

Dungeon Delving

Undying Light Edition

*Lightweight Guidelines for Tabletop Fantasy Roleplaying
Campaigns in the Original Edition (0e) Style*



Dungeon Delving Undying Light Edition

Dungeon Delving Undying Light
is compatible with *Swords & Wizardry*

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N.B. This booklet contains no rules, only guidelines and suggestions for the campaign's referee. The referee, not this booklet, is the final authority in his or her campaign.

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Undying Light Edition
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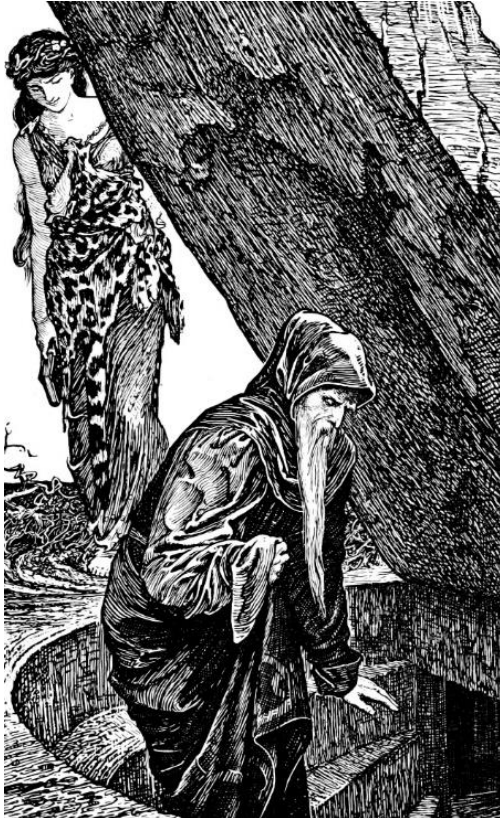
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INTRODUCTION

Dungeon Delving Undying Light is a trimmed down and simplified version of *Swords & Wizardry*. It is designed to be easy to play and easy to teach to those new to tabletop roleplaying games, while retaining all the fun of exploring strange new lands and crawling through dark and dangerous dungeons. Referees can easily create their own adventures and campaign settings or use adventures and setting designed for *Swords & Wizardry* or other early editions and variants of the world's most popular tabletop fantasy roleplaying game. So pick up your dice, gather some friends and have an adventure today.





PART ONE: CHARACTERS & EQUIPMENT

Character creation is done in five easy steps: Roll your attributes, choose your race, then select your class and background, and finally pick your gear.

Step One: Roll Your Attributes

Attributes are generated by rolling 3d6 in the order listed below. Attributes of 15 or higher have a +1 bonus.

Strength: Physical might. Fighters add this bonus to all attack and damage rolls in melee.

Intelligence: Intellectual prowess. Magic-users can apply this bonus as a negative Save penalty to anyone they target with a spell.

Wisdom: Strength of will. Clerics with a 15 or higher can memorize an additional 1st level spell

Constitution: Physical health. All characters add this bonus at 1st level to their HP and each time they roll their Hit Dice

Dexterity: Agility and grace. All characters add this bonus to their "to-hit" number in ranged combat, and as a bonus to their AC.

Charisma: Charm and leadership ability. All characters with a bonus begin play with a Torchbearer (HD 1-1; AC 9 [10], Move: 120')

Determine your attribute save for each attribute using the following table:

Attribute	Attribute Save
3-4	16
5-6	15
7-8	14
9-10	13
11-12	12
13-14	11
15-16	10
17-18	9

Step Two: Choose Your Race

Select a species for your character. Elves are long-lived forest dwellers. Dwarves are short bearded miners and warriors. Halflings live in comfortable hillside villages. Your race limits your choice in classes as listed below.

Dwarf - *Classes:* Fighter, Thief. *Bonuses:* -4 [+4] to AC vs. large enemies, +1 Find & Remove Traps & Open Lock, +1 to-hit & damage orcs and goblins, +4 save vs. magic & poison. *Level Gain Factor Adjustment:* +1.

Elf - *Classes:* Fighter, Magic-User, Thief. *Bonuses:* +1 to-hit vs. goblins, orcs, and undead. Immune to paralysis. +2 save vs. magic. +1 to Hide in Shadows & Move Silently. *Level Gain Factor Adjustment:* +1.

Halfling - *Classes:* Fighter, Thief. *Bonuses:* -4 [+4] to AC vs. large enemies, +2 to-hit with ranged weapons, +1 to all Thief Skills. *Level Gain Factor Adjustment:* +1.

Human: *Classes:* Any. *Bonuses:* none. *Level Gain Factor Adjustment:* +0.

Step Three: Choose Your Class

Choose a class to show your area of adventuring expertise. Note your special abilities on your character sheet.

Fighter

You are a warrior trained to use weapons and armor. *Level Gain Factor Adjustment: +0.*

Level	HD	Save	BHB
1	1+1	16	+0
2	2	15	+1
3	3	14	+2
4	4	13	+3
5	5	12	+4
6	6	11	+5
7	7	10	+6

Fighter Class Abilities: You can use any weapons, wear any armor, and use shields. You get a number of attacks each round equal to your level against foes of 1 HD or less. You get +1 on saves vs. death and poisons.



Cleric

You are an armored holy crusader. *Level Gain Factor Adjustment: +0.*

Level	HD	Save	BHB	Spells by Spell Level		
				1	2	3
1	1	14	+0	-	-	-
2	2	13	+0	1	-	-
3	3	12	+1	2	-	-
4	4	11	+1	2	2	-
5	5	10	+2	3	2	1
6	6	9	+2	4	3	1
7	7	8	+3	4	3	2

Cleric Class Abilities: You can cast Cleric Spells. You pray once each day to prepare a number of spells as shown above. Once a spell has been cast, you pray again to prepare it. You can prepare multiples of the same spell, if the "slots" are available. You get +2 on saves vs. death and poisons. You get a bonus when performing True Magic Rituals (optional system: see Appendix B). You are only permitted to wield clubs, hammers, maces, flails and slings. You can *Turn Undead* by forcefully presenting the holy symbol of your religion and calling on its power. Roll

1d6 + (Cleric's Level – Undead HD). A roll of 5+ is successful and all undead of the listed HD or below within 30 feet flee for 3d6 rounds.



Magic-User

You study the arcane art of magic and can cast spells. *Level Gain Factor Adjustment: +0.*

Level	HD	Save	BHB	Spells by Spell Level			
				1	2	3	4
1	1	15	+0	1	-	-	-
2	1+1	14	+0	2	-	-	-
3	2	13	+0	3	1	-	-
4	2+1	12	+0	3	2	-	-
5	3	11	+1	4	2	1	-
6	3+1	10	+1	4	2	2	-
7	4	9	+2	4	3	2	1

Magic-User Class Abilities: You can cast Magic-User Spells. You have a spellbook with two first level spells in it. At first level, you choose one spell and the referee chooses the other. You read from this book once each day to prepare a number of spells as shown above. Once a spell has been cast, you must read from your book again to prepare it. You can prepare multiples of the same spell, if the "slots" are available. Scrolls can be found to add new spells to your book. You get +2 on saves vs. magic. You get a bonus when performing True Magic Rituals

(optional system: see Appendix B). You may only use daggers or staves in combat and cannot wear armor or use shields.

Thief

You are a skillful opportunist and treasure hunter. *Level Gain Factor Adjustment: +0.*

Level	HD	Save	BHB	Hear	Read	Free Climb	Thief Skills
1	1	15	+0	4+	3+	2+	5+
2	2	14	+0	4+	3+	2+	5+
3	2+1	13	+1	3+	2+	2+	4+
4	3	12	+1	3+	2+	2+	4+
5	4	11	+2	2+	2+	2+	3+
6	4+1	10	+2	2+	2+	2+	3+
7	5	9	+3	2+	2+	2+	3+

Thief Class Abilities: You may use any weapon, but can only wear leather armor and do not use shields. You may backstab a surprised foe to get a +4 bonus to hit and inflict double damage. You also have a number of special abilities:

Hear: Roll number listed or higher on a D6 to hear noises behind closed doors, closed windows, etc.

Read: Roll number listed or higher on a D6 to read unfamiliar languages.

Free Climb: Roll number listed or higher on a D6 to climb walls and cliffs without tools or rope.

Thief Skills: Roll number listed or higher on a D6 to Find and Remove Traps, Find Secret Doors, Open Locks, Hide in Shadows, Move Silently, or Pick Pockets.



Optional Classes

The classes listed below may be used with referee permission. Each optional class functions very similar to one of the standard classes. This determines whether or not a class can be used by a non-human character and which Perks can be used by 7th level characters. Note: Optional classes have a *Level Gain Factor Adjustment* of +2 unless otherwise noted.

Assassins are professional killers. They may attempt a Death Attack once per day in any situation where they could otherwise backstab. If the attack is successful, the target must make a saving throw or die. They otherwise function exactly like thieves.

Bards are wandering performers and minstrels. They function exactly as thieves, except they may cast *Charm Person* and *Detect Magic* once per day. Once per combat they may sing an inspiring song, granting all allies +1 to all attack rolls for 5 rounds.

Druids worship nature. They may track foes in a wilderness environment with a 3+ on d6 and may cast *Charm Person* as a 1st level spell, though only on animals. They can only wear leather armor, but otherwise function as Clerics.

Monks are wandering mystics. They function exactly as clerics except they receive a -1 [+1] to their AC per level and may make unarmed attacks which inflict 1d6 points of damage, which increases by +1 per level. Monks may not wear armor or use shields.

Necromancers master dark magical arts. They function as magic-users, but may also Turn Undead as if they were a Cleric. They gain control of any undead turned for 5 rounds.

Paladins are holy warriors that function exactly as fighters, except they may also cast spells as if they were a Cleric of one level lower.

Rangers are skilled woodsmen that function exactly as fighters, except they can track foes in wilderness environments with a 3+ on a D6, or a 5+ on a d6 in dungeon or urban environments. They receive +1 to damage against goblin-kind, ogres, trolls, and giants. They can only wear leather or chain armor.

Sage: Scholar of the arcane and esoteric. On a roll of 6+ on a d6 a sage can learn an interesting fact about an object, person, location, etc. For every day spent researching the object, person, location, etc., the sage

gets a +1 to the roll. A roll of '1' always means a failure. They can also learn and cast spells from the Cleric Spell List. Otherwise, they function as magic-users.

Swashbucklers are dashing swordsmen. They function exactly like thieves, but use the BHB of fighters when wielding a melee weapon.

Step Four: Choose Your Background

Select, with the approval of the referee, a background that represents your culture and previous (non-adventuring) training/experience. The selection of a character's background is as important as the selection of a class as a character's background gives the character a broad base of skills and knowledge.

The referee will consider your character's background just as he would your character's class when deciding if a character will succeed with an action. For example, a character with an "(Great Imperium) Engineer" background should have a much better chance of damming a creek or building a bridge over it than a character with a "Courtier" background. That character should have an even better chance if that creek is in the territory of the Great Imperium where the character knows more about the terrain and likely has contacts who could help.

Cultures are generally limited to those the referee has defined for the campaign.



For the prior training/experience part of a character's background, anything that fits the campaign setting may be selected. For example: A few possibilities include: acrobat, alchemist, animal trainer, architect, aristocratic noble, chef, con-woman, desert nomad, goblin exterminator, hunted outlaw, knight errant, priest, refugee, scout, shaman, shepherd, soldier, spy, temple acolyte, thief, torturer, traveling martial arts pupil, tribal healer, tunnel scout, wandering minstrel, poet, and so on. This part of a character's background need not be related to the PCs class, e.g. a player who creates a deeply religious fighter skilled in the arts of vision interpretation, divination and oration might pick 'Prophet' as a background. Backgrounds may not duplicate a class.

Remember to discuss your background ideas with the referee to be sure it will be a good fit for both the campaign setting and the group's play style as well as to be sure you and the referee are both on the same general page as to what the background means. For example, if you picked a "knight" background, the referee might be thinking "knight of the round table" while you are actually thinking "Knight Templar."



Step Five: Choose Your Equipment

Starting Gear

Each class starts with a set of starting gear:

Fighter: Select one of these two sets of gear:

Fighter Gear Set #1: Battle Axe or Sword (1d6 damage), Bow (1d6 damage), Chain Armor, Shield

Fighter Gear Set #2: Great Sword (1d6+1 damage), Crossbow (1d6 damage), Chain Armor.

Cleric: Mace or Hammer (1d6 damage), Chain Armor, Holy Symbol, Shield.

Magic-User: Staff (1d6 damage) 2 daggers (1d6-1 damage), spell book.

Thief: Select one of these two sets of starting gear:

Thief Gear Set #1: Sword (1d6 damage) and Dagger (1d6-1 damage), Leather Armor.

Thief Gear Set #2: Dagger (1d6-1 drng), Bow (1d6 damage), Leather Armor.

In addition to Starting Gear, choose one Adventuring Pack for your character.

- **Pack #1:** Backpack, bedroll, flint & steel, torches (6), 50 feet rope, crowbar, rations (7 days), waterskin, 15 gold pieces.
- **Pack #2:** Backpack, bedroll, flint & steel, hooded lantern, 2 pints of oil, hammer, iron spikes (12), 10 feet pole, rations (7 days), waterskin, 15 gold pieces.
- **Pack #3:** Backpack, extra backpack, iron spikes (12), bedroll, pack mule, rations (7 days), small hammer, waterskin, 10 gold pieces.

Additional Equipment

Adventurers can purchase or acquire all kinds of weapons, armor and

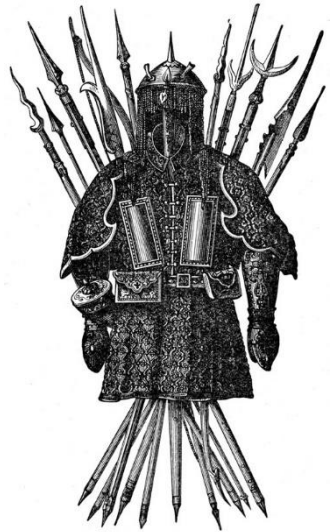
equipment during their exploits. Listed below are commonly and easily purchased pieces of equipment.

Weapons

Characters who engage in combat without a weapon inflict a single point of damage with a successful attack. All ranged weapons are considered to come with the necessary ammunition. Ammunition is not tracked during an adventure; however, referees may require purchasing ammunition before starting a new adventure.

Missile/Thrown Weapons

Weapon	Damage	Range	Cost
Bow	1d6	100 feet	15 gp
Crossbow	1d6+1	60 feet	12 gp
Dagger	1d6-1	10 feet	2 gp
Sling	1d6-1	40 feet	1 gp
Spear	1d6	20 feet	1 gp



Melee Weapons

Weapon	Damage	Cost
Axe	1d6	5 gp
Staff (2-H)	1d6	Free
Club	1d6	Free
Sword	1d6	15 gp
Dagger	1d6-1	2 gp
Sword, Short	1d6-1	8 gp
Mace	1d6	10 gp
Sword (2-H)	1d6+1	30 gp
Spear	1d6	1 gp

Armor

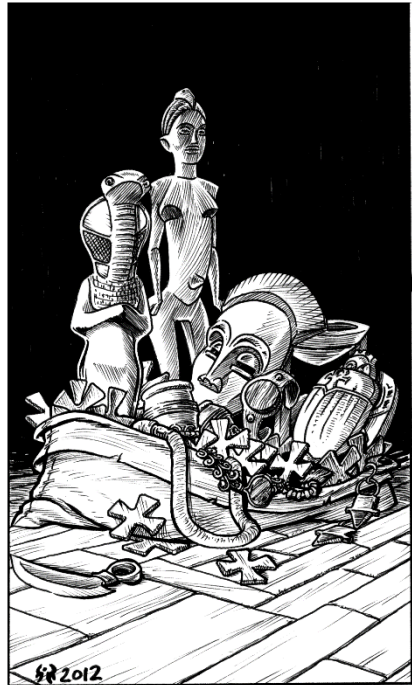
A character's ability to be able to wear armor may be limited by their class. A character can only wear a single set of armor, but may also use a shield (if allowed by their class). Modifiers from armor and shield are cumulative.

Armor Type	AC Modifier	Cost
Leather	-2 [+2]	5 gp
Ring	-3 [+3]	30 gp
Chain	-4 [+4]	75 gp
Plate	-6 [+6]	100 gp
Shield	-1 [+1]	15 gp

Adventuring Gear

Listed below are several commonly available items used by adventurers. The referee is encouraged to expand this list to suit their needs, using listed prices as a guide. Torches give off 30 feet of light for one hour and lanterns give off 30 feet of light for 4 hours, but require a pint of oil.

Item	Cost
Backpack	3 gp
Bedroll	1 gp
Block and tackle	5 gp
Crowbar	2 gp
Flint & Steel	1 gp
Grappling Hook	1gp
Holy Symbol	2 gp
Holy Water	25 gp
Hooded Lantern	10 gp
Iron Spikes(12)	5 gp
Manacles	10 gp
Oil (1 Pint)	1 gp
Pack Mule	5 gp
Rope (50 feet)	3 gp
Sack	1gp
Small Hammer	1 gp
Spellbook (blank)	25 gp
Ten Foot Pole	2 gp
Tent (4 person)	10 gp
Torches(6)	5 cp
Waterskin	1 gp
Wolfsbane	1 gp



Encumbrance (Optional)

Characters can only carry limited amounts of stuff and the more they carry the slower they move. Characters can normally carry a number of items equal to their strength (plus 4 if the character is a dwarf) in addition to armor, primary weapon, and possibly a shield. Six of these items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (10 flasks, 20 arrows, 50 gems, 100 gold pieces) count as a single item. Oversized items (two-handed weapons, anything as tall as the character or that requires two hands to carry) count as two items.

A character carrying 6 or fewer items is unencumbered (move: 120 feet).
A character carrying 7-12 items is lightly encumbered (move: 90 feet). A

character carrying 13-18 items is heavily encumbered (move: 60 feet). A character carrying more than 18 items is over-encumbered (move 30 feet). A character trying to carry 22 or more items cannot move at all. Adjust number of items for each encumbrance class by +4 if the character is a dwarf.

Pack mules carrying up to 18 items are unencumbered (move: 120 feet); 19-24 items is lightly encumbered (move: 90 feet); 25-30 items is heavily encumbered (move: 60 feet), 31-36 items is over-encumbered (move: 30 feet). Pack mules with a greater load stubbornly refuse to move. It takes a full round to pack or unpack an item from a pack mule's pack. A pack horse can carry double what a pack mule can carry, but horses will never may not be used inside dungeons.

Gaining Levels

Characters gain levels by completing adventures. After completing a total number of adventures as shown on the chart below, the character progresses to the appropriate level. All characters begin play at 1st level. A character's Level Gain Factor is the total of his Level Gain Factor Adjustments from the character's race and class.

Example: A human fighter, a dwarf thief, and an elf ranger have completed 4 adventures and are currently 2nd level. The human fighter (LGF 0) needs one more adventure to reach 3rd level. The dwarf thief (LGF 1) needs two more adventures to reach 3rd level. The elf ranger (LGF 3) needs four more adventures to reach 3rd level.

