Delving Deeper
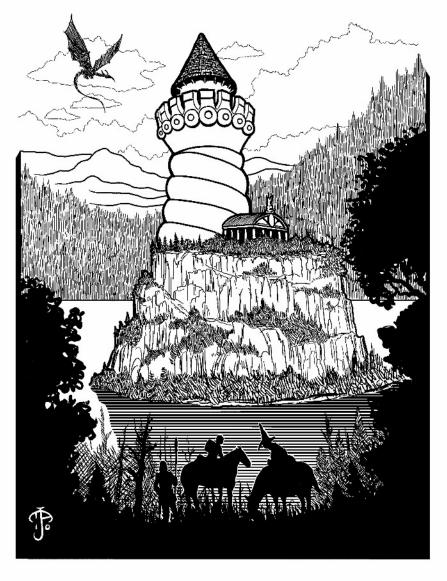
REFERENCE RULES

Volume II: The Referee's Guide

DELVING DEEPER

R E F E R E N C E   R U L E S

VOLUME II

THE REFEREE'S GUIDE

By Cameron Dubeers and Simon J. Bull

For all followers of the original fantasy game

immersive ink

WOBBLY GOBLIN PRESS

CONTENTS

PREPARATION FOR THE CAMPAIGN

The referee should be comfortable with these rules and the mechanics of play, but even then a new campaign requires some preparation before play can start.

The referee begins by envisaging a fantasy world in which his new campaign will take place. He need not etch out the entire history of the world immediately; the merest hint of what the world might promise is sufficient at this early stage. Next, he requires the outline of a continent or similar region for the players to explore. Then finally, he requires a detailed map of a town or village and the countryside in which play will begin.

The referee should familiarize himself with the geography, water sources and settlements (human and otherwise) near to the start of play, noting any particular detail of each. Using broad strokes rather than exacting detail will save time and also allow room for the players to influence the world. This in turn will result in a dynamic campaign in a growing world that feels "alive".

After establishing the campaign world, the referee should map half a dozen underworld dungeons and stock these with monsters, treasures, and magical items. Once these dungeons are created, the referee should mark them on his map somewhere in the vicinity of the start of play. The campaign is then ready and the players can begin exploring the fantasy milieu in which they find themselves.

THE REFEREE'S SUPPLIES

In addition to those supplies recommended for players (see Volume I, page 4), the referee should furnish himself with the following:

THE ESSENTIALS:

- Delving Deeper Volumes II and III,
- A campaign log or notebook to keep track of characters, places, monsters, and treasures,
- A campaign calendar for timekeeping,
- A keen and creative mind,
- The ability to "run the show".

OPTIONAL EXTRAS:

- Additional dice,
- Additional miniatures to represent non-player characters and monsters,
- Scale models or maps of dungeon and wilderness environs,
- Mass battles rules such as Chainmail, De Bellis Fantasticus, Book of War, or similar.

CREATING A WORLD

The referee begins by creating a map of the world on a sheet of hex paper. This map need not be extensive, initially, as exploration of the unknown is a desired element of the campaign. It must, however, remain unknown to the players.

Each hex should be 6 miles wide on this first map, such that unencumbered characters afoot can cover two hexes per day of good hiking, or one hex if encumbered.

The referee should note at least one civilized settlement (the village, town or castle where play will begin) near the center of his map. He should then add any immediately surrounding features, including other villages, nearby towns, a keep, a ruin, some caves, a forest, a swamp, and so on. The referee should name each feature and decide whether it is abandoned or inhabited, and if so by whom? Denizens might be ordinary lawful folk, elves, bandits, a knight and his entourage, orcs, trolls, an evil high priest, and so on. Thus, the game world begins to take shape.

THE START OF PLAY

Play should commence in a (relatively) safe haven, such as a town, village or castle. Towns are busy regional centers, home to 1,000-6,000 folk from all walks of life including many itinerants. Villages are quiet agrarian communities typically of 100-400 farming folk. A castle is occupied by a body of 30-180 soldiery, along with a prominent leader and his supporting entourage (see Volume II, page 20). Wherever they begin, players should be able to acquire their starting goods and rumor of possible adventures.

LEGEND AND RUMORS

The players might already know some of the campaign's cultural folklore. Other folklore and local legends can be devised by the referee and learned by the players as required.

The arrival or formation of an armed company of adventurers will not go unnoticed and unless the players take pains to conceal their purpose, rumors will quickly spread. The players may, of course, desire to advertise their presence in order to gain employment.

Obtaining news and rumors is thereafter a matter of visiting local inns and common rooms, where a liberal round of drinks worth 10-60 gp will usually get tongues wagging, or where an earnest barkeep might be willing to help for 1-6 gp. Misinformation may be learned at the referee's discretion.

ANGRY VILLAGERS

In time, the players might become fearless heroes (or fearsome anti-heroes). This does not imply that exploitation of the common folk will be without consequence. Unhappy commoners will firstly seek the protection of the church and their local lords. Failing that, they will seek out a hero to fight their cause, or ultimately, rise up as an angry lynch mob to run despots and villains out of town.

HIRELING LOYALTY

Whenever hirelings or retainers are taken on, the referee determines their loyalty by rolling three six-sided dice and adjusting the result for the character's charisma, the initial reaction roll, and for being a disinherited relative. The result is noted by the referee, to be referred to whenever subsequent morale checks are required.

SPECIALIST HIRELINGS

Specialists are the elite category of hirelings whose services are available to the wealthiest players only. Specialists are engaged to undertake specific tasks and must be paid for a minimum of one month. Monthly wages (in gp) are independent of race.

Alchemists can duplicate a potion from a sample or a proven formula at one-half the regular cost. They can also research and produce poisons: although use of poison is considered an evil act.

Loyalty	
Loyalty	Morale Adjustment
3 or less	−10*
4-5	−2
6-9	−1
9-12	.
13-15	+1
16-17	+2
18 or more	+10**

* Will desert at the first opportunity

** Absolutely loyal; will never desert

Animal trainers are necessary to train animals of any non-domesticated kind. An animal trainer can train only one specific type of creature, and no more than six such creatures can be trained at any one time. The duration of any training is determined by the referee.

An **armorer** is mandatory to maintain the arms and armor of every 50 fighters. While otherwise idle, an armorer can fashion three shields or two helms per week, or one suit of mail per month, or one suit of plate in two months. Two assistant smiths will double this volume. Six assistant smiths will treble this volume.

Assassins can be found only rarely. No more than 1-6 are available in any game year. Success is determined by the referee according to the power and precautions taken by the subject. Hiring an assassin is considered an evil act.

An **engineer** is required during the construction of castles, strongholds, and other fortifications. They are also required to successfully undermine castle walls and for any tunneling or mining.

A **sage** is a master of esoteric knowledge who can function in an advisory capacity.

Sailors are required to man any sea-faring ship. In ship-to-ship combat they are equivalent to buccaneers (see Volume III, page 6).

A **ship's captain** is required to effectively run any sea-faring vessel, maintaining order, discipline, and sea worthiness.

A **smith** is mandatory to maintain horseshoes, harness, buckles, axles, wheels, and so on for every 50 horses. While otherwise idle, a smith can fashion one score arrow heads, or two axes, swords, spears, and so on, or a single two handed sword per week.

Spies can be found only rarely. No more than 1-6 are available in any game year. These are used to infiltrate, eaves drop, shadow, and so on for the obtaining of information or trinkets, or the planting

Specialist Hirelings	
Type	Monthly Cost
Alchemist	1,800 gp
Animal Trainer	300 gp
Armorer	90 gp
Assassin	3,000 gp
Engineer	600 gp
Sage	1,200 gp
Sailor	6 gp
Ship's Captain	120 gp
Smith	30 gp
Spy	900 gp

of the same. Assassinations are not performed, however. Success is determined by the referee according to the precautions taken by the subject.

CREATING A DUNGEON

Before the players can explore the labyrinthine underworld, the referee must map at least one such dungeon on a sheet of graph paper. A dungeon should have many levels and sub-levels that are interconnected by stairs, trap doors, chutes, slanting passages and so on. The referee is advised to firstly draw a cross section of the entire structure to best understand the means of egress between the various levels.

