*	
	# of Scrolls	Spell Level
1	1	1
2	1	1d3
3	2	1d2 per scroll
4	3	1
5	Cursed Scroll	
6–7	Protection Scroll (normal duration)	
8	2	1d4
9	2	1d6 per scroll
10	1	1d4+2
11	5	1d3 per scroll
12	Cursed Scroll	
13–14	Protection Scroll (double duration)	
15	5	1d6 per scroll
16	6	1d6 per scroll
17	7	1d6 per scroll
18	8	1d6 per scroll
19	Cursed Scroll	
20	Protection Scroll (triple duration and double effects)	

* Roll 1d6 for type (1–3 scrolls are for Magic-users, 4–6 are for Clerics). Remember that there are no 6th level Cleric spells, so re-roll for spell level on a result of 6

Random Protection Scrolls Table

Roll	Scroll of Protection From:
1	Demons
2	Drowning
3	Elementals
4	Lycanthropes
5	Magic
6	Metal
7	Poison
8	Undead

PROTECTION SCROLL DESCRIPTIONS

Demons: Everyone within a 10 foot radius around the reader are protected from the attacks of 1 demon per round for a period of 40 minutes.

Drowning: Everyone within a 10 foot radius of the reader gain the ability to breathe underwater for 1 full day.

Elementals: This scroll protects against a single elemental, and lasts for a duration of 40 minutes.

Lycanthropes: All within a 10 foot radius around the reader, for a duration of one hour, are protected from lycanthropes.

Magic: Anti-magic shell surrounds and moves with the reader for 1 hour, having a radius of 10 feet. Spells cannot pass in or out of the shell.

Metal: Metal cannot harm the reader for a duration of 1 hour.

Poison: Poison cannot harm the reader for a period of 6 hours, and any poison in his system is removed.

Undead: All within a 10 foot radius of the reader are protected against undead, but only to a limited degree. In any given round, 2d12 undead with HD fewer than 4, and 2d6 undead with hit dice 4–5, and 1d6 undead with hit dice of 6+ are foiled by the protection of the scroll. Thus, the scroll is effective against all but a true horde of undead.

MAGICAL WEAPONS AND ARMOR

Roll 1d6 and add +0, +6, or +12, depending on whether the treasure is minor, medium, or major.

Random Magical Weapons and Armor Table

Roll	Magical Weapons and Armor
1	Cursed Armor or Shield
2	+1 Missile Weapon(s)
3	+1 Shield
4–6	+1 Melee Weapon
7–8	+1 Armor
9	Cursed Weapon
10	+2 Missile Weapon(s)
11	+2 Shield
12	+2 Melee Weapon
13	+2 Armor
14	+1 Melee Weapon with Minor Ability
15	+3 Missile Weapon(s)
16	+3 Melee Weapon
17	+3 Shield
18	+3 Armor
19	Unusual Weapon (optional) or Re-roll
20	Unusual Armor (optional) or Re-roll

Random Cursed Armor and Shields Table

Roll	Cursed Armor and Shields*
1–3	-1 Weapon or Armor
4	-2 Weapon or Armor
5	-3 Weapon or Armor
6	Attracts Missiles**

* Cannot be laid down without the aid of the spell Remove Curse
**Attracts Missiles: This item attracts missile fire (even those fired at others nearby) and grants a +1 "to-hit" bonus to attack on such missiles.

Random Magic Melee Weapons Table

Roll	Melee Weapons
1	Axe, battle
2	Axe, hand
3	Dagger
4	Lance
5	Mace, heavy
6	Mace, light
7	Spear
8	Staff
9	Sword, long
10	Sword, short
11	Sword, two-handed
12	War Hammer

Random Magic Missile Weapons Table

Roll	Missile Weapons
1–8	2d6 Arrows
9–10	1d10 Stones
11	Spear
12–15	2d4 Darts
16–20	2d6 Bolts, crossbow

Minor Abilities for Melee Weapons Table

Roll	Minor Abilities for Melee Weapons
1–4	Additional damage (+1)
5	Sheds light, 15 ft. radius
6	Sheds light, 30 ft. radius

UNUSUAL WEAPONS AND ARMOR

Unusual Weapons Table (Optional)

Roll	Unusual Weapons
1	+1 Blunt weapon that destroys undead
2	+1 Thrown weapon that returns to hand
3	+1 Weapon, grants 1 additional attack/day
4	+1, +2 vs. particular type of foe
5	+1, +4 vs. particular type of foe
6	+2, +3 vs. particular type of foe
7	Weapon flames
8	Weapon freezes
9	Dancing weapon
10	Intelligent weapon

UNUSUAL WEAPON DESCRIPTIONS

Blunt weapon that destroys undead: Blunt weapons are the mace, sling, staff, and war hammer. Lesser undead types don't get a saving throw; more powerful ones do.

Thrown weapon returns to hand: These weapons are the hand axe, spear, and war hammer.

Bonus vs. particular type of foe: Examples include dragons, giants, orcs, lycanthropes, undead, etc.

Weapon flames: Additional 1d6 fire damage: roll 1d4-1 for "to-hit" bonus.

Weapon freezes: Additional 1d6 cold damage: roll 1d4-1 for "to-hit" bonus.

Dancing weapon: Fights in the air after 3 rounds, as a +1d3 weapon.

Intelligent weapon: Roll 1d3 for to-hit bonus. There is a 10% chance that such a weapon may have the ability to cast a spell once per day. Such swords generally can communicate with their bearers, and often (25% chance) can speak audibly.

Unusual Armor Table (Optional)

Roll	Unusual Armor
1	Armor of Arrow Deflection
2	Demonic Armor
3	Ethereal Armor
4	Fiery Armor

UNUSUAL ARMOR DESCRIPTIONS

Armor of Arrow Deflection: +2 against missile fire.

Demonic Armor: Possessed by a spirit or demon, with effects to be determined by the Referee.

Ethereal Armor: +3 plate mail that also allows the wearer to become insubstantial and incorporeal 50 times, after which it reverts to normal +3 plate mail. In ethereal form, the wearer cannot be hit and cannot attack (unless the opponent is also ethereal).

Fiery Armor: +1 armor that is surrounded by flames. These flames deal 1d6 damage to melee attackers.

MISCELLANEOUS ITEMS

Roll 1d20 and add +0, +20, or +40, depending on whether the treasure is minor, medium, or major.

Random Miscellaneous Items Table

Roll	Miscellaneous Items
1	Lesser Wand
2	Lesser Ring
3–20	Misc. Lesser Magical Item
21	Lesser Wand
22	Lesser Wand
23	Greater Wand
24	Lesser Ring
25	Lesser Ring
26	Greater Ring
27–40	Misc. Medium Magical Item
41	Greater Wand

Roll	Miscellaneous Items
42	Greater Wand
43	Greater Ring
44	Greater Ring
45	Staff
46-60	Misc. Greater Magical Item

MAGIC WANDS

Random Lesser Wands Table

Roll	Lesser Wands
1–2	Level 1 spell, holds 10 charges
3–4	Level 2 spell, holds 5 charges
5–6	Level 3 spell, holds 2 charges

Random Greater Wands Table

Roll	Greater Wands*
1	Level 3 spell, holds 10 charges
2	Level 4 spell, holds 10 charges
3	Wand of Detection (enemies)
4	Wand of Detection (metal)
5	Wand of Detection (magic)
6	Wand of Detection (traps and secret doors)
7	Wand of Polymorph
8	Wand of Fear
9	Wand of Cold
10	Wand of Paralyzing

* Wands become useless with 0 charges. A wand can be recharged by casting a spell into it. There is a 5% chances per recharge that the wand will be destroyed.

GREATER WAND DESCRIPTIONS

Wand of Detection (enemies): Detects enemies in a radius of 60 feet, provided that the enemies are actually thinking hostile thoughts. Always active when held, does not use charges.

Wand of Detection (metal): Detects large caches of metal, with a range of 20 feet. The wand's user also gets a vague sense of the metal's type. Always active when held, does not use charges.

Wand of Detection (magic): Functions as a Detect Magic spell with a range of 20 feet. The wand's user gets a vague sense of what sort of magic is being detected. Always active when held, does not use charges.

Wand of Detection (traps and secret doors): Detects traps and secret doors with a range of 20 feet. Always active when held, does not use charges.

Wand of Polymorph: Casts either Polymorph (self) or Polymorph (other), carries 10 charges.

Wand of Fear: Causes creatures in a cone-shaped path to flee (saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 60 feet to a base 30 feet across. Holds 25 charges and cannot be recharged).

Wand of Cold: Casts a cone of cold 60 feet to a base 30 feet across. Creatures in the cone take 6d6 damage (saving throw for half damage). Holds 25 charges and cannot be recharged).

Wand of Paralyzing: Casts a cone of paralysis 60 feet to a base 30 feet across. Creatures in the cone are paralyzed for 3d6 turns. Holds 25 charges and cannot be recharged).

MAGIC RINGS

Random Lesser Rings Table

Roll	Lesser Ring
1	Fire Resistance
2	Invisibility
3	Mammal Control
4	Poison Resistance
5	Protection, +1
6	Protection, +2

LESSER RING DESCRIPTIONS

Fire Resistance: +5 to saving throws vs. magical fire and grants immunity to normal fire.

Invisibility: Turns wearer invisible.

Mammal Control: The wearer controls 1d6 mammals at a range of up to 60 feet. Control does not extend to humans or giant animals.

Poison Resistance: +5 to saving throws vs. poison.

Protection: Grants bonus to armor class and saving throws.

Random Greater Rings Table

Roll	Greater Rings
1	Human Control

Roll	Greater Rings
2	Three Wishes
3	Regeneration
4	Djinn Summoning
5	Shooting Stars
6	X-ray Vision
7	Telekinesis
8	Spell Turning
9	Spell Storing (Magic-user)
10	Spell Storing (Cleric)

GREATER RING DESCRIPTIONS

Djinn Summoning: The wearer of this ring can summon a djinn.

Human Control: Allows the wearer to cast Charm Person once per day and maintain the charm on up to 3 individuals at a time.

Regeneration: The wearer regenerates 1 HP/round and thus cannot die unless the ring is removed or the body burned.

Shooting Stars: Once per day, this ring can summon 1d6 flaming meteors from the depths of space. Each meteor can target a separate enemy and deals 3d6 damage. If used indoors or underground, the meteors will strike whatever is directly above the target.

Spell Storing (Magic-user): The ring contains 1d6 Magic-user spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Magic-user) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Spell Storing (Cleric): The ring contains 1d6 Cleric spells. Roll 1d6 for each spell to determine their spell levels. The wearer (if a Cleric) can cast these spells as if they were his own memorized and prepared spells. Once the spell is cast, it cannot be cast a second time until the caster rests for 8 hours.

Spell Turning: Any spell (other than from a wand, etc.) directly aimed at the wearer of this ring is partially reflected back at the caster. Roll a d100 to determine how much of the spell's power bounces back; the exact determination of what happens is up to the Referee.

Telekinesis: The wearer can mentally lift and move up to 200 pounds of weight at a range of 120 feet.

Three Wishes: Grants the wearer 3 wishes; outrageous wishes backfire.

X-ray Vision: The wearer has x-ray vision at a range of 40 feet. The maximum distance through which the character can see through solid rock is just over 10 feet, though solid metals (other than lead) is 1 foot, and through lead is 1 inch.

MAGIC STAVES

Random Staves Table

Roll	Staves
1	Healing
2	Command
3	Snake, the
4	Striking
5	Withering
6	Power
7	Wizardry
8	Beguiling
9	Absorption
10	Lordly Might

STAFF DESCRIPTIONS

Absorption: Absorbs spells cast directly at the wielder and allows the wielder to cast a spell from his own memory using that power (and thus not losing the spell from memory). Once the staff has absorbed 50 levels of spells (whether or not the power has been cast back out again), it no longer absorbs spells.

Beguiling: Casts Charm Person in a radius of 20 feet from the wielder (uses one charge). The duration of the charm is 1 hour.

Command: A charge can be used to control humans (as per Charm Person), plants, or animals.

Healing: Cures 1d6+1 hit points of damage per charge.

Power: Casts Light (no charge used), casts Fireball (4d6 damage), cold as a Wand of Cold, Lightning Bolt (4d6 damage), acts as a ring of Telekinesis (costs one charge) and hits for 2d6 damage (no charge used).

Lordly Might: These staves only carry 10 charges, but a charge may be used to cast Raise Dead.

Snake, the: +1 "to-hit" and +1 damage. When commanded (by using a charge) the staff coils around the target with a successful hit and pinions the victim for 1d4 × 10 minutes. The victim must be about the size of a human or smaller to use this power. The staff will slither back to its owner afterwards at a speed of 24. Only Clerics can employ a Staff of the Snake.

Striking: Inflicts 2d6 points of damage with a successful hit (does not use charges).

Withering: Adds ten years of physical aging with a successful hit.

Wizardry: The most powerful of staves. It is a staff of power with additional abilities. At the cost of one charge, it allows invisibility, summoning elementals (calling 1d4 at a time), Hold Person, a Wall of Fire, Passwall, a Web spell, or Fly.

MISCELLANEOUS MAGIC ITEMS

Random Lesser Miscellaneous Magic Items Table

Roll	Lesser Magic Items
1	Arrow of Direction
2	Bag of Holding
3	Boots of Elvenkind
4	Boots of Speed or Leaping (50%)
5	Bracers of Defense, AC 6 [13]
6	Chime of Opening
7	Cloak of Elvenkind
8	Cloak of Protection, +1
9	Cursed Item
10	Decanter of Endless Water
11	Dust of Appearance or Disappearance (50%)
12	Dust of Sneezing and Choking
13	Gauntlets of Swimming and Climbing
14	Horseshoes of Speed
15	Luckstone (+1 to saving throws and "to-hit" rolls)
16	Manual of Beneficial Exercise
17	Pipes of the Sewers
18	Rope of Climbing
19	Rope of Entanglement
20	Spade of Excavation

Random Medium Miscellaneous Magic Items Table

Roll	Medium Magic Items
1	Amulet Against Scrying
2	Boots of Flying
3	Bracers of Defense, AC 4 [15] or 2 [17]
4	Carpet of Flying
5	Cloak of Displacement
6	Cloak of Protection, +2 or +3
7	Deck of Many Things
8	Figurine of the Onyx Dog
9	Gauntlets of Ogre Power

Roll	Medium Magic Items
10	Helm of Read Magic and Languages
11	Hole, portable
12	Horn of Valhalla, bronze
13	Horn of Valhalla, silver
14	Jug of Alchemy
15	Manual of Quickness
16	Medallion of Detect Thoughts (ESP)
17	Mirror of Mental Scrying
18	Robe of Blending
19	Robe of Eyes
20	Robe of Wizardry

Random Greater Miscellaneous Magic Items Table

Roll	Greater Magic Item
1	Amulet of Demon Control
2	Beaker of Potions
3	Censer, Bowl, Brazier, or Stone of Controlling Elementals
4	Crystal Ball
5	Efreeti Bottle
6	Figurine of the Golden Lions
7	Gauntlets of Dexterity
8	Gem of Seeing
9	Girdle of Giant Strength
10	Helm of Fiery Brilliance
11	Helm of Teleportation
12	Horn of Blasting
13	Horn of Valhalla, iron
14	Lenses of Charming
15	Libram, magical (level gain)
16	Manual of the Golems
17	Manual of Intelligence
18	Manual of Wisdom
19	Necklace of Fireballs
20	Symbol—Scarab of Insanity

MISCELLANEOUS MAGIC ITEM DESCRIPTIONS

Amulet against Scrying: Protects the wearer from all scrying, such as Detect Thoughts or being viewed through a crystal ball. Usable by: All Classes.

