DUNGEONFINDER

Game Master's Guide

M20
microlite 20

"The goal was to create a simpler game but one where all the resources of the Primary Fantasy SRD (monsters, spells, adventures and equipment) could be used without conversion."

- The authors of Microlite20 Purest Essence.

On October 14th 2006 Greywulf (Robin V. Stacey) replied to a thread on the ENWorld forums and placed a link to his simplified version of the World's Most Popular Role-Playing Game. Two days later he started his own thread on those very forums, "Microlite20: The Smallest Thing in Gaming." This thread spanned 82 pages and 1,217 posts over a year and four months before it was closed and restarted due to the extreme length of the thread.

You could say Microlite20 met with some success.

On March 12th 2010 it was announced that Microlite20 was sold to Seth Drebitko and…

…the adventure's just begun.

What is the DUNGEONFINDER role-playing game?

To those new to role-playing games DUNGEONFINDER is a fantasy game where one person, called the Game Master, creates an adventure, controlling the people and monsters in it, while the other people play heroes they create who will explore the cities and castles and ruins in the adventure.

To the people with more experience with RPG's, DUNGEONFINDER is the Primary Fantasy SRD streamlined into a slimmer package and then having the Microlite20 rules dropped in on top to trim things down even further. A fast-paced game that may be easily used with adventures made for the *World's Most Popular Role-Playing Game* or the *World's Second Most Popular Role-Playing Game* based on the 3.5 edition rules.

Or, just use the DUNGEONFINDER Player's Guide, DUNGEONFINDER Game Master's Guide and DUNGEONFINDER Book of Monsters to create your own adventures. Everything you need is there, character creation and advancement, equipment, spells, monsters, treasure and magic-items, and a random adventure creator to help you along or for solo play.

So what changes have been made to create a slimmer, trimmer, even more streamlined game? Well, the major changes are; the inclusion of only the four major classes, the elimination of feats, a streamlined skill system, a reduction to the spell lists, efficient monster listings, and a treasure and magic-item section that instead of being 100 pages long has been nicely reduced to just 5 pages!

Read on, create your adventure and prepare for epic fantasy!

"Written rules by themselves cannot make for great adventure. The game master must envision a fantastic world and the players breathe life into it and only then will everyone be lost in epic fantasy."

CONTENTS

The Basics

The Core Mechanic

Whenever you attempt an action that has some chance of failure, you roll a twenty-sided die (d20). To determine if your character succeeds at a task you do this:

- Roll a d20.
- Add any relevant modifiers.
- Compare the result to a target number.

If the result equals (for a skill check) or exceeds (for an attack) the target number, your character succeeds. If the result is lower than the target number, you fail.

Dice – Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3" (resulting in a number between 6 and 15). The first number tells you how many dice to roll (adding the results together). The number immediately after the "d" tells you the type of die to use. Any number after that indicates a quantity that is added or subtracted from the result.

d% - Percentile dice work a little differently. You generate a number between 1 and 100 by rolling two different ten-sided dice. One (designated before you roll) is the tens digit. The other is the ones digit. Two 0s represent 100.

Modifiers – A modifier is any bonus or penalty applying to a die roll. A positive modifier is a bonus, and a negative modifier is a penalty.

Game Master's Guide

The Game Master's Guide will expand somewhat on the Player's Guide covering a few areas in more detail. It will also provide you with Combat rules, Monsters, Adventuring information and more so you can run your own games and create your own adventures and campaigns.

For Treasure it is recommended that you use the Treasure and Magic Items sections from the SRD.

Character Races

At some point in your gaming it's likely a player is going to ask about playing a character race not included in the Player's Guide. The final decision is up to you as Game Master but try to accommodate your player's wishes.

For any new race and its race bonus a good rule of thumb is +2 to any Statistic (Stat) or +2 to any two Skills. A new race could also have a +1 to one Stat and +2 to any one Skill. If the new race has a predominant feature that you feel should add a +4 to a Stat then do so but penalize another Stat -2.

Character Skills

Players will use their character's Skills to perform a multitude of actions. Most will probably be your usual jump, pick a lock, or to bash open a door Skill check. Every once in a while though a player may want to try something unusual. Don't let this alarm you, simply decide on how hard it would be to accomplish the task and pick what you think are the most applicable Statistic and Skill to perform the Skill check.

Below are a couple of tables that will help you to figure out the Difficulty Class of an action and the Statistics and Skills involved in performing that action.

Difficulty Class Table 1

Difficulty Classes with likely-hood of success.

DC	Difficulty	Example
10	Average	50/50 chance of succeeding on first attempt.
15	Tough	Could succeed at after several attempts.
20	Challenge	Could only succeed with a high roll.
25	Formidable	Could succeed only with high Ability mod., Skill ranks and roll.
30	Heroic	High level characters maybe.
40	Nearly Impossible	Highest level characters.

Difficulty Class Table 2

Difficulty Classes with Skill check examples and the associated statistic and skill.

Difficulty (DC)	Example (Skill & Stat Used)
Very easy (0)	Track ten trolls through the snow. (Know+Mind)
Easy (5)	Hear Kobolds talking around the next corner. (Subterfuge+Mind)
Average (10)	Learn local rumors. (Communication+Mind)
Tough (15)	Leap over a 10' chasm. (Physical+STR)
Challenge (20)	Open a simple lock. (Subterfuge+DEX)
Formidable (25)	Bash open a locked, strong wooden door. (Physical+STR)
Heroic (30)	Discover a well-hidden secret door. (Subterfuge+Mind)
Nearly impossible (40)	Track a lone orc across hard ground after 24 hours of rainfall. (Know+Mind)

Opposed Checks

An opposed check is a check whose success or failure is determined by comparing the check result to another character's check result. In an opposed check, the higher result succeeds, while the lower result fails. In case of a tie, the higher skill modifier wins. If these scores are the same, roll again to break the tie.

Example Opposed Checks

Task	Stat & Skill	Opposing Stat & Skill
Con someone	COM+Mind	COM+Mind
Pretend to be someone else	SUB+Mind	SUB+Mind
Create a false map	SUB+Mind	SUB+Mind
Hide from someone	SUB+DEX	SUB+Mind
Intimidate someone	COM+PHY SUB+Mind	COM+Mind SUB+Mind
Sneak up on someone	SUB+DEX	SUB+Mind
Steal a coin pouch	SUB+DEX	SUB+Mind
Tie a prisoner securely	-	SUB+DEX

Favorable and Unfavorable Conditions

Some situations may make a skill easier or harder to use, resulting in a bonus or penalty to the skill modifier for a skill check or a change to the DC of the skill check.

The chance of success can be altered in four ways to take into account exceptional circumstances.

Give the skill user a +2 bonus to represent conditions that improve performance, such as having the perfect tool for the job, getting help from another character or possessing unusually accurate information.

Give the skill user a -2 penalty to represent conditions that hamper performance, such as being forced to use improvised tools or having misleading information.

Reduce the DC by -2 to represent circumstances that make the task easier, such as having a friendly audience or doing work that can be subpar.

Increase the DC by +2 to represent circumstances that make the task harder, such as having an uncooperative audience or doing work that must be flawless.

Conditions that affect a character's ability to perform the skill change the skill modifier. Conditions that modify how well the character has to perform the skill to succeed change the DC. A bonus to the skill modifier and a reduction in the check's DC have the same result: They create a better chance of success but they represent different circumstances, and sometimes that difference is important.

Characters Will Try Anything!

So let them try anything! Just take the most likely Statistic and Skill and figure out a DC for the action.

For example: The player of Bagaduce the Halfling Battlerager explains that they want Bagaduce to leap from the taverns balcony to the candleholder suspended from the ceiling in the middle of the room. Then, swing on it towards the board where Forn Lask is having a drink so Bagaduce can plant the underside of his little boot into Forn Lask's chin…whew.

Okay, so we need Ability and a Skill for the skill check to jump from the balcony, catch hold of the hanging candleholder, and swing towards Forn Lask. Our Abilities are STR, DEX, and MIND, sounds like a Dexterity action to me. Our Skills are Physical, Subterfuge, Knowledge, and Communication, and here Physical looks best.

Now for a Difficulty Class (DC). Looking over Difficulty Class Table 1 we see that a DC 15 is a "Tough" DC that an average joe "Could succeed at after several attempts." I like it so we'll use it.

So Bagaduce has leaped out into the air, caught the candleholder, and is swinging towards the devious Forn Lask. What about Bagaduce's boot and Forn Lask's chin? Bagaduce's player just wants the Halfling to knock Forn Lask down to his Halfling size so we will have Bagaduce make a "Trip" attack roll to hit Forn Lask. We're using the Trip attack because Bagaduce isn't trying to damage Forn Lask but wants to knock him over. If Bagaduce is successful on his attack we will give him +2 on his STR+PHY Skill check to trip Forn Lask since the little guy is carrying a lot of momentum by swinging on the candleholder, a favorable condition. If he's successful then down goes Forn Lask. If he's not successful, well, let's hope Bags hangs onto that candleholder because he won't want to find himself prone at Forn Lask's feet!

The following table gives some ranges for Difficulty Classes by character level and general difficulty; Easy, Moderate and Hard. You can use these guidelines when trying to gauge how difficult a Skill check should be.

Difficulty Class Values by Character Level

Level	Easy	Moderate	Hard
1-3	3-5	9-11	13-15
4-6	6-8	12-14	16-18
7-9	9-11	15-17	19-21
10-12	12-14	18-20	22-24
13-15	15-17	21-23	25-27
16-18	18-20	24-26	28-30
19-21	21-23	27-29	31-33

Some skill checks will become more difficult as character progress, however, some will not. Bagaduce's swing on the candleholder should always use the level 1-3 row as it will not get more difficult to do as he gains levels but easier. The 1-3 row is considered your average person.

Big List of Difficulty Classes (DC's)

DC	Action
5	Climb a knotted rope
6	Guide a party through some hills, map
8	Guide a party though some mountains, map
8	Spot quicksand before stepping in it
10	Guide a party through some hills, no map
10	Hear an approaching guard
10	Hold onto a branch/rope that is pulling you
10	Gather information, common, known by at least a substantial minority of the local population.
10	Leap across a 10-foot chasm
10+	Identify a monster's abilities and weaknesses (10+ monster's CR)
10	Take action with vigorous motion (moving mount, bouncy wagon ride, etc.)
10	Handle an animal
12	Appraise common or well-known items
12	Guide a party through mountains, no map
12	Move in correct direction with poor visibility
13	Bash open a stuck simple wooden door
15	Appraise rare or exotic item
15	Bash open a locked weak wooden door
15	Climb a chasm/cliff/tree
15+	Identify underground hazard (15+ hazard's CR)
15	Climb a cliff
15	First aid
15	Jump across a 15 ft. crevice
15	Diplomatically ask a crowd of people to move
15+	Identify auras while using detect magic (15+spell level)
15	Guide a party through a forest, no map
15	Hear people whispering
15	Identify spell being cast (+1 per spell level)
15	Pull a person out of quicksand
15+	Rear a wild animal (15+HD of animal)
15	Rig a wagon wheel to fall off
15	Send a simple message using body language
15	Swim in rough water
15	Take action with violent motion (galloping horse, rough wagon ride, tossing ship)
17	Break into a small chest
18	Bash open an good locked wooden door
18	Bash open an good stuck wooden door
19	Hear a cat stalking
20	Appraise rare and exotic item
20+	Decipher a scroll (+spell level)
20	Decipher simple message
20	Find a stashed or hidden item or treasure
20	Find secret door (+1 per dungeon level)
20	Gather information, uncommon but available, known by only a few people legends.
20	Intimidate a crowd of people to move
20	Leap across a 20-foot chasm
20	Move along the peak of a roof
20	Open a simple lock

DC	Action
20+	Decipher a scroll (20+spell level)
20	Send a complex message using body language
20	Steal a small object from a person
20	Swim in stormy water
20	Teach an animal a trick/train an animal for purpose
20+	Identify a spell effect that is in place (20+spell level)
20	Know location of nearest community or place of note
20	Recognize an obscure deity's symbol or clergy
20	Use a wand
21	Climb an upper-story wall/uneven surface
23	Break a rope/rope bonds
23	Break into a treasure chest
23	Break strong wooden door
24	Bend iron bars
25	Bash open a strong locked wooden door
25	Bash open a strong stuck wooden door
25	Climb a lower-story wall/rough surface
25	Decipher standard text
25	Hear the sound of a bow being drawn
25	Identify a potion
25	Gather information, obscure, known by few, hard to come by.
25	Open an average lock
25	"Push" an animal
25	Sense a burrowing creature beneath you
25	Train a Giant Owl as a mount
25	Use/activate magic item blindly
26	Break a chain/chain bonds
28	Bash open a locked/stuck iron door
28	Bash open a locked/stuck stone door
30	Climb a smooth wall
30	Decipher intricate, exotic or old writing
30	Hear an owl gliding in for the kill
30	Gather information, extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.
30	Leap across a 30-foot chasm
30	Open a good lock
35	Break a masonry wall (1ft. thick)
40	Open an amazing lock
40	Track a squad of orcs across hard ground after 24 hours of rainfall
50	Break hewn stone (3ft. thick)

Fantasy SRD Skills and their Microlite20 Equivalents

Here are the skills from the d20 SRD and their Microlite20 equivalents. In Microlite20 the four Statistics (Stats) are Strength (STR), Dexterity (DEX), Mind and Charisma (CHA). The four skills are Physical (PHY), Subterfuge (SUB), Knowledge (KNOW), and Communication (COM), so...

