

Actual Dungeon Mastering: How to Design Dungeons

The following is an analysis on dungeon design which cumulates with a comprehensive procedure to make OSR dungeons based on the original TSR principles. OSR dungeons are designed for games that are about physically exploring a dangerous location, and the original TSR principles of dungeon design incentivize exploring the dungeon. The same principles detailed regarding dungeon design are then expanded upon in creating the wilderness.

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Chapter 1: Theory

As OSR games are based on physical exploration of a dangerous place, dungeon construction requires the most time from the referee. An analysis of dungeon design method in TSR games and their retro-clones would then allow a referee to competently make such dungeons. This chapter will explore the underlying unity within dungeon maps, dungeon stocking procedure, treasure distribution, monsters, traps, the relationship of the underworld and the wilderness, and foreshadowing and aesthetic unity.

In general, dungeons fall into the following five types:

Gygaxian Naturalism/Themed

This refers to a dungeon built around a theme with thought placed into "what do the orcs eat?" Generally, the term "dungeon ecology" is used. I would say that most RPG videogame dungeons would fall into this classification. Top-Down and Dungeon History design methods are often used to make these dungeons.

Funhouse

These dungeons are one where dungeon ecology is abandoned in favor of placing a great deal of the individual dungeon contents to be fun to encounter. These tend to have a great deal of dynamic elements. Those familiar with haunted houses would easily grasp these, as would those who have played light-gun games House of the Dead and Ocean Hunter come to mind. Down-Up and Checklist design methods are often used to make these dungeons.

Mega-dungeon

This is the dungeon type OSR is famed for. Hundreds of rooms, several levels, and factions. Campaign play is designed around going deeper and deeper into these dungeons. The original games ran by Gygax and Anderson focused on these kinds of dungeons. Such dungeons have sub-levels and can be thought of as tabletop versions of Metroidvania games with a large degree of exploration and interconnectedness across a vast space.

Nega-dungeon

This the dungeon type LOTFP is infamous for. It is a terrible place to be full of terrible things, where the more things you touch the worse you tend to make things. The most famous Nega-Dungeon, Death Frost Doom, still contains 7348 silver pieces among 48 rooms, which if was all on the 1st floor of a dungeon would fulfill the suggested amount $48(100+50) = 7200s$ of treasure. This dungeon is more fitting to that of a horror film, than a fantasy world. I think the description of a "negadungeon" arises from 10x as many traps as a regular dungeon and only a few powerful monsters with foreshadowing not properly done by the referees running the games and sadism by the module author.

Mythic Underworld

*"There are many interpretations of "the dungeon" in D&D. OD&D, in particular, lends itself to a certain type of dungeon that is often called a "megadungeon" and that I usually refer to as "the underworld." There is a school of thought on dungeons that says they should have been built with a distinct purpose, should "make sense" as far as the inhabitants and their ecology, and shouldn't necessarily be the centerpiece of the game (after all, the Mines of Moria were just a place to get through). None of that need be true for a megadungeon underworld. There might be a reason the dungeon exists, but there might not; it might simply be. It certainly can, and perhaps should, be the centerpiece of the game. As for ecology, a megadungeon should have a certain amount of verisimilitude and internal consistency, **but it is an underworld: a place where the normal laws of reality may not apply, and may be bent, warped, or broken.** Not merely an underground site or a lair, not sane, the underworld gnaws on the physical world like some chaotic cancer. It is inimical to men; the dungeon, itself, opposes and obstructs the adventurers brave enough to explore it" – Jason Cone*

The mythic underworld is an amalgam of the other dungeon types, and is more of a platonic dungeon ideal. The procedures discussed here will focus on making a mythic underworld dungeon, as it serves as a middle ground and would allow one to alter these procedures easily to make any of the other dungeons described.

There are generally four dungeon design methods:

Top Down Dungeon Design

1. Start with a concept of dungeon
2. From concept make monsters/traps/treasure/special
3. Arrange concepts in physical space
4. Add missing mechanical elements to dungeon
5. Refine dungeon

Pro: Aesthetic consistency and tonal fidelity

Con: Important dungeon elements absent and time intensive

Down Up Dungeon Design

1. Use dungeon generator to design map
2. Roll for contents of each room
3. Add missing aesthetics and colors
4. Refine Dungeon

Pro: All dungeon elements present

Con: Gonzo/disjointed dungeon fills and absence of underlying theme

5 Room Dungeon Design (checklist)

1. Establish 5 specific aspects of a dungeon
2. Arrange concepts in physical space
3. Add missing mechanical elements to dungeon
4. Add missing aesthetics and colors
5. Refine Dungeon

Pro: the dynamic player facing elements of the dungeon are focused on

Con: Only 5 real rooms are made making the dungeon feel very empty, this is mainly a non-OSR method.

Dungeon History Design

1. Establish original use of dungeon
2. Establish current use of dungeon
3. Arrange concepts in physical space
4. Add in factions
5. Establish faction interactions
6. Add missing mechanical elements

Pro: this is a mix of top down and 5 room design which results in good dynamics and unified themes

Con: borderline world-building rather than pragmatic use of time, mechanical aspects of a dungeon not emphasized

All of the methods state to make a map and then stock the rooms once dungeon layout is established. Prior to stocking procedure, an explanation for jaquaying and adding loops to a dungeon to visually explain how they facilitate physical exploration of a dangerous place has been provided.

Loop and Jaguaying Explanation

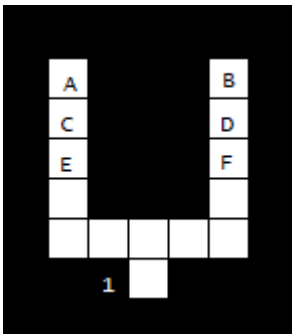


Figure 1
Here we have a linear dungeon that forks into two paths. We're going to use this to represent a dungeon which is not just a straight line. Here we have a single entry and then two different paths one could take. An issue with exploring this dungeon design is that to reach points A or B one must first cross points C,E or D,F. This makes these two points mandatory in order to reach A or B. This is not conducive to exploration as there is a single approach to each destination. However, we can increase the amount of exploration by creating a loop.

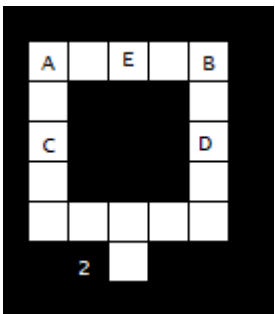


Figure 2
Here we have a looped dungeon. Now we have doubled the ways of reaching point A or B. Unlike figure 1, there is an incentive for a party to explore the dungeon. One is able to reach point A by passing point C or through B,D,E. Though a party is not aware of the loop, they would be able to turn back and attempt to pass through a different point. Consider a party trying to reach point E. They are first presented with options C and D and are able to choose which of the two to attempt to cross. Let's assume that the party is able to overcome C, they would then have the option to cross A or D and unlike Figure 1, neither of those would be mandatory to cross to reach E. In fact we can increase the amount of pathing options.

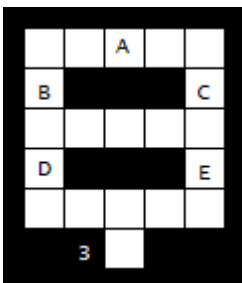


Figure 3
Here we have added a loop within the loop. Let's consider a party trying to reach point A. The party would be able to explore and find points D and E. They could choose to cross one, but then they would gain an even greater amount of options to cross. Let's assume a party crosses D, they would have options to try to pass through B,C,E in order to reach A. An increased number of loops incentives

exploration of the dungeon further. Let's add another loop offset from the first and see how it changes exploration potential.

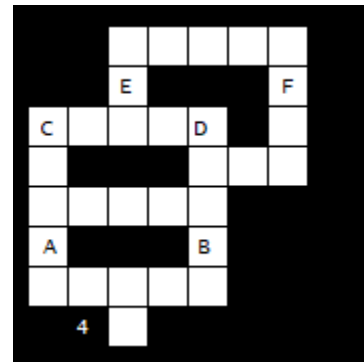


Figure 4
Here we have several loops. And much like adding a loop within a loop, adding an external loop greatly increases the amount of different pathing possible to be taken by a party. In sharp contrast to Figure 1, there are many different paths one could take. The increased number of paths creates greater and greater possibilities of what a party may do within a dungeon and provides greater means of emergent gameplay. There is no narrative for exploring a dungeon with many loops. A further tenant of jaguaying the dungeon is the addition of numerous entrances into the dungeon, let's see what that looks like.

