

throw the hammer about double the above ranges . . .). The *hammer of thunderbolts* is very difficult to hurl, so only 1 throw every other round can be made, and after 5 throws within the space of any 2 turn period, the wielder must rest for 1 turn.

* Depending on your campaign, you might wish to limit the effect to exclude storm giants and include ogres, ogre magi, trolls, ettins, and clay, flesh, and stone golems.

Hammers can be hurled just as hand axes are.

Mace of Disruption appears to be a +1 *mace*, but it has a *neutral good* alignment, and any *evil* character touching it will take 5-20 points of damage due to the powerful enchantments laid upon the weapon. If a *mace of disruption* strikes any undead creature or evil creature from one of the lower planes it functions similarly to a cleric turning undead (see **ATTACK MATRICES**). The *mace* causes such creatures to roll on matrix III., **MATRIX FOR CLERICS AFFECTING UNDEAD**, as if the wielder were 12th level, and if the creature struck scores equal to or below the number shown, it is disrupted and slain. Thus, skeletons, zombies, ghouls, shadows, and wights are instantly blasted out of existence, as are ghosts and even wraiths; and mummies have only a 20% chance, spectres 35%, vampires 50%, ghosts 65%, liches 80%, and other affected evil creatures 95% chance of saving. Even if these saving throws are effective, the *mace of disruption* scores double damage upon opponents of this sort, i.e., 2 x bonus and 2 x dice.

Scimitar +2 is optionally treated the same as a magic sword — especially if your campaign is Asian in flavor or the activity area borders near such a nation. The possibilities are then rolled as follows:

01-45	scimitar +1
46-65	scimitar +2
66-80	scimitar +3
81-90	scimitar +4
91-95	scimitar +5
96-98	scimitar of wounding
99-00	scimitar of sharpness

Then roll for *unusual* characteristics as usual.

Sling of seeking +2 gives its user a +2 bonus for both “to hit” and damage dice, but missiles from such a weapon are only regarded as +1 with respect to determination of whether or not certain creatures are affected by the weapon, i.e. a special defense of “+2 or better weapon to hit” means the creature is impervious to normal missiles from this sling.

Spears can be used as hand or missile weapons. In the latter employment they might be broken by any creature with 18/00 or greater strength or against or by one that is massive, i.e. cave bear, hippo, rhino, etc. Intelligent creatures will be 70% likely to use the hurled spear against the hurler if struck by the weapon, 25% likely to break it (the spear must save versus crushing blow). Unintelligent creatures will be 25% likely to break it (save as above).

Spear, Cursed Backbiter, is to all tests a magic spear with a +1 bonus (or at your option +2 or +3). Even when it is used in combat against a deadly enemy it will possibly perform properly, but each time it is used in melee in anger against a foe, there is a 5% (1 in 20) cumulative chance that it will function against its wielder, and once so functioning it cannot be loosed without a *remove curse* spell. When functioning, the spear will curl to strike its wielder in the back, having a hit probability which negates any shield and/or dexterity bonuses to armor class, and doing normal damage. Backbiting includes hurling, but if the wielder has hurled the spear, he or she is, of course, loosed from grasping it; the damage done to the hurler will be double, however.

Trident (military fork) +3 is a short-hafted weapon about 6' length overall. Upon command, the middle tine of the *trident* will retract into the pole while the shaft of the weapon lengthens to 9', thus creating a military fork with a short center spike. The changing of the form of the weapon from trident to fork or vice versa requires 1 round.



APPENDICES

APPENDIX A: RANDOM DUNGEON GENERATION

When you need help in designing a dungeon — whether it is a level in your main dungeon or a labyrinth discovered elsewhere — the following random generation system has proven itself to be useful. It must be noted that the system requires time, but it can be used directly in conjunction with actual play.

The *upper level* above the dungeon in which adventures are to take place should be completely planned out, and it is a good idea to use the outdoor encounter matrix to see what lives where (a staircase discovered later just might lead right into the midst of whatever it is). The stairway down to the first level of the dungeon should be situated in the approximate middle of the upper ruins (or whatever you have as upper works).

The *first level of the dungeon* is always begun with a room; that is, the stairway down leads to a room, so you might go immediately to TABLE V. and follow the procedure indicated or use one of the following “starter” areas. Always begin a level in the middle of the sheet of graph paper.

Keep a side record of all monsters, treasures, tricks/traps, and whatever — a normal dungeon matrix.