Fantasy SRD Skill	Microlite20
Appraise	Mind+COM
Balance	DEX+PHY
Bluff	Mind+SUB
Climb	DEX/STR+PHY
Concentration	Mind+PHY
Craft	DEX+KNOW
Decipher Script	Mind+KNOW/COM
Diplomacy	Mind+COM
Disable Device	DEX+SUB
Disguise	Mind+SUB
Escape Artist	DEX/STR+SUB/PHY depending on bonds
Forgery	Mind+SUB
Gather Information	Mind+COM
Handle Animal	Mind+COM or STR+COM if the animal is larger than you
Heal	Mind+KNOW
Hide	DEX+SUB
Intimidate	Could be STR+PHY, or Mind+SUB or STR+COM
Jump	STR+PHY (long jump) or DEX+PHY (high jump)
Knowledge	Mind+KNOW
Listen	Mind+SUB
Move Silently	DEX+SUB
Open Lock	DEX+SUB
Perform	Mind/STR/DEX+COM depending on action
Profession	Mind+COM, most of the time
Ride	DEX+COM
Search	Mind+SUB
Sense Motive	Mind+COM/SUB
Sleight of Hand	DEX+SUB
Speak Language	Mind+COM to communicate to a small degree
Spellcraft	Mind only.
Spot	Mind+SUB
Survival	STR+PHY
Swim	STR+PHY
Tumble	DEX+PHY
Use Magic Device	Mind+Level
Use Rope	DEX+PHY

Combat

As the Game Master, your creatures will operate much the same as a player's character does regarding attacking, defending, using magic, etc. You will determine what actions the creatures will take against the party of characters.

There are three additional aspects to combat covered here in the Game Master's Guide, Surprise, Line of Sight and Cover/Concealment.

Surprise

When a combat starts, if characters are not aware of their opponents and their opponents are aware of them, they are surprised.

Sometimes all the combatants on a side are aware of their opponents, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and the other combatants on each side are unaware.

Determining awareness, for surprise, may call for listen Skill checks, spot Skill checks, or other checks.

If some but not all of the combatants are aware of their opponents, a surprise round happens before any regular rounds begin. Any combatants aware of the opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an action during the surprise round. If no one or everyone is surprised, no surprise round occurs.

Line of Sight, Cover and Concealment

To determine if a character has line of sight, and therefore can make an attack on an opponent, imagine a line from the middle of the character's square to the middle of the target's square. If the line is blocked by a non-movable terrain feature, such as a wall, tree, etc., then the character does not have line of sight and cannot attack that target. Line of sight may run along the edge of a square or squares or come in contact with the corner, or tip, of a square and still allow line of sight.

To determine whether a target has cover (Armor Class +4) from an attack, check line of sight for contact with any objects, characters or creatures. If line of sight runs along the edge of a square, or squares, or comes in contact with the corner, or tip, of a square than the target has cover. If the line passes through a square occupied by another creature then the target has cover. Lastly, a feature such as a table, chairs, etc., may provide cover if line of sight passes through a square with features. Use your best judgment to decide if any features would actually grant cover.

If line of sight passes though an area that obscures vision then a target has "Total Concealment". If line of sight passes through an area that hinders vision then the target has "Partial Concealment".

Note: When making a melee attack against an adjacent target, your target has cover if the line from your square to the target's square goes along a square or squares, or passes the corner, or tip, of a square. Cover in melee combat usually only happens when an attacker is using a weapon with reach, such as a longspear.

Cover and Concealment

Condition	Type	Example	Penalty
Cover	Soft	barrel	-4*
Cover	Hard	wall	-8*
Concealment	Partial	smoke	20%**
Concealment	Total	thick fog	50%**
* Penalty to attacker's attack roll.			
** Miss chance rolled by defender after successful attack.			

Adventures

Encounter Levels (EL's) as Experience

Encounter Level = Hit Dice of defeated monsters, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. i.e.: 1 kobold = EL1, 2 kobolds = EL2, 4 kobolds = EL3, etc.

Add up the Encounter Levels (EL's) of every encounter the party takes part in. When the total = 10 x the character's current level, they've advanced to the next level. Reset the total to 0 after advancing.

If you have a group of monsters with varying Hit Dice then add up all the Hit Dice of the monsters in the group and then divide by the number of monsters and apply this figure to the EL formula.

Encounters

When you're putting together an adventure for your player's characters the main thing to take into consideration is the party's level. After all, you don't want a bunch of level 1 newbies running through your "Demons of Death" adventure for characters of levels 12-14.

So how do you balance an encounter for a party? It's pretty simple really. Use the EL formula above for your player's characters except replace Hit Dice (HD) with the character's levels. Four level 4 party members would be an EL 6 party. 1 character = EL 4, 2 characters = EL 5, 4 characters = EL 6. This is the Party Encounter Level or PEL.

Throughout your adventure scatter a few easy encounters, where the monster's Encounter Level (EL) is a quarter of the Party Encounter Level (PEL), a couple of equal encounters where the Party Encounter Level (PEL) is the same as the creatures Encounter Level (EL), and a big finale where the creatures Encounter Level is +3, +4, or +5 over the Party Encounter Level (PEL).

Don't stress too much over making the numbers come out perfect. Just use the Party Encounter Level (PEL), creature's Encounter Level (EL) and Challenge Rating (CR) to get as close as you can.

One last thing, what to do with a party of characters of different levels?

If you have a group of characters with varying Levels then add up all the Levels of the characters in the group and then divide by the number of characters and apply this figure to the EL formula.

Encounter Levels (EL's)

While the most common way for characters to gain EL's, of course, is through defeating enemies. Characters also gain EL's for any traps disabled by the party's Rogue. But, what other ways could characters gain EL's?

Well, how about through Skill checks? Now, characters shouldn't get EL's simply because they decided to climb every moderately challenging wall in sight. You may decide that Skill checks of a certain DC or higher will award

the character or party EL's for the Skill checks uncommon difficulty.
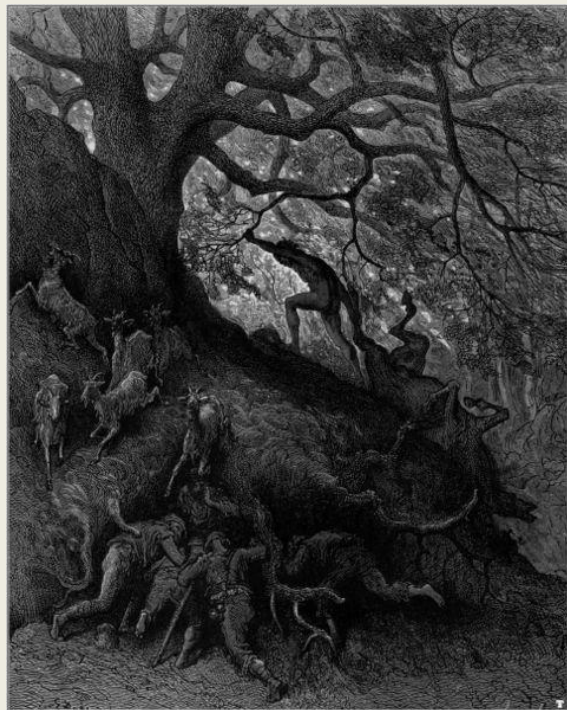
For example; you might decide to award one EL to the party of level 1 adventurers for every DC 17 or higher Skill check that they are successful at, such as hiding from the giant who is dragging his dinner, their horse, home to his cave.

Another approach is to set certain Skill checks in your adventure that award EL's while others do not award EL's. The Skill checks with an EL award should be something special that the characters accomplish or is relevant to the adventure and its story.

For example; your player's characters have discovered that a town local may have some information as to the whereabouts of several missing villagers. You have secretly set a DC 18 to any Skill check involving the characters getting the information out of the town local. The characters can try as many different approaches as they like, intimidation, bribery, etc. but each time they fail the DC goes up +1. If

they succeed you might award them all 1 EL or more depending on their character level.

The following table gives some ranges for Difficulty Classes by character level and general difficulty; Easy, Moderate and Hard. You can use these guidelines when trying to gauge how difficult a Skill check should be.

Difficulty Class Values by Character Level

Level	Easy	Moderate	Hard
1-3	3-5	9-11	13-15
4-6	6-8	12-14	16-18
7-9	9-11	15-17	19-21
10-12	12-14	18-20	22-24
13-15	15-17	21-23	25-27
16-18	18-20	24-26	28-30
19-21	21-23	27-29	31-33

A good award for a special Skill check should be 1 x Character Level. So a level 3 character or party, successfully completing a special Skill check would be awarded 3 EL's each.

Movement

Characters will eventually leave the comfort of their hometown and surrounding area for distant lands across the realms using various means of travel. Below are tables for movement by time and means.

Movement and Distance Tables

Personal

Movement in One Round

Speed	3	4	6	8
One Round (Tactical)*	15 ft.	20 ft.	30 ft.	40 ft.
Walk	15 ft.	20 ft.	30 ft.	40 ft.
Hustle	30 ft.	40 ft.	60 ft.	80 ft.
Run (Heavy Armor)	45 ft.	60 ft.	90 ft.	120 ft.
Run (Light or Med. Armor)	60 ft.	80 ft.	120 ft.	160 ft.

Movement in One Minute

Speed	3	4	6	8
Walk	150 ft.	200 ft.	300 ft.	400 ft.
Hustle	300 ft.	400 ft.	600 ft.	800 ft.
Run (Heavy Armor)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (Light or Med. Armor)	600 ft.	800 ft.	1,200 ft.	1,600 ft.

Movement in One Hour

Speed	3	4	6	8
Walk	1½ m.	2 m.	3 m.	4 m.
Hustle	3 m.	4 m.	6 m.	8 m.
Run	—	—	—	—

Movement in One Day

Speed	3	4	6	8
Walk	12 m.	16 m.	24 m.	32 m.
Hustle	—	—	—	—
Run	—	—	—	—

Mounts

Mounts Movement

Mounts	Per Hour	Per Day
Light Horse or Warhorse	6	48
Heavy Horse or Warhorse	5	40
Pony or Warpony	4	32
Donkey or Mule	3	24
Dog, Riding	4	32

Mount Movement with Barding

	Base Speed		
Barding	40'	50'	60'
Medium	30'	35'	40'
Heavy	30'*	35'*	40'*

*A mount wearing heavy armor moves at only triple its normal speed when running instead of quadruple.

Vehicles

Vehicle Movement

Vehicles	Per Hour	Per Day
Cart or Wagon	2	16
Raft or Barge (poled or towed)	1/2	5
Keelboat (rowed)	1	10
Rowboat (rowed)	1 1/2	15
Sailing Ship (sailed)	2	48
Warship (sailed and rowed)	2 1/2	60
Longship (sailed and rowed)	3	72
Galley (rowed and sailed)	4	96

Rafts, barges, keelboats, and rowboats are used on lakes and rivers.

If going downstream, add the speed of the current (typically 3 miles per hour) to the speed of the vehicle. In addition to 10 hours of being rowed, the vehicle can also float an additional 14 hours, if someone can guide it, so add an additional 42 miles to the daily distance traveled. These vehicles can't be rowed against any significant current, but they can be pulled upstream by draft animals on the shores.

Terrain

The terrain through which a character travels affects how much distance he or she can cover in an hour or a day (see the Terrain and Overland Movement Table). A highway is a straight, major, paved road. A road is typically a dirt track. A trail is like a road, except that it allows only single-file travel and does not benefit a party traveling with vehicles. Trackless terrain is a wild area with no paths. For terrain effects in combat see the Other Hazards section.