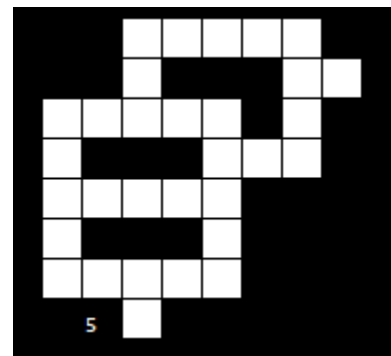


Figure 5
Here we have added another entrance into the dungeon, but the effects become apparent if we think of outside of the dungeon as a separate loop in itself, like depicted in figure 6.

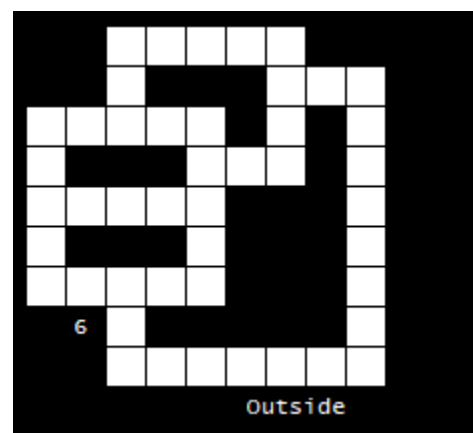


Figure 6
Here we see that the addition of multiple entrances into the dungeon, results in additional pathing possibilities. It is no different from adding loops in the dungeon layout. Further adding multiple stairs to lower levels as you can see in the further figure is little more than adding larger and larger loops.

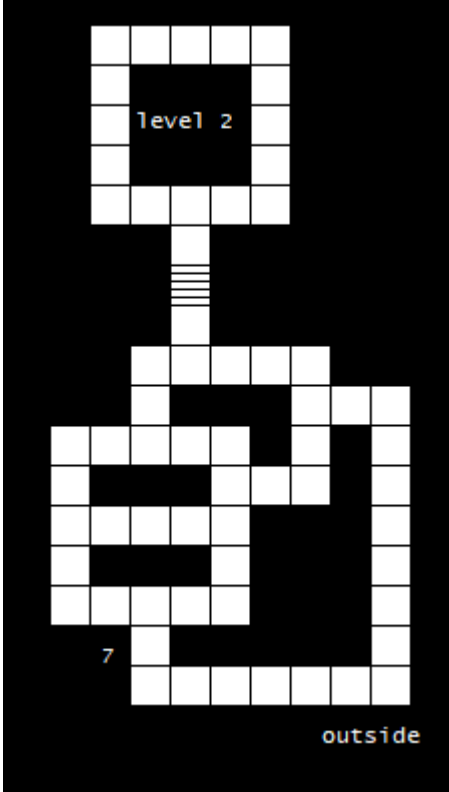


Figure 7
Here is an addition of the lower level which contains a loop within it.

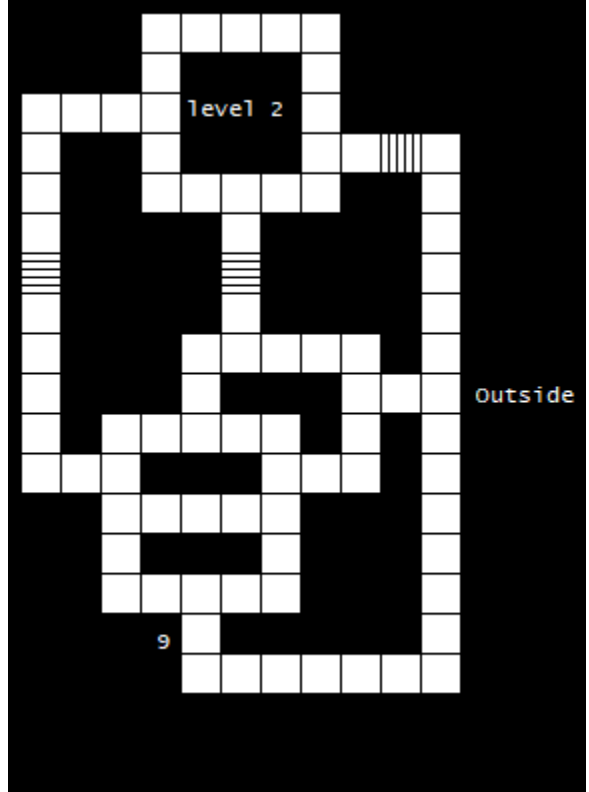


Figure 9
Finally we have added another entrance, this time to the second floor. This gives us many more loops.

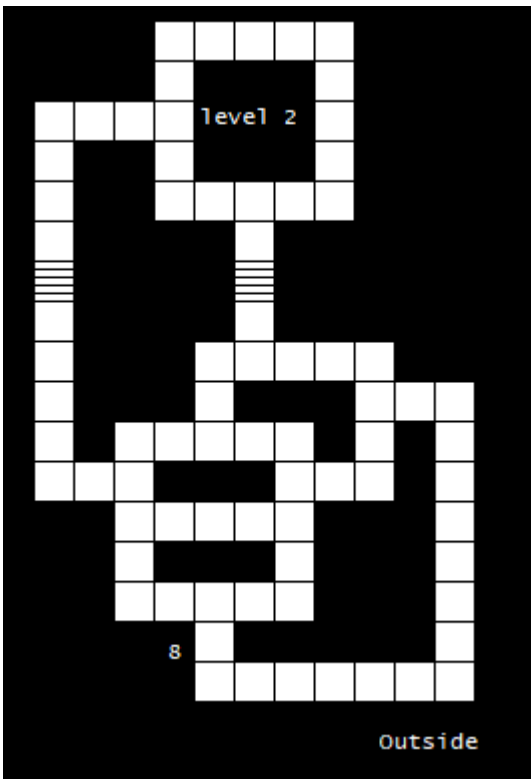


Figure 8
Here we have added another staircase to the 2nd level increasing the number of loops in the dungeon.

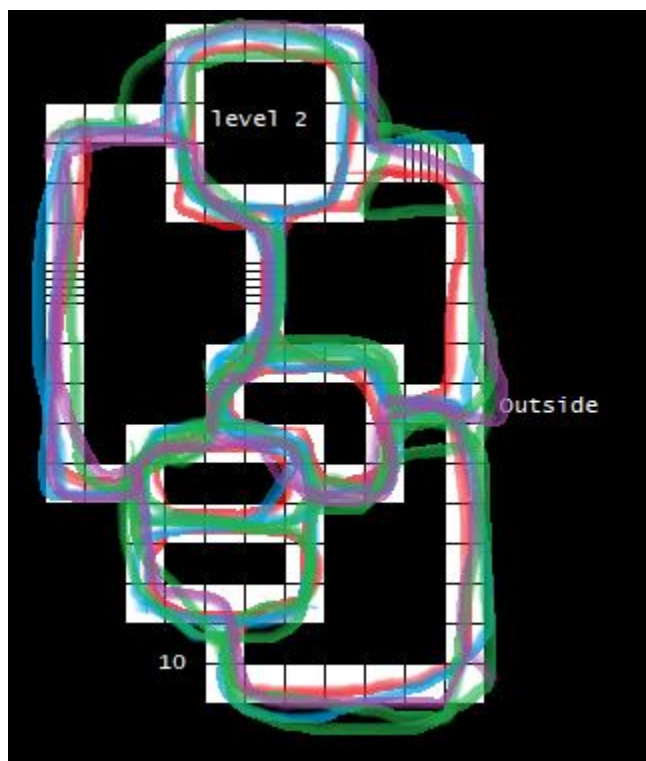


Figure 10
Here we have many loops visualized within the dungeon. I quickly drew 7 red loops, 6 blue loops, 6 green loops, and 2 purple loops. We can see that there are over 21 loops in the dungeon, each presenting different pathing one could take within the dungeon.

The existing TSR and OSR down-up design methods can be assessed to see if they share underlying procedure.

BASIC/Expert Dungeon Stocking Method

"First the DM should design any major encounter areas and the monsters, treasures, traps and special situations which may be encountered there. Then the DM may stock the remaining minor areas with monsters and treasure using the following system."