Amulet of Demon Control: Functions as a Protection from Chaos spell, and allows the wearer to attempt to cast Charm Monster upon a demon. Success means that the demon is enslaved for 1d6 weeks, whereupon it becomes free. Usable by: Magic-users and Clerics.

Arrow of Direction: Points the direction of whatever the owner requests. Cannot be used more than 7 times in a single week. Usable by: All Classes.

Bag of Holding: The inside of this bag is larger than the outside. The inside dimensions are roughly 10 × 5 × 3 feet, but the bag cannot carry more than 1,000 pounds of weight. If it is not empty, the bag weighs 50 pounds, no matter how much weight it actually contains. Usable by: All Classes.

Beaker of Potions: This small jug fills itself with the requested potion, out of the 1d4+1 potions it is able to produce. The jug can be used as many times per week as it can create potions. Usable by: All Classes.

Boots of Elvenkind: The wearer moves with complete silence. Usable by: All Classes.

Boots of Levitation: These boots allow the wearer to Levitate (as per the spell) with unlimited duration. Usable by: All Classes.

Boots of Speed or Boots of Leaping (50%): Boots of Speed double the wearer's movement rate, but require complete rest for a period of time equivalent to the amount of time they were used. Boots of Leaping allow the wearer to make prodigious leaps 10 feet high and up to 30 feet horizontally. These boots also double movement rates, but outdoors only. They do not require the wearer to rest after using them. Usable by: All Classes.

Bracers of Defense, AC 4 [15] or AC 2 [17] (50% chance): These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Bracers of Defense, AC 6 [13]: These bracers improve the wearer's armor class (whatever part of it is due to actual armor) to the stated level—there is no effect if the wearer is already armored to the same or higher degree. The AC granted by the bracers can be increased by magical rings or other protective magics. Usable by: All Classes.

Carpet of Flying: The carpet can carry as many as three people, and travels at a speed of 18 when it has more than one passenger. With only one rider, the carpet moves at a rate of 30. Usable by: All Classes.

Censer, Bowl, Brazier, or Stone of Controlling Elementals: Censers control air elementals, bowls (when filled) control water elementals, braziers control fire elementals, and Stones control earth elementals. These items can be used to summon a 12 HD elemental of the appropriate type. Generally, it takes 10 minutes to prepare the object for use. Usable by: Magic-users.

Chime of Opening: Sounding this small chime opens any door, even if the door is barred or Wizard Locked. Usable by: All Classes.

Cloak of Displacement: The wearer appears to be in a slightly different location than he really is. His AC improves by 2, and he gains a +2 saving throw against any targeted attack upon him. Usable by: All Classes.

Cloak of Elvenkind: The wearer is almost, but not quite, invisible. Usable by: All Classes.

Cloak of Protection, +1: This cloak improves the wearer's AC by 1, and grants a bonus of +1 on saving throws. Usable by: All but Fighters.

Cloak of Protection, +2 or +3 (50%): This cloak improves the wearer's armor class by 2 (or 3), and grants a bonus of +2 (or +3) on saving throws. Usable by: All but Fighters.

Crystal Ball: Allows the user to see what he desires to see, over a considerable distance. A crystal ball may not be used more than thrice per day, or the user will be driven mad. Certain spells and other precautions may be used to prevent being seen through a crystal ball. Some crystal balls communicate sound or even thoughts from the area being scryed, although these are rare. Usable by: Magic-users.

Cursed Item: (See Cursed Items, Page 104)

Decanter of Endless Water: This jug pours out one gallon of water per minute when unstoppered. Usable by: All Classes.

Deck of Many Things: An ordinary-seeming deck of hand-painted cards, this item bears tremendous and varied enchantments, one per card in the deck. The deck contains all the aces and face cards, plus one Joker (the Fool). A character may draw as many cards as he likes (with the deck re-shuffled each time), but once he stops drawing cards, the deck disappears in a sound of faintly malevolent laughter. The results are as follows:

The Hearts (❤️)

Ace: Gain 50,000 xp.

King: Gain a magic item from the Misc. Magic Items (Greater) table.

Queen: Gain 1d3 wishes

Jack: Gain the ability to summon an 8 HD warrior with +3 sword, shield, to serve for a total of 1 hour.

The Clubs (♣)

Ace: The character's alignment is changed. If the game does not use alignment, the character receives a dangerous Quest (per the spell).

King: The character's most powerful magic item is sucked into the void and disappears.

Queen: The character is instantly turned to stone, a look of great surprise upon his face.

Jack: The character loses one point from his Prime Attribute.

The Spades (♠)

Ace: Lose a level of experience

King: A warrior with 9 HD, a +4 weapon, +4 shield, and +4 armor appears and attacks. When he is killed, his body and all his possessions disappear again.

Queen: The character dies instantly.

Jack: A random monster, with 1d4+6 HD, attacks the adventurers. The monster gains one round of surprise, for it appears from thin air.

The Diamonds (♦)

Ace: Gain a map to a very significant treasure

King: Gain 5d6 items of jewelry

Queen: Gain a scroll of seven spells, all 2nd level or higher

Jack: Add one point to a single attribute of the player's choice

The Joker: Gain 25,000 XP or choose to draw two more cards.

Dust of Appearance or Disappearance (50%): Dust of Appearance is tossed in a radius of 10 feet around the user, and makes any invisible, astral, displaced, out-of-phase, or dimensional thing completely visible. The dust generally comes in a pouch, with enough for 20–30 uses. Dust of Disappearance works in the opposite way: when it is sprinkled in a 10 foot radius, everything therein becomes invisible for 5d6 turns. Normal means of detecting invisibility (such as a Detect Invisibility spell) are not strong enough to work against the dust's powerful enchantment. Usable by: All Classes.

Dust of Sneezing and Choking: Pouches containing this dust ordinarily contain only enough for one "dose." When scattered in a radius of 10 feet, the dust causes all

in the area to make a saving throw or die. If the nature of the dust is identified before it is experimented with, it can be used as a devastating thrown weapon. Usable by: All Classes.

Efreeti Bottle: The efreeti of the bottle will serve the bottle's owner for a year and a day unless it is accidentally released from servitude. Usable by: All Classes.

Figurine of the Golden Lions: A small stone figurine that transforms into a lion when the command word is spoken, fighting at the owner's orders. If they are slain, they turn back into figurines, but may be used again. The figurine may be used once per week, and no more. Usable by: All Classes.

Figurine of the Onyx Dog: This stone figure transforms into a living hound of stone when its command word is spoken. It will seek whatever the owner tells it to find, without stopping until it succeeds or is killed. It has a 75% chance to detect objects that are invisible or hidden (and of course its sense of smell detects invisible and hidden creatures with almost perfect success). For purposes of defense and attack, the stone dog is treated as a wolf. It may be used twelve times before the statuette becomes non-magical. Usable by: All Classes.

Gauntlets of Dexterity: When worn, these gloves grant a bonus of +2 to the wearer's dexterity (to a maximum of 18). Usable by: All Classes.

Gauntlets of Ogre Power: These gauntlets raise the wearer's strength to that of an ogre. Hit probability is not increased above normal, but damage bonuses from strength are increased to +4 (not cumulative with the wearer's existing strength bonus, if any). Usable by: all but Magic-users.

Gauntlets of Swimming and Climbing: These gloves permit the wearer to swim at a rate of 18, and climb sheer walls with a 95% chance of success per ten feet of climbing. Usable by: all but Magic-users.

Gem of Seeing: A gem of seeing is used as a lens, and shows the truth of what it sees, cutting through illusions of all kinds, even very powerful ones. Usable by: All Classes.

Girdle of Giant Strength: This wide belt grants the wearer the strength of a hill giant (+8 strength damage, not cumulative with any existing strength bonuses). It does not increase "to-hit" probability. Usable by: All Classes.

Helm of Fiery Brilliance: This prodigiously powerful helm grants many benefits to the wearer. He gains a +10 on saving throws against fire damage, and can create a Wall of Fire himself. Fighters wearing the helm may command a weapon in hand to flame (+1d6 damage). Magic-users wearing the helm can add +1 to each die of damage inflicted by a Fireball spell. Clerics wearing the helm can ignite objects within 30 feet at will, and may cast two Light or Continual Light spells for each one actually prepared. The wearer of this helm is likely to be attacked by any air

elemental creatures, but fire elemental types (such as efreet or salamanders) will be favorably disposed toward the wearer. Usable by: All Classes.

Helm of Reading Magic and Languages: The wearer can read all languages, including magic script. Usable by: All Classes.

Helm of Teleportation: When the wearer casts a Teleportation spell on himself, while wearing the helm, he may teleport himself without error, anywhere he desires. The helm does not permit the casting of a Teleportation spell on anyone other than the wearer. Usable by: Magic-users.

Hole, Portable: A piece of dark cloth about five feet in diameter. It is actually the mouth of an inter-dimensional hole 10 feet deep—items and people can fall through it or climb down into it once it is placed on the ground. The piece of cloth can actually be pulled in from the inside to close the hole off entirely, although there is no source of fresh air within, and staying inside will asphyxiate the inhabitant in a short time. The piece of cloth can be picked up and carried off whenever desired—hence the name "portable." Usable by: All Classes.

Horn of Blasting: This horn, when blown, has the same effect on structures as a catapult, and causes 2d6 points of damage to creatures, deafening them for 10 minutes as well. The cone of sound is 100 feet long, and widens to a base of 20 feet (the "point" of the cone, at the horn's mouth, is 10 feet wide). Usable by: All Classes.

Horn of Valhalla, Bronze: Summons 2d4 berserk warriors (3 HD) to assist the one who winded the horn. Usable by: Fighters and Clerics only.

Horn of Valhalla, Iron: Summons 2d4 berserk warriors (4 HD) to assist the one who winded the horn. Usable by: Fighters.

Horn of Valhalla, Silver: Summons 2d4 berserk warriors (2 HD) to assist the one who winded the horn. Usable by: All Classes.

Horseshoes of Speed: Double a horse's movement rate. Usable by: Horses.

Jug of Alchemy: This jug produces whatever liquid is desired, in a commonly used large quantity (e.g., 10 gallons of water, but only five gallons of wine). It may be used no more than 7 times per day, and will only produce the liquid first requested in that day. It does not produce magical liquids. Usable by: All Classes.

Lenses of Charming: These lenses, when placed over the eyes, give the wearer the ability to charm those who look into his eyes (as per a Charm Person spell). The saving throw against the power of the lenses is made at -2. Usable by: All Classes.

Libram, magical (level gain): Magical librams grant a level of experience to the reader, if the reader is of the right class. Randomly determine the class for which the libram is written.

Luckstone: This stone grants +1 to saving throws and "to-hit" rolls. Usable by: All Classes.

Manual of Beneficial Exercise: Reading this tome increases the reader's strength by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Golems: This book contains the basic instructions and formulae for creating a single type of golem. The process is expensive, and the creator must have achieved a certain level of magical expertise in order to use the book, but these are priceless repositories of forgotten lore. Such books are often warded, by the original owner, from the touch of anyone not of the Magic-user class, enchanted to inflict damage or even the loss of a level. Usable by: Magic-users only.

Manual of Intelligence: Reading this tome increases the reader's intelligence by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Quickness: Reading this tome increases the reader's dexterity by 1 point (to a maximum of 18). Usable by: All Classes.

Manual of Wisdom: Reading this tome increases the reader's wisdom by 1 point (to a maximum of 18). Usable by: All Classes.

Medallion of Detect Thoughts (ESP): Functions as a Detect Thoughts (ESP) spell within 30 feet (75%) or 90 feet (25%). Usable by: All Classes.

Mirror of Mental Scrying: This hand-mirror (it might also be found as a smaller mirror on a necklace) allows the user to cast Clairaudience, Clairvoyance, and Detect Thoughts (ESP), with the normal range, but for an unlimited time. The mirror will also answer a question about what it portrays (the answer is likely to be quite cryptic), but only one question per week is possible. Usable by: All Classes.

Necklace of Fireballs: This necklace is hung with 3d4 little baubles. When thrown, the baubles explode into 6d6 fireballs (per the spell). Usable by: All Classes.

Pipes of the Sewers: These pipes summon 10d6 giant rats. The piper does not need to concentrate once the rats arrive (which takes 1d4 × 10 minutes), but it is wise to do so. When the rats arrive, there is a 5% chance that they will not obey him, and if he ceases to concentrate on his tune there is a 10% chance that he will lose control of them. Every subsequent round in which he fails to concentrate there is another chance to lose control, and the chance increases by 10% each time it is made (first round, 10%, second round 20%, etc.). Usable by: All Classes.

Robe of Blending: These robes make the wearer appear to be a part of his surroundings, including the ability to appear as another one of a group of nearby creatures. He will appear to be a small tree when in forest surroundings, a sand formation in the desert, etc. Creatures with 10+ hit dice (or levels of experience) have a 10% chance per level (or HD) above 9th to perceive the wearer as a robed figure rather than a part of the surroundings. Usable by: All Classes.

Robe of Eyes: Hundreds of eyes are woven and embroidered into the fabric of these magical robes, granting the wearer tremendous powers of supernatural perception. In a radius of 240 feet, anything he looks upon is seen for what it is: he sees invisible creatures, he perceives illusions, and his sight even extends into the astral plane. He cannot be ambushed or otherwise taken by surprise, and he can follow the trail of anything that has passed by within the last day. Usable by: Magic-users only.

Robe of Wizardry: This robe grants the wearer the ability to cast Charm, Polymorph, and Hold Person with a 95% chance of success. The robes may be tied to specific alignments. Usable by: Magic-users only.

Rope of Climbing: A 50 foot length of rope that leaps magically upward and can tie and untie itself upon command. Usable by: All Classes.

Rope of Entanglement: This rope, on command, twines itself around as many as 2d4+1 human-sized foes. The rope cannot be hit except with a natural roll of 20 (it is magical), and can sustain 20 hit points of damage before fraying and becoming useless. Usable by: All Classes.

