ventures should be kept to a size commensurate with the needs of campaign participants — your available time as compared with the demands of the players. This will typically result in your giving them a brief background, placing them in a settlement, and stating that they should prepare themselves to find and explore the dungeon/ruin they know is nearby. As background you inform them that they are from some nearby place where they were apprentices learning their respective professions, that they met by chance in an inn or tavern and resolved to journey together to seek their fortunes in the dangerous environment, and that, beyond the knowledge common to the area (speech, alignments, races, and the like), they know nothing of the world. Placing these new participants in a small settlement means that you need do only minimal work describing the place and its inhabitants. Likewise, as player characters are inexperienced, a single dungeon or ruins map will suffice to begin play.

After a few episodes of play, you and your campaign participants will be ready for expansion of the milieu. The territory around the settlement — likely the "home" city or town of the adventurers, other nearby habitations, wilderness areas, and whatever else you determine is right for the area — should be sketch-mapped, and places likely to become settings for play actually done in detail. At this time it is probable that you will have to have a large scale map of the whole continent or sub-continent involved, some rough outlines of the political divisions of the place, notes on predominant terrain features, indications of the distribution of creature types, and some plans as to what conflicts are likely to occur. In short, you will have to create the social and ecological parameters of a good part of a make-believe world. The more painstakingly this is done, the more "real" this creation will become.

Eventually, as player characters develop and grow powerful, they will explore and adventure over all of the area of the continent. When such activity begins, you must then broaden your general map still farther so as to encompass the whole globe. More still! You must begin to consider seriously the makeup of your entire multiverse — space, planets and their satellites, parallel worlds, the dimensions and planes. What is there? why? can participants in the campaign get there? how? will they? Never fear! By the time your campaign has grown to such a state of sophistication, you will be ready to handle the new demands.

Setting Things In Motion:

There is nothing wrong with using a prepared setting to start a campaign, just as long as you are totally familiar with its precepts and they mesh with what you envision as the ultimate direction of your own milieu. Whatever doesn't match, remove from the material and substitute your own in its place. On the other hand, there is nothing to say you are not capable of creating your own starting place; just use whichever method is best suited to your available time and more likely to please your players. Until you are sure of yourself, lean upon the book. Improvisation might be fine later, but until you are completely relaxed as the DM, don't run the risk of trying to "wing it" unless absolutely necessary. Set up the hamlet or village where the action will commence with the player characters entering and interacting with the local population. Place regular people, some "different" and unusual types, and a few non-player characters (NPCs) in the various dwellings and places of business. Note vital information particular to each. Stock the goods available to the players. When they arrive, you will be ready to take on the persona of the settlement as a whole, as well as that of each individual therein. Be dramatic, witty, stupid, dull, clever, dishonest, tricky, hostile, etc. as the situation demands. The players will quickly learn who is who and what is going on — perhaps at the loss of a few coins. Having handled this, their characters will be equipped as well as circumstances will allow and will be ready for their bold journey into the dangerous place where treasure abounds and monsters lurk.

The testing grounds for novice adventurers must be kept to a difficulty factor which encourages rather than discourages players. If things are too easy, then there is no challenge, and boredom sets in after one or two games. Conversely, impossible difficulty and character deaths cause instant loss of interest. Entrance to and movement through the dungeon level should be relatively easy, with a few tricks, traps, and puzzles to make it interesting in itself. Features such as rooms and chambers must be described with verve and sufficiently detailed in content to make each seem as if it were strange and mysterious. Creatures inhabiting the place must be of strength and in numbers not excessive compared to the adventurers' wherewithal to deal with them. (You may, at this point, refer to the sample dungeon level and partial encounter key.)

The general idea is to develop a dungeon of multiple levels, and the deeper adventurers go, the more difficult the challenges become — fiercer monsters, more deadly traps, more confusing mazes, and so forth. This same concept applies to areas outdoors as well, with more and terrible monsters occurring more frequently the further one goes away from civilization. Many variations on dungeon and wilderness areas are possible. One can build an underground complex where distance away from the entry point approximates depth, or it can be in a mountain where adventurers work upwards. Outdoor adventures can be in a ruined city or a town which seems normal but is under a curse, or virtually anything which you can imagine and then develop into a playable situation for your campaign participants.

Whatever you settle upon as a starting point, be it your own design or one of the many modular settings which are commercially available, remember to have some overall plan of your milieu in mind. The campaign might grow slowly, or it might mushroom. Be prepared for either event with more adventure areas, and the reasons for everything which exists and happens. This is not to say that total and absolutely perfect information will be needed, but a general schema is required. From this you can give vague hints and ambiguous answers. It is no exaggeration to state that the fantasy world builds itself, almost as if the milieu actually takes on a life and reality of its own. This is not to say that an occult power takes over. It is simply that the interaction of judge and players shapes the bare bones of the initial creation into something far larger. It becomes fleshed out, and adventuring breathes life into a make-believe world. Similarly, the geography and history you assign to the world will suddenly begin to shape the character of states and peoples. Details of former events will become obvious from mere outlines of the past course of things. Surprisingly, as the personalities of player characters and non-player characters in the milieu are bound to develop and become almost real, the nations and states and events of a well-conceived **AD&D** world will take on even more of their own direction and life. What this all boils down to is that once the campaign is set in motion, you will become more of a recorder of events, while the milieu seemingly charts its own course!

CLIMATE & ECOLOGY

It is of utmost importance to some Dungeon Masters to create and design worlds which are absolutely correct according to the laws of the scientific realities of our own universe. These individuals will have to look elsewhere for direction as to how this is to be accomplished, for this is a rule book, not a text on any subject remotely connected to climatology, ecology, or any science soft or hard. However, for those who desire only an interesting and exciting game, some useful information in the way of advice can be passed along.

Climate: Temperature, wind, and rainfall are understood reasonably well by most people. The distance from the sun dictates temperature, with the directness of the sun's rays affecting this also. Cloud cover also is a factor, heavy clouds trapping heat to cause a "greenhouse effect". Elevation is a factor, as the higher mountains have less of an atmosphere "blanket". Bodies of water affect temperature, as do warm or cold currents within them. Likewise air currents affect temperature. Winds are determined by rotational direction and thermals. Rainfall depends upon winds and available moisture from bodies of water, and temperatures as well. All of the foregoing are relevant to our world, and should be in a fantasy world, but the various determinants need not follow the physical laws of the earth. A milieu which offers differing climates is quite desirable because of the variety it affords DM and player alike.

The variety of climes allows you to offer the whole gamut of human and monster types to adventurous characters. It also allows you more creativity with civilizations, societies and cultures.

Ecology: So many of the monsters are large predators that it is difficult to justify their existence in proximity to one another. Of course in dungeon settings it is possible to have some in stasis or magically kept alive without hunger, but what of the wilderness? Then too, how do the human and humanoid populations support themselves? The bottom of the food chain is vegetation, cultivated grain with respect to people and their ilk. Large populations in relatively small land areas must be supported by lavish vegetation. Herd animals prospering upon this growth will support a fair number of predators. Consider also the tales of many of the most fantastic and fearsome beasts: what do dragons eat? Humans, of course; maidens in particular! Dragons slay a lot, but they do not seem to eat all that much. Ogres and giants enjoy livestock and people too, but at least the more intelligent sort raise their own cattle so as to guarantee a full kettle.

When you develop your world, leave plenty of area for cultivation, even more for wildlife. Indicate the general sorts of creatures inhabiting an area, using logic with regard to natural balance. This is *not* to say that you must be textbook perfect, it is merely a cautionary word to remind you not to put in too many large carnivores without any visible means of support. Some participants in your campaign might question the ecology — particularly if it does not favor their favorite player characters. You must be prepared to justify it. Here are some suggestions.

Certain vegetation grows very rapidly in the world — roots or tubers, a grass-like plant, or grain. One or more of such crops support many rabbits or herd animals or wild pigs or people or whatever you like! The vegetation springs up due to a nutrient in the soil (possibly some element unknown in the mundane world) and possibly due to the radiation of the sun as well (see the slight tinge of color which is noticeably different when compared to Sol? . . .). A species or two of herbivores which grow rapidly, breed prolifically, and need but scant nutriment is also suggested. With these artifices and a bit of care in placing monsters around in the wilderness, you will probably satisfy all but the most exacting of players — and that one probably should not be playing fantasy games anyway!

Dungeons likewise must be balanced and justified, or else wildly improbable and caused by some supernatural entity which keeps the whole thing running — or at least has set it up to run until another stops it. In any event, do not allow either the demands of "realism" or impossible make-believe to spoil your milieu. Climate and ecology are simply reminders to use a bit of care!

TYPICAL INHABITANTS

The bulk of the people met on an adventure in an inhabited area — whether city, town, village, or along the roads through the countryside, will be average folk, with no profession as adventurers know it, and no special abilities for clericism, fighting, magic, or thievery. They are simply typical, normal people (as you define typical and normal for the milieu, of course). When dealing with these types, it is suggested that the following factors be used:

General Classification	Hit Points	Combat Ability
sedentary females	1 - 3	-3
sedentary males	1 - 4	-2
active females	1 - 4	-1
active males	2 - 5	0 level
laboring females	2 - 5	0 level
laboring males	2 - 7	0 level

Sedentary occupations are those where the individual does nothing, or is a clerk, scribe, etc.

Active occupations are those involving considerable movement and activity such as a serving maid, carpenter, etc.

Laboring occupations are strenuous and include farming, mining, and most menial labor tasks.

SOCIAL CLASS AND RANK IN ADVANCED DUNGEONS & DRAGONS

There is no random table for determination of a character's social status to be found here. That is because the inclusion of such a factor will either tell you little or nothing of useful nature, or it will abridge your freedom with respect to development of your campaign milieu. That is, if such a table tells you only a little so as not to force a social structure upon your campaign, the table can contain nothing of use. If it states rank, it presupposes you will, in fact, have such classes in your campaign when you might not desire them at all. There are dozens of possible government forms, each of which will have varying social classes, ranks, or castes. Which sort you choose for your milieu is strictly your own prerogative. While this game is loosely based on Feudal European technology, history and myth, it also contains elements from the Ancient Period, parts of more modern myth, and the mythos of many authors as well. Within its boundaries all sorts of societies and cultures can exist, and there is nothing to dictate that their needs be Feudal European. In **THE DRAGON** magazine (#25; Vol. 3, No. 11, May 1979) there appeared an article written by me which outlines this very precept and lists a number of government forms which could be employed by the DM in his or her milieu. Actually, some, all, or none of them could appear in the "world" of any given campaign. To aid the harassed referee, I have listed these forms again. Additionally, a list of nobility (or authorities) in various medieval cultures is given. I

have included the latter as many DMs prefer to base their campaign upon a society of this sort, for they can then draw upon its historical data for game purposes.

Once a set of social structures and cultures has been devised for the campaign, you may or may not find it useful to assign rank, class, or caste to player characters. Will your society have hereditary rank? Will it go only to males? females? both equally? Will only the first-born inherit? Will any inheritance of property be required to be the entire estate to one individual? Deciding government form and culture might well delineate much of the social structure of the nation, state, or city in question. Let us assume a social structure of an aristocracy which is non-hereditary. Members of this ruling class are those who have served in the military, own property of 100 or more acres extent, and pay an annual tax of not less than 10 gold pieces on their income. Land ownership may be waived in the case of merchants and tradesmen whose business is such that they pay not less than 20 gold pieces in taxes each year. In any event, the aristocrats are the only persons eligible for any government office, command of the military, and from their number are elected senators who pass laws and legislate in general. Former senators are eligible to election to various tribunals and judgeships. Former military officers are appointed by senatorial vote to keep the peace and police the land.