Room Content 1d6

- 2 in 6 monster
- 2 in 6 empty
- 1 in 6 trap
- 1 in 6 special

Some math on treasure chance

- M $2/6 * 3/6 = 6/36$
- E $2/6 * 1/6 = 2/36$
- T $1/6 * 2/6 = 2/36$
- S $1/6 * 0 = 0$

Treasure Chance 1d6

- Monster 3 in 6
- Trap 2 in 6
- Empty 1 in 6
- Special 0 in 6

10/36 chance of treasure in a room

Mechanical Contents from Basic Dungeon per 36 rooms

- 12 rooms are empty
- 12 rooms have monster
- 10 rooms have treasure
- 6 rooms have a dynamic element
- 6 rooms are trapped

We have treasure in roughly one third of the rooms, one third has monsters, one sixth are trapped, and one sixth are dynamic.

ADnD Dungeon Stocking Method

Dungeon Room stocking Per 1d20

- 1-12 Empty
- 13-14 Monster
- 15-17 Monster and Treasure
- 18 Special
- 19 Trick/Trap
- 20 Treasure

Mechanical Contents from ADnD DMG per 20 rooms (on average)

- 12 rooms are "empty"
- 5 rooms have monsters
- 4 rooms have treasure
- 1 room is trapped
- 2 rooms have dynamic elements

3/4ths of the treasure is found alongside a monster, which results in double the amount of treasure.

Further it increases the chance of a magic item from 3% to 25%. Further rolling 3 rooms with treasure means there is a 99% chance there is a magic item within one of them. We're going to do math about this later in order to determine the average value of a treasure room.

Of treasure that is guarded: 1-8 treasures are trapped and 9-20 treasures are hidden. For easier numbers let's change this to be 50% of treasure is open, 50% of treasure is guarded and half of guarded is hidden, while the other is trapped. Of the trapped treasure, 40% is poison, we can consider this poison to instead be repeated damage instead of just a single pit opening beneath the treasure, it can be expanded to repeated threats such as possibly summoning a monster. Of hidden treasure, 50% is in secret room/alcove so they would be revealed through interacting with the environment, this can be expanded to be actively hidden. We can then work backwards to get the following numbers of where a treasure is

Treasure Location 1d8

- 1-4 Open Treasure
- 5 Trapped Treasure*: Single Damage Threat
- 6 Trapped Treasure*: Repeated Damage Threat
- 7 Hidden Treasure*: Passive
- 8 Hidden Treasure*: Active

*Roll again for Magic Item Chance

Adventurer Conqueror King Dungeon Stocking Method

1d100 roll

- 30% Empty
- 30% Monster
- 15% Trap
- 25% Unique

Like Basic/Expert, you add treasure upon determining the room content

1d100 roll

- 15% of empty rooms have treasure
- 30% of trap rooms have treasure
- Unique rooms may have applicable treasure
- Monster rooms have a chance of being a Lair (and then have treasure as a result), which is different for every monster

This is not very different from B/X stocking Methods

Labyrinth Lord Dungeon Stocking Method

1d100 roll

- 30% Empty
- 30% Monster
- 15% Trap
- 25% Unique

Like Basic/Expert (and ACK), you add treasure upon determining the room content

1d100 roll

- 15% of empty rooms have treasure
- 30% of trap rooms have treasure
- 50% of monster rooms have treasure
- Unique rooms may have applicable treasure

This is B/X with possible treasure in unique/special rooms

OSRIC Dungeon Stocking Method

Dungeon Room stocking 1d20

- 1-7 Empty
- 8-11 Monster
- 12-17 Monster and Treasure
- 18 Special
- 19 Trick/Trap
- 20 Treasure

Mechanical Contents from OSRIC DMG per 20 rooms (on average)

- 7 rooms are "empty"
- 10 rooms have monsters
- 6 rooms have treasure
- 1 room is trapped
- 2 rooms have dynamic elements

This is very similar to the ADnD methods however, the number of empty rooms is decreased, while the number of monsters is increased. Even more inhabitants than the B/X dungeon stocking method.

Wolf-packs and Winter Snow Dungeon Stocking Method

Dungeon Room stocking 1d20

- 1-7 Empty
- 8-10 Monster*
- 11-12 Treasure
- 13-17 Trap/Hazard
- 18-20 Special

Mechanical Contents from WPAWS DMG per 20 rooms (on average)

- 7 rooms are "empty"
- 3 rooms have monsters*
- 2 rooms have treasure
- 5 room is trapped
- 3 rooms have dynamic elements

Unlike other systems WPAWS has variable chance of wandering monsters ranging from 5 in 6 to 1 in 6, on average this is a 3 in 6 chance of encountering a wandering monster. However, these wandering monsters are inhabitants of the cave complex and if they are slain, they will no longer be encountered. This means that there are even less monsters in comparison to most other OSR dungeon stocking methods. WPAWS deviates from normal traps as well, with certain traps being hazards to be overcome, which may be more analogous to locked doors. However, they would be solved by lateral thinking rather than pure mechanical abilities. From those stocking-methods we can create a syncretic system for stocking the dungeon.

Synthesized Dungeon Stocking Method

The previous procedures can be then synthesized into the following methodology

1d20 Method

- 1-12 Empty
- 13 Dynamic Element (Changes the dungeon, the characters, or items permanently)
- 14 Trapped (Reduces party resources, most commonly HP)
- 15 Obstacle* (Blocks passage but may be circumvented)
- 16-20 Monster

**I have decided to add these to the standard list of dungeon contents because they provide further opportunities for lateral thinking and helps balance the 5% and 16% chance of a trapped room.*

Further, every room has a 2 in 10 chance of possessing treasure and each treasure has a 1 in 6 chance of being a magic item.

Though we now have a syncretic method of dungeon stocking of a dungeon based on 20 rooms. A continued analysis of TSR Rulesets would inform a great deal of dungeons that would not be apparent from only the room contents of a dungeon. Such as suggestions for the amount of treasure per dungeon, the size of dungeons, or the number of monsters encountered.

Calculation of Treasure In a Dungeon

ADnD DMG's dungeon generator gives us the contents of a treasure room on the first floor on the dungeon in the form of a table. From this we are able to calculate the average value of a treasure room on the first dungeon level.

ADnD TREASURE MATH

Base chance

25% 10 G
25% 100 G
15% 375 G
15% 250 G
10% 1000 G
4% 2.5 Gems of 275 [687.5 total]
3% Jewellery 2910G
3% Magic Item

Gems

25% 10g
25% 50g
20% 100g
20% 500g
9% 1000g
1% 5000g

2.5 + 12.5 + 20 + 100 + 90 + 50

Jewelry* this not take into account gems on the jewelry*

10% 550g
10% 700g
20% 1050g
10% 1750g
20% 3500g
20% 5000g
10% 7000g

55 + 70 + 210 + 175 + 700 + 1000 + 700 = 2910

ADnD DMG procedures informs us that monster treasure rooms and non-monster treasure rooms have different distributions but we know that roughly 3/4ths of the treasure rooms have monsters within them so we can take that into account in future calculations.

Non-Monster

25% 10 G
25% 100 G
15% 375 G
15% 250 G
10% 1000 G
4% 2.5 Gems of 275 [687.5 total]
3% Jewellery 2910G
3% Magic Item

Monster (Twice Over)

15% 10 G
25% 100 G
15% 375 G
15% 250 G
10% 1000 G
4% 2.5 Gems of 275 [687.5 total]
3% Jewellery 2910G
13% Magic Item

We're going to take out the magic item treasure value math by not including it in the math.

Non-Monster

.25 * 10
.25 * 100
.15 * 375
.15 * 250
.1 * 1000
.04 * 687.5
.03 * 2910

2.5+25+56.25+37.5+100+27.5+87.3

336.05 G and 3% magic item chance

Monster

.15 * 10
.25 * 100
.15 * 375
.15 * 250
.1 * 1000
.04 * 687.5
.03 * 2910

2(1.5+25+56.25+37.5+100+27.5+87.3)
2(335.05)

670 G and 25% magic Item chance

We can now determine: the average dungeon level 1 treasure amount as { .25 * [336.05 G and 3% magic item chance] + .75 * [670 G and 25% magic Item chance] }

84g and .75% + 502.5 and 18.75%

Average value of ADnD Level 1 dungeon treasure room is 586.5 Gold and has a 19% chance of being a magic item. Deeper levels would have linearly increased gold. Thus, a level 4 dungeon room could have treasure worth 2346 gold with the same 19% chance of having a magic item. I want to round that 19% down to 15%/16.6% because it makes it easier to roll with a 1d6 and 1d20.