Level	Total Adventures by Level Gain Factor					
	0	1	2	3	4	5
1	0	0	0	0	0	0
2	2	2	3	3	4	4
3	5	6	7	8	9	10
4	9	10	12	13	15	16
5	14	16	18	20	22	24
6	20	22	25	27	30	32
7	27	30	33	36	39	42

After reaching 7th level, PCs can still accumulate game session / adventure "credit" (1 credit per adventure completed or session completed – referee's choice) for playing. These credits accumulate and may be spend to purchase Perks.

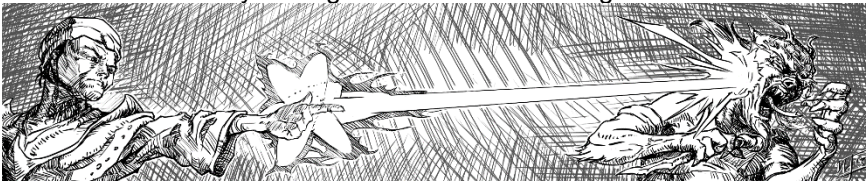
Perks

The following Perks are commonly available. Referees may add others.

- **1 Credit** - Add 1 HP to their HP total. This perk can be bought a maximum of 10 times. Note, these are not HD and a Constitution Bonus does not apply. Also, see below.
- **2 Credits** - Lower Saving Throw by 1 point. This perk can be bought a maximum of 5 times.
- **2 Credits** - Cleric and Magic-user only - Add 1 First Level spell slot - This perk can be bought a maximum of 3 times.
- **3 Credits** - Fighter only - + 1 to BHB - This perk can be bought a maximum of 5 times.
- **4 Credits** - Cleric and Thief Only - + 1 BHB. This perk may only be bought a maximum of 2 times.
- **4 Credits** - Cleric and Magic-user only - Add 1 Second Level spell slot. This perk can be bought a maximum of 2 times.
- **5 Credits** - Thief Only - Add a 1 in 6 chance to Thief Skills. This Perk may only be bought once.
- **5 Credits** - Add 1 HP to their HP total. There is no maximum number of times this perk can be bought. Note, these are not HD and a Constitution Bonus does not apply.
- **6 Credits** - Cleric and Magic-user only. Add 1 Third Level spell slot. This perk can only be bought once.
- **8 Credits** - Magic-user only. Add 1 Fourth Level spell slot. This perk can only be bought once.

Optional Rules

- Start all characters with maximum Hit Points for their class at 1st Level. Helps characters survive at low levels.
- Treat 1st Level Clerics as having "Zero" 1st level spells and allow them their bonus spell for high wisdom if they have one.
- Re-roll Hit Points at the beginning of every adventure. This averages out bad rolls and can simulate both "good days" and "bad days."
- To advance a level, a character must spend at least half of the treasure they have gained from adventuring.



PART TWO: COMBAT, MAGIC & ADVENTURE

Resolving Combat

Order of Combat Events

When characters go on adventures, they will encounter hostile enemies. To find out what happens, use the following the order:

1. **Determine Surprise:** Unless one group is making a bunch of noise or calling attention to themselves, each side rolls a d6. On a 1-2 their side is surprised and does not get to act for one round. Note: If one side successfully ambushes the other, they automatically get the benefits of surprise. Thieves who are actively trying to Hide in Shadows or Move Silently may roll against these skills to gain surprise even if their group doesn't get surprise.
2. **Determine Initiative:** Each side rolls 1d6. The highest roll gets initiative. When there is a tie, both sides act simultaneously. Spellcasters desiring to cast a spell as their action must announce the spell being cast before the initiative roll.
- 3.
4. **Side with Initiative Acts:** Each character or creature takes one action. One action can include moving and attacking or moving and casting a spell. Other possibilities are possible with the referee's permission. The results of all attacks and spells take effect.
5. **Side without Initiative Acts:** See step 3.
6. **The Round Ends:** Check monster morale if necessary. If combat continues, go to Step 2 and repeat as necessary.

Melee Attack

A melee attack is an attack with hand-held weapons such as a sword,

spear, or dagger or a natural weapon such as a claw or bite. Two combatants within ten feet of each other are generally "in combat."

Missile Attack

Missile attacks are attacks with ranged weapons such as a bow or sling. When using missiles to attack into a melee, randomly determine friend or foe as your target.

Spell Attack

Spellcasters may cast a spell as their attack (see Magic Spells below) provided that they have not suffered harm during the current round (taking damage, failing a saving roll, etc.).

The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses (such as Basic Hit Bonus/ BHB) to the result. The total attack roll hits if equal to or higher than the target's Armor Class shown on the table below. Monsters add their HD to attack rolls, with a minimum bonus of +1.

Target's AC	Attack Roll
-5 [24]	24
-4 [23]	23
-3 [22]	22
-2 [21]	21
-1 [20]	20
0 [19]	19
1 [18]	18
2 [17]	17
3 [16]	16
4 [15]	15
5 [14]	14
6 [13]	13
7 [12]	12
8 [11]	11
9 [10]	10



Armor Class

Armor Class represents how difficult a target is to hit. It can be represented by two numbers X [XX]. When an armor class is represented by the first number, the lower the armor class number, the harder to hit. This is called "Descending AC." When an armor class is



represented by the second number, the higher the armor class number, the harder to hit. This number also correspond to the number needed on a d20 to hit the target. This is called "Ascending AC." Using both numbers allows the easy use of both older (Descending AC) and more modern (Ascending AC) adventures for the world's most popular tabletop fantasy roleplaying game.

Damage and Death

When a target is hit, damage is rolled on the weapon used in the attack. For example, a spear does 1d6 damage. The resulting damage is deducted from the opponent's HP. When HP reach zero, the target dies.

Healing

In addition to magical means of restoring hit points, a character will recover 1 hit point per day of uninterrupted rest.

Save

A spell, trap, or other hazard may require characters to make a Save. Each class has a Save target number based on its level. Roll that number or higher to succeed on a Save. Success means the character avoids or lessens the intended effect of the hazard.

Monster Saves: A monster's Save is calculated by subtracting their HD from 19.

Time

A turn represents ten minutes and a round is 1 minute.

Resolving Other Actions

Characters can try to do anything their players can think of. The referee decides if it will succeed in the situation, taking into account the characters' classes and backgrounds. If success or failure is not obvious, the referee may allow an Attribute Save to determine success or failure. The Referee picks the attribute that applies to the action and announces any modifiers to the roll. The player rolls a D20 and compares the modified result to the character's appropriate attribute save. If the result is higher, whatever the character is attempting succeeds.

Standard Modifiers:

- +5 – Action is directly related to character's class and/or background.
- +2 – Action is loosely related to character's class and/or background.
- +0 – Action is not really related to character's class or background.

Situational Modifiers are determined by the referee based on the specific situation. Except in unusual cases, the total of these modifiers should be somewhere between -5 and +5.

Basic Adventuring Actions: Characters in *Dungeon Delving Undying Light* are assumed to be competent adventurers. Unless a player specifies otherwise about a character at character creation, all characters are assumed to have basic practical adventuring abilities such as maintaining weapons and armor, riding a horse, setting up a camp, swimming, climbing, cooking, first aid, etc., and have a rough idea of the value of common coins, trade goods, gems, and jewels. Success should simply be assumed unless there are unusual conditions.



Magic Spells

As their attack, Clerics and Magic-Users may cast any spell they have prepared. All spells have a range, which is the maximum reach of the spell when it is cast. The duration determines how long the spell's effect lasts.

Cleric Spells

1st Level Cleric Spells

Cure Wounds I

Range: Touch, Duration: Instant.

Restore 1d6+1 hit points to a single target.

Detect Good or Evil

Range: 120 feet, Duration 1 hour.

The cleric can detect good or evil creatures, enchantments, and auras.

Spiritual Protection

Range: Caster, Duration: 2 hours.

Anyone attacking the caster suffers a -1 penalty to hit and the caster receives a +1 to all saving throws.

Bless

Range: 60 feet, Duration: 5 rounds.

All allies within range receive a +1 to all to hit and Saves.

2nd Level Cleric Spells

Find Traps

Range: 30 feet, Duration: 2 turns.

Caster automatically detects any magical or mundane traps in range.

Hold Person

Range: 180 feet, Duration: 9 turns.

A single target cannot move or act, but may make a Save each round to break effect.

Silence

Range: 180 feet, Duration: 12 turns.

No sound can be heard in an area of 15 cubic feet. This prevents spell casting.

Speak with Animals

Range: Caster, Duration: 6 turns.

The caster can speak with animals, but not monsters.



3rd Level Cleric Spells

Cure Condition

Range: Touch, Duration: Instant.

Cure target of being poisoned, turned to stone, diseased, or cursed.

Cure Wounds II

Range: Touch, Duration: Instant.

Restore 3d6+3 hit points to a single target.

Magic-User Spells

1st Level Magic-User Spells

Armor

Range: Caster, Duration: 6 hours.

Caster gains a -4 [+4] bonus to AC.

Charm Person

Range 30 feet, Duration: 1 day.

A single humanoid target of normal size regards the caster as a friend unless they make a successful save or are betrayed.

Detect Magic

Range 60 feet, Duration 2 turns.

Caster can perceive the presence of magic.

Light

Range 120 feet, Duration: 2 hours.

The target of this spell produces light as a torch.

Magic Missile

Range: 250 feet, Duration: Instant.

A magic dart unerringly strikes a single target for 1d6 damage.

Read Language

Range: Caster. Duration: 8 hours.

Read any non-magical text.

Sleep

Range 240 feet, Duration: 1d6 hours.

A total of 2d6+3 HD of enemies fall asleep, but no single creature of 4 HD or more can be affected.

2nd Level Magic-User Spells

Arcane Ward

Range: Touch, Duration: Instant.

A single door, gate, or portal can be opened or locked. Locks both mundane and magical are unlocked and vice versa.

Illusion

Range: 120 feet, Duration: 3 turns.

Create an intangible image capable of nonverbal sounds and simple movement. Viewers may make a Save to see through it.

Invisibility

Range: Touch, Duration: See below.

The target of this spell (which can be the caster) becomes invisible and cannot be seen. They can only be attacked if their general location is known and attackers suffer a -4 penalty to hit. This enchantment ends if the target attacks, casts a spell, or acts aggressively.

Strength

Range: Touch, Duration: 12 turns.

Target gains ogre-like strength, adding +3 to all melee damage rolls.

Web

Range: 30 feet, Duration: 8 hours

Sticky webs fill an area up to 10 x 10 x 20 feet. It takes one turn to burn or hack through them. Crossing them without doing so takes 3 turns.

3rd Level Magic-User Spells

Dispel Magic

Range: 60 feet, Duration: Permanent.

Dispel an active spell. Particularly strong spells may make a saving throw to resist, at referee's discretion.

Fireball

Range: 240 feet, Duration: Instant.

A ball of fire explodes, filling a radius of 20 feet and inflicting 6d6 damage on all in that area. Victims may make a save to take half damage.

Fly

Range: Touch, Duration: 1 hour.

Target can fly at their normal speed.

Summon Monster

Range: 60 feet, Duration: 6 rounds.

Three 1 HD monsters appear and serve the caster faithfully.

4th Level Magic-User Spells

Dimension Door

Range: 360 feet, Duration: Instant.

Caster can teleport to any distance that is visible up to the spell's range.

Ice Storm

Range: 600 feet, Duration: 5 rounds.

Frozen hail fills an area 30 feet in radius, inflicting 3d6 damage on all in that area each round and reducing movement by half. No saving throw is allowed.

Wizard Eye

Range: 240 feet, Duration: 1 hour.

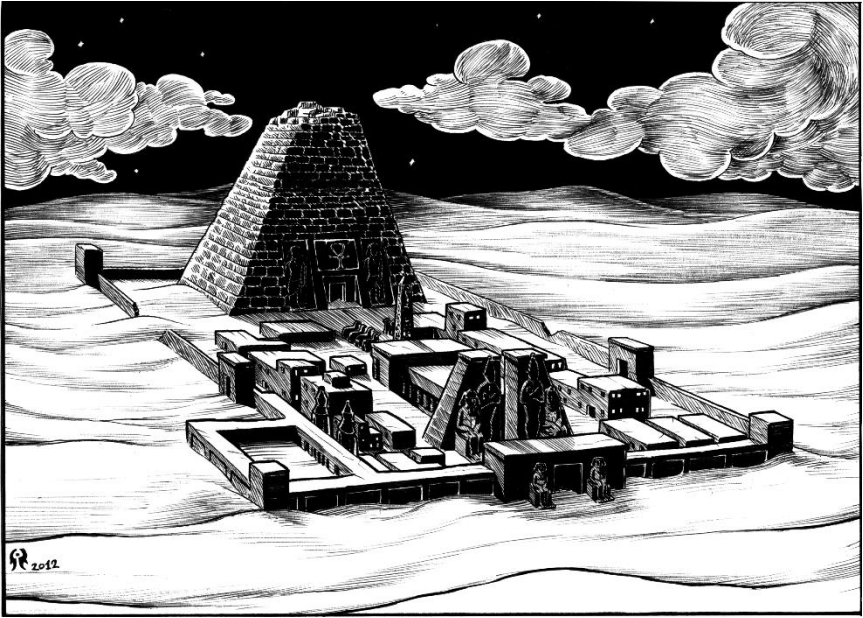
Caster conjures an invisible eye they can see through and can fly up to 240 feet from them.



Optional Rules

- **Determine Initiative:** Each character rolls a DEX Attribute Save. Fighters get a +5, Clerics get a +2, others receive no modifier. Those who make their save act before the monsters attack in the round. Those who fail their save act after the monsters attack. Spellcasters desiring to cast a spell as their action must announce the spell being cast before they make their DEX attribute save.
- **Healing:** In addition to magical means of restoring hit points, a character will recover 1 hit point per night of good sleep or a number of hit points equal to their level per full day of uninterrupted rest.
- **Damage and Death:** When a target is hit, damage is rolled on the weapon used in the attack. For example, a spear does 1d6 damage. The resulting damage is deducted from the opponent's HP. When HP reach zero or below, the target is unconscious and is dying. The target will die unless their HP are raised to 1 or higher within ten minutes.
- **Avoiding Death:** When a character would die, the player has the option of taking a permanent debility instead (and recovering with 1 hit point after a full day of rest). Roll 1d6 to determine the attribute affected by the debility (1 – Strength, 2 – Intelligence, 3 – Wisdom, 4 – Constitution, 5 – Dexterity, 6 – Charisma). Subtract 3 points from that attribute. This loss is permanent and cannot be restored by Cure Condition or other magic. The player should describe what the debility does to the character's appearance (e.g., a swordfight that resulted in a Dexterity debility might leave the character missing a couple of fingers). If a debility reduces an attribute below 3, the character actually dies.





PART THREE: DUNGEONS, MONSTERS & TREASURE

Dungeon Design and Exploration

The bulk of adventures will take place in dungeons. Dungeons are dangerous locations such as abandoned castles, ore hideouts, and dragon's lairs. The contents of each room of a dungeon are determined by the referee or the author of a pre-designed adventure. Most locations will be keyed to a description, which includes any important information. Dungeon locations typically contain some combination of monsters, treasure, and traps. They can contain all or none of these. Seeing in a dungeon usually requires a light source, such as a torch or Light spell. Blind characters suffer a -4 penalty on all "to-hit" rolls and saving throws.

To start with, all you really need is a dungeon level or two, populated with monsters, treasure, and perhaps a few traps, and a town nearby for

the characters to rest up , recover, and buy (and sell) things between expeditions to the dungeon. You do not have to design the town in any great deal to begin with. Give your town an inn for the characters to stay between adventures, a tavern or two for meeting people and gathering information and rumors, a general store, and a temple where the characters can obtain healing for a price. You can add more places as needed, but these will be enough to start play. A few empty maps to get you started are included in Appendix D.

If you are randomly determining the contents of rooms, chambers, caverns, etc. in a dungeon, the Dungeon Stocking Table can help. The result indicates what will be found in each room. Each result will also have a certain probability of being accompanied with treasure.

Dungeon Stocking Table

Roll d00	Contents	Treasure (d6)
01-30	Empty	6+
31-60	Monster	4+
61-75	Trap	5+
76-00	Unique*	Variable

*You should think out a unique result carefully. This result could include special encounters or special areas that stand out from encounters in most other rooms.

Empty rooms should generally not be completely barren, they may contain all sorts of things that might interest, delay, or confuse explorers. While treasure in an empty room might be obvious (e.g. a silver cup stilling on a pedestal), it will more likely be hidden or mixed in with other items in the room.

If you are creating a large multi-level dungeon, monsters on a level should generally range from one HD below the dungeon's level to one hit die above the dungeon level. Unique encounters may be an exception.

Traps: Traps are mechanical (and sometimes magical) hazards such as pit traps, poison needles, or magical wards concealed in a dungeon or attached to an object in a dungeon. When a character triggers a trap, they must make a saving throw or suffer the damage listed below. A successful save means the character suffers half damage. Thieves can use Find and Remove Traps special ability to detect and disarm traps. Magical traps suffer a -1 penalty to such attempts. Once a referee has determined whether a trap is magical or not, they must then decide whether the trap is Common, Dangerous, Lethal, or Deadly.

- **Common Trap:** The character suffers 1d6 points of damage, save for half.
- **Dangerous Trap:** The character suffers 3d6 points of damage, save for half.
- **Lethal Trap:** The character suffers 6d6 points of damage, save for half.
- **Deadly Trap:** If the character fails their saving throw, they die. Otherwise, no damage.

Monsters

Monsters are adversaries player characters will face in battle on their adventures.

Special Traits

Some monsters have special abilities and traits described below.

- ***Aquatic:*** Monster can swim at twice its listed Move and breathe water.
- ***Burrowing:*** Monster can move through solid rock at half its listed Move.
- ***Flight:*** Monster may naturally fly, traveling at twice its listed Move when airborne.
- ***Immune to Normal Weapons:*** Monster can only be damaged by spells and magic weapons.
- ***Magic Resistant:*** Monster has +4 to all saves against spells.
- ***Nausea:*** Monster has an attack that causes the victim to suffer a -2 on all attack, damage and Save rolls until they leave the area.
- ***Paralysis:*** Monster has an attack that prevents victim from acting at all for the duration of this effect.
- ***Petrifying gaze:*** Looking into the monster's eyes will turn the victim to stone unless a saving throw is made. A Cure Condition spell will return the victim to living flesh.
- ***Poison:*** Monster has a special attack that injects a deadly poison, requiring victim to make a saving throw or die.
- ***Regeneration:*** Monster heals a listed number of hit points each round and in must be reduced to 0 HP and slain by a specific means to stay permanently dead.
- ***Spellcasting:*** Monsters can cast or mimic Cleric or Magic-User spells. This will be listed in the stat block.
- ***Statistic drain:*** Permanent loss of an ability point or permanent negative adjustment to saving throw.
- ***Undead:*** Monster can be turned by a Cleric, but is immune to Charm Person, Sleep, and Illusion spells.

Monster Reactions

Some monsters (like skeletons guarding a tomb) may always attack. In cases where the reaction of the monsters to the party is not obvious, the referee may opt to make a reaction roll for the monsters by rolling 2d6 and adding the CHR bonus (and any other appropriate modifiers) to the roll and consulting this table.

