**Starkpool Draft 1 playtest**

**Party:** Rolled Randomly four 4th level characters, probably should have made a straight Fighter, rather than the multi-class. Added 4 men-at-arms because the encounters in OD&D generally assume 7-10 members in a party.

**Elvis,** elf, F/MU level 2, AC 9, Hp 13, long bow, sword, dagger,Spells: Sleep, Charm, Shield, Move 12”

**Mumford,** human, MU-4, AC 9, Hp 10, torch, darts, dagger Spells: Sleep, Charm, Shield, Protection from Evil, Light, Invisibility, Web. Move 12”

**Sargon**, human, scout level 4, AC 7, Hp 17, longbow, sword, lantern, sneak ahead (1-3), melee escape +4, Interrupt, Read Languages, Back Stab x2, Task Bonus +1. Move 12”

**Cormac**, human, cleric-militant level 4, AC 2, Hp 20, mace, spells CLW x2, Protection from Evil, Hold Person. Move 6”

**Men-at-Arms x4**, AC 5, Hp 5,5,4,4 chainmail, halberd, dagger, Move 9”

I used the map set up left over from last week’s Barrier Peaks encounter with 4 good areas for encounters, separated by doors. I used the D&D monster/treasure level 4 to randomly generate 4 encounters. I replaced one that was 3 7th level clerics with one that was 30 orcs, because I did really want to see how the weapon rules worked.

**Encounter 1: The Gnomes**

 Sargon attempts to hear noise at the corner. He’s human so its 6+, but +1 for his Scout levels. He hears nothing and peaks around the corner, carefully using his shuttered lantern. There are 10 gnomes at the end of the corridor. Gnomes are not surprised but neither is Sargon. Since there is no surprise, roll 2d4 x10 for distance, resulting in 60’. Initiative: Roll is “6”, the party allows the Gnomes to move first.

 This band of gnomes are lawful, so I add 1 to the reaction table. 9+1=10, positive reaction. The gnomes call to Sargon and bid him come and talk. At Cormac’s insistence, they do so. The gnomes warn the party that beyond the next door is a pack of Ghouls. The gnomes have had about enough of this expedition and are about to go home, they suggest the party does likewise.

 However, Mumford is eager for treasure, and decides try to get them to help attack the Ghouls (better odds with 18 than with 8). The gnomes are a hard sell, they don’t want to get paralyzed and eaten, so Mumford needs to roll CHA or less on 1d100 to convince them (14%). 69, no luck. The gnomes wish them well and depart.

**Encounter 2: The Ghouls**

 Since they know that there are ghouls behind the door, they cannot be surprised. They decide to maximize their chances and let Sargon attempt to open the door silently. He uses a flask of oil to grease up the hinges and knob and rolls his chance (5+). He rolls a 2. However, [NEED TO ADD CONSEQUENCE OF FAILURE OF THIS TASK]. He cannot get the door open, but it does not make any noise. It is time for a wandering monster check, what with talking to gnomes and greasing up the door. Roll is a 2, so no wanderers.

 They have 2 of the men-at-arms muscle up to the door and both give a heave. Humans are successful on 5-6. Both of them fail, which alerts the Ghouls and causes another check for wandering monsters a 5 is rolled, no monster. This time they have 3 men-at-arms give it a try and the door comes down (2 of the 3 rolls are 5’s).

 The three men-at-arms are blocking the door, having just pushed it in, but have had to put their halberds away to do so. Sargon, Cormac and Elvis are in the second rank, Sargon and Elvis with their bows ready, Cormac with his holy symbol. Mumford and the last man-at-arms are at the rear in case of wandering monster attack.

ROUND 1

 Initiative is a 1, ghouls win. The ghouls move first.

 Move Phase: Ghouls rush the door. Sargon and Elvis are eligible for Pass-Through Shots, as the ghouls are moving in and the 3 men-at-arms prevent Sargon and Elvis from being locked into melee. Sargon Shoots: needs an 11, rolls a 6, misses. Elvis shoots, needs an 11, rolls a 4, misses.

 Counter-Move Phase: the first 3 men-at-arms are locked in melee and do not have light armor, so they can’t refuse melee. Because they are now locked in melee, they cannot grab their halberds at this point either. None of the other party members have any use for moving.

 Missile Phase: none of the ghouls have missiles or spells. Sargon and Elvis could theoretically shoot, but all their targets are locked in melee or protected by the first rank. Cormac, however, can turn undead at this point[ CHECK THAT TURN UNDEAD IS LISTED IN MISSILE PHASE]. Since the ghouls are 2 HD and Cormac is 4 HD, he will roll 1d12, and will turn them on a 3+. Roll is an 8 and 2d6 ghouls are turned, result is 7.