Amount of Treasure in a Dungeon

B/X's advice on how much treasure to place in a dungeon maybe used to inform us on how large a dungeon would be and how much treasure it would possess. Basic has the following text *"if no players reach level 2 in 3 to 4 sessions then add treasure, if most players have reached level 3 reduce treasure"*

Let's assume that in 3.5 sessions players need to reach above level 2 but not above level 3. Average XP to reach level 2 is 2000 XP and Average XP to reach Level 3 is 4000 XP So, let's assume that absolute minimum XP needed for level 2 is 1200 XP (from Thief) so $N \text{ players} * 1200$ should be obtainable in 3.5 sessions. From NPC party encounters, B/X gives average part size as 5-8, so we can assume an average party size of 6.5 members. Now using a thief, we can state that the amount of XP suggested would be around $6.5 * 1200 = 7800$ XP. However, this is using a thief and we know that some treasure is hidden. So we'll use Fighter XP on the basis that 40% of treasure is not found by a party as 50% of treasure by ADnD DMG stocking is hidden or trapped, giving us $6.5 * 2000 \text{ XP} = 13000 \text{ XP}$.

$13000 \text{ XP} / 3.5 \text{ Sessions}$ gives us 3714 XP per session. Basic assumed that 75% of XP comes from treasure so we can amend the treasure XP to instead be 9750 over 3.5 sessions or 2785.7 XP per session. This also leaves us with 3250XP from monsters, we will come back to this value later when determining monster numbers and abilities.

Let's think about how far one could delve in 3.5. Let's assume that they get to the 2nd level of the dungeon as well by at least session 2 and that means session 3.5 includes both level 1 and level 2 of the dungeon. We know that across 3.5 sessions, players should obtain around 9750 XP. Magic Items do not contribute to this amount and make up 15% of treasure. so instead that becomes 8287.5 XP from treasure from 3.5 sessions.

Let's say that half of the rooms are from level 1 while the other half are level 2 (essentially that the party will explore this dungeon in 3.5 sessions and then leave once they have enough to level up to level 2). This means that we have an equation for the number of treasure rooms the party is expected to explore in 3.5 sessions. Level 1 treasure is worth 586.5 XP while Level 2 treasure is worth 1173 XP. Assuming that floor 1 and 2 are of equal size we can then divide 8287.5 by the average treasure value of this dungeon (879.75) to find the amount of treasure rooms in the dungeon. Coincidentally this gives us 9 treasure rooms. So 4.5 treasure rooms on level 1 and 4.5 treasure rooms on level 2. We can assume that one of the treasures on floor 2 is instead larger than the others so this gives us 4 and 4+1 Treasure rooms on levels 1 and 2 respectively.

Previously we have established that per 20 rooms, there would be 4 treasure rooms. Thus we learn this "dungeon" would have 40 rooms. This also gives us an assumed average of 11.4 rooms explored per session, from my own experience this is slightly over the number of rooms explored during a 3 hours session and sounds very realistic for a game session of 4 hours. This gives us the treasure XP from floor 1 to be roughly double that for a thief to reach level 2, 2400XP.

If we want to make things easier on ourselves, we could instead form a heuristic for treasure placement based on the XP needed for a standard character to reach level 2.

Based on TSR's design suggestions: **10 rooms of level 1 should contain enough treasure for a standard character to reach level 2, with deeper levels multiplying the treasure amount by the dungeon depth.** As most OSR systems have a standard character require 2000XP to reach level 2, we could do a rate of *"200XP in treasure per room modified by dungeon depth."* This number would be modified by the XP requirements of a referee's system of preference. Coincidentally if we assume a dungeon has 40 rooms per floor, this matches the amount of treasure often suggested by OSR players online, of a dungeon floor having enough treasure to level up 4 fighters of equal level.

A Further Synthesis

Now that we know that 20 rooms of level 1 should contain enough treasure for 2 standard characters to reach level 2, we can return to our standard synthesized dungeon method and see how much treasure would be placed in each room.

Synthesized Dungeon Stocking Method 1d20

- 1-12 Empty
- 13 Dynamic Element
- 14 Trapped
- 15 Obstacle
- 16-20 Monster

Further a room has a 2 in 10 chance of possessing treasure and that treasure has a 1 in 6 chance of being a magic item, doubled if it is hidden or trapped.

20 Rooms would then be stocked with the following:

- 5 rooms have monsters
- 1 room is trapped
- 1 room is blocked by an obstacle
- 1 room has a dynamic element

Adding Treasure

20 rooms will have within them treasure worth [Dungeon Level * (2*XP needed for a level 1 character to reach level 2)] within them. Each room which contains a treasure will then roll for where the treasure is located. For the purpose of this post we'll use the B/X fighter value of 2000XP for this, these 20 rooms needing 4000 gold pieces worth of treasure among them. First, we would need to determine where the treasure is located and if the treasure is instead a magic item and then partition the treasure.

Treasure Location 1d8 (from ADnD)

- 1-4 Open Treasure
- 5 Trapped Treasure*: Single Damage Threat
- 6 Trapped Treasure*: Repeated Damage Threat
- 7 Hidden Treasure*: Passive
- 8 Hidden Treasure*: Active
- *Magic Item on 1-2 in 6

Obvious Treasure

These treasure calculations did not include math for player attrition or stupidity. I urge hand placing another 50% of floor treasure amid the open such as a monster's hoard or a golden idol, in essence following the B/X stocking method backwards. This additional treasure comes from using the original treasure rate of of 1/10th of XP needed to reach level 2 per room for a year, and having a few sessions where players gained no treasure in their exploration. A quick way to do this is to add an obvious treasure room for every 2 rolled treasure rooms, resulting in the amount of treasure in a dungeon floor to be **(10%+5%) of XP to level 2 per 10 rooms.**

Monster Properties in a Dungeon

Now we return to the monster XP 3250 which we have yet to concern ourselves with. This value could then be used in order to determine the properties of monsters within a dungeon. We have previously established the dungeon explored in 3.5 sessions had 40 rooms, 20 on level 1 and 20 below on level 2. Splitting the monster XP in thirds and two-thirds gives us 1083 XP on floor 1 and 2166 on floor 2. From ADnD room distribution that's a total of 5 encounters so the average XP amount of a monster encounter for floor 1 is 216 and the average XP amount for a monster encounter for floor 2 is 432. ADnD also gives the procedures to determine the XP given for slaying a monster, so we could work backwards to construct the mechanical aspects of monster encounters so they average out to those XP values.

So, let's look at the ADnD XP given for monsters, XP is given for HD of the monster, HP of the monster, and abilities. There is a division between special abilities and exceptional abilities and they are described as follows. *[I have added a few other types of special and exceptional abilities]*

Typical special abilities (as +0.5 HD): 1d16

- 1 4 or more attacks per round
- 2 Ranged attack
- 3 Defense greater than plate and shield
- 4 Alternative means of movement (like climbing on walls or flight)
- 5 Special Defense (Immunity to damage type or foe)
- 6 Spell Casting
- 7 Ambushes (+2 to surprise chance/decreased chance to be surprised)
- 8 Conditional damage increase (charge, rend, hug)
- 9 Undead/Fanatic morale (always attack, never rout)
- 10 Dissolves material (Rust Monster)
- 11 Temporary blindness
- 12 Petrification
- 13 Requires Magic Weapons
- 14 Grappler (Attachs/Grabs on successful attack)
- 15 Entangle/Repulsive ability
- 16 Regeneration

Typical exceptional abilities (as +1 HD):: 1d16

- 1 XP/Level Drain
- 2 Paralysis
- 3 Lethal Poison
- 4 Magic Resistance
- 5 Many Spells/SPELL Ability
- 6 Cursed Damage (wounds inflicted do not heal naturally)
- 7 Swallows whole (Hits scored 4 points over armor swallow)
- 8 Possession/Mind Control
- 9 Aura of Weakness
- 10 Infection (damage dealt has a percentile chance of transmitting curse)
- 11 Thorns (Failed melee attacks incur damage)
- 12 Spores (Damage dealt may spawn smaller versions or extra heads)
- 13 Rending (high damage rolls force save vs losing limb/eye)
- 14 High Damage (if single attack deals more than 3d8 or sum of all attacks greater than 6d8)
- 15 Breath (Area of effect Attack)
- 16 Summoning 2,7 Rending: If damage over 7 then save vs losing limb

So let's get some standard HD/HP XP Values assuming a standard HD roll of 4.5 HP per HD. SUMXPALL is the value given in ADnD for a monster of that HD. NuXP is a massaged version of those values which makes them better to work off of. These sums are multiplied by the number of monsters encountered in the room, so 10 HD 1 monsters would be 150 XP.