Spade of Excavation: This ordinary-looking spade digs by itself when commanded, shoveling out 1 cubic yard (27 cubic feet) per ten minutes. Usable by: Fighters.

Symbol—Scarab of Insanity: This is a carving of a scarab-beetle, or perhaps the petrified remains of a real one. When the scarab is displayed, all creatures with 9 or fewer hit dice, within a radius of 30 feet, fall into temporary insanity lasting for 2 hours. Creatures with 10+ hit dice still do not receive a saving throw, but have a 1 in 4 chance to overcome the scarab's insidious influence. The scarab may be used 12 times, after which it crumbles to dust. At the option of the Referee, it might be recharged but with a 5% chance per charge that the item will be destroyed. Usable by: All Classes.

CURSED ITEMS

Cursed items come in many shapes and forms—most likely they are ancient magical items whose magic has deteriorated or changed with age, although some of them were clearly fashioned to serve as traps for the unwary (or for the maker's enemies, perhaps). Note that cursed items cannot usually be dropped or removed without the assistance of a Remove Curse spell. Although the Referee is encouraged to

create his own cursed items, the samples on the following page should prove useful guidance:

Random Cursed Items Table

Roll	Cursed Items
1	Bag of Devouring
2	Censer of Hostile Elementals
3	Cloak of Poison
4	Crystal Ball of Suggestion
5	Dancing Boots
6	Flask of Stoppered Curses
7	Horn of Collapse
8	Medallion of Projecting Thoughts
9	Mirror of Opposition
10	Robe of Feeblemindedness

CURSED ITEM DESCRIPTIONS

Bag of Devouring: Functions as a bag of holding, but devours any item placed into it within 1d4+1 hours.

Censer of Hostile Elementals: A censer (or brazier, bowl, or stone) that summons elementals—but the elementals are hostile instead of under the summoner's control.

Cloak of Poison: Upon donning this cloak, the wearer's body is suffused with magical poisons of many kinds, and dies instantly, without the chance of a saving throw.

Crystal Ball of Suggestion: Does not function as a crystal ball, but implants a suggestion in the viewer's mind. Powerful versions of this item might even implant a Quest.

Dancing Boots: These boots function as boots of Elvenkind or speed, until the wearer is in combat or fleeing. Suddenly at that point he will begin to dance a jig, or perhaps a stately waltz.

Flask of Stoppered Curses: This flask releases a curse of some kind when its seal is broken.

Horn of Collapse: When sounded, this horn causes a blast of destruction straight upwards, destroying any ceiling overhead and causing it to collapse.

Medallion of Projecting Thoughts: The wearer's thoughts can be "heard" by all nearby.

Mirror of Opposition: All persons looking into this mirror are attacked by evil versions of themselves, exact duplicates including spells and magic items. When

the mirror-opposites are slain, their bodies and equipment disappear into mist, and return to the mirror.

Robe of Feeblemindedness: Anyone donning this cloak has his intelligence reduced to that of a garden snail.

CHAPTER 9: CREATING CAMPAIGNS AND ADVENTURE SITES

DESIGNING AN ADVENTURE

Basically, the "adventure" is just the setting for the game—usually a map and then notes about certain locations on that map. As the Players tell you where their characters go and what they do, you're referring to the map and your notes to describe what happens as a result. Don't try to plan for all contingencies—it's guaranteed that the players will do something unexpected during the adventure and you'll just have to roll with it, thinking on your feet and making up new things as you go. Just as you challenge the Players with adventure, they challenge you to keep up with their collective creativity.

CREATING A CAMPAIGN

A campaign is the world beyond the adventure—the cities, forests, coastlines, and kingdoms of the fantasy world. The players will almost certainly want their characters to explore the wilderness, visit cities, and do all sorts of things in the fantasy world. At the beginning of the game, you might want to sketch out a map of a single village (as the starting point) and some of the surrounding area. (The location of the first adventure—a dark forest, perhaps) As the players move their characters around from adventure to adventure, you can expand the little map into an entire fantasy world with the continents, kingdoms, and great empires at your disposal.

If you want to take a shortcut, you can set your entire campaign in a fictional world created by the author of one of your favorite fantasy stories. Most of these have maps and the author has already created the details and feel of the world for you. For example, the worlds of Conan's Hyboria (Robert E. Howard), of Elric and the Eternal Champions (Michael Moorcock), and of the Dying Earth (Jack Vance) are popular fictional settings ready for gaming. Indeed, publishers have already created pre-packaged campaigns for all three of these examples.

CAMPAIGN QUICKSTART

To start with, all you really need is a dungeon level or two, populated with monsters, treasure, and perhaps a few traps, and a village or small town nearby for the characters to rest up , recover, and buy (and sell) things between expeditions to the dungeon. You do not have to any of this is extreme detail. You can add more places as needed, but these will be enough to start play. A few empty maps to get you

started are included in Appendix A. More detailed information on Dungeon, Wilderness and Settlement design can be found later in this chapter. This section simply provides a fast system for creating a starting dungeon, a village or small town, and a small surrounding area.

DUNGEON QUICKSTART

To design a simple starting dungeon, you can select a dungeon map from Appendix A (or draw your own) and use the following procedure to randomly determine its contents:

To randomly determining the contents of rooms, chambers, caverns, etc. in the starter dungeon, use the Quick Dungeon Stocking Table below. The result indicates what will be found in each room. Each result will also have a certain probability of being accompanied with treasure.

Quick Dungeon Stocking Table

Roll d00	Contents	Treasure (d6)
01-30	Empty	6+
31-60	Monster	4+
61-75	Trap	5+
76-00	Unique*	Variable

*You should create a unique result carefully. This result could include special encounters or special areas that stand out from most other rooms in its dungeon level.

Empty rooms should generally not be completely barren, they may contain all sorts of things that might interest, delay, or confuse explorers. While treasure in an empty room might be obvious (e.g. a silver cup stilling on a pedestal), it will more likely be hidden or mixed in with other items in the room.

If you are creating a large multi-level dungeon, monsters on a level should generally range from one HD below the dungeon's level to one hit die above the dungeon level. Unique encounters may be an exception.

Traps: Traps are mechanical (and sometimes magical) hazards such as pit traps, poison needles, or magical wards concealed in a dungeon or attached to an object in a dungeon. When a character triggers a trap, they must make a saving throw or suffer the damage listed below. A successful save means the character suffers half damage. Thieves can use Find and Remove Traps special ability to detect and disarm traps. Magical traps suffer a -1 penalty to such attempts.

QUICK RANDOM TREASURE GENERATION

Generating treasure from the standard tables can be a time-consuming procedure that can require many different rolls. The following system is much faster. It can be

used to generate the treasure belonging to a large group of monsters or a single powerful monster. Note that no magic items are generated in these tables. If you believe a magic item or magic items would be in the treasure, add them.

First, determine the type of treasure hoard by rolling 1d6 (or by selecting the most appropriate type) on the following table:

Quick Treasure

D6 Roll	Hoard Type	Contents
1	Sentimental	75gp, 1 piece of art
2	Dilettante	75gp, 5 gems, 3 pieces of art
3	Traveler	100gp, 20 gems
4	Collector	100gp, 12 pieces of art
5	Banker	500gp
6	Old Hoarder	300gp, 15 gems, 6 pieces of art

Second, make adjustments to the hoard based on the owner as described below:

Monsters with a Monster Rating of 4 or less, commoner families, and simple merchants:

- Gems are worth 10 gold (e.g. Blue Quartz, Malachite, Tiger eye)
- Art Items are worth 25 gold (e.g. bone dice, gold bracelet, small mirror)

Monsters with a Monster Rating of 5 to 10, nobles, and popular businesses:

- Multiply gold by 10
- Gems are worth 100 gold (e.g. Amber, Coral, Jade)
- Art Items are worth 250 gold (e.g. box of turquoise animal figurines, silk robe, silver necklace)

Monsters with a Monster Rating of 11 to 16, royalty, great wizards, great merchant houses:

- Multiply gold by 100
- Gems are worth 1000 gold (e.g. Emerald, Opal, Sapphire)
- Art Items are worth 2500 gold (e.g. gold music box, old painting, eyepatch with mock sapphire eye)

Monsters with a Monster Rating of 17+, liches, and old dragons

- Multiply gold by 1000
- Double the number of gems, and each one is worth 5000 gold (e.g. Diamond, Jacinth, Ruby)
- Triple the number of art items, and each one is worth 7500 gold (e.g. gold child-sized sarcophagus, jade and gold dragon chess set, jeweled gold crown)

This will give you enough to start a campaign. For more information on designing dungeon-like adventure location see the section on Dungeon Design later in this chapter.

VILLAGE QUICKSTART

Select one of the sample village maps from Appendix A (or create your own). Most of the building should be residences or other generally important locations. You really don't need to worry about them at the start. However, you will need to create (at least) the following: a temple or shrine, a store where equipment can be purchased, a tavern where villagers gather and drinks and food can be purchased, an inn with rooms to rent (the same place as the tavern), and a residence for the village leader. Some villages, especially larger ones may multiples of some of above, have a blacksmith or a mill, and some might have a hedge wizard (or even a hedge mage).

You can quickly populate these special places with people from the Individual Humans section in Chapter 7 (even if some of these people are dwarves, elves, or halflings). Give each such character a name and two or three lines or physical and personality description. Create a few rumors about the village and the area around it (including the starter dungeon, of course) that player characters visiting the village might hear.

This is enough to start with, for more information about designing villages and town, see the Settlement Design section later in this chapter.

WILDERNESS QUICKSTART

You don't need to design a large area of wilderness to start a campaign. Seven hexes (six miles across) will do. However, it helps to have some idea of the area around these seven hexes to make expanding the area as the campaign progresses easily.

Place your village in the central hex. Place your dungeon in one of the other six hexes. Decide on the terrain for each hex – this is where have a general idea of how this small area fits into the region around it is very helpful. Remember to any streams, rivers, roads, etc. needed for the village map you selected/created.

Write a brief description of each hex and any points of interest in the hex. With each hex being 6 miles across, this quick map gives a starting area of
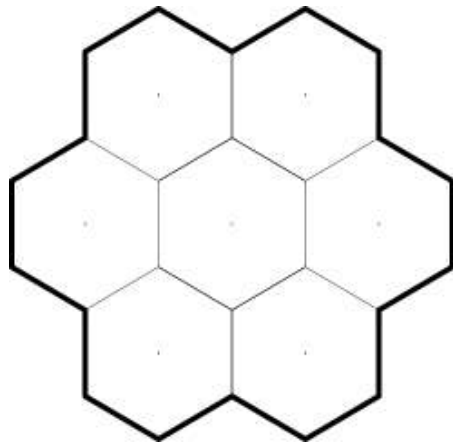
around 215 square miles (each hex is about 31 square miles). That's plenty of territory to start a campaign with. For more information about designing wilderness areas, see the Wilderness Design section later in this chapter.

DUNGEON DESIGN

The referee will need to either buy a commercial adventure, make use of a free one (there are many free and legal ones available on the internet) or make one from scratch. Making one from scratch can be the most fun, if time is available to do so.

There are a few different approaches when designing a dungeon. Sometimes, dungeons are small and are just used once for a particular adventure. Other dungeons, called megadungeons are large and have many, many levels. Characters might spend their entire careers plumbing the depths of one large megadungeon.

Dungeons with multiple levels will be set up so that 1ˢᵗ level characters will adventure on the first dungeon level. When the characters reach class level 2, they should be strong enough to begin taking on the challenges of the 2ⁿᵈ dungeon level, and so on. Monsters will generally populate these levels, such that a 1 HD monster is usually found on the 1ˢᵗ dungeon level. If it is found in deeper levels it will also be found in correspondingly larger numbers, to be more challenging.

The following section outlines how to create a dungeon, and different considerations to keep things interesting.

DUNGEON SCENARIOS

Adventurers should have a motive for delving into a dungeon or adventuring in any other location. In smaller dungeons that will only be used for one adventure, the reason for being there will be over once the goals of the adventure are reached. However, the referee will have to develop multiple scenarios for more extensive dungeons that the characters keep coming back to. The characters should learn more rumors or legends about the deeper levels of the dungeon as they progress in levels, or find clues throughout the dungeon about other regions of the dungeon. In addition, a multi-level dungeon used for extensive play should be considered a „living‰ place. The referee must keep track of how the player characters alter the environment, and how resident monsters may change in number, type, or behavior in response. A megadungeon will evolve through time just as the characters will by adventuring there.

The following general scenario themes are good places to start in developing motives for the characters to go adventuring.

Exploration is a common theme in adventures. Characters might want to explore an area on their own, or they might be hired. Sometimes the purpose of exploration is

simply to chart a previously unknown place, or to clear an area of danger. Examples might include ruins, caverns or labyrinths.

Fighting evil or chaotic beings is one possible theme. Characters might be hired to destroy monsters that have overrun a location, or a powerful evil that has developed. They might be hired to remove evil monsters that have taken over a holy place.

Fleeing a location is another theme. If the characters have been imprisoned before the adventure begins, they will need to find a way to escape. Possibilities include escape from being wrongly imprisoned, escape from slavers, or escape from an intelligent monster that might serve the characters for dinner.

Magical doorways are another good adventure hook. A magical doorway, or portal, can lead to new and unique locations, or even new worlds or times. Characters will sometimes encounter magical portals in dungeons, which could lead to new areas of a dungeon, to riches, or even certain death!

Rescue missions are the opposite of the situation above. Here, the characters are hired to rescue others who have somehow become imprisoned.

Seeking a degenerate race is another adventure possibility. Often this scenario involves a race of humans or demi-humans who have been isolated underground for so long they have become evil and monster-like. They may be the descendents of a great race that created a civilization now in ruins.

Quests are usually undertaken at the request of a powerful or rich patron, like a merchant or King. A quest might be to find a legendary item or return something that has been stolen.

ADVENTURE LOCATIONS

The referee must choose where the adventure will take place. It could be a dungeon or caverns, or within buildings like towers, temples, and castles. Adventures might also take place within a city or village.

After the adventure location has been chosen, the referee must think about whether certain monsters might be more likely to haunt the location. Then, the map of the location will be drawn. Usually graph paper will be used, and a scale must be decided on. A good rule is to make each square on the graph paper equal to 10 feet. The referee will then design the dungeon to suit the kind of location chosen. It might consist of twisting tunnels in a cavern, endless rooms in a dank dungeon, or hallways and rooms in a ruined castle. If the referee is using a large play mat with grids on it for using figurines, the map will be drawn at a scale of 1-inch square equals 5 feet. This provides an appropriate scale for use with typical 25 mm scaled figurines.

