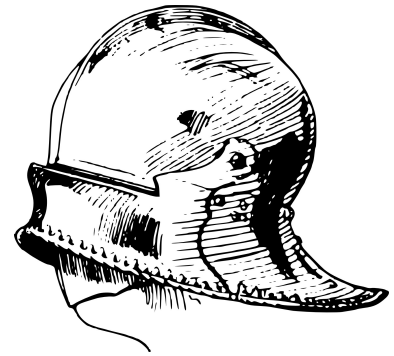# Halberds & Helmets – Running the Game

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Principles

This book is for the **referee** of the game, the person that runs everything that is not a player character.

1. **No Skills**: This challenges players. They need to roleplay to be diplomatic, intimidating, bluffing, and the referee needs to roleplay the non-player characters accordingly. Players need to guess where hidden treasure and secret doors are and the referee has to provide the right amount of clues.

2. **Fewer Classes**: This provides less mechanical differentiation between characters. Players need to roleplay in order to differentiate characters.

3. **Quick Character Generation**: Easy character generation with few actual choices speeds things up. A high attrition rate is more acceptable as you can bring multiple characters to the table and make extras in a minute or two.

4. **Smaller Bonuses**: The smaller bonuses simplify the math and produce far less trickle down effects. This also makes the initial ability rolls less important (without actually resorting to point-buy).

5. **Random Character Generation**: Random character generation may surprise players and provide interesting party dynamics.

6. **Rare Healing**: Players need to avoid wandering monsters and avoid unnecessary fighting. This makes strategic decisions (when to fight) more important than tactical decisions (how to fight).

7. **Simple Combat**: No explicit rules for combat maneuvers and battle grids result in quicker combat rounds, less waiting for your turn, and more time to do other stuff—or more fights per session, if desired.

8. **Little Damage, Few Hit Points**: Fewer attacks and smaller damage bonuses simplify the math and speed things up.

9. **Treasure is Experience**: This encourages players to research their goals, picking their fights carefully. It also provides for an easy and quick reason for the party to form and go adventuring.

10. **No Buying or Selling of Magic Item** : Getting them should always involve adventuring.

11. **Random Encounters, Random Monsters**: This forces the referee to improvise and adapt the story on the fly.

Keep it short: My main problem is that I don't want to spend a lot of time in preparation for a session. Half an hour for a three hour slot is all I'm prepared to invest.

Campaign Map: When I start a new campaign, I create a small hex map. You could use my random hexmap generator, for example. I only start worrying about the ruins and lairs in the various hexes once players actually explore the region. This is going to be an organic campaign. I like to start with a wilderness surrounding a small village. In the wilderness, travelling a hex takes a day. That keeps things simple. See below for more on traveling. I work on the map, adding more locations as players push forward.

Use every idea as soon as possible. Do not save good ideas for later! Use them now. You will have more good ideas in the future.

Settlements: Every settlement has two or three interesting, named people. These are the people of authority the characters are likely to talk to. Every settlement should have a building or two where you can find said named people, and an inn, or an exaplanation for the missing inn. Don't bother with a map for the settlement.

People: Most of civilization consists of neutral, egoistical, normal humans and appropriate demihumans from the monster manual. Don't bother assigning levels unless these people are important.

Level	Role
0	ordinary people
1	veterans, trained guards
3	a boss of one or two dozen people, captain of the watch, bandit boss
5	lord over a small settlement, a contested five mile hex, a tower, a small fortress, a sheriff, two of these might be the assistants of a level 9 lord
7	a captain of a small army, the most powerful chieftain of a tribe, a second in command to a level 9 lord
9	lord over a town, a castle plus a town or two, multiple villages, a region up to thirty miles in diameter, known up to a hundred miles away
11	great heroes, the favorites of the gods
13	prophets, avatars and holy men
15	demigods and immortals
17	god-like, granting wishes!

Names: Keep lists of names to assign to non-player characters. I like names to depend on gender and culture, so I usually have multiple lists.

News: Spies and Sages allow you to feed setting information to your players. Get into the habit of preparing a little something to report for spies and sages in the employ of player characters. Actionable information is preferred. Activities of rivals that can be stopped. Rumors of treasures that can be sought. Let players know where to go next if they want to pursue a certain goal.

