

Randos To Heroes (GURPS Hex Crawl)

Purpose:

- Run a game with zero preparation
- Allow the GM to watch the world unfold WITH the players
- Allow GM the OPTION to preplan storylines if desired
- Allow an "open table" style of play where players can come and go from week to week with little detriment to the overall game.
- Run a GURPS fantasy game with the feel of old school D&D Rules Cyclopedia.
- Use D&D random encounter tables, treasure tables and monster stats. (I use Rules Cyclopedia but any OSR clone will suffice)
- Use GURPS to allow organic, classless character progression and individuality.
- Character creation should be fast and easy AND RANDOM.
- If a PC dies, a new PC should start at "level 0", however must be able to catch up in XP quickly
- Have a default list of "Objectives" for party to work towards
- Experience can be gained through exploration, combat, loot
- Playable (and enjoyable!) as a solo RPG!

D&D Conversion:

- Monster HP: take monster's HD value x 10. So an Orc (HD 1) would have 10HP in GURPS
- Monster AC conversion to GURPS DR, depends on if Monster's high AC is due to high mobility or due to protection/armor. An AC0 Giant Turtle would have a high DR but low dodge. An AC 0 bird would have a low DR but high dodge. Just wing it.
- Monster Attack skill is usually 12 for animal like monsters, or use their "Save as" stat as a guideline comparing to a Fighter
- Monster Intelligence can be used for Will saves
- If Monster SM+1, then Dmgx2. If SM+2 then Dmgx3 etc.
- Monster "Save as" can be used for other saving throws

Treasure:

- Roll on D&D random treasure tables
- Treasure and magic items can be used as is for the most part: A +3 sword adds +3 to skill and damage.
- Treat any "Special Item" as Historically significant **Art**
- REMEMBER: All GURPS \$ = D&D sp

Game process overview:

- At beginning of play all players do a "Character Funnel" (see below for details).
- As characters die, new ones can be rolled up quickly and added in back at town
- Party starts in a secluded city/town placed in center of a blank hex map
- As party enters a new hex, GM rolls to determine:
 - Hex terrain
 - Point of interest?
 - Wandering Monster?
- Players fill in the map as they go (GM keeps copy as well noting anything he wishes to keep persistent)
- As Party clears hexes of monsters this should be noted by drawing green border around hex.
- When party has a wilderness combat encounter, drop the dice onto the battle map to determine the combat scene's scenario (see Wilderness Encounter below).
- When party discovers a dungeon or cave (Point of interest), drop the dice onto the battle map to determine layout and contents of room (see below).
- GM can keep a map of rooms explored (PCs should too).
- Award XP (character points) along the way, spendable ONLY in town.

General NOTES:

- 1sp = 1\$, 1gp = 10\$
- 20 Character Points (CP) = 1 XP level in D&D

Character Funnel:

- If 2 players: each player creates 4, zero level Randos.
- If 3 players: each player creates 3, zero level Randos.
- If 4+ players: each player creates 2, zero level Randos.
- Roll 3d6 for each stat EXCEPT Speed and Move.
- Roll random occupation
- Record weapon skill of 1 for occupation "weapon"
- Roll random advantage
- Roll random disadvantage

Torch Light:

- A torch will burn for 1h.
- An improvised torch/stick will burn for 30mins

Mage Magic

- Magery advantage: no cap
- Cannot learn spells from "Healing" college
- Can use ANY weapon
- Cannot use Magery in metal armour
- Magic Points (MP): New attribute, supplants FP. Costs 2cp/point
- Learning new spells:
 - Self Teach a new spell by paying 2 CP initially.
 - Finding a scroll allows the player to learn the spell and all its pre-requisites for FREE

Clerical Magic

- Power Investiture: no cap
- Magic Points (MP): New attribute, supplants FP. Costs 2cp/point
- Can ONLY use blunt weapons
- Can wear ANY armour
- Can only cast spells from certain colleges: Healing, Protection, Weather etc.
- Turn Undead: See Monster hunters 1; Champions p44