Avoid linear designs, with only one path through. Giving the players many places to go, and paths not taken, provides a sense of exploration and lets their choices control the flow of the adventure. Long, twisting Passages with no visible end, dead ends (unfinished, or collapsed) can help set the tone and plays on the fear of what could happen if one were being chased through these corridors.

A basic dungeon may only have one level. Others can have several – These are usually set up so that each deeper level will have progressively greater threats and devious challenges (and richer treasures), the further you delve into the underworld, giving players an informed choice about the risks they want to take.

Some, so-called "mega-dungeons", are vast labyrinths with so many levels, that entire campaigns can be spent plumbing the depths of a single mega-dungeon.

Sub-levels are isolated from the main level, usually only accessible through a secret door (think the hidden levels in *Super Mario*). They tend to be smaller, often have their own theme and may have dangers (and rewards) out of tune with the adjacent dungeon level. Sometimes They can even be (dangerous!) shortcuts.

STOCKING THE DUNGEON

After the map for the location has been drawn, the referee must stock, or fill, the dungeon with dangerous monsters, traps, and treasure. The referee can choose where to place these, or roll randomly on the Dungeon Stocking table. Roll on the table for each room in the dungeon. The result indicates what will be found in each room. Each result will also have a certain probability of being accompanied with treasure.

Dungeon Stocking Table

Roll d00	Contents	Treasure
01-30	Empty	15%
31-60	Monster	50%
61-75	Trap	30%
76-00	Unique*	Variable

*The referee should think out a unique result carefully. This result could include special encounters or special areas that stand out from encounters in most other rooms.

When a "monster" result is obtained on the above table, the referee must roll for a random monster appropriate for the dungeon level. See the random monster tables at the end of Section 6. For example, if rolling for dungeon level 2, the referee may roll or choose from monsters with 2 hit dice. If treasure is present, the treasure will be determined based on the Treasure Hoard Class of the monster encountered, or from the Unprotected Treasure Table based on dungeon level.

Unprotected Treasure Table

Dungeon Level	SP	GP	Gems	Jewelry	Magic Item (1)
1	2d4 x100	1d4 x10 (50%)	1d4 (7%)	1d4 (5%)	3%
2	2d6 x100	1d6 x100 (50%)	1d6 (13%)	1d6 (8%)	5%
3	2d8 x100	2d4 x100 (50%)	1d6 (15%)	1d6 (10%)	7%
4-5	1d8 x1000	3d4 x100	1d8 (20%)	1d8 (10%)	9%
6-7	1d8 x2000	1d4 x1000	1d8 (30%)	1d8 (15%)	15%
8+	1d8 x4000	2d4 x1000	2d6 (40%)	2d6 (20%)	20%

When unprotected treasure is indicated in a room, it should seldom be lying about and easily seen. Generally, this kind of treasure has been hidden, possibly by monsters or NPCs. The treasure will usually be hidden by burial, a secret recess, or some other hiding place.

TRAPS

There are many possibilities for what kind of traps to place in a dungeon. Below are some classic examples, and can be modified to fit the dungeon level or to make them less predictable.

Alarm: Everyone within a 30' radius must save or be deafened for 1d8 turns by the loud noise. The referee should check immediately for wandering monsters, which, if indicated, will arrive in 2d10 rounds.

Basic Arrow Trap: An arrow fires from a hidden location, attacking as a Fighter level 1, for 1d6 damage.

Bricks from Ceiling: Each character in a 10 foot radius must save or suffer 2d6 damage.

Camouflaged Pit Trap: A pit is 10 feet or more deep (1d6 hp damage per 10 feet). A pit trap can be made deadlier by placing spikes, acid, or dangerous creatures at the bottom, or partly filling it with water to represent a drowning hazard.

Chute: These are usually covered with a hidden trap door. The triggering character must save or tumble down to lower level of the dungeon. Chutes usually do little or no damage to the victim.

Falling stones or bricks: Rocks fall from the ceiling. The triggering character must save or take 1d10 points of damage.

Flashing Light: With a loud snap, a bright light goes off in the face of the character that triggered the trap. That character, and anyone else looking directly at it, must save or be blinded for 1d8 turns.

Oil Slick: Oil is sprayed onto the floor of the room. Anyone trying to walk through the oil must save or fall prone. Oil is highly flammable and may be ignited by torches or other flame sources held by characters who slip and fall into it.

Poison Dart Trap: A dart fires from a hidden location, dealing 1d4 hp damage, and the character must save versus poison or die.

Poison Needle Trap: The character must save versus poison or die.

Portcullis Trap: The character must make a DEX check or suffer 3d6 damage from the falling portcullis. The way will then be blocked, and group members may be separated.

Rolling Rock Trap: A rock rolls out from a hidden location, and the characters must save versus petrify or suffer 2d6 damage.

Scything Blade Trap: Characters must save versus petrify or suffer 1d8 damage.

Triggered Spell: When activated, a spell of the GM's choice is cast, targeting or centered on the character who triggered it. Popular choices include curses, illusions, or a wall of fire.

TRIGGERING A TRAP

Common triggers include stepping on a pressure plate or a false section of floor, pulling a trip wire, turning a doorknob, and using the wrong key in a lock. Magic traps are often set to go off when a creature enters an area or touches an object.

DETECTING AND DISABLING A TRAP

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame will erupt, or otherwise detect something that points to a trap's presence.

In most cases, a trap's description is clear enough that you can adjudicate whether a character's actions locate or foil the trap. As usual, you shouldn't allow die rolling to override clever play and good planning.

Use common sense, drawing on the trap's description to determine what happens. No design can anticipate every action that the characters might attempt.

Traps are often designed with mechanisms that allow them to be disarmed or bypassed. Intelligent monsters that place traps in or around their lairs need ways to get past those traps without harming themselves. Such traps might have hidden levers that disable their triggers, or a secret door might conceal a passage that goes around the trap.

UNIQUE ENCOUNTERS

In addition to the traps, other unique situations might be encountered, like talking statues, pits with slides down to other rooms or dungeon levels, magical illusions, secret doors, teleporting doorways, and mysterious water fountains.

FINISHING THE DUNGEON DESIGN

The referee should take care to describe rooms and passageways as they fit the environment. How do areas smell? What do they look like? What creatures live here, and what evidence do they leave behind? The referee should add enough description to keep players interested in the dungeon, but should not go so far that the description is too deep and becomes tiresome. One option is to fully describe only a small proportion of the rooms in a dungeon. These rooms would include rooms with special or unique encounters. The remaining rooms, while they may have monsters and treasure, can be similar to one another in description. Unimportant random details can be made up during actual game play. However, anything significant which is made up on the spot must be written down to maintain consistency if the characters return to the same room.

FACTIONS

When populating a dungeon, consider if some of the encounters are allied into factions, and perhaps opposed to other factions in the dungeon, offering chances for smart play, dialogue, and "politics". Dungeons can have as much intrigue as a king's court, if the players are wise to take advantage of it.

DRESSING THE DUNGEON

Adding a few terse descriptive and interactive details of each room and corridor helps the dungeon come alive. Consult the *Dungeon Elements* table for inspiration, or roll randomly a couple of times for each entry.

THE MYTHIC UNDERWORLD (OPTIONAL)

Not all dungeons, are necessarily just naturalistic lairs or underground constructions, where design and ecology can be expected to make sense.

Some, mega-dungeons in particular, are sites of Chaos; *Mythic Underworlds*. Almost alive, they pulsate with an intent malicious to humanity and inimical to Law. Stones groan at intrusion and corridors seem to contract around interlopers.

Here the usual laws of reality may be bent, warped, or broken. The dungeon itself opposes and obstructs those brave enough to explore it.

FEATURES OF A MYTHIC UNDERWORLD

Beings of Chaos resonate with the dungeon and the dungeon favors those who share its Chaotic frequencies. For example, doors may be always open for them, but stuck for outsiders and must be forced open. There may be secret shortcuts that will only open for those welcome in the dungeon.

Denizens of the underworld always have darkvision, unless they serve the PCs (conversely, the darkvision of the PCs may not work in the underworld). Torches can light the way, but also light up the PCs for monsters; gusts of wind may appear from nowhere to blow out torches.

The Underworld is not linear or static. The layout may change or grow over time. Passages already cleared may be mysteriously re-populated.

These are just a few examples to show the PCs how the dungeon itself is working against them. It may even make sense to define the Dungeon itself as an NPC able to take certain actions in response to certain events, or at defined intervals.

The dungeon may be difficult and *unnerving*, but it shouldn't make itself insurmountable.

Clearing out, or defeating, a mythic dungeon may extinguish its touch of Chaos, making even the wilderness around it friendlier to mankind.

THE DUNGEON AFTER THE ADVENTURE

Re-use a good dungeon. Most mega-dungeons weren't built in one go. Grow and develop it, building up lore with each visit. Creating new entry-points, unconventional access paths (for example, to lower levels) and new (potentially secret) areas makes the experience fresh for the players even with multiple expeditions.

Dungeons need not be static between expeditions – Factions might change, grow and move in response to player actions. New ones could move in. *Mythic* dungeons could summon or *grow* new ones, perhaps even re-animate or resurrect old ones.

DUNGEON ELEMENTS

1d20	Room	Passage
1	Altar / Chapel	Rubble
2	Study / Library	Pillars / Columns
3	Fireplace	Stalactites
4	Water / Pool	Bridge
5	Forge / Workshop	Stairs Down / Up
6	Statue	Circular Staircase

7	Tomb / Graves	Sliding Stairs
8	Beds	Steps
9	Armory	Ladder
10	Audience Hall	Echo / Strange Sounds
11	Lever / Crank / Machine	Crawlway / Narrow Passage
12	Prison / Cages	Chasm
13	Dining Tables	Slope Up
14	Storage/ Pantry / Vault	Inscriptions / Tapestries / Mosaic
15	Gallery	Portcullis
16	Laboratory	Fountain Well
17	Kitchen	Line of Wall Niches
18	Cave Garden	Dead Body
19	Lair	Doors
20	Salon / Lounge / Den	Seeping Water

WILDERNESS DESIGN

After dungeon adventuring, the players will likely want to explore wildernesses, visit cities, and see the wonders of a fantasy world beyond the dungeon.

Wilderness adventures can take characters anywhere, from teeming cities, to dark forests and high peaks, even other dimensions, alternate worlds, and distant planets or moons, where odd life forms abound.

To build a setting beyond the dungeon, all you need is:

1. Imagine a setting
2. Draw a terrain map
3. Identify *Bands of Peril* on the map:
    a. Home Areas (human lands) & towns
    b. Borderlands
    c. Deep Wilds
4. Locate Non-human *Encounter Zones*:
    a. Identify the factions of your Encounter Zones and place the zones on the map
    b. Make encounter tables for each zone
5. Create *Points of Interest* (POI)

1. IMAGINING A SETTING

You will want to begin with a basic idea of the local setting to start in. Is it a temperate forested valley surrounded by hills and mountains or desert bordering the ocean? Is the culture medievalesque or exotic? What themes will be in use? Is it

going to be picaresque free-booting, epic heroic adventure, bleak horror or folkloric coming-of-age tales?

A good rule of thumb, that will also ease your preparations, is that the smaller your make you're the starting area of the known world, the more mysterious it will be.

The spread of knowledge is often limited to the travelers daring to cross the wilderness. Consequently, what lies beyond the local terrain boundaries is as often subject to rumors and tales as faraway lands.

It can also useful to assume a light population density - if the characters are always within one day's march of a village, the feeling of perilous journeys is lost.

Important things to consider:

Basic geography: Decide on the basic geography and climate of the region to be described: whether it primarily consists of mountains, forest, desert, etc. The size of the region should also be determined.

Milieu: At this stage, the nature of the milieu being detailed should also be considered: the general level of technology, availability of magic, presence of different monsters and intelligent races, and so on.

New campaigns: When starting a new campaign, it is generally best to only detail a small, self-contained area within the region that can be expanded upon over time.

Example: This is going to be a classic fantasy area, with tones of Sword & Sorcery. Themes will be exploration for gold and glory, battling the frontier of Chaos and eldritch remnants of an advanced past. The starting area with be farmland with rolling hills in the north leading to a barely visible range of mountains further to the north and outside the initial area. To the west is woods leading to a rumored dark forest. A small river comes from the hills and flows into the woods.

2. DRAWING THE MAP

Find hex graph paper online and print on a home printer (or use software, such as Hexographer). Make it keyed, to reference your location notes to the map.

Scale depends on scope of the campaign to start with. Typically, a large scale map is done at 24 miles per hex, followed by smaller scale maps (6 miles per hex) of certain areas, adding more detail.

 A 6-mile scale is a good choice for a small to medium-sized region with a focus on exploration.

A 1-mile scale works better for developing the local area around a hometown. You can of course do both!

In either case, begin with the starting Hometown in the center of your map. Then gradually fill in the surrounding hexes with mountains, grasslands, rivers, jungles, and other types of terrain or features.

Expand concentrically from the Hometown, developing the land from the perspective of how it unfolds as you move further and further away from the Hometown.

To begin with, it is much easier to describe a relatively small area. Many adventurers will spend their entire careers moving between only a few towns or villages. A small barony or valley is an excellent starting point.

Example: First a map of the wider region: A 16x12 6 -mile hex map for a temperate region. A band of open land goes through the center with hard-to-cross wilderness on the rest of the map.

Next, a 1-mile hex map detailing two bands of 6-mile hex around the Hometown. This is the starting area for the party and will have plenty of adventure sites near.

3. BANDS OF PERIL : HOME AREAS, BORDERLANDS & THE DEEP WILDS

Generally speaking it's safer near civilized settlements. The further you move into the wilderness, the more perilous it is. These bands can be designated respectively as *Home Areas* , *Borderlands* and *Deep Wilds* and should be relatively easy for players to identify when going there, as they enables them to control the risks they when exploring.

At this point, you can begin make a few cursory notes about the world beyond the map.

HOME AREAS

Home areas are developed human lands, the "known world" of farmland, pastures, rolling hills and light woods. Monstrous encounters should be rare here. Though dangers exist, they are typically mundane.

BORDERLANDS

The borderlands are a mix of charted and unexplored territory. A frontier where mankind has only begun to take hold, it is the liminal zone between the civilized dominions of Law and the unknown realms of Chaos. Dangers to Home Areas are most likely to be found here, as the often monstrous forces of Chaos find the crossing-over into the world of men passable here.

DEEP WILDS

The deep wilds are uncharted and Unexplored terrain, in many ways disconnected from the world of man. The dangers lurking here, though often greater than in the borderlands, exist in their own, almost otherworldly, spheres; unlikely to spill into the world of men, so long as they are left undisturbed.

Example: There are three other towns on the region map, each of them five days of travel on foot away, only one of them through relatively safe lands. The open southern lands are the only designated home area outside the town hexes.

The eastern mountains and woodlands are designated as Deep Wilds where men do not go, except for the northern and western ring of hexes of it which, like the rest of the map, is designated as wild Borderlands.