Dungeons: I like to prepare a number of small dungeons and place them on the campaign map. I make note of a few rumors that would lead the party to the various dungeons and warnings they might hear in order to prepare them for it. This is a sandbox campaign and the encounters do not depend on the power level of the party. Instead, the party gets to choose the risk they are willing to face by choosing areas that are more or less dangerous based on the rumors they hear.

If you need some inspiration, check out the One Page Dungeon Contest submissions. When the party explores one dungeon, use the time to make up some events surrounding the other dungeons. Giant frog plague? Cultists spreading? Rival party found some treasure?

Treasure: I just roll for random treasure. Treasure spent earns experience: 1 gp is worth 1 XP.

Expand on the list of *buildings* and add cathedrals, tempels, hippodromes and the like as your players will need things to spend their gold on.

Magic Items: I like magic weapons. If I roll up a simple +1 weapon I often pimp it with some extra gimmick. Magic items are not for sale. Potions can be bought from alchemists. Every alchemist has a handful of potions they know how to make. They cost around 500 gold.

Talking, gnawing, cursing, trailing smoke, oozing strange liquids, . . .

Stocking the dungeon: Use a d20.

This is easier than rolling two d6 which is what Moldvay uses.

d20	Contents and Treasure
1–5	Empty
6	Unguarded treasure
7	Trap and unguarded treasure
8–9	Trap
10–12	Monster
13–15	Monster and treasure
16–20	Special

Random Wilderness Encounters: Based on the current area the party is in, jot down a little random encounter table. Consider the critters in the surrounding dungeons, think of a theme, browse the monster manuals and look at the pictures. If you like beholders, maybe add a dwarf merchant with an extra eye stalk or two to the encounter table. He's a spy for the beholder! If you like frogs, go for an amphibian theme and pick psionic frog men, giant frogs, toads, froglings, and so on. If you have a theme, consider antagonists. Is the frog faction competing with the gnomes? Add a gnome entry!

Keep using the same table while the player characters are in the same region: the same valley, the same forest, the same mountain range— basically a bunch of hexes that seem to belong together.

d6	Encounter
☼ 1	merchants (1d6)
☼ 2	soldiers (1d6+3)
3	gnomes (1d6+2)
4	giant frogs (1d4)
5	froglings (2d6)
6	giant dragonfly
☽ 7	psionic frog men (2d6)
☽ 8	frog demons (1d4)

Add one or more entries for **peaceful folk** from the neighborhood or named people from nearby settlements. Two of these is a good number. Add these at the top of the list. During the night, add this number as you roll. This is how you get slightly different results for day time and night time encounters. In this example, merchants and soldiers are only encountered during the day. At night, add +2 to your roll. Thus, psionic frog men and frog demons are only encountered during the night.

Exploration: Typically travel is initiated by a non-player characters telling the player characters about a location. Usually directions are accurate and the location and any landmarks on the way get placed on the player map. When traveling, player characters cannot get lost. A hex is usually big enough for multiple locations (a hill, a lake, a castle, a village, a dungeon). Unknown locations are not be easy to find. Use the typical *search* abilities: 1/6 per day for humans, 2/6 per day for demi-humans. Known locations can always be found.

Travel: The default is one hex traveled per day unless there are trails or roads (two per day; no bonus for riding or flying) or they are traveling by ship along a coast (in which case it'll be eight hexes per day). As it stands, this ignores movement speeds and hex size. You travel one hex per day, that's it. I usually think that one hex is five miles, but players don't need to know that.

Thus the actual *procedure* at the gaming table is simple:

1. Players tell me where they want to go. There is a 1 in 6 chance for a daylight encounter and a 1 in 6 chance for a nighttime encounter for every hex traveled.

That's it.

Lairs: Many hexes have a building of some sort. I place stuff I got from the net or from books I bought. I add lairs for all the intelligent monsters on my encounter tables. As time passes, I might add more locations and lairs to known hexes. It's simply not possible to *completely* map a hex. There's always more stuff to discover. Don't be afraid to add new stuff to existing hexes.

If you use five mile hexes, that's an area of about 22 mi².

If you have some monsters on your random encounter table and haven't decided where the lairs of these creatures are, there's a 1 in 6 chance when encountering them that you have found their lair. Let players find the secret gnome village, the slaad temple, the frogling pond. These improvised lairs will necessarily be simple one, two or three room affairs. No problem.