The majority of citizens of this state are small land holders, tradesmen, and various workers. They provide the food and goods and labor which make the economy stable. These people are likewise obligated to serve in the military, and if they serve with distinction, they will be awarded land or stipends which will elevate them to the aristocracy. Of course, industry, marriage or other means can move any of these citizens to a higher status. Only a few persons are actually enslaved — criminals and captives of war. A large number of the workers are bound to labor for a fixed period, and some must likewise serve apprenticeships. These individuals have the hope of eventually earning sufficient funds to become landowners or rich merchants or tradesmen themselves.

In such a society, adventurers would come from the younger children of aristocrats — those who will inherit little and wish to remain in the favored class. Some would come from the middle group — adventurous persons who aim at becoming members of the aristocracy through successes in such adventures. Few, if any, would come from the lowest class, i.e. the bondsmen and common laborers. Assigning a social class to player characters in such a society would not have any particular value unless you also devised various rivalries within the classes.

With this brief example in mind, it is easy to see how pointless it is to blindly plug in a set of "birth tables" based on some form of hereditary, quasi-European nobility which may have absolutely no meaning within any of the states of your campaign milieu. Furthermore, any use of such material must be carefully considered even if your campaign does have such a society and titles of rank, viz. do you really believe that one of your player characters should be the first born son of a major noble or a ruler? If so, why is he adventuring? Where are his guards and retainers? Does his father know his whereabouts? If so, why is he allowing the heir to his title and estates to risk his life in such a foolish manner? Similarly, do such tables have a logical precedence and order? Are there offices which do not logically belong within a feudal society? Are there classes which are contradictory, anachronistic, or meaningless? Unless you specifically tailor your milieu to fit such tables, it is likely that there will be far too many "yes" answers to the above questions. The intelligent verdict must be that each DM has to accept the responsibility of deciding for himself or herself if assigning class distinctions is a vital part of his or her campaign. If such is necessary, then the DM must further accept the work of devising his or her own logical birth tables, drawn from a society, culture, and government form developed to fit the overall milieu. This is unquestionably a tall order. Those referees who lack time will find that it is perhaps better for them to utilize one of the several campaign scenarios commercially available, adding personal touches, of course, but basically relying on the cultural and societal developments of the unit.

Even with such ready-made campaign settings, you may or may not wish to include social classes immediately for player characters. My own **GREY-HAWK** campaign, for example, assumes all player characters (unless I personally place one who is otherwise) are freemen or gentlemen, or at worst they can safely represent themselves to be so. (Note that the masculine/human usage is generic; I do not like the terms *freecreatures* or *gentlebeings*!) Outstanding activity can (and has) brought knighthood or social status to certain characters. This was carefully planned as a reward if the characters succeeded, and it now allows them much latitude of action

and assurance of reliable aid in certain realms — but it likewise has earned them the enmity of others. With all of that out of the way, consider the list of a few of the possible governmental forms and then the lists of noble/official titles.

Government Forms:

AUTOCRACY — Government which rests in self-derived, absolute power, typified by a hereditary emperor, for example.

BUREAUCRACY — Government by department, rule being through the heads of the various departments and conducted by their chief administrators.

CONFEDERACY — Government by a league of (possibly diverse) social entities so designed as to promote the common good of each.

DEMOCRACY — Government by the people, i.e. the established body of *citizens*, whether through direct role or through elected representatives.

DICTATORSHIP — Government whose final authority rests in the hands of one supreme head.

FEODALITY — Government of a feudal nature where each successive layer of authority derives power and authority from the one above and pledges fealty likewise.

GERIATOCRACY — Government reserved to the elderly or very old.

GYNARCHY — Government reserved to females only.

HIERARCHY — Government which is typically religious in nature and generally similar to a feodality.

MAGOCRACY — Government by professional magic-users only.

MATRIARCHY — Government by the eldest females of whatever social units exist.

MILITOCRACY — Government headed by the military leaders and the armed forces in general.

MONARCHY — Government by a single sovereign, usually hereditary, whether an absolute ruler or with power limited in some form (such as the English monarchs, limited in rule by the Magna Carta).

OLIGARCHY — Government by a few (usually absolute) rulers who are co-equal.

PEDOCRACY — Government by the learned, savants, and scholars.

PLUTOCRACY — Government by the wealthy.

REPUBLIC — Government by representatives of an established electorate who rule in behalf of the electors.

THEOCRACY — Government by god-rule, that is, rule by the direct representative of the god.

SYNDICRACY — Government by a body of syndics, each representing some business interest.

This listing is by no means exhaustive, and you should feel free to use other forms, or invent your own, as the needs of your particular campaign direct.

Royal And Noble Titles: (Northern European):

Emperor/Empress			
King/Queen			
	Archbishop		
Duke/Duchess		Pfalzgraf	
Prince/Princess		Herzog	
Marquis/Marquise		Margrave	
Count (Earl)/Countess		Graf	
	Bishop		
Viscount/Viscountess		Waldgraf	
Baron (Thane)/Baroness			
	Abbot		
Baronet		Freiherr	Seigneur
Knight		Ritter	Chevalier
	Prior		

Knights are non-hereditary peers. Their precedence (or importance) falls variously depending upon the order of knighthood they hold. Various officials of the court will rank amongst the nobility; an excellent discussion of this will be found in a good encyclopedia under *Precedence*, or in the appropriate section of TSR's **WORLD OF GREYHAWK.**

Royal And Noble Titles: (Asian Forms):

	Padishah	Maharaja	Kha-Khan	
				Tarkhan
Sultan	Shah	Rajah	Ilkhan	
Dey	Caliph			
Bey			Orkhon	
Bashaw				
Pasha				
Emir	Amir		Khan	
	Sheikh	Nawab		
	Malik			

You may find it interesting to mix titles, invent them, and place the whole in the campaign setting you devise accordingly. Research in various histories will be helpful, as will be a copy of a good thesaurus.

THE TOWN AND CITY SOCIAL STRUCTURE

Cities and towns have typically attracted the independent and free-thinking sorts, as they offer more opportunity for such lifestyles, even considering the medieval (rather intolerant) community. In towns and cities there are few nobles and gentlefolk of knightly status. The social structure can be shown as follows:

Upper Class: Nobles, gentlemen, the wealthiest of merchants and most important guildmasters, from which are drawn the most important law makers and executives.

Middle Class: Merchants and guildmasters, with master artisans and the like making up the balance. They provide lesser officials.

Lower Class: Tradesmen, journeymen, laborers, and all others form the lower class. From their number is drawn the common council.

This gives a typical medieval city or town government a structure which is formed of:

MAYOR, MAGISTRATE, or BURGOMASTER — probably a lifetime office drawn only from the upper class.

ALDERMEN, BURGHERS, or BURGESSES who are chosen by the upper class to serve as the major officers under the mayor *et al*. The judiciary and military commanders of the municipality are likely to fall within this stratum.

ALDERMEN are elected by the middle class. Law enforcement officials, customs officials, and tax officials all come from the middle class, too.

COUNCILORS of the common council are likely to be selected by the upper and middle classes as well as the free lower class. From this class are drawn the petty officials, so roles are advisory or administrative only.

The constabulary of a town or city will be drawn in part from citizen soldiers, the city watch or police force and militia called up in times of great need. Most other soldiery, by far the bulk in most cases, will be hired mercenaries. When any army is fielded, the leading men of the city are likely to be in overall command, with assistance from mercenary captains, the force being a composite of the municipal levies and the hired soldiers. (**Note:** Such forces could be of considerable magnitude in battle, as noted by the history of London, for example, or the military history of the Hanseatic League.)

ECONOMICS

There is no question that the prices and costs of the game are based on inflationary economy, one where a sudden influx of silver and gold has driven everything well beyond its normal value. The reasoning behind this is simple. An active campaign will most certainly bring a steady flow of wealth into the base area, as adventurers come from successful trips into dungeon and wilderness. If the economy of the area is one which more accurately reflects that of medieval England, let us say, where coppers and silver coins are usual and a gold piece remarkable, such an influx of new money, even in copper and silver, would cause an inflationary spiral. This would necessitate you adjusting costs accordingly and then upping dungeon treasures somewhat to keep pace. If a near-maximum is assumed, then the economics of the area can remain relatively constant, and the DM will have to adjust costs only for things in demand or short supply — weapons, oil, holy water, men-at-arms, whatever.

The economic systems of areas beyond the more active campaign areas can be viably based on lesser wealth only until the stream of loot begins to pour outwards into them. While it is possible to reduce treasure in these areas to some extent so as to prolong the period of lower costs, what kind of a dragon hoard, for example, doesn't have gold and gems? It is simply more heroic for players to have their characters swaggering around with pouches full of gems and tossing out gold pieces than it is for them to have coppers. Heroic fantasy is made of fortunes and king's ransoms in loot gained most cleverly and bravely and lost in a twinkling by various means — thievery, gambling, debauchery, gift-giving, bribes, and so forth. The "reality" **AD&D** seeks to create through role playing is that of the mythical heroes such as Conan, Fafhrd and the Gray Mouser, Kothar, Elric, and their ilk. When treasure is spoken of, it is more stirring when participants know it to be TREASURE!

You may, of course, adjust any prices and costs as you see fit for your own milieu. Be careful to observe the effects of such changes on both play balance and player involvement. If any adverse effects are noted, it is better to return to the tried and true. It is fantastic and of heroic proportions so as to match its game vehicle.

DUTIES, EXCISES, FEES, TARIFFS, TAXES, TITHES, AND TOLLS

What society can exist without revenues? What better means of assuring revenues than taxation, and all of the names used in the title of this section are synonymous with taxes — but if it is called something different perhaps the populace won't take too much umbrage at having to pay and pay and pay . . .

It is important in most campaigns to take excess monies away from player characters, and taxation is one of the better means of accomplishing this end. The form and frequency of taxation depends upon the locale and the social structure. *Duties* are typically paid on goods brought into a country or subdivision thereof, so any furs, tapestries, etc. brought into a town for sale will probably be subject to duty. *Excises* are typically sums paid to belong to a particular profession or practice a certain calling; in addition, an excise can be levied against foreign currency, for example, in order to change it into the less remarkable coin of the realm. *Fees* can be levied for just about any reason — entering a city gate is a good one for non-citizens. *Tariffs* are much the same as duties, but let us suppose that this is levied against only certain items when purchased — rather a surtax, or it can be used against goods not covered by the duty list. *Taxes* are typically paid only by residents and citizens of the municipality and include those sums for upkeep of roads and streets, walls, gates, and municipal expenses for administration and services. Taxation is not necessarily an annual affair,

for special taxes can be levied whenever needful, particularly upon sales, services, and foreigners in general. *Tithes* are principally religious taxation, although there is no prohibition against the combination of the secular with the sacred in the municipality. Thus, a tithe can be extracted from all sums brought into the community by any resident, the monies going to the religious organization sponsored by the community or to that of the character's choosing, at your option. (Of course, any religious organizations within a municipality will have to pay heavy taxes unless they are officially recognized by the authorities.) *Tolls*, finally, are sums paid for the use of a road, bridge, ferry, etc. They are paid according to the numbers of persons, animals, carts, wagons, and possibly even materials transported.