Travel Speeds: Wilderness (10h travel day):

~(1h eat, 5h travel, 2h eat/rest, 5h travel, 1h eat, 10h sleep time minus watch time)

- One Hex = 10km (6.2miles)
- Navigation: Assume all characters in our world can explore hexes and return home (or **return** to a point of interest) automatically. However, a successful Navigation skill check (- terrain MP) gains one of the following benefits :
 - Save 2 FP
 - Gain 1 MP
 - Next Random Encounter detected at max distance
- PCs/mounts use their Move points at following terrain costs:
 - Road: 1
 - Trail: 2
 - Grasslands, Plains, Hills: 2
 - Forest, Mountains: 3
 - Swamp, Dense Forest: 4
 - Exploring: Double terrain cost (Perception check to gain another chance at a roll for random "Place of Interest")
 - Hunting/Foraging: +2 (Roll Survival, Naturalist or fishing. Meals found = Success by)
 - Stealth: +1 (chance to ambush encounters/lair)
- On combat encounter, assess FP loss from travel time: 1d4 x encumbrance

Random encounters:

- Roll each time a new hex is entered
- Roll once per night OR each time a new hex is entered
- Roll 1d6, a 1 indicates Wandering Monster
- Roll 1d8, a 1 indicates a Point of Interest
- Monster HP = D&D Monster HD x 10

- Number of Monsters depends on distance from nearest cleared hex -Roll 1d4 for 1 - 4 hexes away
-Roll 1d6 for 5 - 6 hexes away etc.
- Roll on GURPS Random Reaction table (or reaction table below)
- Encounter Distance: Roll perceptions contest. Spot distance is dependant on Terrain and how much you succeed Perception check by:
 - Success by 5+ = max detectable distance for current terrain
 - Success by 3or 4 = half max detectable distance for current terrain
 - Success by 1+ = quarter of max detectable distance for current terrain
- Party with highest success sees first and may try to stealth.
- Roll Stealth vs. Per contest to see how close stealthing group gets

| 3d6 | Creature's Current Situation |
|-----|--------------------------------------|
| 3 | Feasting |
| 4 | Seeks Trade |
| 5 | Seeks Help (Lost, Trapped, Fleeing) |
| 6 | Traveling/Migrating |
| 7 | Tasked to Hunt Down (Duty) |
| 8 | Tasked to Patrol (Duty) * |
| 9 | Bad Past Experience * |
| 10 | Territorial (Lair, Young, Resources) |
| 11 | Hungry/Hunting * |
| 12 | Greed/Thieving |
| 13 | Curious |
| 14 | Good Past Experience |
| 15 | Seeks Info/Allies |
| 16 | Building |
| 17 | Playing |
| 18 | Sick/Sleeping/Grieving |
| * | Attack on sight probable |

Clearing a Hex (1CP):

- Must track and kill all monster lairs in hex
- Roll a d3 to see how many tracks to lairs exist in hex
- Roll a random monster for each lair
- PCs must make a tracking roll and expend the Movement Points to cross that hex to find a lair
- PCs can spend the MP to track again to see if there are any more tracks to lairs.
- Once there are no more lairs, the hex is cleared. **1CP**
- A cleared hex gets random monster on a 1d12 instead of 1d6
- A hex surrounded by cleared hexes does NOT contain wandering monsters.

Things to spend money on:

- Equipment
- Hirlings
- Mounts (land, water, air)
- Powerstones (cost x10)
- Elixers (cost x10)
- Strongholds (see D&D 3ed.Strongholds costs, or Pyramid #3/86,)

Hirelings and henchmen:

- You can hire an amount of personnel equal to your party's Reaction bonus (assuming you have one)

- Each player rolls a reaction roll, and take the average to determine potential hirelings attitudes towards deal
- Cost: 1sp x (Cps total of party – the tougher the PCs are the more dangerous it is to follow them)
- Make a reaction roll to get a hireling to do something against their will
- Re-hire hireling before each adventure to convince them to go (modified by previous overall experience)
- A player may take on a hireling as their main character at any time.
 - This is especially useful if their PC dies
 - Or if the PC wants to take a break or retire from Adventuring