HD	HP	XPofHD	XPofHP	SUMXPHP	SUMALL	NuXP	EAXPA	EASUM
1	4.5	10	1	4.5	14.5	15	35	50
2	9	20	2	18	38	40	45	85
3	13.5	35	3	40.5	75.5	75	55	130
4	18	60	4	72	132	130	65	195
5	22.5	90	5	112.5	202.5	200	75	275
6	27	150	6	162	312	315	125	440
7	31.5	225	8	252	477	475	175	650
8	36	375	10	360	735	750	275	1025
9	40.5	600	12	486	1086	1100	400	1500
10	45	900	14	630	1530	1500	600	2100

Exceptional abilities increase the XP to a greater HD pretty consistently, thus a HD 2 creature with an exceptional ability would become a HD 3 creature in terms of XP value. Further from the matrix on average the special ability bonus (from HD 1 to 10) is 49% of the Exceptional HD bonus, which means this would average out to be a half of the exceptional HD bonus. Thus, a creature with 1 HD a special ability would improve by half to 1.5 HD. This will make our work much easier. So, we can work backwards to construct a methodology to generate monsters of “correct” XP cost that will average out to Dungeon Level * 216 XP.

Amount encountered	Monster HD																			
	1	1.5	2	2.5	3	3.5	4	4.5	5	5.5	6	6.5	7	7.5	8	8.5	9	9.5	10	
1	15	30	45	60	75	102.5	130	165	200	257.5	315	395	475	612.5	750	925	1100	1315	1530	
2	30	60	90	120	150	205	260	330	400	515	630	790	950	1225	1500	1850	2200	2630	3060	
3	45	90	135	180	225	307.5	390	495	600	772.5	945	1185	1425	1837.5	2250	2775	3300	3945	4590	
4	60	120	180	240	300	410	520	660	800	1030	1260	1580	1900	2450	3000	3700	4400	5260	6120	
5	75	150	225	300	375	512.5	650	825	1000	1287.5	1575	1975	2375	3062.5	3750	4625	5500	6575	7650	
6	90	180	270	360	450	615	780	990	1200	1545	1890	2370	2850	3675	4500	5550	6600	7890	9180	
7	105	210	315	420	525	717.5	910	1155	1400	1802.5	2205	2765	3325	4287.5	5250	6475	7700	9205	10710	
8	120	240	360	480	600	820	1040	1320	1600	2060	2520	3160	3800	4900	6000	7400	8800	10520	12240	
9	135	270	405	540	675	922.5	1170	1485	1800	2317.5	2835	3555	4275	5512.5	6750	8325	9900	11835	13770	
10	150	300	450	600	750	1025	1300	1650	2000	2575	3150	3950	4750	6125	7500	9250	11000	13150	15300	
11	165	330	495	660	825	1127.5	1430	1815	2200	2832.5	3465	4345	5225	6737.5	8250	10175	12100	14465	16830	
12	180	360	540	720	900	1230	1560	1980	2400	3090	3780	4740	5700	7350	9000	11100	13200	15780	18360	
13	195	390	585	780	975	1332.5	1690	2145	2600	3347.5	4095	5135	6175	7962.5	9750	12025	14300	17095	19890	
14	210	420	630	840	1050	1435	1820	2310	2800	3605	4410	5530	6650	8575	10500	12950	15400	18410	21420	
15	225	450	675	900	1125	1537.5	1950	2475	3000	3862.5	4725	5925	7125	9187.5	11250	13875	16500	19725	22950	

Using the following chart, we can determine the wandering monsters of a level based on the amount monster XP for that floor. The number of monsters wandering in a dungeon can then be based on the averages of the Floor monster XP divided by the HD XP and then converted to a dice approximation such as 1d6 converted 3.5. A similar principle may be applied to the averages of monsters with HD different from the floor to construct the following distribution. We will return to the threefold increase of a 1HD monster at level 4 when we will discuss the number of monsters in a lair.

Floor Monster HD Distribution Table

- 6d8 FloorHD-3
- 5d8 FloorHD-2.5
- 3d12 FloorHD-2
- 3d10 FloorHD-1.5
- 3d8 FloorHD-1
- 2d10 FloorHD-0.5
- 2d8 Floor HD
- 2d6 Floor HD+0.5
- 1d8 FloorHD+1
- 1d6 FloorHD+1.5
- 1d4 FloorHD+2
- 1 > FloorHD+2.5

Weaknesses (as -0.5 HD)

- 1 Slower than a man in heavy armor
- 2 Cannot Ambush
- 3 Cowardly (Low Morale)
- 4 Territorial (Confined to an area)
- 5 Noteworthy Stupidity
- 6 Treasure Laden (Entitiy carries treasure worth 1d6*10s per HD)

I have also included a table of monster weakness above to allow a referee to “balance out” special abilities or high HD.

Number Appearing

B/X Bestiaries give the number of monsters encountered as two numbers. The first number range is the number of creatures encountered in a dungeon. The second number range in parenthesis is the number of creatures encountered in a dungeon lair or in the wilderness. The number appearing within a lair in the wilderness is five times as many as encountered in the lair.

There is a caveat that the first number corresponds to the number of monsters found on a dungeon level equal to the monster's HD.

Dungeon -> Wilderness/D.Lair -> W. Lair

If we apply the increase of monsters from wilderness-to-wilderness lair to dungeon populations then the population of a monster wilderness lair is 25x that of a dungeon encounter. Let's look at the number appearing in B/X to see if that holds true. I will exclude monsters which only appear in one environment, less than 1 HD or variable HD, or are encountered alone.

Men

Acolyte	1-8 (1-20)	
Bandit	1-8 (3-30)	
Berserker	1-6 (3-30)	
Neanderthal	1-10 (10-40)	2HD
Noble	2-12 (2-12)	2HD
Human	1-4 (1-20)	
Trader	1-8 (3-18)	
Veteran	2-8 (2-12)	2HD

Python	1-3 (1-3)	5HD
Crab Spider	1-4 (1-4)	2HD
Black Widow	1-3 (1-3)	3HD
Tarantella	1-3 (1-3)	4HD
Stirge	1-10 (3-36)	
Wolf	2-12 (3-18)	2HD
Dire Wolf	1-4 (2-8)	4HD
Caecilia	1-3 (1-3)	6HD
Giant Crab	1-2 (1-6)	3HD
Giant Scorpion	1-6 (1-6)	6HD
Giant Toad	1-4 (1-4)	2HD
Giant Weasel	1-4 (1-6)	4HD

Weretiger	1-4 (1-4)	5HD
Werebear	1-4 (1-4)	6HD
Medium	1-4 (1-12)	
Medusa	1-3 (1-4)	4HD
Minotaur	1-6 (1-8)	6HD
Ogre	1-6 (2-12)	4HD
Orc	2-8 (10-60)	
Pixie	2-8 (10-40)	
Rust MOnster	1-4 (1-4)	5HD
Shadow	1-8 (1-12)	2HD
Troglodyte	1-8 (5-40)	2HD
Wight	1-6 (1-8)	3HD
Basilisk	1-6 (1-6)	6HD
Blink Dog	1-6 (1-6)	4HD
Chimera	1-2 (1-4)	9HD
Cockatrice	1-4 (1-8)	5HD
Cyclops	1 (1-4)	13HD
Devil Hog	1-3 (1-4)	9HD
Displacer Beast	1-4 (1-4)	6HD
H. Giant	1-4 (2-8)	8HD
Stone Giant	1-2 (1-6)	9HD
Fr. Giant	1-2 (1-4)	10HD
Fi. Giant	1-2 (1-3)	11HD
C. Giant	1-2 (1-3)	12HD
Storm Giant	1 (1-3)	15HD
Gorgon	1-2 (1-4)	8HD
Manticore	1-2 (1-4)	6HD
Mummy	1-4 (1-12)	5HD
Purple Worm	1-2 (1-4)	15HD
Rhagodessa	1-4 (1-6)	4HD
Flame Salamandr	2-5 (2-8)	8HD
Frost Salamandr	1-3 (1-3)	12HD
Spectre	1-4 (1-8)	6HD
Troll	1-8 (1-8)	6HD
Unicorn	1-6 (1-8)	4HD
Wraith	1-4 (1-6)	4HD
Wyvern	1-2 (1-6)	7HD