Adjusted Reaction Roll	Result
2 or less	Very Unfavorable
3-6	Unfavorable
7	Neutral/Uncertain
8-11	Favorable
12 or more	Very Favorable

Interpretation of the results is left to the referee, however, these general principles may prove helpful. Very Unfavorable means the monsters will most likely attack unless the odds are overwhelmingly against them. They will not help the characters. Unfavorable means the monsters are hostile and might attack unless they are given a good reason not to. They will not help the characters. Neutral means the monsters are unsure of the party. They are not likely to attack immediately, but are not friendly or helpful. Favorable means the monsters are willing to listen and are open to negotiation. They might be willing to be slightly helpful. Very Favorable means the monsters like the characters, are willing to be somewhat helpful, and are open to working with the party to mutual advantage.

Monster Morale

While a few monsters (such as mindless creatures) are fearless and will fight to the death, most monsters have a strong desire to survive and will not continue to fight when the battle is going against them. They will instead seek to retreat, to flee, or even to surrender. The referee decides when monsters abandon the battle and retreat, based on the situation and the monster's intelligence. Monsters are assigned a Morale Rating (from 2 to 12, with 2 being a complete coward and 12 being totally fearless) to help the referee make these decisions. If the referee wishes, he may simply roll 2d6 and have the monsters break off combat if the number rolled is greater than the monster's Morale Rating.



Monster Descriptions

Average hit points for a monster's hit dice are listed in parentheses in the HD entry for each monster.

Basilisk

AC: 4 [15] HD: 6 (21 hp) Attacks: +6, Bite (2d6)
Move: 120 feet Morale: 9 Special: Petrifying gaze

Basilisks are great lizards whose gaze turns to stone anyone meeting its eyes. (Fighting without looking incurs a -4 penalty to hit.) If the basilisk's own gaze is reflected back at it, it has a chance (6+ on a d6) to force the basilisk into a saving throw against being turned to stone itself.

Bear

AC: 7 [12] HD: 4+1 (15 hp) Attacks: +4, Claws (1d6)
Move: 90 feet Morale: 9 Special: Hug

If a bear hits with its claws, roll a d6; on a 4+ it hugs for an additional 1d6 hit points of damage.

Beastmen

Beastmen are corrupted half-human half-animals whose primary focus is survival through violence and deceit. Beastmen were bred created by chaos magic during the legendary Chaos Wars thousands of years ago. Beastmen come in all shapes, the most common are listed below. Beastmen groups have more powerful leaders who may appear in special groups or in the group's home grounds:

- *Leader* (+1 Hit Dice, +1 to attack and damage)
- *Sub-Chieftain* (+2 Hit Dice, +2 to attack and damage, +1 morale)
- *Chieftain* (+3 Hit Dice, +3 to attack and damage, +2 morale)
- *Shaman* (+1 Hit Dice, cast spells as cleric of level equal to number of hit dice)
- *Warlock* (+1 Hit Dice, cast spells as magic-user of level equal to number of hit dice)

Bearmen

AC: 6 [13] HD: 1+2 (6 hp) Attacks: +2, weapon (1d6+1)
Move: 120 feet Morale: 7 Special: Immune to Poison; Rage +2
damage but will fight to the death

Bearmen are always armed with Great Swords.

Birdmen

AC: 6 [13] HD: 2 (7 hp) Attacks: +2, claws (1d6-1)
Move: 120 feet Morale: 12 Special: Fight to the death

Degenerate birdmen are flightless.

Catmen

AC: 6 [13] HD: 2 (7 hp) Attacks: +2, claws (1d6-1)
Move: 120 feet Morale: 7 Special: Surprise 1-3 on a d6
Degenerate catmen like to play with their victims.

Crabmen

AC: 4 [15] HD: 3 (11 hp) Attacks: +3, claws (1d6-1)
Move: 60 feet Morale: 7 Special: Aquatic
Crabmen prefer to live in sea caves.

Fishmen

AC: 4 [15] HD: 2 (7 hp) Attacks: +2, weapon (1d6)
Move: 90 feet Morale: 7 Special: Aquatic; Entangle
Fishmen enjoy "fishing" for surface dwellers, using special weapons called Mancatchers that will entangle with a successful hit.

Frogmen

AC: 2 [17] HD: 1 (4 hp) Attacks: +1, weapon (1d6)
Move: 60 feet Morale: 7 Special: Leaping
Frogmen can leap twice their base move. When leaping into melee they get a +1 to hit and do an extra 1d6 damage.

Lizardmen

AC: 5 [14] HD: 2+1 (8 hp) Attacks: +2, Claws (1d6)
Move: 60 feet Morale: 10 Special: Aquatic
These reptilian humanoids dwell in marshland settlements.

Molemen

AC: 5 [14] HD: 2 (7 hp) Attacks: +2, weapon (1d6)
Move: 120 feet Morale: 7 Special: Blind
Molemen are blind but have extraordinary senses of smell and hearing and can sense others up to 40 feet.

Monkeymen

AC: 9 [10] HD: 1 (4 hp) Attacks: +1, weapon (1d6)
Move: 90 feet Morale: 12 Special: Climbing
Monkeymen attack in numbers to overwhelm their victims. They are gifted fighters, receiving an extra +1 on attacks. They fight to the death.

Ratmen

AC: 7 [12] HD: 1/2 (2 hp) Attacks: +1, weapon (1d3)
Move: 150 feet Morale: 7 Special: Entangle
Ratmen are small and live in barrows with narrow tunnels. They like to use nets to entangle their victims.

Salamandermen

AC: 5 [14] HD: 2+2 (9 hp) Attacks: +2, weapon (1d6)

Move: 120 feet Morale: 7 Special: Immune to fire

Once per turn, Salamandermen can breathe fire (as a Magic Missile spell).

Serpentmen

AC: 5 [14] HD: 3 (11 hp) Attacks: +3, weapon (1d6)

Move: 120 feet Morale: 7 Special: Poison

Humanoids with a hooded serpent for a head and neck. Their bite is poisonous.

Beetle, Giant Fire

AC: 4 [15] HD: 1+3 (7 hp) Attacks: +1, bite (2d6)

Move: 120 feet Morale: 7

These are large, aggressive beetles. Their thorax gland glows as a torch while alive and 1d6 days thereafter.

Centaur

AC: 5 [15] or 4 [16] w/shield HD: 4 (14 hp)

Attacks: +4, kick (1d6) or weapon

Move: 180 feet Morale: 8

Half man, half horse, centaurs are fierce warriors and well known creatures of mythology.



Cockatrice

AC: 6 [13] HD: 5 (18 hp) Attacks: +5, Bite (1d6 + turn to stone)
Move: 60 feet Morale: 7 Special: Flight, Bite turns to stone

This nasty creature resembles a bat-winged rooster with a long, serpentine tail. Its bite turns enemies to stone unless the victim makes a successful saving throw.

Crocodile

AC: 4 [15] HD: 3 (11 hp) Attacks: +3, Bite (1d6)
Move: 30 feet Morale: 7 (10 in water) Special: Swim

Some normal crocodiles are man-eaters; all are dangerous and can conceal themselves well.

Demon Prince

AC: 0 [19] HD: 12 (42 hp) Attacks: +12, flaming sword (2d6)
Move: 180 feet Morale: 10 Special: Flight, Magic Resistant,
Immune to Normal Weapons

A powerful winged infernal lord who seeks only suffering. Able to prepare and cast spells as a 5th level Magic-User.

Doppelganger

AC: 5 [14] HD: 4 (14 hp) Attacks: +4, Claw (1d6)
Move: 90 feet Morale: 8 Special: Mimics shape, immune to sleep
and charm spells, +4 save vs magic.

A doppelganger is a cunning creature that can change its form to resemble the physical appearance (including clothing and gear) of any person.

Dragon

AC: 2 [17] HD: 9 (32 hp) Attacks: +9, bite or claw (2d6)
Move: 120 feet Morale: 9 Special: Flight, Breath weapon

Massive winged serpents who hoard gold and sow suffering. Dragons can attack twice per combat round, prepare and cast spells as a 3rd level Magic-User, and breathe fire as a Fireball spell once per day.

Dryad

AC: 9 [10] HD: 2 (7 hp) Attacks: +2, Dagger (1d6)
Move: 120 feet Morale: 6 Special: Charm Person

A beautiful female fey who dwells in trees. Targets suffer a -2 penalty to saves made to resist their Charm Person ability, which they can use once per day.

Gargoyle

AC: 5 [14] HD: 4+4 (18 hp) Attacks: +4, claws (2d6), bite (1d6), or horn (1d6)

Move: 90 feet Morale: 11 Special: Fight

Winged beings resembling the carven monstrosities that bedeck the walls of cathedrals and many subterranean dungeons. They are vicious predators.

Gelatinous Cube

AC: 8 [11] HD: 4 (14 hp) Attacks: +4, slam (1d6)

Move: 60 feet Morale: 12 Special: Paralysis

These semi-transparent blobs devour all they touch and are hard to see, surprising foes on 1-3 on 1d6. A successful attack paralyzes their foe for 6 turns.

Ghoul

AC: 6 [13] HD: 2 (7 hp) Attacks: +2, Claw (1d6+paralysis)

Move: 90 feet Morale: 9 Special: Undead, paralysis

Flesh eating undead whose claws paralyze targets for 3d6 turns unless a successful save is made.

Giant

AC: 3 [16] HD: 7 (25 hp) Attacks: +7, Club or boulder (2d6)

Move: 150 feet Morale: 11

Towering over fifteen feet high, these massive brutes swing great clubs or can hurl large boulders up to 240 ft.

Harpy

AC: 7 [12] HD: 3 (11 hp) Attacks: +3, Talons (1d6) or wpn (1d6)

Move: 60 feet Morale: 7 Special: Fight, Siren-song

Harpies have the upper body of a human female and the lower body and wings of a vulture. Their song is a charm that draws its victims to the harpy (saving throw applies).

Hell Hound

AC: 4 [15] HD: 5 (18 hp) Attacks: +5, bite (1d6+1)

Move: 180 feet Morale: 9 Special: Breath fire

Infernal dogs who can breathe fire once per day, filling a 10 feet radius, which inflicts 10 points of damage.

Humanoids (Goblin-kind)

Goblin-kind are corrupted elves whose primary focus is survival through violence and deceit. The various types of goblins were bred from elves

by chaos magic during the legendary Chaos Wars thousands of years ago. Larger groups of goblin-kind have more powerful leaders who may appear in special groups or in the group's home grounds:

- *Leader* (+1 Hit Dice, +1 to attack and damage)
- *Sub-Chieftain* (+2 Hit Dice, +2 to attack and damage, +1 morale)
- *Chieftain* (+3 Hit Dice, +3 to attack and damage, +2 morale)
- *Shaman* (+1 Hit Dice, cast spells as cleric of level equal to number of hit dice plus 1)
- *Warlock* (+1 Hit Dice, cast spells as magic-user of level equal to number of hit dice plus 1)

Bugbear

AC: 5 [14] *HD:* 3+1 (12 hp) *Attacks:* +3, weapon (1d6)
Move: 90 feet *Morale:* 9 *Special:* Surprise opponents on 1-3 on 1d6.

Large and brutish goblinoids who delight in ambushing their foes.

Gnoll

AC: 5 [14] *HD:* 2 (7 hp) *Attacks:* +2, Bite (1d6)
Move: 90 feet *Morale:* 8

Large hyena-like humanoids who delight in bloodshed.

Goblin

AC: 7 [12] *HD:* 1-1 (3 hp) *Attacks:* +1, weapon (1d6)
Move: 90 feet *Morale:* 7 (5 in sunlight) *Special:* -1 to hit in bright light
Goblins are nasty little creatures who live in dark places and hate sunlight.

Hobgoblin

AC: 5 [14] *HD:* 1+1 (5 hp) *Attacks:* +1, weapon (1d6)
Move: 90 feet *Morale:* 8

A large and violent goblinoid creature unafraid of light.

Kobold

AC: 6 [13] *HD:* 1/2 (2 hp) *Attacks:* +1, small weapon (1d6-1)
Move: 60 feet *Morale:* 9

These tiny subterranean goblin-like creatures attack in packs.

Orc

AC: 6 [13] *HD:* 1 (4 hp) *Attacks:* +1, weapon (1d6)
Move: 120 feet *Morale:* 8

Brutish humanoids that gather in tribes to ravage civilizations. Orcish leaders are great brutes with additional HD, and magic-using shamans may also be found in the larger tribes. Orcish tribes hate each other and will fight savagely unless restrained by a powerful and feared leader.

Humans, Individuals

Few humans have classes like player characters, but they are still competent in their own background area. Some humans are even trained to fight and can do well in battle, especially in numbers.

Common Man

AC: 9 [10] HD: 1d2 (1 hp) Attacks: +0, improvised weapon (1d2)
Move: 90 feet Morale: 5

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

Specialist, Apprentice

AC: 9 [10] HD: 1d2 (1 hp) Attacks: +0, improvised weapon (1d2)
Move: 90 feet Morale: 5

A young person training in a background: competent in his speciality at least if not asked to do anything advanced.

Specialist, Journeyman

AC: 9 [10] HD: 1/2 (2 hp) Attacks: +1, improvised weapon (1d2)
Move: 90 feet Morale: 6

An adult trained in a profession or craft in which he is competent.

Specialist, Master

AC: 9 [10] HD: 1/2 (2 hp) Attacks: +!, improvised weapon (1d2)
Move: 60 feet Morale: 6

An adult trained in a profession or craft in which she is very competent and has many years of experience.

Militia Man

AC: 8 [11] HD: 1/2 (2hp) Attacks: +1, improvised weapon (1d2)
Move: 90 feet Morale: 7

A young person training in a background and activity in the local militia.

Man-At-Arms, Green

AC: 7 [12] HD: 1 (4 hp) Attacks: +0, weapon (1d6)
Move: 120 feet Morale: 7

A warrior just beginning his training, competent by has not seen much action.

Man-At-Arms, Veteran

AC: 6 [13] HD: 1+1 (5 hp) Attacks: +1, weapon (1d6)
Move: 120 feet. Morale: 8

A warrior who is competent and has seen action.

Man-At-Arms, Sergeant

AC: 5 [14] HD: 1+2 (6 hp) Attacks: +1, weapon (1d6+1)

Move: 120 feet Morale: 8

An experienced warrior who is trained to lead a small group of warriors.

Man-At-Arms, Officer

AC: 4 [15] HD: 1+3 (7 hp) Attacks: +1, weapon (1d6+2)

Move: 120 feet Morale: 9

An experienced warrior who is trained to lead a company of warriors.

Warriors in his company are +1 morale so long as he fights with them

Man-At-Arms, Captain

AC: 3 [16] HD: 1+4 (8 hp) Attacks: +1, weapon (1d6+2)

Move: 120 feet Morale: 10

An experienced warrior who is trained to lead a large group of warriors divided into multiple companies. Warriors under his direct leadership in battle are +2 morale.

Priest

AC: 7 [12] HD: 1+1 (5 hp) Attacks: +0, weapon (1d3)

Move: 90 feet Morale: 7

A priest in charge of a small church or shrine dedicated to a deity or pantheon. Those healing under his care recover hit points twice as fast. Knows 1d3 first level Cleric spells, which can only be cast once per week and only during a religious service.

Hedge Wizard

AC: 7 [12] HD: 1-1 (3 hp) Attacks: +0, weapon (1d3)

Move: 90 feet Morale: 7

A hedge wizard can cast spells but only as rituals. Knows 1d6 hedge magic rituals (use magic-user spell list). Casting one takes a ritual taking twice the ritual's level in hours and needing ritual components worth the ritual level squared times 20gp. Performing a ritual exhausts the Hedge Wizard and she cannot perform another ritual for 1d3-1 days (minimum 6 hours).

Humans, Cultists

Members of strange, often chaotic cults centered on a minor entity (demigod, demon, etc.) from another plane. The entity grants powers in exchange for service, sacrifices, and/or worship. Cultists often take have some sort of aberrant appearance hinting at the entity they serve. The power level and usefulness of strange cult powers and cult magic items vary with the power of the cult focus entity and in some cases the size of the cult. Cult magic items only work properly for members of the cult. Cult priests can cast spells and their spell cast come from either the

Cleric or Magic-User spell list (or both) as determined by the cult's patron entity.

Cultist

AC: 9 [10] HD: 1/2 (2 hp) Attacks: +0, improvised weapon (1d2)
Move: 90 feet Morale: 8 Special: Cult powers
Competent in background, 6+ on D6 chance of 1 strange cult power beyond the normal rules usable 1d4 times per day.

Cultist, Guard

AC: 7 [12] HD: 1+2 (6 hp) Attacks: +1, weapon (1d6)
Move: 120 feet Morale: 9 Special: Cult powers
Trained in combat. 5+ on d6 chance of 1 strange cult power beyond the normal rules usable 1d4 times per day.

Cultist, Guard Sergeant

AC: 5 [14] HD: 1+3 (7 hp) Attacks: +2, weapon (1d6+1)
Move 120 feet Morale: 9 Special: Cult powers
Trained in combat. 1d2 strange cult powers beyond the normal rules each usable once per day. 4+ on d6 chance of 1 cult magic item.

Cultist, Guard Leader

AC: 3 [16] HD: 1+4 (8 hp) Attacks: +2, weapon (1d6)
Move: 120 feet. Morale: 10 Special: Cult powers
Trained in Combat. Cult members under his direct leadership in battle are +2 morale. 1d2 strange cult powers beyond the normal rules each usable once per day, 1d2 cult magic items.

Cultist, Lesser Priest

AC: 7 [12] HD: 1+2 (6 hp) Attacks: +1, weapon (1d6)
Move: 90 feet Morale: 9 Special: Spellcasting, Cult powers
Knows 1d2 first level spells. Has 1d3 strange cult powers beyond the normal rules.

Cultist, Priest

AC: 4 [15] HD: 2+2 (9 hp) Attacks: +2, weapon (1d6)
Move: 120 feet. Morale: 10 Special: Spellcasting, Cult powers
Knows 1d3 first level spells and 1d2 second level spells. Has 1d3+1 strange cult powers beyond the normal rules and 1d2 cult magic items.

Cultist, High Priest

AC: 2 [17] HD: 4 (14 hp) Attacks: +4, weapon (1d6)
Move: 150 feet Morale: 11 Special: Spellcasting, Cult powers
Knows 1d2+2 first level spells, 1d2+1 second level spells, and 1d2 third

level spells. Has 1d3+2 strange cult powers beyond the normal rules and 1d2+2 cult magic items.

Manticore

AC: 4 [15] HD: 6+1 (21 hp) Attacks: +6, bite (1d6) or tail spikes
Move: 120 feet Morale: 9 Special: Flight

These strange creatures have the face of a man, the body of a lion, and a spike tipped tail. They can hurl up to six spikes per day as a single attack. Each spike inflicts 1d6 damage if the spikes hit.