Beyond the map, the far east is even less known. Somewhere to the south lies the sea and the City-State of Spices, the main metropolis of the greater region.

4. NON-HUMAN ENCOUNTER ZONES

Now it's time to come up with some broad encounter zones beyond the home areas.

NON-HUMAN ENCOUNTER ZONES

These are regional, often defined by terrain, and define the ecology and non-human cultures of an area. You need an idea of the:

- General terrain of the zone (for example, Mountains with some woodland)
- Factions living there to be encountered

Example: The region was once ruled by elves that were torn down by an Atlantean magi-tech society before it self- destructed. Their Weird remnants dominate the region. The main foe of man is orcs, the gene-crafted warrior slave-caste of said society. Weird ruins, Orcs and other mutated monsters are decided to be so common, it makes for one Zone for most of the map. The Eastern region is the second Zone – the old heart of the elf woods that the (often wrathful) twilight fey have receded to.

MAKING ENCOUNTER TABLES

In a game where traveling the wilderness is a regular feature, perhaps the most visible, and therefore significant, part of world building is encounter charts.

Encounter tables shouldn't just be "what one might reasonably expect to encounter in this terrain". They can also be your notebooks of "what I think would be a really cool/fun/interesting encounter in this area."

Arrange the encounters so that you have a table where high rolls are for the *Deep Wilds*, medium rolls for *Borderland* encounters and low rolls for *Home Areas*., so only one table for each Encounter Zone is needed and one can simply roll different dice, depending on the zone the characters are in.

Example: This table will use 1d6 for Home Areas, 2d6 for Borderlands and 2d8+2 for the Deep Wilds, meaning many entries have overlap in all Peril Bands.

The Re-roll entry allows for escalating dangers to creep into safer Peril Bands on occasion, while the bell curve of rolling 2 dice (+multiple entries) makes orcs the likeliest encounter by far. For multiple dice, If the pips are identical, roll again for an additional encounter.

"Atlantean" Zone Encounters

1d6/2d6 /2d8+2	Encounter	1d6/2d6 /2d8+2	Encounter
1	Merchants	10	Dire Wolf
2	Halfling Nomads	11	Religiously Fanatic Orcs †
3	Kingmaking Bandits	12	Owlbear
4	Outcast Orcs	13	An Articulate Manticore †
5	Adventurers*	14	Twilight Elf Lord
6	re-roll+1d6	15	Griffon Pack
7	Orc raiders	16	Troll
8	Saber-Toothed Tiger	17	Chimera †
9	Usurious Ogre (20% Mage) †	18	Dragon

* Roll 1d6 for numbers, 1d4 for class and 1d10 for level.

To be replaced by new fun/interesting ones when used. One reason the table is small; there may be many ideas to add, but only a few of them need to be developed.

5. POINTS OF INTEREST (POI)

By now, you have a terrain map with civilized and unexplored areas, complete with an ecology of non-human groupings. All that is missing now is the most fun part: Adding *Points of Interest* (POI) to the map.

This is where you draw up a list of all your ideas for majestic vistas to full scenarios - old ruins, dungeons, crashed starships, wizard manses and extra-planar portals – and minor whimsies such as a night hag oracle, a floating tree or a borough of crazy gnome tricksters.

If starting a campaign, it is generally to place at least one good starting adventure site (ruins, dungeon, etc.) near the starting town – close enough that travel between them is convenient, but not so close that the town is constantly plagued by monsters from the site. A day's journey on foot is often about rifght.

POINTS OF INTEREST TO PUT ON THE MAP

Those which like to run full-fledged adventures out of, or are relevant to the area, you can put on the map. Any pre-made or purchased scenarios that you'd like to run at some points can also fall into this category.

Build relations between the inhabitants of nearby POIs Consider also how the factions in the area might perceive or respond to these.

In a sandbox campaign, starting with 5+ such POIs in the vicinity of the Home Town is a good number for giving player's an impression of plentiful choice.

MAKING A POI TABLE

The rest, your "undeveloped ideas and good hooks" list, can go in a table, to be inserted during journeys as needed.

This table can be designed in much the same way as your encounter tables, with the most fantastical sites being high rolls reserved for the *Deep Wilds* band, etc.

Example: Atlantean Weird magi-tech ruins and ancient elven sites predominate. Some entries (petrified storm giant) can be used only once. Others (sacked hamlet, faerie ring) can easily occur again.

"Atlantean" Zone Points of Interest

1d4/ 2d4/ 2d4+2	Point of Interest	1d4/ 2d4/ 2d4+2	Point of Interest
1	A hamlet with [roll]	6	Sacked Hamlet; sacked by [roll]
2	Shrine to a Popular God	7	Wizard's Tower (Atlantean Citadel)
3	Ruined Temple of a Forgotten God	8	Atlantean Starport Occupied by [roll]
4	Faerie Stone Ring	9	Timewarp Zone
5	1-page Dungeon	10	Otherworldly Portal

THE MYTHIC WILDERNESS

The wilderness need not be just rolling hills and woods speckled with lairs and random encounters on the way to the dungeon.

Like the underworld, the deep wilderness also has traditional associations with the unknown, mystery, magic and spirits. The "Journey into Faerie" is one where time and space distort and the fantastical becomes common place.

The mythic wilderness has a sentience and other-worldliness to it. Touched by Chaos, its laws of reality more narrative than causal. The inhabitants, even the geography, may grow or change with the seasons, on special dates, or through eldritch rituals.

SETTLEMENT DESIGN

When placing human or demi-human towns, it is useful to have a guide for how large different kinds of settlements are. Many settlements may be placed on the map, but only the starting home town (below) needs to fleshed out to start with. The rest can be done later.

Size*	Settlement
15-200	Village
201-1000	Small Town
1001-3,000	Large Town
3,001+	City

* In families (an average of five people)

TAGS: MAKING SETTLEMENTS DISTINCT

Settlements too often tend to look alike --at least in the eyes of the visiting PCs. Focus on a few exaggerated *Tags* special to that community, that are descriptive and interactive, for the PCs engage with – The tropes the settlement plays on. A basic 3-part tag to use is:

STATE/MOOD/*PERSONALITY: 3 pithy adjectives that make up a visitor's first impression. Examples: "Run-down, Gloomy & Pitiable"; or "Well-kept, Welcoming & Unremarkable."

Additionally, pick 2 tags (or roll 1d3 twice on the table below) as distinguishing features, to draw a basic verbal sketch of the settlement:

Die Roll	Distinguishing Feature Tags
1	**FEATURES:** 1-2 special features, beliefs, customs, people or architecture, that sets it apart: **Examples:** • Belief - Magic is heretical: • People - Has a district of anthropomorphic ducks; • Custom - A festival for every occasion; • Architecture - Built inside a dragon's skeleton.
2	**FACTIONS & AGENDAS:** 1-2 local factions and their (potentially rivaling) local agendas. **Examples:** • An aggressive religious movement wants to punish a nearby village for their heretical ways; • The local craftsmen want stable trade routes.
3	**PROBLEMS:** 1-2 Issues burden the settlement. **Examples:** • Recovering from a recent battle. • Bandit raids in the local area. • Crops have failed.

NEIGHBORHOODS

The Neighborhood, similar to the wilderness hex, is the main "area of interest" unit for players to navigate. This makes urban mapping easy: Don't bother charting streets and buildings, especially for larger towns and cities (unless you want to, of course). Mapping Neighborhoods and major landmarks relative to each other will suffice. *Tags*, as for the settlement itself, can be used to characterize and distinguish each Neighborhood.

SITES & PEOPLE OF INTEREST

With your Neighborhoods charted, make a list, maybe tables for random encounters, of interesting people and places that one might find in each Neighborhood. For those that interact with other sites and people, note where they are relative to each other.

Decide how the town is ruled: whether by a local sheriff or mayor appointed by a lord, an elected council, a confederacy of merchants, etc. It is also possible that a high-level NPC adventurer (with attendant guards and magic) may rule the town.

Other important NPCs in the town should be noted, especially those associated with services they PCs are likely to use (tavern, inn, temple, general store, blacksmith,

etc.) or those who might wish to hire the PCs to undertake missions. Note that a name and a sentence or two of basic information is all most settlement NPCs need to begin with.

NEWS, RUMORS & LEGENDS

An important part of visiting town is catching up on the latest news & rumors and local legends – This not only adds vibrancy to the setting, but also offers a source of hooks for the players to pursue to drive the action.

As such, rumor tables should reflect the adventure seeds and possible POIs nearby (and possibly vague rumors from further away too). Some rumors may even be red herrings that turn into their own adventures as the PCs pursue them.

Example News, Rumors & Legends

1d6	Rumor/News
1	Weird sightings have been reported near the tower of a recluse wizard lately.
2	Ram the Bard is said to have been killed in a duel in another town. Yet he is here in town right now.
3	A local alchemist will pay handsomely for recovering his lost shipment of Cunnelwort, stolen by [roll].
4	Rosa the Beautiful Barmaid has been abducted by satyrs / run off to see the world.
5	Goblins are tunneling under the town.
6	Local legend holds that the tower of the recluse wizard is built on top of an old Hyperborean "star fortress". Whatever that means.

THE HOMETOWN

The Hometown is the starting base for a campaign and the only settlement you need to map and develop to start with. It is a safe haven for characters to rest, sell/spend treasure and prepare for the next expedition and as such should provide basic services for a party:

- a place to stay
- opportunities for Downtime expenditures
- a local temple
- craft and supply shops
- henchmen for hire
- an inn or tavern for news and rumors
- perhaps a town guard or sheriff to keep peace

You can also flesh out a small cast of recurring NPCs (mayor, innkeeper, smith) and their relations. This should include some who might hire adventurers (and their reasons).

CHAPTER 10: RUNNING THE GAME

Running a game of Dungeon Delving White Box Edition is a lot easier than running most other role-playing games, simply because there are not as many rules and your own discretion overrides them anyway. Most situations are handled by making "common sense" decisions concerning what happens next.

For example, if there are a bunch of zombies around the next corner and the Players decide not to go around that corner, it's up to the Referee to determine whether or not it makes sense for the zombies to rush around the corner and attack—or whether their orders are to simply stay where they are. If a Player decides that his character is going to jump through a wall of fire, with several bottles of flammable oil in his backpack, it's up to the Referee to determine whether or not they explode.

This means "making up" a lot of stuff on the spot. If you're not a good storyteller or if you're not up to doing a lot of creative thinking on the fly, it might be better that you try a different game—one that provides more rules and guidance for every little situation that might arise. But if you're a good storyteller, creative and fair, Dungeon Delving White Box Edition's small, Spartan rule-set frees up your creativity to create a fantasy role-playing experience completely different from the type of game that depends on a multitude of rules.

Dungeon Delving White Box Edition also frees up your creativity in terms of customizing the game. Unlike a more complex game, you can add house rules wherever you want to without accidentally messing up something else buried in the rules. If you want to use critical hits and fumbles, add them in. You won't break anything—there's not that much to break!

This chapter consists of advice and procedures for the referee. While this is tried and true information, these are still just guidelines as the needs of each referee, group of players and campaign setting will vary.

ADVICE FOR THE REFEREE

CHARACTER DEATH

When a player's character dies during a game session, the player should create a new character and that new character should be allowed to join the party as soon as possible. The Referee has a few options for handling this:

- Have the person create a new character right there on the spot, and have him/her join the party – no explanation needed. Tada! The new person

appears. This is a simple solution but probably not usually the best way to handle it.

- Have the person create a new character, but put them in an appropriate spot in the dungeon near where the players are –perhaps as a captive or the trapped sole survivor of another expedition.
- If the party has hirelings, the new character could come from their number, proving to be made of sterner stuff that thought – that is, being a first level character.
- If the party has named henchmen, the player could take over playing that character, either permanently or until the party gets back to town or some other place where the player can easily introduce their new character

Sometimes, the worst possible outcome can happen – all of the characters die. A "Total Party Kill" (TPK) is hard for the Referee to watch happen, but it does happen – even to the best and most experienced of Referees and players. Just like checkers, chess, Monopoly or even video games, sometimes the bad guys win. The dice rolls may have been bad for the players and good for the monsters. Maybe the players made some tragic mistakes. When a TPK happens, it's probably a good idea to pause and reflect on why it happens and what the players and the Referee might do in the future to make a TPK less likely.

If a TPK was caused by combat, it can be "undone" in some cases. Like in fantasy fiction, the characters could be wounded and think they are dying only to wake up as wounded captives of their opposition hours or even days later. Of course, if the TPK was caused by something like the characters all falling into a pool of lava, such options are unlikely. In such cases, the players will need to create new characters.

If new characters have to be created, perhaps their first adventure could be a follow-up to the TPK. A band of adventurers has gone missing, and the character's new characters decide to investigate what happened.

CHARACTERS AND TREASURE

Ultimately it is up to the players to decide how their characters will divide treasure and magic items they find on their adventures. However, there are several possibilities that can be offered. One option is to divide treasure evenly. All money can be divided by the number of characters present. Hirelings may accept a 1/2 share, but any less and the hireling will suffer penalties to his morale roll at the end of the adventure.

Magic items might be divided depending on which classes can use them. Another good method is to allow each character to take turns picking from several items by rolling a d20 to determine the choosing order. This might be rerolled after each round of choosing, to give players a chance to choose earlier on subsequent picks.

One cutthroat method to use is to only allow characters that survived an adventure share in the treasure. This is of course only relevant if the deceased characters have been revived. A slightly less harsh method is to allow characters to share in treasure that was acquired before their deaths, but not in anything found while they were dead, because they did not help find it.

CHARACTER VERSUS PLAYER KNOWLEDGE

This is a table matter. Some groups like to enforce a fairly strict separation of character knowledge and payer knowledge: the characters do not always know what the players know. Other groups don't really make a big deal out of it. However, the Referee should help keep some mystery in the game by describing things instead of immediately naming things – especially those things that the characters haven't encountered before.

For example, monsters should be physically described when encountered, but their names and other abilities should not be stated. The Referee should never reveal how many hit points monsters have in an encounter, or reveal other details about the monsters that are not immediately visible. When a monster surprises the characters, the characters will not immediately know what is attacking them.

Magic items should be treated much like monsters, in that they should be described, but their names should never be given away freely. The characters must discover on their own what kind of magic items they have found.

CHARACTER WEALTH

One of the main objectives of characters in adventuring is obtaining wealth. To keep this as a perpetual ambition, the Referee will need to find ways to encourage spending, or take money from characters in various ways.

Clerics might be encouraged to donate some of their wealth to their churches. Thieves may need to funnel a percentage of their treasure to their thieves' guild. Other situations may arise, such as adventurer taxes imposed by local governments. Players may be allowed to buy minor magic items at very high prices. Extreme measures for taking away wealth should be imposed rarely, such as a major theft of wealth. If these methods are used too often, the players will not have fun.

