Delving Deeper

REFERENCE RULES V4

VOLUME II

DELVING & EXPLORATION

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by Simon J. Bull

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Cameron Dubeers, John Adams, David Macauley, Marv Breig,
Matthew J. Finch, and members of the ODD74 discussion group.

For all followers of the original fantasy game

immersive ink

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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. 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 allow room for the players to influence the world, encouraging a dynamic campaign that feels "alive".

After establishing the campaign world the referee should map several 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 the referee should furnish himself with the following:

THE ESSENTIALS:

* Delving Deeper (you have it!),
* Polyhedral dice (two pair of six-sided dice and one pair each of four-, eight-, ten-, twelve-, and twenty-sided dice),
* A campaign log or notebook to keep track of characters, places, monsters, non-player characters and monsters, and treasures,
* A campaign calendar for timekeeping,
* A creative mind and the ability to "run the show".

OPTIONAL EXTRAS:

* Additional dice (with twenty-sided dice optionally marked 0-9 twice),
* Additional miniatures to represent monsters,
* Scale models or maps of dungeons 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 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 map such that an unencumbered man afoot can cover two hexes per day of good hiking and an encumbered man can cover one hex per day.

The referee should note at least one civilized settlement (the village, town, or stronghold 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, 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 stronghold. 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 of 100-400 farming folk. Strongholds are occupied by bodies of 30-180 soldiery along with a prominent leader and his supporting entourage. Wherever they begin, players should be able to acquire their starting goods and rumors of possible adventures.

LEGEND AND RUMORS

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

The arrival or formation of a company of armed 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 feared anti-heroes). This does not imply that exploitation of the common folk will be without consequence. Unhappy commoners will first 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 and Retainer Loyalty

Whenever hirelings or retainers are taken on the referee should secretly determine their loyalty score. A hireling or retainer's loyalty score is determined with a throw of three six-sided dice, then adjusted according to an initial reaction check (-2 to +2), the character's loyalty adjustment due to charisma (-2 to +4), and whether or not the hireling or retainer is a disinherited relative (0 to -5). The result is noted by the referee, to be referred to whenever subsequent reaction or morale checks are required.

Table 2.1 Loyalty	
	Reaction or Morale
Loyalty	Adjustment
3 or less	*
4-5	-2
6-8	-1
9-12	.
13-15	+1
16-17	+2
18 or more	**

* Will betray or desert at the first opportunity.

** Will never betray or desert.

The Dice

Delving Deeper referees require polyhedral dice of the four-, six-, eight-, ten-, twelve-, and twenty-sided sorts and are assumed to possess these.

Wherever number ranges appear in the text the referee should throw the appropriate number of dice to produce a result within the specified range. For example, a range of 1-6 is generated by throwing a six-sided die, a range of 2-7 is generated by throwing a six-sided die and adding 1 to the result, a range of 2-10 is generated by throwing a six- and a four-sided die and summing the results, and so on.

Common number ranges are given in the table below—the referee can extrapolate other ranges from these examples. A ten-sided die should ideally be a twenty-sided polyhedron marked 0-9 twice, but alternatively can be a ten-sided polyhedron marked 0-9 once (although these are not a platonic solid).

A range of 1-100 can be generated with a throw of two ten-sided dice. The result of the first die is multiplied by ten before the pair is summed. Thus, a throw of 4 and 2 makes 42, a throw of 6 and 0 makes 60, and a throw of 0 and 6 makes 06. A double zero makes 100.

Table 2.2 Dice to Roll for Number Ranges						
Number of Dice	Four Sided	Six Sided	Eight Sided	Ten Sided	Twelve Sided	Twenty Sided
1	1-4	1-6	1-8	1-10	1-12	1-20
1+1	2-5	2-7	2-9	2-11	2-13	2-21
1+2	3-6	3-8	3-10	3-12	3-14	3-22
2	2-8	2-12	2-16	2-20	2-24	2-40
2+1	3-9	3-13	3-17	3-21	3-25	3-41
3	3-12	3-18	3-24	3-30	3-36	3-60

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, trapdoors, chutes, slanting passages, and so on. The referee is advised to begin by drawing a cross section of the entire structure in order to understand the means of egress between the various levels.

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.

A dungeon need not be mapped completely—it may well be vast or even 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.

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

Populating a Dungeon

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

Table 2.3 Random Dungeon Locations	
2-12	Content
2	Treasure guarded by trap
3	Trick or trap
4	Treasure guarded by monster
5	Monster
6-8	Empty room
9	Monster
10	Treasure guarded by monster
11-12	Unguarded treasure

The referee should throw two six-sided dice for each unpopulated dungeon location and consult the table of random dungeon locations.

EMPTY ROOMS

Empty rooms occur frequently and will usually be welcomed even if they are foreboding or completely nondescript. These might be used by the players to rest or regroup, lay ambushes, establish a defensible position, or whatever else the referee allows.

MONSTERS

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.

Table 2.4 Random Encounter Table Determination

Dungeon Level	Dungeon Encounter Table to Consult					
	1	2	3	4	5	6
1	1-4	5	6	.	.	.
2	1-2	3-4	5	6	.	.
3	.	1-2	3-4	5	6	.
4-5	.	.	1	2-3	4-5	6
6-7	.	.	.	1	2-5	6
8-9	.	.	.	.	1-4	5-6
10-12	.	.	.	.	1-2	3-6
13-15	.	.	.	.	.	1-6

TRICKS AND TRAPS

Trick and traps can be devious or deadly and can occur almost anywhere.

Distortions can alter the appearance of distance, the sense of depth, scale, or direction, or even the flow of time and can frustrate even diligent mapping. A miniaturized Kingdom could be hidden in a bottle or a room or dungeon level could accelerate time one-hundred fold.

Geases will compel a victim to perform some quest, deed, or undesirable action. Possibilities include abandoning all carried treasure in a nearby vault, submitting oneself to an evil high priest, converting a dozen people to the chaotic alignment, or slaying the dragon on the next dungeon level.

Illusions can be of anything at all including glamorous treasure, impassible obstacles, irresistible feasts, distraught prisoners, luxurious appointments over squalor, or solid footing over openings. The purpose of these is to deter or delay progress, draw the unwary into a trap, conceal some route or object, or to raise an alarm if meddled with.

Table 2.5 Tricks and Traps

2-12	Type
2	Geas/Charm
3	Distortion
4	Trick stair
5	Sloping passage
6	Shifting wall
7	Oblique construction
8	Trick door
9	Pit
10	Illusion
11	Sinking room
12	Teleportation

Oblique Construction includes any room or passage are not aligned perfectly north-south or east-west, but at an oblique angle. The difference should not be immediately noticed by players so as to prevent them from mapping the dungeon too accurately.