A dungeon need not be mapped completely – indeed its boundaries may well be limitless. It should, however, extend as far as the players are likely to explore in their initial delve. Thus, the referee is advised to plan much of the first level, and some parts of the second and third levels. Each square of a dungeon level plan should represent 10ft in the dungeon and, like the campaign map, dungeon maps must remain unknown to the players.

It is desirable that there be several dungeon entrances, that there be a number routes between the various levels, and that richer areas be harder to find. Deeper dungeon levels will be more rewarding but also more dangerous, so players should (usually) be allowed to navigate to the desired dungeon level when such routes are known.

Having drawn a cross section and begun mapping of the first few levels, the referee should note at least one entrance to the dungeon (an entry into the first dungeon level) on his campaign map and give the dungeon a name.

SAMPLE DUNGEON CROSS SECTION

POPULATING A DUNGEON

With a dungeon level planned, or substantially so, the referee must distribute monsters, traps and treasure throughout the maze. The principle treasures should be placed thoughtfully, then random determination used to fill the balance of the level.

The referee should roll two six-sided dice for each chamber or extensive passage and consult the following table.

Where **monsters** are indicated the referee should consult the random monster tables for the appropriate dungeon level. Note that monsters are not all "meant" to be beatable. Some will be deadly foes, and players should learn to flee from these.

Monsters guarding treasure are determined as above, ignoring any monster types without treasure, and assuming that the location is the indicated monsters' lair (or ante to it).

Random Dungeon Location	
2-12	Content
2	Treasure guarded by trap
3	Trap
4	Treasure guarded by monster
5	Monster
6-8	Empty
9	Monster
10	Treasure guarded by monster
11-12	Unguarded treasure

Random Encounter Table Determination						
Dungeon Level	Dungeon Encounter Table to Consult					
	1	2	3	4	5	6
0	1-5	6	.	.	.	.
1	1-4	5-6	.	.	.	.
2	1-2	3-5	6	.	.	.
3	1	2-4	5-6	.	.	.
4	.	1-2	3-5	6	.	.
5	.	1	2-4	5-6	.	.
6	.	.	1-2	3-5	6	.
7	.	.	1	2-4	5-6	.
8	.	.	.	1-2	3-5	6
9	.	.	.	1	2-4	5-6
10	.	.	.	.	1-2	3-6
11	.	.	.	.	1	2-6
12+	.	.	.	.	.	1-6

Unguarded treasures should be hidden behind secret doors, under trapdoors or floors, up chimneys, made to look plain or invisible by illusions, or locked in safes or strong boxes. In short, the players should face some challenge to gain them. They should include 200-1,200 sp per dungeon level (or 100-600 sp for any upper works prior to dungeon level 1), a 50% chance of a like quantity of gp, a 5% chance per dungeon level of a like value in gems or jewellery, and a 5% chance per two dungeon levels of 1-3 magic items.

Trap Types	
1-12	Trap
1	Blast
2	Chute or slide
3	Curse
4	Deadfall
5	Distortion
6	Geas
7	Mantrap
8	Pit
9	Poison
10	Spiked pit
11	Spring
12	Teleportation

Traps can be determined according to the following:

Blasts unleash a sudden burst of fire, electricity, frost, or acid when a portal, book, or chest is opened, or when a threshold is crossed, and so on. These typically cause 1-6 points of damage per dungeon level.

Chutes or Slides are greased, steeply inclined passages, possibly from collapsing stairs or pits, which are one-way routes to monster lairs or deeper levels.

Curses cause permanent blindness, sleep, weakness, contrariness, alignment change, monstrous form, contraction of deadly diseases, or similar.

Deadfalls cause heavy logs or stones to drop from above or swing in sideways to crush the victims. These can be immediately fatal, deliver 6-36 points of damage, or push victims into a pit or over a precipice.

Distortions can alter the flow of time, the appearance of distance, or the sense of depth or direction. While this may seem relatively benign, a ravine that appears only 10ft deep can be deadly, and a room or a dungeon level that accelerates time one-hundred fold can change the entire campaign!

Geas traps magically compel the victim to perform some quest or deed or to undertake some undesirable action. Possibilities include delivering all treasure to some vault, converting one hundred persons to a particular faith, slaying the dragon on the next level, attacking the nearest person, and so on.

Mantraps seal one or more victims in a confined space by closing portals, dropping bars or heavy weights over exits, or sinking an entire chamber into a space from which there is no exit. Some will then fill with water, gas, slime or monsters. Others have falling ceilings or walls that draw together to crush whoever is trapped within.

Pits are typically 10-40ft deep and covered by trap doors or collapsing lids. If passed over, a pit will open on a roll of 1-2, and some will automatically snap shut. A pit could be empty or contain a monster. Hitting the bottom will cause 1-6 hit points damage per 10ft fallen, and any monster present will have a surprise attack. Other pits could be filled with water causing armored characters to drown (see page 24) or acid.

Poison could be released as a jet, spray or cloud, or injected via a spring loaded needle to the unwary hand or foot. Poisoning can cause paralysis, sleep, or death.

Spiked Pits are as regular pits, but contain a fearsome array of spears, blades and jagged edges that point upward. These will cause an additional 2-12 hit points of damage should anyone fall upon them. The spikes may or may not be poisoned.

Spring loaded taps cause spears or blades to spring suddenly from the floor or out of the walls or ceiling, or darts or bolts to come shooting down a passage or into a doorway. These are often triggered by pressure plates or trip wires that could be avoided. The blades or missiles might also be poisoned, of course.

Teleportation traps will send an individual or group elsewhere instantly. Destinations might include an identical room with nothing to indicate that teleportation has occurred, a dragon's lair, a safe haven, another dungeon level, a location thousands of miles away, or even on another planet or plane of existence.

Dungeon Encounter Tables

1-12	Table 1	Table 2	Table 3
1	Berserkers	Carrion crawlers	Cavebear
2	Brigands	Crocodiles	Cockatrices
3	Centipedes, large	Dragons, young	Dragons, adult
4	Dragons, hatchling	Gargoyles	Hydra, 4-6 heads
5	Goblins	Gelatinous cubes	Lycanthropes
6	Hobgoblins	Ghouls	Minotaurs
7	Kobolds	Gnolls	Mummies
8	Non-player characters	Lizard men	Non-player characters
9	Orcs	Medusae	Ogres
10	Skeletons	Non-player characters	Scorpions
11	Spiders, large	Thulls	Spiders, giant
12	Zombies	Wights	Wraiths

Dungeon Encounter Tables

1-12	Table 4	Table 5	Table 6
1	Basilisks	Dragons, old	Cyclops
2	Dragons, mature	Efreet	Dragons, ancient
3	Elemental, 8 HD	Elemental, 12 HD	Elemental, 16 HD
4	Giants, hill	Giants, cloud	Gothrogs
5	Giants, stone	Giants, fire	Juggernaut
6	Golems, flesh	Giants, frost	Living statues, iron
7	Gorgons,	Golems, clay	Non-player characters
8	Hydra, 5-8 heads	Hydra, 7-12 heads	Purple worms
9	Non-player characters	Living statues, stone	Stegosaurus
10	Salamanders	Non-player characters	Titans
11	Spectres	Snake, giant, constrictor	Triceratops
12	Trolls	Vampires	Tyrannosaurus Rexes

Where **non-player characters** are indicated, these will be bands of 1-6 leveled characters of a randomly determined type (fighters, magic-users or clerics, with thieves appearing optionally). Each character has as many experience levels as the dungeon level they are encountered on, and the whole group will be accompanied by 2-12 bodyguards, as well as 1-6 pages, acolytes or apprentices with up to half as many experience levels as their superiors.

Fighters have a 5% chance per experience level of possessing a magic sword, and are half as likely to possess a magic shield or magic armor (roll separately for each).

Clerics are 5% likely per experience level to possess either a magic mace, flail, or hammer, or else a magic staff. They are half as likely to possess a magic shield or magic armor (roll separately for each).

Magic-users are 5% likely per experience level to possess a magic wand, and are half as likely to have a magic ring, and also a miscellaneous magic item (roll separately for each).

SAMPLE DUNGEON LEVEL

Following is an example of how a dungeon level might be contrived. The key areas A, B, and C have been placed by design with the remainder randomly determined.

