D&D COMPENDIUM

For Players and DMs.

Adventure module, Pharoah's Curse! NEW Swashbuckler class and Witch class; Super-heroic characters! And more. .

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by DAVID BELMONTE

CREDITS

Writing and Editing: David Belmonte.

Cover Illustrator: WotC.
Additional consultation for Swashbuckler character class: E. Gary Gygax.

Special Thanks: *In Search of the Unknown* (B1) Mike Carr, for inspiration of a style of module that allows new DMs to create their own adventure, with Pharaoh's Curse! herein replicating that style; *The Book of Marvelous Magic*, Frank Mentzer and E. Gary Gygax; *Dragon* 5, unknown author, *Witchcraft Supplement for Dungeons & Dragons --* and *Dragon* 20, Ronald Pehr, *Another Look at Witches and Witchcraft in D&D* for my new Witch character class; *Dragon* 109, Paul Montgomery Crabaugh, *Customized Classes for D&D* from which my new super-heroic character class system has been developed*,* and E. Gary Gygax (personal written correspondence) for his assistance in creating a new swashbuckler class for Basic D&D. Furthermore, all iterations of Classic DUNGEONS AND DRAGONS (D&D) have proven indispensible in giving a classic feel to this work..

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D&D Compendium

About the Author

I have more than 25 years experience as a Dungeon Master (DM) of DUNGEONS AND DRAGONS (D&D). During that time I have come to appreciate the simplicity of early D&D and, due to old habits, generally tend to create classic-style adventures with D&D 5th Edition. `Classic D&D' was characterised by simplicity and flexibility of system, to the extent that no two games (of different DMs) would be alike -- such were the really basic rules. And then ADVANCED DUNGEONS AND DRAGONS (AD&D) provided a much more structured, detailed set of game rules. . . You will find the kind of flexibility I learnt from Basic D&D remains in the present work, such that almost everything is adjustable, and much is detailed without finality: a Save is suggested, but often alternatives are given, or a base is provided, but then you create the rest. It is very important that a Dungeon Master become a master of the rules. You may think of this work as a kind of magazine, with various articles collected and issued together. Let us take the current *Compendium* as volume I and see where a possible future volume II will take us. . .

Foreword

This compendium is a collection of articles for players and DMs for DUNGEONS AND DRAGONS (D&D) 5th Edition.. Players and DMs will find the new Swashbuckler (p. 32) and Witch (p. 39) character classes immediately ready for play! The former class was created by myself, with refinements by Gary Gygax for Basic D&D, which I have updated for 5th Edition, and the Witch class derives from a classic D&D witch, also updated for 5th Edition. For beginning DMs, the adventure module Pharaoh's Curse! (p. 5) is designed for you to flesh out, learning a style of adventure creation that also teaches you how to create an adventure; however, this adventure can be run largely as-is The article Determination of Adventure (p. 34) may be useful for DMs to see how to create tables that can randomly generate exciting adventures. Super-heroic character classes (p. 37) is an article of special interest to DMs and players, which carefully explains how powerful but balanced classes can be created in harmony with the game rules. A new but incomplete (although may be completed later) solo adventure, The Gem of Wisdom (p. 14) can be played by anyone, but serves mainly to illustrate how a Solo Adventure (gamebook) can be created. The House Rules (p. 27) article importantly contains the core D&D 5th

Edition races, but with a classic D&D feel --
and it also has other game rules which
illustrate how to run a streamlined game of
D&D.

Basic D&D Dungeon for DMs

Preface

This small dungeon adventure is presented especially for new DMs only to illustrate a method of creating your own adventure. Rather than filling every detail of a dungeon adventure, certain elements are missing. For instance, a table is shown from which you choose monsters, you create your own treasure list, and you fill in the biggest monster as the main combat challenge for players. Such a system gives the Dungeon Master freedom in tailoring the game to their taste. A background and hooks are given, and almost every room is detailed, with some traps included. The premise is to give you a scenario and method -- and from these you can fill in blanks including rooms that have no detail, deliberately left empty for you to populate. One reason for this modus operandi is to permit the DM to be a master of his or her game, rather than a `story-teller' who merely reads from a complete adventure. It can develop DM skills forcing you to *create* using your imagination*,* not replicate, which in turn makes the adventure truly your own and, in time, you will develop your own adventures from scratch as you and your players enjoy the gaming session you will have become exalted from a novice to a *master.*

Introduction

Player characters are in the dungeon of Pharaoh's Curse! (See the map on page 13). This is the dungeon into which anyone who falls is immediately cursed by the old Pharaohs. It is up to YOU the Dungeon Master as to whether or not the dungeon contains the real Pharaohs. This background and the setting and details of the dungeon that are provided assume characters are in search of treasure (of the lost kings, from rumours told long ago, etc). And the first trap is the quicksand which pulls characters from their intended path into an illusion of wealth -- but this `wealth' is merely a trap-laden dungeon designed to kill the characters, but which looks like a genuine tomb of kings. Since the dungeon is not such a tomb, gold, gems, and jewellery found belongs to hapless adventurers before you who did not make it out alive. The real Pharaoh dungeon may exist at another location in the desert.

Adventure Hooks

- Tales of fortune lured heroes to the desert wherein the trap befell them. In this scenario, there should be a further (second) dungeon in the desert that contains the real Pharaoh's tomb.

- The characters were actually undertaking a quest in your campaign, and the dungeon presented here is merely a trap that forms part of your story.

- The heroes were hired to investigate a strange `mirage' that appeared in the desert recently. This mirage is a trap designed to confuse heroes into succumbing to the quicksand.

- One of the characters' relatives or friends has disappeared not long ago in this region of the desert.

- Heroes were travelling for a totally different purpose than aforementioned, and happened to stumble upon Pharaoh's Cursed dungeon.

- It is said in legend and stories that the true Pharaohs of this ancient desert land created the powerful magic to destroy would-be tomb-robbers.

- The player characters have a vision of falling in their dream the night before, but cannot tell what it is, just that they are falling. In the dream is a howling wind; skeletons; and a brass lamp . . . There may have been a vision of irreversible death -- but the latent feeling just as the character awoke from sleep that they could survive. The image of gold and wealth awakens them now to the blinding sun of dawn.

Monsters

Table 1A: Undead Monsters

Roll (1d5)	Monster	Number
1	Skeleton	1-6
2	Specter	1-4
3	Zombie	1-4
4	Ghoul	1-2
5	Shadow	1-3

Up to five rooms can contain monsters. Roll to randomly determine the type of undead to place within the rooms. Decide how difficult the combat challenge must be: numbers on the low end (1-2) will be easy or average; numbers on the high end (3-6) will be tough or very challenging. Try to mix the numbers and type of monsters appearing. You may select any entries rather than rolling dice.

Treasure and Magic Items

Pick or randomly choose from the treasure list that you create. Make sure you select only items that are suitable for an Egyptian-themed tomb.

Traps

Assign as many traps as you wish to the dungeon. Note, for traps, the Save/Spell DC should be 10 for a moderate, up to 15 for a dangerous, and 20 for a deadly challenge. Therefore, you may vary the save DC numbers shown below if you desire for variety and/or greater peril to the heroes.

1. Cloth, leather and wood rots in 10 minutes. Any living being will immediately age 10 years unless successfully making a DC 12 Constitution save.

2. A pit 10' in diameter and 12' deep opens, and those who fall inside must make a DC 10 Constitution save or be immediately paralysed by a special curse of the Pharaohs.

3. Pick any object in the dungeon. The object is cursed. Any living creature who touches this object must succeed on a DC 12 Wisdom save or become immobile, unable to let go of the cursed object unless excess carried weight is dropped. The character will feel, "weighted to the ground as if by heavy chains." Note that anything dropped cannot be recovered, becoming permanently part of the dungeon contents. Further, clerics are immune to the trap.

4. A rock becomes "living" and vaporises, forming a thin veil of mist which glides

effortlessly at the speed of 30' per round. Once in contact with human flesh, the mist "hardens" and the character becomes permanently trapped. Note, this trap will effectively end the adventure of the character unless allies find a way, such as breaking the rock, to free the character. Breathing is magically possible within the rock due to tiny holes and cracks. Anyone who exerts enough force with the right implement can break the rock to free the character, but this does 1d10 damage (moderate danger) or 2d10 damage (dangerous trap) to the creature within.