Pits are typically 10-40ft deep and either open or covered by trapdoor lids. When passed over a trapdoor will open if the referee throws a 5-6 on a six-sided die and some will automatically snap shut. A pit could be empty or contain a monster. Hitting the bottom will cause 1-6 hit points of damage per 10ft fallen and any monster present will automatically have the advantage of surprise in the following turn. Deep pits could be filled with water causing armored characters to drown. Shallow pits could contain spears or jagged rocks pointing upward that will cause an additional 2-12 hit points of damage should anyone fall upon them. Spears present may or may not be poisoned.

Shifting Walls might be moved by player action or by automation, intermittently revealing (or concealing) stairs, passages, or secret vaults or simply preventing the

1-20	Table 1	Table 2	Table 3
		Table 2.6 Dungeon Encounter Tables	
1	Centipedes, large	Ants, giant	Apes
2	Dogs	Boars	Beetles, giant
3	Dragons, hatchling	Cavemen	Centaurs
4	Dwarfs	Centipedes, giant	Doppelgangers
5	Elves	Crabs, giant	Dragons, adult
6	Gnomes	Crocodiles	Elemental (8 HD)
7	Goblins	Dragons, young	Gargoyles
8	Halflings	Gelatinous cube	Medusae
9	Hobgoblins	Ghouls	Mummies
10	Kobolds	Gnolls	Non-player characters
11	Men	Gray ooze	Ochre jelly
12	Non-player characters	Green slime	Ogres
13	Orcs	Leeches, giant	Spiders, giant
14	Pixes	Lizardmen	Thulls
15	Rats, giant	Men	Weasels, giant
16	Skeletons	Men, zealots	Wereboars
17	Snakes, large	Non-player characters	Weretigers
18	Spiders, large	Shadows	Werewovles
19	Wolves	Toads, giant	Wight apes
20	Zombies	Wolves, giant	Wraiths

players from returning the way they came. Fresh dungeon sections can be revealed and tried sections hidden. Whole sections can move in a clockwork labyrinth.

Sinking Rooms can seal the players in by closing portals or by barring exits with heavy weights. Some will then fill with water, green slime, or monsters. Others will carry the players to a lower dungeon level with no possible recourse—or seem to while in fact only turning on the same level.

Sloping Passages or halls descend gently and will not be noticed by players (other than dwarfs). These can see the players inadvertently exploring the next deeper dungeon level.

Teleportation will instantly send an individual or a group elsewhere upon touching a gem, skull, or mirror, or upon passing through a portal. Possible destinations 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 another planet or alternate dimension.

1-20	Table 4	Table 5	Table 6
	Table 2.6 (Continued) Dungeon Encounter Tables		
1	Basilisks	Black pudding	Cyclops
2	Cave bears	Chimeras	Dinosaurs, brontosaurs
3	Crocodiles, giant	Dragons, old	Dinosaurs, triceratops
4	Djinni	Efreeti	Dinosaurs, tyrannosaurs
5	Dragons, mature	Elemental (16 HD)	Dragon turtles
6	Elemental (12 HD)	Elementals, 1-6 (12 HD)	Dragons, ancient
7	Elementals, 1-6 (8 HD)	Giants, fire	Dragons, ancient, 5*
8	Giants, hill	Giants, frost	Elementals, 1-6 (16 HD)
9	Griffons	Giants, Stone	Giants, cloud
10	Hydra (5-7 headed)	Golems, clay	Giants, storm
11	Manticoras	Golems, flesh	Gothrogs
12	Minotaurs	Gorgons	Hydra (11-12 headed)
13	Non-player characters	Hydra (8-10 headed)	Juggernaut
14	Salamanders	Living statue, iron	Living statues, iron, 1-4
15	Scorpions, giant	Living statue, stone	Living statues, stone, 2-8
16	Snakes, giant	Mastodons	Non-player characters
17	Spectres	Men, zealots (100+)	Men, zealots (300)
18	Trolls	Non-player characters	Purple worms
19	Werebears	Vampires	Titan
20	Wyverns	Woolly rhinoceroses	Woolly mammoths

* One dragon of each chaotic type; white, black, green, blue, and red.

Trick Doors are of many kinds including secret doors, false doors or portals that lead only to dead ends, doors that will open only when a password is spoken or a riddle is solved, doors that can be opened from one side but not the other, portals that can only be found intermittently, or doors whose destination changes each time they are used. The possibilities are endless.

Trick Stairs are of various designs including stairs not deep enough to change level, stairs whose destination changes each time they are used, stairs that collapse into a steeply inclined slide which is a one-way route to a monster lair or deeper dungeon level, stairs that can only be found intermittently, and so on.

Treasure Guarded by Monsters

Monsters guarding treasure are determined with the random monster tables. If the resulting monster has a treasure type and appropriate numbers can be accommodated then the location can be a lair. Otherwise it is not a lair and the treasure includes 400-2,400 sp per dungeon level, 50% chance of 200-1,200 gp per dungeon level, 5% chance per dungeon level of 1-6 gems + 1 gem per dungeon level, 5% chance per dungeon level of 1-6 pieces of jewelry, and 5% chance per two dungeon levels of one item from the Magic Items table.

Where non-player characters are indicated, these are bands of 1-6 player-types of randomly determined class; fighters, magic-users, or clerics (with thieves optionally appearing). Each non-player character has 1-3 experience levels plus as many experience levels as the dungeon level they are encountered on. The whole group will be accompanied by 2-12 mercenaries as well as 1-6 pages, acolytes, or apprentices with up to half as many experience levels as their least experienced superior.

Fighters have a 10% chance per experience level of possessing a magic sword and are half as likely to possess a magic shield or magic armor. Clerics are 2% likely per experience level to possess a magic mace, flail, hammer, or staff and are 5% likely to possess a magic shield or magic armor. Magic-users are 5% likely per experience level to possess a magic wand and are equally likely to possess a magic ring or a miscellaneous magic item. In all cases, check separately for each item.

Treasure Guarded by Traps

Traps are frequently set to guard treasures. Where this is indicated the trap can be designed thoughtfully to fit the environs or determined with the tricks and traps table (substituting a deadly trap for any sloping passage or oblique construction). The treasure is as described above.

Unguarded Treasure

Unguarded treasures are as above and 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.

UNDERWORLD EXPLORATION

The referee is advised to keep careful track of time and resources as the players explore the underworld. Exploration is conducted in turns of 10 minute duration with 1" representing 10ft. 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) movement is quadrupled 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, use of divinations, and circumventing traps.

Light is essential underground. Torches, lanterns, and magic spells can be used to illuminate the way though the former might be extinguished by sudden gusts of wind. Torches and lanterns will light a 30ft radius and burn for 6 and 24 turns, respectively. Dungeon denizens are assumed to see well in the dark, however, and carrying light will ruin any possibility of surprising them, except by 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 throw a six-sided die for the player with a result of 6 (or a result of 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 will be absolutely silent.

Doors in the dungeon are typically stuck and must be forced by strength. Men, dwarfs, and elves can defeat these with a throw of 5-6 on a six-sided die, while halflings and other weaklings would usually require a throw of 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 apply their strength to a single door, but they will be unable to react to whatever is lurking on the other side as they burst through.