A. Green Dragon Lair. Two green dragon young were ensconced here by their mother who has since gone missing. A single young green dragon [AC 3, MV 9" (fly 21", swim 12"), HD 4, hp 16] remains now, furious that he has been "abandoned". The chamber is flooded with water, which has turned foul because of the dragon (who can breathe underwater). Natural light enters via an overgrown sink hole above, which he can wriggle out of. The dragon spends most of his time below the water along with his treasure, so neither will immediately be seen. The treasure is 800 gp, 2,000 sp, 20 green gemstones worth 10-40 gp each, and an enchanted spear +1, +3 versus reptiles.

B. Kobold Digs. 38 kobolds [AC 6, MV 6", HD ½] led by a kobold King with 1+1 HD, and his 6 body guards with 1 HD each, dwell in areas B1 and B2. The kobold King's treasure is a chest of 7,000 cp; the renegades at **4** have stolen the rest of his loot.

C. Eye of the Wold. An escape capsule from a space ship was entombed in the rock here hundreds of years ago. Entry is via a keypad pressure door of unknown operation. Inside are 4 androids [AC 9, MV 12", HD 3] in dysfunctional cryogenic chambers. Each can be activated and, after a turn of "defrosting", is thereafter equal to a 2nd level magic-user with 3 HD. Alignment and reaction of each should be determined randomly. They have no knowledge of their origin or purpose. They have 15 brittle, colored crystal "wands" worth 50-80 gp. Each has one 1st level spell encoded in its crystalline structure.

1. Orcs. An expeditionary company of 14 orcs [AC 8, MV 9", HD 1] are sheltering here from daylight, or preparing to depart if night has fallen. They are superstitious about the "smell" of the dungeon and have no plan to delve further.

2. Fountain Room. This quiet chamber contains a fountain with a cool, steady trickle of fresh water. It is an ideal place to rest.

3. Lake Chamber. The southern end of this great vault is flooded by a cold, dark body of water. The air carries the tang of chlorine, and there are numerous small, dead fish floating in the lake. The water has been poisoned by the dragon in neighboring **A**.

4. Pretender's Foothold. 19 renegade kobolds [AC 6, MV 6", HD ½] led by a pretender King with 1+1 HD contest the "safer" territory of the dungeon level with their brethren at **B**. These will venture into areas 3 and 5. Their treasure is hidden beyond a low tunnel covered by a moveable rock and consists of 900 sp and a necklace worth 25 gp.

5. Dusty Room. This place is empty, but kobold lookouts from **4** keep an eye on it.

6. Hobgoblin Party. 11 hobgoblins [AC 6, MV 9", HD 1+1] from the northern parts of the dungeon have come to investigate rumors of a dragon (and its treasure). Should they find it, their orders are to hasten back in order to return in greater numbers.

7. Deadly Pool. This central chamber contains a large, still fountain. Scores of gold and silver coins can be seen in the apparently shallow water, but in fact they cannot be reached and the water is poisonous – drinking it will cause death although a successful saving throw versus poison results instead in an enchanted slumber for 1-6 hours. Touching (not swallowing) the water allows a +4 adjustment to the saving throw.

8. Quiet Room. This vault is strangely quiet, but completely benign.

9. Checkpoint. This room might once have been a checkpoint, but is long disused.

10. Centipede Nest. This wretched chamber is crawling with 13 hideous centipedes [AC 9, MV 3", HD ½] that nest in the pile of waste and detritus that has accumulated here. Buried at the heart of their filthy nest is the body of a most unfortunate dwarf whose purse still contains 19 gp.

11. Empty Room. This room is unremarkable excepting that both doors are locked.

12. Apprehensive Chamber. The tang of chlorine lingers near the southern end of this chamber and a few spats of kobold blood can be found upon the floor. The kobolds at **B** fear to come this way, though they don't know why.

13. Hatchling's Retreat. A truant green dragon hatchling [AC 4, MV 6" (fly 18", swim 9"), HD 1+3, hp 9] from **A** has gotten lost and is holed up here. She knows the common tongue but is not magic-using. She is aware of her vulnerability, and is content to hide in her secret hole and snap up stray kobolds for meals. She will promise the pick of her mother's treasure to anyone who will lead her safely to **A**. Of course, she doesn't know the way, and will not give away treasure unless she absolutely must. She wears a bejeweled gold ring on each of her fore-claws, worth 80 gp apiece.

14. Pit Trap. This intersection conceals a 20ft deep pit trap which will open should anyone cross it, with the fall resulting in 2-12 hit points of damage. Anyone aware of the pit can edge their way around it without triggering it. The trap resets itself 2 turns after it is sprung.

UNDERWORLD EXPLORATION

The referee is advised to keep careful track of time as the players explore the underworld.

Exploration is conducted in turns of 10 minute duration and all distances are in tens of feet. Thus, a movement rate of 12" is reckoned to be 120ft underground, with two such moves allowed per turn of cautious progress; listening for noises, watching for ambush, making a map, and so on. If all caution is abandoned (during flight or pursuit, for example) then four such moves are allowed but mapping becomes impossible.

Searching for traps, treasure, or secret doors should take a full turn. The referee must adjudicate how long other activities will take, including hiding, the use of divinations, circumventing traps, and so on.

Light is essential underground. Torches, lanterns, and magic spells can be used to illuminate the way, though the former may be extinguished by sudden gusts of air. Torches and lanterns will light a 30ft radius and burn for 6 or 24 turns, respectively, while magic spells of illumination are of various durations. Dungeon denizens are assumed to see well in the dark, however, and carrying light will foil any possibility of surprising them except when coming through a door.

Listening A dungeon should be troubled by distant creaks, echoes and moans, and any player may wish to listen for these, or at a door before trying it, as a precautionary measure. In such cases the referee should roll a six-sided die with a result of 6 (or a 5-6 for dwarfs, elves and halflings) indicating that the character identifies any audible sound. Bickering orcs will be rackety, for example, while the undead are absolutely silent.

Doors in the dungeon are typically stuck and must be forced by strength. Men, dwarfs, and elves will typically defeat them on a roll of 5-6 on a six-sided die, while halflings and other weaklings would typically require a 6. Bursting through a door in this manner might surprise whomever is on the other side, but any failed attempt will automatically ruin this opportunity and might also attract wandering monsters to the noise. Two characters can simultaneously throw their strength at a door, but they will be unable to react to whatever is lurking on the other side as they burst through.

Dungeon denizens, however, have the knack of opening each door and can pass through easily unless a door has been held shut by the characters. Despite the difficulty in opening them, doors will automatically close. Even if a door is wedged open by the characters, it will later be found to have closed if a roll of a six-sided die is a 1-2.

Secret Doors and passages can be discovered by any player actively searching on a roll of 5-6 on a six-sided die (but see also elves and dwarfs). Locating a secret door will reveal the mechanism for opening it, but not activate it. It must be intentionally operated by the character.

Traps are sprung on a roll of 1-2 on six-sided die as a character passes over or nearby. Many of these are deadly. Traps can be located before they are sprung, however, in much the same manner as can secret doors (see especially dwarfs). Once found, a trap can usually be circumvented or avoided.

Rest One turn of rest is required after a combat or any hour of exploration, and two turns of rest are required after flight or pursuit.

UNDERWORLD ENCOUNTERS

Each dungeon level has the possibility of keyed encounters as well as wandering monsters. The former are monster lairs, hideouts, treasuries, meeting places, and so on devised by the referee during the dungeon level design. In addition to these the referee should check for wandering monsters at the end of each turn of exploration. This is done by throwing a six-sided die, with a 6 indicating the appearance of dungeon denizens.

The kind of monster should be determined randomly. This is accomplished firstly by rolling to ascertain which dungeon encounter table to use (see page 8), and second rolling secondly on the dungeon encounter table so indicated (see page 9).

Wandering Monsters The number of wandering monsters encountered should be as per the "No. Encountered" given for their type in Volume III. Having determined their numbers, the referee should then roll to determine whether there is a lair of such monsters nearby. If so, then any member of the wandering group slain or captured is deducted from those found later in the lair.

More fearsome monsters are often (but not always) fewer in number, but even the lowliest sorts can be deadly in their multitudes. The referee can exercise his discretion if an undesired encounter is indicated, remembering always that deeper dungeon levels are intended to be more dangerous than shallower dungeon levels.