Monsters

White Ape	1-6 (2-8)	4HD
Giant Bat	1-10 (1-10)	2HD
B. Bear	1-4 (1-4)	4HD
G. Bear	1 (1-4)	5HD
P. Bear	1 (1-2)	6HD
C. Bear	1-2 (1-2)	7HD
F. Beetle	1-8 (2-12)	
O. Beetle	1-8 (2-12)	2HD
T. Beetle	1-6 (2-8)	3HD
Boar	1-6 (1-6)	3HD
M. Lion	1-4 (1-4)	3HD
Panther	1-2 (1-6)	4HD
Lion	1-4 (1-8)	5HD
Tiger	1 (1-3)	6HD
S. Tiger	1-4 (1-4)	8HD
Cave Locust	2-20 (1-10)	2HD
Driver Ant	2-8 (4-24)	4HD
Giant Ferret	1-8 (1-12)	
Gecko	1-6 (1-10)	3HD
Draco	1-4 (1-8)	4HD
Horn Chameln	1-3 (1-6)	5HD
Owl Bear	1-4 (1-4)	5HD
Robber Fly	1-6 (2-12)	2HD
Rock Baboon	2-12 (5-30)	2HD
Giant Shrew	1-4 (1-8)	
Cobra	1-6 (1-6)	
Viper	1-8 (1-8)	2HD
Snake	1-8 (1-8)	3HD
Rattler	1-4 (1-4)	4HD

Bugbear	2-8 (5-20)	3HD
Carrion Crawler	1-3 (1-3)	3HD
Doppleganger	1-6 (1-6)	4HD
w. Dragon	1-4 (1-4)	6HD
Bla. Dragon	1-4 (1-4)	7HD
Gr. Dragon	1-4 (1-4)	8HD
Blu. Dragon	1-4 (1-4)	9HD
R. Dragon	1-4 (1-4)	10HD
Go. Dragon	1-4 (1-4)	11HD
Dwarf	1-6 (5-40)	
Elf	1-4 (2-24)	
Gargoyle	1-6 (2-8)	4HD
Ghoul	1-6 (2-16)	2HD
Gnome	1-8 (5-40)	
Goblin	2-8 (6-60)	
Halfling	3-18 (5-40)	
Harpy	1-6 (2-8)	3HD
Hobgoblin	1-6 (4-24)	
C. Statue	1-6 (1-6)	3HD
I. Statue	1-4 (1-4)	4HD
R. Statue	1-3 (1-3)	5HD
Lizardman	2-8 (6-36)	2HD
Wererat	1-8 (2-16)	3HD
Werewolf	1-6 (2-12)	4HD
Wereboar	1-4 (2-8)	4HD

The average amount of men encountered in the wilderness is thrice as many as encountered in a dungeon. For beasts, there is an increase of about 2x as many encountered between the dungeon and the wilderness, but starting in expert many beasts are simply not encountered in a dungeon. Similar to the men increase the average amount of demihumans encountered in the wilderness is about five times as many as encountered in a dungeon. Most monsters "fantasy beasts" have more than 4HD, and there is almost a gap between 1HD fantasy men and 4HD fantasy beasts. Which is curious as when monsters get to 4HD, their numbers in the dungeon and wilderness stay the same. ***Implicit here is that the wilderness corresponds to level 4 of the dungeon, this matches many accounts of characters being able to journey in the wild upon reaching level 4.*** This trend isn't as strong in the Expert monsters, but it holds over all.

I reckon that dungeon lairs, would then mean a deeper inhabitation of monsters with a higher population. So the orcs which inhabit the 4th floor, which is 3 floors deeper than their normal "habitat" would be encountered at 5x population due to dungeon "danger scaling" and in turn be considered a residence for those creatures.

From this we can make three different rates for scaling between the dungeon and the wilderness and lairs. *Men scale with a threefold increase, Beasts scale with a two-fold increase, Demi-humans scale with a fivefold increase, and monsters do not scale.* This is fitting with the swords-and-sorcery tone of TSR DND where monsters which would result in keeping the majority of them within the underworld/dungeon.

Takeaways from the Number Appearing

- 1) The wilderness is akin to the 4th floor of a dungeon.
- 2) Wilderness lairs are populated by a factor based on the inhabitant type.
- 3) Dungeon lairs are hold outs of monsters much deeper than their normal habitation

The difference in wilderness lair populations and wilderness wandering monster encounters would be applied situationally. An encounter of 2d8 Bears would make a lair of 4d8 bears. Similar math could be done for humans and demi-humans. I actually use a different system for lairs of men to differentiate small villages and major settlements in my games and have found it to be very useful to create factions for domain play.

Generation of Wandering Monster for a Dungeon Floor

The inhabitants of a dungeon level would have their effective HD calculated based on their weaknesses, special, and exceptional abilities and then number of them appearing would be determined based on what floor of the dungeon they inhabited. *In general, a dungeon level should generally be populated with same HD monsters,* but the special and exceptional abilities of those monsters would have them appear in different amounts.

List of Traps

Type 1 Trap: Forced Movement

- 1a: Chute
 - Staircase to Chute
 - Chute to lower-level Pit Trap
- 1b: Or death
 - Sealing Room Drowning
 - Sealing Room Crushing
 - Rolling Boulder

Type 2 Trap: Movement Denial

- 2a: Falling Portcullis
- 2b: One-way door

Type 3 Trap: Immobilization

- 3a: Room
 - Bear Trap
 - Petrification
 - Dropped Cage
- 3b: Stair
 - False Stair Punji Pit

Type 4 Trap: Proximal Damage (Spear)

- 4a: Horizontal
 - Spring loaded Spear
 - Axe Pendulum
- 4b: Vertical
 - Rising Floor Spike
 - Falling Stone
- 4c: Door
 - Razorblade handle
 - Doorway Guillotine

Type 5 Trap: Distal Damage (Dart)

- 5a: vs Line
 - Dart Trap
 - Poisoned Dart Trap [*Poison Effect Table 1-8*]
- 5b: vs Room
 - "Beehive Pillar" Dart Trap

Type 6 Trap: Pit Trap

- 6a: Drop Shaft
 - False Floor
 - False Bridge
 - Hinged Passage
 - Tilting Platform
- 6b: Spike Pit

Trap Placement and Triggers

The trigger of a trap determines how likely it is to "fire". Pressure plates are generally flush with a dungeon floor and thus only have a 2 in 6 of triggering the trap, while other triggers are seen by characters and thus have a 100% chance of firing the trap as the party is essentially choosing to risk the danger. 100% trigger traps could also be used as obstacles if they are clearly telegraphed forcing the players to think how to circumvent them or use them to their advantage when fighting monsters. Further obstacles could be 100% triggered resetting traps.