Dungeon denizens have the knack of opening each dungeon 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 been closed if the referee throws a 5-6 on a six-sided die.

Secret doors and passages will be discovered by any player actively searching if the referee throws a 5-6 (or 3-6 for elves and also thieves if these are used) on a six-sided die. Locating a secret door will reveal the mechanism for opening it, but not activate it. The secret door must be intentionally opened by the character.

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.

Traps are sprung if the referee throws a 5-6 on a 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. A trap can usually be circumvented or avoided once it has been found.

Underworld Encounters

Each dungeon level can contain thoughtfully prepared encounters as well as wandering monsters. The former are monster lairs, hideouts, treasuries, meeting places, and so on devised during dungeon design. The referee should also 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 monsters.

The kind of monster should be determined randomly. This is accomplished by dicing for the dungeon encounter table to use and then dicing on that table to determine which kind of monster appears.

WANDERING MONSTERS

The number of wandering monsters appearing should be as per the "No. Encountered" for their type. Having determined their numbers the referee should then throw 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 will often be 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 that deeper dungeon levels are intended to be more dangerous than shallower dungeon levels.

SURPRISE

When wandering monsters occur the referee should first determine whether either party is surprised. Surprise is possible only when either or both parties are unaware of the other. Light, noise, listening at or forcing doors, and various divinations can negate the possibility of surprise; otherwise, either party will surprise the other with a throw of 5-6 on a six-sided die. Thieves (if these are used) instead surprise with a throw of 3-6.

ENCOUNTER DISTANCE

If either party is surprised the encounter will begin at 10-60ft distance and the surprised party will be unable to respond for one turn; otherwise, the encounter will begin at 20-120ft distance. Melee range is 1" (10ft in the underworld).

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. Chaotics are predisposed

to attack lawfuls, and vice versa, and normal man-types will only attack 4th (or higher) level fighters if there are no other targets.

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

Table 2.7 Reaction Check	
2-12	Reaction
2 or less	Hostile
3-5	Negative
6-8	Uncertain
9-11	Positive
12 or more	Enthusiastic

AVOIDING MONSTERS

The players have the option to flee unchallenged whenever monsters are surprised or are more than 3" (30ft in the underworld) distant. Monsters will pursue unless they are surprised or have a proper motivation not to.

Flight and pursuit speed is four times normal 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 pursuers do not fall more than a full move behind (more than 90ft behind for pursuers with a movement rate of 9"). The players may wish to discard treasure or equipment in order to lighten their encumbrance and increase their speed. 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.

Discarded foodstuffs will distract unintelligent pursuers with a throw of 2-6 on a six-sided die, and animal or intelligent pursuers with a throw 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 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. Monsters that previously eluded the players might fortify areas by blocking or collapsing passages, barring doors, setting new traps, and so on. Intelligent monsters might 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.

COMBAT

These mechanics are intentionally abstract so that combat is fast and furious.

Scale For the purpose of underworld combat 1″ represents 10ft and each turn is one minute in duration. A lot can happen in one minute of combat and any turn can be decisive.

Surprise allows one turn of unanswered actions. If these should include attacks they will be at +2 to hit and, if struck, the target will drop anything held with a throw of 1-2 on a six-sided die.

Intent Each player declares his intent for the upcoming turn, stating whether his character will attack, utter a spell, overturn a boiling cauldron, or whatever.

Initiative The referee resolves all actions for the turn in whatever order he judges fair.

He may grant initiative to those firing missiles into advancing enemies, or to those with the advantage of reach (in the first turn) or lighter weapons (in subsequent turns), or to those fighting on battlements above. Otherwise, initiative is determined by throwing a six-sided die per group, or per combatant (adjusting for dexterity), with the higher score gaining the first opportunity to attack that turn.

Magic spells can be cast successfully in the turn that melee is joined if the caster wins initiative; otherwise, the caster is interrupted and his spell is ruined before completion. While a spell caster remains engaged in melee spell casting is not possible.

Melee

Any character within 1″ is eligible to attack or be attacked in melee combat.

Performance throughout a turn of combat is determined with a single attack roll—a throw of one twenty-sided die. However, against normal-types, monsters and fighters instead throw one attack roll for each of their own hit die.

When a single attack roll is used the attacker strikes according to his level (for characters) or number of hit dice (for monsters). When multiple attack rolls are used the attacker always strikes as a 1 hit die monster, regardless of how many levels or hit dice he actually has.

In either case attack rolls are adjusted for tactical factors, magic weaponry, and enchantments and the result compared to the target's armor class on the attack matrix. A total equal to or greater than the number required indicates an effective turn of action (a "hit"). Anything less indicates an ineffective turn of action (a "miss").

SPACE REQUIRED

Note that melee requires space. 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. 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.

Table 2.8 Attack Matrix

M-Us (& Thieves)	Clerics	Fighters	Monster Hit Dice	9	8	7	6	5	4	3	2
1-4 1-2	1-3 1	–	Up to 1	10	11	12	13	14	15	16	17
3-4	2-3	1-2 1-2	1+ 1+	9	10	11	12	13	14	15	16
5-10 5	4-8 4	3-6 3	2-3 2	8	9	10	11	12	13	14	15
6-7	5-6	4	3	7	8	9	10	11	12	13	14
8-10	7-8	5-6	4-5 4-5	6	7	8	9	10	11	12	13
11-12 11-12	9-12 9-12	7-10 7-8	6-7 6-7	5	6	7	8	9	10	11	12
–	–	9-10	8-9 8	4	5	6	7	8	9	10	11
–	–	11-12 11-12	9	3	4	5	6	7	8	9	10
–	–	–	10-11 10	2	3	4	5	6	7	8	9
–	–	–	11	2	2	3	4	5	6	7	8
–	–	–	12+ 12+	2	2	2	3	4	5	6	7

(Header note: "Character Level" spans M-Us (& Thieves), Clerics, Fighters. "20-Sided Roll Required To Hit Armor Class" spans columns 9 through 2.)

PARRYING

A defender can forgo his attack to parry and cause an opponent to suffer a -4 attack penalty. Should his opponent miss because of this -4 penalty the defender's weapon will be dashed from his grasp by a heavier weapon. If, on the other hand, his opponent misses regardless of this penalty the defender is allowed a counter-attack if equipped with a lighter weapon.

DAMAGE

If a single attack roll is used a hit will cause 1-6 hit points of damage and be adjusted for strength, magical weaponry, and other factors. Spears set to receive a charge and charging lancers will instead cause 2-12 hit points damage and large monsters can cause more damage. If multiple attack rolls are used versus normal-types, each hit causes exactly 1-6 hit points of damage; all other adjustments are already represented by the multiple attack rolls.

Should any character be reduced to zero (or fewer) hit points, he is slain. Whether or not sustaining damage will otherwise affect a character is left to the referee's discretion. Any unresolved attacks of a slain character are wasted.