Discretion must prevail at all times. For example: if you have decided that a level is to be but one sheet of paper in size, and the die result calls for something which goes beyond an edge, amend the result by rolling until you obtain something which will fit with your predetermined limits. Common sense will serve. If a room won't fit, a smaller one must serve, and any room or chamber which is called for can be otherwise drawn to suit what you believe to be its best positioning.

START AREAS FOR RANDOM DUNGEON

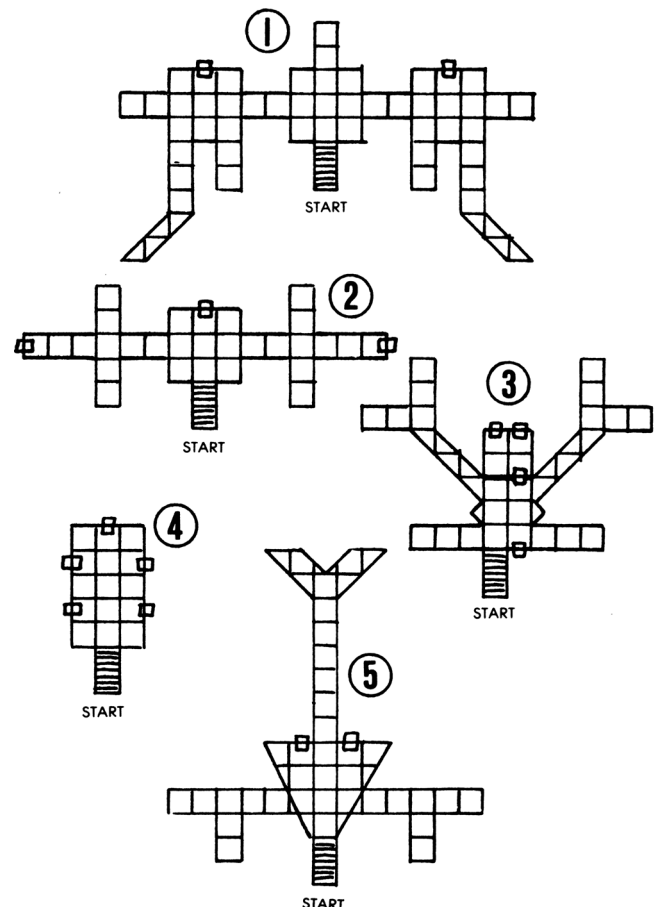


TABLE I.: PERIODIC CHECK (d20)

Die	Result
1-2	Continue straight — check again in 60' (this table)
3-5	Door (see TABLE II.)
6-10	Side Passage (see TABLE III.) — check again in 30' (this table)
11-13	Passage Turns (see TABLE IV., check width on TABLE III.) — check again in 30' (this table)
14-16	Chamber (see TABLE V.) — check 30' after leaving (this table)
17	Stairs (see TABLE VI.)
18	Dead End (walls left, right, and ahead can be checked for Secret Doors, see TABLE V.D., footnote)
19	Trick/Trap (see TABLE VII.), passage continues — check again in 30' (this table)
20	Wandering Monster, check again immediately to see what lies ahead so direction of monster's approach can be determined.

TABLE II.: DOORS* (d20)

Location of Door:		Space Beyond Door Is:	
Die	Result	Die	Result
1-6	Left	1-4	Parallel passage**, or 10' x 10' room if door is straight ahead
7-12	Right	5-8	Passage straight ahead
13-20	Ahead	9	Passage 45 degrees ahead/behind***
		10	Passage 45 degrees behind/ahead***
		11-18	Room (go to TABLE V.)
		19-20	Chamber (go to TABLE V.)
			Always check width of passage (TABLE III. A.)

* Check again immediately on TABLE I. unless door is straight ahead; if another door is not indicated, then ignore the result and check again 30' past the door. If a room or chamber is beyond a door, go to TABLE V.
 ** Extends 30' in both directions.
 *** The direction will be appropriate to existing circumstances, but use the direction before the slash in preference to the other.