Default Objectives:

- Explore and map the wilderness: **+1CP/5 hexes**
- Kill monsters! **1sp/1xp** monster head
- Return historical artifacts for **sp**
- For the Crown: clear 6 hexes around town to stop frequent monster attacks/sightings **+1 Reputation All**
- For the Crown: Find exploitable natural resources
- For the Crown: Clear path to exploitable natural resources **+1 Reputation All**
- For the Crown: Find historical Ruins/dungeons
- For the Crown: Clear historical Ruins/dungeons and path to
- For the Crown: Find trade partners
- For the Crown: Clear path to trade partners **+1 Reputation All**
- Investigate legends and rumours of Ruins/Dungeons/Tombs/Monster Lairs/Treasure
- Investigate “Legends & Rumours”
- Build a Stronghold in wilderness (D&D Stronghold Builder’s Guidebook)
- PCs should try to get several PCs to build strongholds on cleared lands to attract settlements and tame the wilderness.
- PCs may retire at anytime (especially ones who build a stronghold) and may be convinced to return to adventuring with the PCs with a successful reaction roll (modified by offers/circumstances).

Experience:

- CPs can ONLY be spent back in town
- Award 2 CP on PC death (If PC's CP total was above -10 yours)
 - On a failed Will roll (minus level of dead) Survivors also gain a mental Disadvantage
 - A milder version only worth the 2 points to start off (more like a quirk)
 - Subsequent 2points gained this way go towards same Disadvantage as it takes full effect
 - Once the Disadvantage is paid in full, start on another Disadvantage.
- Award 1 or 2 CP each for combat victory (killed, robbed, chased off monsters)
- Award 1 CP for 5 hexes explored
- Award 2 CP for clearing a town hex, 1CP for all other hexes
- Award 1sp/1xp in monster heads returned to town

Character Improvement:

- Donate** to the poor/church/crown = 1CP per (100sp x Total Character CP)
 - Must be Level 2 or higher.
 - Can only attain next level (20CP threshold) in a single donation.
 - One donation per week only.
- Max Attributes: 20
- Max “Striking ST”: 20
- Max “Extra Attack”: 3

| Activity: | CP | \$\$ | Rep |
|--|---------|---------------|-----|
| Explore 5 hexes | x | | |
| Clear a hex | X or xx | | |
| Kill monsters | x | XP x 1sp | |
| Donate money to the poor/church/crown | x | | |
| Return historical artifact (any “Special Treasure ”) | x | Value of item | |
| Clear 6 hexes around town | xx | | x |

| | | | |
|---|-----|---|---|
| Find exploitable natural resources | x | | |
| Clear path to exploitable natural resources | xx | 1000gp / hex | x |
| Find historical Ruins/dungeons | x | | |
| Clear historical Ruins/dungeons | xx | x | x |
| Clear path to historical Ruins/dungeons | xx | 1000gp / hex | |
| Find trade partners | xx | xx | |
| Clear path to trade partners | xxx | Settlement's Base Value in gp / hex | x |
| Build a Stronghold in wilderness: | x | Tax revenue | x |

PC Improvement Maximums:

- ST max of 20
- Striking ST max of 20
- Extra Attack max of 3

Random on-th-fly encounters/rooms:

- Throw the following dice onto the battle mat:
-2d4, 2d6, 2d8, 2d10, 2d12, 2d20
- Draw border/walls around the dice landing positions

Wilderness Encounter:

| Die | Result |
|-----------------|-----------------------------------|
| d4 (2) | Trees (trunks) |
| d6 (2) | Brush |
| d8 (2) | Rock |
| d10 (2) | Boulder |
| d12 (2) | Rock outcrop/ridge |
| d20 (2) | |
| Terrain Change: | 1-5: Trees & Brush |
| | 6-10: Water (or land if in swamp) |
| | 11- 15: Elevation change (down) |
| | 16-20: Elevation change (up) |