ATTACKING TO SUBDUE

Most intelligent monsters (including man-types) can be subdued and made to surrender if this intent is announced prior to attacks being resolved. Damage from subdual hits is recorded independently of damage from actual hits. After any turn

in which damage is suffered the referee must determine the sum of subdual damage sustained as a percentage of actual hit points. Confidence is then checked by throwing a hundred-sided die with any result lower than the percentage of subdual damage sustained indicating the monster is subdued.

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

Overbearing

Man-types can grapple an enemy bare-handed in order to overpower and capture him without killing him.

If the defender is armed, or is not a man-type, each attacker must make a successful attack roll before being able to contribute to the overbearing attempt. Each contributing attacker throws a six-sided die for each of his own hit die (although no more than six men can attempt to overbear a single man at a time).

The defender then throws one six-sided die for each of his hit dice and the totals are compared. If the attackers' total is higher the defender will be hopelessly pinned. If the scores are equal the struggle is unresolved and can continue next turn. If the defender's total is higher the attackers are thrown back 1" and unable to participate in the struggle next turn.

Missile Fire

Missile fire is as melee combat except that attack rolls represent shooting at range and are adjusted for dexterity. 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. Long range missile fire is usually possible only outdoors and is at normal hit probability. Bows can throw two attack rolls per turn if stationary. All missile fire on the move (other than elves firing bows) is at -2 to hit. Firing from or into melee 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, including back towards the caster.

Morale

A morale check can be used to determine how monsters (including man-types) will react in potentially life-threatening circumstances.

The referee alone adjudicates when morale should be checked but will normally do so whenever potentially deadly circumstances occur. Thus, hireling or retainer morale would be checked when a deadly trap is sprung, when attacked by surprise, when losing a battle (at one-third losses), when a leader is slain, captured, or routed.

Particularly fearsome foes including the greater dragons and rocs, wraiths, and 8th (or higher) level fighters will cause normal-types (including player characters) to check morale merely by attacking.

Morale Checks

The players have their own morale so their characters are not subject to morale checks unless compelled by magic or other super-normal threat. It may, however, be necessary to check the morale of monsters (including man-types) either fighting the players or serving them. Unintelligent monsters need never check morale.

Table 2.9 Morale Check	
2-12	Reaction
2 or less	Surrender
3-5	Flee
6-8	Stand off or hold
9-11	Press for advantage
12 or more	Attack impetuously!

A morale check is made by throwing two six-sided dice for the affected party. The total is adjusted for loyalty, monster type, and other circumstances as appropriate.

Adjustments to Morale Check

Monsters are assumed to have morale adjustments as stated in the explanation of monsters; however, the referee may wish to ascribe a loyalty score to particular individuals. This can be done in the same manner as for hirelings or retainers serving the players (by summing three six-sided dice) or by edict. High or low loyalty would adjust a monster's morale checks accordingly, overruling the generic morale adjustments given in the explanation of monsters.

The referee can also adjust morale checks for specific circumstances including:

* Those fighting alongside a 4th (or higher) level fighter adjust their morale by +1,
* Evil sorts fighting alongside a wraith adjust their morale by +1,
* A bless spell adjusts morale checks of those affected by +1,
* Orcs, goblins, and hobgoblins suffer a -1 morale penalty in daylight,
* Ghouls, wights, and wraiths suffer a -2 morale penalty in daylight,
* Kobolds suffer a -1 morale penalty unless they are defending their lair and outnumber their enemies by at least 3 to 1,
* Mermen suffer a -2 morale penalty on land.

See the explanation of monsters for further cases.

Morale Check Outcome

The referee can determine monsters' (or retainers') behavior for the next turn by throwing a morale check and consulting the morale check table.

The referee should interpret the outcome by considering the capabilities and disposition of the affected party; non-combatants would not attack, troops defending a fortification would not abandon their advantage, and so on.

Healing

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

Mounted Combat

1-6	1	2	3	4	5	6
Table 2.10 Jousting						
1	G	G	G	G	G	B+U
2	G	G	G	B	B	U
3	G	G	B	B	B	U
4	G	B	B	B	B	U
5	G	B	B	B	B	U
6	B+U	U	U	U	U	B+H

G Lance glances off opponent.

B Lance broken upon opponent.

H Opponent struck upon helmet.

U Opponent unhorsed.

Jousting!

Jousts are knightly contests of mounted combat. A fighter must possess armor, shield, helm, mount, and at least one lance to participate.

A joust is scored as the best of three tilts in which two mounted knights enter the lists and, separated by a barrier, make an unimpeded charge at one another with the objective of unhorsing the opponent.

Each throws a single, simultaneous attack roll adjusted for the quality of his mount: destrier +8, war horse +6, riding or draft horse +2. On a hit throw two six-sided dice and consult the jousting table. For sport the lesser of the two dice indicates damage sustained; in war damage is the sum of both dice.

A glancing blow scores no points. Breaking a lance upon the opponent scores one point, or three points upon the opponent's helmet. Unhorsing the opponent scores ten points. If a knight cannot continue due to injury he loses. The loser forfeits his mount or a grander wager by prior arrangement.

Mounted Men Attacking

Charging lancers attack at +4 and cause 2-12 hit points of damage and use the jousting table to determine broken lances and unhorsing. Otherwise, mounted man-types attack those on foot at +2. Mounted war horses and giant wolves can also attack enemies on foot, having one attack roll per turn even versus normal-types.

Attacking Mounted Men

Man-sized characters on foot attack mounted man-types at -2.

Shooting at Mounted Men

Missile fire against mounted normal-types is likewise penalized by -2. 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.

Any hit on a rider will unhorse him on a six-sided die throw of 6. He will crash to the ground and be stunned for the remainder of the turn and, if he throws 1-4 on a six-sided die, for all of the following turn in addition. Should a rider or his mount be slain he is likewise unhorsed.

Saving Throws

Saving throws are used when deadly threats occur. They represent one last chance to avert disaster. Players throw for their characters and the referee throws for the monsters. If either throws equal to or greater than the indicated number in the required category the direst consequences are avoided. Anything less invites disaster.

Poison includes diseases and all deadly biological attacks such as snake bites, scorpion, spider or wyvern stings, imbibing poisoned wine, and wounds from envenomed weapons. This category is also used against the cloudkill and slaying spells.

Wands and Rays includes rays, beams, and other attacks which can be dodged or deflected including wands of paralysis and lightning. This category is also used against the disintegrate, finger of death, and lightning bolt spells.

Paralysis and Petrification includes gross physiological attacks such as paralysis by contact with a gelatinous cube or petrification by medusa, basilisk, cockatrice, or gorgon attack. This category is also used against the flesh to stone, haste, hold monster, hold person, polymorph, and slow spells.

Breath Weapon includes any cloud or area attacks such as chimera and dragon breath weapons, the wand of ice, and splash attacks including acid, burning oil, or Holy water. This category is also used against the fireball and web spells.