Terrain and Overland Movement Table

Terrain	Highway	Road or Trail	Trackless
Desert, sandy	×1	×½	×½
Flatlands	×1	×1	×¾
Forest	×1	×1	×½
Hills	×1	×¾	×½
Jungle	×1	×¾	×¼
Moor	×1	×1	×¾
Mountains	×¾	×¾	×½
Swamp	×1	×¾	×½
Tundra, frozen	×1	×¾	×¾
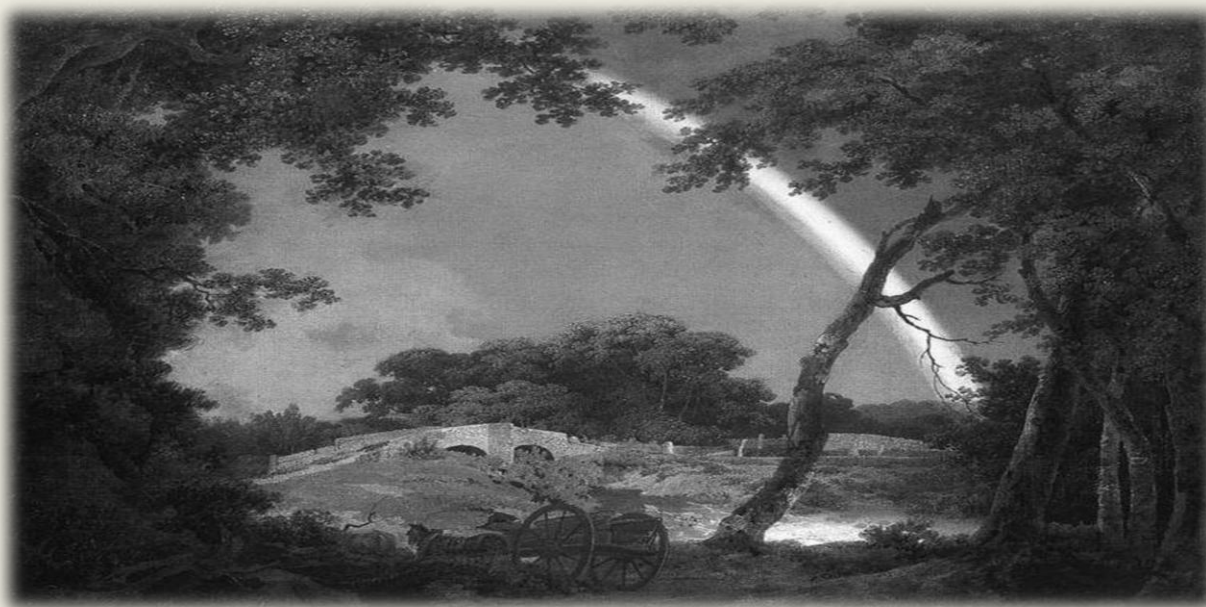
Traps

Whether inside a dungeon or a nobleman's manor house, adventurers can often be hurt, or even killed, without ever encountering a monster of any kind, as many dungeons are filled with debilitating or lethal traps set to keep wayward hands off of fantastic treasures. Several typical traps of varying *Encounter Levels* are summarized below.

The entries for traps include the following information; Trap, CR, Find, Disable, Save, Attack and Special.

Trap – Lists the trap.

CR – Lists the Challenge Rating of the trap similar to a Monsters Challenge Rating. Generally a party should face traps with a CR equal to half the Party Encounter Level (PEL) or less.

Find – Lists the DC for the KNOW+MIND check necessary to find the trap without triggering it.

Disable – Lists the DC for the SUB+DEX check necessary to disarm the trap safely.

Save – DC lists the PHY+DEX check DC needed to either avoid the trap entirely, or to take only ½ the listed damage (if this is possible).

Attack – Shows the traps attack bonus or type of effect.

Special – Lists any other information needed for the trap.

Traps EL 1

Trap	CR	Find	Disable	Save	Attack	Special
Basic Arrow Trap	1	20	20	-	arrow +10 (1d6)	-
Camouflaged Pit Trap	1	24	20	20	-	10 ft deep (1d6)
Deeper Pit Trap	1	20	23	15	-	2 squares, 20 ft deep (2d6)
Fusillade of Darts	1	14	20	-	1d4 darts +10 (1d4+1)	-
Poison Dart Trap	1	20	18	-	dart +8 (1d4 & poison)	poison (DC 12, 0/1d4 PHY + 1d3 Mind)
Poison Needle Trap	1	22	20	-	needle +8 (1 & poison)	poison (DC 13, 1/1d2 PHY)
Portcullis Trap	1	20	20	-	portcullis +10 (3d6)	blocks passageway
Razor-Wire Across Hallway	1	22	15	-	wire +10 (2d6)	2 squares
Rolling Rock Trap	1	20	22	-	rock +10 (2d6)	2 squares
Scything Blade Trap	1	21	20	-	blade +8 (1d8)	-
Spear Trap	1	20	20	-	spear +12 (1d8)	200-ft max range

Trap	CR	Find	Disable	Save	Attacks	Special
Swinging Block Trap	1	20	20	-	block +5 (4d6)	-
Wall Blade Trap	1	22	22	-	blade +10 (2d4)	-

Traps EL 2

Trap	CR	Find	Disable	Save	Attacks	Special
Box of Brown Mold	2	22	16	-	-	5-ft aura (3d6 cold nonlethal)
Bricks from Ceiling	2	20	20	-	bricks +12 (2d6)	2 squares
Burning Hands Trap	2	26	26	11	-	spell, Mage1 (1d4 fire, save 1/2)
Camouflaged Pit Trap	2	24	19	20	-	2 squares, 20 ft. deep (2d6)
Inflict Light Wounds Trap	2	26	26	-	-	spell, Clr1 (1d8+1, Mind+KNOW DC 11 1/2)
Javelin Trap	2	20	18	-	javelin +16 (1d6+4)	-
Large Net Trap	2	20	25	14	net +5 (grapple STR 18)	10x10 ft area
Pit Trap	2	20	20	20	-	40 ft deep (4d6)
Poison Needle Trap	2	22	17	-	needle +17 (1 & poison)	poison (STR+PHY DC 14 neg.), 1 point STR/unconscious
Spiked Pit Trap	2	18	15	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)
Tripping Chain	2	15	18	-	chain +15 (trip), spikes +15 (2d4+2)	+4 spikes atk if prone
Well-Camouflaged Pit Trap	2	27	20	20	-	10 ft deep (1d6)

Traps EL 3

Trap	CR	Find	Disable	Save	Attacks	Special
Burning Hands Trap	3	26	26	11	-	spell, Mage5 (5d4 fire, save 1/2)
Camouflaged Pit Trap	3	24	18	20	-	2 squares, 30 ft deep (3d6)
Ceiling Pendulum	3	15	27	-	greataxe +15 (1d12+8)	-
Fire Trap	3	27	27	13	-	spell, Mage4 (1d4+3 fire, save 1/2)
Hail of Needles	3	22	22	-	needles +20 (2d4)	-
Acid Arrow	3	27	27	-	arrow +2 touch (2d4 acid for 2 rounds)	-
Pit Trap	3	20	20	20	-	60 ft deep (6d6)
Poisoned Arrow Trap	3	19	15	-	arrow +12 (1d8 & poison)	poison (STR+PHY DC 14 neg., 1d4/1d4 STR)

Trap	CR	Find	Disable	Save	Attacks	Special
Spiked Pit Trap	3	21	20	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)
Stone Blocks from Ceiling	3	25	20	-	blocks +10 (4d6)	-

Traps EL 4

Trap	CR	Find	Disable	Save	Attacks	Special
Bestow Curse Trap	4	28	28	-	-	spell, Clr 5 (DC 14 Mind+KNOW neg.)
Camouflaged Pit Trap	4	25	17	20	-	2 squares, 40 ft deep (4d6)
Collapsing Column	4	20	24	-	blocks +15 (6d6)	-
Lightning Bolt Trap	4	28	28	14	-	spell, Wiz 5 (5d6 electricity, save 1/2)
Pit Trap	4	20	20	20	-	80 ft deep (8d6)
Poisoned Dart Trap	4	21	22	-	dart +15 (1d4+4 & poison)	10x10 ft area, poison (STR+PHY DC 10 neg., 1d2 DEX/1d2 DEX)
Spiked Pit Trap	4	20	20	20	1d4 spikes +10 (1d4+5)	60 ft deep (6d6)
Wall Scythe Trap	4	21	18	-	scythe +20 (2d4+8)	-
Water-Filled Room Trap	4	17	23	-	-	10x10 ft room, 5 rounds delay
Wide-Mouth Spiked Pit Trap	4	18	25	20	1d4 spikes +10 (1d4+2)	2 squares, 20 ft deep (2d6)

Traps EL 5

Trap	CR	Find	Disable	Save	Attacks	Special
Camouflaged Pit Trap	5	25	17	20	-	2 squares, 50 ft deep (5d6)
Doorknob w/Contact Poison	5	25	19	-	-	poison (STR+PHY DC 13 neg., 0/3d6 STR)
Falling Block Trap	5	20	25	-	block +15 (6d6)	2 squares
Fire Trap	5	29	29	16	-	spell, Mage 7 (1d4+7 fire, save 1/2)
Fireball Trap	5	28	28	14	-	spell, Mage 8 (8d6 fire, save 1/2)
Flooding Room Trap	5	20	25	-	-	room floods in 4 rounds
Fusillade of Darts	5	25	18	-	1d8 darts +18 (1d4+1)	10x10 ft area
Moving Executioner Statue	5	25	18	-	greataxe +16 (1d12+8)	2 targets
Pit Trap	5	20	20	20	-	100 ft deep (10d6)
Poison Wall Spikes	5	17	21	-	spike +16 (1d8+4 & poison)	2 squares, poison (STR+PHY DC 12 neg., 1d4/1d4 STR)
Spiked Pit Trap	5	21	20	25	1d4 spikes +10 (1d4+4)	2 squares, 40 ft deep (4d6)
Spiked Pit Trap (80 ft)	5	20	20	20	1d4 spikes (1d4+5)	80 ft deep (8d6)
Ungol Dust Vapor Trap	5	20	16	-	-	10x10 ft room, 2 rnd delay, poison (DC 15, 1/1d6+1 CHA)

Traps EL 6

Trap	CR	Find	Disable	Save	Attacks	Special
Built-to-Collapse Wall	6	14	16	-	blocks +20 (8d6)	10x10 ft area
Compacting Room	6	20	22	-	-	10x10 ft room, 4 rounds delay, crush (12d6)
Flame Strike Trap	6	30	30	17	-	spell, Clr9 (9d6 fire, save 1/2)
Fusillade of Spears	6	26	20	-	1d6 spears +21 (1d8)	10x10 ft area
Lightning Bolt Trap	6	28	28	14	-	spell, Mage10 (10d6 electricity, save 1/2)
Spiked Blocks from Ceiling	6	24	20	-	spikes +20 (6d6)	10x10 ft area
Spiked Pit Trap (100 ft)	6	20	20	20	1d4 spikes (1d4+5)	100 ft deep (10d6)
Whirling Poison	6	20	20	-	dagger +10 (1d4+4	3 squares, poison (DC 24,

Trap	CR	Find	Disable	Save	Attacks	Special
Blades					& poison)	1d6/2d6 STR)
Wide-Mouth Pit Trap	6	26	25	25	-	10x10 ft area, 40 ft deep (4d6)
Wyvern Arrow Trap	6	20	16	-	arrow +14 (1d8 & poison)	poison (DC 17, 2d6/2d6 STR)

Traps EL 7

Trap	CR	Find	Disable	Save	Attacks	Special
Blade Barrier Trap	7	31	31	19	-	spell, Clr11 (11d6, save 1/2)
Burnt Othur Vapor Trap	7	21	21	-	-	10x10 ft room, 3 rnd delay, poison (DC 18, 1/3d6 STR)
Chain Lightning Trap	7	31	31	19	-	spell, M11 (1st target 11d6 elec, next 11 targets 5d6 elec, save 1/2)
Black Tentacles Trap	7	29	29	-	6 tentacles +7 (1d6+4)	spell, Mage7 (1d4+7 tentacles in 2 squares)
Fusillade of Poison Darts	7	25	25	-	1d8 darts +18 (1d4+1 & poison)	10x10 ft area, poison (DC 13, 1/1d2 STR)
Lock Covered in Dragon Bile	7	27	16	-	-	poison (DC 26, 3d6/0 STR)
Water-Filled Room	7	20	25	-	-	10x10 ft room, 3 rounds delay
Well-Camouflaged Pit Trap	7	27	18	25	-	2 squares, 70 ft deep (7d6)

Traps EL 8

Trap	CR	Find	Disable	Save	Attacks	Special
Deathblade Wall Scythe	8	24	19	-	scythe +16 (2d4+8 & poison)	poison (DC 20, 1d6/2d6 STR)
Destruction Trap	8	32	32	-	-	spell, Clr13 (STR+PHY DC 20 for 10d6)
Insanity Mist Vapor Trap	8	25	20	-	-	10x10 ft room, 1 rnd delay, poison (DC 15, 1d4/2d6 Mind)
Acid Arrow Trap	8	27	27	-	2 arrows +9 touch (2d4 acid for 7 rounds)	spell, Mage 18
Power Word Stun Trap	8	32	32	-	-	spell, Mage 13
Well-Camouflaged Pit Trap	8	27	18	20	-	100 ft deep (10d6)