Natural Caves:

- Roll 2 of everything
- Each **1** is another passage or hole (d4 to d8 is down, rest are up)
- Each **2** is a stalagmite or full pillar
- If two or more **3**s then they chasm
- If two or more **4**s then raised area
- If two or more **5**s then they are water
- If two **20**s, then precious stone/crystals
- Any max die roll is life form (d4 = Vegetation, rest = Monster)

Legends & Rumors

These procedures can be used when the PCs are looking for a quest, when an NPC offers them a quest, or when a “map to a treasure” is found. Can also be used when PCs are looking for specific answers to a mystery discovered (possibly while exploring a randomly generated dungeon). Once per week, all PCs may attempt to learn of a legend or rumor from any of the following locations:

Table 14: Knowledge Inquiries

| Location | Skill Check |
|---------------------|-------------------------|
| Tavern | Carousing |
| Temple or Chapel | Savoir Fair (Religion) |
| Thieves Guild | Streetwise |
| Militia Barracks | Saviour Fair (Military) |
| Library or Archives | Research |

This assumes that open-ended inquiries are being made. PCs can inquire about specific information or rumors at a -4 penalty.

For every 2 points under target number, give an additional piece of information in the following order, depending on location queried:

Table 15: Knowledge Received

| Location | Order of Information |
|---------------------|--|
| Tavern | Treasure, Point of Interest type, Monster, Clue, Location (getting exact location from intoxicated strangers is difficult) |
| Temple or Chapel | Point of Interest type, Location, Monster, Clue, Treasure (usually involves a temple to be reclaimed/consecrated) |
| Thieves Guild | Location, Treasure, Monster, Point of Interest type, Clue |
| Militia Barracks | Monster, Treasure, Location, Point of Interest Type, Clue |
| Library or Archives | Location, Point of Interest Type, Clue, Treasure, Monster |

Give an additional **Clue** for each success by two beyond 10. Randomly generate each piece of information as follows:

Point of Interest: Roll for a Point of Interest using Table 5.

Location: Using your wilderness hex map, randomly determine a direction and distance away from town. For instance, if the town is in the middle of a 20 x 20 hex map, determine a random location as follows:

- Roll 2d20 and picture the map with an X, Y coordinate system with the town at “10,10”
- The first d20 determines the location along the X axis
- The second d20 determines the location along the Y axis

Monster: Roll for type on your random encounter table of choice.

Treasure: There is a 50% chance the rumor reveals the existence of coinage treasure, and 50% the rumor is concerns a magic item. Roll randomly on treasure table of choice.

Clue: This is a meta game device to give the party a +4 situational bonus on a single roll anytime, anywhere in the dungeon or cavern of the rumor location, or during the travel leading to it. It cannot be used in combat, but can be used against traps or surprise rolls. May also use the +4 on rolls to find the location.

Finding the Location:

Once party arrives in the rumor location hex, they must actually find the site.

Make an Navigation check and subtract the location's distance in hexes from town, divided by 2 (rounded down).

If the roll fails, the party fails to locate the site that day and must try again the next day with a +1 to their roll (it gets easier to find with time). Roll for Wandering Monster each day spent searching hex. Also roll each night as usual.

Stronghold & Dominion Events

Sooner or later a character will acquire enough wealth and power to build a stronghold. This can be done in any cleared hex on the wilderness hex map.

A stronghold will attract peasants and generate tax money, all depending on the Population Sentiment towards the rulers.

When a stronghold is built, determine how many families take up residence nearby by rolling a 1d10 x 10. This is the starting population (measured in families of approx. 4 people). The population starts off with an Indifferent rating on the Population Sentiment scale. At the end of each month the population will grow or shrink according to the Population Sentiment table below, and generate 1gp per family, paid directly to the ruler. Each month a Domain Event may occur which will affect Population Sentiment. Roll on the Domain Events table at the start of the month. The ruler has 1 month to nullify any negative effects it may have on the population at the end of the month. If not dealt with (a quest perhaps?) the listed effect is applied to the Population Sentiment monthly change roll at the end of the month.