 Melee Phase: After the turning, no one is locked in melee. The men-at-arms pick up their halberds, giving up the attack they do not have. Elvish and Sargon cannot take their second shots, since that was supposed to happen simultaneously with the turning attempt.

ROUND 2

Initiative is a 4, good guys win and choose to move first.

Move Phase: All four men-at-arms charge the remaining 5 ghouls. Sargon drops his bow, draws his sword and moves around to the rear of a ghoul who is being charged to his front, setting up a back stab. Cormac, Elvis and Mumford hold position.

Counter-Move: the turned ghouls reach the far wall. All but 1 of the other ghouls are locked in melee. This one moves to where he can reach a man-at-arms.

Missile Phase: Mumford casts Protection from Evil on himself. [MUCH AS A HATE IT, I MAY NEED TO USE ANOTHER RULEBOOK FOR THE SPELL DESCRIPTIONS OR WRITE THEM OUT MYSELF]. Cormac attempts another Turn Undead: rolls a 9 and turns the remaining ghouls. The Ghouls will be turned for 2d6 rounds: 4 is the result. Elvis could have shot twice this round, but there are too many folk in the way.

Melee Phase: The ghouls do not get to strike since they are all turned. Sargon attempts a back-stab, sword vs AC 6 is 13+, he adds +4 for back stab, rolls an 18+4=22, a solid hit. He rolls a 7 for sword damage, which doubles to 14, the ghoul has 7 points, so it dies.

 The four men-at-arms pair up, 2 each vs 2 ghouls. Halberd vs AC 6 is a 12, each rolls +1 for charge. The first ghoul is hit twice, one of which is a natural 20. Using the optional Critical hit roll, that is maximum (10), plus 2, plus 1 more for charge or 13 points this ghoul has 3 hp, so dies. The second hit is wasted.

 The other two attack, they roll a 1 and 2. Both miss. If I’m using the critical hit rule, I need to use the fumbles too. The man-at-arms needs a 19 to save vs the fumbled (not having a level of fighter, he doesn’t get the bonus). The roll is a 5, he fails and for a halberd, that means the weapon is damaged and this man will suffer -1 to hit and damage with it until repaired or replaced. There are still 3 ghouls in the melee, but they won’t attack since they have been turned. The ghouls will attempt an Escape Melee option. Ghouls have movement allowance of 9, so need a 9 or less on d20 to escape the melee. 2 of the three escape melee and move 3” to join their comrades along the wall. The last ghoul stays in melee [NEED TO SPELL OUT FAILURE OF MELEE ESCAPE ROLL].

ROUND 3

The party allows the last ghoul to join the rest, and reorganizes itself to attack the ghouls next round. They know that the ghouls are turned this round, next round and the round after.

ROUND 4

 Initiative: as the ghouls are turned, they do not act.

 Move Phase: Sargon moves to back stab a turned ghoul. All four men-at-arms charge the next 4. The rest prepare the shoot or cast.

 Missile Phase: Elvis shoots twice, needing an 11 and getting a +2 for a rear attack [REAR ATTACKS FOR TURNED OR FLEEING ENEMIES]. He hits twice, one of which is a critical, totaling 15 points of damage, killing a ghoul. Mumford throws 2 darts. He needs a 13, but gets +2 for a rear attack and hits once for 2 points of damage, this ghoul has 8 points, so is not dead. Cormac attempts another Turn Undead, succeeds and 8 of them are turned for 8 more rounds.

 Melee Phase: Sargon attempts a back-stab, succeeds and kills 1. At this point there are 8 remaining ghouls and they are turned for 8 more rounds, and so the party will easily be able to kill them off.

**ENCOUNTER 3--ORCS**

 Sargon approaches the next door and attempts to Hear Noise. He rolls a 5 and succeeds, hearing a metric-butt-ton of orcs in the next room. Once again he attempts to open the door silently. But he fails. It has been 2 turns of listening and attempting the door, a wandering monster check is rolled, but no monster. [NEED TO WRITE DOWN THAT IF YOU FAIL THE OPEN DOOR SILENTLY ROLL, YOU DON’T EVEN OPEN THE DOOR, BUT DON’T MAKE NOISE EITHER]. The four men-at-arms line up in the front rank, three of them putting aside their halberds [ACTUALLY, NO, HALBERDS AND AXES, HAMMERS AND MAULS ARE GREAT FOR BASHING IN DOORS, PUT THAT IN RULES], so, three of them use their halberds to try to bust in the door. All three of them succeed. The door is busted open. The orcs are Surprised! But it’s also time for a wandering monster check for the noise, but none is attracted.