If the Gentle Reader thinks that the taxation he or she currently undergoes is a trifle strenuous for his or her income, pity the typical European populace of the Middle Ages. They paid all of the above, tolls being very frequent, with those trying to escape them by use of a byway being subject to confiscation of all goods with a fine and imprisonment possible also. Every petty noble made an extraction, municipalities taxed, and the sovereign was the worst of all. (Eventually merchants banded together to form associations to protect themselves from such robbery, but peasants and other commoners could only revolt and dream of better times.) Barter was common because hard money was so rare. However, in the typical fantasy milieu, we deal with great sums of precious metals, so use levies against player character gains accordingly. Here is an example of a system which might be helpful to you in developing your own.

The town charges a 1% duty on all normal goods brought into the place for sale — foodstuffs, cloth and hides, livestock, raw materials and manufactured goods. Foreigners must also pay this duty, but at double rate (2%). Luxury items and precious goods — wine, spirits, furs, metals such as copper, gold, etc., jewelry and the like — pay a tariff in addition to the duty, a 5% of value charge if such are to be sold, and special forms for sale are then given to the person so declaring his wares (otherwise no legal sale is possible). Entry fee into the town is 1 copper piece per head (man or animal) or wheel for citizens, 5 coppers for non-citizens, unless they have official passports to allow free entry. (Diplomatic types have immunity from duties and tariffs as regards their personal goods and belongings.) Taxes are paid per head, annually at 1 copper for a peasant, 1 silver for a freeman, and 1 gold piece for a gentleman or noble; most foreign residents are stopped frequently and asked for proof of payment, and if this is not at hand, they must pay again. In addition, a 10% sales tax is charged to all foreigners, although no service tax is levied upon them. Religion is not regulated by the municipality, but any person seeking to gain services from such an organization must typically pledge to tithe. Finally, several tolls are extended in order to gain access to the main route from and to the municipality — including the route to the dungeon, of course.

Citizens of the town must pay a 5% tax on their property in order to defray the costs of the place. This sum is levied annually. Citizenship can be obtained by foreigners after residence for one month and the payment of 10 gold pieces (plus many bribes).

The town does not encourage the use of foreign currency. Merchants and other business people must pay a fine of 5% of the value of any foreign coins within their possession plus face certain confiscation of the coins, so they will typically not accept them. Upon entering the town non-residents are instructed to go to the Street of the Money Changers in order to trade their foreign money for the copper "cons", silver "nobs", gold "orbs", and platinum "royals". Exchange rate is a mere 90%, so for 10 foreign copper pieces 9 domestic copper "commons" are handed out. Any non-resident with more than 100 silver nobles value in foreign coins in his or her possession is automatically fined 50% of their total value, unless he or she can prove that entry into the town was within 24 hours, and he or she was on his or her way to the money changers when stopped. Transactions involving gems are not uncommon, but a surtax of 10% is also levied against sales or exchange of precious stones and similar goods.

MONSTER POPULATIONS AND PLACEMENT

As the creator of a milieu, you will have to spend a considerable amount of time developing the population and distribution of monsters — in dungeon and wilderness and in urban areas as well. It is highly recommended that you develop an overall scheme for both population and habitation. This is not to say that a random mixture of monsters cannot be used, simply selecting whatever creatures are at hand from the tables of monsters shown by level of their relative challenge. The latter method

does provide a rather fun type of campaign with a "Disneyland" atmosphere, but long range play becomes difficult, for the whole lacks rhyme and reason, so it becomes difficult for the DM to extrapolate new scenarios from it, let alone build upon it. Therefore, it is better to use the random population technique only in certain areas, *and even then to do so with reason.* This will be discussed shortly.

In general the monster population will be in its habitat for a logical reason. The environment suits the creatures, and the whole is in balance. Certain areas will be filled with nasty things due to the efforts of some character to protect his or her stronghold, due to the influence of some powerful evil or good force, and so on. Except in the latter case, when adventurers (your player characters, their henchmen characters, and hirelings) move into an area and begin to slaughter the creatures therein, it will become devoid of monsters.

Natural movement of monsters will be slow, so there will be no immediate migration to any depopulated area — unless some power is restocking it or there is an excess population nearby which is able to take advantage of the newly available habitat. Actually clearing an area (dungeon or outdoors territory) might involve many expeditions and much effort, perhaps even a minor battle or two involving hundreds per side, but when it is all over the monsters will not magically reappear, nor will it be likely that some other creatures will move into the newly available quarters the next day.

When player characters begin adventuring they will at first assume that they are the most aggressive types in the area — with respect to characters, of course. This is probably true. You have other characters in the area, of course, and certainly many will be of higher level and more capable of combatting monsters than are the new player characters. Nonetheless, the game assumes that these characters have other things to do with their time, that they do not generally care to take the risks connected with adventuring, and they will happily allow the player characters to stand the hazards. If the characters who do the dirty work are successful, the area will be free of monsters, and the non-player characters will benefit. Meanwhile, the player characters, as adventurers, automatically remove themselves to an area where there are monsters, effectively getting rid of the potential threat their presence poses to the established order. There is an analogy to the gunfighter-lawman of the "Wild West" which is not inappropriate. In some cases the player characters will establish strongholds nearby which will help to maintain the stability of the area — thus becoming part of the establishment. Your milieu might actually encourage such settlement and interaction if you favor politics in your campaign. The depopulation and removal to fresh challenge areas has an advantage in most cases.

As DM you will probably have a number of different and exciting dungeons and wilderness and urban settings which are tied into the whole of the milieu. Depopulation of one simply means that the player characters must move on to a fresh area — interesting to them because it is *different* from the last, fun for you as there are new ideas and challenges which you desire your players to deal with. Variety is, after all, the spice of **AD&D** life too! It becomes particularly interesting for all parties concerned when it is a meaningful part of the whole. As the players examine first one facet, then another, of the milieu gem, they will become more and more taken with its complexity and beauty and wish to see the whole in true perspective. Certainly each will wish to possess it, but none ever will.

Variety of setting is easily done by sketching the outlines of your world's "history". Establishing power bases, setting up conflicts, distributing the creatures, bordering the states, and so forth, gives the basis for a reasoned — if not totally logical in terms of our real world — approach. The multitude of planes and alignments are given for such a purpose, although they also serve to provide fresh places to adventure and establish conflicts between player characters as well.

Certain pre-done modules might serve in your milieu, and you should consider their inclusion in light of your overall schema. If they fit smoothly into the diagram of your milieu, by all means use them, but always alter them to include the personality of your campaign so the mesh is perfect. Likewise, fit monsters and magic so as to be reasonable within the scope of your milieu and the particular facet of it concerned. Alter creatures freely, remembering balance. Hit dice, armor class, attacks and damage, magical and psionic powers are all mutable; and after players become used to the standard types a few ringers will make them a bit less sure of things. Devising a few creatures unique to your world is also recommended. As a DM you are capable of doing a proper job of it provided you have had some hours of hard experience with rapacious players. Then you will know

not to design pushovers and can resist the temptation to develop the perfect player character killer!

In order to offer a bit more guidance, this single example of population and placement will suffice: In a border area of hills and wild forests, where but few human settlements exist, there is a band of very rich, but hard-pressed dwarves. They, and the humans, are hard pressed because of the existence of a large tribe of orcs. The latter have invited numbers of ogres to join them, for the resistance of the men and dwarves to the orcs' looting and pillaging has cost them not a few warriors. The orcs are gaining, more areas nearby are becoming wilderness, and into abandoned countryside and deserted mines the ferocious and dark-dwelling monsters of wilderness and dungeon daily creep. The brave party of adventurers comes into a small village to see what is going on, for they have heard that all is not well hereabouts. With but little help they must then overcome the nasties by piecemeal tactics, being careful not to arouse the whole to general warfare by appearing too strong. This example allows you to develop a logical and ordered placement of the major forces of monsters, to develop habitat complexes and modules of various sorts — abandoned towns, temples, etc. It also allows some free-wheeling mixture of random critters to be stuck in here and there to add uncertainty and spice to the standard challenge of masses of orcs and ogres. You, of course, can make it as complex and varied as you wish, to suit your campaign and players, and perhaps a demon or devil and some powerful evil clerics are in order . . . .

Just as you have matrices for each of your dungeon levels, prepare like data sheets for all areas of your outdoors and urban areas. When monsters are properly placed, note on a key sheet who, what, and when with regard to any replacement. It is certainly more interesting and challenging for players when they find that monsters do not spring up like weeds overnight — in dungeons or elsewhere. Once all dragons in an area are slain, they have run out of dragons! The likelihood of one flying by becomes virtually nil. The "frontier" moves, and bold adventurers must move with it. The movement can, of course, be towards them, as inimical forces roll over civilization. Make it all fit together in your plan, and your campaign will be assured of long life.

PLACEMENT OF MONETARY TREASURE

Wealth abounds; it is simply awaiting the hand bold and strong enough to take it! This precept is basic to fantasy adventure gaming. Can you imagine Fafhrd and the Gray Mouser without a rich prize to aim for? Conan without a pouchful of rare jewels to squander? And are not there dragons with great hoards? Tombs with fantastic wealth and fell guardians? Rapacious giants with spoils? Dwarven mines brimming with gems? Leprechauns with pots of gold? Why, the list goes on and on!

The foregoing is, of course, true; but the matter is not as simple as it might seem on the surface. First, we must consider the logic of the game. By adventuring, slaying monsters or outwitting opponents, and by gaining treasure the characters operating within the milieu advance in ability and gain levels of experience. While **AD&D** is not quite so simplistic as other such games are regarding such advancement, it nonetheless relies upon the principle of *adventuring* and success thereat to bestow such rewards upon player characters and henchmen alike. It is therefore incumbent upon the creator of the milieu and the arbiter of the campaign, the Dungeon Master, to follow certain guidelines and charges placed upon him or her by these rules and to apply them with intelligence in the spirit of the whole as befits the campaign milieu to which they are being applied.

A brief perusal of the character experience point totals necessary to advance in levels makes it abundantly clear that an underlying precept of the game is that the amount of treasure obtainable by characters is graduated from small to large as experience level increases. This most certainly does not intimate or suggest that the greater treasures should be in the hundreds of thousands of gold pieces in value — at least not in readily transportable form in any event — but that subject will be discussed a bit later. First and foremost we must consider the placement of the modest treasures which are appropriate to the initial stages of a campaign.

All monsters would not and should not possess treasure! The TREASURE TYPES given in the **MONSTER MANUAL** are the optimums and are meant to consider the maximum number of creatures guarding them. Many of the monsters shown as possessing some form of wealth are quite unlikely to have any at all. This is not a contradiction in the rules, but an admonition to

the DM not to give away too much! Any treasure possessed by weak, low-level monsters will be trifling compared to what numbers of stronger monsters might guard. So in distributing wealth amongst the creatures which inhabit the upper levels of dungeons/dungeon-like areas, as well as for petty monsters dwelling in small numbers in the wilderness, assign it accordingly. The bulk of such treasure will be copper pieces and silver. Perhaps there will be a bit of ivory or a cunningly-crafted item worth a few gold pieces.

Electrum will be most unusual, gold rare, and scarcer still will be a platinum piece or a small gem! Rarest of all, treasure of treasures — the magic item — is detailed hereafter (**PLACEMENT OF MAGIC ITEMS**). If some group of creatures actually has a treasure of 11 gold pieces, another will have 2,000 coppers and yet a third nothing save a few rusty weapons. Of course, all treasure is not in precious metals or rare or finely made substances. Is not a suit of armor of great value? What of a supply of oil? a vial of holy water? weapons? provisions? animals? The upper levels of a dungeon need not be stuffed like a piggy bank to provide meaningful treasures to the clever player character.