The Nature of the Domain Event can be determined by roll on the Nature of Event table and interpreting it according to the previously rolled Domain Event Event Type.

NOTE: GM should feel free to roll for Domain events for the towns being visited by the PCs as well. Can give great inspiration and background flavour to the world.

Example 1: Sir Winston's stronghold has a "Happy" Population Sentiment at the start of the month. An 8 is rolled on the Domain Events table, indicating a "Neutral" event is unfolding this month. We then roll a 10 on the Nature of Event table and get "Change in Foreign Trade Routes". We will interpret that as Sir Winston hears of a possible trade increase in a neighboring town. Great he can go adventuring or go about his own business this month without the population suffering negatively. At the end of the month his population will remain "Happy" and he'll gain his 1d10(%) population increase.

Example 2: On the second month, Sir Winston's Population is still "Happy", but at the start of the month he rolls a Domain Event of 3 indicating a "Very Bad" event will occur. He rolls on the Nature of Event table to find out it involves "Historical/Holy Relic". Perhaps the local historical artifact named the "Horn of Plenty" which is blasted each year to kick-off the fall harvest feast has been stolen. Since it is a "Very Bad" event we have to up the anti and also say that the keeper of the artifact's entire family was slain during the theft and now the entire domain is disheartened at the loss and afraid to volunteer to be the next keepers of the artifact. If Sir Winston can take up the quest and recover the artifact and bring the culprits to justice before the end of the month the effects of the "Very Bad" Domain Event on the Population Sentiment will be nullified.

Tables 16-18: Stronghold Effects

| Population Sentiment | |
|----------------------|-----------------------------|
| Sentiment | Monthly Change |
| Patriotic | Population grows by 4d6(%) |
| Happy | Population grows by 1d10(%) |
| Indifferent | Population grows by 1d4(%) |
| Unhappy | Population loses 1d10(%) |
| Rebellious | Population loses 4d6(%) |

| Domain Events | | |
|---------------|------------|--|
| 2d6 | Event Type | Effect on Population Sentiment |
| 2-3 | Very Bad | Population Sentiment worsens by 1 step AND halve tax income this month |
| 4-5 | Bad | Population Sentiment worsens by 1 step |
| 6-8 | Neutral | No change to Population Sentiment |
| 9-10 | Good | Population Sentiment improves by 1 step |
| 11-12 | Very Good | Population Sentiment improves by 1 step AND double tax income this month |

| Nature of Event | |
|-----------------|--|
| 1d12 | Description of Change |
| | Interpret this according to rolled "Domain Event" (Good, Bad, Neutral etc.) |
| 1 | Change in Monster activity in surrounding wilderness |
| 2 | Change in Crime rates and criminal activity (Bandits?) |
| 3 | Change in sickness/plague rates (a Curse?) |
| 4 | Change in Crop Yields (Feast of Famine) (a curse?) |
| 5 | Change in Weather (if Very Bad event type was rolled, it's a natural Disaster such as Flood, Fire, Earthquake, etc.) |
| 6 | Death of important figure |
| 7 | New Social Movement |
| 8 | War Declared (ie. If Neutral Event type then another town declared war against a third party. If Very Bad Event Type rolled, then war declared on this stronghold, etc.) |
| 9 | Change in Natural Resources (resource exhausted, new resource found etc.) |
| 10 | Change in Foreign Trade or Trade Routes |
| 11 | Change Festival or Holiday event |
| 12 | Historical/Holy Relic (Lost or found) |

Dungeon Rooms

Generating dungeons on the fly is a 2 step process. First drop the dice to determine the overall room placement of a section of the dungeon (Dungeon Area). This will also dictate which room types are

where and where monster lairs exist. Then as each room is explored, furniture/features placement can be generated.