5. A false mummy with cursed amulets.
6. Collapsing

Room Features

1. ENTRY.

> *A huge pile of sand covers the floor. Skeletal human bones stick up from the sand, which forms a trail down the corridor to the north which ends abruptly at a wall. The path to the south continues into darkness. There are doors on the east, west, and north-west corner of the room. The ceiling is 30 feet high and made of sandstone, as are the walls. The air is cold and dry.*

When the PCs fell 30' down the secret shaft, the sand cushioned the fall, so no damage is taken. At this point the Pharaohs have cursed all PCs with a *strength drain.* All PCs have -1 to their strength scores until they exit the dungeon. In addition, Cleric's turn undead works for only ½ the normal duration. (Optionally, the DM can have the player make a Wisdom check against DC 12 any time they try to turn undead; failure results in the inability to turn, while success means undead can be turned -- but only for ½ the normal duration). This curse cannot be lifted by a cleric or paladin.

If the PCs search the pile of sand for 30 minutes, they will find *treasure.* (Pick one from your list as per page 3).

2. FALSE TREASURE ROOM.

> *The stone door is closed and unlocked. Peculiar glyphs can be seen on this door.*

With a successful check a PC can decipher the writings, which in Common mean: "treasure room."

> Inside the 15' x 10' room are many pieces of jewellery scattered about the floor (necklaces, bracelets, anklets) gleaming in your torchlight and glittering in a bright and vaguely translucent hue.

This appears to be an illusion. But if characters try to pick up any jewellery, they will find that it looks, feels and weighs like real jewellery. Characters can appraise the haul at a successful DC 12 Intelligence check. A result of 15 or more enables them to determine that the jewellery is fake and valueless.

3. MURAL OF PRIEST IRSU.

> *The 15' x 10' room contains a painting that covers the top half of the east wall, which appears to display the figure of a human male kneeling down and writing on a piece of parchment.*

The mural depicts Irsu: ancient cleric of the desert region. In the painting, he studiously scribes a clerical spell.

4. SHRINE AND SANCTUARY.

> *A small rock cut stone shrine in the centre of the room is a 3½ foot tall rectangular edifice with a hollow recess, about 1-foot high, which contains the figurine (statuette) of a deity.*

The shrine is a real shrine to the deity. The statuette is treasure and is worth an amount determined by the DM. Anyone may remove the statuette to sell later. At the DM's discretion, there can be a suitable trap on this shrine (choose from the list of traps on page 3).

5. THIEF'S CORPSE.

> *The skeletal body of a human lies on the sandy floor.*

This room is bare of contents and unremarkable. The DM may wish to place treasure with the skeleton.
A check to determine whom.
If the DM follows the adventure hook of the real Pharaoh dungeon temple located elsewhere in the desert, a small treasure map may be placed on the skeleton indicating roughly the *actual* location of the true temple. This map can also include location of treasures and or magic items within the dungeon.

6. HALL OF HONOR.

> *Colourful paintings adorn the walls, floor and ceiling of this 10-foot-wide passage depicting the rise of the King to the after-life, invoking a series of rituals and ceremonies. There are robed men offering meals, a harpsichordist, and a general embellishment of tranquillity. The ceiling is 20-feet-high, supported by 3-feet-diameter columns of smooth stone.*

In reality, the paintings are a ruse, detectable on a DC 20 religion check. This `temple' is pure evil and the idealised paintings reflect a reality and purpose that is good, identifiable on an DC 20 religion check. It is an attempt to fool intruders into believing that the dungeon is a sanctuary and genuine abode of sacred passage. A trap may be placed in the Hall of Honor.

7. STOREROOM.

> *You enter what appears to be a bare room. Walking up stairs to the south you see a recess in the south wall.*

The stone door to this room is locked. Up the stairs to the south is a recess in which lie tattered remnants of ceremonial equipment (robes, thongs, knives) ritual texts and rare incense. Treasure can be placed here including a magical clerical scroll, and the recess can be trapped.

8. GRAND GALLERY.

> *Paintings along the walls of this narrow hallway depict the life and accomplishments of the deceased king. The king himself is decorated in lavish jewellery. In other images he is seen surveying the land with many loyal and faithful servants and priests. The frescoes cover the wall from floor to ceiling. The brilliant colours dazzle in your torchlight.*

Player characters who succeed on a DC 14 Religion check discern discrepancies in the depictions.

9. SLEEPING QUARTERS & SECRET ROOM.

> *Six columns evenly spaced in the room are in the decorative shape of a lotus flower. The room appears to be entirely bare.*

This chamber used to be the temporary sleeping quarters of temple staff and servants, when the temple was, for a short while, actually used as a hideout by the former Pharoah's underlings. In the course of their stay, someone built a secret door. This door (unmarked on the game map) is in the centre of the north wall. It can be detected on a DC 15 Search check. The door opens and closes from both sides, leading 10-feet north down a passage and into what was once a vault. The DM may wish to place treasure and a trap here.

10. CRYPTS (NORTH).

> *This 50' X 15' rectangular chamber contains a row of four stone columns down its centre and a total of four sarcophagi: two on the north wall and two on the south wall.*

The crypts and sarcophagi are fake; no mummified bodies are in the coffins, and no treasure exists -- but the DM should include at least several monsters and one or more traps. At the eastern end of the room is a raised platform that leads up to a stele (slab of stone) with symbols and writing. No skill check can decipher the writing as it is incomprehensible. However, a rogue who makes DC 13 check can determine that there is no language corresponding to the writings.

11. TO BE DECIDED BY DM.

> *The door to this room hangs by its hinges. Inside the room is bare.*

This chamber has very low oxygen and it is hard to breathe. Torches, lanterns and candles cannot be lit. Fire spells cannot work. It used to be magically trapped -- but the DM may combine monsters and traps to great effect here.

12. WORKROOM.

> *You enter a 20-foot by 15-foot room. Stone benches line the middle of the room from west to east.*

This room was in fact a real workroom used by the workers within the dungeon.

13. DECORATIVE MEMORIAL.

> *This large room contains a 15-foot by 10-foot rectangular block from floor to ceiling, the walls of which are covered by elaborate and colourful paintings, strange carvings, and ancient script.*

The paintings portray lavish festivals and ritualistic burials, and the script reveals parts of sacred hymns. Carvings show successful wars of conquest led by the king. Indeed, these pictorial representations are true to the real king. Successful DC 12 check will reveal an evil tone to one hymn from the surviving script. A result of 15 indicates embellishment in the king's extent of victory. Further, there is a macabre and sinister character to the victory.

14. DECIDED BY DM.

> *Six columns evenly spaced in the room are in the decorative shape of a lotus flower. The room appears to be entirely bare.*

To be designed by the DM.

20. QUEEN'S CHAMBER.

> *This room smells like rich perfume. But it is empty, save for a group of skeletons lying on the floor. There are also white curtains hanging from the centre of the room's ceiling .*

The perfume smell is magical (identifiable by a *detect magic* spell). This room was devised to appear as the Queen's Chamber to lure robbers into thinking there would be great treasure here; alas, the furniture originally placed in this room has long since been destroyed. The skeletons are adventurers who did not make it in the dungeon having died to undead monsters. The DM may wish to place treasure in the room that belonged to the former adventurers.

15. Sacred lake serving as resovoir for water used in rituals

20 -- queen;s chamber
19 king's chamber

22. Crypts. "reanimated Pharaoh' -- actually a monster.

Workshop: Jars of odd things, meant to be from the life, but actually not.
Jar of honey.
A metallic inkpot and two pens.
The descending passage.
halls and covered rooms filled with columns.
Harp room.

FURTHER ROOMS OF THE DM'S DESIGN.

Additional suggested rooms are given below; the DM should fill in all details using the preceding pages as examples. First, begin with a function or description and then pick monsters and treasures (if any). When designing, pay particular attention to the major contents of the room and where this room is located relative to the contents of other (nearby) rooms.