TABLE III.: SIDE PASSAGES (d20)

Die	Result
1-2	left 90 degrees
3-4	right 90 degrees
5	left 45 degrees ahead
6	right 45 degrees ahead
7	left 45 degrees behind (left 135 degrees)
8	right 45 degrees behind (right 135 degrees)
9	left curve 45 degrees ahead
10	right curve 45 degrees ahead
11-13	passage "T"s
14-15	passage "Y"s
16-19	four-way intersection
20	passage "X"s (if present passage is horizontal or vertical it forms a fifth passage into the "X")

TABLE III. A.: PASSAGE WIDTH (d20)

Die	Result
1-12	10'
13-16	20'
17	30'
18	5'
19-20	SPECIAL PASSAGE (TABLE III. B. below)

TABLE III. B.: SPECIAL PASSAGE (d20)

Die	Result
1-4	40', columns down center
5-7	40', double row of columns
8-10	50', double row of columns
11-12	50', columns 10' right and left support 10' wide upper galleries 20' above*
13-15	10' stream**
16-17	20' river***
18	40' river***
19	60' river***
20	20', chasm****

* Stairs up to gallery will be at end of passage (1-15) or at beginning (16-20). In the former case if a stairway is indicated in or adjacent to the passage it will replace the end stairs 50% (1-10) of the time and supplement 50% (11-20) of the time.
 ** Streams bisect the passage. They will be bridged 75% (1-15) of the time and be an obstacle 25% (16-20) of the time.
 *** Rivers bisect the passage. They will be bridged 50% (1-10) of the time, have a boat 25% (11-15) of the time (50% chance for either bank), and be an obstacle 25% of the time.
 **** Chasms bisect the passage. They are 150' to 200' deep. They will be bridged 50% (1-10) of the time, have a jumping place 5'-10' wide 25% (11-15) of the time, and be an obstacle 25% (16-20) of the time.

TABLE IV.: TURNS (d20)

Die	Result (check on width of passage on TABLE III. A.)
1-8	left 90 degrees
9	left 45 degrees ahead
10	left 45 degrees behind (left 135 degrees)
11-18	right 90 degrees
19	right 45 degrees ahead
20	right 45 degrees behind (right 135 degrees)

TABLE V.: CHAMBERS AND ROOMS SHAPE AND SIZE (d20) (Roll for Shape, Size, and Exits; then Contents, Treasure, and how the latter is contained, if applicable.)

Die	Chamber Shape and Area	Room Shape and Area
1-2	Square, 20' x 20'	Square, 10' x 10'
3-4	Square, 20' x 20'	Square, 20' x 20'
5-6	Square, 30' x 30'	Square, 30' x 30'
7-8	Square, 40' x 40'	Square, 40' x 40'
9-10	Rectangular, 20' x 30'	Rectangular, 10' x 20'
11-13	Rectangular, 20' x 30'	Rectangular, 20' x 30'
14-15	Rectangular, 30' x 50'	Rectangular, 20' x 40'
16-17	Rectangular, 40' x 60'	Rectangular, 30' x 40'
18-20	Unusual shape and size — see sub-tables below	

TABLE V. A.: UNUSUAL SHAPE (Roll Separately for Size) (d20)

Die	Shape
1-5	Circular*
6-8	Triangular
9-11	Trapezoidal
12-13	Odd-shaped**
14-15	Oval
16-17	Hexagonal
18-19	Octagonal
20	Cave

* 1-5 has pool (see TABLE VIII. A. and C. if appropriate), 6-7 has well, 8-10 has shaft, and 11-20 is normal.
 ** Draw what shape you desire or what will fit the map — it is a special shape if desired.



TABLE V. B.: UNUSUAL SIZE (d20)

Die	Size
1-3	about 500 sq. ft.
4-6	about 900 sq. ft.
7-8	about 1,300 sq. ft.
9-10	about 2,000 sq. ft.
11-12	about 2,700 sq. ft.
13-14	about 3,400 sq. ft.
15-20	roll again and add result to 9-10 above (if another 15-20 repeat the process, doubling 9-10 above, and so on)

TABLE V. C.: NUMBER OF EXITS (d20)

Die	Room Area	Number of Exits
1-3	up to 600'	1
1-3	over 600'	2
4-6	up to 600'	2
4-6	over 600'	3
7-9	up to 600'	3
7-9	over 600'	4
10-12	up to 1200'	0*
10-12	over 1200'	1
13-15	up to 1600'	0*
13-15	over 1600'	1
16-18	any size	1-4 (d4)
19-20	any size	1 — door in chamber, passage in room

* Check once per 10' for secret doors (see TABLE V. D., footnote).

TABLE V. D.: EXIT LOCATION (d20)

Die	Location
1-7	opposite wall
8-12	left wall
13-17	right wall
18-20	same wall

* If a passage or door is indicated in a wall where the space immediately beyond the wall has already been mapped, then the exit is either a secret door (1-5) or a one-way door (6-10) or it is in the opposite direction (11-20).