Traps EL 9

Trap	CR	Find	Disable	Save	Attacks	Special
Drawer Handle w/Poison	9	18	26	-	-	poison (DC 20, 3d6/3d6 STR)
Dropping Ceiling	9	20	16	-	-	10x10 ft room, 1 round delay, crush (12d6)
Incendiary Cloud Trap	9	33	33	22	-	spell, Wiz15 (4d6 for 15 rounds, save 1/2)
Wide-Mouth Pit Trap	9	25	25	25	-	10x10 ft area, 100 ft deep (10d6)
Wide-Mouth Poison Spike Pit	9	20	20	20	1d4 spikes +10 (1d4+5 & poison)	10x10 ft area, 70 ft deep (7d6)

Traps EL 10

Trap	CR	Find	Trap	Save	Attacks	Special
Crushing Room	10	22	20	-	-	10x10 ft room, 2 rounds delay, crush (16d6)
Crushing Wall Trap	10	20	25	-	-	crush (18d6)
Energy Drain Trap	10	34	34	-	touch +8 (2d4 neg levels, STR+PHY DC 23)	(as the Monster Special Ability)
Summon Trap	10	32	32	-	-	Summons Hamatula
Poison Spike Pit Trap	10	16	25	20	1d4 spikes (1d4+5 & poison)	2 squares, 50 ft deep (5d6), poison (STR+PHY DC 24 neg., 1d6/2d6 STR)
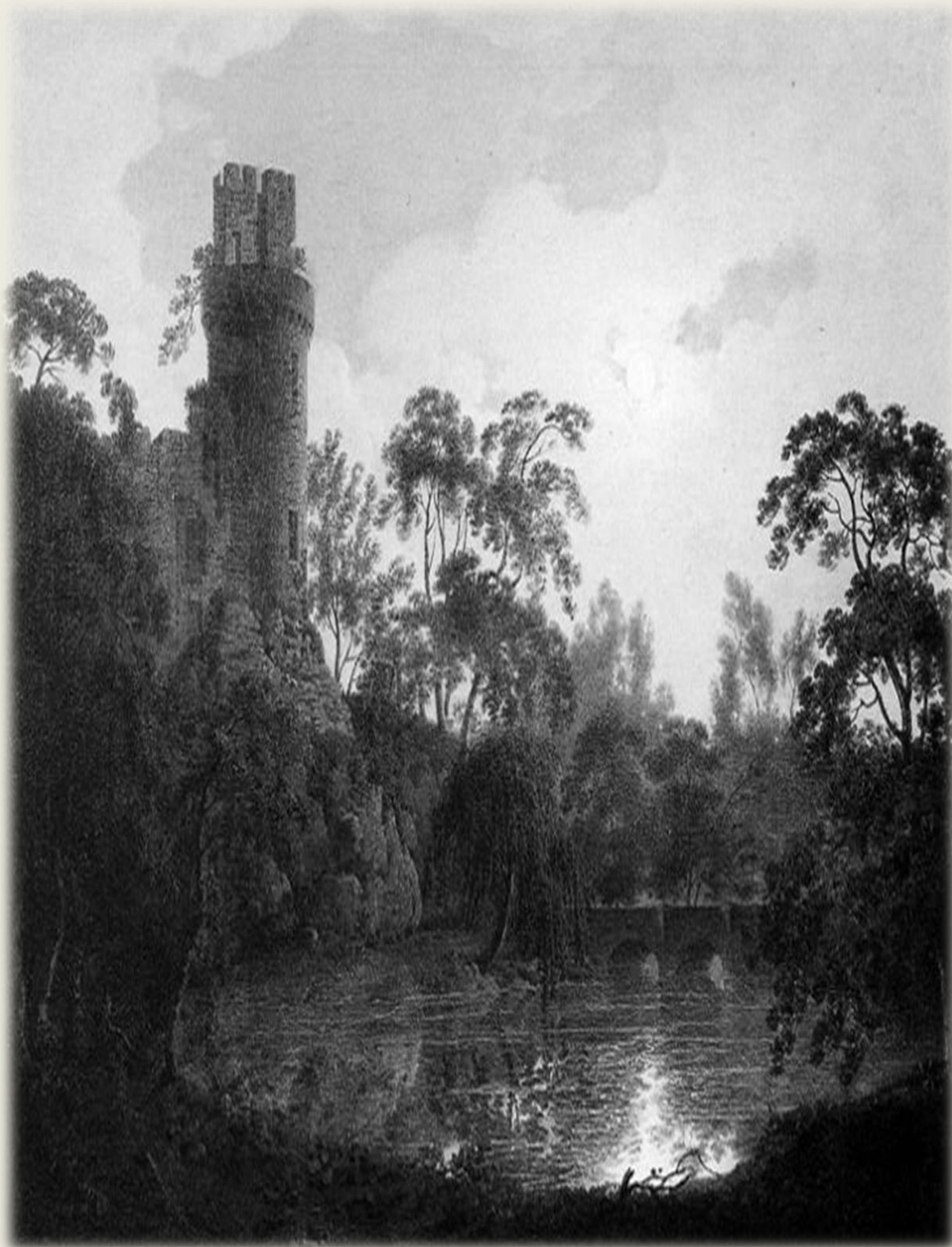
Diseases

Disease Summary Table

Disease	Type	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 STR††
Cackle fever	Inhaled	16	1 day	1d6 Mind
Demon fever	Injury	18	1 day	1d6 STR†
Devil chills*	Injury	14	1d4 days	1d4 STR
Filth fever	Injury	12	1d3 days	1d3 DEX, 1d3 STR
Mindfire	Inhaled	12	1 day	1d4 Mind
Mummy rot**	Contact	20	1 day	1d6 STR
Red ache	Injury	15	1d3 days	1d6 STR
Shakes	Contact	13	1 day	1d8 DEX
Slimy doom	Contact	14	1 day	1d4 STR†
Diseases allow an initial STR+PHY save to avoid infection. If failed, an incubation period is counted.				
After that, a STR+PHY save is made each day to avoid listed damage; 2 successes in a row ends the disease.				
* Requires three successful saves in a row to end the disease.				
** Successful saves do not end disease; only magical healing can.				
† When damaged, a second failed save indicates 1 point of damage is permanent.				
†† Any time 2 points are taken, a second failed save indicates permanent blindness.				

Healing a Disease

Use of a heal Skill check, Mind+KNOW, can help a diseased character. Every time a diseased character makes a saving throw against disease effects, the healer (Cleric or Paladin) makes a Skill check, Mind+KNOW. The diseased character can use the healer's result in place of his saving throw if the heal Skill check result is higher. The diseased character must be in the healer's care and must have spent the previous 8 hours resting.

Characters recover points lost to Statistic/Skill damage at a rate of 1 per day per Statistic/Skill, and this rule applies even while a disease is in progress. That means that a character with a minor disease might be able to withstand it without accumulating any damage.

Poison

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's initial damage (usually ability damage). Even if he succeeds, he typically faces more damage 1 minute later, which he can also avoid with a successful Fortitude saving throw.

Poisons Table

Poison	Type	DC	Damage	Secondary Damage	Price
Small centipede poison	Injury	11	1d2 DEX	1d2 DEX	90
Greenblood oil	Injury	13	1 STR	1d2 STR	100
Medium-size spider venom	Injury	14	1d4 STR	1d4 STR	150
Bloodroot	Injury	12	0	1d4 PHY + 1d3 MIND	100
Purple worm poison	Injury	24	1d6 STR	2d6 STR	700
Large scorpion venom	Injury	18	1d6 STR	1d6 STR	200
Wyvern poison	Injury	17	2d6 STR	2d6 STR	3,000
Blue whinnis	Injury	14	1 STR	Unconsciousness	120
Giant wasp poison	Injury	18	1d6 DEX	1d6 DEX	210
Shadow essence	Injury	17	1 STR*	2d6 STR	250
Black adder venom	Injury	11	1d6 STR	1d6 STR	120
Deathblade	Injury	20	1d6 STR	2d6 STR	1,800
Malyss root paste	Contact	16	1 DEX	2d4 DEX	500
Nitharit	Contact	13	0	3d6 STR	650
Dragon bile	Contact	26	3d6 STR	0	1,500
Sassone leaf residue	Contact	16	2d12 hp	1d6 STR	300
Terinav root	Contact	16	1d6 DEX	2d6 DEX	750
Carrion crawler brain juice	Contact	13	Paralysis**	0	200
Black lotus extract	Contact	20	3d6 STR	3d6 STR	4,500
Oil of taggit	Ingested	15	0	Unconsciousness	90
Id moss	Ingested	14	1d4 Mind	2d6 MIND	125
Striped toadstool	Ingested	11	1 Mind	2d6 MIND	180
Arsenic	Ingested	13	1 PHY	1d8 STR	120
Lich dust	Ingested	17	2d6 STR	1d6 STR	250
Dark reaver powder	Ingested	18	2d6 STR	1d6 STR + 1d6 STR	300
Ungol dust	Inhaled	15	1 COM	1d6 COM + 1 COM*	1,000
Burnt othur fumes	Inhaled	18	1 STR*	3d6 STR	2,100
Insanity mist	Inhaled	15	1d4 Mind	2d6 MIND	1,500
Poisons force an immediate save for initial damage, and another 1 minute later for secondary damage.					
Any application or attack with a poisoned weapon has a 1-in-20 chance of poisoning the user (DEX+PHY DC15 negates).					
Paralysis lasts 2d6 minutes. Unconsciousness lasts 1d3 hours.					
* Indicates permanent damage (instead of temporary).					
** Lasts 2d6 minutes.					

Other Hazards

Extreme Heat and Cold

If a character finds them self in an environment where the temperatures are unnatural cold or hot and even being appropriately dressed still leaves the character susceptible to the elements a saving throw will need to be made once every 10 minutes (STR+PHY DC15 +1 for each previous saving throw attempted) or suffer D1d6.

Falling

A character takes D1d6 for every 10' fallen, half on a DEX+PHY saving throw where the DC is equal to the depth fallen in feet.

Spikes

Add +1 point to falling damage per 10' fallen (max +10).

Ice

If a character is moving onto or across ice they use 2 squares of movement when walking. If the character is moving faster than a walk or in combat a (DEX+PHY DC 15) saving throw must be made or the character falls, prone.

Sand, Mud and Shallow Water

If you have a sandy, muddy or shallow water area that characters are trying to maneuver in that you feel would inhibit them then have movement cost 2 squares per move if walking. If moving faster than a normal move, a (DEX+PHY DC15) saving throw must be made or no more than a normal move is possible and no other action, like an attack, is possible.

Darkness

If torches or lanterns are mysteriously blown out, or Light spells dispelled, characters can find themselves suddenly in the dark. Any characters without darkvision and no light source are considered *Blind* (see Conditions).

Starvation

A character can go without food for 3 days, in growing discomfort. After this time, the character must make a check each day (STR+PHY DC10, +1 for each previous check) or take 1d6 points of damage.

Treasure and Magic Items

Level 1-5	D%	Coins (1d4x)	Quantity of Art, Gems, Mundane, Magic found	Art	Gems	Mundane	Magic (+1)**
	00-10	--	1	5%-25%*	5%-25%*	5%-25%*	5%-25%*
	11-20	1,000cp	*Start at 5% for 1st level and add +5% chance to each for every level, i.e. 2nd level 10%, 3rd level 15%, etc.				
	21-40	100sp					
	41-95	10gp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+2). Roll individually for each Power. If Magic item is +2 roll again 5% (+3) for each Power.				
	96-00	1pp					

Level 6-10	D%	Coins (1d6x)	Quantity of Art, Gems, Mundane, Magic found	Art	Gems	Mundane	Magic (+2)**
	00-10	--	1d4	30%-50%*	30%-50%*	30%-50%*	30%-50%*
	11-15	10,000cp	*Start at 30% for 6th level and add +5% chance to each for every level, i.e. 3rd level 35%, 4th 40%, etc.				
	16-30	1,000sp					
	31-89	100gp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+3). Roll individually for each Power. If Magic item is +3 roll again 5% (+4) for each Power.				
	90-00	10pp					

Level 11-15	D%	Coins (1d8x)	Quantity of Art, Gems, Mundane, Magic found	Art	Gems	Mundane	Magic (+3)**
	00-10	--	1d6	55%-75%*	55%-75%*	--	55%-75%*
	11-15	10,000sp	*Start at 55% for 11th level and add a +5% chance to each for every level, i.e. 12th level 60% @ 13th 65%, etc.				
	16-74	1,000gp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+4). Roll individually for each Power. If Magic item is +4 roll again 5% (+5) for each Power.				
	75-00	100pp					

Level 16-20	D%	Coins (1d10)	Quantity of Art, Gems, Mundane, Magic found	Art	Gems	Mundane	Magic (+4)**
	00-05	--	1d8	80%-100%*	80%-100%*	--	80%-100%*
	06-68	10,000gp	*Start at 80% for 16th level and add a +5% chance to each for every level, i.e. 17th level 85%, 18th 90%, etc.				
	69-00	1,000pp	**Magic – If a Magic Item is rolled make another D% roll to see if the item has a higher magic bonus, 10% (+5). Roll individually for each Power.				