Spells are coercive, mind-affecting sorts of magic including dryad and nixie charms, vampire gaze attacks, delirium caused by speaking with godlike beings, and domination by magic swords. This category is also used against the charm person, color spray, confusion, fear, feeblemind, magic jar, and phantasm spells.

SAVING THROWS FOR MAGICAL ITEMS

With the exception of helms (which can be destroyed in combat), magic items are assumed to remain intact so long as the player survives. However, the referee may wish to allow items to be destroyed when the character is slain or otherwise exposed to particularly adverse circumstances. In this case the referee should make a saving throw for each item concerned.

Arms, armor, shields, and rings of protection add their defensive adjustment to their saving throws. Items that produce spell-like effects adjust their saving throw by +2 against similar effects. Thus, a wand of fireball and a flametongue sword would save at +2 versus red dragon's breath weapon.

The referee should be circumspect about item saving throws. Effects such as poison, confusion, and feeblemind would not affect most magic items but petrification and disintegration would.

Table 2.11 Item Saving Throws	
Item	Required
Armor	12
Miscellaneous Item	Various
Potion	16
Ring	10
Scroll	16
Shield	12
Stave	12
Wand	14
Weapon	10

WILDERNESS EXPLORATION

The referee will already have a map of the players' starting location and the surrounding countryside. This will be critical for further 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 are explored is up the referee. In either case the principal features should be placed thoughtfully with the remainder being filled in by random determination.

In addition to its terrain type each hexagon can possibly contain one (or more) significant features. These can be determined as opposite:

Note that rivers and trails should span a number of hexagons. Except in mountains (where rivers begin), swamps (where rivers end), and open hexes (where trails end), the referee should place these features without dicing when all other adjoining hexes have been resolved without these occurring.

Time and Movement

For the purpose of wilderness exploration 1" represents 1 mile and each turn is a day in duration. The standard movement rates in inches are therefore the number of miles covered per day. Each hexagon is assumed to be 6 miles across, so the standard movement rates can be translated easily into a number of hexagons covered per day.

		Table 2.12 Random Wilderness Terrain				
	Random	Random Terrain Adjacent to Hex of Known Type				
2-12	Terrain	Open	Wood	Mountain	Desert	Swamp
2	Desert	Desert	Open	Open	Open	Mountain
3	Desert	Open	Mountain	Open	Mountain	Swamp
4	Open	Open	Wood	Desert	Mountain	Swamp
5	Open	Mountain	Wood	Mountain	Desert	Swamp
6	Wood	Open	Wood	Mountain	Desert	Swamp
7	Mountain	Open	Open	Open	Desert	Wood
8	Wood	Open	Wood	Mountain	Desert	Swamp
9	Open	Wood	Wood	Mountain	Desert	Swamp
10	Open	Open	Wood	Wood	Desert	Swamp
11	Open	Open	Wood	Mountain	Desert	Open
12	Swamp	Swamp	Swamp	Mountain	Open	Open

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

VISIBILITY

Visibility is generally limited to one hex (6 miles) range from a good vantage in open terrain. However, the referee may wish to allow visibility of up to three hexes (18 miles) when surveying open terrain from mountain passes, or up to 11-16 hexes (up to 100 miles) from a lofty mountain summit in clear weather. Note that intervening terrain and weather conditions can severely restrict visibility.

Table 2.14 Wilderness Exploration Rate

Transportation	Move Rate	Hexes per Day
Dwarf afoot	9"	3/2
Horse, draft	12"	2
Horse, riding	24"	4
Horse, war	18"	3
Man afoot	12"	2
Man afoot, encumbered	6"	1
Mule	12"	2
Wagon train	6"	1

RESTING

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

Table 2.13 Random Wilderness Features

2-12	Open	Wood	Mountain	Desert	Swamp
2	Lair	River†	.	Lair	.
3	Ford*	River	Lair	.	Lair
4	.	.	.	.	River
5	River	.	.	.	River
6	Village	.	.	.	Trail
7	Village	.	.	.	.
8	.	.	.	.	.
9	.	.	.	.	.
10	.	.	.	.	.
11	.	Trail	Trail	.	.
12	Town	Stronghold‡	Stronghold‡	Stronghold	Stronghold‡

* Always with a river and dice again; add a lair on a 1, or add a town on a 6.

† Dice again; add a lair on a 1, add a stronghold on a 2, or add a village on a 6.

‡ Always with a trail.

Weather

Weather conditions should be determined each day in the wilderness. If the previous day was hot throw one six-sided die and add 1. If it rained the previous day throw one six-sided die and add 6. Otherwise, throw two six-sided dice to determine weather conditions each day.

Table 2.15 Wilderness Weather	
2-12	Weather
2-3	Hot
4-6	Clear
6-7	Clearing
8-9	Overcast
10	Light rain
11	Rain
12	Hard rain

Hot weather will cause thirst, increase fatigue, and halve movement rate. Hot weather will also increase the risk of fire in the dry season.

Rain of any sort will reduce visibility. Hard rain will halve movement rate, as will any rain in the wet season.

Becoming Lost

So long as players stick to established routes they will have little difficulty navigating from one settlement to another. However, once they strike out into the wilderness, there is the possibility of becoming lost. The referee should secretly throw a six-sided die for the players each day with a 1 (in open terrain), a 1-2 (in woods or mountains), or a 1-3 (in swamp or desert) indicating that the players have gotten lost. If the players are lost they will move in an undesired direction that day without realizing it.

Strongholds

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

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 where no lair type is given. Heroes and anti-heroes indicate bands of 3-18 fighters of 3rd to 6th experience level (determined individually).

The resident may also 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 of level 3-6). A cleric is 50% likely to be attended by a fighter or 1-6 assistants (clerics of level 3-6). Check separately for either in all cases.

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

Should the characters pass near a stronghold, the resident's scouts or spies will spot them with a throw of 6 on a six-sided die at two hexes distance, with a throw

Table 2.16 Stronghold Resident

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

* With riders.

of 5-6 at one hex distance, and with a throw of 3-6 if they pass within the same hex as the stronghold itself. If they are spotted, or if they 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. Should the player joust and win he earns the right to the challenger's hospitality for up to a full month for himself and his company—although a chaotic or neutral challenger may prove reluctant to pay!

Should the player joust and lose the challenger will demand his mount. If the players lack a fighter or decline the contest, the challenger will levy a toll of 1,000-4,000 gp for their passage.

A magic-user will exact a toll of one magic item of his choice from the player 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 treasure 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 player characters have. If they cannot pay the cleric may quest them to perform some lawful mission—which will earn them his hospitality if completed successfully. An anti-cleric may demand one-fourth part of whatever wealth the player characters have. If they cannot pay he might simply slay them or else quest them to perform some chaotic mission—which might be their undoing.

Fords

Rivers and waterways are generally impassable other than at fords and bridges (except with a control water spell). These will frequently be occupied and, should an encounter occur in the vicinity of a ford or bridge, the referee may assume the encounter is at that feature.