DISEASE

Diseases often come from monsters, such as mummies or giant rats, in which case the chance of disease and its effects are described in the relevant creature text. There are a few other instances where disease may be contracted that are explained here.

First, plagues (such as the medieval bubonic plague or Black Death) may occasionally spread across the countryside. A character who comes into contact with plague will need to save against poison to avoid succumbing him- or herself. If the character saves, any future saving throws against the same disease will be made at +4. If he or she fails, then after an incubation period of 2d8 days, he or she will suffer a penalty of -1d6 on all characteristics and against all die rolls for the course of the disease, which lasts a further 2d8 days. If the disease duration roll was "8" then the character dies at the end of this period, otherwise he or she recovers at the rate of 1 point less each day until cured. Further saving throws against the same disease will be made at +4.

Second, certain wounds can become infected. This applies where the Referee feels it appropriate, but generally where a character with an open wound engages in high-risk activity such as exploring a sewer, a saving throw vs poison should be required, or else the character will become infected. The effects of infection in game terms are the same as plague, except that the onset time is measured in hours rather than days.

EXPERIENCE POINTS

Experience Points are awarded to Players for gaining treasure and killing monsters, as an earlier Player's section has described. It may seem counter-intuitive that treasure somehow makes characters more experienced, but that's not what awarding experience for gold pieces is all about. Gold pieces are an after-the-fact measurement of how ingenious the character (Player) was in getting them. The gold pieces are not the source of the experience—they are the measurable product of it.

That being said, there are many alternative ways for Referees to award XP. For example, active participation in the campaign might warrant experience for each hour of real-time play, as could solving puzzles and aiding allies. A particularly clever solution or epic victory might warrant double the normal XP amount awarded, while an abysmal failure might merit half.

Some Referees make all earned Experience Points a part of a community total to be divided evenly, since not all the characters have the same opportunities in a given adventure. Others prefer a more competitive game, whereby each player earns XP according to individual accomplishments.

If you find that whatever system you're using leads the players toward bad decisions—seeking out unnecessary combat or looking for traps to spring—you might consider adjusting your system. This is true for the "official" system of awarding experience as well. Remember, the Referee is the ultimate judge of what works best for a game and any rule can be changed to fit the group.

LEVEL DRAIN

Certain monsters, magic items and spells have the power to drain "life energy levels, perform a "level drain," or an "energy drain" (these phrases are used interchangeably). If a player character is drained of a life energy level, he or she loses one complete level of experience and is placed at the beginning point of the new level. If the character is multiclassed, then the highest level of experience attained by that character is lost. If the character has two equal levels, then the level lost should be determined randomly. A player character drained below level 1 is slain (and may rise as some kind of undead creature). Non-player characters lose a level or hit die, as applicable.

Optional Saving Throw: The Referee may allow a saving throw to avoid the level drain caused by a monster or magic item. This save may be granted to in all cases or only in some cases (e.g. against level drains caused by monsters whose hit dice are one-half or less of the character's level).

MONSTERS AND NPCS IN PLAY

Only unintelligent monsters should be played unintelligently. Intelligent monsters and NPCs have their own motives, thoughts, and strategies. They will use the same kinds of tricks the PCs might use to gain an advantage.

Monsters and NPCs may form alliances with other monsters and NPCs, and they may hire guards. Monsters are in a fight for survival just like the PCs are, and they should be played by the Referee as if they have just as much to lose as the PCs. Monsters and NPCs that survive encounters with the PCs may hold grudges, and may hunt the group down or wait for an opportunity to strike.

REFEREE AS JUDGE

Although the players can and will make suggestions or dispute rulings, the Referee is and must be the final judge. All suggestions can be heard, but the players must understand that once all considerations have been made, the final ruling will stand. There are rules in this game for many situations, but there will be situations that either could not be covered here or simply were not anticipated. In these instances, the Referee must use his judgment to decide the odds an action will succeed or an event will come to pass.

Having said this, it must be remembered that the Referee needs to be neutral in his decisions. The goal of the game is to have fun, whatever fate may await the characters, but the Referee does not take sides with either the characters, the monsters, or the NPCs.

SCALE OF ADVANCEMENT

Referees all have their own style of campaign, and it would be silly for one author to impose needless restrictions on anyone playing the game. However, it is worth noting that this rules set was designed with the notion that 4th level characters are "heroic" and thus the tables were capped at level 10. A Referee who wishes to extend the tables to higher levels is encouraged to do so if it fits the style of the campaign.

SOCIAL REWARDS

Not all "treasure" can be measured in gold pieces or magic. A consequence of player adventures will also be fame and infamy, favors owed and influence won. This gradual process of "king-making" shapes the choices of players and directions of campaigns as they advance towards high levels.

Let players enjoy the fruits of shaping the world around them, by having places named after them, being remembered in song and commoners swearing themselves as followers. Then set up new challenges based on the rewards they choose to act and build on.

When it comes to intangible rewards and player goals that are more plot-based, don't be afraid to simply give the players what they want, so long as they put in some effort to earn it. If they want land, or knighthoods, or powerful connections – make it accessible. It's a way for the players to steer the game in directions they want it to go – Just make sure it comes with new challenges - and rope enough to hang themselves with it too.

STUN AND PARALYSIS

There are various magic items, spell effects, or other attacks that result in characters being stunned or paralyzed. These effects occur in the *Dungeon Delving White Box Edition* core rules, as well as here. However, to date they have not been explained fully in terms of game mechanics.

Effects that *stun* render a character or creature unable to act. Sometimes this is described as "dazed" or "mesmerized." However, characters in this state are not entirely helpless. Attacks against them are carried out without the benefit of bonuses to AC due to DEX or the use of a shield, but otherwise attacks are handled normally. Attackers gain a +4 to hit stunned opponents.

In contrast, characters that are paralyzed or unconscious are completely vulnerable. Attacks against them automatically succeed. In fact, paralyzed or unconscious creatures may be killed instantly just by declaring the intention.

USING DICE

There are many occasions when the Referee will roll for random outcomes to situations. Discretion must always be used, not just to maintain some degree of consistency in play but also to maintain some balance. This is not to say that the players should not be challenged, but occasionally the dice may indicate a result that is inappropriate for the situation. The dice are a tool, not the final authority. Final authority always rests with the Referee.

The Referee should usually witness the rolls of the players, but he should keep often his rolls hidden from them – especially those rolls where the outcome would not be immediately obvious to the player (e.g. most rolls other than combat rolls). This way, the players cannot guess why the Referee might be rolling at a particular time, or what kind of die is rolled. In fact, he may occasionally roll for no reason just to keep the players on their toes.

ABILITY ROLLS

There will be times when a player character tries to do something in the game that seems to have no rule covering it. Sometimes, it will be obvious that the character should automatically succeed (or automatically fail). In such cases, no die roll is needed. In many cases, however, whether or not the PC should succeed will not be obvious to the Referee and, the only attribute the PC has that seems appropriate may be an Ability Score. There are two easy ways to roll against an ability score to determine success or failure. The Referee can select the one that works best for the campaign or use different methods depending on the situation.

Method One: If you want the character's level to effect the result, have the character roll a D20 adding the Ability Bonus for the Ability Score you fell is most appropriate and adding the character's level divided by 2 (rounding down). If the result is 17 or higher, the attempt is successful. Note: if what the character is attempting is only loosely related to the character's class (or background), have the character only add his character level divided by 4 (again, rounding down). You can assign modifiers to this die roll to as necessary to reflect how circumstances affect the chance of success.

Method Two: If you do not want the character's level to have an effect on the outcome of the attempt, have the character roll a D20, attempting to roll under the what you consider the most appropriate ability score. Rolling under the score means the character succeeds at what he was attempting. You can assign modifiers to this die roll to as necessary to reflect how circumstances affect the chance of success.

MULTIPLE SUCCESS ROLLS AND PROBABILITY

Many Referees like to break tasks like climbing a cliff into a number of success rolls, as players tend to enjoy rolling dice and Referees often believe that rolling dice adds tension to the game. There is nothing wrong with doing this provided you

understand and accept the effects requiring multiple successes have on the chance of failure.

For example, let's take climbing a cliff. You have decided that the party needs to roll 15 or less on a D20 (a 75% chance of success) to successfully climb the cliff face and that each attempt will take about an hour. This is one roll and the characters have a 75% chance of successfully climbing you gave them, so the characters will find themselves at the top of that cliff in an hour 3 out of 4 times (i.e., 75% of the time just as you would expect from their success chance). However, if you decide that the cliff is high enough that two rolls are required, one to reach the midway point of the climb and another to reach the top of the cliff from the midpoint, then the characters will only find themselves at the top of the cliff about 12 times in 20 attempts - their chance of success dropped from 75% to about 56% (75% x 75%). If you require three rolls, the characters will only find themselves at the top of the cliff about 21 times out of every 50 attempts - the chance of success dropped to just over 42% (75% x 75% x 75%). Requiring 4 rolls drops the chance of reaching the top to just under 32% (75% x 75% x 75% x 75%). Requiring 5 rolls drops that chance to about 24% (75% x 75% x 75% x 75% x 75%).

While multiple die rolls for success can fun and can increase tension, multiple rolls should probably be used sparing due to the reduction in the chance of success caused by requiring multiple successful rolls to complete the task. When you choose to require multiple rolls you should generally ensure that the result of failing any one roll does not result in a disaster. For example, if you are going to require three rolls to climb a cliff, the result of failing a roll should be something like time lost to having to try another route up the cliff instead characters injuring themselves or worse, falling to their doom

WISHES

While generally very rare, wishes represent some of the greatest magic the characters will come across in a game of *Dungeon Delving White Box Edition*. In general, the exact *wording* of a wish should be honored, not the *intention* of the wish. A carefully worded wish may bring about the desired effect, and a sloppily worded wish could bring doom upon the group.

Ultimately it is up to each Referee to decide how powerful wishes are in the game, and how permanent their effects are. As a rule, wishes used for healing or bringing back the dead should be immediate and permanent. If lesser magic items are wished for, they may or may not be permanent, depending on the Referee's discretion. Special care must be taken with wide sweeping wishes that alter the world too greatly, such as wishing that all orcs in the world die. In addition, wishes to increase ability scores or character levels need to be handled carefully, and some set of guidelines will need to be developed and followed consistently.

STRONGHOLDS AND DOMAINS

Higher level characters can build strongholds and rule over domains. The following provides a relatively simple set of rules to manage these activities. If strongholds and domains become the central part of the campaign, the referee may need to revise and extend these rules to fit their specific setting.

STRONGHOLDS

Strongholds allow characters to house their retainers, build military power, and project control over an area of land. Strongholds are generally built from scratch in unsettled regions, providing stability and protection to new inhabitants. Characters may gain strongholds in other ways, such as being gifted one from a local noble or repairing an old stronghold that has fallen into disrepair; the costs of these methods should be less than building a new stronghold, the exact cost will be determined by the Referee.

BUILDING A STRONGHOLD

Players will design the stronghold that their character wishes to build. Each story is about 10 feet tall. The construction costs for a stronghold are determined by the material and square footage of the walls, floors, and roofs. This cost includes typical features of construction like stairs, doors, and windows. Special additions to strongholds, like libraries or laboratories, may be added for additional cost. Building tall structures is more expensive than normal; increase the cost of a building by 10% if any portion of it is taller than 20 feet. Increase it by an additional 15% (for a total increase in price of 25%) if any portion is taller than 50 feet.

Walls are purchased in ten foot tall and ten foot wide sections. One foot thick walls are solid material, while five foot and ten foot thick walls are earth and rubble sandwiched by two one foot thick walls of the same material.

Walls	1 ft Thick	5 ft Thick	10 ft Thick
Max Height	50 feet	80 feet	100 feet
Wood	10 gp	-	-
Brick	20 gp	60 gp	-
Stone	30 gp	90 gp	180 gp

Flooring and Roofing material is bought in ten foot by ten foot areas. Having a peaked roof or interesting feature doesn't affect the cost so long as it covers a 10 foot by ten foot area. Each floor of a stronghold needs flooring.

Material	Flooring	Roofing
Thatch	-	10 gp
Wood	10 gp	20 gp
Slate	20 gp	40 gp

Special features have a flat cost for their construction. If there is a special feature that you would like for a stronghold that is not listed here, talk to your Referee about a reasonable cost for it. For features that have variable lengths, the cost presented here is for 10 feet.

Special Feature	Cost
Bridge (10' wide)	20 gp
Drawbridge (10' wide)	10 gp
Earthen Rampart (10' tall & 10' thick)	5 gp
Laboratory	500 gp
Library	500 gp
Moat (20' wide & 10' deep)	10 gp
Portcullis	50 gp

The time it takes to build a stronghold is equal to the cost of the stronghold in worker days. So, to build a stronghold that costs 10,000 gold pieces takes one worker 10,000 days. Hiring multiple workers makes the work go by faster, one hundred workers could finish the 10,000 gold piece stronghold in one hundred days. Day laborers and workers who you hire to build strongholds are not retainers. They are paid 1 to 5 shillings a day while they are working (depending on the danger of the region). While constructing a stronghold you need an engineer (a specialist retainer).

A stronghold, without a domain, can be extremely expensive. The monthly upkeep for a stronghold is 1% of the cost of that stronghold in an uncivilized region or 0.5% the cost of the stronghold in a civilized region. So, the 10,000 gold piece stronghold has a monthly upkeep cost of 100 gold pieces in an uncivilized region and 50 gold pieces in a civilized one. Strongholds are assumed to be large enough to house any number of retainers. The Referee may limit this to a reasonable number if it matters.

ALTERNATE STRONGHOLDS

Your character may not want to build a keep or castle, and instead prefer to construct a temple, mage's tower, or something else. In any case, the costs for building these strongholds is the same as a normal stronghold but these strongholds cannot assert control over a domain or levy troops from the local populace. Although they may be more welcomed in civilized regions than a fortress geared for warfare.

DOMAINS

A domain is a region that the characters control from their stronghold. To establish a domain the characters must clear the land they wish to control, or secure the fealty of any creatures living on that land. Land comes in two types, civilized or uncivilized. Civilized land is already controlled by some entity, like a government. To acquire a domain in civilized land the character will have to either conquer the land, or swear fealty to the local ruler in exchange for the land. In uncivilized lands there are no

additional complications to establishing domains; the characters simply need to go claim it and defend it. The size of the domain that a stronghold can control is related to the stronghold's cost. The size of the domain is given in hexes; one hex is six miles across and roughly contains 32 square miles of domain. For domains smaller than a single hex a stronghold may be any size. If you want a domain larger than twelve hexes you will need to build additional strongholds to control that territory.