To determine the treasure and magic items found for an encounter take the character's Party Encounter Level (PEL) and locate this level in the left-hand column. Next roll d% to find if any coins are present and what type. If coins are present, multiply the number of coins by the dice type result given under "Coins."

After coins, if present, have been determined look at the number or dice type under "Quantity of Art, Gems, Mundane, Magic found." If any Art items, Gems, Mundane items or Magic items are found, this will be the quantity found and how many times you will roll on the appropriate table.

Now, to find out if there are Art items, Gems, Mundane items or Magic items present find the percentage chance to discover these items (The percentage chance will be the same for all of them). Look at the note with the * to help determine the percentage chance. Once you know the percentage chance to discover these items roll for each one. Any roll equal to or less than the percentage chance means that item type is present. Find your quantity found under the "Quantity of Art, Gems, Mundane, Magic found" and roll that many times under the appropriate table found below.

If a Magic item or items are found they will have the bonus shown in the "Magic" heading unless it is determined that the item does not use a bonus, such as potions, rings, rods, scrolls, staffs and wands. Also, read the **note associated with Magic items regarding possible higher bonus' found.

Art Objects

d%	Value	Average	Examples
01-10	1d10 × 10 gp	55 gp	Silver ewer; carved bone or ivory statuette; finely wrought small gold bracelet
11-25	3d6 × 10 gp	105 gp	Cloth of gold vestments; black velvet mask with numerous citrines; silver chalice with lapis lazuli gems
26-40	1d6 × 100 gp	350 gp	Large well-done wool tapestry; brass mug with jade inlays
41-50	1d10 × 100 gp	550 gp	Silver comb with moonstones; silver-plated steel longsword with jet jewel in hilt
51-60	2d6 × 100 gp	700 gp	Carved harp of exotic wood with ivory inlay and zircon gems; solid gold idol (10 lb.)
61-70	3d6 × 100 gp	1,050 gp	Gold dragon comb with red garnet eye; gold and topaz bottle stopper cork; ceremonial electrum dagger with a star ruby in the pommel
71-80	4d6 × 100 gp	1,400 gp	Eye patch with mock eye of sapphire and moonstone; fire opal pendant on a fine gold chain; old masterpiece painting
81-85	5d6 × 100 gp	1,750 gp	Embroidered silk and velvet mantle with numerous moonstones; sapphire pendant on gold chain
86-90	1d4 × 1,000 gp	2,500 gp	Embroidered and bejeweled glove; jeweled anklet; gold music box
91-95	1d6 × 1,000 gp	3,500 gp	Golden circlet with four aquamarines; a string of small pink pearls (necklace)
96-99	2d4 × 1,000 gp	5,000 gp	Jeweled gold crown; jeweled electrum ring
100	2d6 × 1,000 gp	7,000 gp	Gold and ruby ring; gold cup set with emeralds

Gems

d%	Value	Average	Examples
01-25	4d4 gp	10 gp	Banded, eye, or moss agate; azurite; blue quartz; hematite; lapis lazuli; malachite; obsidian; rhodochrosite; tiger eye turquoise; freshwater (irregular) pearl
26-50	2d4 × 10 gp	50 gp	Bloodstone; carnelian; chalcedony; chrysoprase; citrine; iolite, jasper; moonstone; onyx; peridot; rock crystal (clear quartz); sard; sardonyx; rose, smoky, or star rose quartz; zircon
51-70	4d4 × 10 gp	100 gp	Amber; amethyst; chrysoberyl; coral; red or brown-green garnet; jade; jet; white, golden, pink, or silver pearl; red spinel, red-brown or deep green spinel; tourmaline
71-90	2d4 × 100 gp	500 gp	Alexandrite; aquamarine; violet garnet; black pearl; deep blue spinel; golden yellow topaz
91-99	4d4 × 100 gp	1,000 gp	Emerald; white, black, or fire opal; blue sapphire; fiery yellow or rich purple corundum; blue or black star sapphire; star ruby
100	2d4 × 1,000 gp	5,000 gp	Clearest bright green emerald; blue-white, canary, pink, brown, or blue diamond; jacinth

Mundane Items

d%	Mundane Item
01-17	**Alchemical item**
01-12	Alchemist's fire (1d4 flasks, 20 gp each)
13-24	Acid (2d4 flasks, 10 gp each)
25-36	Smokesticks (1d4 sticks, 20 gp each)
37-48	Holy water (1d4 flasks, 25 gp each)
49-62	Antitoxin (1d4 doses, 50 gp each)
63-74	Everburning torch
75-88	Tanglefoot bags (1d4 bags, 50 gp each)
89-00	Thunderstones (1d4 stones, 30 gp each)
18-50	**Armor (roll d%: 01-10 = Small, 11-100 = Medium)**
01-12	Chain shirt (100 gp)
13-18	Studded leather (25 gp)
19-26	Breastplate (200 gp)
27-34	Banded mail (250 gp)
35-54	Half-plate (600 gp)
55-80	Full plate (1,500 gp)
81-90	Darkwood
01-50	*Buckler (205 gp)*
51-00	*Shield (257 gp) (Roll on "Shield")*
91-00	Shield
01-17	*Buckler (15 gp)*
18-40	*Light wooden shield (3 gp)*
41-60	*Light steel shield (9 gp)*
61-83	*Heavy wooden shield (7 gp)*
84-00	*Heavy steel shield (20 gp)*
51-83	**Weapons**
01-50	Light melee weapon (10% Silver)
51-70	One-Handed weapon (10% Silver)
71-00	Ranged weapon (10% item or ammo (quantity 20) Silver)
84-00	**Tools and gear**
01-03	Backpack, empty (2 gp)
04-06	Crowbar (2 gp)
07-11	Lantern (12 gp)
12-16	Lock, simple (20 gp)
17-21	Lock, average (40 gp)
22-28	Lock, good (80 gp)
29-35	Lock, superior (150 gp)
36-40	Manacles, masterwork (50 gp)
41-43	Case, Scroll (1gp)
44-46	Rope, silk (50 ft.) (10 gp)
47-53	Spyglass (1,000 gp)
54-58	Chain, 10 ft. (30gp)
59-63	Grappling hook (1gp)
64-68	Ink (8gp)
69-73	Piton (1sp)
74-77	Holy symbol, silver (25 gp)
78-81	Pole, 10 ft. (2sp)
82-88	Candle (1cp)
89-95	Caltrops (1gp)
96-00	Thieves' tools (30 gp)

Alchemical Items

Acid - You can throw a flask of acid as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 1d6 points of acid damage. Every creature within 5 feet of the point where the acid hits takes 1 point of acid damage from the splash.

Alchemist's Fire - You can throw a flask of alchemist's fire as a splash weapon. Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit deals 1d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1 point of fire damage from the splash. On the round following a direct hit, the target takes an additional 1d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

Antitoxin - If you drink antitoxin, you get a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Everburning Torch - This otherwise normal torch has a *continual flame* spell cast upon it. An everburning torch clearly illuminates a 20-foot radius.

Holy Water - Holy water damages undead creatures and evil outsiders almost as if it were acid. A flask of holy water can be thrown as a splash weapon.

Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit by a flask of holy water deals 2d4 points of damage to an undead creature or an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Smokestick - This alchemically treated wooden stick instantly creates thick, opaque smoke when ignited. The smoke fills a 10-foot cube. Objects within 5' have concealment, further have total concealment). The stick is consumed after 1 round, and the smoke dissipates naturally.

Tanglefoot Bag - When you throw a tanglefoot bag at a creature (as a ranged touch attack with a range increment of 10 feet), the bag comes apart and the goo bursts out, entangling the target and then becoming tough and resilient upon exposure to air. An entangled creature takes a -2 penalty on attack rolls and a -4 penalty to Dexterity and must make a DC 15 Reflex save or be glued to the floor, unable to move. Even on a successful save, it can move only at half speed. Huge or larger creatures are unaffected by a tanglefoot bag. A flying creature is not stuck to the floor, but it must make a DC 15 Reflex save or be unable to fly (assuming it uses its wings to fly) and fall to the ground. A tanglefoot bag does not function underwater.

A creature that is glued to the floor (or unable to fly) can break free by making a DC 17 Strength check or by dealing 15 points of damage to the goo with a slashing weapon. A creature trying to scrape goo off itself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature that hit makes a damage roll to see how much of the goo was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the goo must make a DC 15 Concentration check to cast a spell. The goo becomes brittle and fragile after 2d4 rounds, cracking apart and losing its effectiveness. An application of universal solvent to a stuck creature dissolves the alchemical goo immediately.

Thunderstone - You can throw this stone as a ranged attack with a range increment of 20 feet. When it strikes a hard surface (or is struck hard), it creates a deafening bang that is treated as a sonic attack. Each creature within a 10-foot-radius spread must make a DC 15 Fortitude save or be deafened for 1 hour. A deafened creature, in addition to the obvious effects, takes a -4 penalty on initiative and has a 20% chance to miscast and lose any spell with a verbal component that it tries to cast.

Since you don't need to hit a specific target, you can simply aim at a particular 5-foot square. Treat the target square as AC 5.

Magic Items

Roll to determine type of magic item found.

Roll	Item Type
1-3	Armor*
4-6	Shield*
7-9	Weapon**
10-11	Potion****
12	Ring
13	Rod
14-15	Scroll****
16	Staff
17-18	Wand****
19-20	Wondrous Item***

Roll for the items power or powers.

Roll	Power
1-2	___of Power =+1Str
3-4	___of Speed =+1Dex
5-6	___of Wisdom =+1Mind
7-8	___of Endurance =+1Phys
9-10	___of Shadow =+1 Sub
11-12	___of Brilliance =+1Know
13-14	___of Tongues =+1Com
15-16	___of Life =+1HP (per level)
17-18	___of Armor =+1AC
19	___of _"spell name"_ =an item with 1d10 charges of whatever spell the GM decides
20	Roll again on table, and then roll once more.

Use the following tables to determine type of armor, shield or weapon.

Armor

Roll	Armor
1-2	Padded
3-4	Leather
5-6	Studded Leather
7-8	Chain Shirt
9-10	Hide
11-12	Scale Mail
13-14	Chainmail
15-16	Breastplate
17	Splint Mail
18	Banded Mail
19	Half-Plate
20	Full Plate

Shields

Roll	Shield
1-3	Buckler
4-8	Shield, Light Wooden
9-11	Shield, Light Steel
12-16	Shield, Heavy Wooden
17-19	Shield, Heavy Steel
20	Shield, Tower

Light Weapons

Roll	Light Weapons
1-2	Axe, Throwing
3-5	Dagger
6-7	Hammer, Light
8-9	Handaxe
10-11	Mace, Light
12-13	Pick, Light
14-15	Sap
16-17	Sickle
18-20	Shortsword

One-Handed Weapons

Roll	Weapon
1	Battleaxe
2-3	Club
4	Flail
5-6	Longsword
7-8	Mace, Heavy
9-10	Morningstar
11	Pick, Heavy
12-13	Rapier
14-15	Scimitar
16-17	Shortspear
18	Sword, Bastard
19	Trident
20	Waraxe

Two-Handed Weapons

Roll	Weapon
1	Chain, Spiked
2	Falchion
3-4	Flail, Heavy
5	Flamberge
6	Glaive
7	Greataxe
8-9	Greatclub
10-11	Greatsword
12	Guisarme
13	Halberd
14	Lance
15	Longspear
16-17	Quarterstaff
18	Scythe
19-20	Spear

Ranged Weapons

Roll	Weapon
1-2	Crossbow, Hand
3-4	Crossbow, Heavy
5-6	Crossbow, Light
7-8	Dart
9-10	Javelin
11-12	Longbow
13-14	Net
15-17	Shortbow
18-20	Sling

An items power bonus increases +1 every 5 levels. e.g. Levels 0-4 +1, 5-9 +2, etc, unless the Treasure Table indicates a higher bonus.

*Armor/Shield material has a chance to be (1-10) Mithral, (11-20) Dragonhide, (21-30) Adamantine or (31-00) normal metal.

Mithril heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light.

Dragonhide armor and its pieces have immunity to an energy type dependant on the type of Dragon the armor was made from; (1-20) Black Dragon (acid), (21-40) Blue Dragon (electricity), (41-60) Green Dragon (acid), (61-80) Red Dragon (fire), (81-100) White Dragon (cold).