Map: Pharoah's Curse
Dungeon

N

2   9

1   3

4   8   10

5

7   11

6

12   23

16   19   20

22

13   14   15   17   21

18
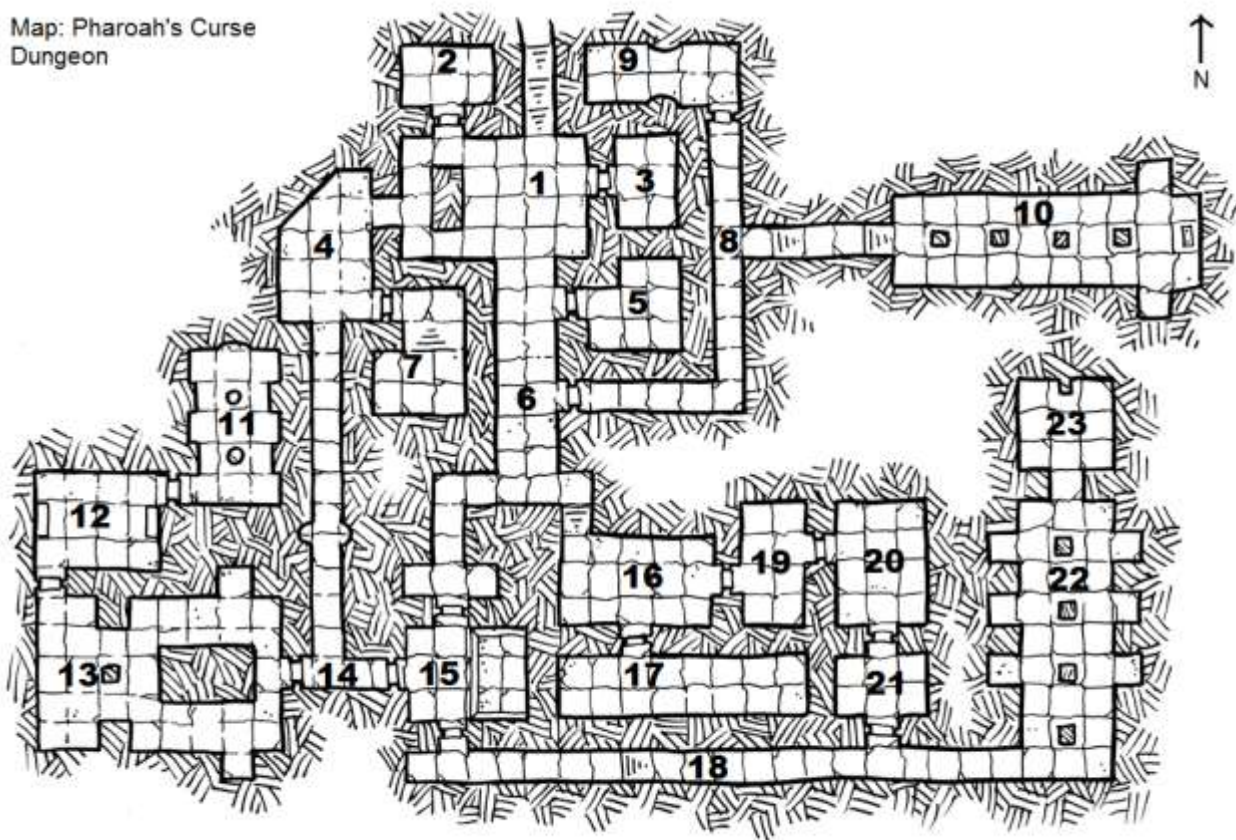
Scale: 1 square equals 5 ft.

D&D Solo Adventure: The Gem of Wisdom

What follows is a brief, introductory part of an incomplete, original solo D&D 5th Edition adventure. It may be played by a single player using a PC of between 5th-8th level of experience. Note that numbered entries are not randomised, so one section may lead directly to the next section.

The adventure contains new (unpublished) traps as well as monsters. It also contains a background and a unique setting. The adventure is partly written in iambic pentameter. Thus it is a `story' in its own right and may be read as a kind of fairy-tale . . . One can choose and follow paths without even rolling dice and playing a character. Aside from interesting encounters or other material a DM wishes to use in their own game, it is also a source of entertainment and may prove useful for story-writers of new Solo D&D Adventures.

Adventure

1. From previous adventure you acquired a mysterious Gem of Wisdom. But you do not know what it is or how it functions, although you do know that this gem is magical; a soothsayer told you that there are two other identical gems; further exploration and investigation may be required to identify the item and find the other gems (if they exist). . . And thus you have decided to embark north through the ancient forest beyond, wherein lurks great danger, mystery and untold fortune. Far away across the desert is an exotic civilisation. You are a rather spirited adventurer and your home town has little to offer now as you are more experienced and demand challenges befitting one who goes `beyond' --- and so beyond and far the travels will befall a hero such as you; escape for sure or else the life ye know might end: mayhap the travels here and far will see you to your rightful end: of glory hero!

"Be gone, be gone, be gone"
"At once! This town no more"
"Will suit your needs, you've come"
"So far to be here now,"
"But we will wait to see"
"What you have found and where"
"You've been. The gem, we're sure"
"It must be powerful."
"Oh find its nature, and"
"We'll wait to see if it"
"Can aid our town. Be gone!"
"Be gone at once! Oh you're"
"The most experienced"
"Adventurer -- and we"
"Rely on you -- so too"
"The Princess of our town."
"How happy she will be!"

Princess Argenta emerges from her palace and quietly urges you to find out the magical nature of your gem.

Furthermore, the Princess wishes you well and promises you a handsome reward if you succeed, but she does not explain exactly what that reward will be but you suspect it will include gold, magic, a noble title and many servants.

"Be gone. Be gone!" . . .
And so you go . . .

2. *You walk over the hills and under a grey foreboding sky, reaching the forest by dusk. The wind howls and the air is cold. As you enter the sparse forest, you can see up to 50 feet ahead. A low mist pervades the forest floor and the tall trees reach up, climbing and twisting towards the sky. The leaves and foliage is vividly green and light brown, presented perfectly to your eyes as if it were made to be explored. Yet, the whole area around you is eerily silent, except for the cry of wolves, the screech of crows, and the unnatural moisture in the air itches your skin. You walk forward trepidatiously, needing to press on -- and feeling the desire of the Princess and the town, the excitement of adventure, yet feeling uncomfortable with the momentum of each step against the backdrop of the unknown.*

3. A magical looking pixie appears before your eyes, just 20 feet to your right.

"Hello! Hello!" it cries in a gentle, soothing voice, as it surprises you flying right up to you -- and causing you to almost trip and fall!

"You must not go into this forest!" the pixie -- a little creature with insect-like wings and only 1' tall -- says to you. Her face is gentle, with refined elven-like features. She wears a headdress of green forest leaves and white roses with petals of the morn fashioning her lithe waist. Her skin is pale green with pinkish hue, most prominent on her cheeks!

You know that pixies are distantly related to elves. They have been known to guide heroes and they might do favours for polite adventurers.

Tell the Pixie that your travels are none of her business and where you go is your decision. Go to 4.

Attack the Pixie. Go to 5.

Ask the Pixie why she is advising you not to go further into the forest. Go to 6.

4. "Okay, farewell," the Pixie replies forlorn and flies away quickly turning invisible.

Go to 7.

5. Roll for Initiative and conduct combat. The Pixie will turn invisible and flee on her turn. If the Pixie however, loses initiative and is slain, she will let out an ear-piercing shriek just as she dies, so loud that it will immediately attract (roll 1d3) four Black Bears, or three Brown Bears, or one Winter Wolf (like a dire wolf but with snow-white fur and pale blue eyes).

If your character kills the Pixie and attracts one of these other types of creatures, go to 8.

6. "If you go into this forest"
"Far and recklessly, you can"
"Meet a fate that is the gravest;"
"One that you have not before outran."

"Do not worry," you reply, "for I am cautious yet strong -- so far I have overcome all challenges". Go to 7.

"Thank you for your warning. But I am in great need of adventure and will press on despite the danger." Go to 7.

"What kind of fate do you mean? What is the `gravest' thing in this forest -- and what monsters are here?" Go to 9.

> **7.** *You keep walking through the forest, heading northwards . . . Ten minutes later a man wielding a scimitar and a dagger leaps out of the entirely obscured undergrowth and attacks you.*

You have encountered an NPC listed as a Bandit Captain. Roll initiative and play out combat. The open area here is 15' wide and 30' long, around which are sparse shrubbery and tall trees. If you win combat, go to 10.

> **8.** *The monsters arrive and attack you immediately.*

Roll initiative. The space in the clearing of the forest in which you stand is 50' X 50'. Around the perimeter of this clearing are tall trees, branches and foliage. If you win combat, go to 7.

> **9.** *"A mighty dragon lurks herein"; "A fate that only some can stand". The Pixie flies away, becoming invisible in the misty shadows . . .*

Go to 7.

> **10.** *The man has the following possessions: a scimitar and three daggers, a gem of income, a lion heart, a key of opening, a treasure map, and an overland map showing a route of passage to a famous and hitherto unknown Trade Bazaar in the obscure civilisation across the desert. He also has 15 gold coins inside a silken pouch, which itself is worth 2 platinum pieces.*

Gem of Income: a greenish-brown stone. If planted in fertile soil with enough water and sunlight, it will grow a money tree. This tree will grow 11-20gp a week upon its branches. Damage of any kind withers the tree. Any spell cast upon the tree causes it to instantly disintegrate.

If you wish to plant the stone in an area of the forest that has sufficient sunlight permitting natural rainfall, go to 11. Alternatively, you may throw the stone away or store it now in your backpack. (Note that at any time in

future you might plant the stone, return to entry 11).