Settlements

Villages and towns have 100-400 and 1,000-6,000 inhabitants, respectively. Areas surrounding friendly towns are usually relatively safe. Farther from civilization roads are unkempt and there are few patrols. Folk in these parts 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 stronghold is cleared, patrolled, or otherwise relatively safe. Towns and villages control

1-20	Plain	Wood	Jungle
		Table 2.17 Wilderness Encounter Tables	
1	Dinosaurs, any	Bears	Ants, giant
2	Dogs	Boars, normal/giant	Apes
3	Dragons, any	Centaurs	Basilisks
4	Dwarfs	Centipedes, large/giant	Bats, normal/giant
5	Elves	Cockatrices	Beetles, giant
6	Giants, hill	Dragons, green	Centipedes, large/giant
7	Gnolls	Dryads	Dinosaurs, any
8	Goblins	Elves	Dragons, green
9	Gorgons	Lycanthropes	Hydras
10	Hobgoblins	Medusae	Kobolds
11	Horses	Men	Leeches, giant
12	Lions	Non-player characters	Lizardmen
13	Lycanthropes	Ogres	Lizards, large/giant
14	Mastodons	Pixies	Medusae
15	Men	Purple worms	Men
16	Non-player characters	Snakes, large/giant	Non-player characters
17	Ogres	Spiders, large/giant	Purple worms
18	Orcs	Treants	Scorpions, giant
19	Purple worms	Unicorns	Snakes, large/giant
20	Titanotheres	Weasels, giant	Spiders, large/giant

smaller areas, but all that lies beyond this immediate vicinity is known as "wilderness". These vast tracts are nonetheless dotted with villages and castles of unknown disposition, as well as enclaves, ruins, and other curiosities awaiting discovery.

Wilderness Encounters

Wandering monsters occur in the wilderness as they do in the underworld. The referee should check once per day in the immediate vicinity of a friendly settlement or stronghold with a throw of 6 on a six-sided die indicating an encounter. In the wilderness proper he should check once per day in open terrain or desert or twice per day in woods, swamps, mountains, and riverlands. The referee should make one additional check per day if the players are lost or are at a bridge or ford.

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

1-20	Mountain	Desert	Arctic
	Table 2.17 (Continued) Wilderness Encounter Tables		
1	Cave bears	Ants, giant	Cave bears
2	Cavemen	Cavemen	Cavemen
3	Chimeras	Centipedes, large/giant	Cyclops
4	Dragons, red	Chimeras	Dogs
5	Dwarfs	Cyclops	Dragons, white
6	Elemental, earth	Djinn	Elemental, air
7	Gargoyles	Dragons, blue	Giants, frost
8	Giants, stone	Efreet	Gnomes
9	Goblins	Elemental, fire	Lions, spotted
10	Griffons	Giants, fire	Living statues, any
11	Hippogriffs	Gnolls	Mastodons
12	Hobgoblins	Living statues, any	Men
13	Lions, spotted	Manticoras	Non-player characters
14	Men	Men	Purple worms
15	Minotaurs	Mummies	Sabre toothed tigers
16	Non-player characters	Non-player characters	Thulls
17	Rocs	Purple worms	Wolves
18	Sabre toothed tigers	Salamanders	Wolves, giant
19	Trolls	Scorpions, giant	Woolly mammoths
20	Wyverns	Snakes, large	Woolly rhinoceros

SURPRISE

Surprise occurs in the wilderness (as it does in the underworld) with a throw of 5-6 on a six-sided die except that animals will not be surprised from upwind. If the players are surprised they will typically find themselves encircled.

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 20-120 yards distance. Melee range is 1" (10 yards) in the wilderness.

MONSTER REACTION

Monster reaction to the players in the wilderness is as per the underworld.

1-20	Swamp	Town	Necropolis
	Table 2.17 (Continued) Wilderness Encounter Tables		
1	Basilisks	Cavemen	Bats, normal/giant
2	Crocodiles	Doppelgangers	Centipedes, large/giant
3	Crocodiles, giant	Dwarfs	Gargoyles
4	Dinosaurs, any	Elves	Ghouls
5	Dragon turtles	Ghouls	Goblins/Hobgoblins
6	Dragons, black	Giants, any	Golems, any
7	Giants, hill	Gnolls	Manticoras
8	Hydras	Goblins	Men, zealots
9	Kobolds	Golems, any	Mummies
10	Leeches, giant	Halflings	Non-player characters
11	Lizardmen	Hobgoblins	Rats, giant
12	Lizards, large/giant	Lycanthropes	Shadows
13	Medusae	Men	Skeletons
14	Men	Men, dervishes	Specters
15	Non-player characters	Non-player characters	Spiders, large/giant
16	Ooze/Slime, any	Ogres	Vampires
17	Purple worms	Orcs	Wights
18	Snakes, large/giant	Rats, giant	Wolves, giant
19	Toads, giant	Titan	Wraiths
20	Trolls	Vampires	Zombies

Evasion and Pursuit

A smaller group may desire to evade a larger group rather than encounter them. Hostile monsters (including previously offended stronghold residents) will pursue with a throw of 4-6 on a six-sided die, while non-hostiles will pursue only with a throw of 6.

The possibility of evading an encounter is determined by the relative size of the parties. If the evaders are not more than one-quarter as numerous as the pursuers they will evade with a throw of 3-6 on a six-sided die. If they are no more than half as numerous as the pursuers they will evade with a throw of 4-6; otherwise they will evade only with a throw of 5-6.

The odds of evasion are adjusted as follows:

SURPRISE

If the pursuers are surprised evasion is 1 chance in 6 more likely. If the evaders are surprised there is no opportunity to evade unless low visibility or good speed dicates otherwise.

LOW VISIBILITY

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

SPEED

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

To resolve a pursuit scenario the evaders should throw one die. If the result is too low to evade, the pursuit catches up and an encounter is unavoidable; otherwise, the evaders have managed to gain ground over the pursuit.

Assuming the evaders have gained ground, the referee should determine whether or not the pursuers will continue to give chase. Unless specific circumstances dictate otherwise, the chase will continue with a throw of 4-6 on a six-sided die. If the pursuers throw high enough they gain ground and the pursuit is still on; otherwise, they have fallen too far behind and the pursuit is over.

This is repeated until either the pursuers give up or an encounter occurs.

Note that mapping is impossible during a pursuit. The referee should position the evaders somewhere within 1-6 hexes of their starting location at the conclusion of a chase.

Both parties must rest for the remainder of the turn (the day) after resolving a pursuit, regardless of whether it resulted in an encounter or not. At the beginning of the next turn (day) the players are considered to be lost. They will not know exactly where they are, only that they have endured a long pursuit and covered many leagues in a general direction.

SEAFARING EXPLORATION

As with wilderness exploration, ocean regions unknown to the players can be mapped in advance or as they are explored. The principal features should be placed thoughtfully with the remainder being filled in by random determination.