Monsters: It's easier if monsters announce themselves: let players find, smell or hear something. This allows them to choose their approach. Determine encounters before the game starts or have a procedure to determine the number of monsters encountered ready. Use 1d8 if you're at a loss. This makes sure that you're not scaling the encounter to the players. Let the *players decide* whether to engage or not.

Animals: Remember that most animals don't want to fight. That's why the list of monsters only include dangerous animals. That doesn't mean deer and birds are not encountered. It just means that those encounters usually aren't interesting enough to warrant a lot of time at the table.

Adapt the encounter as it happens. If your players are bored, let the monsters fight. If your players need guidance, have the monsters talk. If your players are afraid, make it easy to avoid the encounter. The entertainment of your friends at the table takes priority. A *total party kill* can be part of it. Know your players.

Use the *reaction roll*. Not all encounters need to end in a fight. Use *morale checks* ins combat. Not all fights are to the death. Here are some typical morale scores:

2	animals that will always run
3	animals when cornered
4	herbivores
5	carnivores and cowards
6	cautious people
7	normal men
8	well led humanoids
9	disciplined troops
10	fanatics
11	lunatics
12	unnatural creatures

Keep Adding: In order add life to the world, you need to have two or three events or changes happen between sessions if time passes in-game. A lot of it should relate to what the party did. If their dog was killed by a giant crab and they didn't rescue it, then there will be a rumor of a ghost dog haunting the beaches. If they discovered skeletons in a crypt and fled, they have released undead that will be roaming the neighborhood. If they had hirelings with them, those will be spreading rumors of a necromancer. Use these rumors to add big and small adventure options for the players to focus on.

Focus Follows Players: As time passes, you should see a constant trickle of little ideas to add to your campaign. Prepare for 3-7 of these potential adventures and keep a list of open plots to remind players of ongoing issues. More adventures develop wherever the party shows up. If the party fights a mammoth and decides to track it back to the forest, then maybe there will be neanderthals living there. If the players try to contact them, maybe there will be a sabre-toothed cat and a velociraptor in the area. If they investigate the velociraptor, they might find a valley full of dinosaurs.

Essentially players express their interest in the campaign by spending time. If players never leave town, then they want urban adventures. If they keep returning to your megadungeon, then that's what they want. Giving players real options will make sure the game adapts to their preferences (and yours, given that you are providing the options).

Contacts: Keep a list of contacts. These provide easy plot hooks. Magic-users provide new spells in exchange for quests. Sages provide information about items found in exchange for quests. Rulers provide men-at-arms in exchange for quests. They can provide rumors and gossip that hint at things to get involved in. Provide enough to allow choice but not too much in order to save preparation time and avoid decision paralysis. Keep it somewhere between three and seven. I also like to play up alignment. A drug abusing alchemist hands out chaotic quests, a curious insect trainer hands out lawful quests.

Living World: Keep a list of a handful in addition to your list of contacts. Between sessions, check whether any of the entries need to be removed or changed. Consider adding new entries. It's best to do this soon after the session when recent events are still fresh. Let your players know about these changes during the next session. "You notice a new bard in the Yellow Straightjacket. She is called Miela, newly arrived from Halgorn. Ilaria appears to have left for Tlan."

Maps: Maps are inspiring. They provide a sense of place, every landmark they contain is a potential exploration goal, yet another option for players to pursue. Keep a campaign map, hand out treasure maps, let other characters draw maps for the party.

Players need options, and maps are like option tokens. Maps are also props that are very easy to make.

Goals: Talk to your players about their character goals every now and then. Identify the players that have interesting goals you'd like to pursue, and start providing rumors that lead to adventures on the way to achieving those goals.

Two or three players pushing their own agendas can be a lot of fun. There will be a little rivalry because each character needs to pursue their own quests. There will be some cooperation: "I'll help you retrieve ice from that glacier for your frost rapier if you will help me find Xu-Li the fire sage."

Not everybody needs to have goals! You just need enough player goals to add adventure seeds to your campaign. If all the players have divergent goals, they end up not having a reason to adventure together. In that case you might be better off adding a traditional villain to the mix: A powerful nemesis that sends minions after the characters, builds an army to attack their home base, coordinates the bad guys in the region such that the party absolutely needs to fight. Just increase the pressure whenever the players are starting to squabble again.

Spotlight: I like to give enemies the opportunity to shine every now and then. Don't overdo it. I find that providing a single non-player character the opportunity to shine in a session is about right.