Medusa

AC: 8 [11] HD: 6 (20 hp) Attacks: +6, poisonous snakes
Move: 90 feet Morale: 8 Special: Petrifying gaze, poison

Medusas are intelligent, horrid creatures with a female upper body and face but hair of writhing poisonous snakes; they have no legs, but the body of a serpent. Their gaze turns to stone anyone meeting its eyes (fighting without looking incurs a -4 penalty to hit). If a medusa's own gaze is reflected back at it, roll a d6. On a 5+ the basilisk must make a saving throw against being turned to stone itself. Their snake hair will attempt to bite anyone within close range (save or collapse in agonizing pain for 1d6 rounds, then save or die).

Minotaur

AC: 6 [13] HD: 6+4 (24 hp) Attacks: +6, Head butt (2d6), bite (1d6),
or weapon

Move: 120 feet Morale: 11 Special: Never get lost in labyrinths

A minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

Mummy

AC: 3 [16] HD: 6+4 (24 hp) Attacks: +6, Fist (2d6)
Move: 60 feet Morale: 12 Special: Rot, Undead, Immune to
Normal Weapons

Mummies cannot be hit by normal weapons, and even magical weapons cause only half damage. In addition to normal damage, their touch also inflicts a rotting disease (save to avoid) which prevents magical healing and causes wounds to heal at one-third of the normal rate (1 hit point per three days). A Cure Condition spell is needed to cure this rotting disease.

Ogre

AC: 5 [14] HD: 4+1 (15 hp) Attacks: +4, large weapon (1d6+2)
Move: 90 feet Morale: 10

Large and stupid giant-kin who love gold and eating villagers.



Owlbear

AC: 4 [15] HD: 5 (18 hp) Attacks: +5, claws(1d6) or hug
Move: 120 feet Morale: 9

Owlbears have the body of a bear with the head of an owl. They attack with two claws each round and if both attacks hit they can automatically inflict 2d6 damage the following round via a vicious bear hug.

Pegasus

AC: 6 [13] HD: 2+2 (9 hp) Attacks: +2, Hooves (1d6)
Move: 240 feet Morale: 8 Special: Flight

A pegasus is a winged horse. If captured young, they can be trained to allow a rider.

Piercer

AC: 3 [16] HD: 1 (4 hp) Attacks: +1, drop/pierce (1d6)
Move: 10 feet Morale: 6 Special: Drop from ceiling

Piercers resemble stalactites, and drop from cavern ceilings to pierce their victims. After falling (and feeding), they crawl slowly back to the ceiling in order to attack again.

Rat, Giant

AC: 7 [12] HD: 1-1 (3 hp) Attacks: +1, bite (1d6-1)
Move: 120 feet Morale: 8

Aggressive rats about the size of a small dog.

Rust Monster

AC: 6 [13] HD: 3 (11 hp) Attacks: +3, Antennae
Move: 150 feet Morale: 7 Special: Destroy Metal

These large armadillo like monsters inflict no damage, but if their attack is successful, they automatically destroy a single metal weapon, shield, or armor worn by the target.

Shadow

AC: 7 [12] HD: 2+2 (9 hp) Attacks: +2, Touch
Move: 120 feet Morale: 12 Special: Ability Drain, Undead, Immune to Normal Weapons

Identical to their namesake. Those touched by a Shadow must make a Save or permanently lose 1 point of Strength. Shadows surprise their foes on 1-5 on 1d6.

Skeleton

AC: 8 [11] HD: 1 (4 hp) Attacks: +1, weapon (1d6)
Move: 120 feet Morale: 12 Special: Undead
Bones of the dead, animated by vile necromancy.

Spider, Giant

AC: 6[13] HD: 2+2 (9 hp) Attacks: +2, bite (1d6)
Move: 180 feet Morale: 8 Special: Web once per day as per spell, Hide in Shadows

Large carnivorous spiders who spin traps that function like the Web spell. They are stealthy and can successfully hide in shadows like a thief with a 2+ on a D6.



Stirge

AC: 7 [12] HD: 1+1 (5 hp) Attacks: +1, "Sting" (1d6 + blood drain)
Move: 30 feet Morale: 9 Special: Drain blood 1d6/round

Resembling small, feathered, winged anteaters, stirges have a proboscis, which they jab into their prey to drain blood. After a stirge's first hit, it drains blood automatically at a rate of 1d6 hit points per round until killed or forcibly removed from its victim.

Troll

AC: 4 [15] HD: 6+3 (24 hp) Attacks: +6, claw (1d6)
Move: 120 feet Morale: 10 Special: Regeneration

Trolls are large, lanky monsters who can only be permanently slain by fire or acid. They heal 3 hit points every round, even when reduced below 0.

Werewolf

AC: 5 [14] HD: 5 (18 hp) Attacks: +5, bite (1d6+2)
Move: 120 feet Morale: 8 Special: Regenerate

These legendary monsters are able to transform into a wolf-man hybrid under the full moon. They regenerate 3 hit points per round even if reduced to 0 hit points, unless damaged with silver or magical weapons. Anyone attacked and brought below 50% hit points by a werewolf will become a werewolf himself at the next full moon.

Wight

AC: 5 [14] HD: 3 (11 hp) Attacks: +3, Claw (1d6-1)
Move: 90 feet Morale: 12 Special: Undead, Immune to Normal Weapons, Statistic Drain

Corpses haunting tombs and barrows, anyone damaged by their claws must make a save or permanently penalize their Save value by 1 point. Can only be hit by silver or magic weapons.

Worg

AC: 4 [15] HD: 4 (14 hp) Attacks: +4, bite (1d6+1)
Move: 180 feet Morale: 8

Large, cunning wolves corrupted by evil and capable of speech.

Wraith

AC: 3 [16] HD: 4 (14 hp) Attacks: +3, Claw (1d6)
Move: 180 feet Morale: 12 Special: Undead, Immune to Normal Weapons, Statistic Drain

More powerful versions of wights, anyone damaged by their claws must make a save or permanently penalize their Constitution value by 1 point.

Can only be hit by silver or magic weapons. Arrows are particularly ineffective, even magical and silver arrows inflict only one hit point of damage. Outdoors, Wraith are often riding on mounts trained to tolerate them.

Wyvern

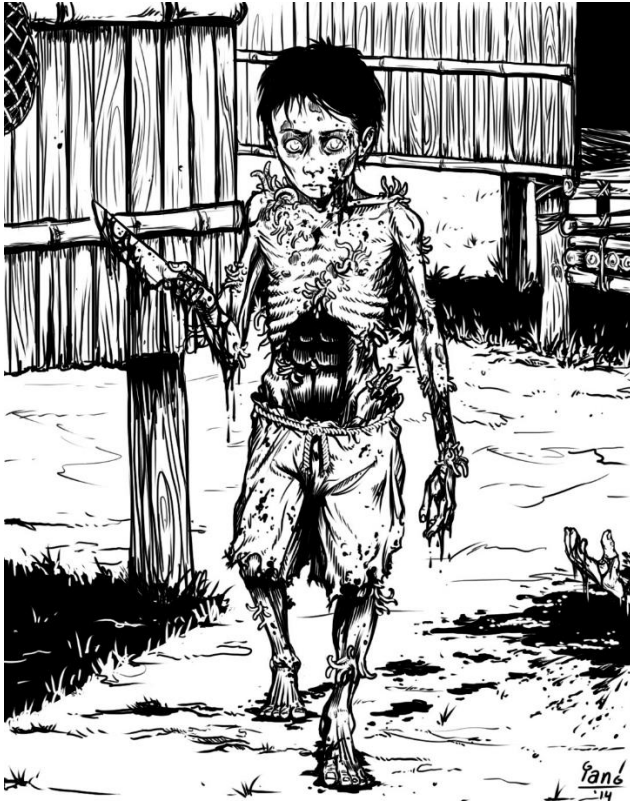
AC3 [16] HD: 8 (28 hp) Attacks: +8 sting (1d6)
Move: 60 feet Morale: 9 Special: Flight, Poison

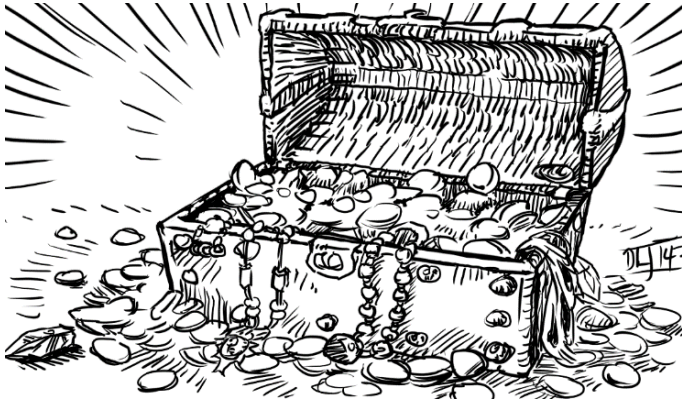
Two-legged winged reptiles distantly related to dragons. A wyvern has a barbed tail that injects a deadly poison. Save or die if hit.

Zombie

AC: 8 [11] HD: 2 (11 hp) Attacks: +2, slam (1d6)
Move: 60 feet Morale: 12 Special: Undead

Nearly mindless shambling corpses who crave the blood and brains of the living.





Treasure & Magical Rewards

During an adventure, it is likely that the player characters will recover some loot - both mundane and magical. As a general guideline, most monsters carry valuables as determined by the chart below (the value is in GP but the treasure may be in silver, copper, jewelry, gems, etc.). The referee should also roll 1d20 for every HD of the monster defeated. If a 20 is rolled, then a magic item of the referee's choosing has been discovered.

Monster HD	Valuables Recovered
1 HD or less	1d6 gold pieces
1+1 HD – 2 HD	3d6 gold pieces
2+1 HD – 4 HD	6d6 gold pieces
4+1 HD – 6 HD	1d6 x 10 gold pieces
6+1 HD – 8 HD	1d6 x 25 gold pieces
8+1 HD – 10 HD	1d6 x 100 gold pieces
10+1 HD or greater	1d6 x 250 gold pieces

Magic Items

Enchanted items are rare. They fall into four broad categories. Consumable items are scrolls or potions that, once used, are expended. Scrolls are parchments inscribed with Cleric or Magic-User spells, which can be used by their respective classes to cast the inscribed spell without having it prepared. Magic-Users may instead choose to expend the scroll to inscribe it in their spellbook to be prepared and cast later. In either case, the spell fades from the scroll once used. Potions can be drunk by anyone. If drunk during combat the character may not attack in the same round. Weapons give a bonus to all to-hit and damage rolls per their specified bonus when used. Armor provides the specified bonus to

the wearer's armor class on top of the armor's normal bonus. Miscellaneous items have various effects defined below.

Consumables

- **Potion of Giant Strength:** +4 bonus to melee damage for one hour.
- **Potion of Healing:** Heal 1d6+1 HP.
- **Potion of Heroism:** +2 bonus to Armor Class, to-hit and damage rolls for one hour.
- **Potion of Flying:** Gain the ability to Fly at twice normal speed for 1 hour.
- **Potion of Speed:** Double movement rate and attack twice per round for 5 rounds.

Spell Scroll: One randomly determined Cleric or Magic-User spell is written on the scroll: Roll a D6: 1-3 1st Level Spell, 4-5 2nd Level Spell, 6 3rd Level Spell (MU scroll: roll again, on a second 6, a 4th level Spell).

Weapons

Magical weapons are ranked as +1, +2, or +3. This bonus is added to all to-hit and damage rolls when using that weapon. Any melee, missile, or thrown weapon can become a magic weapon. (Roll 4d6. Four sixes +3 weapon, three sixes +2 weapon, all other rolls +1 weapon.)

Armor

Magical Armor and Shields have a +1 bonus, which is a beneficial modifier to the user's Armor Class. Any type of armor or shield can be magical.

Miscellaneous Items

Bedroll of Restful Sleep: Spending an entire night in this bedroll cures 1d3 plus the sleeper's level in hit points.

Bag of Holding: A small belt pouch capable of holding up to 100 lbs.

Book of Heroes: One random attribute increases by 1, then the book vanishes.

Boots of Silence: Wearer is perfectly silent when moving.

Climber's Rope: A 100 feet long rope that can hold 500 lbs and can be commanded to knot itself.

Endless Torch: Radiates a non-flammable fire that never goes out, even under water.

Goggles of Dark Sight: Wearer can see perfectly in real or magical darkness.

Headband of Life: When placed around the head of an intelligent being who has been dead for less than ten minutes, it will restore the wearer to life in a blinding burst of light. The headband is destroyed when it activates.

Healer's Staff: Usable by Clerics only. Cast Cure Wounds I three times per day.

Luckstone: Bearer gets +1 to all saves.

Magic Wand: Cast one 1st level magic-user spell (chosen by referee), 3 times per day.

Magic Rod: Cast one 2nd level magic-user spell (chosen by referee), 1 time per day.

Necklace of Water Breathing: Wearer can breathe under water (fresh or salt) as if in air.

Protective Item+1: Either a ring, cloak, or bracer. Grants a +1 bonus to AC and saving throws.

Ring of Invisibility: Wearer can cast Invisibility on self once per day.

Ring of Fire Immunity: Wearer suffers no damage from heat or fire even if magical.

Treasure Hunter's Tools: Usable by Thief only. +1 to all d6 skills.

Warrior's Horn: Usable by Fighter only. Once per day, fighter can summon 1d6 1st level fighter allies who remain loyal for 5 rounds.

Wizard's Staff: Usable by Magic-user only. Detect Magic at will; prepare 1 extra 1st level spell per day.





PART FOUR: ADVENTURING

Early Edition Conventions

Almost any material you come across for 0e or other early editions of the world's most popular roleplaying game can be used in *Dungeon Delving Undying Light* with little modification. However, some descriptive conventions that early editions used may need some explanation.

Time Conventions: Early editions talk about time in terms of rounds (combat rounds) and turns. In 0e, a round was 1 minute and a turn was 10 minutes (as it is in this game). In B/X, a round was 10 seconds and a turn was 10 minutes, so there were 60 rounds in a turn.

Movement/Distance Conventions: Early editions gave distances in inches. When underground or in buildings or the like, one inch equaled 10 feet. When outdoors, however, one inch was 10 yards.

Adventure Conversion Guidelines: There are a large number of published adventures designed for early editions of the world's most popular tabletop fantasy roleplaying game. These adventures can be used with *Dungeon Delving Undying Light* with only a little conversion.

The following guidelines will make conversion easy.

Armor Class (AC) remains unchanged. Exception: First and second edition adventures start their armor class at 10 instead of 9. Consider an AC of 10 in such adventures to be an AC of 9 [10].

Dungeon Delving Undying Light defaults to a d6 for HD and basic weapon damage whereas adventures default to a d8. Therefore, do the following:

HD/Hit Points: Decrease the hit points of published monsters by 1 hp per HD. If hit points is not listed just roll the Hit Dice using D6s.

Damage Rolls: Convert the dice used in published adventures to the d6 standard using the following table:

Adventure Die	D6 Standard
1d12	1d6+2
1d10	1d6+1
1d8	1d6
1d6	1d6-1*
1d4	1d3
1d3	1d2

* Minimum of 1

Dungeon Exploration

Exploring dungeons is an iconic part of old school roleplaying games. The guidelines in this section will help the referee run adventures in dungeons, castles, caverns, and other “indoor” spaces in *Dungeon Delving Undying Light*.

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



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

Wandering Monsters: The referee should roll 1d6 every 2 turns for wandering monsters (more often if the party is making a lot of noise or otherwise attracting attention). On a roll of 6+, wandering monsters stumble across the party from a random direction and distance.

Avoiding Monsters: Unintelligent monsters normally attack, try to run away, or continue what they were doing ignoring (actually watching warily) the characters. Intelligent monsters may follow their orders,

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

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

Doors: Dungeons often have many doors, some secret and others obvious. Many are locked, and a thief will need to attempt to pick locks. However, characters can attempt to break a door down. In this case, the player rolls 1d6. A result of 5+ means the door has been broken down. Strength bonus (if any) is added to the number rolled.

Players will sometimes want their character to listen at a door to hear any noises beyond. Again, the referee rolls 1d6. A roll of 6+ results in

success, and a roll of 5+ succeeds for demi-humans due to their keen hearing. A thief is specially trained for this task, and uses his Hear ability. This attempt may only be made one time at any door by a character. Note that some creatures, such as undead, do not make noise.

Traps and Trap Detection: A trap will usually spring on a d6 roll of 5+ when a character passes over or by them or otherwise triggers them.

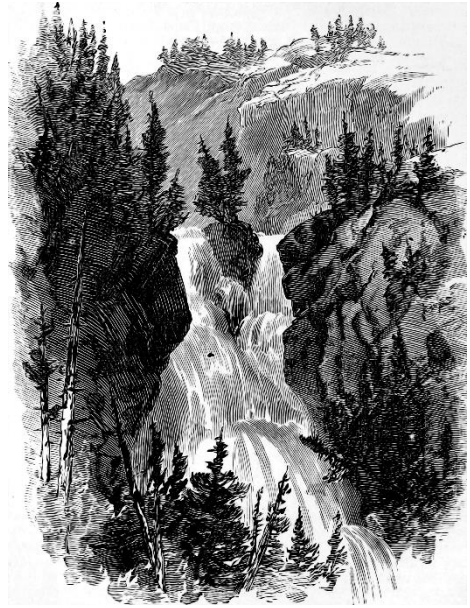
Characters of all classes can search for non-magical traps. All characters except dwarves and thieves can succeed in spotting a trap on a roll of 6+ on 1d6. Dwarves succeed on a roll of 5+ on 1d6. Thieves are specially trained for this task, and use their Thief Skills ability. Players must declare that their characters are actively looking for traps, and they must be looking in the right place. This roll may only be made once in a particular location, and it takes 1 turn per effort made. Since the referee rolls the dice, the player never know if the roll failed or if there simply is no trap in the area searched.

Secret/Hidden Doors: Secret (and hidden) doors can only be spotted if characters are specifically looking for them. The referee rolls 1d6 when a player declares that his character is looking for secret doors. A result of 6+ is a success, except that elves have better vision and succeed on a roll of 5+. Thieves are specially trained for this task, and use their Thief Skills ability. A character can only attempt to look for secret doors once in any given area, and it takes 1 turn. A second attempt cannot be made in the same area. On a roll of 1 on 1d6 an Elf will notice a secret door even if he is not actively searching for secret doors. Since the referee rolls the dice, the player never know if the roll failed or if there simply is no door in the area searched.



Wilderness Exploration

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



Time and Wilderness

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

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

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

For example, if characters can travel 24 miles normally, but are following roads, they can travel 36 miles a day (24 + 12). If they are traveling through swampy land, they travel 12 miles (24 – 12) per day.

Furthermore, certain kinds of terrain can slow travel at the referee's discretion, such as if the characters have to cross canyons, large rivers, or other formations. In addition to the above conditions that can influence

travel rates, characters may engage in a forced march. A forced march is a day of hard, tiring travel, but increases travel speed by +1/2. However, the characters must rest for 24 hours after a forced march. Otherwise, during wilderness travel the characters have to rest one day per six days of travel. Weather can also affect travel rates or even prevent safe travel altogether.