Stronghold Cost (gp)	Maximum Domain Size
1000 – 9999	1 hex
10,000 - 24,999	3 hexes
25,000 - 99,999	7 hexes
100,000 +	12 hexes

INITIAL CONDITIONS

The initial conditions of your domain will affect how you can grow it. If you are in an uncivilized area roll 3d6 × 10 per 32 square mile area (hex) to determine the number of families living in the region when you first take it. If you are in a civilized region roll 6d6 × 10 to determine the number of families living there. The quality of the land you have claimed will also affect your domain, roll 1d6+2. This is the amount of gold pieces that each family pays you per month as land revenue; a nominal fee in exchange for the right to work on the lands you control.

RIGHTS & OBLIGATIONS

As the rulers of a domain, the characters are essentially members of the nobility. If they are beholden to another lord, they owe that lord fealty and that lord may tax the domain or call upon the character ruler to accompany them to war with an appropriate number of troops. That overlord has the right to use the lands of the domain to hunt and fish and the character ruler must house them should they visit you. If you are the ultimate authority you are only beholden to the set of duties that all lords adhere to (dependent on your setting). You are responsible for the protection and development of your domain. You also mete out justice in criminal and civil cases.

DOMAIN GROWTH

Every month news of a new domain will go out and immigrants will come looking for a new life. In civilized regions the population of a new domain increases by 20% each month until the domain's population capacity is reached. In uncivilized regions the population of a new domain increases by 10% each month until the domain's population capacity is reached. Once the capacity is reached the population will steady. If an uncivilized region's population capacity is reached, the character may invest 2000 gold pieces per hex into reforms to make the region civilized, thus increasing the capacity. If a civilized region reaches capacity the character can invest 10,000 gold pieces to begin an urban settlement, increasing the population capacity.

DOMAIN WEALTH & CAPACITY

A character with control over a domain collects money from the inhabitants equal to the initial 1d6+2 rolled value (usually around 5 gold pieces per family per month) as land revenue. Land revenue is a result of the inhabitants practicing their trades or working the land. In civilized regions the character may charge their inhabitants taxes for public services like roads, mills, and protection. A tax of 1 gold piece per month per family is a low rate, 2 gold pieces per month per family is average, and a tax of any more than that is oppressive.

A domain can only support so many people before it becomes overcrowded. In an uncivilized region no more than 100 families can live within one hex. In a civilized region no more than 200 families can live within one hex. If the region has an urban settlement the capacity becomes 500 families. A character may invest money into an urban settlement to increase its capacity. A hex may only have one urban settlement, and it must be at least one hex from any others.

Total Urban Investment (gp)	Capacity
25,000 - 74,999	1000 families
75,000 - 199,999	5000 families
200,000 - 499,999	10,000 families
500,000 +	20,000 families

DOMAIN MANAGEMENT

Once a character has a domain, they must spend all of their downtime managing it. Every season (3 months) the Referee will assess the morale of the domain. So long as the taxes are not oppressive and the character is dutifully defending the people and enforcing the law the morale will remain content. If the character mistreats their people the domain may rise up in revolt. If a character has nobles under their power to whom they have granted fiefs of land, mistreatment of these individuals can result in revolt even if the vast majority of the inhabitants are living well. Natural disasters may occur during each season which will incur costs to the domain rulers and lower the population. Long term warfare causes unrest and lowers the population. Particularly long term or violent warfare can cause an urban settlement to be destroyed or a civilized region to revert to an uncivilized region. Domain rulers will probably have to engage in politics with nearby powers and religious institutions which can also be a source of unrest for a population.

GARRISONS & LEVIES

As the rulers of a domain, the characters are responsible for the defense of their realm. A garrison is a force of professional soldiers that are paid for by the characters and kept under arms at all times. Levies are common people drafted into the army during times of war, still paid for by the characters. Garrisons and levies do not count

as retainers; the number of each that a character may hire or control is not limited by their Charisma attribute score.

Garrison troops are not working the land and are a drain on local resources, the number of troops a garrison can have is limited by the number of families within the domain. The number of troops in a garrison cannot exceed 10 + 5% of the population of the domain (measured in families). So, a domain with 80 families can support a garrison of up to 14 people. Levies are short term (cannot be under arms for more than a season) and can make up 25% of a population (measured in families).

APPENDIX A: SAMPLE MAPS

All of the maps in this appendix were created by (and product identity of) Dyson Logos for his Dyson's Dodecahedron site where he does 8 to 10 maps a month. All of the maps on his site are free for personal use. Some maps, like the ones in this appendix are also free for commercial use. If you don't like making your own maps, Dyson's Dodecahedron (https://dysonlogos.blog) is one of the best resources on the web for "old school" maps

MOTTE AND BAILEY VILLAGE
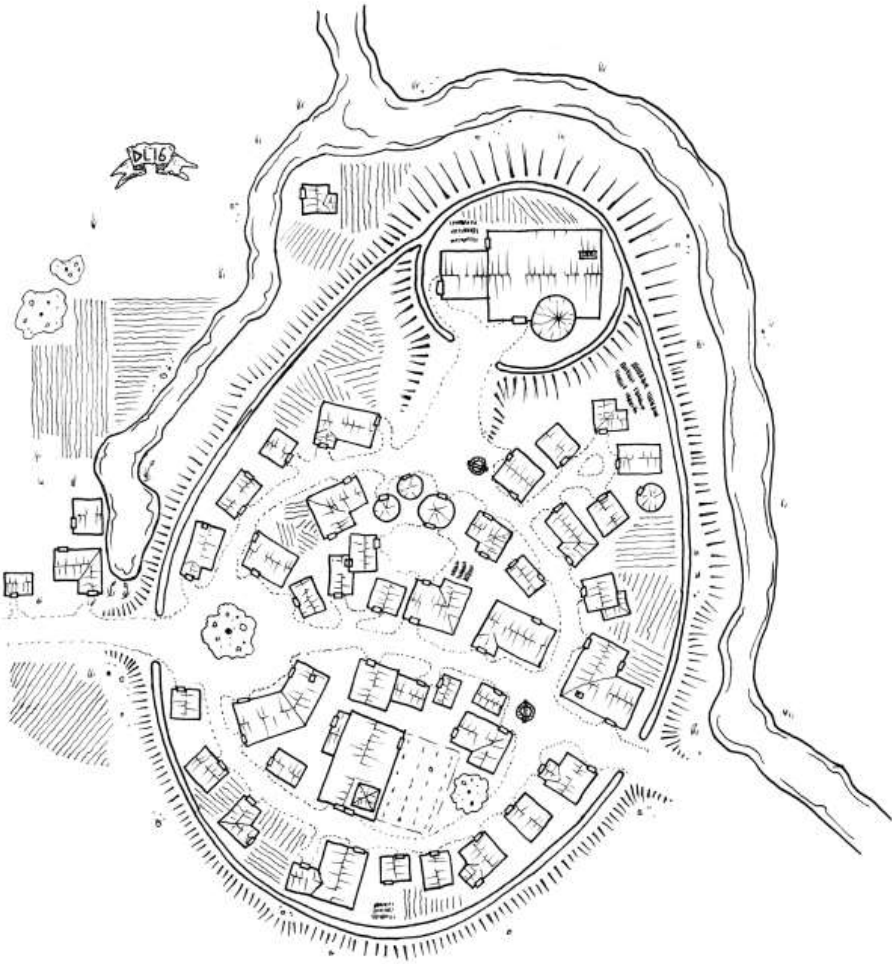
COACHING INN

Ground Floor
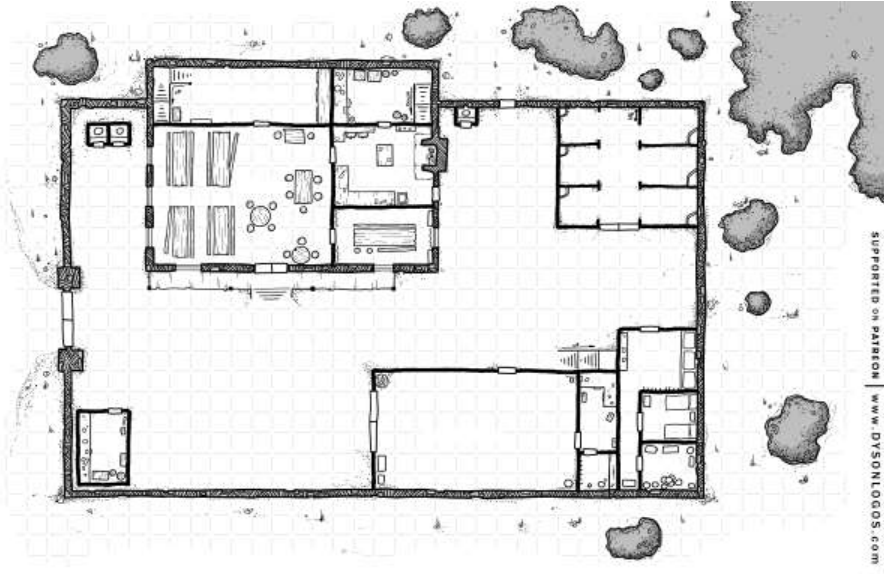
Upper Floor

Basement

Basement

Sub-Basement

Secret Exits

TEMPLE

CAVERN SHRINE

FORT

Dungeon Delving White Box DRAFT
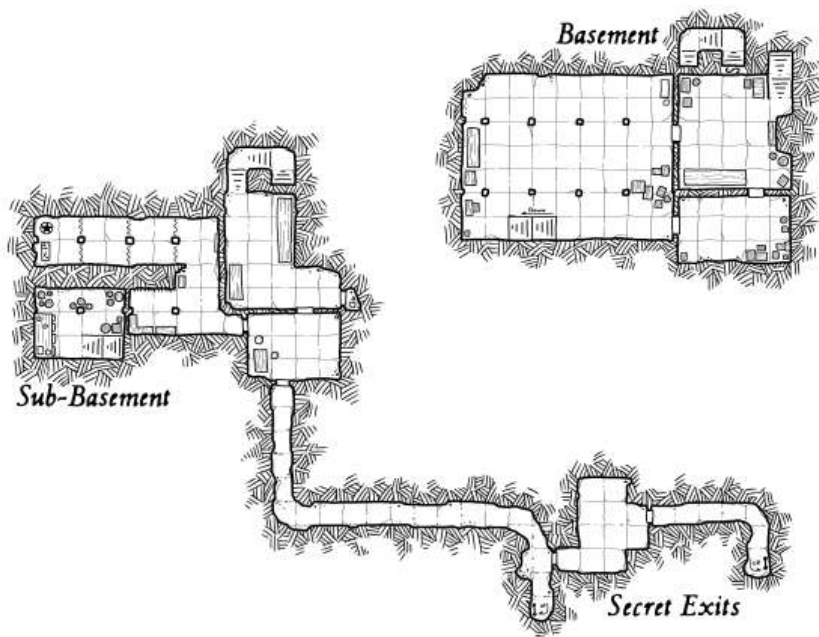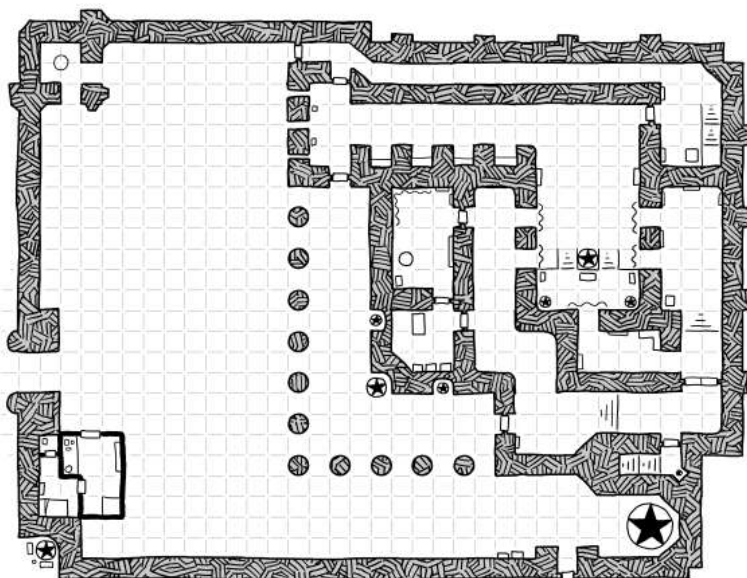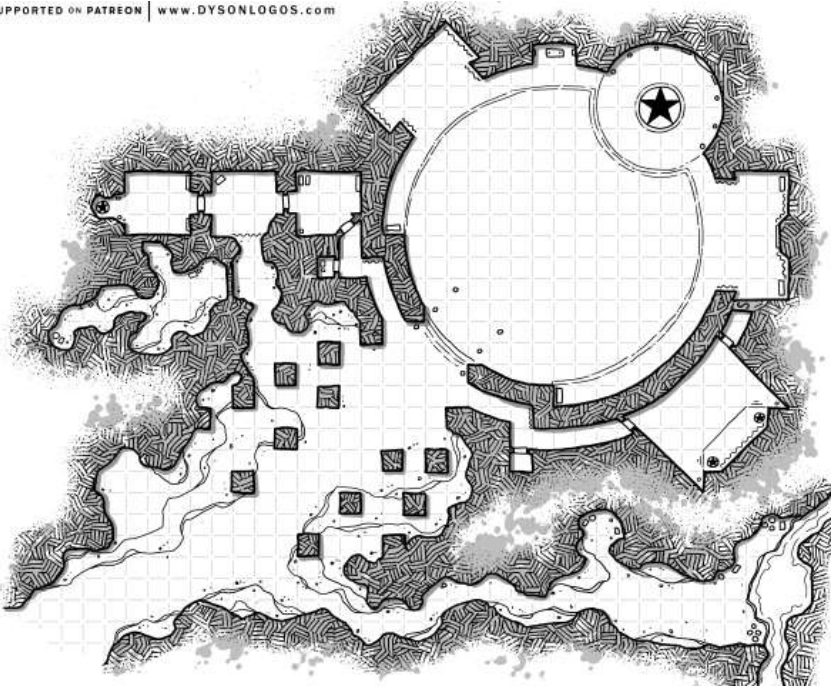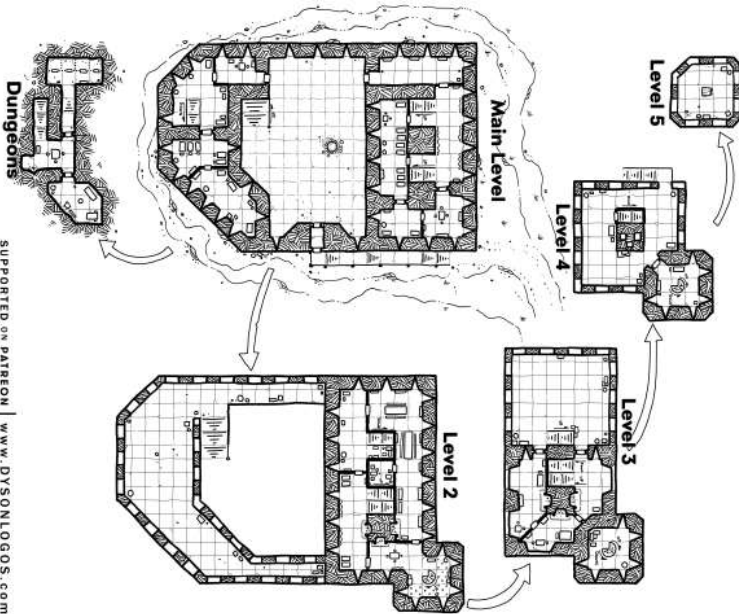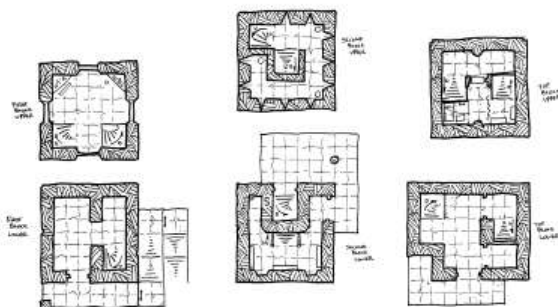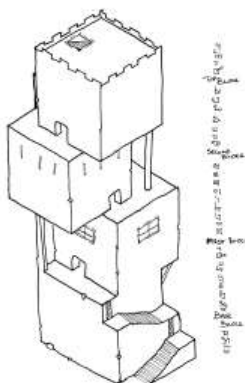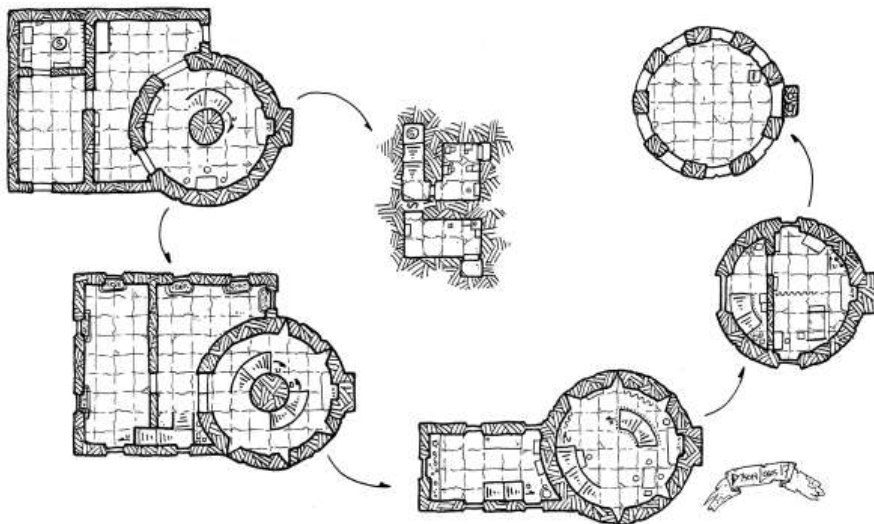
SUPPORTED ON PATREON | www.DYSONLOGOS.com