To generate a random Dungeon Area on the fly, drop the dice indicated for Dungeon Area (Table 9), optionally into a dice tray or onto graph paper. Each die represents a room. For each die dropped, consult the table for it's room type (e.g. bedroom). Note that the room type indicated can be structures original intended room type, or, what function it serves now (GM's option).

To make each dungeon area more unique, roll 2d20 and consult the Common Area Feature modified by the Feature Modifier table. For example, a roll of 9 and a roll of 12 on Table 10 indicate "Shrines/Monoliths" with the detail "Strange Gas". This might be interpreted as "A large ominous black monolith stands in the corner of every room in this area. They seem to exude a foul odor". This is a good time to ask what the characters think (or fear) about these features and details. You may choose to make those impressions come true, or prolong the illusion until they determine (or you dream up) the true nature of the area.

Leave the dice as they lay as the PCs explore room by room. As each room is entered, you can describe the space using the Random Room Contents (Table 11). Once again, drop the indicated dice and consult the table for the item each die represents, and where they are located in the room. The outer perimeter of the fallen dice hints at the room's shape and size. Consult back to your previously dropped **Dungeon Area** dice to remember what type of room this was (hallway/passage/stairs, bedroom, latrine, Monster lair etc.).

Table 9: Dungeon Area

1d20 Drop 2d4, 2d6, 2d8, 2d10, 2d12, 2d20 (and an additional d20 on Common Area Feature table)

Any maximum die roll indicates a monster lair!

| | |
|----|--|
| 1 | Area change A gateway or passage to another dungeon area on the same level. A roll of 1 on a d8, d12 or d20 indicates this room die is a stairway down to the next level. |
| 2 | Bedroom/Bunks |
| 3 | Common/Sitting room |
| 4 | Latrine/Garbage-pit |
| 5 | Food-stores/Winery |
| 6 | Kitchen/Mess Hall |
| 7 | Cistern/Well |
| 8 | Meeting Hall/Auditorium |
| 9 | Tools/Equipment/Armory |
| 10 | Kennel/Stable |
| 11 | Laboratory |
| 12 | Archive/Library |
| 13 | Tomb/Crypt |
| 14 | Prison/Torture chamber |
| 15 | Statuary/Gallery/Throne room |
| 16 | Mining/Smithy/Forge/Refinery/Power-Generation |
| 17 | Shrine/Altar/Chapel/Temple |
| 18 | Fountain/Pool//Stream/River/Lake |
| 19 | Mechanical Clock/Portcullis/puzzle (or control for something elsewhere) |

Table 10: Area Features

| 1d20 Common Area Feature | Feature Modifier (optional) |
|---|--|
| 1 Doorways/Arches/Stairs | Mist/Fog |
| 2 Hallways/Passageways | Bone |
| 3 Walls | Acid (damaging?) |
| 4 Construction style (different builders?) | Fur/Hide/Skin/Flesh (living?) |
| 5 Doorways/Arches/Stairs | Eyes (moving/living?) |
| 6 Floor/Tiles | Stone (granite, marble, limestone, odd coloration, gemstones) |
| 7 Ceilings | Crawling/Shifting/Sliding/Spinning |
| 8 Vents/Shfts/Drains (Large Singular or scattered throughout) | Cold/Frost/Ice (damaging?) |
| 9 Shrines/Monoliths (Large Singular or scattered throughout) | Hot/Flaming/Burning/Electrical (damaging?) |
| 10 Statues/Busts (Large Singular or scattered throughout) | Smell/Stench |
| 11 Tapestries/Murals/Paintings (Large Singular or scattered throughout) | Bright light (or well lit) |
| 12 Bell (Large Singular or scattered throughout) | Strange Gas (Methane, Chlorine, Hydrogen) (damaging?) |
| 13 Hallways/Passageways | Slime covered (slippery) |
| 14 Elevation changes (sunken/raised floor) | Water (dripping, running, pouring) |
| 15 Furniture/Furnishings | Crumbling/Cracks/Chasms/Streams (bridges?) |
| 16 Monsters/Inhabitants | Carvings (Runes/Hieroglyphs) |
| 17 Pillars | Mold/Moss/Fungus/Vegetation (Poisonous, thorny, luminescent) |
| 18 Walls | Wooden (possibly odd coloration) |
| 19 Floor/Tiles | Metal (iron, bronze, copper, adamantine, mithril, gold, silver etc.) |
| 20 Ceilings | Sounds/Noise (ominous, deafening, maddening) |