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

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

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

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

Avoiding Monsters: Unintelligent monsters normally automatically attack. Intelligent monsters may follow orders, make a reaction check, automatically attack, etc. depending on circumstances. Unless surprised a party may try to flee to avoid a battle. Monsters will generally pursue so long as the party can be detected, there is a 4+ on a d6 chance monsters faster than the party will catch it (5+ on a d6 chance for monsters about as fast as the party) in each hex traveled through. Woods or swamp reduce the chance of being caught (-1 on the die roll). Monsters will pursue into another hex on the map on a roll of 4+ on a d6. The chase continues until combat occurs or the monsters break off. The party must rest for one-half day for each hex travelled during a pursuit. All chances may be adjusted by the referee depending on circumstances. These same rules determine how monsters will pursue if the characters disengage and retreat (or rout) from a battle.

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

a random direction but believes they have moved in the direction intended.

Terrain Type	Chance Lost	Chance of Encounter
Plains	6+	6+
Woods	5+	5+
Forest	4+	5+
River	6+	5+
Swamp	4+	4+
Hills	6+	5+
Mountains	5+	4+
Desert	4+	5+

Strongholds: Characters may encounter a stronghold during their wilderness travels. If the referee decides the characters pass near a castle or other kind of stronghold, he can roll on the following table to randomly determine how any patrol that spots them might react. These rolls may be modified one way or another if the characters are acting suspicious, or if they are approaching peacefully and potentially with offerings. “Normal Man” refers to a non-classed ruler (who need not be a human).

Ruler Class	Level	Patrol Type	Reaction (1D6)		
			Ignore	Chase	Friendly
Normal Man	N/A	Lt mounted, 2d6	1-2	3-4	5-6
Cleric	6+1d8	Lt mounted, 2d6	1-2	3-4	5-6
Fighter	8+1d6	Hvy mounted, 2d6	1-2	3-5	6
MU	10+1d4	Hvy infantry, 2d6	1-4	5	6

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

When in the wilderness, characters can hunt or scavenge for food. Scavenging for food is an activity that can be accomplished without hindering travel by gathering fruit, nuts, or small animals. For each day of travel while scavenging, roll 1d6. A result of 6+ indicates that sufficient food for 1d6 human sized beings has been acquired. Hunting follows the same roll, but succeeds on 5+, and must be engaged as the sole activity for a day. No traveling is possible. In addition, there will be one Wandering Monster check, from the table appropriate for the terrain, while the group is hunting.

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

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

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



APPENDIX A:

GLOSSARY OF TERMS

AC: Armor Class. Represents how difficult a character is to hit. The bracketed number is the total of an attack roll, after all modifiers, necessary for a target to be struck by an attack.

Attack Roll: The total of a d20, plus any applicable modifiers. Used to determine whether an attack is successful. Also called a to-hit roll.

BHB: Base Hit Bonus. Added to all attack or to-hit rolls.

Cleric Spell: A magical, holy effect available only by Clerics.

Level: Typically this a measure of a character's experience and general prowess. When referencing spells it reflects a spell's complexity.

d20 or d6: Refers to what type of die to roll. d20 is a 20-sided die. d6 is a six sided die. A d20+2 would be the result of a 20-sided die plus two. d6-1 would be the result of a six sided die minus 1.

Damage: The amount to be subtracted from a target's hit points when they are successfully attacked or affected by some spells.

HD: Hit Dice. Always a d6. HD 1+1 means 1d6+1; HD 2-1 means 2d6-1, etc. Total of all rolled HD determines a character or monster's Hit Points.

HP: Hit Points. Represents a character's current health. When reduced to 0, that character or monster is dead.

Level Gain Factor: Used to determine how many adventures a character class/race combination needs to advance to the next level.

Magic-User Spell: A magical effect available only to Magic-Users.

Melee: Any hand-to-hand attack, whether armed or not. Target must be adjacent to, or within 10 feet of attacker.

Missile: Any projectile weapon, whether shot or thrown. Target must be within listed range of missile weapon.

Move: How quickly a character can travel. Sometimes called movement or movement rate.

Round: 1 minute. Combat is measured in rounds.

Save: A character's ability to avoid danger. Roll a d20, plus any applicable modifiers. Equal to or above Save is a success. Sometimes called a Saving Throw.

Total Adventures: The number of adventures a character needs to complete to gain a level.

Turn: 10 minutes. Many spells have their duration in turns.



APPENDIX B:

ON OLD SCHOOL PLAY

Dungeon Delving Undying Light is an “old School” game. It is designed for a completely different style of play than many players who started to play in the last 20 years or so may be used to. This appendix will give a brief overview of “old school” play.

What is “Old School” Play?

There are two major styles of roleplaying games. The first (and older) style says, “Here is the situation. Pretend you are there as your character, what do you want to do?” This style has been superseded over the years with a style that says, “Here is the situation. Based on your character’s stats, abilities, skills, etc. as listed on his character sheet and your knowledge of the many detailed rules of the game, what is the best way to use your character’s skills and abilities and the rules to solve the situation?” Old school play strongly favors the first style and frowns on too much of the second.

Here are some major points where old school play is often different:

Heroic, not Superheroic: Old school play, especially at low to mid-levels, is about fairly normal people put in situations where they can be heroes, not about extraordinary people doing things that would make a four-color comic book superhero proud – and at first level yet. Just like in the real world, the more a character improves his abilities, the harder it is to improve them further, while new characters may advance rapidly, the higher their level the more effort and time (and XP) it takes to advance to the next level.

Achievement, not Advancement. Many modern games are often all about what special feats, extra classes and special game mechanics the players wish to obtain for their characters as they increase in level. In old school games, a character’s abilities are generally predetermined by his character class, so old school games focus on the things that the characters wish to accomplish in the game world rather than on what game mechanics they want to acquire. Level advancement is often much slower than in modern fantasy RPGs which makes in campaign achievements even more important as a measure of character success.

No Skills: Unlike in most modern RPGs, there aren't any skills in *Dungeon Delving Undying Light*. Players are intended to have their characters act like adventurers. So don't search your character sheet or the rules for the perfect solution to whatever situation your character is facing. Instead, you just tell the referee what your character is trying to do. Note that you are assumed to be competent with all common activities associated with your class and background. If you need to keep a door open or shut, you might tell the referee your character is using a spike to keep the door open or closed. A ten foot pole is your friend for checking for traps. Searching a room means looking in and under objects, not rolling a skill check. While this may seem strange at first, you will quickly learn to appreciate the freedom it gives you. No longer are you limited to the skills and feats on your character sheet, you can try anything your character should be capable of trying. You might not succeed, but the rules generally will not stop you from trying.

Limited Magic Items: Modern fantasy RPGs often assume that magic items are easy to buy and/or to create. In most old school campaigns, magic items are relatively rare and hard to create. Only potions and scrolls are generally relatively easy to create or purchase. Other magic items are seldom found for sale (and are very high priced when they are found for sale) and are usually very expensive in money and time to try to create – often requiring rare ingredients that the characters must quest to find. Therefore, characters are generally limited to the magic items they find in treasures or take from defeated enemies on adventures.

No Assumption of “Game Balance”: Old style game sessions aren't about carefully balanced characters (who are all able to shine equally at all times) who only run into situations carefully designed by the referee to be beatable by the characters presently in the party and to provide treasure that fits their current level. Instead, part of player skill is learning to evaluate situations so situations well over the party's current abilities or which will waste the party's resources for little gain can be avoided. Don't assume that you can beat every monster that you encounter, running away from monsters too tough to handle can mean the difference between character survival and character death. You can also get creative in how you defeat monsters. Perhaps those goblins you bypassed could be talked into (or tricked into) attacking that giant you know you can't beat, perhaps killing it for you or at least softening it up so your party has a chance of defeating it and living to tell the tale. Also, remember that even if you cannot kill the monsters, perhaps you can still acquire some of their treasure by less direct means. Part of the skill of playing “old school” style is coming up with creative solutions when a direct attack is likely to fail.

It's Not All About Combat: Many modern fantasy RPGs have made combat the star of the system, combats in these systems are time-consuming and very crunchy with rules for everything. Like early versions of the game, *Dungeon Delving Undying Light* features a simple and somewhat abstract combat system that allows combat situations to be decided quickly. Moreover, like those early versions of the game, combat isn't intended to be the main source of fun in a game session. The game is as much about exploration and treasuring finding as it is about combat. Sure, you are going to have to fight things to explore and find treasure, but always remember that combat may not be the best or safest way to handle every situation. Think before you rush into combat.

Reality/Common Sense Trumps Rules: Old-school games use loose and simple rules that cover average cases and the referee and players are supposed to apply common sense and their knowledge of how reality works to cover the unusual and edge cases. "Reality/Common Sense" as interpreted by the referee always trumps the written rules if they conflict. For example, a character has a magic weapon and the rules for that weapon say it always causes its target to fall prone if hit. The character hits a gelatinous cube moving down the corridor toward them with the weapon. The rules say that the target should fall and be in a prone position. Reality, however, says otherwise. Gelatinous cubes don't have a top and bottom (so prone penalties make no sense) and a 10 foot cube can't fall when it is moving through a 10 foot corridor. In some modern games, the rules would be applied anyway and the cube would suffer the effects of falling prone no matter how little sense that makes. In an old school game, the referee ignores the rule because it makes no sense in the specific situation.

Forget "Rules Mastery": As some of the above differences have hinted, player skill in "old school" style games isn't about mastering the game rules so you can solve any problem by knowing the right combination of rules from 20 different rule books. *Dungeon Delving Undying Light* is designed to be rules light and strongly encourages referees to make rulings on the spot taking into account specific circumstances instead of trying to hunt up special cases in a stack of rule books. This is faster and helps players immerse themselves in their character and the game world instead of in rule books. Referee rulings will be based on specific circumstances and common sense, not just on the written rules and prior rulings. Just because it requires a certain roll to jump one 10 foot pit does not mean all 10 foot wide pits will require the same roll. After all, all sorts of variables can affect the roll (terrain, weather, lighting, pressure to jump quickly, etc.). Players need to remember that these rules are merely a tool for the referee. They are just guidelines for the referee, not something written in stone that the referee must obey. If something

herein does not work right in your campaign (or the referee just does not like a rule), the referee is well within his right to change it. *Dungeon Delving Undying Light* is not a game for rules lawyers or for those who believe that the game designer always knows what is best.

No Script Immunity: In most old school games, player characters do not have any form of script immunity. Player characters can die, lose equipment, suffer strange magical effects and other often unpleasant consequences if they are not careful or are just very unlucky. On the other hand, there are no rules limiting their success. If they take on an adult red dragon as first level characters and miraculously manage to win, there are no rules about level appropriate wealth or level appropriate magic items to interfere with their becoming rich and probably flush with magic items from the dragon's hoard.

Not Mentioned does not mean Prohibited: Many people seem to read RPG rules and come away with the idea that anything not specifically mentioned in the rules as allowed is prohibited. While this really doesn't make much sense given that no set of rules could ever cover everything that characters might attempt to do in an adventure, it seems to be a very common way to view RPG rules. In an old school game like *Dungeon Delving Undying Light*, this is specifically not true: the millions of possible activities not mentioned in the rules are not prohibited, they are up to the referee to allow or disallow based on his knowledge of how reality works and how his specific campaign world differs from reality. Unless the rules specifically prohibit some action, players should ask their referee instead of simply assuming it is prohibited because the rules do not mention it.



Styles of “Old School” Play

If you read some “old school” blogs, forums, and web sites, you might get the impression that there is only one “old school” style of play: a style with expendable player characters who spend all their time in dungeons designed in the style of the old “Tomb of Horrors” module where an adventuring party is only one slipup away from death. This style of play is often shown in early modules.

What most people forget is that these early modules were designed for tournament play where the party that lasted longest and made it deepest into the dungeon was the winner. While a few gaming groups did run their regular campaigns like this and enjoy it, most people did not enjoy such games and the referees who ran them were often referred to as “Killer Referees” (who often found themselves without players). Instead most home campaigns were a mixture of the following four styles – some campaigns stressing one or two styles over the others.

Power-Gaming: Many players start out playing in this style. Most soon get bored with it and add more and more of other styles. A power-gaming campaign is all about character power. Characters are known by their class, level, special items, and amazing powers and deeds. (“I killed the Demon King with my 15th Level Fighter/Magic-User/Druid. It only took two hits from Thor’s Hammer to knock him out. Then I cut off his head with my vorpal blade.”) There is often a lot of player competition for the most powerful character in campaigns that stress power-gaming. A lot of people look down on this style, but it can be a lot of fun to play a pure power-game in a group of players who all like the style.

War Gaming: This is probably the style old school rules were originally written for. The war gaming style of play is a competition between the player group and the referee. The referee sets up tactical battles, puzzles, and the like and the players solve them for treasure and experience. Fudging die rolls and ignoring rules (either for or against the players) is frowned upon as it detracts from the challenge and fun of the adventure.

Characters in pure war gaming campaigns often were expendable and had little personality or goals (beyond staying live and getting rich) as a character with such might be tempted to do things dysfunctional to survival. Published tournament dungeons like Tomb of Horrors could be considered examples of extreme forms of this style. Once the RPG hobby became known outside of the minis and board war gaming community, pure forms of the war gaming style quickly became uncommon.

Role-Playing: A pure role-playing campaign is almost the opposite of a pure war gaming campaign. Player skill, tactics, and rules aren't really important. What is important is the player's character and that character's life in the game. In a pure role-playing campaign, players create the personality of their characters in great detail and players generally have a large emotional investments made in them and do not consider their characters expendable. Players tend to have their characters act within their personalities and within the beliefs they're supposed to hold – even when doing so is not the best thing to do at the time within the game. The object is to live your character's life in the campaign world. You “win” by having your character achieve his goals, goals which may or may not have anything to do with the game's goals of exploring and accumulating treasure and experience points. The modern computer game *The Sims* is an example of this style of play.

Story-Telling: While all campaigns tell a story after-the-fact (that is, you can tell a story based on the characters actions in the game), in a story-telling campaign, the referee has worked out a story in advance and the player characters are the protagonists. The campaign world usually has a detailed background and back story behind it. Knowing this background may be more important than knowing the rules. Some pure story telling campaigns are little more than single-line railroads where the characters play their almost pre-scripted parts in the story. In other cases, things are more free-form with story flow and events created by interactions between the referee's basic outline of story events and the actions of individual characters during the campaign. Some people consider the more pure forms of story-telling campaigns boring straight-jackets while others love the idea of being a major part of a real story.

These four major styles of play appeared early in the history of role-playing games. They were first mentioned in a general circulation publication in Glenn Blacow's article “Aspects of Adventure Gaming” in *Different Worlds* #10 (the October 1980 issue).

The important thing to take from this sub-section isn't the four styles or their labels (as there are other systems for describing this with their own labels), but the idea that there were many different styles of “old school” play back in the “old school” days – not just the single style stressed in some “old school” blogs, forums, and web sites. Don't let those sites make you believe that you aren't playing old school right if your campaign isn't strongly in the war gaming camp. Most successful campaigns back in “old school” days were a mixture of all four major styles – and a heaping helping of minor styles.

APPENDIX C:

OPTIONAL SYSTEMS

These systems are more complex and/or have a wider effect on the game than the minor optional rules listed in the main body of the rules. These optional systems are not appropriate for all campaigns. Referees should carefully consider the needs of their campaigns and players before using one or more of them.

True Magic Rituals

While the spell magic of Clerics and Magic-Users in *Dungeon Delving Undying Light* are useful and quick to cast, their power is quite limited. Magic in fantasy fiction (especially swords and sorcery fiction) is often much more powerful. However, such magic usually requires rituals that require much time, preparation and special materials – and do not always work. True Magic Rituals add this type of powerful magic to *Dungeon Delving Undying Light*. Use of these rules in a campaign is up to the referee as they are not appropriate for all campaigns.

True magic rituals can be found in books and scrolls or can be created by 4th level or higher Magic-Users and Clerics. Clerics can only create rituals in areas their deity rules, however. While Magic-Users and Clerics are more likely to succeed at performing a True Magic Ritual, anyone can attempt to perform a true magic ritual if they have a written copy they can understand and can meet are the prerequisite strictures needed to perform the ritual.

Type of True Magic Rituals: There are three types of True Magic Ritual: Lesser, Greater, and Ultimate. The referee decides which type a true magic ritual is when she creates it or when a player who wishes his character to create (or commission the creation of) a True Magic Ritual describes what the ritual will accomplish if successful. Exactly what results fall into which type depend on the setting of campaign and are therefore up to the referee to determine.

Strictures: True Magic Rituals have requirements, called strictures, which must be met before they can be performed. A Lesser ritual requires one stricture. A Greater ritual requires two strictures. An Ultimate Ritual requires three strictures. These strictures are selected by the referee when the ritual is created and may not be changed. Those

performing a ritual may elect to work additional strictures into their preparation in order to increase the ritual chance of success. Each additional stricture whose requirements are completed before the ritual is attempted adds +1 to the chance of success. Some possible strictures are listed below. The referee may create others.

- Ritual requires days/weeks/months of preparation.
- Ritual requires 100s/1000s/10000s of gold pieces in materials.
- Ritual can only be performed in a certain location.
- Ritual can only be performed at a certain time.
- Ritual requires a special item that cannot be bought and is not easy to find/obtain.
- Ritual requires the sacrifice of a particular powerful magic item.
- Ritual requires special knowledge or training that is hard to obtain.
- Those performing the ritual take 2d6/4d6/6d6 damage.
- Ritual requires 1d6/2d6/3d6 assistants.
- Failing the ritual causes performers to suffer some permanent and obvious negative effect.

Determining Success: Once all of the strictures have been met, the ritual may be performed. Lesser rituals take about an hour to perform. Greater rituals take 2d3 hours to perform. Ultimate rituals take at least 4d6 hours to perform. After the ritual is performed, roll a D6 for success. A 7 or higher is needed for success. Magic-Users and Clerics may receive a bonus to the roll depending on their class level (see the table below); others will have to add additional strictures to their preparation to have any chance of success. If multiple Magic-Users or Clerics are involved in a ritual, only the bonus of the highest level Magic-User or Cleric is added to the success roll. A Lesser or Greater ritual will fail on a roll of 1 regardless of bonuses. An Ultimate ritual will fail on a roll of 1 or 2 regardless of bonuses.

True Magic Ritual Bonus Table

Level	Magic-User Bonus*	Cleric Bonus**
1	+0	+1
2	+1	+1
3	+1	+1
4	+2	+2
5	+2	+2
6	+3	+2
7	+4	+2

* Reduce the bonus by 1 for a Greater ritual and by 2 for an Ultimate

ritual (minimum bonus is +0).

** Bonus only applies if the Cleric's deity supports performing the ritual.

Ritual Failure: All participants in a failed ritual must save or take 1d6 damage from magical backlash. All participants in a failed ritual must save or be unable to perform any magic for 1d6 hours/days/weeks. Strictures may impose additional penalties for failure.



Example Rituals: A ritual to curse a person so that all children born to them would be deformed would be a lesser ritual. The required stricture might be that the ritual must be performed at midnight on the new moon. A ritual to restore a dead person to life would be a greater ritual. The required strictures might be that the ritual must be performed on a high holy day of a specific deity and that 1d6+4 thousand gold pieces of gems and jewelry must be offered to the God during the ritual. A ritual to create a large castle overnight would be an ultimate ritual. The required strictures might be that the ritual must be performed during a total eclipse

of the moon at the site of the castle, that the ritual must be performed exactly at the end of six months of careful preparation of the site, and that ritual needs the body of an engineer who died during the preparation time.