Lion Heart: this ¼-inch gold heart mounted on a thin gold chain is magical, as three times per day the wearer gains advantage on saving throws against fear.

Key of Opening: looks like an ordinary key but when you touch it to a lock, you have advantage on checks to open the lock. This magical item has 20 charges.

Treasure Map: shows the location (marked by `X') of a dungeon hidden in the forest, exactly ¼ mile west of your present location. Notes on the map indicate that normal and magical treasure can be found in the dungeon, in particular, `magical flying carpet' and `one of the three gems of wisdom.'

Route of Passage to Trade Bazaar: This map shows the overland route across a small desert to the trade bazaar in the realm to the east. You estimate that it is 65 miles to the destination

Write down on your record sheet which (if any) items you keep. If you wish to make preparations to travel to the Trade Bazaar, . If you wish to visit the dungeon,

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11. *STOP! As you reach down to plant the gem in soil nearby that is free of the mist and near plants sparse enough to permit sunlight and water, the gem dazzles and flashes so brightly you are almost blinded!*

Make a Constitution saving throw (DC 10). If you fail, your vision is impaired for the next 30 days, during which time all of your melee and ranged attacks are at -3 to hit. In addition, spell-casting that requires you to see a specific thing has a chance of failure: that is, each time you attempt to cast the spell, you must make a Constitution save (DC 10); on a failed save you cannot cast the spell but the spell is expended (and lost) as if you had cast the spell.

You know from prior adventure, that when this magical item flashes, it will do so only once. After that, the gem can be planted successfully and will not flash. The planting will result in *double* money growth (22 -40gp a week instead of 11-20gp) but it may instead

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cause you to be cursed. If you wish to try planting the money gem again, go to 12.

```
12. You plant the gem.
```

Make an Intelligence-based Luck saving throw (DC 25). If you succeed, your character realises that the possibility of a curse is real and quickly pulls out the gem from the soil. (Go to 10). If you fail the save, then your character leaves the stone in the ground and is cursed! Your speed is now 0 and you might die because you have become an inanimate tree.

Presently, you are analogous to and resemble in form a sentient Dryad, retaining your inborn alignment -- and since your Wisdom and Intelligence are unchanged, you are able to speak (but not move). Onlookers will believe that you are a Fey and of neutral alignment. In this immovable form, you will not require food or water to survive. If you are harmed whatsoever by any means, you will die instantly, although you have an AC of 13. Your possessions drop next to you on the ground.

Each day while you are a tree, there is a chance to encounter a different creature (roll d100, 01-90 means you have an encounter), thus: the pixie you encountered earlier (13); a

green dragon (14); another bandit captain (15); an impish-looking gremlin (16); an awakened tree (17); or a giant weasel (18). (Roll 1d6 each for day: a result of 1 means the pixie comes, 2 is a green dragon, etc). There are no further encounters.

Meanwhile, every three days you must make and succeed on a Wisdom save (DC 20) -- or go mad/insane. If you become mad, go to 19.

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13. The Pixie you encountered
earlier flies 10' from you and
carefully inspects the tree.
"I told you not to go into the forest,"
"Oh why did you not listen? Do you
not have ears?"
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"I am a silly goose. I should have heeded your warning. Alas, I must still press on but I shall be more careful," you reply. Go to 20.
"Go away you annoying fey." Go to 21.