The referee can use the random wilderness tables to generate ocean regions for seafaring. Hexes of open terrain should be read as open ocean, woods as coast, mountains as reefs, desert as islands, and swamp as perpetually stormy ocean. Likewise, rivers should be read as strong currents, fords as confluences of currents, and trails as navigable seafaring routes. The other features are as in the wilderness except that villages should be ignored.

Time and Movement

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

Coastal waters (up to 3 hexes from land) and navigable inland rivers retain the wilderness exploration scale where each 1" of movement rate represents 1 mile traveled per day. The open ocean, however, is so vast and generally free of obstruction that sailing rate is improved threefold such that 1" of movement represents 1 league (3 miles) traveled per day.

Exploration by sea is otherwise similar to wilderness exploration excepting that players must have an ocean going vessel. These are of two types: oared and sailed.

Oared vessels such as galleys and longships are not restricted by wind direction but galleys, rafts, and boats are unable 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 warships can run swiftly before the wind, but otherwise must progress by a series of turns and tacks at impaired speed. Travel directly into the wind is generally impossible.

Movement rates for oared ships assume a full and well trained crew. Poor or incomplete crews can achieve half the listed rate.

Movement rates for sailing ships assume running fore a fresh wind. All other movement is at half rate. Note that sailing rates are faster on the open ocean due to the possibility of sailing unimpeded day and night.

One hexagon should be added when traveling with a current or subtracted when traveling against a current.

Table 2.18 Seafaring Exploration Rate				
	Movement Rate		Hexes per Day	
Transportation	Oared	Sailing	Shallow	Open
Boat	.	6"	1	3
Raft	6"	.	1	1
Galley, small	12"	.	2	2
Galley, large	18"	.	3	3
Longship	24"	.	4	4
Merchant, small	.	18"	3	9
Merchant, large	.	12"	2	6
Warship	.	6"	1	3

Reserves

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.

Resting

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

Visibility

Distance to the horizon is determined by height above sea level. From a ship's deck visibility is limited to one hex (6 miles). From a crow's nest a sailor can see a ship up to two hexes (12 miles) away in clear weather. However, weather conditions can severely restrict visibility.

Weather

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

2-12	Wind	Sailing	Rowing
	Table 2.19 Weather and Ship Speed		
2-3	Dead calm	No sailing	Normal speed
4-7	Moderate	½ speed	Normal speed
8-9	Fresh	Normal speed	Normal speed
10-11	Strong	+6" (1 hex)	Normal speed
12	Storm	Special	Special

Strong Winds

Boats, rafts, and galleys will capsize in strong winds on the open ocean on a throw of 1-2 on a six-sided die each turn.

Storms

Navigation is impossible in storm conditions and any vessel will capsize on a throw of 1-2 on a six-sided die each turn. Any vessel that does not capsize is instead moved 2-7 hexes in a direction secretly determined by the referee and is immediately considered to be lost.

Becoming Lost

A ship's captain will have no difficulty navigating a known route so long as the weather remains fair. However, should the weather turn nasty, there is the possibility of becoming lost. The referee should secretly throw a six-sided die for the players each day spent in strong winds—a 1-2 indicating 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 at sea as they do in the wilderness. These can be wholly or partially submerged, built upon floating pontoons, clinging to rocky prominences, or whatever else the referee desires. Whether these are friendly or unfriendly can be determined with a reaction check.

Encounters at Sea

Wandering monsters occur at sea much as they do in the wilderness. The referee need not check for wandering monsters while the players are within 3 hexes (18 miles) of a friendly port, but once out to sea proper he should check once each day on the open ocean or twice each day along a coast or waterway. An additional check should be made each day if the players are lost. A throw of 6 on a six-sided die indicates an encounter will occur.

When an encounter is indicated, determine the type of monster by dicing on the appropriate seafaring encounter table. If the players are traveling along a coast or inland waterway an encounter is equally likely to occur ashore as at sea. In this case, use the appropriate wilderness encounter table.

1-20	Waterway	Coast	Open Ocean
		Table 2.20 Seafaring Encounter Tables	
1	Crocodiles	Crabs, giant	Crabs, giant
2	Crocodiles, giant	Crocodiles	Dinosaurs, mosasaurs
3	Dinosaurs, brontosaurs	Crocodiles, giant	Dragon turtles
4	Dragon turtles	Dinosaurs, brontosaurs	Elemental, water
5	Elemental, water	Dinosaurs, mosasaurs	Fishes, giant
6	Fishes, giant	Dragon turtles	Fishes, giant
7	Hydras	Elemental, water	Kraken
8	Kobolds	Fishes, giant	Leeches, giant
9	Leeches, giant	Giants, storm	Leviathan
10	Lizardmen	Hydras	Men, pirates
11	Men	Kobolds	Men, pirates
12	Men, buccaneers	Leeches, giant	Mermen
13	Men, pirates	Lizardmen	Mermen
14	Mermen	Men	Nixies
15	Nixies	Men, buccaneers	Non-player characters
16	Non-player characters	Men, pirates	Octopi, giant
17	Octopi, giant	Mermen	Sea serpents
18	Sea serpents	Nixies	Sea serpents
19	Snake, giant	Nixies	Snake, giant
20	Toads, giant	Non-player characters	Squid, giant

Surprise

Surprise occurs at sea (as it does in the underworld) with a throw of 5-6 on a six-sided die. If the players are surprised the enemy ships or monsters will come at them from upwind, emerge suddenly out of fog banks or rain squalls, appear from behind rolling waves, or surface unexpectedly from underwater.

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 in the wilderness). Shipboard artillery range is typically 300 yards.

Monster Reaction

Monster reaction to the players at sea is as per the underworld.

Evasion and Pursuit

Evasion and pursuit at sea is as per the wilderness with the following additional considerations:

* Low visibility occurs in storms, rain, fog, and at night,
* Evaders who are able to submerge will automatically escape pursuers without this ability unless they are surprised.

Seafaring Combat

Vessels can engage in ship-to-ship (or ship-to-sea monster) combat. Ships are treated much as monsters—having hull dice instead of hit dice, and hull points instead of hit points.

When ship-to-ship (or ship-to-sea monster) 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 combatants approach one another.

Table 2.21 Ship Statistics			
Vessel	Hull Dice	Artillery	Crew
Boat	1	.	2-4 sailors
Raft	1	.	2-4 rowers
Galley, small	5	1	6-16 sailors, 24-64 rowers, 12-32 marines
Galley, large	8	2	12-32 sailors, 36-96 rowers, 18-48 marines
Longship	6	.	30-80 rower/marines
Merchant, small	4	.	9-24 sailors, 6-16 marines
Merchant, large	7	.	18-48 sailors, 15-40 marines
Warship	10	4	15-40 sailors, 30-80 marines

Wind direction, tactical positions, and vessel facings can be marked on a scale 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.

Missile Fire

Ship-board artillery may be fired every other turn while spells and missiles may be loosed each turn. Normal missiles are ineffective against ship hulls but are allowed their maximum outdoor range, giving due consideration to weather conditions and ocean swell.