Table 11: Random Room Contents**1d20 Drop** 1d4, 1d6, 1d8, 1d10, 1d12, 1d20

Any max die roll is a Monster in room!

| | |
|----|--|
| 1 | Trash/Debris/Ruins (rough terrain) |
| 2 | Lighting (Cresset/Brazier/Sconce/Chandelier) |
| 3 | Pillar |
| 4 | Small Furnishing (according to room type) |
| 5 | Large Furnishing (according to room type) |
| 6 | Small Furnishing (according to room type) |
| 7 | Large Furnishing (according to room type) |
| 8 | Small Furnishing (according to room type) |
| 9 | Large Furnishing (according to room type) |
| 10 | Small Furnishing (according to room type) |
| 11 | Large Furnishing (according to room type) |

| | |
|----|---|
| 12 | Small Furnishing (according to room type) |
| 13 | Water/slime/Vegetation (slippery terrain) |
| 14 | Tapestry/Mat/Rug |
| 15 | Body/Carcus/Vermin |
| 16 | Partially collapsed (a crumbling still!) |
| 17 | Trap (see Traps table below) |
| 18 | Secret Passage |
| 19 | Secret Compartment (see Chest Contents table) |
| 20 | Box/Chest (see "Chest Contents" table below) |

Table 12: Traps

3d6 Trap type

| | |
|-------|--|
| 3 | Monster-Attracting Spray (double chance of Wandering Monster for 1d6 hours) |
| 4 | Chute (Save vs. Death Ray +Dexterity bonus or be dropped into next lower dungeon level) |
| 5 | Flashing Light (Save vs. Spell or be blinded for 1d8 turns) |
| 6 | Oil Slick (Save vs. Death Ray + Dexterity bonus or fall prone) |
| 7 | Poison Dart (AB +1, 1d4 damage, Save vs. Poison or die) |
| 8 | Falling Stones/Bricks (Save vs. Paralysis + Dexterity bonus or take 1d10 damage) |
| 9 | Arrow (AB +1, 1d6+1 damage) |
| 10 | Pit Trap (Save vs. Death Ray + Dexterity bonus, or fall in. Roll twice to determine depth and contents on the Pit Traps Table, below) |
| 11 | Blade |
| 12 | Poison Needle (Save vs. Poison or die) |
| 13 | Poison Gas (All in area must save vs. Poison or die) |
| 14 | Alarm (all within 30ft radius must save vs. Spell or be deafened for 1d8 turns. Check for Wandering Monster who will arrive in 2d10 Turns) |
| 15 | Rolling Boulder (Save vs. Death Ray + Dexterity bonus or take 2d6 damage) |
| 16 | Portcullis (Save vs. Death Ray or take 3d6 damage. The way is also blocked now) |
| 17-18 | Spell (Roll for random spell. Save as per spell) |

Table 13: Pit Trap Type

1d6 Pit Depth Pit Contents (damage)

| | | |
|---|------------|--|
| 1 | 10ft (1d6) | Empty |
| 2 | 10ft (1d6) | Water (half way down) |
| 3 | 15ft (1d6) | Vermin (Rats) |
| 4 | 20ft (2d6) | Poisonous Vermin (Snakes, Scorpions) |
| 5 | 30ft (3d6) | Spiked (Roll to hit for spikes with AB +1, if hit then Fall Damage x2) |
| 6 | 50 (5d6) | Acid |

Exploring the Dungeon

Roll for random encounter (1 on 1d6) whenever PCs make noise or every 30mins.