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14. A large (young) Green Dragon
crashes through the forest and
snoops about the tree. It looks at
you quizzically and then breathes
poisonous gas in a 30-foot-cone
with you -- at its centre.
```

Roll a Constitution save (DC 14); if you make the save you live but the dragon will notice you are unaffected and will claw and bite at you until you die; if you fail the save, then you die instantly from the dragon's poison breath.

> **15.** *A man similar in appearance to the one whom you defeated stops by the tree, reaches down, grabs your possessions and walks away.*

and roll d100 to encounter the next creature.

> **16.** *A small impish looking gremlin about the size of a kobold or brownie can be seen rambling through the brush until it stumbles over a broken branch on the ground and falls at the stump of your tree.*
> *As it stands, it begins to cough and splutter from the low-lying mist . . . Suddenly its chest heaves as it gasps for air, tripping again as its dagger falls out of its hand, and pierces you as you die.*

> **17.** *A huge plant that looks like a tree similar in appearance to you but much bigger, stomps nearby and turns to face you.*
> *The Awakened Tree pauses . . .*
> *"I will find a way to get you"*
> *"Out of your predicament--"*
> *"If you give me gems or gold".*
> *"Hundred gold will do just fine!"*

Agree to give the talking tree 100 gold coins or the equivalent in gems. . Refuse. .

> **18.** *A Giant weasel runs up to the tree and bites you, nibbling at the base of the tree.*

The Weasel has +5 to the attack, but if it misses, it will continue attacking until you are dead.

> **19.** *You go mad.*

You are unconscious and can no longer speak; while asleep you imagine that you still have full movement. But each dawn, you momentarily wake up and realise that you are a tree, at which point you fall back into unconsciousness. After 8 days of this, you become amnesiac. Then, each dawn you are

not sure whether what you see in your moments of vision are real or delusions -- and each dawn you believe that this is the first day you have become a tree. If harmed by anything at any time, you die. If unharmed, then you eventually never regain moments of vision, existing motionless and speechless without awareness of yourself and anything around you -- eventually dying in 10 years (or 50-80 years if born non-human). Once dead, the tree that you were rots and shrinks into the ground, with no noticeable trace that you were ever here.

> **20.** *The Pixie waves her hands, sprinkling a handful of pink dust upon the tree.*
> *As she flies away you magically transform back as you were into normal, corporeal form with your possessions at your feet.*

Go to 27.

> **21.** *The Pixie flies away.*

Go to 12 and roll d100 to encounter the next creature.

> **22.** *The tree touches your branch and you magically transform back as you were into normal, corporeal form with your possessions at your feet.*

Give the tree what you promised. Go to 24.
Attack the tree. Go to 25.
Grab your belongings and run away. Go to 26.

> **23.** The Awakened Tree attacks, attempting to slam you.

The Tree has +6 to hit against your AC of 13. If it hits, you die immediately -- if it misses, it continues each round attacking until you die.

> **24.** *The tree takes your 100 in gold or gems and retreats into the forest.*

Deduct the applicable treasure from your record sheet and go to 27.

> **25.** *You attack the Awakened Tree.*

Roll initiative and conduct combat. If you win, go to 27.

26. *You escape as fast as you can and flee the tree, which moves so slowly that it cannot catch you.*

27. To be determined.

28. *Preparations to go to trade bazaar.*

29. *The forest trees are dense
And fog enshrouds the floor
As you advance towards
The dungeon near to where
You've come. The birds cannot
So much as sing as air
Is thin and turns a black
Like hue; go forth, not back!*

*Now you see a knoll of twisted
Trees and undergrowth, of 60
Yards from top to bottom -- even
Wider left to right. Skeletal
Bones and skulls adorn the knoll!*

*At this site and on the eastern
Side, you find a stony entrance--
Cobwebs fill the corridor
Which is 10-feet-across, and 20
Feet from top to bottom. And the
Dirt which fills the passage is a
Large amount, that covers 15
Feet of corridor that's 20
Feet in depth. And cobwebs cover
Fully the surface of the ceiling.*

*Two little doors are made of stone.
A tiny hole that fits a key
Is in the door that's on the right.*

Walk down the tunnel to the mound of dirt and touch your magical *key of opening* to the lock. .

Clear the cobwebs using a long stick, a spear, a longsword, or the like. Go to 31.
Retreat and thoroughly search the entire knoll. Go to 32.

---

30. *The roof of the tunnel collapses on top of you.*

Make a Dexterity saving throw (DC 20). You sustain 7d10 damage from the cave-in, or half on a successful save. If you save successfully, go to 29 except that the entire tunnel is now blocked by stone rubble. If you wish to clear the rubble, make a Strength check, with the following outcomes: 01 - 05: you cannot remove the rubble (but may try again the next day); 6 - 10: it takes you 10 hours to clear the path; 11 - 15: six hours; 16 - 20: four hours; 20 - 25: three hours; 26 - 30: two hours. If you have cleared the rubble and now wish to press your *key of opening* to the lock, go to 33.

---

31. *You clear the cobwebs from the ceiling of the tunnel noticing that the roof looks very unstable. A cave-in may be possible!*

You may make a Search check to find traps. If you get 12 or more go to 35. If you roll less than 12, you may walk forward to touch your *key of opening* upon the lock of the door, in which case go to 30. Alternatively, return to 29 for other options.

---

32. *You emerge from the east side of the knoll and search the area thoroughly. The top of the large mound is covered in skeletal remains. On the north-west side, ground level, you find a 5-foot-wide archway and an opening of equal size, but tangled ferns obscure what lies beyond the opening.*

Cast a spell to try and remove the ferns, Go to 36.
Cut the ferns with a dagger. Go to 37.

---

33. *The lock does not open and you cannot push or pull the double doors.*

Make an Intelligence check (DC 13). If you succeed, go to 34.
If you do not succeed, go to 29.
If you attempt to cast *knock*, the spell does not open the doors.

---

34. *These doors are probably false. This is a false entrance tunnel.*

Go to 29.

> **35.** *You determine that the ceiling of the tunnel will collapse.*

Go to 29.

> **36.** *The ferns magically disintegrate or disentangle or unfurl.*

Go to 38.

> **37.** *When you cut the ferns, they fall to the ground.*

Go to 38.

> **38.** *Now that you can see clearly ahead, you make out a 10-foot-long tunnel that is 5' high and 5'; wide, made of natural rock. A wall is at the end of the corridor.*

Search for traps (DC 14). If you succeed, Go to 39. If you fail go to 40.
Walk to the end of the corridor and inspect the wall. Go to 40.

> **39.** *You find no traps at the archway.*

Go to 40.

> **40.** *As you inspect the wall at the end of the corridor, you notice that there are irregular indentations.*

Touch the wall with your hands. Go to 41.
Search the wall for traps (DC 14). Go to 42.

> **41.** *When you place your hands upon the wall, you feel the weight of the wall give a little.*

Press the door firmly inwards. Go to 43.

> **42.** *You find that there are no traps on the wall.*

Go to 41.

43. *The wall shifts inwards and rotates, depositing you on the inside of the dungeon. If you turn to press the wall again, you find that it is fixed firmly in place. There is no way out! You cannot see because it is dark, and you cannot hear anything.*

Cast *knock* on the shifting wall. Go to 44. Light your lantern or torch to see (not applicable if you have darkvision) -- and go to 45.

44. *When press securely on the door, it shifts and rotates, depositing you back outside the dungeon.*

Go to 45 whereupon you light your torch or lantern.

45. *The tunnel, heading west, reaches as far as vision permits (30'), is 10-feet-wide, and the ceiling is 20-feet-high. The walls, floor and ceiling are rough natural rock. A quiet ambience belies what might lie ahead! You walk forward cautiously, allowing what may be to find you -- or if luck permits, you find it first! You now approach what is clearly the end of this corridor as it branches left and right (T-junction) . . . Suddenly, you hear a hissing noise coming from around the corner to the north.*

Attempt to hide and move silently up to the edge of the T-junction, peering around the corner. Make an Perception check (DC 12). If you succeed, go to 46. If you fail, go to 49. Move to the T-junction and peer around the corner. Go to 47.
Rush up and try to surprise whatever is there. Go to 48.

46. *Unseen with ¾ cover, you quietly observe to the north, three giant constrictor snakes hissing at each other over the remains of a human corpse, which lies on the ground in the corridor. Down the south corridor you see no one . . .*

Quietly move to the south. Go to 50.

Attack the three snakes ranged or using spells. Go to 51.

Move within melee range and attack the snakes. Go to 52.

---

47. *you quietly observe to the north, three giant constrictor snakes hissing at each other over the remains of a human corpse, which lies on the ground in the corridor. Down the south corridor you see no one .*

Quietly move to the south. Go to 50.

Attack the three snakes ranged or using spells. Go to 51.

Move within melee range and attack the snakes. Go to 52.

---

48. *When you rush forward you surprise three giant constrictor snakes that were hissing at each other over the remains of a human corpse on the ground.*

You get one `free' attack against the snakes. After the surprise round, roll for initiative and conduct combat. If you win, go to 53.

---

49. *The snakes have noticed you and move quickly upon you and attack.*

Roll for initiative and conduct combat. If you win, go to 53.

---

50. *What is to the south.*

---

51. *You surprise the snakes when you attack.*

You get one `free' attack against the snakes. After the surprise round, roll for initiative and conduct combat. If you win, go to 53.

---

52. *You attack the snakes.*

Roll for initiative and conduct combat. If you win, go to 53.

House Rules for D&D