Small galleys are assumed to carry a single artillery battery on the fore deck. Large galleys carry two batteries (one fore and one aft), and warships carry four batteries (one each fore, aft, port, and starboard). Artillery hits cause 2-12 hull points of damage and will hole a ship below the waterline on any score of 10 or more hull points. A holed ship will sink in 3-18 combat turns (minutes) unless repairs are made.

Ramming

Medieval ships are not generally built for ramming but a faster ship may ram a slower ship in the side, circumstances permitting. The ramming ship sustains one hull die damage while the rammed ship sustains half the rammer's hull dice (rounded down) in damage. If 10 or more hull points are sustained the ship is holed below the waterline and will sink in 3-18 turns. Meanwhile, boarding may ensue.

Melee

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

Swimming

Any player character who grew up on the coast or by a watercourse can swim, 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.

Drowning

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.

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.

Table 2.22 Aerial Exploration Rate			
	Move	Hexes per Day	
Transportation	Rate	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

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.

	Table 2.23 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.

Monster Reaction

Monster reaction to the players on the wing is as per the underworld.

	Table 2.24 Aerial Encounter Tables		
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
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.

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.

THE CAMPAIGN

SPECIALIST HIRELINGS

Specialists are the elite category of hirelings whose services are only available to the wealthy. Specialists are engaged to undertake specific tasks and must be paid for a minimum of one month.

Alchemists can duplicate potions from a sample or a proven formula at one-half the potion's regular cost. They can also research new potions (including poisons although use of poison is an evil act) at double the cost of a magic-user's equivalent spell research.

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

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

Table 2.25 Specialist Hirelings	
Type	Monthly Cost
Alchemist	1,800 gp
Animal Trainer	300 gp
Armorer	90 gp
Assassin	3,000 gp
Engineer	600 gp
Marine	9 gp
Sage	1,200 gp
Sailor	6 gp
Ship's Captain	120 gp
Smith	30 gp
Spy	900 gp

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 for the construction of any bridge, stronghold, or other fortification. They are also required to undermine fortified walls and for any tunneling or mining.

Marines are sea-faring fighters. In ship-to-ship combat they are equivalent to mercenaries; they wear only leather armor and are never mounted.

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.

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

At least one **Smith** is required 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, four spears, two axes or swords, 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, eavesdrop, shadow, and spy for the obtaining or planting of information or trinkets. Success is determined by the referee according to the precautions taken by the subject.

Constructing a Stronghold

A wealthy character 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, charisma, and political prospects, such permission 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 clear of monsters so long as they are patrolled satisfactorily.

The region within three hexes of a stronghold (37 hexes total) will typically contain 2-8 villages of 100-400 inhabitants; these and other features can be determined by the referee using the random wilderness hex tables. 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 revenues may be used by the player to swell his personal treasury or to further his fledgling realm with roads, bridges, fortifications, inns, churches, animal husbandry, or whatever else. How these activities will influence the character's reputation and his political prospects is for the referee to decide.

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

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

Barbette A 10ft diameter, 20ft tall round tower section which protrudes where battlement walls intersect, 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 having battlements facing both inward and outward. The wall may be serviced by a gate with portcullis and drawbridge (at additional cost).

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

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

Building A 40ft wide and 20ft deep, two-story structure with both attic and basement. The wooden and stone versions are of identical design.

Catapult, Heavy A mighty siege engine that lobs rocks up to 480 yards for 3-18 hit points of damage, firing every third turn with a complete crew.

Catapult, Light A siege engine that lobs rocks up to 300 yards for 2-12 hit points of damage, firing every second turn with a complete crew.

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. Fills with water in wet environments, forming a moat. Costs half if a rampart is also constructed.

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

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

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

Drawbridge A wooden bridge up to 20ft long and 10ft wide affixed to a gate that is used to cross a ditch. Includes a winch used to raise or lower the bridge.

Table 2.26 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	80,000 gp
Palisade	500 gp
Rampart	500 gp
Tower, round	10,000 gp
Tower, small	5,000 gp
Tower, square	4,000 gp

Table 2.27 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

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 8ft high timber pickets. Usually a temporary or cheap structure in lieu of stonework defenses.

Portcullis A heavy iron grate up to 12ft high and 8ft wide that can be raised and lowered to protect a gateway.

Rampart A 100ft long, 20ft wide and 10ft high pile of earth used 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 need to defend themselves or the surrounding territory from hostile or ambitious neighbors. Political intrigues, sieges, and field battles are all possible. While the combat rules herein can resolve actions involving large bodies of troops, the referee may desire to employ purpose-made wargaming rules for full-scale fantasy battles. Suitable rules for these engagements include "Chainmail" (1971), "De Bellis Fantasticus—Here There Be Dragons" (1998), and "The Book of War" (2011).

Artifacts

Super powerful magic items aligned toward law, neutrality, or chaos might exist at the referee's option. These potentially game-altering objects are known as artifacts and should be handled by the referee with great care.

Artifacts are unique, campaign specific objects that have a purpose and a history. An artifact could be a throne, an extra-dimensional gate, a crown, a suit of mechanized armor, an enchanted ship, a sword of seven shards, or anything else the referee desires. They will be the subject of research and controversy among the wisest and may also be known through folklore to the common man.

Whatever its nature, an artifact is impervious to ordinary magic. Anti-magic shield,

remove curse, dispel magic, dispel evil, and so on are completely ineffective. Moreover, an artifact is almost completely indestructible. There is typically only one specific way to destroy an artifact which invariably involves a great quest to some faraway and dangerous place.

Consequences for meddling with an artifact of differing alignment should be severe. Death, insanity, extra-dimensional imprisonment, 10-60 hit points of damage, loss of 1-6 experience levels, or similar would not be unreasonable. The power imbued when employing an artifact appropriately should be equally astonishing and this matter is left entirely to the referee's imagination...

Enchanting Magic Items

Magic-users and clerics can copy spells which they can memorize onto scrolls and can enchant other magical items at 9th level or higher. Items with spell-like powers that mimic magic-user or cleric spells can only be constructed by members of that class; other magic items can be created by either class.

The referee can extrapolate cost and time requirements for other items commensurate with their power and value. Invest wisely.

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 may have been present from the very beginning.

Visiting other planets, other times, or other dimensions 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.

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

Table 2.28 Cost of Enchanting Items		
Item	Cost	Time
Spell scroll*	100 gp	1 week
Potion*	250 gp	1 week
Arrows +1 (score)	1,000 gp	2 weeks
Sword +1	3,000 gp	1 month
Plate armor +1	10,000 gp	3 months
Shield +1	1,500 gp	2 weeks
Gauntlets of Ogre Power	15,000 gp	6 weeks
Bag of Holding	20,000 gp	2 months
Boots of Speed	25,000 gp	3 months
Wand of Fireball	40,000 gp	4 months
Staff of Sorcery	100,000 gp	1 year
Ring of Protection	60,000 gp	6 months
Ring of Spell Storing	80,000 gp	9 months

* Cost given per spell level.