The same is true for player characters. I'll try to emphasize situations where a player character specifically did something awesome. It lets players know that I appreciated their character being there and the things they did. Everybody likes this.

If a player is very entertaining in the game, I like to encourage them. Non-player characters will go along with a lot of silliness as long as it doesn't strain my credulity.

Even quiet players like to shine. Sometimes you just have to guess what makes them tick. Perhaps they'd like romantic success? As the extroverts grab the spotlight, make sure to interrupt the action once or twice per session and offer a scene to an introverted player. The leader is charmed by their presence, the enemy wants to talk to nobody else but them, the farmers ask them for advice. Don't overdo it. Sometimes shy players don't want to make big decisions. A public display of respect or admiration might be enough.

Planning: If players invest a lot of time into a particular plan, I like to join in and provide advice—my commentary stands in for their character's knowledge of the world. I also like to reward players for the effort by having their plans succeed. Be sure to recapitulate the successful execution of the plan, coloring it appropriately. Avoid the evil feedback loop of foiling their plans. They'll counter it by spending even more time planning or by trying to keep you out of the planning phase. This makes the session boring.

If players don't want to plan a lot, then that's even more awesome, because it gives you the opportunity to improvise some action scene. Roll for wandering monsters or the like and go for it.

If you feel that they over-planned it, make sure you use words like "boring wait" and "endless hours pouring over your preparations" as you remind them of the time wasted in-game.

Avoid boring "it doesn't work" results. Succeed or fail spectacularly.

Background: I tend to prefer character accomplishments to character abilities. Thus, player characters in my games are mechanically simple. If a player wants to do something that I think is out of the ordinary, I ask for an explanation: "Do you think your character can do this?" If the player says yes, then we think of an explanation and have the player write it down on the character sheet. That's how we learn that the dwarf has in fact served as a scout and an ensign in the dwarven army.

Development: Hopefully the events at the table shape the characters. Was the character generous or avaricious? Was the character diplomatic or rude? Was the character honest or deceitful? That's what we need all the social encounters for. By interacting with other characters, players can develop their own character. Therefore, they need to meet people that can be cheated or dealt with honestly. They need to meet people that can be robbed and people that beg. It forces players to make choices regarding their characters. It's how they grow to be more real.

Avoid situations where there is only one course of action. If you can only rescue the baron's child, then there's no choice involved. You should add temptation at every single step. Slavers will be interested in the child. Enemies of the baron will be interested.

Sometimes there are no obvious choices, and none of the choices will help define the character. The baron's child might not want to return back home, preferring to go on adventure instead. The character's choice will define what they see as filial duty and family integrity. Hardly heroic decisions to be made! Use these situations rarely.

Influence and Reputation: Find a way to let characters gain influence and a reputation through adventuring. This anchors them in the campaign world and encourages character development instead of character ability gain. It's a different sort of reward.

Announce consequences before players commit to actions. There can only be meaningful choice if players know what to expect. ("If you fail the roll, you'll [...]. Do you want to risk it?")

Provide information if players are unsure. You can wrap it in vague language, but be sure to provide the necessary information. ("It's hard to say, but you feel a nagging suspicion that he's probably hiding something.")

In the same vein, **provide warnings** if players are putting themselves in danger. You're aiming for "I knew it!" when something bad befalls player characters. ("You notice that the hanging bridge above the tar pits seems frail. Just make sure nobody cuts those ropes!")

Provide alternatives if you think that what players want should be impossible. ("You can't just buy a magic weapon but they say there's a hidden entrance to a goblin market in the Smoke Forest.")

Add obstacles whenever players are getting what they want. ("The insect trainer will teach your lizard how to spy ahead if you provide her with a living giant wasp.")

The following list is from the Hack & Slash blog.

Monsters

This is what a typical stat block looks like:

Bel, Slayer of Men HD 10 AC 2 2d6+1d6 *fire* F10 MV 9 ML 12 XP 3100; flaming aura deals an extra 1d6 to everybody nearby; immune to non-magic weapons; immune to fire

HD are hit-dice; roll as many d8 to determine hit-points. A +1 or +2 means that the monster attacks as if it had a HD more, so it is relatively ferocious.

AC is armor class and determines how hard it is to hit.

What follows are all the *attacks* that require a to-hit roll. Special abilities and spells are listed at the end.