Surprise When wandering monsters are encountered, the referee must first determine whether either party is surprised. Surprise is possible only when one or both parties are unaware of the other. Light, noise, listening at or forcing doors, and various divinations can negate this opportunity, otherwise either party will surprise the other on a roll of 5-6 on a six-sided die.

Encounter Distance If either party is surprised an encounter will begin at 10-40ft distance, and the surprised party will be unable to respond for one round. Otherwise, an encounter will begin at 30-120ft distance.

Monster Behavior With or without surprise, the direction and manner of a monster's approach should be adjudicated by the referee in accordance with its type, the surroundings, and the disposition of the players.

Unintelligent monsters will simply attack, while those with any cunning will judge the situation accordingly. Some monsters are predisposed to attack certain types, while chaotics are predisposed to attack lawfuls, and vice versa.

The referee can otherwise determine monster behavior according to the following table, adjusting any roll for bribes offered, perceived threats, differences of race or alignment, and so on.

Monster Reaction	
2-12	Reaction
2	Hostile
3-4	Negative
5-9	Uncertain
10-11	Positive
12	Enthusiastic

Avoiding Monsters The players have the option to flee whenever monsters are surprised or are more than 30ft distant. Monsters will pursue unless they are surprised or have a proper motivation not to.

Flight and pursuit is at double pace with no mapping possible. The gap will open or close according to the movement rates of the two parties, and pursuit will continue for so long as the monsters do not fall more than a full move behind (e.g., 90ft behind for monsters with a movement rate of 9"). The players may wish to discard treasure or equipment in order to lighten their encumbrance and increase their lead. Should the players turn a corner, take a stair, or pass through a door the pursuers will continue only if a throw of a six-sided die is 5-6.

Moreover, discarded foodstuffs will distract unintelligent pursuers on a roll of 2-6 and base-intelligence or highly intelligent pursuers on a die roll of 4-6 or 6, respectively. Treasure is inversely likely to distract pursuers, and burning oil is also an effective deterrent.

Maintaining Freshness As the players explore a dungeon level, its monster stocks and treasures will begin to be diminished, and so too will its mystery. While egress to the greater challenges of lower levels is desirable, the referee should never allow any dungeon level to become too well known.

If ever even a single chamber is left unguarded for any length of time there is the possibility of new denizens arriving to replace losses. These might be from adjacent areas, lower levels, or newly excavated passages. Moreover, monsters that previously eluded the players might fortify areas by blocking or collapsing passages, barring doors, setting new traps and so on. Intelligent enemies might even set alarms or leave warnings in case of the players' return.

The referee should not shy from extending the limits of a dungeon so that fresh areas always await exploration. Should the players nonetheless become blasé, the referee can introduce wholesale change due to cave-in, subsidence, flooding, supernatural winter, reality distortion, slime plague, and so on. These are but a few of the options the referee can employ to keep a dungeon fresh and challenging.

EXAMPLE OF PLAY

Jossie the thief, Quiggley the magic-user, and Ellanor the cleric stand helplessly by as Ardnutt the dwarf and Gunner the fighter smash through a dungeon door. Play continues...

Referee: The pair of you tumble into the dark room and are surprised to find it occupied by a sinuous dragon!

Quiggley: Yikes! How big is it?

Referee: [The referee has notes indicating it's a young black dragon, and decides it is awake due to the clatter the players made busting down the door. As they have just burst through the door they are automatically surprised. He throws two six-sided dice to determine the dragon's reaction and rolls a 3. The dragon is hostile]. It's a young black dragon, and it is greatly displeased. Seeing as Gunner and Ardnutt are surprised it gets an unanswered attack right away.

Players: Seriously?!

Referee: [Rolls the dragon's 3+2 HD and notes the result; only 9 hit points] It's a hungry looking specimen, but it immediately fires a cruel jet of acid at the two fighters from its jaws, scorching them for 9 points of damage each. Roll your saving throws versus breath weapons please.

Adrnutt: [Throws a 19 on a 20-sided die] Yes!

Gunner: [Throws a 4 on a 20-sided die] No!

Referee: Ardnutt rolls aside in time and takes only 4 points of damage, but Gunner takes the brunt of it the full 9 hit points. He only had 6 hit points, so he's a goner.

Ardnutt: Ouch. I've only got 2 points left.

Gunner: (Groan) I'm dead, sorry guys.

Referee: That was the surprise round, what do you want to do in the next round?

Jossie: It only has 9 hit points, c'mon guys we can take it! Jossie runs at it with her short sword.

Ardnutt: Still steaming from acid burns, Ardnutt roars and hews into it with his battle axe.

Ellanor: It's all or nothing! Ellanor charges in after Jossie and attacks with her mace.

Quiggley: I'm not so sure about this. Quiggley stays outside on the look out for any new arrivals.

Referee: Okay, so everyone but Quiggley rushes the dragon, which will try to finish Ardnutt off.

[The referee rules that Jossie and Ellanor will attack last as they had to run into the room, and that Ardnutt and the dragon will make initiative rolls to determine who attacks first]. Roll Ardnutt's initiative. [He simultaneously throws a 5 on a six-sided die for the dragon's initiative].

Ardnutt: This better be good. [Throws a 6 on a six-sided die] (Cheers) It is good!

Referee: Okay, roll for Ardnutt's attack.

Ardnutt: [Rolls a 12 on a 20-sided die] Enough?

Referee: [The referee consults the attack matrix and sees that Ardnutt needs a 15 or better to hit the dragon's AC 4] Afraid not, it deflects off the dragon's hard scales.

Players: (Groans).

Referee: And now the dragon retaliates [sees that the 3 HD dragon only needs a 12 or better to hit Ardnutt's AC 5, and throws a 15] and snaps Ardnutt in its jaws for [throws a 3 on a six-sided die] 3 points of damage. Ardnutt is vanquished!

Ardnutt: Nooo! I'm a goner guys.

Referee: Jossie and Ellanor arrive as it's all over for Ardnutt. Roll your attacks please…

Jossie: [Throws an 18] A hit, surely?

Ellanor: [Throws a 13] Mine's a miss, I think.

Referee: [Consults the attack matrix to see that both players require a roll of 16 or better to hit] Yes, Jossie scores a hit but Ellanor misses. Roll for damage, please.

Jossie: [Throws a 5 on a six-sided die] Take that!

Referee: That really hurt it [notes that the dragon now has only 4 hit points remaining]. What to do next round?

Jossie & Ellanor: Revenge! Attack!

Quiggley: Quiggley peers through the doorway, and if there is no danger he fires off his magic-missile spell.

Referee: Right, let's roll initiative for Jossie and Ellanor [having already decided the dragon will use its breath weapon again, the referee throws a 2 for its initiative].

Jossie: [Throws a 4 and adds 1 for her high dexterity] That's a 5.

Ellanor: [Throws a 1] Curse that die, it's a 1.

Referee: Jossie reacts quickest – roll your attack please.

Jossie: [Throws a 9 on a 20-sided die] doh!

Referee: That's a miss sorry, and now the dragon unleashes another blast of its acid breath! Jossie and Ellanor must both save versus breath weapons.

Jossie & Ellanor: [Roll 5 and 16] Uh oh…

Referee: Jossie takes 4 hit points, but Ellanor dodges the worst of it and takes only 2 hit points.

Jossie: That's bad, Jossie has 0 hit points left!

Referee: Jossie is dissolved into a puddle of mush! Ellanor, make your attack roll now please.

Ellanor: [Throws a 4 on a 20-sided die] Nooo! It's a miss!

Referee: It is. And now Quiggley appears in the doorway to fire off his spell. Make your damage roll please Quiggley…

Quiggley: It's all up to the magic-user. [Throws a 4 on a six-sided die] (Cheers) Yes!

Referee: The dragon is slain! And its glittering treasure hoard is arrayed before the two survivors…

COMBAT

These mechanics are intentionally abstract so melee is fast and furious as it should be.

Combat is resolved in rounds of approximately one minute. Either or both sides may be surprised at the onset, otherwise both sides declare and resolve actions each round. Morale can be checked against losses at the end of any round and may precipitate withdrawal, rout, or surrender. If both sides continue to give battle the combat continues for another round.