Assign each monster treasure, or lack thereof, with reason. The group of brigands has been successful of late, and each has a few coppers left from roistering, while their leader actually has a small sum of silver hid away — coupled with salvaged armor, weapons, and any odd supplies or animals they might have around. This will be a rich find indeed! The giant rats have nothing at all, save a nasty, filthy bite; but the centipedes living beneath a pile of rotting furniture did for an incautious adventurer some years ago, and his skeletal remains are visible still, one hand thrust beneath the debris of the nest. Hidden from view is a silver bracelet with an agate, the whole thing being valued at 20 gold pieces. Thus, intelligent monsters, or those which have an affinity for bright, shiny objects, will consciously gather and hoard treasures. Others will possibly have some as an incidental remainder of their natural hunting or self-defense or aggressive behavior or whatever. Naturally, some monsters will be so unfortunate as to have nothing of value at all, despite their desire to the contrary — but these creatures *might* know of other monsters (whom they hate and envy) who do have wealth!

In more inaccessible regions there will be stronger monsters — whether due to numbers or individual prowess is immaterial. These creatures will have more treasure, at least those with any at all. Copper will give way to silver, silver to electrum, electrum to gold. Everyday objects which can be sold off for a profit — the armor and weapons and suchlike — will be replaced by silks, brocades, tapestries, and similar items. Ivory and spices, furs and bronze statues, platinum, gems and jewelry will trickle upwards from the depths of the dungeon or in from the fastness of wilderlands. But hold! This is not a signal to begin throwing heaps of treasure at players as if you were some mad Midas hating what he created by his touch. Always bear in mind the effect that the successful gaining of any treasure, or set of treasures, will have upon the player characters and the campaign as a whole. Consider this example:

A pair of exceedingly large, powerful and ferocious ogres has taken up abode in a chamber at the base of a shaft which gives to the land above. From here they raid both the upper lands and the dungeons roundabout. These creatures have accumulated over 2,000 g.p. in wealth, but it is obviously not in a pair of 1,000 g.p. gems. Rather, they have gathered an assortment of goods whose combined value is well in excess of two thousand gold nobles (the coin of the realm). Rather than stocking a treasure which the victorious player characters can easily gather and carry to the surface, you maximize the challenge by making it one which ogres would naturally accrue in the process of their raiding. There are many copper and silver coins in a large, locked iron chest. There are pewter vessels worth a fair number of silver pieces. An inlaid wooden coffer, worth 100 gold pieces alone, holds a finely wrought silver necklace worth an incredible 350 gold pieces! Food and other provisions scattered about amount to another hundred or so gold nobles value, and one of the ogres wears a badly tanned fur cape which will fetch 50 gold pieces nonetheless. Finally, there are several good helmets (used as drinking cups), a bardiche, and a two-handed sword (with silver wire wrapped about its hilt and a lapis lazuli pommel to make it worth three times its normal value) which complete the treasure. If the adventurers overcome the ogres, they must still recognize all of the items of value and transport them to the surface. What is left behind will be taken by other residents of the netherworld in no time at all, so the bold victors have quite a task before them. It did not end with a mere slaying of ogres . . . . .

In like manner the hoard of a dragon could destroy a campaign if the treasure of Smaug, in **THE HOBBIT**, were to be used as an example of what such a trove should contain. Not so for the wise DM! He or she will place a few choice and portable items, some not-so-choice because they are difficult to carry off, and finally top (or rather bottom and top) the whole with mounds, piles, and layers of copper pieces, silver, etc. There will be much there, but even the cleverest of players will be more than hard put to figure out a way to garner the bulk of it after driving off, subduing, or slaying the treasure's guardian. Many other avaricious monsters are eagerly awaiting the opportunity to help themselves to an unguarded dragon hoard, and news travels fast. Who will stay behind to mind the coins while the rest of a party goes off to dispose of the better part of the loot? Not their henchmen! What a problem . . .

In the event that generosity should overcome you, and you find that in a moment of weakness you actually allowed too much treasure to fall into the players' hands, there are steps which must be taken to rectify matters. The player characters themselves could become attractive to others seeking such gains. The local rulers will desire a share, prices will rise for services in demand from these now wealthy personages, etc. All this is not to actually penalize success. It is a logical abstraction of their actions, it stimulates them to adventure anew, and it also maintains the campaign in balance. These rules will see to it that experience levels are not gained too quickly as long as you do your part as DM!

PLACEMENT OF MAGIC ITEMS

Just as it is important to use forethought and consideration in placing valuable metals and other substances with monsters or otherwise hiding them in dungeon or wilderness, the placement of magic items is a serious matter. Thoughtless placement of powerful magic items has been the ruination of many a campaign. Not only does this cheapen what should be rare and precious, it gives player characters undeserved advancement and empowers them to become virtual rulers of all they survey. This is in part the fault of this writer, who deeply regrets not taking the time and space in **D&D** to stress repeatedly the importance of *moderation*. Powerful magic items were shown, after all, on the tables, and a chance for random discovery of these items was given, so the uninitiated DM cannot be severely faulted for merely following what was set before him or her in the rules. Had the whole been prefaced with an admonition to use care and logic in placement or random discovery of magic items, had the intent, meaning, and spirit of the game been more fully explained, much of the give-away aspect of such campaigns would have willingly been squelched by the DMs. The sad fact is, however, that this was not done, so many campaigns are little more than a joke, something that better DMs jape at and ridicule — rightly so on the surface — because of the foolishness of player characters with astronomically high levels of experience and no real playing skill. These god-like characters boast and strut about with retinues of ultra-powerful servants and scores of mighty magic items, artifacts, relics adorning them as if they were Christmas trees decked out with tinsel and ornaments. Not only are such "Monty Haul" games a crashing bore for most participants, they are a headache for their DMs as well, for the rules of the game do not provide anything for such play — no reasonable opponents, no rewards, nothing! The creative DM can, of course, develop a game which extrapolates from the original to allow such play, but this is a monumental task to accomplish with even passable results, and those attempts I have seen have been uniformly dismal.

Another nadir of Dungeon Mastering is the "killer-dungeon" concept. These campaigns are a travesty of the role-playing adventure game, for there is no development and identification with carefully nurtured player personae. In such campaigns, the sadistic referee takes unholy delight in slaughtering endless hordes of hapless player characters with unavoidable death traps and horrific monsters set to ambush participants as soon as they set foot outside the door of their safe house. Only a few of these "killer dungeons" survive to become infamous, however, as their participants usually tire of the idiocy after a few attempts at enjoyable gaming. Some lucky ones manage to find another, more reasonable, campaign; but others, not realizing the perversion of their DM's campaign, give up adventure gaming and go back to whatever pursuits they followed in their leisure time before they tried **D&D**.

AD&D means to set right both extremes. Neither the giveaway game nor the certain death campaign will be lauded here. In point of fact, DMs who attempt to run such affairs will be drumming themselves out of the ranks of **AD&D** entirely. **ADVANCED DUNGEONS & DRAGONS** aims at providing not only the best possible adventure game but also the best possible refereeing of such campaigns.

Initial placement of magic items in dungeon and wilderness is a crucial beginning for the campaign. In all such places you must NEVER allow random determination to dictate the inclusion of ANY meaningful magic items. Where beginning/low-level player characters are concerned, this stricture also applies to the placement of any item of magic. Furthermore, you need never feel constrained to place or even allow any item in your campaign just because it is listed in the tables. Certainly, you should never allow a multiplicity, or possibly even duplication, of the more powerful items. To fully clarify this, consider the development of a campaign as follows:

In stocking the setting for initial play in the campaign, you must use great care. Consider the circumstances of the milieu and the number of player characters who will be active in it. Then, from the lists of possible items, choose a selection which is commensurate with the setting and the characters involved. For example, you might opt for several potions, a scroll of 1 spell, a wand, a pair of *boots of elvenkind*, several +1 magic arrows, and a +1 magic dagger. As these items will be guarded by relatively weak creatures, you will allow only weak items. The potions will be *healing, heroism, levitation* or the like. The spell on the scroll will be low level — first or second. If you do decide placement of the wand is appropriate, you will make certain that its guardian will use it in defense, and the instrument will have few charges left in any event, with a power which is not out of line with the level of the characters likely to acquire it. The magical *boots* will be worn by a denizen of the area. While the magic arrows might not be used against adventurers, the +1 dagger will be. With all this in mind, you place the items in the countryside and first/upper level of the dungeon/dungeon-like setting. You never allow more than a single item or grouping (such as 3 magic arrows) to a treasure, nor more treasures with magic items than 1 in 5 to 1 in 10, as this is an initial adventuring setting.

As the campaign grows and deeper dungeons are developed, you exercise the same care in placement of selected and balanced magic items. Of course, at lower levels of the dungeon you have more powerful single items or groupings of disparate items, but they are commensurate with the challenge and ability of participants. Guardians tend to employ the items routinely, and others are hidden ingeniously to escape detection. Likewise in the expanding world around the starting habitation you place monsters and treasures, some with magic. You, the DM, know what is there, however, as you have decided what it will be and have put it there for a purpose — whether for the overall direction of the campaign, some specific task, or the general betterment of player characters to enable them to expand their adventuring capabilities because they are skillful enough to face greater challenges if they manage to furnish themselves with the wherewithal to do so.

In those instances where a randomly discovered monster has a nearby lair, and somehow this lair contains treasure, do not allow the dice to dictate a disaster for your campaign. If their result calls for some item of magic which is too powerful, one which you are not certain of, or one which you do not wish to include in the game at this time, you will be completely justified in ignoring it and rolling until a result you like comes up, or you can simply pick a suitable item and inform the players that this is what they found. It is only human nature for people to desire betterment of their position. In this game it results in player characters seeking ever more wealth, magic, power, influence, and control. As with most things in life, the striving after is usually better than the getting. To maintain interest and excitement, there should always be some new goal, some meaningful purpose. It must also be kept in mind that what is unearned is usually unappreciated. What is gotten cheaply is often held in contempt. It is a great responsibility to Dungeon Master a campaign. If you do so with intelligence, imagination, ingenuity, and innovation, however, you will be well rewarded. Always remember this when you select magic items for placement as treasure!

TERRITORY DEVELOPMENT BY PLAYER CHARACTERS

When player characters reach upper levels and decide to establish a stronghold and rule a territory, you must have fairly detailed information on hand to enable this to take place. You must have a large scale map which shows areas where this is possible, a detailed cultural and social treatment of this area and those which bound it, and you must have some extensive information available as to who and what lives in the area to be claimed and held by the player character. Most of these things are provided for you, however, in one form or another, in this work or in the various playing aid packages which are commercially available. The exact culture and society of the area is up to you, but there are many guides to

help you even here.

Assume that the player in question decides that he will set up a stronghold about 100 miles from a border town, choosing an area of wooded hills as the general site. He then asks you if there is a place where he can build a small concentric castle on a high bluff overlooking a river. Unless this is totally foreign to the area, you inform him that he can do so. You give him a map of the hex where the location is, and of the six surrounding hexes. The player character and his henchmen and various retainers must now go to the construction site, explore and map it, and have construction commence.