Note: If the referee does not want to make this option available to player characters, it may still be useful for NPC villains who obtain access to it through a foul pact with an entity from “beyond”.

Action Points

Dungeon Delving: Undying Light does a fair job of emulating the gritty feeling of the swords and sorcery genre where life is cheap and characters are only a mistake or two away from death or serious mishap. Some prefer to emulate the heroic fantasy genre where life (at least for some characters like the player characters and important NPC villains) is less grim and gritty (read less likely to be fatal). If you as referee want to run a more heroic campaign, you may want to add action points (sometimes-called hero points) to your game to represent the extra luck/fate that some important characters seem to have. Action points are optional and are not appropriate for many campaigns.

Action points are a resource player characters (and important NPCs) have to simulate a heroic effort by a character, to simulate a lucky break that just happens to occur at the right time, or even just that fate is on the character’s side for the moment.

Here are some examples for what an action point can be used for during a game. As referee, you may disallow some of these in your campaign (or add new uses that are not listed here).

- **Heroic Effort:** Each action point spent on heroic effort allows the player to roll a 1d6 and adjust any single d20 die roll (d6 die rolls are adjusted by 1 point) affecting the character or made as a result of the character’s actions in the character’s favor by the amount rolled. The action points must be expended before the die roll to be adjusted is made.
- **Luck:** Spending one action point for luck will cause a minor bit of good luck to come the character’s way. Spending three action points for good luck will cause a major bit of good luck to come the character’s way. In both cases, the referee decides exactly what the good luck is, but it should be helpful in a minor/major way to the character’s immediate situation.
- **Avoid Damage:** Spending one action point will turn any hit made on the character into a miss. The action point need not be spent

until the damage the hit would do is announced.

- **Extra Actions:** Spend one action point to get an extra second action in a round. Spend two action points to get two extra actions in a round. All actions are taken in your normal turn. A character may only cast one spell per round.
- **Only a Scratch:** Spend action points to heal 1d6 points of damage (by discovering that what looked like a terrible wound really wasn't as bad as it looked). The first time this is used in a game session, it costs one action point. The second time, two. The third time, three. Etc.

As referee, you will also need to decide how many action points characters receive each game session. The more action points characters have, the more heroic actions they can perform and the more heroic risks they may be willing to take. However, too many action points can turn a campaign into a parody of an action-adventure movie. The standard options are either to give a flat number of action points for every character with action points or to give more action points with each level (or hit die for intelligent enemy monsters). For example:

- 5 action points per session.
- 1 action point per character level per session.
- 3 action points plus 1 for every even numbered character level per session.



Hit Points, Body Points and Healing

Hit Points (HP): Hit Points are determined by character class as in the standard rules. If Hit Points reach 0, the character is unconscious and begins to take severe physical injury. Further damage, including any remaining points of damage the attack that reduced hit points to zero, directly reduces Body Points. Hit Points represent stamina, luck, minor cuts and scrapes, etc. Optional: To avoid confusion, "Hit Points" may be renamed "Fatigue Points."

Body Points (BP): All characters have 10 Body Points. If Body Points reach 0, the character is dead. Each point of body damage a character has suffered gives a -1 to all attack, success, saving, and similar D20 rolls.

Option: Body Points for Fighting Classes equal $10 + (\text{Level}/2)$ (round down, maximum 20). Body Points for Arcane Classes equal $10 - (\text{Level}/3)$ (round up, minimum 5). This has fighting classes slowly becoming tougher while arcane classes lose physical conditioning as they become more magically powerful.

Critical Hits: Natural attack roll of 20 (that would otherwise hit) is automatically a critical doing maximum damage and doing a number of body points damage equal to the number of damage dice rolled (normally 1). Most monsters do not have body points, so a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Recovering Hit Points: All characters recover all hit points after six hours of total rest. If a character has lost Body Points due to wounds, only 50% of total hit points lost are recovered per six hours of rest.

Healing Body Point Damage: Body points lost recover at a rate equal to the character's CON Bonus (minimum of 1 point regained) per full day of complete rest. If a character with up to 50% Body Point damage (up to 10 points of BP damage if base 20 BP is used) performs more than very light activity or careful, slow travel during a day, he has a 50% chance of losing an additional body point. If a character with more 50% of Body Point damaged (11 or more points of BP damage if base 20 BP is used) does anything other than rest quietly in bed during a day, he has a 50% chance of losing an additional body point.

Healing Magic: Cure spells or their equivalent no longer affect hit points

on characters (but continue to do so on creatures who only have hit points). A Cure Wounds I (or equivalent) will cure 1d2+1 Body Points. A Cure Wounds II (or equivalent) will cure 3d2+3 Body Points. In either case, 1 point will be cured per 10 minutes of rest after the spell is cast (up to the maximum the spell will cure), if the rest is interrupted any remaining points of healing are lost.

Bleeding (optional): A character who has been reduced to 0 hit points by weapon or other trauma-related damage will eventually bleed out and die if their wounds are not bound. A bleeding character must make a Save every minute or suffer one body point of additional damage. Binding wounds takes 1 minute per point of body damage taken, but no further bleeding rolls are needed (including while the wounds are being bound). Any healing spell cast on a bleeding character will effectively stop the bleeding.

Second Wind (Optional): Once per day, characters may regain 20% of their total hit points (round up) by resting in a safe place for an hour while eating a meal. This amount is reduced by 2 hp per point of body damage (to a minimum of 0 hp recovered).

Monster Body Points (Optional): Body Points should generally only be used for player characters and important NPCs. If the referee does not mind the added complexity, monsters may have Body Points as well. A monster's Body Points are equal to twice the number of hit dice the monster has. This option is not recommended as it adds a lot of pointless bookkeeping for the referee to every combat. If the referee does not want to use this option, but still feels that the addition of Body Points gives player characters too much of an advantage over monsters, the referee may simply increase the HPs rolled for monsters by twice the number of hit dice the monster has.

Advanced Combat Options

Combat Stance

Any character able to act may select a combat stance. Any character who has not announced their combat stance before initiative is rolled automatically selects "Standard." Combat Stances (and their effects) are:

- **Full Defense** (Attack: no attack possible; AC: +2 bonus, +4 bonus with shield, +6 bonus with large shield; Strike: -5)
- **Active Defense** (Attack: -2 penalty; AC: +1 bonus, +2 with shield; Strike: -2)

- **Standard** (Attack: Normal; AC: Normal; Strike: normal)
- **Active Attack** (Attack: +1 bonus; AC: -1 penalty; Strike: +1)
- **Full Attack** (Attack: +2 bonus; AC: -2 penalty; Strike: +2).

Spell casters casting a spell cannot select the Full Defense or Active Defense Stance. The Stance Strike modifier is optional (and can only be used if the optional Strike Speed Order of Battle rules are used).

Critical Hits

A natural 20 that would otherwise hit is automatically a critical hit doing maximum damage.

If the option Body Points rules are used, a critical hit also does a number of body points damage equal to the number of damage dice rolled (normally 1). As monsters generally do not have body points, a critical hit will do maximum damage plus a normal damage roll to them and cause them to lose their next attack.

Option: Fighters (but not optional classes based on the Fighter unless the referee rules otherwise for a particular optional class) do a critical hit on a natural roll of 19 or 20 that would otherwise hit.

Critical Hit Special Effects (optional): When an Fighting Class character (or a monster, at the referee's option) has selected the Active Attack or Full Attack combat stance for a round and scores a critical hit in melee combat during that round, one of the following special effects may be imposed at the attacker's option:

- *Trip:* Target is knocked prone.
- *Disarm:* Target's weapon or shield is knocked away in a random direction a number of feet equal to half the damage you dealt.
- *Reposition:* Force your target to move to a new location of your choice, up to a number of feet equal to half the damage you dealt (plus attacker's STR bonus). Attacker may move with target if attacker desires.
- *Shield Slam:* If wielding a shield, bludgeon your target with it, dealing damage as a shield bash. Target is then forced back from you a number of feet equal to half the damage dealt by the original attack (plus the attacker's STR bonus).
- *Disorient:* Blow leaves your opponent off-guard. Until the end of his next turn, target is confused.
- *Hinder:* Target is briefly slowed, reducing his speed to five feet until the end of his next turn.

If the movement effect of Reposition or Shield Slam would force the target over a cliff, into a pool of dangerous liquid, or the like, the target gets a DEX save to stop safely at the edge.

Critical Misses

A natural roll of 1 is a critical miss. Unless the optional rule below is used, the only effect of a critical miss is that the attack always fails, regardless of modifiers.

Critical Miss Special Effects (optional): When a Fighter (or a monster, at the referee's option) has selected the Active Defense or Full Defense combat stance for a round and an enemy attacking him during that round rolls a natural 1 on their attack roll, one of the following special effects may be imposed at the defender's option:

- *Counterattack:* You make a melee attack against your attacker. This is in addition to any other attacks you might make during the round.
- *Disengage:* You dart away from your attacker, moving up to your movement, but you cannot engage another by doing so.
- *Blind:* You spit, throw sand, or otherwise attack your enemy's eyes. Until the end of the next round, he is blinded.
- *Redirect Attack:* Your opponent's attack automatically strikes another creature of your choice within reach of your enemy's weapon.
- *Feint:* You quickly feign an attack against your foe. Until the end of his next turn, your enemy is has a negative modifier equal to your level to all actions.
- *Steal:* You pluck a small unprotected item--usually no more cumbersome than a weighty coin purse--from your foe.

Combat Maneuvers

Fighters may adjust their armor bonuses, attack bonus, damage done, etc. for an attack to create a combat maneuver. For each -1 a character takes, he may take a +1 in another area. A Fighter may take up to 2 plus Level/3 (round up) in penalties on a single attack roll.

For example, a 5th level fighter (maximum combat maneuver penalty of -4) might want to do a great blow causing 4 points extra damage in exchange for reducing his AC until his next action and reducing his chance to hit with the attack. For example, +4 to damage, -2 to AC and -

2 to hit would balance the bonuses and penalties.

The referee should require the player using a combat maneuver to describe what his character is doing and deny any combat maneuvers that do not make sense in the situation (no tripping a gelatinous cube, for example) or whose bonuses and penalties do not match up well to the player's description of the stunt. The referee may allow some intelligent opponents (including some monsters) to use combat maneuvers.

Strike Speed Based Order of Battle (Optional)

Initiative: Determine Initiative as described in the standard rules. The side with the higher roll gets a +5 to strike speed for the round. Spell casters casting a spell must declare the spell being cast and its target before initiative is rolled.

Strike Speed: Characters and monsters act in order of their strike speed from high to low. Base Strike Speed is determined by their action type in the table below. Characters/Monsters add +5 to the Base Strike Speed if their side has initiative. Fighters add their Fighter Strike Bonus (plus their Level/4, rounded up). Monsters add one-half their hit dice, rounded down if the referee classes them as fighters. (Ties in Strike Speed are resolved by Character Level/Monster Hit Dice, with the higher acting first.) The Strike modifier from a character's combat stance is added if the referee uses this option.

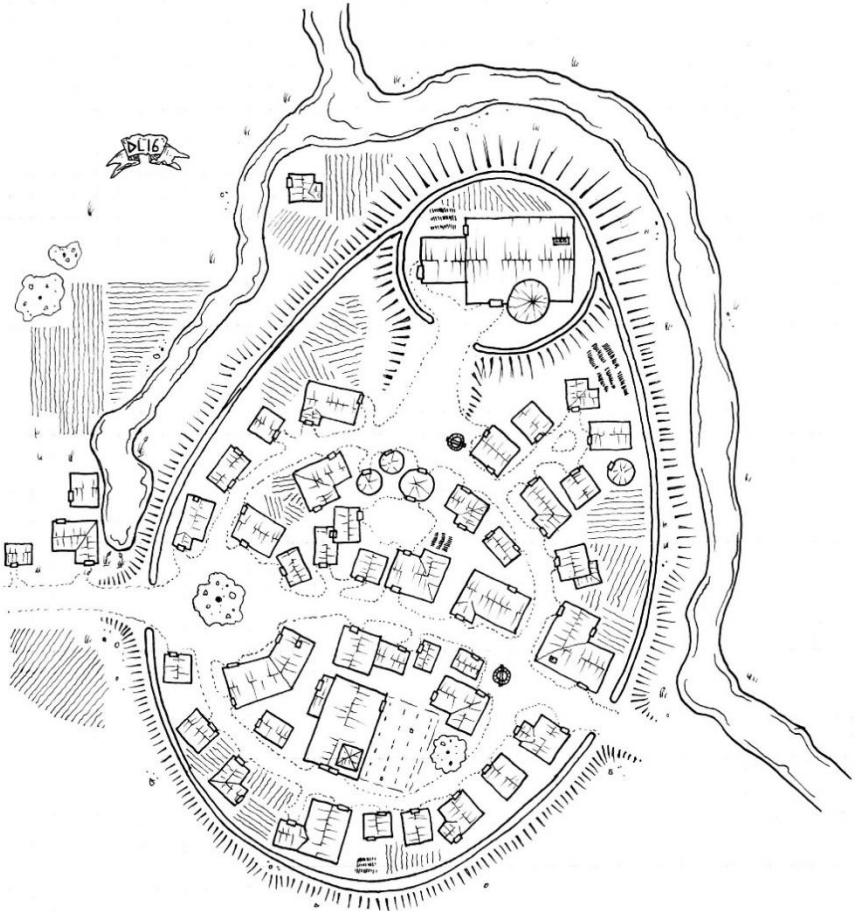
Strike Speed	Weapon/Attack Action
1	Read Scroll
2	Cast Spell
3	Short Length Weapon
4	Medium Length Weapon
5	Long Weapon
6	Very Long Weapon
7	Pole Arms
8	Missile Fire/Arcane Blast
9	Breath Weapon
10	Glance

APPENDIX D:

BLANK MAPS

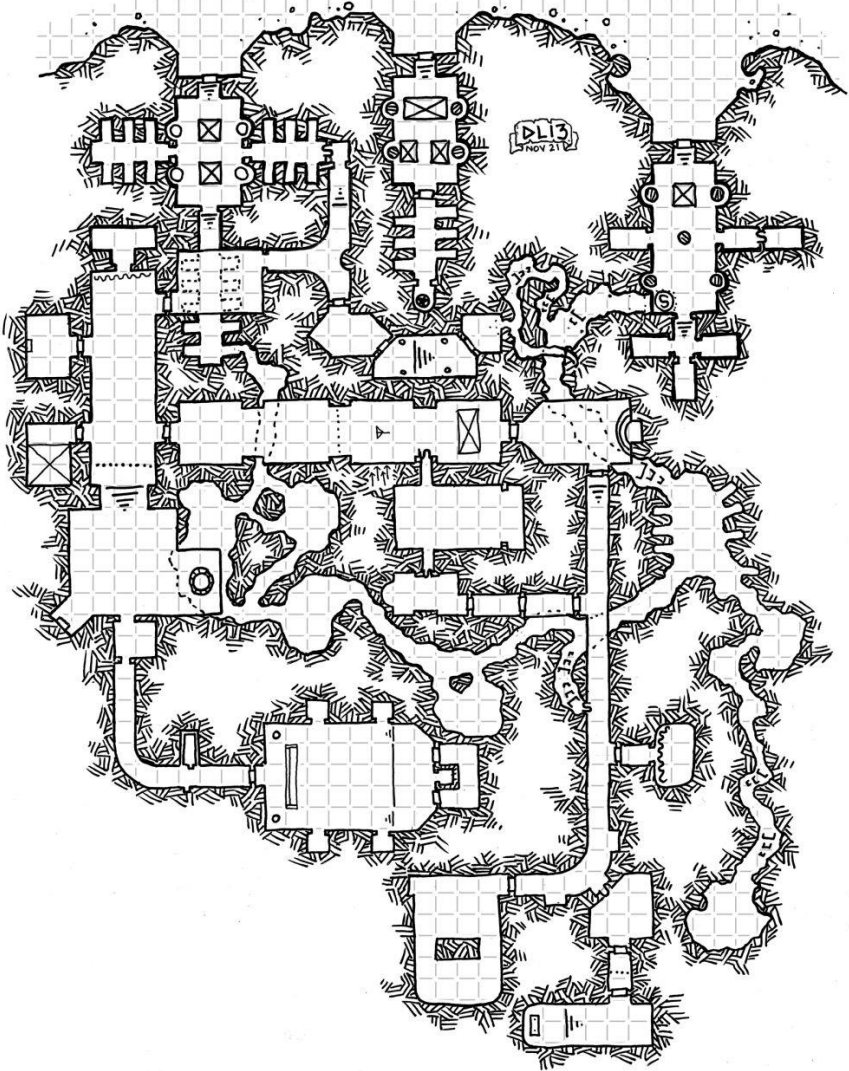
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Town Map