Surprise Round Movement: The 3 men-at-arms can do nothing but move out of the way, since they were involved in busting down a door [CHECK THIS RULE, MAKE IT CLEAR]. They do so, moving into the room, joined by their 4th comrade who charges the nearest orc. They realize that there about 30 orcs in the room. Sargon, Elvis and Mumford remain motionless to get spells or double arrows off. Cormac moves to attack an orc near the door, but can’t charge because it involves some twists and turns.

Surprise Round Missile Phase: Mumford casts a sleep spell and puts 12 of the orcs to sleep. Elvis also throws a sleep spell and puts 8 to sleep. That’s 20 of them, they need to roll a Morale Check (7+ on 2d6): 9, Success! Sargon shoots 2 arrows. He aims at 2 archers in chain shirts, longbow vs AC 5 is 13+, but since he’s a scout with surprise, this counts as a Back Stab, he gets +4 to hit. And he hits one on a 17, and the second roll is an 11, which with the back stab bonus becomes a 15, another hit. Both are double damage and both kill.

Surprise Melee Phase: The charging man-at-arms, hits, just because of his +1 charge bonus. The orc had 6, the charging halberd maxs for 11. Cormac uses his mace to bash another orc and hits with a 16, the orc has 5, Cormac does 6, and kills it too. At the end of the round, there are only 6 orcs standing.

ROUND 2:

Initiative: 4—Good guys move first.

Move Phase: Sargon, Cormac and the 4 men-at-arms pair up against 1 orc each.

Elvis and Mumford do not move.

Counter-Move Phase: all orcs are locked in melee, cannot move.

Missile Phase: Elvis cannot shoot and does not wish to use his Charm Person spell. Mumford does try his Charm Person spell. The Orc does not make a save and in convinced to stand in the corner for now.

Melee Phase: The man-at-arms who had charge last round is paired up with an orc. Since this is their second exchange of blows, the shorter weapon has the advantage and the orc attacks first and since his length is 4 and the halberd’s is 9, the orc makes 2 attacks. The orc needs 14, he hits once for 8 damage, killing the man-at-arms. Cormac, being a 4th level cleric-militant gets 2 attacks against a 1-HD enemy [FORGOT THIS LAST ROUND]. His mace is length 3, while the orc’s sword is length 4, since this is their first round of contact, the orc goes first. Sword vs AC 2 is 19 which the orc rolls and does 6 points of damage to Cormac, which he can take. Cormac then rolls twice needing a 13 he hits once doing 6 points and the orc had 6 points so its dead. Sargon meets another orc and he also gets two attacks. He and the orc both have swords with equal length, but Sargon moved to the attack, so he goes first. Sargon hits 1 of the attacks and does 6 which is the number of HP the orc had, so its dead. There are 3 men-at-arms left and three orcs. Since this is the first exchange for each of them, the halberd have the advantage and go first, but the orc swords will each attack twice. One of the orcs is killed, one is wounded and one is missed. The wounded and missed orcs make 2 counter-blows each scoring only 1 hit for 5 killing a man-at-arms. The last two men-at-arms must check morale, needed 7+ and rolling a 7. No one is quitting here.

ROUND 3

Initiative: 6, good guys win, take the Move.

Move Phase: Elvis takes a Split-Move and Shoot moving into the room, shooting at the one orc who happens to be out of 10’ range of an enemy and then keeps moving. He rolls a 15 and hits, the orc has 2 points and he does 2 points, killing it. Mumford, stands around, pleased with himself. One man-at-arms moves to contact with the unwounded orc while Sargon moves around to back stab it. Cormac joins the second man-at-arms attacking the wounded orc.

Counter-Move: both remaining orcs are locked in melee and cannot move.

Melee Phase: Sargon’s backstab goes first (entering melee sword v sword) and hits, due to backstab bonus, killing the orc. The wounded orc goes next (sword longer than Cormac’s mace since he just joined the exchange, and shorter that the halberd for which this is the second exchange) he makes 2 attacks against the man-at-arms but misses both. Cormac is next making 2 attack because of class/level and he also misses both. The man-at-arms also misses. Another morale check is made for the last orc, who fails and surrenders. Mumford ties his hands and has his charmed friend watch over him. Mumford plans to charm this orc too, later. Sargon, Elvis, Mumford and the two men-at-arms kill the sleeping orcs. But this calls for a wandering monster check, but no monster.