Adamantine offers damage reduction of 1/- for light armor/shields, 2/- for medium armor and 3/- for heavy armor/shields.

** Weapon will be (1-25) Light Weapon, (26-50) One-Handed Weapon, (51-75) Two-Handed Weapon, (76-100) Ranged Weapon.

Weapon material has a chance to be (1-10) Silver, (11-20) Cold Iron, (21-30) Adamantine or (31-00) normal metal. (A ranged weapon will be ammo unless no ammo is used).

*** Wondrous Item – A Wondrous Item has a permanent power but may have limited uses in an encounter/day per the GM. Value to be determined by the GM.

**** Limited charges, roll 1d10.

Treasure and Magic Item Values/Cost

Every item on the treasure and magic items tables will have a value, assigned by the table, or a base cost which can be found in the equipment section.

Additional value or costs for special properties are listed below.

For Properties; __ of Power, __ of Speed, __ of Wisdom, __ of Life, __ of Armor*	
Bonus	Additional Cost/Value
+1	1,000gp
+2	4,000gp
+3	9,000gp
+4	16,000gp
+5	25,0000gp

* Non-armor items with a permanent (no charges) "__ of Armor" property are double the cost/value.

For Properties; __ of Endurance, __ of Shadow	
Bonus	Additional Cost/Value
+1	500gp
+2	2,000gp
+3	4,500gp
+4	8,000gp
+5	12,500gp

For Properties; __ of Brilliance, __ of Tongues	
Bonus	Additional Cost/Value
+1	250gp
+2	1,000gp
+3	2.250gp
+4	4,000gp
+5	6,250gp

Silver Items	
Type	Additional Cost/Value
Ammunition	2gp
Light Weapon	20gp
One-Handed Weapon	90gp
Two-Handed Weapon	180gp

Mithril	
Type	Additional Cost/Value
Light Armor	1,000gp
Medium Armor	4,000gp
Heavy Armor	9,000gp
Shield	1,000gp
Other Items	500gp/lb.

Cold Iron	
Type	Additional Cost/Value
Any Item	x2 its Cost
Item Magical	2,000gp

Darkwood	
Type	Additional Cost/Value
Any Wooden Item	10gp/lb.

Dragonhide	
Type	Additional Cost/Value
Light Armor	2,500gp
Medium Armor	5,000gp
Heavy Armor	7,500gp
Shield	2,500gp

Adamantine	
Type	Additional Cost/Value
Ammunition	60gp
Light Armor	5,000gp
Medium Armor	10,000gp
Heavy Armor	15,000gp
Weapon	3,000gp
Shield	2,000gp

Spells*			
Level	Cost/Value	Level	Cost/Value
0	12gp	5	1,125gp
1	25gp	6	1,650gp
2	150gp	7	2,275gp
3	375gp	8	3,000gp
4	700gp	9	3,825gp

*Items with 1d10 charges.

Appendix A

Optional Rules

Heroism

The Microlite20 rules simplify the game by declining the use of "Feats" found in the SRD, however, sometimes this can decrease the compatibility with some D20 adventures in respect to power level. To alleviate some of that disparity we have the Heroism rule.

Heroism is a bonus equal to 1x the character's level and may be applied to three of the following once per day.

1. Melee/Missile bonus
2. Damage
3. Saving Throw
4. Skill Check
5. Spell DC

Magic

Additionally, along with Heroism, we have three ways for spell casters to improve their spells. Each modifies a spell in a given way and each doubles the casting time of the spell so modified spells only allow the caster to cast the spell and take no other action, such as a move. Also, each requires an additional expenditure of hit points added to the cost of the spell at the time it is cast.

Extending – An extended spell lasts twice as long as it normally would. An extended spell costs an additional 2 hit points.

Empowering – An empowered spell does 50% more damage than it normally would. An empowered spell costs an additional 4 hit points.

Widening – A widened spell effects an area twice as big as it normally would. A widened spell costs an additional 6 hit points.

Appendix B

Miscellaneous Costs

Food, Drink and Lodging

Good or Services	Cost
Ale, mug	4cp
Inn stay (per day)	
Good	2gp
Common	5sp
Poor	2sp
Meals (per day)	
Good	5sp
Common	3sp
Poor	1sp
Wine, common, pitcher	2sp

Trade Goods

Item	Cost
One pound of wheat	1 cp
One pound of flour, or one chicken	2 cp
One pound of iron	1 sp
One pound of tobacco or copper	5 sp
One pound of cinnamon, or one goat	1 gp
One pound of ginger or pepper, or one sheep	2 gp
One pig	3 gp
One square yard of linen	4 gp
One pound of salt or silver	5 gp
One square yard of silk, or one cow	10 gp
One pound of saffron or cloves, or one ox	15 gp
One pound of gold	50 gp
One pound of platinum	500 gp

Selling Items

In general, a character can sell something for half its listed price, including weapons, armor, gear, and magic items.

Trade goods are the exception to the half-price rule. A trade good, in this sense, is a valuable good that can be easily exchanged almost as if it were cash itself.

Spellcasting and Services

Services	Cost
Coach cab	3cp per mile
Hireling, trained	3sp per day
Hireling, untrained	1sp per day
Messenger	2cp per mile
Road or gate toll	1cp
Ship's passage	1sp per mile
Spell, 0-level	Caster level x5gp
Spell, 1st-level	Caster level x10gp
Spell, 2nd-level	Caster level x20gp
Spell, 3rd-level	Caster level x30gp
Spell, 4th-level	Caster level x40gp
Spell, 5th-level	Caster level x50gp
Spell, 6th-level	Caster level x60gp
Spell, 7th-level	Caster level x70gp
Spell, 8th-level	Caster level x80gp
Spell, 9th-level	Caster level x90gp

Appendix C

Mass Combat

Most combat is carried out on a one-on-one basis with each set of stats, combat bonuses, armor class, hit points, etc., applying to a single character or monster. When you are dealing with large groups of characters and monsters this can be extended by adding a combat scale.

Combat scale is a multiplier that shows a unit relative to the norm. It is only applied to damage in combat between groups of different sizes. It acts as a multiplier and divisor for damage given and also any damage taken. Armor class, hit points and all other stats remain the same.

Combat Scale

Number in Group	Combat Scale (CS)
2-5	x3
6-10	x4
11-20	x5
21-40	x6
41-80	x7
81-160	x8
161-320	x9
321-640	x10

For example; a group of 20 goblins will have a CS5 per the table. The combat stats are still HD1d8+1 (5HP), AC15, Morningstar +2 D1d6, or Javelin +3 D1d4. Against anything with the same combat scale, for example a group of 15 elves, combat is resolved normally as if it was one goblin against one elf.

However, if the battle started off with groups of different CS than use the combat scale and reduce the scale as hit points are lost.

First, determine the hit points for the members of each group by taking the hit points for a single member of the group and dividing it by the total members in the group.

For example; the 20 goblins have 5 hit points so, 5/20=.25HP each. One goblin therefore has .25 hit points. This number of hit points for each goblin will stay the same for the duration of the battle.

For example; if the 20 goblins above are reduced to 2 hit points than they have lost over half their group and are now CS4, (5HP/20 goblins = .25HP each and taking 3HP in damage kills 12 of the goblins, (3HP damage /.25HP per goblin =12). When down to just 1HP the goblins are CS3 (4HP damage /.25HP per goblin = 16) with only 4 goblins left alive.

To determine how much damage one given group gives or takes, multiply the damage given by the attacking groups CS and then divide this number by the defending groups CS.

For example; the elves mentioned above have reduced the goblins numbers down to 8, CS4. In the next round the elves score another hit and a 1 is rolled for damage. 1 damage x elves CS5 = 5. Now take the elves' 5 damage / goblins CS4 = 1.25 or 1.The goblins take 1 hit point of damage which equals 4 of the goblin's group members (1HP damage / .25HP per goblin =4).

If the combat scale becomes the same for both groups than resolve combat normally or until the two groups once again have different CS's.

Calculating EL's

Experience gained from taking part in a battle is equal to the HD of the opponent, +1 for each CS higher than your own.

For example; a member of the 20-strong grey company (CS5) would earn 3 EL's in a battle against 35 gnolls (2HD and CS6).

Mass Combat Examples

Orcs vs. Elves

Twenty Orcs (CS5 and 5HP) enter a forest glade where they are beset upon by 15 Elves (CS5). As their CS is the same, it's treated as a straight one-on-one combat. The Elven archers fire their longbows and hit for 3 hit points of damage. The Orcish group is down to 2 hit points with 8 Orcs left and CS4. The CS's are now different for the two groups, CS4 for the Orcs and CS5 for the Elves. Now mass combat and the combat scale come into play.

The orcs rally and snarl, preparing to flush out the elves with their barbed falchions as they charge into the bushes. Unable to locate the hidden elves the orcs scream as another volley of arrows are fired into their midst. The elves hit for 2 hit points of damage. 2HP damage x the elves CS of 5 = 10HP damage. 10HP damage / the orcs CS of 4 = 2.5 or 3HP of damage. The orcs only have .25HP each or a total group HP of 2 left and silence falls in the clearing as Orcish blood soaks into the grass.

Knights vs. Red Dragon

The 500-strong Order of the Purple Flame stands ready against the Red Dragon. They are CS10 while the Red Dragon is CS1, though formidable.

500 Knights: HD2d8+4 (14HP), AC18, Lance +7 D1d10+4, Longsword +6 D1d8+2
Red Dragon: HD13x12+39 (123), AC21, Bite +20 D2d6+7, Breath 10d10 (DEX+PHY DC24 1/2)

The Red Dragon flies high above and breathes flame across the Order's phalanx for 46 hit points of damage. The Knights dive for cover beneath their shields (DEX+PHY DC24 1/2) and they roll a 25 taking only half damage, 23HP. 23HP damage / CS of 10 = 2.3 or 2HP damage. The Knights have .03HP each (14/500=.028 or .03). 2HP damage / .03HP per Knight = 66.6 or 67 Knights who perish in the flames leaving 433 to face the beast. The Knights are still CS10.

The Knights ready their horses to charge as the Red Dragon lands to the thunder of 2000 hooves coming towards him. The Knights hit scoring 11 damage, 11 damage x CS of 10 =110 damage. The Red Dragon is a CS1 so he takes the entire 110

damage leaving 13HP and bleeding from the impact of many lances.

The Red Dragon roars and lunges in anguish, biting savagely. It hits for 17 damage. 17 damage / the Knights CS of 10 = 1.7 or 2 damage. 2 damage / the Knights .03HP each =66.6 or 67 dead Knights. There are now a total of 134 rider-less horses leaving 366 Knights who manage to maintain their CS10.

The Knights draw their longswords and surround the downed Red but their weapons do little more than scratch it as they miss.

The dragon turns to bite again and rolls a natural 20, a critical, doing 19 points of damage. 19 damage / the Knights CS of 10 =1.9 or 2 damage. 2 damage / the Knights .03HP each =66.6 or 67 Knights who perish. There are 299 Knights left who now have a CS9 due to their diminished numbers with a total of 8HP remaining.

After watching a few more of their number gobbled up the Knights attack again and their longswords bite true for 6 damage. The Knights 6 damage x their CS of 9 =54 damage. The Red Dragon is down for good, finally.

Random Adventure Creation

Sometimes you are overflowing with ideas for plots and places for the characters in your adventures to explore, other times, you're not.

To alleviate some of the stress of adventure or campaign creation, or in the event your player's characters head off in an unexpected direction, we have for you Random Adventure Creation tables. This will cover you in almost all circumstances, wilderness, dungeon, or other regions the characters may wander off to.

Random Dungeon Generator

The following "micro-sized" random dungeon generator can be used for those times when you don't have an adventure prepared, you just feel like winging it or want to play a solo game.

To use the random dungeon generator you will at least need to come up with a starting point for the character(s). It could be a passage, a room, or a door. If you start your random dungeon and are immediately confronted with something like a dead end, reroll the result.

d20	**Passages	Behind a Door	Chamber & Rooms	Exits	*Exit Location	Stairs	Door	d20
1	Straight 30'	Passage straight	Square 20'x 20'	None	Same wall as entrance	Ramp up 1 level	Secret DC20	1
2	Straight 50'	Passage left				Ramp down 1 level		2
3	Door	Passage right	Square 30'x 30'				Unlocked & Unstuck	3
4		Passage left						4
5		Passage left, right and straight	Rectangle 20'x 40'		Left Wall	Stairs down 1 level		5
6	Straight 20' door on left or right						Stuck DC13	6
7			Rectangle 30'x 40'	1				7
8	Straight 20' passage on left or right	Room or Chamber (Even number room, odd number chamber)	Circle 20'x 20'					8
9								9
10	"T" intersection				Right Wall			10
11	"Y" intersection		Circle 40'x 40'					11
12	Passage goes left			2				12
13	Passage goes right		Special			Stairs up 1 level		13
14	Chamber		Trap					14
15	Room		Treasure			Trapdoor up		15
16	Stairs		Monster	3	Opposite Wall			16
17	Straight 20' stairs on left or right		Monster			Trapdoor down		17
18		Stairs	Monster	4				18
19	Passage Ends	Trap	Monster			Shaft		19
20	Monster	Monster	Monster	Stairs		Exit outside	Hold Portal	20

Note: Some blocks will have two features that need to be determined, such as stairs and a passage.