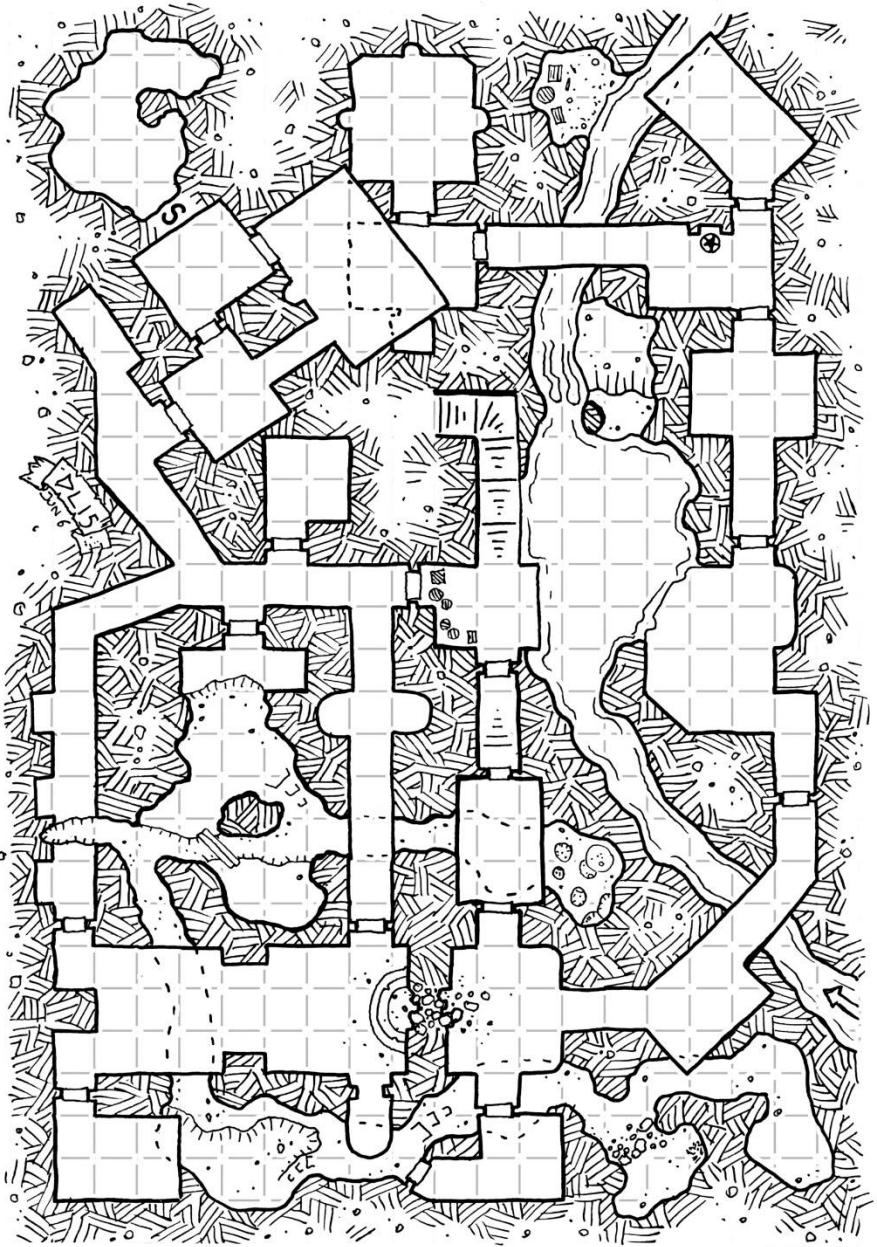


Dungeon Maps

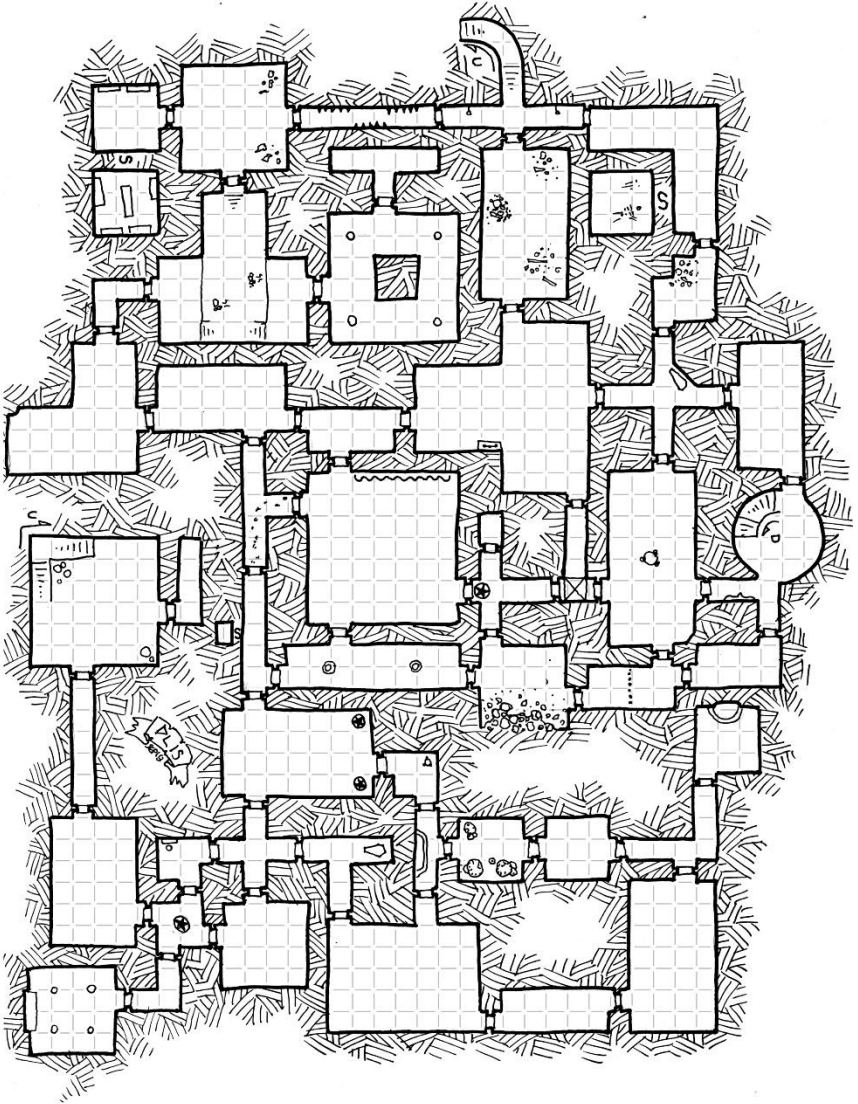
Sample Dungeon Level A



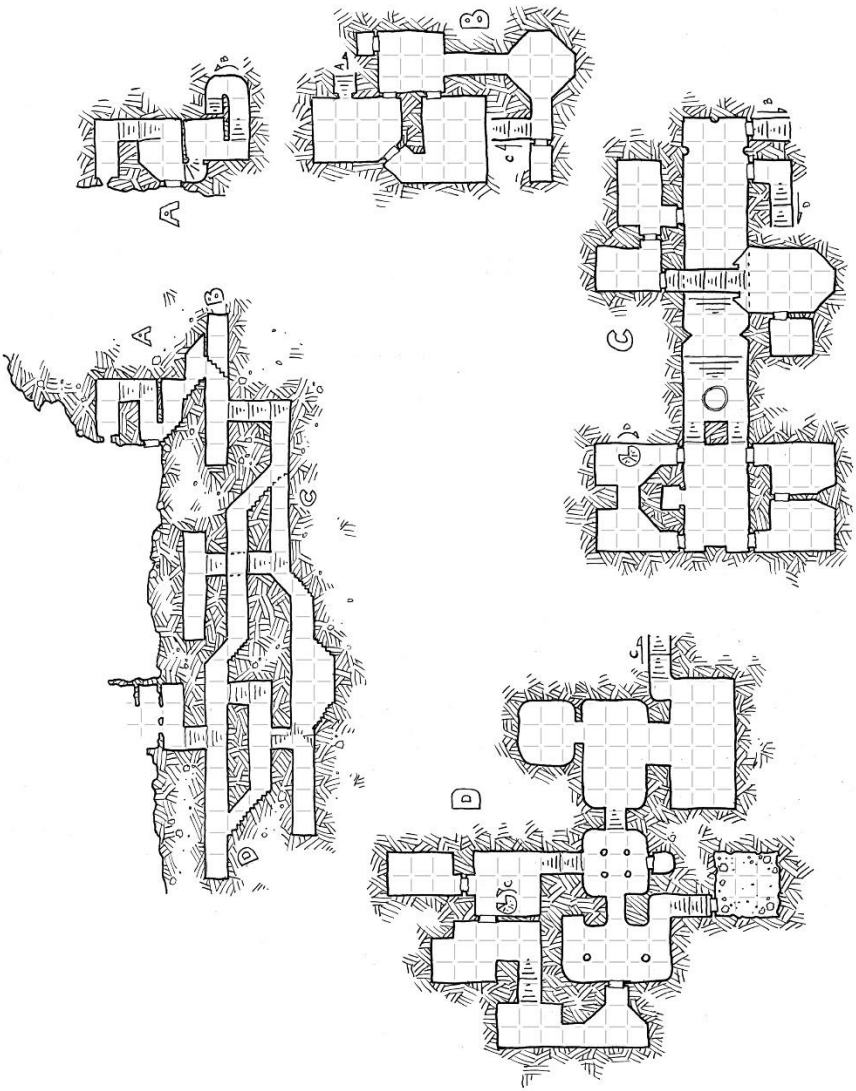
Sample Dungeon Level B



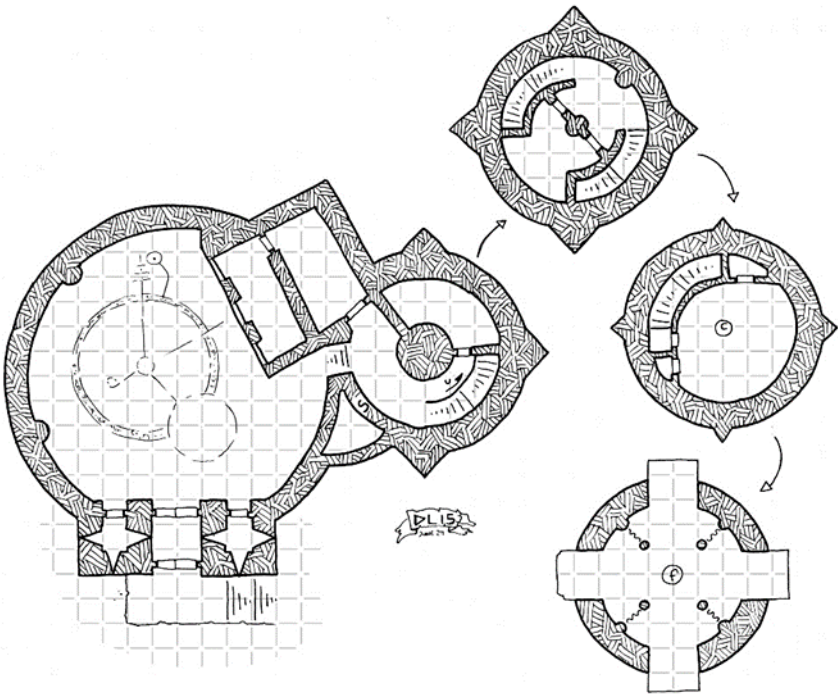
Sample Dungeon Level C



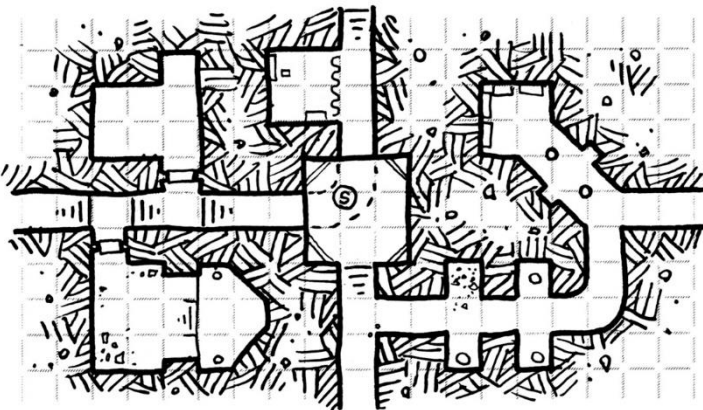
Sample Under Ruins Dungeon

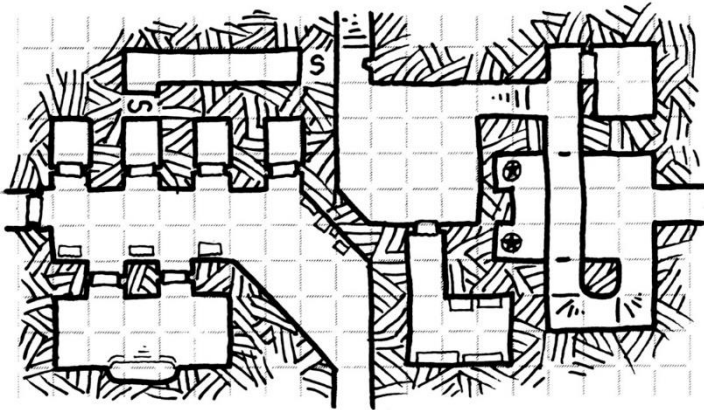
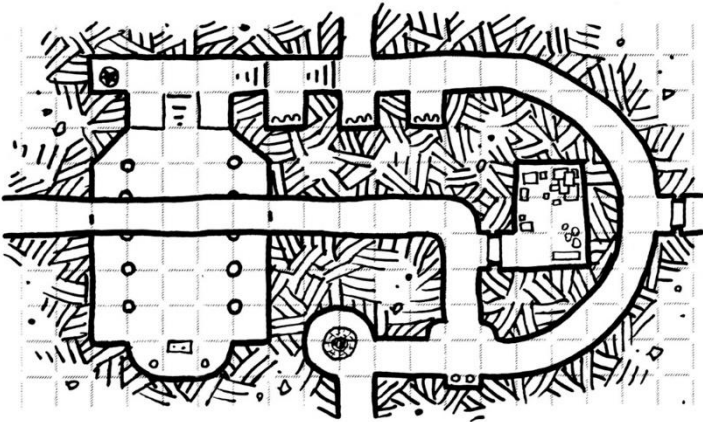
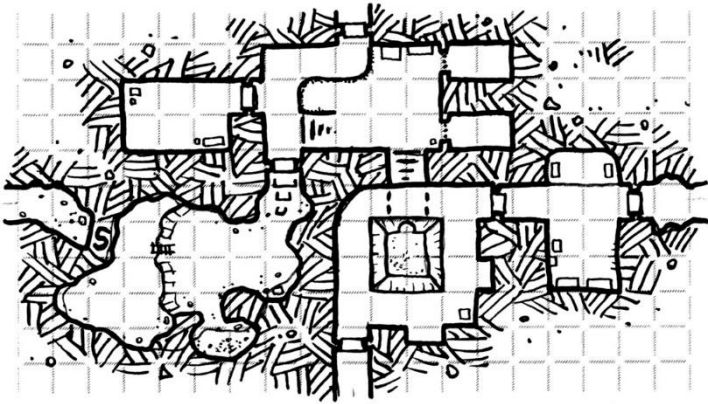


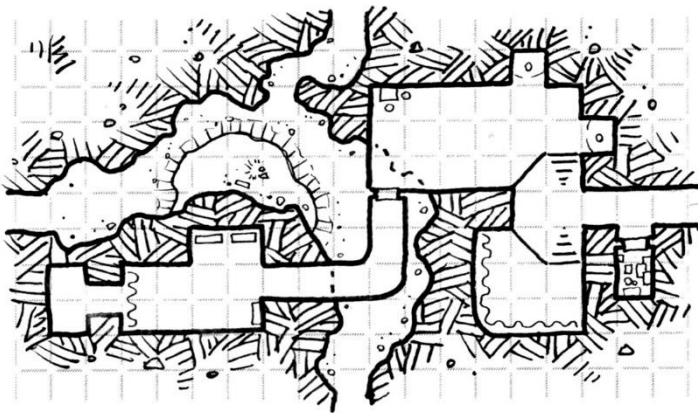
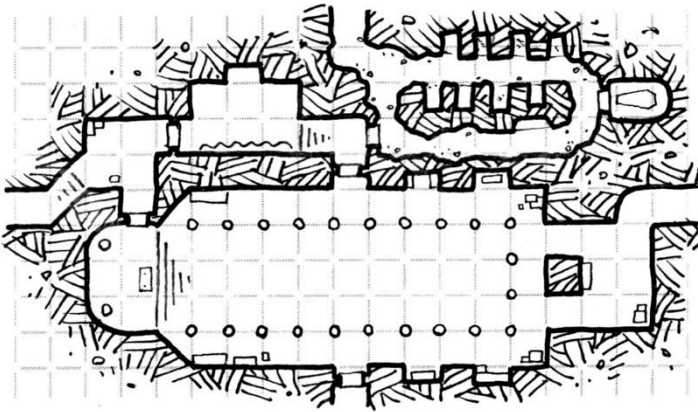
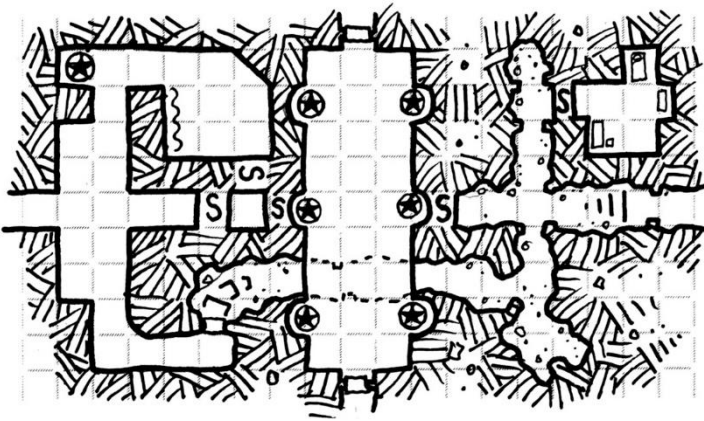
Wizard's Tower

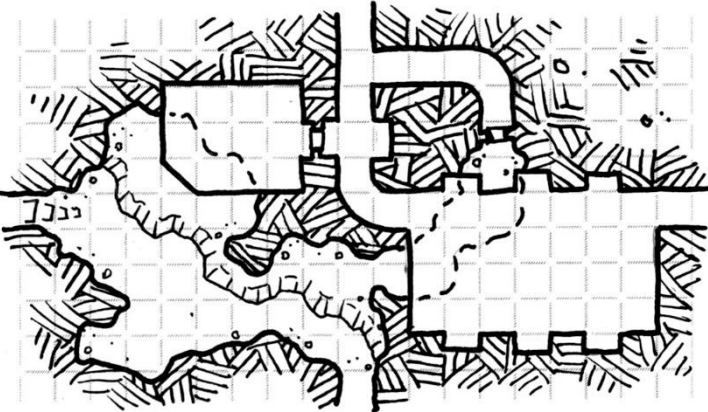
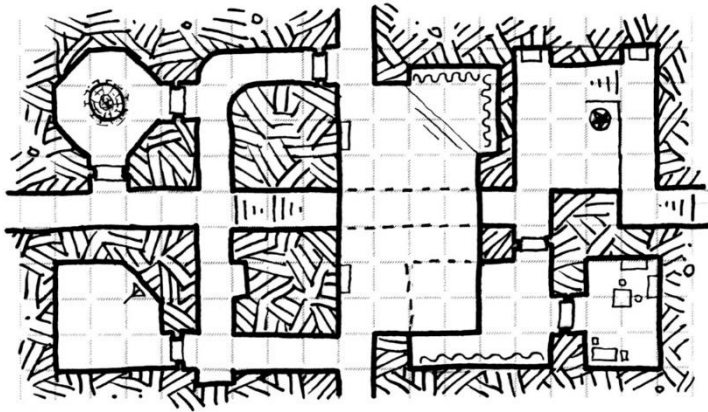
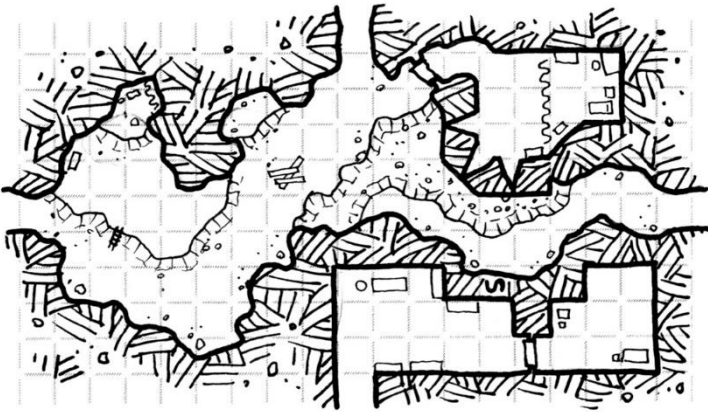


Business Card Dungeon Geomorphs









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<http://www.rpgnow.com/browse/pub/9500/RetroRoleplaying>

Microlite74 Games



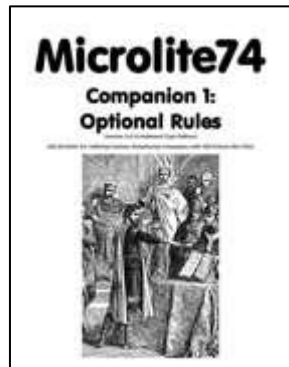
Microlite74 is a family of free old school tabletop roleplaying games. The goal of Microlite74 games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions. Microlite74 games are based on the original 1974 edition of the world's most popular fantasy roleplaying game filtered through the rules light Microlite20 version of the third edition of the rules system. Microlite74 games are not intended to be a clone of the 0e rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school play without strictly old-school rules.