Following are House Rules for D&D. These game rules are a stripped down version of the elaborate, complex 5th Edition rules: no skills and feats, as per the DMG suggested variant rules. Furthermore, all of the core D&D races have been altered to retain a classic D&D feel. The rules for resting are altered such that rests are few and gains are small, thereby emphasising danger in adventure, which again is an inspiration of Classic D&D. Players must always feel as though the life of their character is at risk, with the possibility of death *real at all times;* otherwise it is true that the players will not enjoy the game very much. Part of the fun of D&D is risk, the adventure, the unknown -- of heroism against dark fate, of treasure by overcoming monsters, entirely ruined when all of this is accomplished with the players knowing that the DM will `save us.' Now, even if the DM fudges dice rolls, she must not let the players know, so that even if it is true that sometimes the DM indeed saves the players' characters, it must *seem* as if danger exists. The players must feel that they have made direct, immediate decisions, utilising the fantastical abilities of their characters, which have caused a logical result -- one that is entirely their own doing . . . For better or worse. Hence, a ruthless DM will allow the characters to die, if the dice rolls or player decisions merit it, but this may not be much fun, so the DM might create danger and fudge every now and again.

The House Rules below thus offer a more gritty D&D play experience, because they *increase* actual or perceived danger of the characters. This, in turn, makes it easier for the DM to offer challenges, which are harder for the players to overcome. The D&D play experience is therefore more satisfying. But, you should choose and discard anything that does not suit your style of play and group. Anything that proves not to be fun must be discarded. Furthermore, you are free to add improvements to any house rules, so long as you can keep the changed rules balanced. (Being fair is extremely important, for one cannot enjoy D&D if the rules are broken).

The rules also emphasise (permit) a certain playing style: the classic D&D style. Further, variations to the core game rules make the overall system more simple, which makes adventures easier to run -- and faster to play! This in turn, can create more enjoyment. Many changes incorporate suggestions of rule variants in the *DMG*. Note that the core of the official D&D 5th Edition system has not been changed.

RACE	ABILITY SCORES	WEAPONS	LANGUAGES	TRAITS
ROCK GNOME	Intelligence+2 Constitution +1	Any small melee weapon, short bow, light crossbow.	Common, Gnome, Dwarf, Goblin, Kobold.	• Darkvision • Detect Stone Traps • Detect Gems (underground) • Sanctuary from Giants. • Advantage on all Intelligence, Wisdom and Charisma saving throws against magic.
HIGH ELF	Dexterity +2 Intelligence +1	Longsword, short sword, shortbow, and longbow.	Common, Elf, Gnoll, Hobgoblin, Orc.	• Darkvision • Cannot be put to Sleep • Immunity to Ghoul Paralysis • Advantage on checks to Detect secret and hidden doors. • Advantage on saves against Charm and Dragon Breath (including other breath weapon attacks).
HUMAN	Five scores: +1 One score: +2	Nil. (Proficiencies granted by virtue of chosen class).	Common and one bonus monster language.	Special The Human race do not get any of the innate special abilities unique to non-humans; instead they have bonuses to all six of their Ability Scores: five scores +1, and choice of any score at +2.
STOUT HALFLING	Dexterity +2 Strength +1	Any small melee weapon, short bow, light crossbow.	Common, Halfling.	• Sanctuary from Giants. • +d4 to hit with missile weapons. • Advantage on all Strength and Dexterity saving throws against magic. • Advantage on saves against Dragon Breath.
MOUNTAIN DWARF	Constitution +2 Strength +1	Battleaxe, hand axe, throwing hammer and war hammer.	Common, Dwarf, Gnome, Goblin, and Kobold	• Darkvision. • Detect stone traps. • Advantage on all Strength, Dexterity and Constitution saving throws against magic.
HALF ELF	Charisma +2 And +1 to any other two abilities.	Bows (short and long), shortsword, and longsword.	Common, Elf, and one other language of your choice.	• Darkvision. • Immune to sleep. • Advantage on checks to Detect Secret & Hidden Doors -- but only when actively looking. • Advantage on saves against Dragon Breath and against being charmed.

ABILITY CHECKS INSTEAD OF SKILL CHECKS; NO FEATS

There are no feats and no skills; only Ability Score checks. An ability check is 1d20 +/- your character's ability modifier. But, you can also add your proficiency modifier, if applicable, to the roll. Each PC has proficiency in two abilities tied to their class. Choose any two abilities tied to your class from the following table.

TABLE 2: ABILITY CHECK PROFICIENCIES BY CLASS

Class	Ability Check
Druid	Intelligence or Wisdom
Ranger	Strength, Dexterity or Wisdom
Sorcerer	Intelligence or Charisma
Wizard	Intelligence or Wisdom
Barbarian	Strength, Dexterity or Wisdom
Fighter	Strength, Dexterity or Wisdom
Cleric	Intelligence, Wisdom or Charisma
Paladin	Strength, Wisdom or Charisma
Rogue	Dexterity, Wisdom or Charisma.

Example: you play a Fighter and you choose Strength and Wisdom as your proficiencies. The PC wants to lift a very heavy object, which requires Strength, so you roll 1d20 and add your strength ability score modifier to the result -- and since Fighters are proficient in strength they also get to add their proficiency modifier.

ROGUE SNEAK ATTACK & BACKSTABBING

The Rogue class is automatically successful at sneak attacking in combat both in melee and using missiles, gaining her automatic sneak attack damage every round; no Dexterity skill checks to hide required. Further, if the Rogue can sneak up on an enemy unseen and unheard, he or she gets +4 to the attack roll and inflicts 1¼ times the normal sneak attack bonus damage. This requires two successful Dex checks: one to move silently, the other to hide in the shadows -- if either or both checks fail, the Rogue is spotted and cannot Backstab. Note, that this attack *must* be executed using a melee weapon. And it can only be performed once in combat, only at the start, before the first round.

CHARACTER BACKGROUND

There are no other bonuses like language extras (these depend only on your chosen race and PC's Intelligence score), or skill proficiencies (since we are not using skills).

COMBAT: INITIATIVE

One player rolls 1d20 for their initiative as a group and the DM rolls 1d20 for the monster(s). Neither roll receives any modifier. Whoever rolls highest wins initiative. In case of a tie, keep re-rolling until the tie is broken. The players' characters are free to act in whichever order players choose. It is recommended that those engaged in missile attacks and spells act first followed by melee combatants.

RESTING

A **Short Rest** is six hours.
A **Long Rest** occurs overnight requiring sleep or light activity (e.g., standing watch).

MORALE

Morale is a measure of a non-player character's or monster's courage -- especially in combat. This optional rule gives an objectively balanced way for the DM to see if enemies will keep fighting in combat, or surrender, or flee. We will be using the following morale rules--

The DM rolls 1d20 + Wisdom modifier of the monster. If the result is ≥10, the monster pursues combat. However, if the result is less than 10, the creature will either try to flee or surrender. Note, that an unusually loyal monster -- with higher than average morale -- gets advantage on the Morale check, and this includes undead, while a cowardly creature gets disadvantage.

Circumstances in which the DM may make morale checks include: when one monster in the group is first hit; when the creature(s) is reduced to ½ or fewer HP; when the leader of a group of monsters is slain; or when an NPC accompanying the party is ordered to go into danger while the PCs stay back.

BUILDING A STRONGHOLD

At higher experience levels, from level 10, your character might decide to build a stronghold. The following table (from the *DMG, p. 128)* gives examples of the stronghold type, construction costs and time to build.

Table: BUILDING A STRONGHOLD

Stronghold	Construction Cost	Construction Time
Abbey	50,000 gp	400 days

Guildhall, town or city	5,000gp	60 days
Keep or small castle	50,000gp	400 days
Noble estate with manor	25,000gp	150 days
Outpost or fort	15,000gp	100 days
Palace or large castle	500,000gp	1,200 days
Temple	50,000gp	400 days
Tower, fortified	15,000gp	100 days
Trading post	5,000gp	60 days

A character may build any kind of the above stronghold they wish. For example, a wizard might decide to construct his or her own tower; a fighter might build a small castle, while a cleric could build a temple. In any case, there is no restriction as to stronghold type-- PC race /class.

If the stronghold is built within the kingdom, you need permission from the Queen, who may award you a special area (your `dominion') in which you can build your fort, which may or may not include awarding you a noble title. Alternatively, as an adventurer you can seize unclaimed territory as your own.

Once you decide to construct, your character will probably attract a number of followers; their race and type (class) depends on your experience. Non-humans may wish to construct in areas native to and inhabited by their Kin. The details of your stronghold are entirely up to your imagination! Note that building a stronghold occurs as non-adventuring `downtime' activity.

There are small costs associated with maintaining your stronghold and these are detailed on page 127 of the *DMG*.

CREATING MAGIC ITEMS

Wizards, etc are free to create their own magical items. The cost and time involved to create magic items varies depending on the rarity of the item in question. At all times, rare materials *must* be acquired before attempting to craft -- and that means getting a contact from whom you can purchase the ingredients -- or even adventuring to locate the materials. You may also conduct research into *new* spell-like features that you wish to imbue in an item to make it magical. Such features can be anything you imagine. Of course, significant cost and some adventure will take place for you to gain the knowledge. Costs and associated information about crafting magic items can be found on page 129 of the *DMG*.

Swashbuckler Character Class for D&D 5th Edition

Please find E. Gary Gygax's first and only (previously unpublished) complete Swashbuckler character class for Dungeons & Dragons. In collaboration with yours truly (me), I set about writing a draft version of the Swashbuckler class for Basic D&D. Then, I sent it to Gygax, who replied by saying that what I created was, "quite good" -- and he refined the class by adding additional things. In 10 minutes his refinements made it as good as if it had been play-tested for two years, since that is as long as I spent play-testing, only to find Gygax's original refinements were perfect.