If you have not already prepared a small scale map of the terrain in the area, use the random generation method when the party is exploring. Disregard any results which do not fit in with your ideas for the place. Both you and the player concerned will be making maps of the territory — on a scale of about 200 yards per hex, so that nine across the widest part will allow the superimposition of a large hex outline of about one mile across. Use actual time to keep track of game time spent exploring and mapping (somewhat tedious but necessary). Check but once for random monsters in each hex, but any monster encountered and not driven off or slain will be there from then on, excepting, of course, those encountered flying over or passing through. After mapping the central hex and the six which surround it, workers can be brought in to commence construction of the castle. As this will require a lengthy period of game time, the player character will have to retain a garrison on the site in order to assure the safety of the crew and the progress of the work (each day there will be a 1 in 20 chance that a monster will wander into one of the seven hexes explored by the character, unless active patrolling in the territory beyond the area is carried on).

While the construction is underway, the character should be exploring and mapping the terrain beyond the core area. Here the larger scale of about one mile per hex should be used, so that in all the character can explore and map an entire campaign hex. There are MANY one mile hexes in a 30 mile across campaign hex, so conduct movement and random monster checks as is normal for outdoor adventuring. Again, any monsters encountered will be noted as living in a hex, as appropriate, until driven out or killed. However, once a hex is cleared, no further random monster checks will be necessary except as follows:

1) Once per day a check must be made to see if a monster has wandered into one of the border hexes which are adjacent to unexplored/uncleared lands.

2) Once per week a check must be made to see if a monster has wandered into the central part of the cleared territory.

Monsters which are indicated will generally remain until driven out or slain. Modifiers to this are:

1) Posting and placement of skulls, carcasses, etc. to discourage intelligent creatures and monsters of the type able to recognize that the remains are indicative of the fate of creatures in the area.

2) Regular strong patrols who leave evidence of their passing and aggressively destroy intruders.

3) Organized communities whose presence and militia will discourage all but organized groups who prey on them or certain monsters who do likewise.

Assuming that the proper activity is kept up and the castle is finished, then the player character and entourage can take up residence in the stronghold. By patrolling the territory regularly — about once per week on a sweep basis, or daily forays to various parts of the area, the character will need only check once each week for incursions of wandering monsters (see APPENDIX C: RANDOM MONSTER ENCOUNTERS) on the Uninhabited/Wilderness table. Checks must also be made on the Inhabited table. If no road goes through the territory, then but one such check per week is necessary. If a road goes through, then three checks per week must be made on the Inhabited table. (This can be profitable if the encounters are with merchants and pilgrims, less so with certain other types . . . .)

At such time as a territory has more than 30 miles of inhabited/patrolled land from center to border, then only the second type of monster checks are made, and all unfavorable ones, save one per month, are ignored. This reflects the development of civilization in the area and the shunning

by monsters of the usual sort — things such as ankheg might love it, however, and bandits may decide to make it a regular place of call. As usual, any monsters not driven off or slain *will* settle down to enjoy the place. If regular border patrols are not kept up, then the territory will revert to wilderness status — unless the lands around it are all inhabited and patrolled. In the latter case all of the unsavory monsters from the surrounding territory will come to make it a haven for themselves.

Because this is a fantasy adventure game, it is not desirable to have any player character's territory become tame and staid. There must always be a chance for some monster to enter the area and threaten the well-being of its inhabitants. What is the answer if the territory is located in the heart of some powerful state? Intrigue and petty wars, of course! If the territory of a player character is part of a nation, then there will be jealous neighbors, assassins, and the like to threaten him or her. In this case you will have to devote more personal effort to seeing to it that there is still adventure and excitement involved in maintaining the fief.

In territories hacked from the wilderness, the "fame" of the owner will eventually spread so as to attract inhabitants to the safety (?) of the area. They will begin to appear after the player character's stronghold is finished and patrols have generally cleared the area. The populace will match the area and the alignment of the character. When a random monster check reveals some form of creature who properly matches the potential inhabitant type for the territory, then have them move in and settle down, making proper subservience calls upon the master of the territory, naturally. Hamlets, thorps, and various other settlement forms will eventually be established here and there in the area, starting near the castle and working towards the fringe of the territory. Once these territories become settled and population abounds (relatively speaking) they can be used as centers for activity — good or evil or whatever. That is, they can attract more of the ilk which inhabit them, draw opponents sworn to exterminate them, trigger raids or reprisals, etc. Much of this depends upon some action being taken — hopefully by the player character forming active groups from the population base and doing something, but as a last resort action which you initiate by setting up a series of circumstances which will bear upon the territory.

Fighters and clerics will be the principal territorial developers. Magic-users will typically become involved to a lesser extent, for they have many more demands upon their time. The real benefit of having player characters develop territory is the addition to your milieu. These areas become focal points for action in the campaign if properly encouraged and handled, and if things grow a bit slow, a DM-invented threat to some territory is bound to get things moving with elan.

Going back to the construction of the stronghold, when the player elects to build he or she must be required to furnish you with a duplicate set of plans of the castle grounds, its dungeons, and interiors as well. At the same time you can give the player a free hand in drawing a small scale map of the area immediately around his or her stronghold — say, on a 1 hex to 30 yards basis, so about a one-half mile area hex can be depicted on a normal sheet of small hex paper, and a bit beyond shown as needed. With your copy of this map you can plan sieges or other attacks as they occur.

If for any reason a player who has developed territory gives up the campaign, or simply drops the character in favor of another, you can then take over these areas and run them as you like to benefit your campaign. In all respects, then, development of territory by player characters is a highly desirable aspect of the campaign. It gives added purpose to play, and provides long periods where the player can be actively involved in the actual direction of the campaign milieu, which will eventually benefit things regardless of what transpires at a later date.

PEASANTS, SERFS, AND SLAVES

In feudalistic societies, no person not of gentle or noble birth would be allowed weapons of offense, other than those for hunting. Therefore, swords, lances, maces, etc. would be totally banned. In societies which heavily oppress the commoners, serfs and/or slaves will be even more restricted than common peasants. They can have no weapon of any sort whatsoever. They cannot leave their area, be it a farm, estate, village, or whatever. They are chattel.

Peasants, serfs, and slaves generally resent this treatment. Revolts of these sorts of peoples are common in history. Any character who forces peasantry, serfdom, or slavery upon any inhabitants of an area he or she

controls will have to be very careful to guard against uprisings. The oppressed folk will most certainly attempt an uprising once every five years, minimum. If there is weakness noted, there will be an uprising immediately. Peasants will demand more freedom, rights, and lesser taxes; serfs will be attempting to gain peasant status; slaves will simply desire to slay their former masters and escape to somewhere where they can be free. Exact details of such uprisings are not possible here, but you should be able to determine them without undue difficulty. The oppressed populace will give rise to about 1 fighter for every 5 total, as men, women, and just about anybody able to carry a club or a knife will join in. Arms and armor (if any) will be scant and crude. Troops will be 0 level, peasant class. Tactical ability will usually tend to be nil. The exception is if some mercenary group aids peasants, or if some slaves have had military experience.

If a rising does occur, the player character must suppress it as soon as possible. If it lasts more than one month, the revolting folk will gain experience, organization, recruits, and better weapons and armor. Therefore, for each full month of successful revolt, add 10% to the number of people in revolt, assume 10% of the total force becomes equal to regular men-at-arms in training and armor and weapons, and allow them greater tactical ability. After six months of successful revolt, the rebellion can be assumed to have taken on the status of a civil war, and the revolutionaries will be able to field something approximating a regular military force.

A SAMPLE DUNGEON

LEVEL KEY   1 square = 10'

STAIRS UP =	⫿⫿⫿⫿	TRAP DOOR =	☒
STAIRS DOWN =	⫿⫿⫿⫿	SECRET TRAP DOOR =	S
DOOR =	⊏⊐	STREAM =	〰
SECRET DOOR = S		CONCEALED DOOR = C	

WANDERING MONSTERS

Non-Crypt Areas (Generally Northern Portion of Map):

Die	Result
1	3-12 goblins (patrolling from area 7.-8.)
2	2-5 bandits (from area 4.-5.)
3	7-12 giant rats
4	1-2 fire beetles (from area 12.-13.)

Crypt Areas:

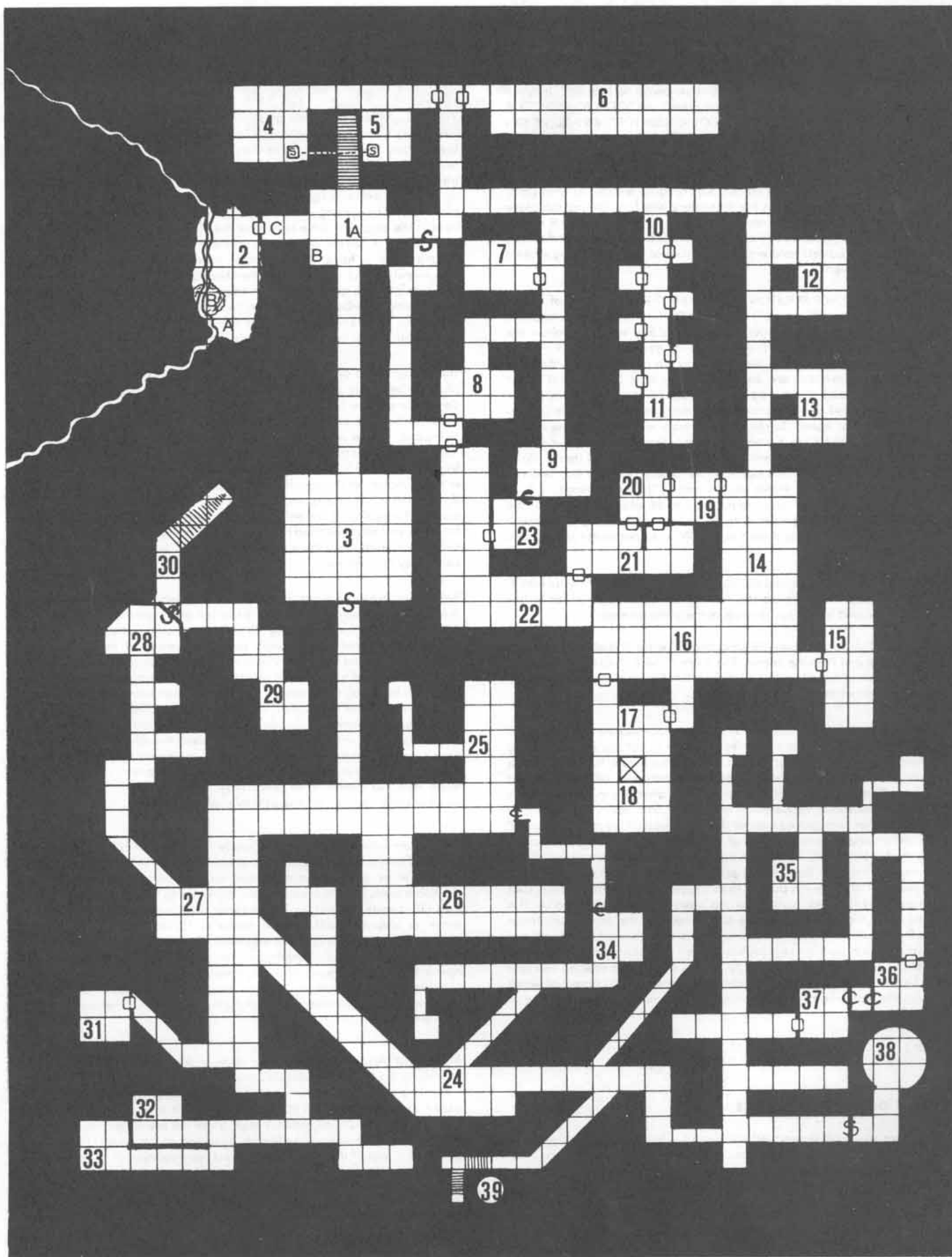| Die	Result
1	1-2 ghouls (from area 24.)
2	1 3rd level evil cleric & 2 hobgoblins (from area 35.-37.)
3	7-12 giant rats
4	2-5 skeletons (patrolling from area 27.)