* Exits from chambers are passages, exits from rooms are doors.

** A passage will continue for 30' before the feature indicated on the table unless a distance is noted.

Using the Random Dungeon Generator is fairly simple. Roll a d20 and reference the necessary features block column on the table.

Say you have the party at an old ruined monastery and they have discovered a passage under some rubble leading into darkness. You would roll a d20 and reference the Passages column. If you roll something like, "passage ends," that doesn't make sense, roll again. Okay, so you roll a d20 and get a 14. A roll of 14 on the Passages column indicates a Chamber is there. You may have noticed the ** note associated with Passages. A passage will continue for 30' before the feature indicated on the table unless a distance is noted. No distance is noted for a Chamber, so the Chamber will be located after 30' of passage. On your GM's map draw a straight 30' passage with an opening at the end for your chamber.

Now you need to know how big the chamber is. Did you notice the color in the background of the "Chambers" box? This color-code tells you what column to roll on and reference next. The light red color tells you to go to the "Chamber & Rooms" column. If you roll a d20 and get a 5 you would reference the "Chamber & Rooms" column and see that the chamber is "Rectangle 20' x 30'." Now you can draw in a rectangular 20' x 30' chamber on your map. The dark violet color of the "Rectangle 20' x 30'" box tells you to go to "Exits" next to determine how many exits out of the chamber there are.

This progression continues as you roll and create your dungeon. The roll results for a d20 are listed on both sides of the table to make it easier for you to find the block associated with your roll.

If a features block color references a color not found in the header row it means three possible things; further movement is no longer possible do to results of "Passage Ends," "None," or "Exit Outside," that you are in either a chamber or room and need to proceed to either the "Passages" column or "Door" column (chamber exits are passages and room exits are doors) or you ended with a result of "Monster", "Trap" or "Treasure."

For Monster or Trap results roll on the Random Monster Tables or the Random Trap Tables for the appropriate dungeon level to find what monster or trap lies ahead and then roll again on the previous column, ignoring any duplicate results, to determine the map content. If Monster is behind a door than ignore any result of Monster in the Chamber and Rooms column. An encounter with a Monster will also have Treasure.

For Treasure use the Treasure and Magic Items section. If any treasure is unguarded it will take a DC20 + dungeon level (SUB+Mind) Skill check to find it.

The "Special" found in the features block under Chamber & Rooms allows the GM to create something unique, such as a great hall, enormous cavern, etc., and the "Hold Portal" under the "Door" column is per the 1st level Wizard spell.

If a roll is made that would cause you to have to overrun areas of your dungeon already created either modify the result to fit your map or roll again.

Chamber, Room and Passage Dressing

d20	Room	Furnishings	Terrain	Miscellaneous	Personal
1	shrine, temple, chapel	basin, pews, lectern, shrine, pulpit	alter	decanter, robes, bag, bottle, bowl, censer, religious books	anklet, cassocks, decanter, bracer, book, candle snuffer
2	meditation	candelabrum, pedestal, mat, cushion, brazier	columns	chime, bell, drum, gong, horn, incense,	talisman, bandages, basket, bottle, bowl
3	gallery, game room, trophy room, common room	curtain, mosaic, loom, carpet	statue	animal (stuffed), candle, carving, horn, drum	armband, bracelet, scarab, coffer (jewelry),
4	privy	brazier, coat rack	sinkhole, fungus, mold	dust, dripping water, odor, bucket	box (jewelry), pendant, pin, cane, case
5	vault, treasury	chest, box	pillars	skull, trophy	brooch, medallion, cup, dipper, dish
6	library, study	bench, painting, chair, couch	dome	books, paper, scroll tube, scroll	buckle, clasp, food, hourglass
7	vestibule, lounge, antechamber, reception, office, entry, courtyard	sconce, tapestry, armchair, desk	fireplace	hourglass, jar, jug, kettle	cameo, collar
8	laboratory, summoning room	workbench, rug, shelf	obelisk	pentagram, scorch marks, herbs, mortar & pestle, wire, beaker, chalk, stone	pitcher, medal, knife, knucklebones, pipe
9	torture chamber	rack, stock, iron maiden, table	stalactite, stalagmite	whips, branding iron, chains, knives, manacles, bones, dried blood, skin, corpse	choker, chalice, mirror, mug, needle & thread
10	bestiary, cell, chantry, kennel, pen, prison, stable	cage, mattress, trough, garbage	ledge	straw, dung, odor, trash,	torc, comb, necklace, scented oil, pan,
11	crypt, tomb	casket, coffin	sarcophagus, rubble	cobwebs, scratches on wall	hair brush, chain, parchment, instrument,
12	divination, observatory	mural, bookcase, fresco	chasm	magic circle, crystal ball, ashes, potion, bottles, parchment, pot	hair pin, charm, rod
13	smithy	anvil, furnace	crevasse	bellows, smock, charcoal	earring, idol, periapt, pouch, quill
14	audience chamber, court, great hall, throne room	throne, chandelier, statues	balcony, dais, pillars, platform	mosaic, pennants	statuette, amulet, razor, salve, crown
15	dining hall, refectory	huge pot, buffet, crate, cupboard, table	recess	belt, boots, cap, cloak, gloves, apron	locket, religious beads, tiara, scroll
16	barracks, dormitory, storage	stool, bunk, pillow, trunk, sheet, weapons, armor, chamber pot, pallet	alcove	coat, doublet, hat, leggings, dress, tunic, surcoat, gauntlets, rope	religious symbol, headband, stopper, statuette
17	armory, guard room, training, arena, stockade	torches, relief, weapon rack, weapons, armor	fighting pit	coif, gauntlets, hood, kirtle, mantle, helm	ring, diadem, figurine, tankard, whetstone
18	pantry, cistern, kitchen	cabinet, cask, oven, pans, barrel, sack	fire pit, well	pouch, ladle, broom, spoon, apron, plate, platter, pot., saucer, fork, tongs, towel, whetstone	flask, pouch
19	closet, dressing room, sitting room, bedroom	bed, blanket, chairs, wardrobe, mirror, armoire, quilt	steps	gown, jerkin, hose pantaloons, scarf, purse, kerchief, girdle, bag	scepter, coronet, tray, vase, vial
20	bath, bathhouse	pail, pegs, tub, screen	arch, pool	sandals, shift, slippers, oil, soap, ewer	staff, circlet, ewer, wig, whetstone, razor

Roll once and read across the row and categories or roll individually for each category to mix things up.

Random Trap Tables

d20	EL 1 Traps
1,2	Basic Arrow Trap
3,4	Camouflaged Pit Trap
5,6	Deeper Pit Trap
7,8	Fusillade of Darts
9-10	Poison Dart Trap
11-12	Poison Needle Trap
13-14	Portcullis Trap
15	Razor-Wire Across Hallway
16	Rolling Rock Trap
17	Scything Blade Trap
18	Spear Trap
19	Swinging Block Trap
20	Wall Blade Trap

d20	EL 2 Traps
1-2	Box of Brown Mold
3-4	Bricks from Ceiling
5-6	Burning Hands Trap
7-8	Camouflaged Pit Trap
9-10	Inflict Light Wounds Trap
11-12	Javelin Trap
13-14	Large Net Trap
15	Pit Trap
16	Poison Needle Trap
17	Spiked Pit Trap
18	Tripping Chain
19-20	Well-Camouflaged Pit Trap

d20	EL 3 Traps
1-2	Burning Hands Trap
3-4	Camouflaged Pit Trap
5-6	Ceiling Pendulum
7-8	Fire Trap
9-10	Hail of Needles
11-12	Acid Arrow
13-14	Pit Trap
15-16	Poisoned Arrow Trap
17-18	Spiked Pit Trap
19-20	Stone Blocks from Ceiling

d20	EL 4 Traps
1-2	Bestow Curse Trap
3-4	Camouflaged Pit Trap
5-6	Collapsing Column
9-10	Lightning Bolt Trap
11-12	Pit Trap
13-14	Poisoned Dart Trap
15-16	Spiked Pit Trap
17	Wall Scythe Trap
18	Water-Filled Room Trap
19,20	Wide-Mouth Spiked Pit Trap

d20	EL 5 Traps
1-2	Camouflaged Pit Trap
3	Doorknob w/Contact Poison
4-5	Falling Block Trap
6	Fire Trap
7	Fireball Trap
8	Flooding Room Trap
9-10	Fusillade of Darts
11-12	Moving Executioner Statue
13-14	Pit Trap
15-16	Poison Wall Spikes
17-18	Spiked Pit Trap
19	Spiked Pit Trap (80 ft)
20	Ungol Dust Vapor Trap

d20	EL 6 Traps
1-2	Built-to-Collapse Wall
3-4	Compacting Room
5-6	Flame Strike Trap
7-8	Fusillade of Spears
11-12	Lightning Bolt Trap
13-14	Spiked Blocks from Ceiling
15	Spiked Pit Trap (100 ft)
16	Whirling Poison Blades
17-18	Wide-Mouth Pit Trap
19-20	Wyvern Arrow Trap

d20	EL 7 Traps
1-3	Blade Barrier Trap
4-5	Burnt Othur Vapor Trap
6-7	Chain Lightning Trap
8-10	Black Tentacles Trap
11-13	Fusillade of Poison Darts
14-15	Lock Covered in Dragon Bile
16-17	Water-Filled Room
18-20	Well-Camouflaged Pit Trap

d20	EL 8 Traps
1-4	Deathblade Wall Scythe
5-7	Destruction Trap
8-10	Insanity Mist Vapor Trap
11-13	Acid Arrow Trap
14-16	Power Word Stun Trap
17-20	Well-Camouflaged Pit Trap

d20	EL 9 Traps
1-4	Drawer Handle w/Poison
5-8	Dropping Ceiling
9-12	Incendiary Cloud Trap
13-16	Wide-Mouth Pit Trap
17-20	Wide-Mouth Poison Spike Pit

d20	EL 10 Trap
1-4	Crushing Room
5-8	Crushing Wall Trap
9-12	Energy Drain Trap
13-16	Summon Trap
17-20	Poison Spike Pit Trap
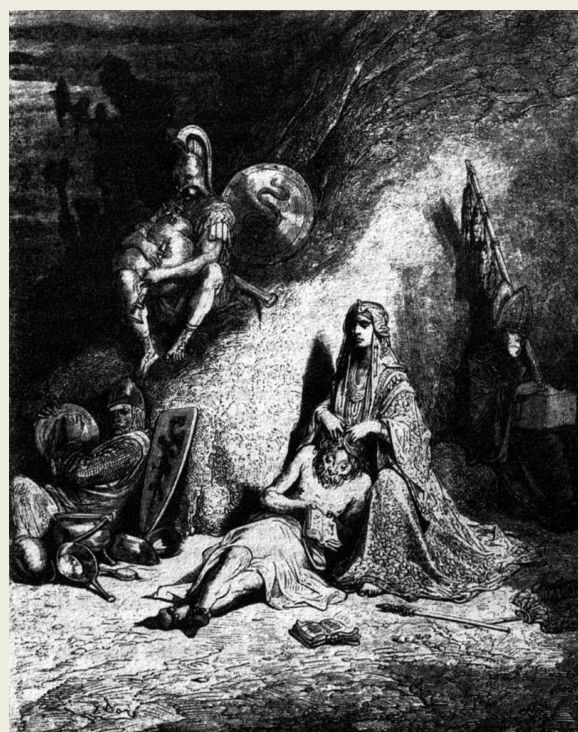
Random Monster Tables

Level 1 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Darkmantle	1-2
3-4	Drow	1-2
5-6	Duerger	1-2
7-8	Goblin	1-3
9-10	Hobgoblin	1-2
11-12	Kobold	1-4
13-14	Orc	1-2
15-16	Skeleton	1-2
17-18	Zombie	1-2
19-20	Roll on Level 2	-

Level 1 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Gnoll	1-2
3-4	Kobold	1-4
5-6	Krenshar	1-2
7-8	Lizardfolk (water)	1-2
9-10	Merfolk (water)	1-2
11-12	Stirge	1-2
13-14	Tiefling	1-2
15-16	Troglodyte	1-2
17-18	Wolf	1-2
19-20	Roll on Level 2	-