Chest Contents:

| Dungeon lvl | Trapped? 1d20 | Silver (sp) | Gold (gp) | Gems | Jewelry/Art | Special |
|-------------|---------------|-------------|---------------|----------|-------------|-----------|
| 1 | 1-3 | 1d6 x100 | 50% 1d6 x 10 | 5% 1d6 | 2% 1d6 | 2% any 1 |
| 2-3 | 1-5 | 1d12 x 100 | 50% 1d6 x 100 | 10% 1d6 | 5% 1d6 | 8% any 1 |
| 4-5 | 1-8 | 1d6 x 1,000 | 1d6 x 200 | 20% 1d8 | 10% 1d8 | 10% any 1 |
| 6-7 | 1-10 | 1d6 x 1,000 | 1d6 x 500 | 30% 1d10 | 15% 1d10 | 15% any 1 |
| 8+ | 1-15 | 1d6 x 5,000 | 1d6 x 1,000 | 40% 1d12 | 20% 1d12 | 20% any 1 |

Random Terrain:

| Table 2: Terrain | |
|------------------|----------------|
| Terrain | Roll 1d12 |
| Current Hex: | New Hex: |
| Mountains | 1-6: Mountains |
| | 7-10: Hills |
| | 11: Plains |
| | 12: Swamp |
| Hills | 1-4: Mountains |
| | 5-8: Hills |
| | 9-11: Plains |
| | 12: Swamp |
| Plains | 1: Mountains |
| | 2-3: Hills |
| | 4-9: Plains |
| | 10-12: Swamp |
| Swamp | 1: Mountains |
| | 2: Hills |
| | 3-8: Plains |
| | 9-12: Swamp |
| | |
| | |

Table 3: Vegetation

| Vegetation | Roll 1d12 |
|---------------------|------------------------|
| <i>Current Hex:</i> | <i>New Hex:</i> |
| Dense Forest/Jungle | 1-6: Dense Forest |
| | 7-10: Light Forest |
| | 11: Grassland |
| | 12: Barren |
| Light Forest | 1-4: Dense Forest |
| | 5-8: Light Forest |
| | 9-11: Grassland |
| | 12: Barren |
| Grassland | 1: Dense Forest/Jungle |
| | 2-3: Light forest |
| | 4-9: Grassland |
| | 10-12: Barren |
| Barren | 1: Dense Forest/Jungle |
| | 2: Light Forest |
| | 3-6: Grassland |
| | 7-12: Barren |

| Water | Roll 1d12 |
|--------------|------------------|
| Source Hex: | New Hex: |
| Lake | 1: Lake |
| | 2-4: River |
| | 5-12: None |
| River | 1: Lake |
| | 2-10: River |
| | 11-12: None |
| None | 1: Lake |
| | 2-3: River |
| | 4-12: None |

| Point of Interest | Roll 1d20 |
|--------------------------|---|
| 1-3 | Ruins (Above ground) |
| 4-7 | Caves |
| 8-9 | Tomb |
| 10-11 | Lair |
| 12-14 | Natural Resource (High Mana, Minerals, quarry etc.) |
| 15-16 | Settlement (roll random monster type) |
| 17-18 | Mine |
| 19-20 | Ruins (Dungeon) |

Settlement Size (Optional)

| Roll (3d6) | ~ % Chance | Settlement Size Type | Population | Base Value |
|------------|------------|----------------------|------------------|------------|
| 5-9 | 35 | Thorp | Fewer than 21 | 50 gp |
| 10-13 | 46 | Hamlet | 21–60 | 200 gp |
| 14-15 | 11 | Village | 61–200 | 500 gp |
| 16 | 3 | Small town | 201–2,000 | 1,000 gp |
| 4 | 1 | Large town | 2,001–5,000 | 3,000 gp |
| 17 | 1 | Small city | 5,001–10,000 | 15,000 gp |
| 3 | .5 | Large city | 10,001–25,000 | 40,000 gp |
| 18 | .5 | Metropolis | More than 25,000 | 100,000 gp |