Type 7 Trap: Low Visibility

- 7a: Thick Fog
- 7b: Damp
 - Blackdamp
 - Dead Damp
- 7c: Waterfall
 - Light Removal
 - Flammable
- 7d: Magical Extinguishment

Type 8 Trap: Monster Release

- 8a: Cage Opening
- 8b: Corpse Animation
- 8c: Alarm

Type 9 Trap: Conditional Area of Effect

- 9a: Cone
 - Gout of Flame
- 9b: Room
 - Bisected Room Spike Pit Trap
- 9c: Poison Gas [*Poison Effect Table 1-8*]

Type 10 Trap: Hostile Geography

- 10a: False Passage
- 10b: Anti-Mapping
 - Slope
 - Teleporter
 - Witchway Portal

Type 11 Trap: Cursed Treasure

- 11a: Deadly Jewelry [*Poison Effect Table 1-4*]
- 11b: Cursed Item [*no save*]

Type 12 Trap: Magical

- 12a: Spellcasting
 - Lesser
 - Anti-Magic Zone
 - Bestow Curse [*no save*]

2 in 6 Trap Triggers

- Floor Pressure Plate Descent
- Floor Pressure Plate Ascent

Curses 2d4

- 2 Wasting (lose 1 hp each day and cannot heal naturally)
- 3 Blindness
- 4 Starvation (needs as many rations as six men or 1 ration of human flesh)
- 5 Disfigured (-2 to reaction rolls)
- 6 Profane (Cannot become lawful or enter temples of law)
- 7 Foretold Death (1d6 on table below)
- 8 Pariah (lowers friendly morale by 2)

Foretold Death

- 1] By Fangs (Hostile Beasts will only attacks others once you are slain)
- 2] By Weapons (Each weapon strikes you for an additional 2 damage)
- 3] By Waters (swim as if in 1 stage heavier armor and perish if shipwrecked)
- 4] By Poison (fail all saves vs deadly and paralytic toxins)
- 5] By Flame (be aflame deals 1d8 damage rather than 1d4 and save vs breath fail)
- 6] By Missile (all ranged attacks target cursed, within reason)

Poison Effect Table 1d8

- 1 Save vs Death
- 2 Damage as if on fire [1d6 damage a round, rolls of 1 extinguish]
- 3 Save vs Paralysis for 1d6 turns
- 4 Save vs Blindness for 1d6 turns
- 5 Save vs Sleep for 1d6 turns
- 6 Save Wasting Curse
- 7 Induces weakness imparting a -3 to all rolls for 1d6 turns
- 8 Hallucinations (false monsters, corpse speak, etc)

100% Trap Triggers

- Item Pressure Plate Descent
- Item Pressure Plate Ascent
- Trip Wire
- Light Proximity
- Breaking Beam of Light
- Opening Chest/Opening Door
- Lever

Aesthetics

We have the discussed mechanical components of a dungeon but we still need to add the aesthetic elements of a dungeon. These would be such that they would contribute to the thematic unity of the dungeon and also incentivize exploration of the complex further by usage of motifs and foreshadowing in an attempt to mediate the flaw of Down-Up dungeon design. A motif would be set-dressing which would present an underlying theme to bind the dungeon together while foreshadowing would present thematic unity to the mechanical elements and allows players to make informed decisions about exploring the dungeon. While every dungeon would have foreshadowing to indicate traps or secret doors given by a referee in the process of exploration, foreshadowing mechanical elements serve as intra-dungeon rumors.

Every room in a dungeon would need aesthetic elements with a 12:8 distribution of motifs and foreshadowing resulting in useable information which facilitate player's physical exploration of a dangerous place. A set of aesthetic fills would then like the following:

Motif1=

1 Motif1a:

2 Motif1b:

3 Motif1c:

4 Motif1d:

Motif2=

5 Motif2a:

6 Motif2b:

7 Motif2c:

8 Motif2d:

Motif3=

9 Motif3a:

10 Motif3b:

11 Motif3c:

12 Motif3d:

13 ForeshadowingMonster1a:

14 ForeshadowingMonster1b:

15 ForeshadowingMonster2a:

16 ForeshadowingMonster2b:

17 ForeshadowingTreasure:

18 ForeshadowingTrap:

19 ForeshadowingDynamicElementa:

20 ForeshadowingDynamicElementb:

Though this list seems daunting, creating these aesthetic connections is actually much easier than it seems if an ethnography is constructed. Further a conceptual idea of the dungeon emerges as referee decides what the dynamic element, obstacle, trap, and some of the monsters are.

Creation of Milieu by Ethnography

To further unify the thematic elements of a people an ethnography should be created. Most referees construct one implicitly but the explicit creation allows you to answer questions from your players meaningfully. This methodology could be likewise used to generate Aesthetic Motif's for dungeons by creating a Dungeon Builder Ethnography.

Ethnography:

Physical description, Clothing description, Hair description, Jewellery Worn, Gods Worshipped, Architectural notes, Warrior Description, 2 rolls on village reputation Table, Important Symbols and their "meaning"

Dungeon Builder Ethnography:

As above but also needs "cause of their fall"

Constructing the Wilderness from the Underworld

The Synthesized Dungeon Stocking Method can be expanded to fill in wilderness hexes rather than dungeon rooms. If you have a dungeon and then make 20 Hex fills using the same method this gives you 21 hexes. Assuming only one third of hexes have contents, this gives us a total of 63 hexes, which if we add another “unfilled” hex to we would get 64 hexes which lets us quickly make an 8 by 8 hex crawl which could be tessellated into a larger hex-crawl as campaigns continue. Further the creation of these 20 hexes from a dungeon results increased familiarity with the thematic elements of the dungeon and allow them to be foreshadowed and craft a more consistent milieu. You’d need to make a single ethnography for the men living in this region, but such an ethnography is not always necessary for the dungeon itself. A unique aspect of the wilderness would be lairs of men as they would be places of a significant interaction for players not just in exploration but further in domain play.

Lairs of Men

A hex in wilderness, like a room in a dungeon, has a 5 in 20 chance of being filled with monsters. Lairs in the wilderness have a 3 in 6 chance of being lairs of men, with rolls of 4-5 corresponding to beasts and rolls of 6 corresponding to monsters. Rolls of 1-2 correspond to a village while rolls of 3 correspond to a settlement. The procedures for generating villages, settlements, and factions is provided below.

Village Generator

Predisposition 2d6

2: Bandit Lair [see procedures below]

3-5: Hostile to Outsiders +1 to protection roll and chance of watch towers

6-8: Neutral to Outsiders

9-12: Welcoming to Outsiders -1 to protection roll and chance of watch towers

Protection 1d4 (each village has a 2 in 6 chance of watch towers)

1 Earthen Rampart (ditch precedes an earthwork hill creating a 10' deep dry moat beneath a 20' hill)

2-3 Rampart + Palisade (10' tall)

4 Rampart + Stone Walls (15' tall)

Through the ramparts runs a sunken lane to the gates of a village

Village Reputation 1d4 + 1d8

- 1,1 Fine Ale
- 1,2 Baked Pastries
- 1,3 Orchards
- 1,4 Livestock
- 1,5 Domesticated Beasts
- 1,6 Beauty of inhabitants
- 1,7 Cunning of inhabitants
- 1,8 Brawn of inhabitants

- 2,1 Outlandish attire
- 2,2 Thick accent
- 2,3 Specific Tattoo
- 2,4 Master Weavers
- 2,5 Master Builders
- 2,6 Master Woodworkers
- 2,7 Master Smiths
- 2,8 Master Potters

- 3,1 Formidable Defenses
- 3,2 Relic of the Past Age
- 3,3 Songs
- 3,4 Festival
- 3,5 Athletic Games
- 3,6 Gambling
- 3,7 Ghost stories
- 3,8 Punishment of criminals

- 4,1 Spirit which protects the village
- 4,2 Tragedy in the past
- 4,3 Surrounding Geography
- 4,4 Holding Grudges
- 4,5 Love of Brawls
- 4,6 ???
- 4,7 Superstition
- 4,8 Gruesome allegations

Each Village has 1 warband of men and may call upon another two if defending themselves.

Bandit Lairs

Each Bandit Lair is a faction (generated without rolling for leadership and method and no magic items). A 4HD bandit lord leads the faction and commands 3 "warbands" worth of bandits, each in turn led by a 2HD captain.

Bandit Gimmicks

The Men 1d10

- 1 Set Traps
- 2 Use Paralytic/Sleeping Poison
- 3 Masquerade as Monsters
- 4 Trick with a Honeypot
- 5 Control a Monster
- 6 Ride on Horses [All horsemen]
- 7 Fire Arrows [All archers]
- 8 Hide well [Ambush on 4in6]
- 9 Fearless [morale 10]
- 10 ???