MONASTERY CELLARS & SECRET CRYPTS

1. ENTRY CHAMBER: A damp and vaulted chamber 30' square and arched to a 20' high center roof. Arches begin at 8' and meet at a domed peak. Walls are cut stone block, floor is rough. Thick webs hide ceiling. See A & B below.

   A. LARGE SPIDER: AC 8; Move 6"*15"; HD: 1 + 1 (HP 6). There are also nine 1 HP young spiders hiding in the upper part of the webs. This monster lurks directly over a central litter of husks, skin, bones, and its own castings, awaiting new victims to drop upon. It will always attack by surprise unless the webs is in are burned (which will do 3 HP damage to the spider and kill the young) There are 19 silver pieces in the litter on the ground, while a goblin skull there has a 50 gold piece garnet inside which will only be noticed if the skull is picked up and examined.

   B. ROTTING SACKS: There are 10 moldy sacks of flour and grain stacked here. The cloth is easily torn to reveal the contents. If all of them are opened and searched, there is a 25% probability that the last will have YELLOW MOLD in it, and handling will automatically

cause it to burst and all within 10' must save versus poison or die in 1 turn.

C. Heavy oak door with bronze hardware is remarkable only in that if any character listens at it, he or she will detect a moaning which will rise and then fade away. Unbeknownst to listeners, it is the strong breeze which goes through area 2. AS SOON AS THIS DOOR IS OPENED, A WIND GUST WILL EXTINGUISH TORCHES AND BE 50% LIKELY TO BLOW OUT LANTERNS AS WELL. The wind continues to make the corridor impossible for torches until the door is shut.

2. WATER ROOM: This natural cavern was roughly worked to enlarge it. Torches cannot be lit. When the monastery was functioning, the place was filled with casks and barrels and buckets, but now only 8 rotting barrels remain (location A.) and there are 3 buckets scattered about. Several of the barrels hold water — they were new and being soaked to make them tight.

B. THE LIMED-OVER SKELETON OF THE ABBOT is in this pool of water, but it appears to be merely a somewhat unusual mineral formation. Clutched in the bony fingers is the special key which will allow the secret door at location 28. to open to the treasury room (29.) rather than to the steps which lead down to the caverns (steps down at 30.) If the remains are disturbed in any way, a cylindrical object will be noticed, the thing being dislodged from where it lay by the skeleton, and the current of the stream carrying it south (downstream) at 6" speed. To retrieve it a character must be in the stream and score "to hit" as if it were AC 4 in order to catch it. It is a watertight ivory tube with a vellum map of the whole level inside. However, slow seepage has made all but a small portion blur and run into ruin. The map shows only areas 1., 2., the passage to 3., a smudge where 3. is and the passage to 24. about 20' south of the secret door leading from 3. to 24. — the latter being shown with miniature sarcophagi drawn in the 80' or so not water soaked and ruined.

STREAM: This is cold and fast flowing. It is from 5' to 7' wide and 3' to 5' deep. It enters on the north from a passage which it fills entirely, and it exits to the south in the same manner.

POOL: The pool is about 10' long and 15' wide. It is about 4' deep at its edge and 7' in the center. There are a score or so of small, white blind fish in it, and under the rocks are some cave crayfish, similarly blind and white.

3. EMPTY CEREMONIAL CHAMBER: This large place appears to be a dead end. It has roof supports similar to chamber 1, but the vaulted ceiling dome here is fully 25' high. When the monastery was functioning, the faithful were brought here after death, consecrated, and then carried to their final resting place by silent monks after the mourners left. A wooden platform, supposedly merely a dais for ceremony and religious rites, was placed against the south wall. This platform being 9' off the ground enabled the use of the secret door in the south wall — this portal being 8½' wide, 10' high, and 10' above the floor of the chamber. Amongst the 7 small protruding knobs of stone about 9½' above the floor, the 7th pushes in to trigger the door mechanism, and the portal will swing inward (swings east) with a grinding noise. The only clue which still remains are socket holes in the south wall. There are 2 at the 20' and 2 at the 30' line (that is, on either side of the centermost 10' south wall space). Each pair has 1 socket at about 4' height, 1 at about 8'. Each socket is ½' × ½' square and a little deeper. The first socket hole examined by the party will have several splinters of wood (from the platform, of course) which might prove to be another clue to thinking players.

4. (Etc.)

THE FIRST DUNGEON ADVENTURE

Assume that you have assembled a group of players. Each has created a character, determined his or her race and profession, and spent some time carefully equipping these neophyte adventurers with everything that the limited funds available could purchase. Your participants are now eagerly awaiting instructions from you as to how to find the place they are to seek their fortunes in. You inform them that there is a rumor in the village that something strange and terrible lurks in the abandoned monastery not far from the place. In fact, one of the braver villagers will serve as guide if

they wish to explore the ruins! (This seemingly innocent guide might be nothing more than he seems, or possibly an agent of some good or evil power, or a thief in disguise, or just about anything else. In this case, however, let it be a thief, for reasons you will discover soon.) The party readily agrees, and so the adventure begins.

You inform them that after about a two mile trek along a seldom-used road, they come to the edge of a fen. A narrow causeway leads out to a low mound upon which stand the walls and buildings of the deserted monastery. One of the players inquires if the mound appears to be travelled, and you inform the party that only a very faint path is discernible — as if any traffic is light and infrequent. Somewhat reassured, another player asks if anything else is apparent. You describe the general bleakness of the bog, with little to relieve the view save a few clumps of brush and tamarack sprouting here and there (probably on bits of higher ground) and a fairly dense cluster of the same type of growth approximately a half mile beyond the abandoned place. Thus, the party has only one place to go — along the causeway — if they wish to adventure. The leading member of the group (whether appointed or self-elected, it makes no difference) orders that the party should proceed along the raised pathway to the monastery, and the real adventure begins.

The so-called guide, the thief, is a 3rd level non-player character. You placed him in the village and gave the reason for his being there as a desire for a huge fire opal which the abbot of the place is said to have hidden when the monastery was under siege. The fellow died, according to legend, before revealing it to anyone, so somewhere within the ruins lies a fortune. But this particular thief lacks courage, so he has been living frugally in the village while seeking some means of obtaining the gem without undue risk to himself. Now, he has the party to serve as his means. If they invite him along, then he will go — with seeming reluctance, of course. If they do not, he will lurk near the entrance hoping to obtain any loot they will have gleaned from the adventure when they return, doing so either by stealth or by force if the party is sufficiently weakened from the perils they have faced.

Before you are three maps: a large-scale map which shows the village and the surrounding territory, including the fen and monastery, the secret entrance/exit from the place, and lairs of any monsters who happen to dwell in the area; at hand also is a small-scale (1 square to 10' might be in order) map of the ruined monastery which shows building interiors, insets for upper levels, and a numbered key for descriptions and encounters; lastly, you have the small scale map of the storage chambers and crypts beneath the upper works of the place (refer to the section, **THE CAMPAIGN**), likewise keyed by numbers for descriptions and encounters. So no matter what action the party decides upon, you have the wherewithal to handle the situation. When they come to the area shown on the second map, the one depicting the monastery complex, you set aside map one, and begin a more detailed narrative of what they "see", possibly referring to the number key from time to time as they explore the place.

Movement within buildings is actually the same as in an underground setting. Each square represents an area of 10' per side, and movement is very slow as observation and map making and searching takes considerable time. Base movement rate translates to 1 square per 1 factor in a turn (10 minute period). In like manner, examination and mapping of a room or chamber will require about a 10 minute period. Thorough searching of contents and examination of walls, floor, and possibly the ceiling as well is also a lengthy process. How are doors and secret doors opened? and what about locks and fastenings? It is vital that the DM know such details thoroughly, so that the mundane processes of dungeon adventuring can be carried out rapidly, clearly, and in a fashion which will be interesting and exciting.

Movement And Searching: You must make some arbitrary decisions regarding the time expended in activities which are not strictly movement. Travelling along a corridor and mapping its length takes 1 turn per 90', assuming a base move of 9". How long does it take to move along but a short section of passage, open a door, enter the room beyond, and search it? Such variables as passage length, condition of the portal (locked, stuck, or normal), size of the room beyond, and thoroughness of the search make an absolute determination of time nearly impossible. There are many variations of player character activity — looking for signs of use of the corridor, listening for noise, looking for traps, inspection of walls for secret doors, etc. — all of which compound the need for an arbitrary handling of time. If a few fixed references are used, the task becomes a good deal easier, however. Therefore, the following suggestions are offered:

DOOR — search for traps:	1 round
DOOR — listening for noise:	1 round
ROOM — mapping, and casually examining a 20' X 20' area:	1 turn
ROOM — thoroughly searching after initial examination*:	1 turn
SECRET DOOR — checking for by simple tapping of floor or wall, by 10' X 10' area:	1 round
SECRET DOOR — thorough examination for means to open, by 10' X 10' area:	1 turn

• This assumes that, in fact, the area has items which can be checked for traps, examined, contents searched, hidden compartments looked for, and so on. If there are many containers and much furniture in the area, the time might actually be double that shown. If the place has nothing but some odds and ends, then a casual examination will discover all there is to know about the place (short of a check for secret doors) and a thorough search is contra-indicated.

Detection Of Unusual Circumstances, Traps, And Hearing Noise: Regardless of the means, it takes effort and concentration to perform any of these activities. A gnome, for instance, must remain relatively quiet and concentrate for a turn to detect facts about an underground setting. Likewise, a dwarf must work at it. An elf doesn't detect secret doors 16⅔% of the time by merely passing them unless he or she is actually concentrating on the act. A character with a sword must have it out and be thinking about its power in order for the weapon to communicate anything to him or her. To sum it all up, DON'T GIVE PLAYERS A FREE LUNCH! Tell them what they "see", allow them to draw their own conclusions and initiate whatever activity they desire. You are the source of their input, a time keeper, and the motivator of all not connected with them. That is sufficient to keep you busy, rest assured.

Assume that your players are continually wasting time (thus making the so-called adventure drag out into a boring session of dice rolling and delay) if they are checking endlessly for traps and listening at every door. If this persists, despite the obvious displeasure you express, the requirement that helmets be doffed and mail coifs removed to listen at a door, and then be carefully replaced, the warnings about ear seekers, and frequent checking for wandering monsters (q.v.), then you will have to take more direct part in things. Mocking their over-cautious behavior as near cowardice, rolling huge handfuls of dice and then telling them the results are negative, and statements to the effect that: "You detect nothing, and nothing has detected YOU so far — ", might suffice. If the problem should continue, then rooms full with silent monsters will turn the tide, but that is the stuff of later adventures.