Saving Throw is next, the letter indicating the class to use (F stands for fighter and it's the default). The level is usually the same as the number of hit dice. Animals usually save at half their hit dice.

MV is the movement rate. Often a note is added to explain unusual values, eg. MV 15 (fly).

ML is the morale score.

Animals fear fire and aren't intelligent, even if trained. A trained war dog, for example, will attack when commanded and it will defend itself when attacked, but it will not defend others use interesting tactics.

Mounts are creatures that can carry somebody on their back. A mount takes a *retainer* slot. Unlike ordinary retainers, mounts will not gain levels and they are usually not intelligent. They prefer not to fight and will only attack somebody that is attacking them in melee. If their owner dies in combat, mounts are *free* and will try to flee. If anybody manages to take their rider's place, either by killing them or otherwise dismounting them, they can *take over*. Anybody can jump onto a horse and ride it! Note: if a mount is also a *pet*, then their loyalty is not as easy to command.

Pets also takes a *retainer slot*. Unlike ordinary retainers, pets will not gain levels and they are usually not intelligent. A pet is a *friend*. Thus, they will attack anybody attacking you in melee, but they won't take a blow for you, nor will they get involved if you're not being attacked. If their owner dies in combat, pets will go *feral*. They defend their owner's corpse against both friends and enemies until the fight is over. Then they leave, if they can. Taking over a pet requires you to make them your friend.

HD	Example
1	human
2+2	wolf
4+1	worg
6	minotaur
10	dragon
15	semi-divine

AC	Example
9	naked man
8	zombie
7	leather armor
6	orcs, goblins
5	chain mail, spiders
4	lizards, giant ants
3	plate mail

MV	Example
48	pegasus
24	dragon, horse
21	panther
18	wolf
15	boar, tiger,
12	clothes, leather armor, orc
9	chain mail, bugbear, ogre
6	plate mail, basilisk, dwarf
3	plate mail and loot

ML	Example
2	animals that will always run
3	will fight when cornered
4	will defend their young
5	carnivores, cowards
6	cautious people
7	normal men
8	well led humanoids
9	disciplined troops
10	fanatics
11	lunatics
12	unnatural creatures

Gems are all sorts of previous stones. Their value is determined using a table.

Jewelry is rings, necklaces, bracelets, diadems, crowns, scepters and the like. Each piece is worth 3d6×100 gold.

1d20	Value
1–3	10
4–6	20
7–9	50
10–12	75
13–15	100
16–17	250
18–19	750
20	1000

Average value per gem: 176 gold.
Average value for each piece of jewelry: 1050 gold.

Ape, Giant

The giant ape fur is usually white, brown or black. Some of the tribes are more intelligent than others, mastering a language and the art of hunting with spears. From such tribes, retainers and future player characters can be recruited.

HD 3 AC 7 1d6/1d6 F3 MV 12 ML 5 XP 50

Numbers: 1d20. They live in jungles, some of them solitary, others in larger tribes. Larger groups may live together with smaller monkeys, but these never fight. They just make a lot of noise, if you try to sneak up to the giant apes.

Treasure: When encountered in a ruined temple, they might have collected some shiny stuff. 20% for 1d4×1000 silver, 30% for 1d6×1000 gold, 10% for 1d6×100 platinum, 10% for 1d6 gems, 10% for 1d6 jewelry.

Terrain: jungles, ruins.

Average value: 1879 gold.

Level	Experience
1	0
2	2'000
3	4'000
4	8'000
5	16'000
6	32'000
7	64'000
8	128'000

As **player characters** they play as follows: they speak their own language (like the Wookie Chewbacca); they attack like fighters; they use a d8 for their hit dice, like fighters; they wear no armor and wield no melee weapons but they can throw bamboo spears; they attack twice per round when punching stuff; they have a natural armor class of 7; they can only use a limited set of magic items: amulets, necklaces, ioun stones, earrings – anything requiring neither arms nor feet nor anything worn like clothes; minimum strength is 9; maximum level is 8 because they are not very ambitious; ordinary giant apes start at level 3 when hired as retainers.