Thus, the classic Swasbuckler can now be played using D&D 5th Edition game rules as I have updated the original to the current rules.

SWASBUCKLER CLASS CHARACTERISTICS

Hit Dice (HD): d8

Armor: light, medium, and shields.

Weapons: simple, hand crossbows, longswords, rapiers, short swords. Note that the swashbuckler inflicts double damage from any throwing missiles, with specially designed throwing missiles gaining +1 to hit. (The DM may wish to increase this damage level-by-level like a Rogue's sneak attack damage).

Class Abilities: gains only Battlemaster, or Champion or Scout features of the Fighter class.

Additional Class Abilities: Roguish Archetype (Thief).

Extra Abilities: can climb ropes, trees, poles, and anything else easily and speedily. They can swing on ropes one-handed and attack thus,. They can swing and drop, or leap or even fall and tumble-drop for progressively greater distances as they increase in level: 10' through 4th-level, 20' 4th through 8th, etc.

Nimbleness: may move through the space of a larger creature without provoking attacks of opportunity.

The Swashbuckler has the same proficiency bonus as the Fighter. Note that although the Swashbuckler is restricted to light and medium armor, the DM may wish to provide "inherent" bonuses to their Armor Class if in play it is found that the class is too weak. It is recommended that such a bonus be progressive: becoming incrementally greater as the PC advances in level. The rationale behind this is that the swashbuckler is nimble and quick, so as they gain levels of experience, they become harder to hit in combat.

Above are the bare bones of the class in line with 5th Edition game rules, requiring very little development for actual play. Note how smoothly the class reads -- but in play it has been found to be robust and to hold up well with other core classes and retain its unique swashbuckling feel.

Determination of D&D Adventure

The following tables provide examples of adventure milieu creation. They are especially suited to sandbox games whereby the DM needs to be flexible to any number of possible player choices, whose characters drive the game. To begin, **Table I** considers the primary setting of the adventure. Note that the tables were devised with a piratical theme of chartered and unchartered islands where PCs could sail. Thus, you should change the entries to suit your particular campaign. For instance, if you play mainly an urban event-based game, the entry for Island, Chartered, Dungeon & Urban may instead read City (90% chance of city adventure), while Unchartered would read as Dungeon (10% chance). The sub-entries of each entry may also need to be changed. Not only do such tables serve as starting points for new adventure, but also as ideas from which DMs can follow on from previous adventure. Note that some tables are not presented here, as they were deemed irrelevant to the present discussion.

TABLE I: PRIMARY SETTING

Location	Roll 1d100
Island	
Chartered, Dungeon &	
Urban,	01-90
(roll on Table II)	
Unchartered,	91- 00
Wilderness Adventure--	
Lost Race	91-92
Prehistoric monsters	93-94
Buried Gold	95-96
Dungeons	97-00

Having determined randomly or by choice the location of the adventure, **Table II** enables you to determine the political milieu of the adventure location in a pirate campaign, which you should change according to your unique setting. For example, in a jungle setting, each of the three entries on Table II might be in a kingdom, in a monster controlled area, or free (unclaimed and therefore wild territory).

TABLE II: CHARTERED ISLAND - DUNGEON & URBAN (POLITICAL MILIEU)

Location	Roll 1d100
Urban town is--	
In the monarchy of Nottingborne	01-64
(roll on Table III)	
Pirate controlled	65-90
(roll on Table IV)	
Free (neither piratical or monarchical)	91-00
(roll on Table V)	

For **Table VI**, you should adjust entries to suit your campaign. For example, entries of Pirate Treasure or Merchant Goods could become Dinosaur Treasure in a jungle campaign and Villagers' Goods respectively.

TABLE VI: DUNGEON AND URBAN - MONARCHY OF NOTTINGBORNE (adventure)

Location	Roll 1d100
Rumour of dungeon	
(explore independently of pirate sponsor)	
Contains--	
Monsters	01-03
Bandits	04-06
Catacombs	07-10
Pirate Treasure	11-14
Noble Lair	15-17
Merchant goods	18-21
Prisoner	
Maiden (unknown)	22-25
Maiden (of low-level noble)	26-28
Maiden (of a Guild)	29-32
Thieves	33-36
Crafters	37-40
Ships'	41-44
Pirates'	45-48
Pirate Sponsor	
Hires You--	
Pillage Pirate Vessel	49-58
Pillage fat merchant ship	
Of Merchant House X	59-60
Of Merchant House Y	61-62
Of X Noble's House	63-64
Of Y's Noble House	65-69
Assassinate Important NPC	70-73
Kidnap important NPC	74-77
Gather Info	
Of Hideout	78-80
Pirate	81-84
Merchant Guild X	85-87
Merchant Guild Y	88-90
At Noble's Party	91-93
Random	
A mysterious woman invites you to a party.	94
In a dungeon cell half naked. Escape!	95
You find the secret to a hidden monster lair.	96
You find the secret to hidden jewels.	97
Information could compromise an NPC	98
Someone poisoned you. Find out who.	99
You lost your memory of the previous day.	00

An interesting table below, **Table VIII**, can be used for Wild Lands or any truly barren, unclaimed realm wherein a number of separate (political or other) groups vie for control. Certainly, one of these groups could be the heroic PCs! Perhaps the area has a vested interest to the heroes, is of personal stake, or a noble has tasked them with investigating the area. In essence, such abstract tables provide a skeleton of adventuring opportunities -- a base -- through which the DM can build exciting adventures. In that case, create the background and locale, with certain monsters and NPCs and let the PCs' actions in concert with whatever lives in the realm come alive. This is true story-telling D&D, which emerges from the distinctive interaction between the non-player entities and the players' characters. Dungeons & Dragons *is not* a DM-imposed `story' with PCs as actors who play along, because the role-playing game is *interactive*, and must depend on choices that the players make.

TABLE VIII: CHARTERED ISLAND - DUNGEON & URBAN -- FREE (adventure)

Location	Roll 1d100
Power Struggle	
Guilds (craft & non-merchant)	01-03
Pirates	04-06
Former Nottingborne Soldier	07-09
Adventurer (group)	10-12
You are recruited	13-15
Merchant Guild	16-18
Thieves' Guild	19-21
Pirates' Guild	22-24
Dungeon	
Clear monsters	
For above power struggle entity	25-26
Remove Curse	27-29
Lost Race, suspected	30-31
Rescue	
Important NPC of above entity	32-34
Ally, other	35-36
Treasure, secret	37-49
New Entity/Group	
Thieves' Guild	50-70
Pirates' Guild	71-90
Explore	
The entire island	91-97
Abandoned Mansion	98-00

Creating Super-heroic D&D Characters

A super-heroic character class for D&D 5th Edition is hereby defined as one that is twice as powerful as a *PHB* class.

Table A: Character Equivalent Levels of Super-heroic Adventurers

Super-heroic D&D Class	Standard *PHB* Class
---------------Level -----------------	
1st	2
2nd	4
3rd	6
4th	8
5th	10
6th	12

For example, when the super-heroic PC reaches 6th-level, he or she will be equivalent in power to a 12th-level *PHB* class.

Table B: Encounter Difficulty

Character Level[1]	-------------- Encounter Difficulty ---------------			
	Easy	Medium	Hard	Deadly
1st	Four CR 1/8	Five CR ¼	Six CR ¼	Four CR ½
2nd	Four CR ½	Five CR ½	Four CR 1	Five CR 1
3rd	Four CR 1	Six CR 1	Four CR 2	Six CR 2
4th	Six CR 1	Four CR 2	Four CR 3	Four CR 4
5th	Four CR 2	Four CR 3	Four CR 4	Four CR 5
6th	Four CR 3	Four CR 4	Four CR 5	Four CR 6
7th	Four CR 4	Four CR 5	Four CR 6	Four CR 7

For example, four super-heroic PCs of 5th-level might find that four CR 3 monsters are a medium challenge.

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[1] Refers to the level of each of the PCs in a group of four adventurers. Hence, `character level 3' means four PCs, each of 3rd-level.

For guidelines on creating your own super-heroic D&D character class, refer to my Dungeon Masters Guild published article, *How to Create Customised Character Classes for D&D*.

Super-heroic PCs gain levels as normal, but require twice the number of Experience Points as shown in the *PHB.* Thus, to reach 2nd-level one needs not 300XP but 600XP. The reason is because they are twice as powerful as a regular PC. The difference is that the class has more variety of abilities and gets to start out stronger from the 1st-level.

Here are a few examples of such classes--

- An elven arcane fighter priest with 1d10hp per level, can use all armor and shields, simple and martial weapons, fighter abilities, wizard spells (all) and clerical spells (1/2).
- A wizard of the wilds with 1d6 hp per level, no armor, weapons of daggers, darts, slings, quarterstaffs, light crossbows, all wizard spells, all druid spells and druid abilities, as well as ranger abilities.
- A warrior-priest of Chult with 1d10 hp per level, all armor including shields, simple and martial weapons, fighter abilities, cleric abilities (including

turn/destroy undead), cleric spells, and ranger abilities.
- The dervish with 1d10 hp per level, all armor including shields, simple and martial weapons, fighter abilities, ranger abilities, and all rogue abilities except sneak attack . . . For example, in the desert of Calimshan or Egyptian-themed realm, the Dervish is a fighter with ranger (especially tracking) abilities and roguish abilities (most probably specialising as an assassin).

Witch Character Class for D&D 5th Edition

INTRODUCTION

Spell-casting power of the Witch is estimated to be mid-way between a druid and a wizard -- but closer to the power of a druid. At higher spell levels, the witch has access to more damage-oriented spells than at lower levels of experience. Note that although the witch gets few spells from which to prepare, she can cast certain wizardly, druidic spells and new (unique) spells, therefore having access to multiple -- albeit a narrow range -- of spells from more than one character class. This creates a deceptively simple and limited spell list -- that is in fact quite powerful. What is more, despite having certain wizard spells, the Witch need not carry a spell book with lists of known spells; instead, she may prepare *any* spell from the spell lists so long as she is experienced enough to cast spells of that level.

Specific spells of the class along with inherent abilities (features) make the Witch distinctive. There should be a very strong feeling that you are playing a Witch character when you try this new class.