Doors: As a rule of thumb, all doors are hard to open and hard to keep closed or open for player characters, while inhabitants of the dungeon find little difficulty in these regards. Regardless of how a door opens, it is usual that its weight and condition require that force be used to swiftly operate it. This is represented by the roll of d6 for each person involved in pushing, pulling, lifting, sliding, or whatever. A roll of 1 or 2 typically indicates success, anything above indicates the door still remains unopened. (Cf. **PLAYERS HANDBOOK, Character Abilities,** Strength.) Very heavy doors might reduce chances by half. Locked doors might only open if two or even three simultaneous 1's are rolled. Most doors are about 8' wide, and this allows up to three characters to attempt opening. A door of 3' or less width allows but a single character to make an attempt. If wooden doors (always metal bound, naturally) are broken down by axes and the like, it will take some time — a full turn is usual — and require at least 3 checks to see if nearby and/or wandering monsters are attracted by the noise. Doors can also be blasted away by fireballs and other spells, for example. This will not be likely to draw monsters to the vicinity immediately. Any such destruction will, however, attract the attention of all passing creatures and possibly cause future problems. Intelligent dungeon inhabitants will certainly make efforts to repair damage if it is in their interest to do so. Finally, metal doors (usually locked) will be very difficult to open, requiring a knock spell or similar means most of the time.

Concealed Doors: These are doors which are hidden in some way — behind a curtain, covered with plaster, a trap door under a rug, etc. They differ from a secret door in that once their concealment is uncovered they are obviously doors.

Secret Doors: These are portals which are made to appear to be a normal part of the surface they are in. They can possibly be sensed or detected by characters who are actively concentrating on such activity, or their possible location may be discovered by tapping (though the hollow place could be another passage or room beyond which has no portal in the

hollow-sounding surface). Discovery does not mean that access to the door mechanism has been discovered, however. Checking requires a very thorough examination of the possible secret door area. You may use either of two methods to allow discovery of the mechanism which operates the portal:

1. You may designate probability by a linear curve, typically with a d6. Thus, a secret door is discovered 1 in 6 by any non-elf, 2 in 6 by elven or half-elven characters, each character being allowed to roll each turn in checking a 10' X 10' area. This also allows you to have some secret doors more difficult to discover, the linear curve being a d8 or d10.

2. You may have the discovery of the existence of the secret door enable player characters to attempt to operate it by actual manipulation, i.e. the players concerned give instructions as to how they will have their characters attempt to make it function: "Turn the wall sconce.", "Slide it left.", "Press the small protrusion, and see if it pivots.", "Pull the chain."

It is quite acceptable to have a mixture of methods of discovering the operation of secret door.

With these basic points in mind, let us return to the action of the first dungeon adventure. Assuming that the abandoned monastery is merely a burned-out shell, with nothing but rubble and ruin within, the players spend only a few minutes of real time "looking around" before they discover a refuse-strewn flight of steep and worn stone stairs leading downward. "Ahah!", exclaims the leader of the group, "This must be the entrance to the dungeons. We'll find what we are looking for there." The other players voice agreement, and so the real adventure begins. What is said by the Dungeon Master will be prefaced by the letters DM, while the party of player characters will be prefaced by either LC (for leader), or OC (for any of the other player characters speaking).

DM: "What are you going to do now?"

LC: "Light our torches, and go down the steps!"

DM: "Fine, but I'll need the 'marching order' you will be in." (At this point the players either write down the names of characters with each in its respective rank, or place their painted miniature figures in actual formation. As minimum width is about 3½' per character: a 5' wide corridor requires single file, a 10' wide passage means up to 3 may be abreast, and up to 6 abreast can move down a 20' wide passageway.) "Please note what formation you will take in a 5' wide passage, and what your marching order will be in a 20' wide area, also."

LC: (After a brief discussion with the other players:) "Here is the information on this sheet of note paper. We'll change it only if one of us is wounded, lost, or killed."

DM: "Why are the gnome and the halfling in the front rank, the magic-user in the middle, and the human fighter and cleric in the rear?"

LC: "That way all 5 of us can act when we encounter an enemy! The magic-user can cast spells over the heads of the short characters in front, and the pair in the back rank can do likewise, or fire missiles, or whatever is needed, including a quick move to the front!"

DM: (Nodding agreement) "You remember that the torches will spoil the infravisual capabilities of the gnome and the halfling, don't you?"

LC: "Certainly, but the humans must be able to see! We will go down the stairs now, with weapons drawn and ready."

DM: "You descend southward, possibly 30' laterally, and at the end of the stairway you see an open space."

LC: "Enter the area and look around."

DM: "You are in a chamber about 30' across to the south and 30' wide east and west. There are 10' wide passages to left and right and ahead, each in the center of the respective walls. The stairway you descended likewise enters the chamber in the center of the north wall."

LC: "What else do we see?"

DM: "The floor is damp and rough. There are arches supporting the ceiling, starting from a spot about 8' above the floor and meeting about 20' height in the central dome of the place — it is difficult to tell, because the whole ceiling area is covered with webs . . . . Possibly old cobwebs. Oh yes. There are some mouldering sacks in the southwest corner, and some rubbish jumbled in the center of the floor — which appears to be dirt, old leather, rotting cloth, and possibly sticks or bones or something similar."

LC: (A confused babble breaks out at this point, with players suggesting all sorts of different actions. The leader cautions them and tries for a careful, reasoned, methodical approach.) "The gnome and the halfling will hand their torches to the fighter (me) and the cleric. They will then look down the east and west passages, while I check the one straight ahead to the south. The cleric will check the sacks, and the magic-user will examine the pile of refuse in the center of the chamber. Everyone agree?"

OC: "Sure!" says the player with the cleric character, "I'm moving over to the sacks now, sticking close to the lefthand wall."

DM: "What are the rest of you doing? As indicated? Tell me how you are doing it, please." (If miniature figures and a floor plan are being used, each player can simply move his or her figurine to show route of movement and final position. Otherwise, each player must describe actions just as the cleric character player did above.)

LC: "They are now in position, what is seen and what happens?"

DM: "Just as the three are about in position to look down the passages, and while the cleric is heading for the rotting bags, the magic-user cries out, and you see something black and nasty looking upon her shoulder!"

LC: "EVERYBODY, QUICK! SEE WHAT'S ATTACKED HER!" Then turning to the referee: "We rush over to help kill whatever has attacked her! What do we see?"

DM: "A large spider has surprised her. As she went to examine the refuse it dropped from its web. It landed on her back and bit her. Before you can take any action, she must make a saving throw with +2 on her die, of course, and then she and the spider must dice for initiative and fight a round of combat. After that the rest can try to do something."

OC: (The magic-user.) "A 16, did I make it?!" (This said as she rolls the die to make the required saving throw against the spider's poison.)

DM: "Yes. Easily, so you take only 1 hit point of damage. While you mark it down, I'll roll for the spider's initiative — beat a 3."

OC: (Again the magic-user.) "A 5. If that means I can act before the spider does, I'll grab it and throw it on the floor and stamp on it with my boot!"

DM: "Roll a d20, and we'll see if you hit." The die score indicates that the magic-user would hit an opponent of the armor class of the large spider, so the DM states: "You grab the spider, but as you do so, you are now allowing the monster to attack you, even though you had the initiative, and it bites at your hand as you hurl it to the floor!" (Amidst groans of horrified anticipation from the players, the DM rolls a d20, but the low number which results indicates a clean miss by the arachnid.) "Yug! The nasty thing misses you, and it is now scuttling along the floor where you tossed it!"

LC: "Who is nearest to the spider? Whomever it is will smash it with a weapon!"

DM: "It was hurled down to the southwest, and it is now heading for the wall there to climb back into its web overhead. The cleric is nearest to it."

OC: (The cleric, of course.) "I squash the nasty thing with my mace!" and here the player, having already gained savoir faire, rolls a d20 to see if his strike is successful. A 20, and a beaming player shouts: "I got it!"

DM: "You're right, and you do . . . (with these words the DM rolls a d6 to

determine the amount of damage) SIX POINTS! That's heavy — heavy enough to kill it, in fact. It is smashed to pieces. What now?"

LC: "Everybody will do what we set out to do in the first place. If nothing valuable or interesting is in the sacks, the cleric will then help the magic-user search the refuse and burn the webs overhead in case there are any more spiders hiding up there."

DM: "The sacks hold rotten grain, so the cleric will go and help the magic-user as ordered. They find the refuse consists of castings, some husks of small victims of the spider, hide, bones, a small humanoid skull, and 19 silver pieces. Do you now fire the webs overhead?"

LC: "Examine the skull first. What kind of humanoid was it? Can we tell?"

DM: "Possibly a goblin. When you are looking at it more closely, you see that there is a small gem inside — a garnet."

LC: That's more like it! Put it safely in your pouch, along with the silver pieces, Good Cleric, and light the spiderweb."

DM: "The strands burn quickly, flame running along each and lighting others touched. You see several young spiders crisped as the mass of webs near the top of the chamber catches fire."

LC: "That's that. What is seen down the three corridors leading out of the place?"

DM: "The east passage appears to turn north after about 30' or so, the south tunnel runs straight as far as can be seen, and the west corridor ends in a door at about 20'."

LC: "Come on, fellow adventurers, let's head west and see what lurks beyond the door!" The other players concur, so marching order is re-established, and the gnome and halfling lead the way.

DM: "Okay, you are marching west: 10', 20', and the passage ends in a door to the west. It is a great, heavy thing, bound in corroded bronze. There is a huge ring in the center."

LC: "Magic-user, step forward and listen at the door. Gnome and halfling, see which way it opens, and get ready to do so."

DM: (Rolling a d6 behind a screen so that the players cannot see the result which would normally indicate if noise were detected or not, if applicable, when a character listens. In this case the DM knows what will be heard, but pretends otherwise.) "There is a faint moaning sound — you can't really tell what it is — which rises and then fades away. The door pulls inwards towards you, the hinges on the left."

LC: "We all get ready, I'll nock an arrow, and the magic-user will ready her magic missile spell. As soon as we are set the cleric and the gnome will pull the door open, the cleric closest to the hinged side. Ready? GO!"

DM: "Each of you who are opening the door roll a d6 for me to see if you succeed. I see from your character sheets that the gnome has a normal strength, so he'll need a 1 or 2, the cleric has 17 strength, so he'll do it on a 1, 2, or 3." (Eager hands roll the dice, and each succeeds in rolling a score low enough to indicate success.) Smiling, the DM continues: "The door groans inward, and a blast of cold, damp air gusts into the passage where you are, blowing out both torches!" (Here, as about 3 turns have elapsed, the DM rolls a d6 to see if a 'wandering monster' appears; the resulting 5 indicates none.)

LC: (Thinking quickly.) "Halfling and gnome, what do you see with your infravision!? Should we slam the door?"

DM: "It takes a few seconds for their eyes to adjust to the darkness, and then they tell you that they can detect no creatures — everything appears to be the same temperature, cold."

LC: "Cleric, it is time to use your light spell, for we'll never get torches lit in this wind. Cast it on your 10' pole." (There is a delay while the cleric complies, and then:) "We are now poking the bright end of the pole into the place and looking; tell us what we see."

DM: The space behind the door is only rough-hewn and irregular. It appears to be a natural cave of some sort which was worked to make it larger in places. It is about 25' across and goes 40' south. A small stream — about 15' wide at one place, but only 6' or 7' wide elsewhere — runs south along the far wall. There are 3 buckets and several barrels in the place, but nothing else."

LC: "Check the ceiling and the floor. No more nasty surprises for us! If we note nothing unusual, we will check out the buckets and barrels quickly." (Aside to the others:) "This was probably the water supply room for the monastery, so I doubt if we'll find anything worthwhile here."

OC: "Where exactly is the wide spot in the stream? I think that I'll check out that pool. (The DM tells the player where it is, so he heads over to the place.) "Now, I'm looking into the water with the bright end of my staff actually thrust into the liquid, what happens?"