Level 2 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Bugbear	1-2
3-4	Dire Rat	3-6
5-6	Drow	2-3
7-8	Dueger	2-3
9-10	Ghoul	1-2
11-12	Grimlock	1-2
13-14	Shocker Lizard	1-3
15-16	Spider, Large	1-2
17-18	Thoqqua	1-2
19-20	Roll on Level 3	-

Level 2 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Bugbear	1-3
3-4	Gnoll	2-3
5-6	Hippogriff	1-2
7-8	Pseudragon	1-2
9-10	Shocker Lizard	1-3
11-12	Spider, Large	1-2
13-14	Thoqqua	1-2
15-16	Wolf	1-2
17-18	Worg	1-2
19-20	Roll on Level 3	-

Level 3 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Bugbear & Goblins	1 & 3-6
3-4	Earth Elemental	1-2
5-6	Gelatinous Cube	1
7-8	Ghast	1-2
9-10	Hell Hound	1-2
11-12	Ogre	1-2
13-14	Rust Monster	1
15-16	Shadow	1-2
17-18	Wight	1-2
19-20	Roll on Level 4	-

Level 3 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Air Elemental (HD4)	1-2
3-4	Ankheg	1-2
5-6	Centaur	1-2
7-8	Cockatrice	1-2
9-10	Dire Wolf	1-2
11-12	Dryad	1-2
13-14	Pegasus	1
15-16	Scorpion, Large	1-2
17-18	Yeth Hound	2-3
19-20	Roll on Level 4	-

Level 4 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Fire Elemental (4HD)	1-2
3-4	Gargoyle	1-2
5-6	Grick	1-3
7-8	Howler	1
9-10	Mimic	1-2
11-12	Minotaur	1-2
13-14	Ogre & Wolf	1 & 1-2
15-16	Otyugh	1-2
17-18	Vampire Spawn	1-2
19-20	Roll on Level 5	-

Level 4 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Gargoyle	1-2
3-4	Griffon	1-2
5-6	Harpy	1-2
7-8	Owlbear	1-2
9-10	Pegasus	1
11-12	Pixie	1-2
13-14	Satyr	1-2
15-16	Sea Hag (water)	1-2
17-18	Vampire Spawn	1-2
19-20	Roll on Level 5	-

Level 5 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Cloaker	1-2
3-4	Fire Elem. (8 HD)	1-2
5-6	Gargoyle	2-3
7-8	Gibbering Mouther	1-2
9-10	Medusa	1
11-12	Minotaur & Worgs	1 & 2-3
13-14	Mummy	1-2
15-16	Shadow Mastiff	1-2
17-18	Wraith	1-2
19-20	Roll on Level 6	-

Level 5 Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Djinni	1
3-4	Ettercap	1-2
5-6	Green Hag	1
7-8	Hydra (5 heads)	1
9-10	Sea Hag & Thoqquas	1 & 1-2
11-12	Spider, Huge	1-2
13-14	Troll	1-2
15-16	Water Elem. (4 HD)	1-2
17-18	Winter Wolf	1-2
19-20	Roll on Level 6	-

Level 6 Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Fire Elem. (8 & 4 HD)	1 & 1
3-4	Medusa & Hellhound	1 & 1
5-6	Mummy & Wight	1 & 1-2
7-8	Ogres	2-4
9-10	Shocker Lizard	4-8
11-12	Troll, Ogre & Worg	1 & 1 & 1
13-14	Wraith & Ghast	1 & 1-2
15-16	Xill	1-2
17-18	Xorn	1-2
19-20	Roll again on Level 7	-

Level 6 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Basilisk	1-2
3-4	Ettin	1-2
5-6	Manticore & Dryad	1 & 1
7-8	Phase Spider & Dryad	1 & 1-2
9-10	Salamander	1-2
11-12	Shambling Mound	1-2
13-14	Winter & Dire Wolf	1 & 1-2
15-16	Wyvern	1-2
17-18	Xill	1-2
19-20	Roll again on Level 7	-

Level 7 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Black Pudding	1
3-4	Drider	1-2
5-6	Minotaur	3-4
7-8	Salamand. & Howler	1 & 2
9-10	Scorpion, Huge	1-2
11-12	Spectre	1-2
13-14	Vampire Spawn	2-3
15-16	Water Elem. (16HD)	1
17-18	Xill & Otyugh	1 & 2-3
19-20	Roll on Level 8	-

Level 7 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Basilisk & Satyr	1 & 1
3-4	Bulette	1-2
5-6	Chimera	1-2
7-8	Dire Bear	1-2
9-10	Earth Elem. (16HD)	1
11-12	Hill Giant	1
13-14	Hydra (8 heads)	1
15-16	Nymph	1-2
17-18	Remorhaz	1-2
19-20	Roll on Level 8	-

Level 8 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Drider & Shad Mastiff	1 & 1-2
3-4	Hill Giant & Djinni	1 & 1
5-6	Ogre Mage	1
7-8	Spectre & Mummy	1 & 1-2
9-10	Spider & Scorp. Huge	1 & 1
11-12	Stone Giant	1-2
13-14	Troll	3-5
15-16	Water Elem. (16HD)	1
17-18	Wight	3-5
19-20	Roll on Level 9	-

Level 8 random Monsters (Outdoors)

d20	Monsters	# Encountered
	Chimera & Grn. Hag	1 & 1
	Dire Bear & Troll	1 & 1-2
	Earth Elem. (16 HD)	1-2
	Gorgon	1-2
	Gray Render	1-2
	Hill Gia. & Wint. Wolf	1 & 1
	Ogre Mage	1
	Stone Giant	1-2
	Treant	1
19-20	Roll on Level 9	-

Level 9 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Earth Elem. (16 HD)	2-3
3-4	Frost Giant	1-2
5-6	Hill Giant	2-3
7-8	Mummy	3-5
9-10	Ogre Mage	1-2
11-12	Ogre Mage, Xill, Xorn	1 & 1 & 1
13-14	Salamander	2-4
15-16	Spectre	2-3
17-18	Wraith	3-5
19-20	Roll on Level 10	-

Level 9 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Frost Giant	1-2
3-4	Gorgon	1-2
5-6	Gorgon & Wyvern	1 & 1
7-8	Gray Render	1-2
9-10	Hydra (10 heads)	1
11-12	Roc	1
13-14	Stone Giant & Ettin	1 & 1
15-16	Treant	1-2
17-18	Water Elem. (16 HD)	2-3
19-20	Roll on Level 10	-

Level 10 Random Monsters (Dungeon)

d20	Monsters	# Encountered
1-2	Barbed Devil	1
3-4	Clay Golem	1-2
5-6	Fire Elem. (24 HD)	1
7-8	Flesh Golem	1-2
9-10	Frost & Hill Giant	1 & 1
11-12	Hill Giant	2-5
13-14	Iron Golem	1
15-16	Lich	1
17-18	Roper	1
19-20	Stone Golem	1

Level 10 Random Monsters (Outdoors)

d20	Monsters	# Encountered
1-2	Cloud Giant	1
3-4	Fire Giant	1-2
5-6	Frost Worm	1
7-8	Hill Giant	2-5
9-10	Hydra (12 heads)	1
11-12	Kraken (water)	1
13-14	Naga, Guardian	1-2
15-16	Rakshasa	1-2
17-18	Roc & Hill Giant	1 & 1
19-20	Storm Giant	1

Themed Monster Tables

You can also create your own Random Monster Table that has a monster "theme" to it. For example, you could create; "The Goblin Caves!"

"The Goblin Caves!"

d20	Goblin Caves!	# Encountered
1-2	Goblins	1-4
3-4	Goblin Guards	1-2
5-6	Goblin Javelin Guards	1-2
7-8	Goblins	1-3
9-10	Goblin Mage (Mage)	1
11-12	Bugbear Mercenary	1
13-14	Goblin Queen (add 1 HD) Roll again and add to encounter.	1-2
15-16	Goblin King (add 2 HD) Roll again and add to encounter.	1-2
17-18	Goblin Shaman (Cleric)	1
19-20	Roll again and roll once more and add to encounter.	-

Blank Random Monster Theme Table

d20	Monsters	# Encountered
1-2		
3-4		
5-6		
7-8		
9-10		
11-12		
13-14		
15-16		
17-18		
19-20		

Random Wilderness Generator

Eventually your players will leave the depths of the dungeons and look to travel across the realm for new adventures. For this we have a Random Wilderness Generator to establish the lands around the character's hometown. It will fill in terrain and add the opportunity to find new towns and other dungeons whose depths are waiting to be explored.

To use the Random Wilderness Generator take the terrain that you currently have your player's characters set in and roll on the Random Wilderness Table for the new location they plan to move into. Locate the party's current terrain in the header row, roll a d20, and then locate the result in the column on the left. That's the terrain of the area they have moved into. The size of these areas is up to you but an agreeably distance is commonly 3-6 miles per square or hex on your map.

Random Wilderness Table

Terrain	Badland	Canyon	Desert	Flatland	Forest	Hills	Mtn's	Swamp	Water
Badlands	1-8	1	1	1,2	1,2	1,2	1,2	1	1
Canyon	9	2-9	2	3	3	3	3	2	2
Desert	10	10	3-10	4	4	4	4	3	3
Flatlands	11,12	11,12	11,12	5-11	5,6	5,6	5,6	4,5	4,5
Forest	13,14	13,14	13,14	12,13	7-12	7,8	7,8	6,7	6,7
Hills	15,16	15,16	15,16	14,15	13,14	9-14	9,10	8,9	8,9
Mountain	17,18	17,18	17,18	16,17	15,16	15,16	11-17	9,10	9,10
Swamp	19	19	19	18	17	17	18	11-15	11,12
Water	20	20	20	19,20	18-20	18-20	19,20	16-20	13-20

Random Terrain Examples

For some variation to the terrain rolled on the Random Wilderness Table use the following table.

Terrain	Examples
Badlands	brush, brackens, bush, crags, rough, scrub, thickets, veldt
Canyon	basin, chasm, crevasse, dale, gap, gorge, gulch, hollow, notch, ravine, rift, vale, valley
Desert	barrens, dunes, flat, sands, snowfield, waste
Flatlands	downs, fields, flats, heath, meadow, moor, plain, prairie, savanna, steppe
Forest	copse, glade, glen, grove, jungle, woods
Hills	barrow, bluff, cairn, dunes, foothills, ridges
Mountain	cliffs, glacier, mesas, pass, peak, summit, tor
Swamp	bayou, bog, fen, marsh, mire, morass, slough, quagmire
Water	bay, bend, brook, creak, delta, falls, gulf, harbor, inlet, lake, ocean, pond, rapids, river, sea, stream, tributary

When character explore a new area using the Random Wilderness Table you may also want to make a d20 roll on the following table to determine if there are any dwellings or abandoned locations there.

Dwellings and Abandoned Locations Table

d20	Dwellings or Abandoned Locations	d20	Abandoned Locations
1	Homestead - house, inn, lodging, quarters	1-14	Homestead - den, haunt, house, inn, lodging, quarters
2	Village - crossroads, hamlet, thorp	15	Village - crossroads, hamlet, thorp
3	Town	16	Town
4	City - capital, port	17	City
5	Castle – barbican, citadel, fasthold, fortress, garrison, hold, keep, manor, palace, stronghold	18	Tower - obelisk, pillar
6	Abandoned (roll on Abandoned Locations to the right)	19	Castle – barbican, citadel, fasthold, fortress, garrison, hold, keep, manor, palace, stronghold
7-20	Uninhabited	20	Monastery - abbey, temple

It's up to the Game Master to decide if an abandoned location contains any monsters or underground dungeon complex. Also, if any rolls indicate something doesn't make sense simply roll again.

Random Weather

Random weather is another way to spice up your adventure. Instead of the characters waking up to the same old day, this time they could wake up to a heat wave, a driving snowstorm or worse! Even if the weather is calm and normal a quick description of the day helps paint a picture in your player's imaginations.

Roll on the Random Weather Table and reference the text under the climate the characters are currently in. You may want to roll twice in a day to show changing weather conditions, once in the morning and once in the afternoon, it's up to you. You may also want to consider a penalty for *unfavorable conditions*, see the Player Skills section, if extreme weather is rolled.

Random Weather Table

d20	Weather	Cold Climate	Temperate Climate*	Desert
1-13	Normal Weather	Cold, calm	Normal for season**	Hot, calm
14,15	Abnormal weather	Heat wave (1-6) or cold snap (7-20)	Heat wave (1-10) or cold snap (11-20)	Hot, windy
16,17	Inclement weather	Precipitation, snow	Precipitation, normal for season	Hot, windy
18,19	Storm	Snowstorm	Thunderstorm, snowstorm	Duststorm
20	Powerful storm	Blizzard	Windstorm, blizzard, hurricane, tornado	Downpour
* Temperate includes Flatlands, forest, hills, mountains, swamp and warm waters.				
** Winter is cold, summer is warm, spring and autumn are temperate. A swamp is slightly warmer in winter.				