Perhaps one might ask upon what is this particular Witch incarnation based, as there are already a few Witch classes around in publication for D&D 5th Edition. This D&D Witch class for 5th Edition is taken largely but not wholly from *Dragon* 20 and to a lesser extent, *Dragon* 5. Indeed, those are among the earliest of `new classes' (unofficial, fan-created) in the history of Dungeons & Dragons . . . For example, take the *Pit* and *Paralysing Pit* spells, lifted directly from DRAGON #5 but altered to fit 5th Edition game rules. No single feature is ever an exact replication of its original, but rather an adaptation to 5th Edition which, importantly, retains the *feel* of the original Witch. Other additions to this class are of my own creation.

So, enjoy these guidelines for what should properly be called, the `classic' D&D Witch of 5th Edition!

HIT POINTS

Hit Dice: 1d6 per witch level.
Hit Points at 1st Level: 6 + your Constitution modifier.
Hit Points at Higher Levels: 1d6 (or 5) + your Constitution modifier per witch level after 1st.

PROFICIENCIES

Armor: Light armor.
Weapons: darts, slings, quarterstaff, light crossbow.
Tools: Brewing kit for poisons
Saving Throws: Wisdom, Charisma.

SPELLCASTING

The Witch casts spells in the same manner as a druid. Her cantrips known and spell slots per spell level are identical to the druid. Wisdom is the spellcasting ability of the Witch.

Spellsave DC = 8 + your profíciency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier.

OTHER CLASS FEATURES

From **first character level**, the Witch can **brew poisons.** The exact kinds of poisons that can be brewed depend on the campaign milieu; a brief list of poison types, samples and effects can be found in the *DMG.* The Witch can only use poisons that can be inflicted via contact, ingestion or inhalation -- but not through physical injury (such as coating a blade and then slashing a creature). Availability of specific poisons, associated costs, and potency is to be determined by the DM. As the Witch character rises in experience, she generally may have access to stronger poisons.

At the **2nd-level** of experience, the Witch can **make a magical *bag of holding.*** It can be used by no other person. Normally, the spellcaster must be 3rd-level to make a *bag of holding*, but the Witch is an exception, and the cost is only 150gp, not 300gp -- so, she can craft the bag in just six days, instead of 12 days.

At **6th-level**, the Witch can **brew a Truth Drug.** This is similar to a Truth Serum (see *DMG).* However, a creature subjected to the Truth Drug must succeed on a DC 15 Constitution saving throw, otherwise they cannot knowingly speak a lie, as if under the effect of a *zone of truth* spell -- for one hour. During this time, the poisoned creature will not knowingly lie to a number of questions asked that equal the Witch's level. For instance, at 6th-level, six questions may be asked of the creature. The Witch always has access to the special herbs needed to brew the drug and therefore need not spend money to brew, nor harvest poison from a poisonous creature.

At **8th-level** the Witch has access to **Candle Magic.** One candle can be manufactured at a time -- and only one per month. The candle will burn for one hour. When this candle is snuffed or burnt up, its magical effects will take place, thus--
Level 8 (red candle): a hostile foe becomes unfriendly, an unfriendly foe turns neutral, and a neutral person becomes friendly. The Wisdom save is DC 15 +/- the Witch's wisdom modifier.

Level 9 (blue): protection from evil and good (as the spell) for as long as the candle burns, that is up to one hour.

Level 10 (yellow): summon black cat or black panther that will aid the Witch for as long as her Candle burns. She can communicate telepathically and issue commands by ESP-- and she also sees and hears exactly what the creature can. At the end of this duration, the small or great cat will retreat to the Witch's herb garden, or nearby tree trunk. If that is not possible, the feline will instantly disappear. At the DM's discretion, the creature's bite may also inflict poison.

Level 11 (purple): one question may be asked of any dead being for each 10 minutes of burning.

Level 12 (gold): cures 1d8 + Wisdom modifier hit points of damage for each 10 minutes of burning in presence of victim.

At 9th-level, in pursuit of power, as a result of directed magical study, the Witch may become aware of the approximate **location of a magical crystal ball** for the purpose of scrying. Certain monsters will be guarding the ball.

At the **15th-level** of experience, the Witch can **Manufacture Acid** as she carries her ceramic Witch's Alchemy Jug. Using an action, you can produce 8 ounces of very strong acid inside your jug once per week. When you uncork the jug, you can safely fill up to four tiny glass vials with four separate `doses' of acid. When thrown onto a creature 5-20 feet away -- as a ranged attack -- the acid will do 2d6 dmg. In addition, it may have at least one of these effects--

Essence of Grey Ooze: corrode non-magical metallic weapons and armor. This acid appears to be clear, natural water and it has no odor. If imbibed it may cause death.

Essence of Black Pudding: as per grey ooze, and in addition, reduces the magical "plus" of the weapon by 1 or more points.

Essence of Gelatinous Goo: although not physically engulfed, the victim may suffer similar effects as being engulfed by a gelatinous cube.

Essence of Green Slime: the victim literally turns into green slime! However, it is limited to medium-sized corporeal, non-magical, sentient creatures including animals, but not dragons, giants, undead, etc. A saving throw may be permitted.

Essence of a Life Leech: the victim must succeed on a DC 13 Dexterity saving throw or be grappled (escape DC 13). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. In addition, the grappled target takes 16 (3d10) necrotic damage at the start of each of its turns.

WITCH SPELLS

Note: listed spells with an asterisk (*) are new spells not found in the *PHB.* Refer to Explanation of Witch Spells for descriptions.

Cantrips (0 Level)
Same as Druid spells.

First Level Spells
Control Vapor*
Cure Wounds
Detect Evil and Good
Detect Magic
Detect Poison and Disease
Faerie Fire
Pit*
Reflected Image*

Second Level Spells
Bless
Find Traps
Locate Object
Purify Food and Drink
Read Languages
See Invisibility
Speak with Animals

Third Level Spells
Charm Person
Clairvoyance
Dissipate Vapor*
Gust of Wind

Phantasmal Force
Remove Curse
Speak with Plants

Fourth Level Spells
Bestow Curse
Control Water
Darkvision
Grasping Vine
Hallucinatory Terrain
Mass Healing Word
Polymorph
Sleep

Fifth Level Spells
Antilife Shell
Conjure Animal
Conjure Elemental
Insect Plague
Oracle*
Scrying

Sixth Level Spells
Animate Dead
Conjure Fey
Dominate Person
Evaporate Fluids*
Vision
Wall of Thorns

Seventh Level Spells
Antimagic Field
Fire storm

Modify Memory

Project Image

Regenerate

Reverse Gravity

Eighth Level Spells

Earthquake

Paralysing Pit*

Sunburst

Wither*

Youth*

Ninth Level Spells

Control Weather

Finger of Death

Foresight

Resurrection

Storm of Vengeance

EXPLANATION OF WITCH SPELLS

Control Vapor

1st-level transmutation

Casting Time: 1 action

Range: 10'/level of Witch.

Components: V, S, M (a pinch of seaweed)

Duration: Concentration, up to 10 minutes

Gases are moved up to 60'.

Dissipate Vapor

3rd-level transmutation

Casting Time: 1 action

Range: Whatever distance can be seen.

Components: V, S, M (a pinch of crystal)

Duration: Concentration, up to 10 minutes

The Witch disperses any gas.

Evaporate Fluids

6th-level transmutation

Casting Time: 1 action

Range: 300'.

Components: V, S, M (a pinch of thorns)

Duration: Concentration, up to 10 minutes

Until the spell ends, you evaporate any freestanding fluids inside an area you choose that is a cube up to 100 feet on a side.

Oracle

This Witch spell is the same as the spell Commune with Nature (see *PHB*) but works only in obscure woods.

Paralysing Pit

8th-level evocation

Casting Time: 1 action

Range:150'

Components: V, S, M (a piece of rock and clay)

Duration: Instantaneous

A pit up to 100-feet in diameter and 20-feet deep forms immediately, appearing in a location you choose within range. All creatures falling in each take 2d6 damage -- and must make their Dexterity saving throws or else be paralysed until freed by another.

Pit

1st-level evocation

Casting Time: 1 action
Range:30'.
Components: V, 5, M (a piece of rock and clay)
Duration: Instantaneous

A pit 5 feet in diameter and 15 feet deep will form in the ground. No horizontal pits may be dug (no tunnelling), and if dug in desert sand there is a chance the pit's walls will cave in.

Reflected Image

1st-level illusion

Casting Time: 1 action
Range: 100'
Components: V,S
Duration: 1 minute

The Witch may form a picture on any reflecting surface.

Wither

8th-level necromancy

Casting Time: 1 action

Range: Touch
Components: V,S
Duration: Concentration, up to 1 minute

You touch a creature, and that creature must succeed on a Wisdom saving throw or permanently age 100 years.

Youth

8th-level necromancy

Casting Time: 1 action
Range: Touch
Components: V,S
Duration: Concentration, up to 1 minute

Any creature you touch becomes 10 years younger.

ADDENDUM

Those who play the Witch as written and find it to be slightly under-powered -- relative to other classes -- should increase the Hit Dice to d8. If you find it to be *under*-powered, then leave Hit Dice at d6 and reduce Armor to `none', even further limiting spell-casting to a spell book whereby the Witch can only know a certain number of spells of all that are on the list. In this latter way, she can only prepare spells from those written in her book.

Further options for this character class that can be added, either for flavour or to boost the power of the class might include--

- Unsurprised in woodland
- Rogue sneaking ability when in woodland.
- Choose any single terrain as your `home' and you are able to hide within it as if a rogue, communicating with any and all nearby (1 mile radius) animals, so long as you can physically see them. Terrains can include: desert, beach, woodland, jungle, forest, plains, hills, mountains, etc.
- Replace crystal ball with flying broom. Add cauldron.
- Add gremlins or goblins, redcap gnomes, as pets, guardians, slaves, servants or allies (depending on PC Witch alignment).

Afterword

Reviews and feedback on this work are encouraged! Reviewers may leave only a rating or also write comments on how it can be improved for the betterment of the game and fellow players and DMs; specific suggestions that change what is written with a fresh idea or new ideas will be important. Furthermore, questions are welcome, and so are discussions about the contents. If you have a request for a future article, please make this known . . . *D&D Compendium Volume II* will be published.