Basilisk

The basilisk is the "little king of serpents" – it's a monstrous snake ten paces long and nearly chest high at its thickest. The basilisk's scales are usually green or brown, and upon it's head it wears a crown of gold. It's lair is filled with toxic fumes, a deadly poison to all. It's breath poisons the air for 30 ft. around it. **When you breathe in these fumes**, save vs. poison or die. You can hold your breath for one round and fight. If you keep fighting, save vs. death or faint. Once you faint, your body will start breathing again. At which point you'll need to save vs. poison or die. It's gaze will also kill, such is the power of it's poisonous spirit. **If it sees you**, and you did not have to save vs. poison this round, do so now or die. And finally, if you manage to approach the basilisk without being slain by it's stench or gaze, you still have to survive it poisonous

fangs. **If you are hit**, and you did not have to save vs. poison this round, do so now or die.

HD 6+1 AC 4 1d10 + *poison* F6 MV 6 ML 9 XP 680

Numbers: 1. The basilisk lives alone. The general area where a basilisk rules might feature a lot of snakes, but none will approach a basilisks lair and none will fight intruders. The basilisk hatches from a cursed egg lain by a cock and is thus also known as a cocka-trice. It never mates.

Treasures: A basilisk's lair usually contains the remainders of many a dead villager and soldier foolish enough to try and kill it. 20% for 1d4×1000 silver, 50% for 1d6×1000 gold, 10% for 1d4×100 platinum, 50% for 2d6 gems, 50% for 1d6 jewelry, 20% each for four magic items. Also, a golden diadem worth 500 gold.

Average value: 5004 gold.

Terrain: deserts, ruins.

Bear

Bears may stand up in combat, attacking with both claws and a bite—and **if both their claws hit**, the bear will **hug** you for an additional 2d8 damage. When encountered in their natural habitat, bears will usually ignore you unless you come closer than 30 ft. or if they are hurt in any way.

HD 4 AC 6 1d4/1d4/1d6 + *hug* F2 MV 12 ML 5 XP 135

Numbers: 1d4. They live as small families or they are angry, male loners.
Treasure: none.
Terrain: forests, mountains.
War Bears: Trained bears are sometimes used by dwarves as **pets**. These can wear a metal back plate and skull cap giving them AC 4 instead of 6. A trained war bear will cost 500 gold and the ar-mor that goes along with it will cost you another 500 gold. They'll only sell it to you if you are a *dwarf friend*. You must have per-formed some valuable service for the clan before they sell you their precious war bears. War bears can be used as **mounts** by small creatures (usually dwarves, elves and halflings).

Larger bears are possible. Usually these *dire bears* are the result of *Ursomancy*—bear magic.

HD 6 AC 6 1d6/1d6/1d10 + *hug* F3 MV 12 ML 11 XP 570

Bee, Giant

Giant bees are the result of earth magic leaking into the environ-ment. They are as big as cows, their wingspan is as wide as a house and when they fly it sounds like war drums.

Don't be fooled by their name. These bees are omnivorous and kill sheep and halflings for food. **When stung**, save vs. poison or

die. These stings are solid. The bee will not die after having stung
its victim.

Their nest is ruled by a **queen**. If she dies, the entire nest will
disperse and die sooner or later. The queen itself is huge, practi-
cally immobile and does nothing but lay eggs. She does not fight.

HD 4+1 AC 5 1d6 + *poison* MV 15 ML 9 XP 47

Number: 1 scout, 2d4 feeding party (and their victim), or a nest
with 2d4×10 including a queen.

Treasure: *gelée royale* (royal jelly) is what the bees use to feed
larvae destined to become new queens. It is said to be the most
potent cure for old age, wasting diseases and lack of virility. That
is why the jelly of one nest is worth 5000 gold to the old and the
dying.

Terrain: jungles, forests.

Giant Wasps and **Giant Ants** are just like giant bees, except ants
only fly when they are about to mate.

Certain savage tribes of lizard people have learned the pheromone
secrets allowing them to use giant wasps as **mounts**.

Beetle, Giant

These giant, horned and armored beetles are as big as a wagon.
They love the humid underground, always hungry for meat.

Giant beetles are sometimes used as **mounts** by those under-
ground creatures that know how direct them with magic glow
sticks. The key is to keep them well fed. This can be tricky on long
underground voyages.

HD 4 AC 3 2d6 F1 MV 15 ML 9 XP 80

Numbers: 1d6.
Treasure: none.
Terrain: caves.

Boar

Wild pigs are dangerous and hard to kill for simple folks. Pigs are
said to very intelligent but nobody cares—except for orcs. Orcs
keep pigs as **pets** like humans keep dogs.