Ground Floor   Second Floor   Upper Floor

Level 1

Level 2

Level 3

Surface Ruins

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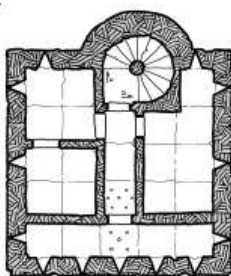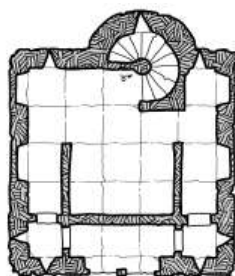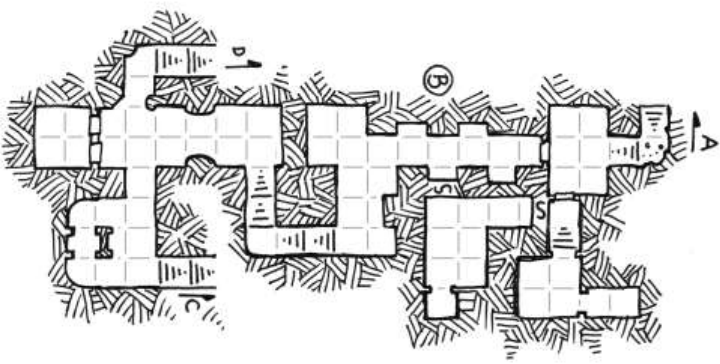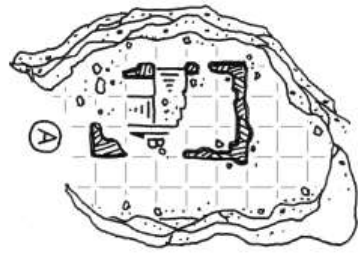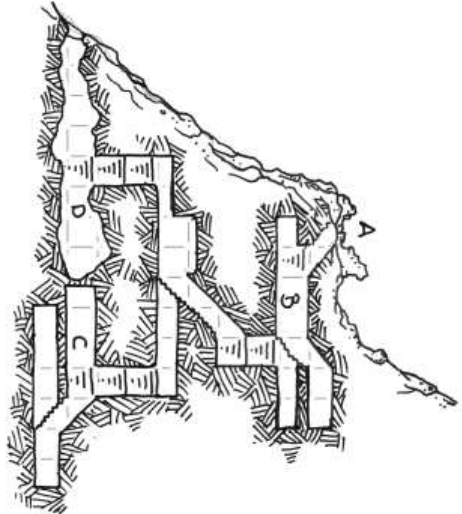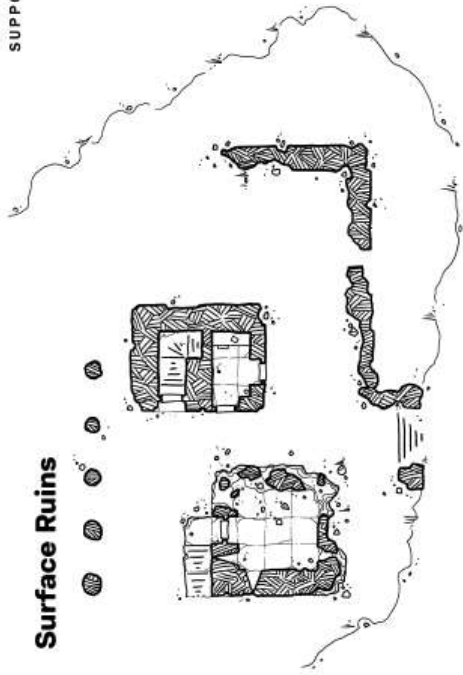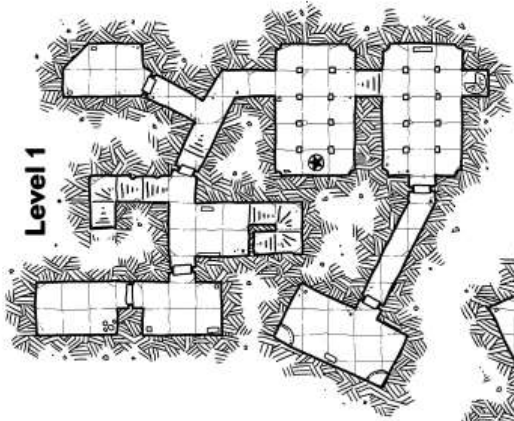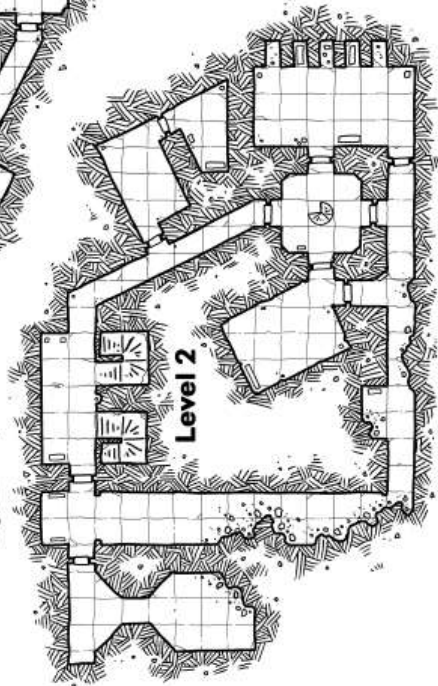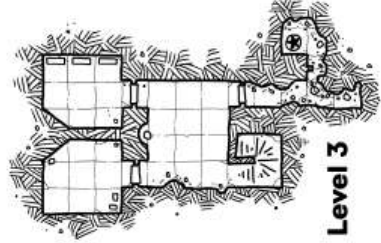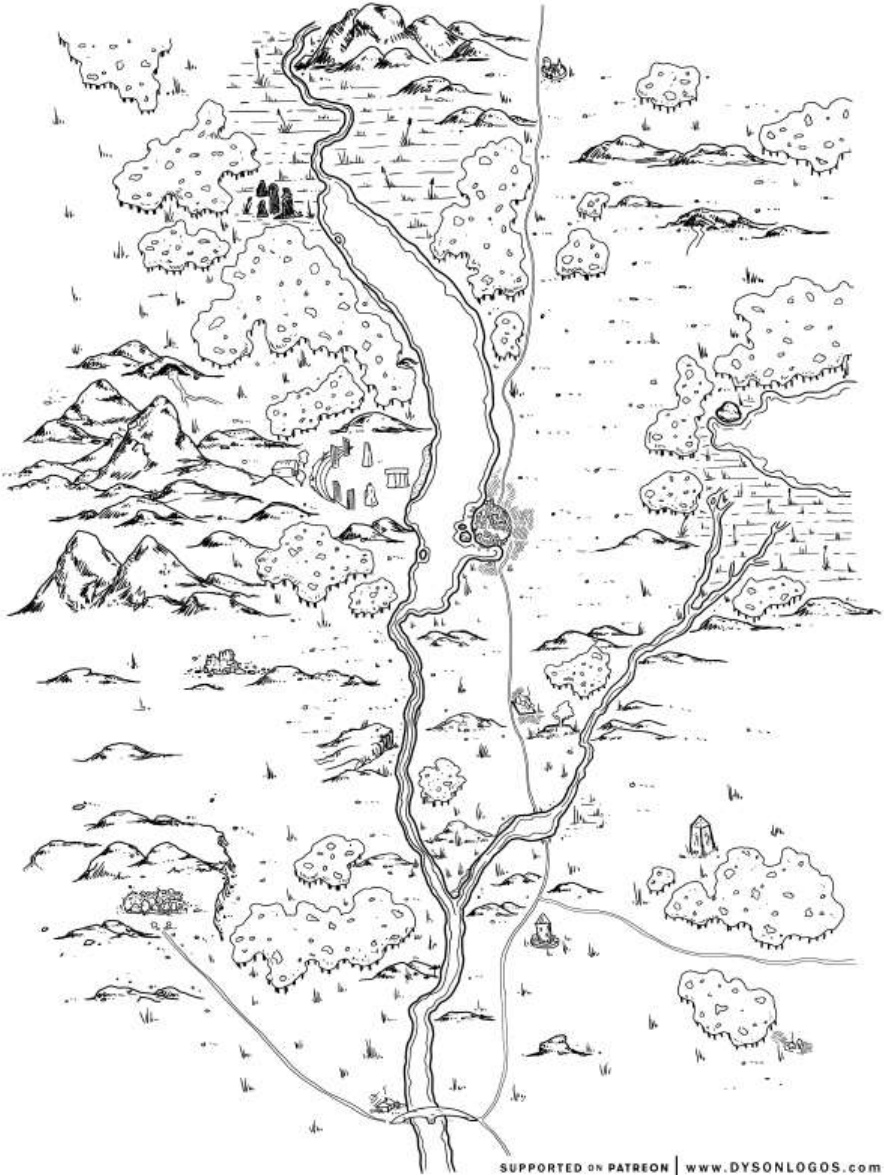
APPENDIX B: OLD SCHOOL GAMING

Dungeon Delving: White Box Edition is an "old School" game. It is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. If you are not familiar with "old school play" this appendix will give a brief overview of "old school" play.

WHAT IS "OLD SCHOOL" PLAY?

There are two major styles of roleplaying games. The first (and older) style says "Here is the situation. Pretend you are there as your character, what do you want to do?" This style has been superseded over the years with a style that says "Here is the situation. Based on your character's stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character's skills and abilities and the rules to solve the situation?" Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is often different:

Heroic, not Superheroic: Old school play, especially at low to mid-levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many recently designed games are often all about what special feats, extra classes and special game mechanics the players can obtain for their characters as they increase in level. In old school fantasy games, a character's abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skill rules for *Dungeon Delving: White Box Edition*. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution in *Dungeon Delving: White Box Edition*. Instead, you just tell the Referee what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need

to keep a door open or shut, you might tell the Referee your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore characters are generally limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of "Game Balance": Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the Referee to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also remember that treasure can be turned into XP, even if you can't kill the monsters, perhaps you can still acquire some of their treasure. Part of the skill of playing "old school" style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. *Dungeon Delving: White Box Edition* avoids this by having a fast-playing abstract combat system very similar to those in the early versions of the game. And like those early versions of the game, combat isn't intended to be the main source of fun in *Dungeon Delving: White Box Edition*. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat. After all, it's not the only way to earn a good pile of experience – and monsters don't have to be killed to be defeated (and get XP for them).

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the GM and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the Referee always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the GM ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. *Dungeon Delving: White Box Edition* is designed to be rules light and strongly encourages GMs to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in a stack of rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. Referee rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the Referee. They are just guidelines for the Referee, not something written in stone that the Referee must obey. If something herein does not work right in your campaign (or the Referee just does not like a rule), the Referee is well within his right to change it. *Dungeon Delving: White Box Edition* is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

STYLES OF "OLD SCHOOL" PLAY

If you read some "old school" blogs, forums, and web sites, you might get the impression that there is only one "old school'" style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old "Tomb of Horrors" module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and make it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the GMs who ran them were often referred to as "Killer GMs" (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. ("I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor's Hammer to knock him out. Then I cut off his head with my vorpal blade.") There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

War Gaming: This is probably the style old school rules were originally written for. The war gaming style of play is a competition between the player group and the Referee. The Referee sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure.

Characters in pure war gaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board war gaming community, pure forms of the war gaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure war gaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and

do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You "win" be having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the Referee has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more that single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the Referee's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article "Aspects of Adventure Gaming" in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this sub-section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of "old school" play back in the "old school" days – not just the single style stressed in some "old school" blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the war gaming camp. Most successful campaigns back in "old school" days were a mixture of all four major styles – and a heaping helping of minor styles.

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