Surprise allows one round of unanswered actions. If these should include attacks they will be at +2 to hit and a target so struck will drop any held object on a roll of 1-2 on a six-sided die.

Intentions Each player declares his intent for the upcoming round, stating whether his character will attack, utter a spell, overturn a boiling cauldron, and so on.

Initiative The referee then resolves all actions for the round in whatever order he judges fair. He may grant initiative to those firing missiles into advancing enemies, those set to receive a charge, those with the advantage of reach, and so on. If reaction speed is the question then initiative can be determined by rolling one die per group, or per combatant (adjusting for dexterity), with the higher score gaining the first attack that round. Magic spells are treated much as are other actions, excepting that they are ruined if the caster is interrupted before completing his spell.

MELEE

Any character within reach is eligible to attack. His performance throughout the round is determined with a roll of one 20-sided die. Monsters and fighters roll one die for each of their own hit dice against enemies with no more than 1+1 hit die.

Attack rolls may be adjusted for tactical factors, spells, magic weaponry and so on, and the result compared to the target's armor class on the attack matrix. A total equal to or greater than the indicated figure will cause 1-6 hit points of damage to the target; otherwise no damage is caused. Note that spears cause 2-12 hit points if set against a charge, and some monsters and magic weapons can cause more damage.

Should any character be reduced to zero (or fewer) hit points he is slain, but whether sustaining damage otherwise affects a character is left to the referee's discretion. Any unresolved attacks remaining to a slain character are wasted.

Note that melee requires space. Up to six men can surround a single man-sized target (with rear attacks striking at +2 to hit), while up to eight men can surround a larger monster. The referee should allow perhaps three men to stand abreast in a 10ft wide passage if they carry spears; swords and axes would require more space.

MISSILE FIRE

Missile fire is as melee combat except that attack rolls are adjusted for dexterity. Additionally, short range fire (including most missiles shot underground) is at +2 to hit. Hand-hurled missiles are reckoned to always be at medium range and are thus at +1 to hit, while long range missile fire is usually possible only outdoors and is at normal hit probability. All missile fire on the move is at −2 to hit (other than for elves firing bows). Firing into melee would be extremely risky and is not normally allowed.

Fireballs, lightning bolts, and like missiles must occupy their full area of effect. Hurling these into confined spaces will cause them to rebound off walls to fill the necessary space wherever it is, including back towards the sender.

Referee's Attack Matrix

| Character Level | | | Monster | 20-Sided Roll Required | | | | | | | | | |
| Magic-Users | Clerics, Thieves | Fighters | Hit Dice | To Hit Armor Class | | | | | | | | | |
				0	1	2	3	4	5	6	7	8	9
1-2	1	.	Up to 1	20	19	18	17	16	15	14	13	12	11
3-4	2-3	1-2	1+	19	18	17	16	15	14	13	12	11	10
5-6	4-5	3-4	2	18	17	16	15	14	13	12	11	10	9
7-8	6-7	5	3	17	16	15	14	13	12	11	10	9	8
9-10	8	6	4	16	15	14	13	12	11	10	9	8	7
11-12	9	7	5	15	14	13	12	11	10	9	8	7	6
13-14	10-11	8	6	14	13	12	11	10	9	8	7	6	5
15-16	12-13	9-10	7	13	12	11	10	9	8	7	6	5	4
17-18	14-15	11	8	12	11	10	9	8	7	6	5	4	3
19-20	16-17	12-13	9	11	10	9	8	7	6	5	4	3	2
21-22	18-19	14	10	10	9	8	7	6	5	4	3	2	2
23-24	20	15	11	9	8	7	6	5	4	3	2	2	2
25-26	21	16	12	8	7	6	5	4	3	2	2	2	2

ATTACKING TO SUBDUE

Intelligent monsters (including man-types) can be subdued and made to surrender if this intent is announced prior to attacks being resolved. Thereafter, damage from subdual hits is recorded separately to damage from actual hits. After any round of subdual damage the referee must determine the sum of subdual damage sustained as a percentage of actual hit points. Morale is then checked and any result lower than the percentage of subdual damage sustained indicates the monster is subdued.

Subdued monsters will obey for a time without reaction checks and can possibly be sold as slaves, pets, curiosities, or else brought into service as retainers if an acceptable offer is made.

MORALE

The players have their own morale and need not check unless compelled to do so by magic or other factors, while unintelligent monsters will usually fight until slain. However, it may be necessary to check the morale of other monsters (including man-types) either fighting the players or serving them. The referee alone may adjudicate when morale should be checked and can do so by throwing two six-sided dice. A 2 indicates very poor morale and a 12 indicates very good morale. With circumstantial adjustments (including retainer loyalty) the result will then determine the reaction of the monster or retainer in question.

HEALING

Lost hit points can be recovered by magical means and also by ordinary rest – albeit at a much slower rate. One hit point is regained after every two days of complete rest, but no other productive activity can be undertaken in this period.

WILDERNESS EXPLORATION

The referee will already have a map of the players' starting location and the surrounding countryside. This will be critical for exploration and for the establishment of strongholds, trade, and alliances later in the game. Whether regions unknown to the players are drawn in advance or as they explore is up the referee. In any case, the principle features should be placed thoughtfully with the remainder being filled in by random determination.

Random Wilderness Hex	
2-12	Hex Description
2	Stronghold
3	Ruin or other dungeon
4	Lowland or swamp
5	Highland or crags
6-7	Grassland or plain
8	Woods
9	Riverland
10-11	Village and farmland
12	Town*

* Or a city if a second throw is 11+

FRIENDLY SETTLEMENTS

Areas surroundings towns and cities are usually relatively safe, although monsters might still come and go by one deceit or another. Farther from civilization, however, roads are unkept and there will be few (if any) patrols. Folk are unfriendly if not dangerous, and any kind of monster might be encountered.

The referee can assume that the 3 hexes (18 mile radius) around a friendly city or stronghold is cleared, patrolled, or otherwise relatively safe.

Towns and villages may control smaller areas, but all that lies beyond this immediate vicinity is known as "wilderness". These vast tracts are dotted with villages and towns, castles, enclaves, abandoned ruins, and other curiosities awaiting discovery.

MOVEMENT

For the purpose of wilderness exploration each turn is a day in duration. The movement rates for common modes of transport are given below. It is assumed that each hexagon (or "hex") is 6 miles across.

Wilderness Exploration Rate		
Transportation	Move Rate	Hexes per Day
Man afoot	12″	2
Man afoot, encumbered	6″	1
Horse, riding	24″	4
Horse, draft	18″	3
Horse, war	12″	2
Wagon train	6″	1
Mule	12″	2

Difficult terrain, including woods, swamps, hills, desert, and rough lands all slow ground movement by half, except along a road. Rivers are impassable other than at fords and bridges, as are mountains other than by paths that can be navigated at half rate on foot only.

All travelers require a full day of rest after six days on the move. Dragons, however, require a full week of sleep after six weeks of activity.

Becoming Lost So long as players stick to established roads and trails they will have little difficulty navigating from one settlement to another. However, once they strike out into the wilderness it is possible to become lost. The referee should roll a six-sided die each day with a 1 indicating geographical embarrassment in clear terrain, a 1-2 indicating such in woods, hills, or crags, and a 1-4 indicating such in swamp, desert, or mountains. If characters become lost they will move in an undesired direction that day (but not necessarily realize it).

Wandering Monsters occur in the wilderness as they do in the underworld. The referee should check but once per day within the immediate vicinity of a friendly settlement or stronghold, with a roll of 6 indicating an encounter. In the wilderness proper he should check once, twice or thrice per day depending on the terrain the players are in, and should make one additional check per day if the players are lost.

When an encounter is indicated the referee can determine the type of monster by rolling on the appropriate encounter table for the terrain type.