HD 3+1 AC 6 1d8 F1 MV 15 ML 9 XP 65

Numbers: 1d4. Most of the time there will be only one or two
wild pigs, possibly with some young piglets which won't fight. If
more are encountered, these are mostly aggressive young males.

Treasure: none.

Terrain: forests, savanna.

Giant Boars do exist. They are bred as **mounts** by dwarves and
halflings.

HD 5+1 AC 6 1d12 F2 MV 15 ML 9 XP 260
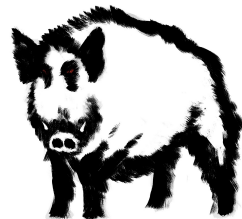
Bugbear

Bugbears are lynx-people, often a bit taller than humans. They live in the woods, naked and wild unless they have entered the service of a dark elf queen in which case they're busy stealing you babies leaving ugly psychopath changelings for you to raise instead—or spying for the raiding party soon to follow.

They will **surprise** you on 1–5 in 6. This makes them natural thieves and assassins in the service of dark elves.

HD 3+1 AC 5 1d10 F3 MV 9 ML 9 XP 100

Numbers: 1d12. Typically you will encounter small Commando or scouts. Where they are found, their elven masters are not far behind. If they are not in the service of anybody, they are elusive and hard to find.

Treasure: If they carry any treasure then it is money earned serving their elven masters. 20% for 1d4×1000 silver, 30% for 1d4×1000 gold, 30% for 1d8 gems, 20% for 1d4 jewelry, 10% for a magic item useful on their current mission.

Terrain: forests, caves.

Average value: 1563 gold.

Creeper

This thing looks like a man-sized caterpillar with many smaller tentacles around its mouth. It feeds on the dead or the nearly dead. They will avoid opponents that look sharp and active. In the dark, when you're out of your mind and sobbing in fear, they'll come for you. **When touched by one of the tentacles**, save vs. paralysis or be paralyzed for two hours. If left undisturbed, the creeper will then proceed to eat you alive, while you're unable to move or scream. While you're still moving, the creeper will not bite and thus no damage is dealt.

HD 2 AC 7 8×*paralysis* F1 MV 6 ML 5 XP 38

Numbers: 1d4.

Treasure: Sometimes you'll find the remains of a dead cave explorer nearby. 10% for 1d4×1000 silver, 20% for 1d6×1000 gold, 10% for 1d4×100 platinum, 20% for 2d6 gems, 20% for 1d6 jewelry, 20% for a magic item.

Terrain: caves.

Average value: 1956 gold.

Cat, Large

Mountain lions, panthers, tigers – these are large cats that will sneak up on you and **surprise** you on 1–4 in 6. Cats can be kept as **pets** but they have a mind of their own and while they will follow you around, it's doubtful that they will attack your enemies when you want it. They will go out to hunt for your enemies on their own initiative, however. Elves favor large cats. Sadly, large cats have

also been used in gladiatorial fights. Sometimes large cats will also learn how defenseless many humans are and turn into veritable *mankillers*.

Cheetah: HD 3 AC 6 1d6 F1 ML 7 MV 24 XP 65
Panther: HD 4 AC 6 1d4/1d4/1d8 F2 ML 8 MV 21 XP 135
Lion: HD 5 AC 6 1d6/1d6/1d10 F3 ML 9 MV 15 XP 350
Tiger: HD 6 AC 6 1d6/1d6/1d12 F3 ML 9 MV 15 XP 570

Numbers: Some large cats will hunt in larger groups. When encountering a pride of cheetahs or lions, 1d12. Otherwise, just 1.

Treasure: none.

Terrain: forest, jungle, savanna.

Centaur

Centaurs are half man, half horse. It is said that some of them are very wise and that many a skill can be learned from the oldest centaurs (music, archery, prophecy, nothing seems to be impossible). Unfortunately they also love to drink and carouse, prone to start fights when drunk. In combat, they can strike out with two hooves and a spear.

HD 4 AC 5 1d6/1d6/1d8 MV 18 ML 8 XP 80

Numbers: 1d20.

Treasure: Sages get many gifts, they say. 50% for 1d6x1000 silver, 50% for 1d8×1000 gold, 30% for 1d6×100 platinum, 50% for 3d6 gems, 50% for 2d6 jewelry, 20% each for four magic items.

Average value: 8074 gold.

Terrain: forest.

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