TABLE V. E.: EXIT DIRECTION (d20)

Die	Direction (if a Door use TABLE II instead) — check for width on TABLE III.A.
1-16	straight ahead
17-18	45 degrees left/right*
19-20	45 degrees right/left*

* The exit will be appropriate to existing circumstances, but use the direction before the slash in preference to the other.

TABLE V. F.: CHAMBER OR ROOM CONTENTS (d20)

Die	Contents
1-12	Empty
13-14	Monster only (determine on appropriate table from APPENDIX C: RANDOM MONSTER ENCOUNTERS, Dungeon Encounter Matrix).
15-17	Monster and treasure (see TABLE V.G. below)
18	Special*, or contains stairway up 1 level (1-5), up 2 levels (7-8), down 1 level (9-14), down 2 levels (15-19), or down 3 levels — 2 flights of stairs and a slanting passageway (20).
19	Trick/Trap (see TABLE VII.)
20	Treasure (see TABLE V.G.)

* Determine by balance of level or put in what you desire; otherwise put in stairs as indicated.

TABLE V. G.: TREASURE* (d%)

Die	Without Monster	With Monster
01-25	1,000 copper pieces/level	Take two rolls on "Without Monster" table, add 10% to the total of each roll.
26-50	1,000 silver pieces/level	
51-65	750 electrum pieces/level	
66-80	250 gold pieces/level	
81-90	100 platinum pieces/level	
91-94	1-4 gems/level	
95-97	1 piece jewelry/level	
98-00	Magic (roll once on Magic Items Table)	

* See also TABLES V. H. and I. or J.

TABLE V. H.: TREASURE IS CONTAINED IN* (d20)

Die	Result
1-2	Bags
3-4	Sacks
5-6	Small Coffers
7-8	Chests
9-10	Huge Chests
11-12	Pottery Jars
13-14	Metal Urns
15-16	Stone Containers
17-18	Iron Trunks
19-20	Loose

* Go to TABLE V. I. on a roll of 1-8, TABLE V. J. on a 9-20 to determine protection if desired.

TABLE V. I.: TREASURE IS GUARDED BY (d20)

Die	Result
1-2	Contact poison on container
3-4	Contact poison on treasure
5-6	Poisoned needles in lock
7	Poisoned needles in handles
8	Spring darts firing from front of container
9	Spring darts firing up from top of container
10	Spring darts firing up from inside bottom of container
11-12	Blade scything across inside
13	Poisonous insects or reptiles living inside container
14	Gas released by opening container
15	Trapdoor opening in front of container
16	Trapdoor opening 6' in front of container
17	Stone block dropping in front of the container
18	Spears released from walls when container opened
19	Explosive runes
20	Symbol

TABLE V. J.: TREASURE IS HIDDEN BY/IN (d20)

Die	Result
1-3	Invisibility
4-5	Illusion (to change or hide appearance)
6	Secret space under container
7-8	Secret compartment in container
9	Inside ordinary item in plain view
10	Disguised to appear as something else
11	Under a heap of trash/dung
12-13	Under a loose stone in the floor
14-15	Behind a loose stone in the wall
16-20	In a secret room nearby



TABLE VI.: STAIRS (d20)

Die	Result (roll on TABLE I. upon ascending/descending).
1-5	Down 1 level*
6	Down 2 levels**
7	Down 3 levels***
8	Up 1 level
9	Up dead end (1 in 6 chance to chute down 2 levels)
10	Down dead end (1 in 6 chance to chute down 1 level)
11	Chimney up 1 level, passage continues, check again in 30'
12	Chimney up 2 levels, passage continues, check again in 30'
13	Chimney down 2 levels, passage continues, check again in 30'
14-16	Trap door down 1 level, passage continues, check again in 30'
17	Trap door down 2 levels, passage continues, check again in 30'
18-20	Up 1 then down 2 (total down 1), chamber at end (roll on TABLE V.)

* 1 in 20 has a door which closes egress for the day.
 ** 2 in 20 has a door which closes egress for the day.
 *** 3 in 20 has a door which closes egress for the day.
 N.B. Check for such doors only after descending steps if playing solo!