Wilderness Encounter Tables

1-12	Swamp	Woods	Plains
1	Basilisks	Animals	Animals
2	Crocodiles	Centaurs	Dinosaurs
3	Dragons, black	Dragons, green	Dragons
4	Giants	Dryads	Giant animals
5	Hydra	Elves	Giant beetles
6	Kobolds	Gnomes	Giants
7	Lizardmen	Lycanthropes	Gnolls
8	Medusea	Men, brigands	Horses
9	Men, berserkers	Non-player characters	Men, nomads
10	Non-player characters	Pixies	Non-player characters
11	Purple worms	Treants	Orcs
12	Trolls	Unicorns	Purple worms

Wilderness Encounter Tables

1-12	Crags	Desert	Arctic
1	Dragons, red	Chimeras	Cave bears
2	Dwarfs	Djinn	Cavemen
3	Gargoyles	Dragons, blue	Dinosaurs
4	Giant spiders	Efreet	Dragons, white
5	Goblins	Giant centipedes	Giant animals
6	Hippogriffs	Giant scorpions	Giants, frost
7	Hobgoblins	Giant snakes	Mastodons
8	Men, mercenaries	Giants	Non-player characters
9	Minotaurs	Men, dervishes/zealots	Purple worms
10	Non-player characters	Non-player characters	Wolves
11	Ogres	Salamanders	Woolly mammoths
12	Spotted lions	Wyverns	Woolly rhinoceros

Surprise occurs in the wilderness (as it does in the underworld) on a roll of 5-6 although animals will not be surprised from upwind, and so on. If the players are surprised they will typically find themselves encircled.

Encounter Distance If either party is surprised the encounter will begin at 10-40 yards distance; otherwise it begins at 30-120 yards distance. Melee attack range is 10 yards (rather than 10ft as in the underworld).

Reaction Monster reaction to the players' characters in the wilderness is as in the underworld.

EVASION AND PURSUIT

A smaller group may desire to evade a larger group rather than encountered them. Hostile monsters (including stronghold inhabitants) will pursue on a roll of 4-6, while neutrals will pursue only on a roll of 6.

The possibility of successfully evading an encounter is determined by the relative size of the two parties. If the evaders are not more than one-quarter as numerous as the enemy they will evade on a roll of 3-6. If they are no more than half as numerous as the enemy they will evade on a roll of 4-6. Otherwise, they will evade on a roll of 5-6.

The odds of evasion are adjusted as follows:

Surprise If the pursuers were surprised then evasion is 1 chance in 6 more likely to succeed. If the evaders were surprised then there is no opportunity to evade (but see below).

Low visibility Woods, misty swamps, night, rain, fog or snow all increase the chance of successful evasion by 1 in 6, even if surprised.

Speed If either side's movement rate is at least twice as fast as the other, the odds of successful evasion (or pursuit) are tipped in their favor by 1 chance in 6, even if surprised.

To resolve an evasion/pursuit scenario, the evaders should roll one die. If the result is high enough they move one hex in a random direction while the pursuit is left searching in the original hex. Otherwise, the pursuit catches up with them before they leave the hex and an encounter is unavoidable.

Assuming that the evaders have moved out of the original hex, the referee must check whether or not the pursuers will continue to give chase. This is 50% likely unless specific circumstances dictate otherwise. If the monsters pursue, they are moved into the same hex as the evaders. The procedure is then repeated until the pursuers are evaded, or an encounter occurs.

Note that mapping is impossible during evasion/pursuit, and the evaders are assumed to be lost for the purpose of determining further random encounters. After resolving a pursuit both parties must rest for the remainder of the turn.

STRONGHOLDS

Where a stronghold is indicated it is an occupied keep, tower, or fastness at a strategic locale such as a bluff, crossroads, valley, bridge or island. The principle resident of the stronghold should be determined randomly, as indicated overleaf.

The resident will be of 9th to 12th experience level and will be attended by an entourage as indicated above. These are as for a lair of the appropriate type, or else 1-6 individuals

Stronghold Resident

1-6	Align	Class	Entourage (1-6)
1	C	Anti-cleric	Anti-heroes, Lycanthropes, Medusae, Mummies, Spectres, Vampires
2	C	Magic-user	Basilisks, Chimeras, Dragons, Efreet, Elementals, Gargoyles
3	C	Fighter	Anti-heroes, Dragons, Giants, Manticoras, Ogres, Trolls
4	N	Fighter	Djinn, Giants, Griffons*, Heroes, Lycanthropes, Wyverns
5	N	Magic-user	Centaurs, Djinn, Dragons, Elementals, Gorgons, Minotaurs
6	L	Cleric	Centaurs, Elementals, Heroes, Hippogriffs*, Rocs, Treants

* with riders

where no lair type is given. Heroes (and anti-heroes) indicate bands of 3-18 fighters of 2nd to 4th level.

In addition to this entourage, the resident may have one or several lieutenants of level 5-8. A fighter is 50% likely to be attended by a cleric or a magic-user. A magic-user is 50% likely to be attended by a fighter or 1-6 apprentices (magic-users levels 3-6), while a cleric is 50% likely to be attended by a fighter or 1-6 assistants (clerics levels 3-6). In each case roll separately for either.

Regardless of the above, a stronghold is manned by a force of 30-180 soldiers with a similar number of supporting staff. If the principle resident is chaotic these are 50% likely to be orcs, otherwise they are men.

Should the characters pass near a stronghold, the resident's minions will spot them on a roll of 6 at two hexes distance, on a roll of 5-6 at one hex distance, and on a roll of 4-6 if they pass within the same hex as the stronghold itself. If they are spotted, or hail the stronghold directly, the resident will respond to their presence.

A chaotic strongholder will always attempt to slay, capture, enslave, or deceive the players to gain whatever treasure or knowledge they might have, or hold out against them if they are overly powerful.

A **resident fighter** will challenge the highest level fighter to a joust (which can be resolved, initially, using the rules given for fighting to subdue). If the player's character should joust and win he earns the right to the challenger's hospitality for up to a full month for himself and his company, although the challenger might be reluctant to pay! Should the player's character joust and lose the challenger will demand his armor. If they lack a fighter or decline the contest, the challenger will instead levy a toll of 1,000-4,000 gp against the players' characters to pass.

A **magic-user** will exact a toll of one magic item of his choice from the players' characters, or else 1,000-6,000 gp if they have nothing desirable. If they cannot pay the magic-user may geas them to collect the necessary treasure on some quest. The magic-user will take his pick of any loot recovered, or perhaps all of it.

A **lawful cleric** will require a tribute for his temple amounting to one-tenth part of whatever wealth the players' characters have. If they cannot pay the cleric may quest them to perform some lawful mission, which if performed successfully will earn them his hospitality (as above). An **anti-cleric** may demand one-forth part of whatever wealth the players' characters have and simply slay them if they cannot pay, or else quest them to perform some chaotic mission that might be their undoing.

SEAFARING EXPLORATION

Navigable inland waterways retain the wilderness scale of 6 miles to the hexagon, as do coastal waters out to 18 miles. The open ocean is so vast, however, that each hexagon instead covers 6 leagues (18 miles). Exploration by sea is otherwise similar to wilderness exploration, excepting that players must of course have some ocean going vessel. These are of two principle types: oared and sailed.

Oared vessels such as galleys and longships are not restricted by wind direction, but galleys, rafts, and boats are not able to withstand the high seas of the open ocean. These are limited to coastal waters except in calm weather.

Sailed vessels such as merchants and man-o-wars can run swiftly before the wind, but otherwise must progress by a series of turns and tacks, and impaired speed. Travel into the wind is impossible.

Seafaring Exploration Rate			
Transportation	Oared Rate	Sailing Rate	Hexes per Day
Raft	6"	.	2
Boat	.	9"	3
Small galley	9"	.	3
Large galley	12"	.	4
Longship	15"	.	5
Small merchant	.	15"	5
Large merchant	.	12"	4
Man-O-War	.	9"	3

Movement rates given for sailing ships assume running 'fore the wind. Reaching, running, and tacking is at half rate (rounded down when tacking, otherwise rounded up). 3" is added when traveling with the current, or subtracted when moving against it.

Reserves Note that with the exception of boats and rafts, all sailing ships carry reserve oars and all oared ships carry reserve sails to be used if necessary. These allow movement at half rate.

Weather and Sailing Speed		
2-12	Wind	Sailing Speed
2	Dead calm	No sailing possible
3-4	Moderate	–3" sailing speed
5-9	Fresh	Normal sailing speed
10-11	Strong	+3" sailing speed
12	Storm	Special

Weather The wind strength and direction should be determined each day at sea. Roll one die to determine which hex face the wind is blowing from, and two six-sided dice to determine wind strength.