Their Leader 1d6

- 1 Holds a magic weapon (as 1d12,1d10)
- 2 Possesses Sorcery (as 1d4+12,1d10)
- 3 Charismatic (leads another 2 warbands of men)
- 4 Musclebound (max HP and +2 to hit and damage)
- 5 Beholden to another (currently loyal another faction)

Professions Die based on Location

- 1d3 Mountains or Hills
- 1d4+1 Plains or Forest
- 1d3+3 Swamps or Waters
- 1 Miners
- 2 Herdsmen
- 3-4 Farmers
- 5 Hunters
- 6 Fishermen

Number of able-bodied Men 2d6* 25

This makes up 1/4th of the settlement population

Mishap 1d8

- 1 Disputed leadership of the village
- 2 Infamy
- 3 Poverty/Famine
- 4 Feuding clans within the village
- 5 Feud with another village
- 6 Feud with faction
- 7 Encroaching wandering monster
- 8 Some villagers are kept prisoners elsewhere

Ruler 1d6

- 1 Warrior of 1d4+1 HD
- 2-3 Single Elder
- 3-5 Council of Elders
- 6 Relative of Ruling Chieftain

Settlement Generation

Settlements are generated as villages except they do not roll for a village rule and have twice the inhabitants, and they cannot be bandit lairs. Each Settlement is centered around a [1d12] which is generated as a faction.

- 1-4 Chieftom [Chieftan of 4HD, retinue of 2d6 guards, 4 warbands]
- 5-6 Conspiracy (1d4 below) [Grandmaster of 3HD, retinue of 1d6 guards, 3 warbands]
- 7-8 Merchants (1d6 below) [Director of 2HD, retinue of 1d6 guards, 2 warbands]
- 9-10 Lawful Temple [Highpriest of 3HD, retinue of 1d6 guards, 2 warbands]
- 11 Chaotic Cult of Demon [Highpriest of 3HD, retinue of 1d6 guards, 2 warbands]
- 12 Chaotic Cult of Sorcerer [Steward of 3HD, retinue of 1d6 guards, 2 warbands]

Merchants Subtable (1d6)

- 1 Sells Violent Actions (Mercenaries)
- 2 Sells Secret Knowledge (Library of Scholars)
- 3 Sells Foreign Import (Caravan Markets)
- 4 Sells Natural Resources (Farms/Mine)
- 5 Sells Manufactured Intricacy (Collection of Craftsmen)
- 6 Sells Intoxicant (Winery/Poppy fields)

Conspiracy Subtable (1d6)

- 1-3 Order of Warriors
- 4-5 Shrine of Neutral Deity
- 6 Prophetic Order

Faction Generation

Leadership (1d6)

- 1-2 One person
- 3 A small group of people
- 4 Elected council
- 5 Democracy where the membership votes
- 6 Tumultuous with conflicting factions each seeking power

Faction conflicts (1d12) Roll twice

- 1 Disputed Leadership^
- 2 Infamy/Bad reputation
- 3 Lack of wealth/equipment/supplies
- 4 Splinter faction with different means to obtain goal^
- 5 Splinter faction seeking different goal^
- 6 Some members are traitors/spies/informants for another faction
- 7 Another faction seeks same goal
- 8 Another faction seeks to stop this faction from achieving goal
- 9 Another faction has directly conflicting goals
- 10 Another faction is encroaching on territory
- 11 Another faction is exploiting a secret/weakness
- 12 Some members are prisoners of another faction

Method (1d6)

- 1-2 Within the legal framework of society
- 3 Allies with other factions to achieve goals
- 4 Bribery and Blackmail
- 5 Overt Violence such as War/raids
- 6 Hidden Violence such as Assassinations

Faction Membership Benefits (1d6)

- 1 Arms and Armor at 75% of price
- 2 Hirelings at half-price
- 3 Mercenaries at half-price
- 4 Purchase Rumors
- 5 Access to library with 3 in 6 chance of answering question
- 6 Finance expeditions for 30% profits

^Factions with disputed leadership or splinter factions have an additional warband which is loyal to that sub leader, who also has a retinue of 1d6 guards. The leader of these sub-factions have a third of the magic items of the faction they are part of.

The number of magic items possessed by a faction is determined by rolling a 1d4-1. The identity of the magic items is determined by rolling a 1d12 on the magic item table.

Magic Item 1d12 + 1d10

- 1-5: Swords 1d10:1-5 +1/6-8 Bane, +3 vs specific target/9-10 Enchanted
- 6-7: Magic Weapon 1d10: 1-2 Light/3-4 Medium/5-6 Heavy/7-8 Long/9-10 Ranged (roll 1d10 to determine properties as sword)
- 8: Missiles 1d10:1-4 3d10 +1 arrows/5-6 3d10 +2 arrows/7 3d10 +3 arrows/8-9 1d4+1 throwing weapon / 10 3d10 Enchanted arrows (roll 1d10 to determine properties for throwing weapons as for a sword)
- 9-11: Armor 1d10: 1 +1 Light/2-3 +1 Helm/4 +1 Medium/5 +1 Heavy/6 +2 Helm/7 +2 Medium/8 +2 Heavy/9 +3 Heavy/10 Enchanted + roll 1d10
- 12: Shield 1d10: 1-7 +1/8-9 +2/10 Enchanted

A warband is composed of 3d6+5 1HD men. Factions send out their warbands to patrol and secure their holdings and always keep a single warband to defend the hearth. During war, a chief is able to mobilize an additional warband from each tributary. The king of a city is able to further mobilize 3 additional warbands from their city. Guards are 2HD men. The equipment of guards and warbands is to be determined by the referee as appropriate to a region.

During downtime between sessions, the actions of characters may attract the action of factions who may offer them employment or induction. Characters may further pledge loyalty towards a faction completing a task in exchange for induction. A 1d6 is rolled on the table below to determine the task given and would be easily detailed by the details of a faction.

Faction Tasks Given (1d6)

- 1 Map out path to location
- 2 Slay Target
- 3 Parlay with another faction
- 4 Deliver item to location
- 5 Escort person to location
- 6 Secure location

When a faction's warband is encountered in the wilderness, there is a 2 in 6 chance that it accompanies its leader and his retinue. Kings have a mere 1 in 6 chance of being encountered with their warband, but such encounters would be of the king, his retinue, and two warbands of men.

City Generation

Cities are generated similarly to a village. Cities do not roll predisposition, protection, or ruler. Their number of able bodied men is instead determined by 3d6*250. Two professions are rolled for, one on the terrain specified die and one 1d6. Cities further roll twice for their reputation.

Cities are to be hand-placed by the referee on the campaign wilderness map. A city contains 1d3+1 factions as well as a single king of 4HD, a retinue of 4d6 guards, and 1d4+4 warbands. The 1d4 roll for warbands corresponds to the number of small villages at the outskirts of the city in the same or adjacent hex. Kings instead roll a 1d4+1 for the number of magic items they possess and roll a 1d20 rather than a 1d12. (Significantly important figures like a pope may use the same rules for their magic items.) Those who serve a king would get the benefit of 2 faction benefits.

City Factions (1d12)

- 1-2 Nobles
- 3-4 Merchants
- 5-6 Conspiracy
- 7-8 Lawful Temple
- 9 Cult of Demon
- 10 Cult of Sorcerer
- 11-12 Criminals (domain as merchants)

Criminals Subtable (1d4)

- 1 Obtains wealth through Pillage/Raids
- 2 Obtains wealth through Bribery/Blackmail
- 3 Obtains wealth through Theft/Banditry
- 4 Obtains wealth through Extortion/Tyranny

Downtime Faction Event Procedures

Faction Events

- 1-5) Faction conflict continues
- 6-8) Faction gains numbers [Gain a warband]
- 9-11) Faction gains resource
- 12-14) Faction loses resource
- 15-16) Faction gains conflict
- 17-18) Faction solves conflict
- 19-20) Clash with another faction

Faction Clash Table

- 2: Drastic loss (loss of 1d4 warbands)
- 3-5: Loss (loss of 1 warband)
- 6-8: Draw
- 9-11: Victory (enemy loses 1 warband)
- 12: Drastic victory (enemy loses 1d4 warbands)

Faction Events occur at a frequency derived from the following hierarchy

- Region [Entire Hex-crawl map]
- Kingdom [Portion of the Hex-crawl map]
- City/Dungeon [Single Hex of the Hex-crawl]

The location of a party is in experiences events at a weekly rate while the higher levels experiences events at monthly rate. Thus a party who are exploring a mega-dungeon, would have the factions within the dungeon experience events every week while the kingdom the dungeon is in would experience events every month. A party who was instead trekking through the wilderness between kingdoms would have factions in the region experience events every week.