TABLE VII.: TRICK/TRAP (d20)

Die	Result
1-5	Secret Door unless unlocated: Non-elf locates 3 in 20, elf locates 5 in 20, magical device locates 18 in 20 (then see TABLE II.). Unlocated secret doors go to die 6, 7 below.
6-7	Pit, 10' deep, 3 in 6 to fall in.
8	Pit, 10' deep with spikes, 3 in 6 to fall in.
9	20' x 20' elevator room (party has entered door directly ahead and is in room), descends 1 level and will not ascend for 30 turns.
10	As 9. above, but room descends 2 levels.
11	As 9. above, but room descends 2-5 levels — 1 upon entering and 1 additional level each time an unsuccessful attempt at door opening is made, or until it descends as far as it can. This will not ascend for 60 turns.
12	Wall 10' behind slides across passage blocking it for from 40-60 turns.
13	Oil (equal to one flask) pours on random person from hole in ceiling, followed by flaming cinder (2-12 h.p. damage unless successful save vs. magic is made, which indicates only 1-3 h.p. damage).
14	Pit, 10' deep, 3 in 6 to fall in, pit walls move together to crush victim(s) in 2-5 rounds.
15	Arrow trap, 1-3 arrows, 1 in 20 is poisoned.
16	Spear trap, 1-3 spears, 1 in 20 is poisoned.
17	Gas; party has detected it, but must breathe it to continue along corridor, as it covers 60' ahead. Mark map accordingly regardless of turning back or not. (See TABLE VII. A.)
18	Door falls outward causing 1-10 hit points, or stone falls from ceiling causing 2-20 hit points of damage to each person failing his saving throw versus petrification.
19	Illusionary wall concealing 8. (pit) above (1-6), 20. (chute) below (7-10) or chamber with monster and treasure (11-20) (see TABLE V.).
20	Chute down 1 level (cannot be ascended in any manner).

TABLE VII. A.: GAS SUB-TABLE (d20)

Die	Result
1-7	Only effect is to obscure vision when passing through.
8-9	Blinds for 1-6 turns after passing through.
10-12	Fear: run back 120' feet unless saving throw versus magic is made.
13	Sleep: party sound asleep for 2-12 turns (as <i>sleep</i> spell).
14-18	Strength: adds 1-6 points of strength (as <i>strength</i> spell) to all fighters in party for 1 to 10 hours.

- 19 Sickness: return to surface immediately.
- 20 Poison: killed unless saving throw versus poison is made.

CAVES AND CAVERNS FOR LOWEST LEVELS: You may wish to have "roughewn" and natural tunnels in lower levels, and where rooms and chambers are indicated substitute Caves and Caverns. Exits are as above.

TABLE VIII.: CAVES AND CAVERNS (d20)

Die	Result
1-5	Cave about 40' x 60'
6-7	Cave about 50' x 75'
8-9	Double Cave: 20' x 30', 60' x 60'
10-11	Double Cave: 35' x 50', 80' x 90'
12-14	Cavern about 95' x 125'
15-16	Cavern about 120' x 150'
17-18	Cavern about 150' x 200'
19-20	Mammoth cavern about 250'-300' x 350'-400'

* Roll to see if pool therein (see TABLE VIII. A.).
 ** Roll to see if lake therein (see TABLE VIII. B.).

TABLE VIII. A.: POOLS (d20)

Die	Result
1-8	No pool
9-10	Pool, no monster
11-12	Pool, monster
13-18	Pool, monster & treasure
19-20	Magical pool*

* See TABLE VIII. C.

TABLE VIII. B.: LAKES (d20)

Die	Result
1-10	No lake
11-15	Lake, no monsters
16-18	Lake, monsters*
19-20	Enchanted lake**

* Determine monster and treasure from appropriate encounter matrix.
 ** Enchanted lake leads any who manage to cross it to another dimension, special temple, etc. (if special map is available, otherwise treat as lake with monsters), 90% chance that monster will guard lake.

TABLE VIII. C.: MAGIC POOLS* (d20)

Die	Result
1-8	Turns gold to platinum (1-11) or lead (12-20), one time only.
9-15	Will, on a one-time only basis, add (1-3) or subtract (4-6) from one characteristic of all who stand within it: 1 = strength 4 = dexterity 2 = intelligence 5 = constitution 3 = wisdom 6 = charisma (add or subtract from 1-3 points, checking for each character as to addition or subtraction, characteristic, and amount).
16-17	Talking pool which will grant 1 wish to characters of its alignment and damage others from 1-20 points. <i>Wish</i> can be withheld for up to 1 day. Pool's alignment is: lawful good 1-6, lawful evil 7-9, chaotic good 10-12, chaotic evil 13-17, neutral 18-20.
18-20	Transporter pool: 1-7, back to surface; 8-12, elsewhere on level; 13-16, 1 level down; 17-20, 100 miles away for outdoor adventure.

* In order to find out what they are, characters must enter the magic pools.