Storms Navigation is impossible in storm conditions and any vessel risks being capsized. If not wrecked a vessel is moved 1-6 hexes in a direction determined randomly (and secretly) by the referee. Note that galleys, boats and rafts are subject to capsizing in the open ocean in strong weather also.

Visibility Distance to the horizon is determined by height above sea level. From a crow's nest position, a sailor can see a ship up to one open ocean hex (18 miles) away in clear weather.

Resting All crews require a full day of rest after six days at sea or weathering a storm.

Encounters at Sea Wandering monsters occur at sea much as they do in the wilderness. The referee need not worry while the players are within 18 miles of a friendly port, but once out to sea proper he should check each day, or twice if the players are lost, with a roll of 6 indicating an encounter.

When an encounter is indicated determine the type of monster by rolling on the appropriate encounter table below:

Seafaring Encounter Tables

1-12	Coastal	Waterway	Open Ocean
1	Buccaneers	Buccaneers	Dragon turtles
2	Crabs, giant	Crabs, giant	Non-player characters
3	Dragon turtles	Crocodiles	Elemental, water, 16 HD
4	Non-player characters	Crocodiles, giant	Hydra, nine-headed
5	Elemental, water, 8 HD	Elemental, water, 12 HD	Hydra, twelve-headed
6	Hydra, eight-headed	Non-player characters	Ichthyosaurs
7	Hydra, eleven-headed	Hydra, seven-headed	Krakens
8	Kobolds	Hydra, ten-headed	Mermen
9	Leeches, giant	Leeches, giant	Octopi, giant
10	Lizard men	Lizard men	Pirates
11	Nixies	Snakes, giant, constrictor	Sea serpents
12	Pirates	Snakes, giant, viper	Squids, giant

Surprise occurs at sea (as it does in the underworld) on a roll of 5-6 with enemy ships or monsters emerging suddenly out of fog banks or rain squalls, from behind rolling waves, or surfacing from underwater. If the players are surprised the enemy will typically come at them from upwind.

Encounter Distance If either party is surprised an encounter will begin at 100-400 yards distance; otherwise it begins at 300-1,200 yards distance. Artillery range is 300 yards.

Reaction Monster reaction to the players' characters at sea is as in the underworld.

SEAFARING COMBAT

Vessels can engage in ship to ship (or ship to sea monster) combat. For this purpose ships are treated much as monsters with hull dice for HD, and hull points for hit points.

The referee can use a scale of 1" to 100 yards to resolve maneuvering and missile fire as ships approach one another, giving due consideration to weather conditions.

Ship Statistics

Vessel	Hull Dice	Artillery	Crew
Raft	1	.	2 rowers
Boat	1	.	2 sailors
Small galley	5	1	12 sailors, 48 rowers, 24 marines
Large galley	8	2	24 sailors, 96 rowers, 36 marines
Longship	6	.	72 rowers
Small merchant	4	.	18 sailors, 15 marines
Large merchant	7	.	36 sailors, 30 marines
Man O War	10	2	30 sailors, 72 marines

Artillery, spells, and missiles can be fired but once per turn. Wind direction, tactical positions, and vessel facings can be marked on a large hex map if desired, or simply noted as closing distances. Oared ships can produce a burst of speed during combat, adding 6″ to movement rate for up to three turns, after which the crew is exhausted.

Small galleys are assumed to carry a single piece of artillery while large galleys and man-o-wars carry one fore and one aft. Artillery hits cause 2-12 points of hull damage; ordinary missile weapons do no hull damage but may injure crew or set fire to sails.

Melee When ships close to ram, grapple, or come along side for boarding the referee is advised to change to the dungeon scale (1″ to 10ft and one minute rounds) to resolve any hand-to-hand combat. Ship deck plans can be used much as dungeon maps for this purpose. Troops routed from combat losses will only pitch themselves overboard in fair weather near to land; otherwise they will surrender.

Drowning Anyone pitched into the sea risks drowning. Half of any crew cannot swim, and will automatically drown. Otherwise, unarmored men who can swim will survive on a roll of 2-6 if they immediately rid themselves of anything heavier than a dagger. Each heavier item increases the risk of drowning by 1 in 6 with leather and mail armor counting for 2 and 4 items, respectively. Plate armor causes automatic drowning. Otherwise, a successful survival roll indicates that the character has somehow removed his armor before drowning.

Swimming Half of all non-player characters and any player characters who grew up by the coast or a watercourse are able to swim. Swimming is at a rate of 3″ for at most a day, after which drowning will occur.

Wilderness Encounter Tables

1-12	Jungle	Town	Necropolis
1	Basilisks	Men, zealots/dervishes	Giant bats
2	Dinosaurs	Androids/Cyborgs	Centipedes
3	Giant insects	Cavemen	Dire wolves
4	Giant reptiles	Dopplegangers	Doppelgangers
5	Hydras	Goblins/Hobgoblins	Gargoyles
6	Kobolds	Halflings	Ghouls
7	Lizardmen	Lycanthropes	Men, zealots
8	Medusae	Men, bandits/brigands	Mummies
9	Men, bandits	Men, mercenaries	Non-player characters
10	Non-player characters	Non-player characters	Skeletons/Zombies
11	Thulls	Shadows/Wights	Spiders
12	Wyverns	Vampires	Wights/Wraiths

AERIAL EXPLORATION

The players' characters must acquire winged mounts, airships, or enchanted modes of transport before they can take to the air, but should they do so travel on the wing is the swiftest mode short of magical teleportation.

MOVEMENT

Aerial exploration is conducted in days of travel. At any altitude requiring maneuvers to weave a route over the undulating terrain features, each hexagon represents 6 miles. At higher altitudes, where an uninterrupted beeline can be made, each hexagon represents instead 6 leagues.

Weather

Although travel by air is quick indeed, it is severely affected by poor weather. Weather conditions should be determined by the referee for each day of aerial exploration. Roll one die to determine which hex face the wind is blowing from, and two dice to determine wind strength as shown in the following table.

Storms Aerial navigation is dangerous in storm conditions; travelers risk being dashed into an

Aerial Exploration Rate		
Transportation	Move Rate	Hexes per Day
Elemental, air	36"	6
Djinn	24"	4
Dragon, adult	24"	4
Flying carpet	24"	4
Griffon	30"	5
Hippogriff	36"	6
Pegasi	42"	7
Roc	48"	8

obstacle, struck by lightning or flying debris, and so on. If a flying traveler risks stormy weather he is flung 1-6 hexagons in a direction determined randomly (and secretly) by the referee, and suffers 2-12 hit points of damage per hexagon. A successful saving throw versus breath weapon will reduce this damage by half.

Visibility Distance to the horizon is determined by height above sea level. From a low flying altitude, assume a traveler can see up to three hexagons (54 miles) in clear weather. From mountain top altitude, assume a traveler can see up to six hexagons (108 miles) in clear weather. Weather conditions can severely restrict visibility.

Resting Excepting air elementals and the like, flying creatures need to roost overnight. Furthermore, all travelers require a full day of rest after six days on the move. Dragons require a full week of sleep after six weeks of activity.

Encounters occur in the air much as they do in the wilderness. The referee should check for an encounter once each day, with a roll of a 6 indicating an aerial encounter. The referee may wish to check separately for monsters on the ground, below.

Weather and Flying Speed			
2-12	Wind	Flying Speed 'Fore the wind	Tacking
2	Dead calm	Normal flying	
3-4	Moderate	+3"	¾ speed
5-9	Fresh	+6"	½ speed
10-11	Strong	+12"	¼ speed
12	Storm	See above	

Aerial Encounter Tables

1-12	Mountain Peaks	Open Sky	Cloudscape
1	Giants, storm	Chimeras	Giants, cloud
2	Cavemen	Djinn	Androids
3	Dragons	Dragons	Djinn
4	Non-player characters	Non-player characters	Dragons
5	Elemental, air, 8 HD	Elemental, air, 16 HD	Elemental, air, 12 HD
6	Griffons	Griffons	Non-player characters
7	Hippogriffs	Hippogriffs	Griffons
8	Orcs	Manticoras	Hippogriffs
9	Pegasi	Pegasi	Pegasi
10	Pterodactyls	Pterodactyls	Pterodactyls
11	Rocs	Rocs	Robots
12	Wyverns	Wyverns	Rocs

When an encounter is indicated determine the type of monster by rolling on the appropriate encounter table.