DM: "First, the others checking the containers find that they held nothing but water, or are totally empty, and that the wood is rotten to boot. You see a few white, eyeless fish and various stone formations in a pool of water about 4' to 6' deep and about 10' long. That's all. Do you wish to leave the place now?"

LC: "Yes, let's get out of here and go someplace where we can find something interesting."

OC: "Wait! If those fish are just blind cave types, ignore them, but what about the stone formations? Are any of them notable? If so, I think we should check them out."

DM: "Okay. The fish are fish, but there is one group of minerals in the deepest part of the pool which appears to resemble a skeleton, but it simply — "

OC: "If the pole will reach, I'll use the end to prod the formation and see if it is actually a skeleton covered with mineral deposits from the water! I know the Shakespearean bit about a 'sea change'!"

DM: "You manage to reach the place and prodding it breaks off a rib-like piece. You see bone beneath the minerals. As you prod, however, a piece of the formation is caught by the current — a cylindrical piece about a foot long — and it rolls downstream."

LC: "Run as fast as I can to get ahead of it, jump in, and grab it! Quick! Some of you get ready to pull me out if the water is over my head!"

DM: "You manage to get ahead of the piece, jump into water about 4' deep, and grab at it, but you must roll a d20 'to hit' to see if you can manage to grasp the object before it is swept past you and goes downstream into the pipe-like tunnel which the stream flows out through." (The player rolls and scores high enough to have hit armor class 4, the value the DM has decided is appropriate to the chance of grasping, so the DM continues:) "You are in luck this adventure! You have the object, and it seems to be an ivory or bone tube with a waterproof cap."

LC: "As soon as my fellows help me out of the stream, we'll examine it carefully, and if all appears okay, we'll dry it off thoroughly and open it very gently."

DM: "There is nothing difficult involved, so after drying it off on the gnome's cape, you break the seal and pull out the stopper. Inside is a roll of vellum."

LC: "Let's get out of here now, shut the door, get some torches going again, and then read whatever is on the scroll." (The others agree, and in a few moments, the actions have been taken care of.) "Now, carefully remove the scroll and see what is on it."

DM: "The tube must have allowed a bit of water to seep in slowly, for there are parts of the scroll that are smudged and obliterated, but you can see it is a map of the passages under the monastery. You recognize the stairs down and the water supply room. It looks as if the eastern portion is smeared beyond recognition, but you see that the south passage runs to a blurred area, and beyond that you see a large area with coffin-like shapes drawn along the perimeter. That's all you can determine."

LC: "We go back east 20', which takes us back to the entry chamber, and then we'll head south down the long corridor there. We will look carefully at the map we found to see if it shows any traps or monsters along our route."

DM: "You are at the mouth of the passageway south in the center of the south wall of the entry chamber. The map doesn't indicate any traps or monsters, so you go south down the passage — 10', 20', 30', 40', 50', 60', 70', 80', 90'. The passageway is unremarkable, being of stone blocks and natural stone, with an arched ceiling about 15' high. At 90' you come into the northern portion of a 50' × 50' chamber. It is bare and empty. There are no exits apparent. It seems to be a dead end place." (Here the DM makes a check to see if any 'wandering monsters' come, but the result is a 2 on d6, so there are none.) "What are you going to do?"

LC: "We'll look at our map again. Does this look as if it were the room with the coffin-shapes?"

DM: "Certainly not. The place seems to be about where the blotched area is, but there are no passageways out of it."

LC: "Let's tap along that south wall, especially in the center 30' to see if it sounds hollow. The cleric, gnome, and halfling will do the tapping, while the magic-user and I watch back the way we came."

DM: (Rolling a few dice behind the screen several times, knowing that tapping won't show anything, as the secret door is 10' above the floor:) "The entire wall sounds VERY solid. You spend a full 10 minutes thoroughly checking, even to the far east and west, and all 3 are convinced it is not hollow beyond. However, the gnome, who you placed in the middle, noted some strange holes in the wall. These were square places cut into the natural stone, each about half a foot per side and a bit deeper. There were 2 at the 20' and 2 at the 30' line, 1 above the other, the lower at about 3', and the higher at about 6'. He found some small splinters of wood in one."

OC: "Does the smudged area give us any clue as to what the holes could be for? Let's feel around inside them to see if there are levers or catches or something . . ."

LC: "Yes. Look at the map, and carefully check those holes with daggers first — we don't want to lose fingers or hands!" (When all that comes to naught:) "Can anyone think of why there would be wood splinters in the holes? That must be some sort of a clue!"

OC: "The only thing I can think of is that the holes are sockets for some sort of wooden construction — "

LC: "Sure! How about a ramp or stairs? How high is the ceiling in this place?"

DM: "Oh, it must be at least 25' or more."

LC: "Let's form a human pyramid and see if there's a secret door higher up on the wall — right here in the center where the passage seems to go on southwards. I'll form the base, and the rest of you help the gnome and the halfling up, and hold them there (use the pole!), while they tap. What do they discover?"

DM: "The halfling at the top of the stack has a 1 in 6 chance of slipping and bringing you all down." (A roll of 4 follows, so:) "But it doesn't happen, and both the gnome and the halfling manage a few taps, and even that feeble work seems to indicate some sort of space beyond."

LC: "Let's change the plan a bit. The cleric and I will hoist the gnome up and hold his legs firmly while he checks around for some way to open the secret door. Meanwhile, the halfling and the magic-user will guard the entrance so that we won't be attacked by surprise by some monster while thus engaged."

DM: "You accomplish the shuffle, and let's see if anything comes — " (A d6 roll for wandering monsters again gives a negative result.) "The guards see nothing, and what is the gnome doing now?"

OC: (The gnome:) "I'll scan the stone first to see if there are marks or some operating device evident."

DM: "Some stone projections seem rather smooth, as if worn by use. That's all you are able to note."

OC: "Then I'll see if I can move any of the stone knobs and see if they operate a secret door! I'll push, pull, twist, turn, slide, or otherwise attempt to trigger the thing if possible."

DM: "The fist-sized projection moves inwards and there is a grinding sound, and a 10' × 10' section of the wall, 10' above the floor in the center part, swings inwards to the right."

OC: (The gnome:) "I'll pull myself up into the passage revealed, and then I'll see if I can drive in a spike and secure my rope to it, so I can throw the free end down to the others."

DM: "You get up all right, and there is a crack where you can pound in a spike. As you're doing it, you might be in for a nasty surprise, so I'll let you roll a six-sider for me to see your status — make the roll! (Groans as a 1 comes up indicating surprise. The DM then rolls 3 attacks for the ghoul that grabbed at the busy gnome, and one claw attack does 2 hit points of damage and paralyzes the hapless character, whereupon the DM judges that the other 3 would rend him to bits. However, the DM does NOT tell the players what has happened, despite impassioned pleas and urgent demands. He simply relates:) "You see a sickly gray arm strike the gnome as he's working on the spike, the gnome utters a muffled cry, and then a shadowy form drags him out of sight. What are you others going to do?"

LC: "Ready weapons and missiles, the magic-user her *magic-missile* spell, and watch the opening."

DM: "You hear some nasty rending noises and gobbling sounds, but they end quickly. Now you see a group of gray-colored human-like creatures with long, dirt- and blood-encrusted nails, and teeth bloodied and bared, coming to the opening. As they come to the edge you detect a charnel smell coming from them — 4 of them, in fact."

What will the party do? Will the cleric realize that they are ghouls and attempt to turn them? Will he succeed? If not, there may well be no survivors. If so, what treasure lies beyond? Possibly the great gem . . . but the thief still awaits the party's return. Well, that is the stuff from which adventures are spun, and now you know how to spin your own.

NON-PLAYER CHARACTERS

PERSONAE OF NON-PLAYER CHARACTERS

It is often highly desirable, if not absolutely necessary, to have well-developed non-player characters (NPCs). In order to easily develop these personae, the tables below are offered for consideration. Note that the various facts and traits are given in a sequence which allows the character to develop itself — with judicial help from the DM. Thus, *Alignment, Appearance, Possessions,* and then *General Tendencies* are given. The first three will, of necessity, modify the fourth, and the latter will similarly greatly modify the other traits.

The personae of special NPCs should be selected (and embellished, if you wish) from the tables (or see THE ROGUES GALLERY from TSR). Other NPCs can be developed randomly, or by a combination of random and considered selection. No fewer than three *General Tendencies* should be determined, and several more can be added if the DM desires. Of course, some are contradictory, and if a random selection indicates such dichotomy, roll until noncontradictory tendencies are discovered. In like manner, successively generated traits should not conflict with the *General Tendencies* previously developed — unless the NPC is *insane,* in which case such conflict is quite permissible. A brief explanation of each fact and trait is given after the tables.

ADJUSTMENTS TO ABILITY DICE ROLLS FOR NON-PLAYER CHARACTERS

Race

Dwarf	strength +1, constitution +1, charisma −1
Elf	intelligence +1, dexterity +1
Gnome	wisdom +1, constitution +1, charisma −1
Halfling	dexterity +1, constitution +1

Class	Minimum Score or Adjustment to Ability Dice Roll*
Cleric	wisdom +2
Druid	12/14 minimum wisdom/charisma
Fighter	strength +2, constitution +1
Ranger	as fighter, 12 minimum wisdom
Paladin	as fighter, 17 minimum charisma
Magic-User	intelligence +2, dexterity +1
Illusionist	15/15 minimum intelligence/dexterity
Monk	12/15/15 minimum strength/wisdom/dexterity
Thief	dexterity +2, intelligence +1
Assassin	as thief, strength +1

Occupation

Laborer	strength +1 to +3
Mercenary (level 0)	strength +1, constitution +3 4 minimum hit points
Merchant/Trader	12/12 minimum intelligence/charisma

• Note that these are adjustments **in addition to** those noted in the **AD&D PLAYERS HANDBOOK.** In spite of all additions, normal ability limits cannot be exceeded.

FACTS TABLES

Alignment (d10)	Possessions (or wealth) (d10)
1. lawful good	1. none
2. lawful neutral	2. scant
3. lawful evil	3. scant
4. neutral evil	4. average
5. chaotic evil	5. average
6. chaotic neutral	6. average
7. chaotic good	7. average
8. neutral good	8. above average
9. neutral	9. exceptional
0. neutral	0. superabundant

Appearance (roll separately for each category)

Age (d10)	General (d10)
1. young	1. dirty
2. youthful	2. clean
3. youthful	3. unkempt
4. mature	4. immaculate
5. mature	5. rough
6. mature	6. ragged
7. mature	7. dandyish
8. middle-aged	8. foppish
9. old	9. non-descript
0. ancient	0. imposing

Sanity (d10)	
1. very stable	
2. normal	
3. normal	
4. normal	• Roll again, and if either **insane** or **maniacal** is indicated a second time, the character then conforms to that sanity level; in all other cases the second roll stands in place of the first.
5. normal	
6. normal	
7. neurotic	
8. unstable	
9. insane*	
0. maniacal*	

TRAITS TABLES

General Tendencies (d12, d6)

1. optimist	13. precise/exacting
2. pessimist	14. perceptive
3. hedonist	15. opinionated/contrary
4. altruist	16. violent/warlike
5. helpful/kindly	17. studious
6. careless	18. foul/barbaric
7. capricious/mischievous	19. cruel/callous
8. sober	20. practical joker/prankster
9. curious/inquisitive	21. servile/obsequious
10. moody	22. fanatical/obsessive
11. trusting	23. malevolent
12. suspicious/cautious	24. loquacious