There are three major versions of Microlite74:

- **Microlite74 Basic** which is similar to the original 3 little booklets in the 0e boxed set.
- **Microlite74 Standard** which is similar to the original 3 little booklets in the 0e boxed set plus most of the material from the supplements and "official" material published in the early magazine articles.
- **Microlite74 Extended** that includes everything in Microlite74 Standard does and adds the 0e house rules the author was using in the late 1970s.

Microlite74 Companion volumes add optional rules and optional expansions to the Microlite74 system. There are currently five Companion volumes:

- **Companion I: Optional Rules** includes many optional rules. Most can be used with any version of the third edition of *Microlite74*: Basic, Standard, or Extended.
- **Companion II: Treasure** contains a large number of magical items of treasure and a system for randomly determining what treasure a group of monsters has.
- **Companion III: More Optional Rules** includes many more optional rules, including many new classes. Most can be used with any version of the third edition of *Microlite74*: Basic, Standard, or Extended.
- **Companion IV: Bestiary of Monsters** contains descriptions of a large number of 0e

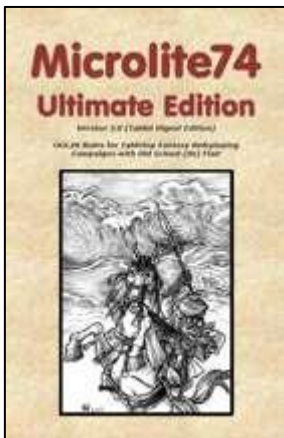
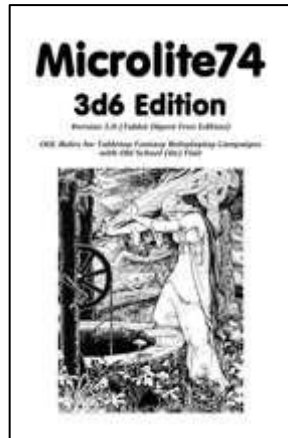


and 1e monsters, including demons and devils. These descriptions are much more detailed than those included in the Microlite74 rules.

- **Companion V: First Edition Spells** provides more detailed descriptions of spells and provides many new spells similar to those in the first edition of the world's most popular fantasy RPG.

There are special versions of Microlite74 designed to provide a specific "feel" for specific types of campaigns. Currently, two special versions are available:

- **Microlite74 Swords & Sorcery** is Microlite74 Extended with many special rules designed for swords & sorcery style campaigns. there are only two classes (Adventurer and Sorcerer) and 6 levels, magic is limited and casting certain spells can corrupt the caster, and many 0e style magic items are relics of dead civilizations from long ago. Humans are assumed to dominate the world and most enemies are other humans and animals. True monsters certainly exist but they are assumed to be rare.
- **Microlite74 Light vs Dark** was designed for a specific campaign world with only two deities (a Lord of Light (order) and a Lord of Darkness (chaos) who oppose each other. Magic is both common and rare in this campaign world in that about 25% of the population have the ability to use Minor Magic at will (including all characters and NPCs with a class level), but arcane magic is otherwise limited to long, complex, and costly rituals. Clerics have limited spell-like abilities called prayers. Magic items created by binding spirits to material items are more common.
- **Microlite74 3d6 Edition** is a version designed for use with only six-sided dice (3d6 are rolled when a D20 would be rolled in standard versions) and the system includes partial successes as well as success and failure.

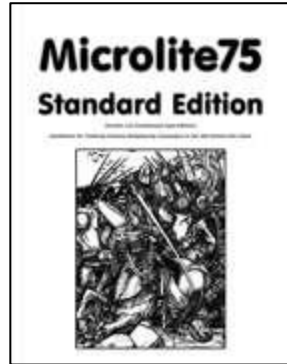


All of the above are "Pay What You Want" games which means you can even download them for free. Digest-sized versions (combined with an epub copy) of some of the above are available for a low price.

Microlite74 Ultimate Edition is the ultimate version of *Microlite74* in one volume suitable for digest-sized printing or tablet viewing. This Ultimate Edition combines the rules from Microlite74 Extended with the additional rules from first, second, and third *Microlite74 Companion* volumes, full treasure listings, some new additional rules, a sample setting, and several short location-based adventures is a 380+ page digest-sized PDF (epub also included). \$9.95

Microlite75 Games

Microlite75 is a family of free old school tabletop roleplaying games. Microlite75 is somewhat of a second edition of Microlite74 for those who prefer the more standard experience and level advancement system from the Microlite81 games, body points and hit points and the single save system. Like Microlite74 games, the goal of Microlite75 games is to recreate the style and feel of that very first ("0e") fantasy roleplaying game published back in 1974 without giving up all of the clearer mechanics of modern D20-based versions. Microlite75 games are based on the original 1974 edition of the world's most popular fantasy roleplaying game filtered through the rules light Microlite20 version of the third edition of the rules system.

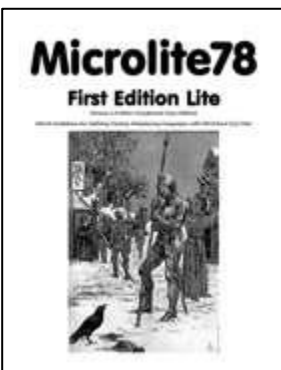


Like Microlite74, there are three major versions of Microlite75:

- **Microlite75 Basic** which is similar to the original 3 little booklets in the 0e boxed set.
- **Microlite75 Standard** which is similar to the original 3 little booklets in the 0e boxed set plus most of the material from the supplements and "official" material published in the early magazine articles.
- **Microlite75 Extended** that includes everything in Microlite75 Standard does and adds the 0e house rules the author was using in the late 1970s.

Unlike Microlite74 games, all versions of include treasure lists and use the author's hit point/body point system. Optional rules in both Microlite75 Standard and Microlite75 Extended provide more traditional hits points, saving throws, and fire-and forget magic systems. All three are available as "Pay What You Want" games.

Microlite78: First Edition Lite



Microlite78: First Edition Lite is a trimmed-down miniature version of the Primary Fantasy SRD rules designed to be quick and easy to play, especially when compared to modern incarnations of the game. The goal of Microlite78: First Edition Lite is do for First Edition (1e) what Microlite74 did for the Original Edition (0e) to recreate the style and feel of the First Edition of the world's most popular fantasy roleplaying game published back in 1978 without giving up all of the clearer mechanics of modern D20-based versions.

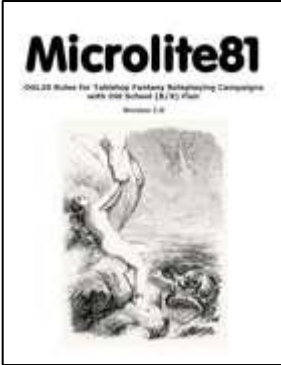
Microlite78: First Edition Lite was created at the request of a RetroRoleplaying Cancer Fund donor who asked me if I could piece together parts of Microlite74 to produce a complete single volume Microlite78: First Edition Lite and add a "few things" to make it more like the 1978 "First

Edition" of the world's most popular fantasy roleplaying game. It would have been simple to toss the rules from Microlite74 Extended with the descriptions from Companion II: Treasure, Companion IV: Bestiary of Monsters and Companion V: First Edition Spells together in one volume. However, the request was for a bit more: classes written up in

more detail (as in Microlite81, including the more normal XP treatment) and some of the system altered a bit to make it more like 1e.

Microlite78: First Edition Lite is available as a “Pay What You Want” game.

Microlite81 Games

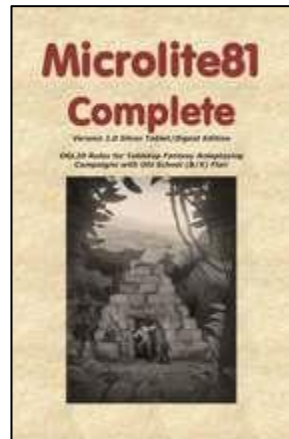


Microlite81 is a Microlite20-based version of the B/X version of the world's most popular fantasy roleplaying game -- the two boxed sets (basic and Expert) that were published in 1981. Microlite81 does for B/X what Microlite74 did for 0e, produce a version of the original B/X based on the Microlite20 rules that recreates the style and feel of the B/X version of the world's most popular fantasy roleplaying game published back in 1981 without giving up all of the clearer mechanics of modern D20-based versions. Microlite81 games are based on the 1981 Basic/Expert edition of the world's most popular fantasy roleplaying game filtered through the rules light Microlite20 version of the third edition of the rules system. Microlite81 games are not intended to be a clone of the B/X rules, but rather a conversion of them to a rules-lite D20-based system that encourages old-school

play without strictly old-school rules.

There are four different versions of Microlite81. All are pay what you want.

- **Microlite81** is the standard version the game. It is intended to be fairly standard B/X converted to a Microlite20-based system.
- **Microlite81 Complete** is standard Microlite81 with more complete descriptions of spells, monsters, and magic items and a few extras like an example of play which will hopefully make the game more friendly to players with less experience with old school gaming.
- **Microlite81 Extended** is Microlite81 with the author's house rules from the 1977-1983 era. Most of the house rules used in Microlite74 Expanded will also be used in Microlite81 Expanded. They have been modified as needed to work with a system based on B/X instead of one based on 0e.
- **Microlite81 Advanced** uses the spell lists, monsters, and treasures from the 1e (Advanced) version of the world's most popular fantasy RPG, but still limited to the 14 character levels and six spell levels of B/X. There are a large number of optional rules: psionics, mutations, etc.

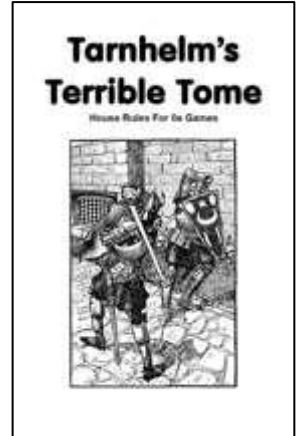


A digest-sized version of Microlite81 Complete (including a separate epub version) is available for \$7.50. A digest version of Microlite81 Advanced is planned for future release.

Tarnhelm's Terrible Tome

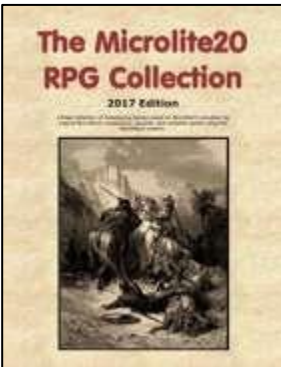
Tarnhelm's Terrible Tome is a set of house rules for the original 1974 (0e) version of the world's most popular tabletop fantasy roleplaying game (and modern clones, like *Swords & Wizardry*). The Tarnhelm's Terrible Tome PDF is designed to be printed double-sided using the booklet-printing feature of Adobe Acrobat, the pages can be folded and stapled to create a "0e" style digest-sized booklet. Most of the house rules are modern renditions of the house rules the author used with his original edition games in the 1970s. Some of in this volume house rules include:

- A simple "skills" system based on class and background instead of lists of skills
- A Hit Point/Body Point system where Hit Points represent fatigue and Body Points represent actual wounds.
- Ritual Magic
- An alternate alignment system
- Critical Hits and Critical misses
- A class based weapon damage system that ends class weapon restrictions.
- An optional Armor system that ends class restrictions on wearing armor
- An optional class: the Mnemonic Mage
- Optional Divine Intervention rules



Tarnhelm's Terrible Tome is available as a "Pay What You Want" game.

Microlite20 RPG Collection



The Microlite20 RPG Collection is a PDF compilation of Microlite20 based games. Each individual game is copyrighted separately, is based on the Open Game License (because the original, Microlite20, is OGL), and is available for free. Each game is a separate entity with its own copyright and license. The author of each individual game is solely responsible for his or his work. No editing of individual games has been done. The original 2010 edition was a single volume with around 600 pages. The 2012 edition about 1400 pages. This third, 2017, edition is just over 2000 pages.

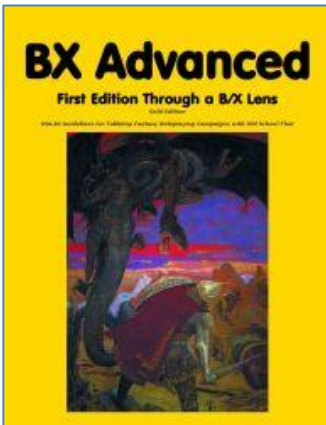
In addition to the standard Microlite20 rules (and a large number of optional systems and expanded rules), The Microlite20 RPG Collection (2017 Edition) includes the following Microlite20-based role-playing games:

Microlite20 Revised, M20 SIWDCC, Microlite20 House Rules, MicroFantasy, Alter Microlite20, Ultimate Ultramicrolite20, Nanolite20, Microlite20 Modern, M20 Modern: Expert, Microlite20 Ultimate Modern-Day, M20 Hard Core Rules, Swords against Sorcery, M20 Heroic, Iron Heartbreakers, Microlite11, WildWalker's M20 4e, Microlite20 Variant 4e, Microlite 4E, Micro Action Fantasy, Microlite20 5e, Microlite5e, MicroFive Core, M20 Fifth, MULRAH, Lite20, Mini20, Realms of Renown, Microlite77, Microlite20 OSS, Advanced Microlite20 OSS, Argo, M20 Hyborian Age, Microlite Conan, Prehistoric Microlite20, Microlite20 Bronze Age, Microlite Dark Sun, Omerian Tales, Beacon, WarEngine RPG, Yamato M20, Challenges & Champions, Microlite20 Elf Lords, Microlite20 Dark Heritage,

Microlite20 Resident Evil, Microlite20 Cthulhu, Microlite20 Vampires, Microlite20 2012, SpyLite, Giant Bug Invasion, Cyberpunk, SuperLite, Microlite20 Ultimate Costumes, Tumbleweed, Gunsmoke & Goblins, Owl Hoot Trail, Microlite Storytelling, TileHack, Dragons, ZombiePocalypse, Microlite Tri-Stat, Relics & Ruins, OmegaLite20, RABID, Microlite20 Vermin, Where No Man Has Gone Before, Galactic Methuselah, FrontierLite, M20 Star Wars, Microlite20 Star Wars, Scions of a Primordial Planet, Micro MechWarrior, Stargate 1895, Blaster D20 Microlite, Pendragon D20 Microlite, Diabolical D20 Microlite, TMKT, Microlite20 NG, PathfinderLite20, Microlite20 Edición Némesis, Microlite74 1.1, Microlite74 3.0 Basic, Microlite74 3.0 Standard, Microlite74 3.0 Extended, Microlite78: First Edition Lite, Microlite81, Microlite81 Extended, Gyphons & Gramarye, Microlite20 Golden Edition, DungeonFinder Player's Guide, DungeonFinder GM's Guide, DungeonFinder Book of Monsters, and Grimm Lite.

The **Microlite20 RPG Collection (2017 Edition)** is available as a "Pay What You Want Game"

BX Advanced

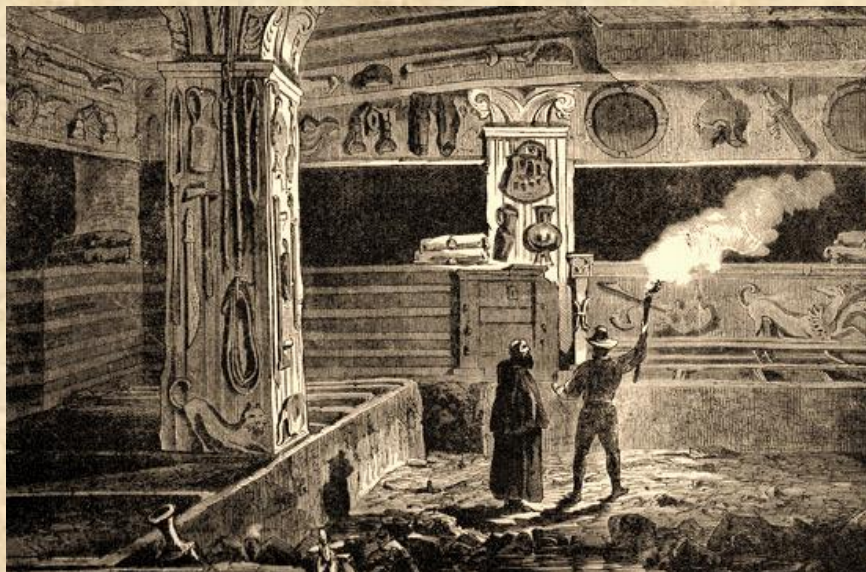


Unlike the above games, which are based on the Microlite20 rules, the BX Advanced games are based on a "retroclone" of the B/X rules produced in 1981. The Basic/Expert version of the world's most popular fantasy roleplaying game is the version of the rules most players started with during the game's "boom years" in the early 1980s. While the first "advanced" edition of the game was the star of the lineup, many players ignored many of its more complex rules when they moved from the "basic" edition to the "advanced" edition and just added the classes, spells, and treasure from the advanced edition to the Basic/Expert rules they were already familiar with.

The BX Advanced games are an attempt to produce a set of rules that are a clone of the Advanced First Edition using the Basic/Expert rules as a base: the First Edition through a B/X Lens. This provides a first of the game that is easy to learn, fast to play, and that includes all of the classes, spells, monsters, and treasures most people expect from "classic D&D". BX Advanced allows you to use all of the Basic, Expert, and First Edition adventures and settings from the 1980s as well as the many modern adventures and setting produced by OSR fans and companies today.

The BX Advanced Gold Edition is designed for people who want a classic experience without a lot of the gonzo material that many people added to their 1980s games. The Gold Edition is pretty much classic 1e using the B/X rules system. The BX Advanced Gold Edition includes a number of optional rules systems, but they are fairly tame in what they do to the game. The Gold Edition includes a sample dungeon and a complete small campaign setting. This version is available as a "Pay What You Want" PDF with no real interior art and as a paid PDF with a color cover and interior art (including some color art).

The upcoming BX Advanced Adamantine Edition will take the game into new realms with optional systems for things like technology and mutations, many additional classes, spells, monsters, and treasure, and much more.



Dungeon Delving Undying Light Edition

Dungeon Delving Undying Light is a trimmed down and simplified version of *Swords & Wizardry*. This game takes the *Continual Light* edition and cleans up the rules and the formatting, then adds backgrounds, more monsters, additional minor optional rules, four optional systems (True Magic Rituals, Action Points, Body Points, Advanced Combat), and some basic explanations for the referee on how to handle dungeon and wilderness exploration. Designed to be easy to play and easy to teach to those new to tabletop roleplaying games while retaining all the fun of exploring strange new lands and crawling through dark and dangerous dungeons. Referees can easily create their own adventures and campaign settings or use adventures and setting designed for *Swords & Wizardry* or other early editions and variants of the world's most popular tabletop fantasy roleplaying game. So pick up your dice, gather some friends and have an adventure tonight.

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