Surprise occurs in the air (as it does in the underworld) on a roll of 5-6 with the enemy emerging suddenly out of cloud banks and rain squalls from any direction, or else out of the dazzling glare of the sun. If the players are surprised the enemy will typically come at them from above.

Encounter Distance If either party is surprised an encounter will begin at 100-400 yards distance; otherwise it begins at 300-1,200 yards distance.

Reaction Monster reaction to players' characters in the air is as in the underworld.

AERIAL COMBAT

Players with winged mounts or independent means of flight can engage in aerial combat.

Excepting native creatures of air (air elementals, djinn and so on) larger creatures are clumsier fliers than are smaller creatures. Gaining altitude is slow, while losing altitude is quick.

The referee can use a scale of 1" to 100 yards to resolve maneuvering and missile fire at great altitudes, always giving due consideration to weather conditions. Missiles and spells may be fired but once per turn at this scale. Altitude, tactical positions, facings and wind direction can be marked on a large hex map if desired, or simply noted as closing distances. When flyers swoop low to engage those at ground or sea level, the referee should revert to the regular wilderness combat scale of 1" to 10 yards and one minute combat rounds.

Melee Aerial melee range is 30 yards whereby hand-to-hand attacks are made in passing clashes similar to a jousting match. Should any combatant lose initiative by 3 or more pips on the die, he is unable to riposte unless his speed and direction match his opponent's.

Missile Fire Missile fire from the air is always considered to be at long range, and against aerial targets it is at –4 on attack rolls. However, on an unmodified attack roll of 20 a rider is unhorsed and will fall, or else a critical flight muscle is maimed and the flyer will crash to the ground.

CONSTRUCTING A STRONGHOLD

A character with sufficient wealth may wish to construct a stronghold such as a keep, tower, castle, or whatever is affordable. If he has reached 9th level he is always allowed to establish this stronghold; otherwise he will require permission from the regional ruler. Depending upon the character's alignment, wealth, and political prospects, such may not always be forthcoming.

Monsters must be cleared from within three hexes (18 miles) of the site before any construction can commence. Once a fortification has been established, however, the surrounds will remain cleared for so long as it is occupied and regular patrols maintained.

The region within three hexes of the fortification (37 hexes total) will typically contain 2-8 villages, each of 100-400 inhabitants – these and other features can be determined by the referee using the random wilderness hex table. If the occupier of a stronghold is at least 9th level he is entitled to collect 1 gp per month from each inhabitant for their protection. Clerics may collect an additional 1 gp per month for spiritual donations where alms are provided and services conducted. These funds may be used however the player desires to further his fledgling realm.

Below are given the costs of common structures though any variation in size will adjust costs proportionately.

Structures	
Structure	Cost
Barbette	1,000 gp
Barbican	14,000 gp
Bastion	3,000 gp
Building, stone	2,500 gp
Building, wooden	500 gp
Curtain wall	3,500 gp
Ditch	500 gp
Gatehouse	9,000 gp
Keep	81,000 gp
Palisade	500 gp
Rampart	500 gp
Tower, round	10,000 gp
Tower, small	5,000 gp
Tower, square	4,000 gp

Fixtures	
Fixture	Cost
Arrow slit	10 gp
Battering ram	1,000 gp
Catapult, heavy	400 gp
Catapult, light	300 gp
Cauldron	50 gp
Door, iron	50 gp
Door, reinforced	20 gp
Door, wooden	10 gp
Drawbridge	2,000 gp
Portcullis	2,000 gp
Siege tower	2,000 gp
Stairs, stone	90 gp
Stairs, wooden	30 gp
Window	10 gp

Arrow Slit Any fortified opening through which missiles can be discharged, including murder holes, oilettes and so on.

Barbette A 10ft diameter, 20ft tall round tower section which protrudes from battlement corners enabling archers to fire through arrow slits.

Barbican A pair of 30ft diameter, 40ft tall crenulated towers with a 40ft section of curtain wall between them with battlements facing inward and outward. The wall may (optionally) be serviced by a gate with portcullis and drawbridge.

Bastion A 125ft section of curtain wall curved into a semi-circle 80ft in diameter.

Battering Ram A heavy log ram suspended beneath a carriage on wheels, or carried with handles. Used to batter down gates by force.

Building 40ft wide and 20ft deep, two stories with both attic and basement. With the exception of the building materials used, the wooden and stone versions are identical.

Catapult, Heavy A siege engine that lobs rocks up to 300 yards for 3-18 damage.

Catapult, Light A siege engine that lobs rocks up to 300 yards for 2-12 damage.

Cauldron A timber frame that suspends a great cauldron over the battlements, enabling defenders to pour boiling water or oil over the walls.

Curtain Wall A 100ft long section of 15ft high crenulated castle wall.

Ditch A 100ft long section of 10ft deep and 20ft wide diggings. Will fill with water to form a moat in wet environments. Costs half if a rampart is also constructed.

Door, Iron A great door constructed of iron. A double-sized door costs triple.

Door, Reinforced A heavy hardwood door reinforced with tempered iron bands. A double-sized door costs triple.

Door, Wooden A stout hardwood door. A double-sized door costs triple.

Drawbridge A wooden bridge up to 20ft long and 10ft wide affixed to a gate that is used to cross a ditch. Can be raised or lowered.

Gatehouse A 30ft long by 20ft wide fortification with 20ft high crenulated walls. Includes a double width iron gate, portcullis and drawbridge.

Keep A 250ft long section of curtain wall arranged in an 80ft diameter circle with an integrated gatehouse all surrounding a 40ft diameter, 60ft high crenulated circular tower.

Palisade A 100ft long section of 10ft high timber stakes. Usually a temporary or cheap structure in lieu of stonework defenses.

Portcullis A heavy iron grate up to 10ft high and wide that can be raised and lowered to cover a gate.

Rampart A 100ft long, 20ft wide and 10ft high pile of earth useful for shelter or concealment, or to raise the ground level outside a wall in order to surmount it. Costs half if a ditch is also constructed.

Siege Tower: A 15ft tall wooden structure on wheels used to assail stronghold walls.

Stairs, Stone Up to a 10ft rise or fall of internal or external stone steps.

Stairs, Wooden Up to a 10ft rise or fall of internal or external wooden steps.

Tower, Round Up to 20ft diameter, 30ft tall round tower with crenulated battlements.

Tower, Small Up to 15ft diameter, 40ft tall round tower with crenulated battlements.

Tower, Square Up to 30ft square, 30ft high tower with crenulated battlements.

Window A glass covered frame for admitting light, up to 3ft square. Can be opened for better visibility.

MASS BATTLES

Strongholds may be called upon to defend themselves or the surrounding territory from hostile enemies or ambitious neighbors. Political intrigues, sieges, and field battles are all possible. While the combat rules herein can be used to resolve actions involving large bodies of troops, the referee may desire instead to employ purpose-made wargaming rules for full-scale fantasy battles. Some suitable rules include "Chainmail" (1971), "De Bellis Fantasticus – Here There Be Dragons" (1998), and "The Book of War" (2011).

OTHER WORLDS

There are countless other worlds to explore that might be reached by magic or by other ingenuity. Moreover, the inhabitants of these unfathomable places might reach the here and now of the campaign at any time, or have been present from the very beginning.

Should the players' characters reach other worlds, they should be remarkably different to our own. The assumed natural laws of gravity, time, space, temperature, inflammability, scale and so on should not all apply. In this, the wealth of science fiction and fantasy literature can be a great inspiration to the referee.

Visiting other planets, other times, or other planes of existence are very real possibilities and the players might discover paths to abyssal depths, Elysian delights, or virtually any other place at any time. The possibilities are truly endless.

AFTERWORD

Much has been written down and accounted for, but all the words in these volumes are merely a foundation for what will ultimately be a fantasy game campaign of the referee's own devising. He is encouraged to create liberally and enthusiastically, and to welcome input from his players. Their choices and actions should ring true in the game world so that the whole of it thrives and invites their further participation. With a living game in motion, the referee can derive considerable enjoyment from extending or altering the rules to meet his own particular specifications, but is cautioned to do so judiciously and with consistency.

Above all, referees and players alike are reminded that this is a game, and games are meant to be fun.

Fight On!

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