**ENCOUNTER 4: WANDERING WRAITH**

 Elvis decides to try his Charm Person spell on the orc prisoner and it succeeds. The two charmed orcs, perhaps will fill in for the 2 dead men-at-arms. Sargon attempts to listen at the final door, but hears nothing [CLARIFY—HOW MANY ATTEMPTS BY HOW MANY PEOPLE FOR VARIOUS TASKS]. Sargon tried to Silently Open the door, but fails again. This 2nd turn of activity calls for a Wandering Monster check, this time there is a monster. It must come from behind them. According to UW&WA it is a single wraith. It surprises the party from behind, appearing 10’ behind them from the darkness.

SURPRISE ROUND: The wraith attacks the rear line of the party, going for Sargon. It needs an 8 to hit and rolls a 1 [NO FUMBLE, IT’S A WRAITH]. [ADD TO RULES, NO REFUSE MELEE OPTION WHEN YOU ARE SURPRISED]

ROUND 1:

Initiative: 3, bad guys go first.

Move: The wraith stays in contact with Sargon, also pinning down Mumford and Elvis.

Counter Move: The orcs and men-at-arms move clear of the wraith and the doorway. Cormac chooses not to move. Sargon, Mumford and Elvis are locked in melee.

Missile Phase: Cormac attempts to turn undead. As the wraith and Cormac are both 4 HD, Cormac will turn on a 3+ on 1d6. Cormac rolls a 2, and fails. Party is totally screwed.

Melee Phase: Sargon, Mumford and Elvis attempt to escape melee. [DOES ESCAPE MELEE HAPPEN BEFORE OR AFTER MELEE ATTACKS? HIGHER HD GOES FIRST?] Mumford and Sargon manage to Escape Melee, moving back 30’. Elvis fails his attempt and the wraith attacks him, needing a 6, he rolls an 8 scoring a hit and 3 points of damage. Elvis must roll a Saving Throw or lose 1 XP level from the wraith’s attack. He needs a 16 (level 2, but +2 from Fighter vs Energy Drain) and rolls a 17, no drain!. [DEFINITELY ALLOW SAVING THROW VS ENERGY DRAIN, I DON’T CARE WHAT GARY SAID].

ROUND 2

Initiative: 3, bad guys first, but wraith is locked in melee with Elvis, so it doesn’t matter much.

Move: Wraith in melee.

Counter Move: Charmed orcs rush the wraith.

Missile Phase: none

Melee Phase: Wraith attacks Elvis again rolls a 1. Elvis attempts to Escape Melee, needs a 12, rolls a 4. Orcs make ineffectual attacks.

ROUND 3

Initiative: 4, good guys go first.

Move: Cormac, men-at-arms, Sargon and Mumford move to the door.

Counter Move: Wraith in melee.

Melee: once again Elvis attempts to escape melee, needs a 12 or less, rolls a 11 so he escapes to the rest of the party. The orcs continue with useless attacks, drawing the wraith’s attention. Since he is 4 HD and they are 1 HD he can make 4 attacks against them. He needs a 9. 15, 1, 11 and 20. He sucks both orcs dry. [PROBABLY COULD HAVE MADE 2 ATTACKS PER ROUND AGAINST ELVIS, MISSED IT].

ROUND 4

Initiative: 4 good guys move first. Hurray!

Move: all the party moves maximum movement away. Mumford, Sargon and Elvis are now 14” away, the men-at-arms are 11” away and Cormac is 8” away (1” shy of wraith giving up the chase, damned plate armor).

Counter Move: Wraith catches up with Cormac.

Missile: None

Melee: Wraith attacks Cormac, needs a 13, rolls a 10. Cormac attempts to Escape, needs a 6 or less on d20, rolls a 19. Stuck. Men-at-arms roll Morale Check need 7+, roll 5, decide to flee the dungeon entirely.

ROUND 5

Initiative: 6—good guys.

Move: Sargon, Elvis and men-at-arms flee for their lives. Will remind themselves to bring Holy Water and silver arrows next time. Mumford stays put. Cormac locked in melee.

Counter Move: Wraith is locked in melee.

Missile: Mumford casts an invisibility spell on Cormac.

Melee: Invisible Cormac moves 30’ away from wraith.

At this point the party will be able to escape from the wraith. They decide to go home, avoiding the last room encounter (5 ogres might have been tough).

[PROBABLY WILL USE EITHER RULES CYCLOPEDIA or AD&D MONSTER MANUAL FOR THE MONSTER STATS, MUCH BETTER ORGANIZED THAN STRAIGHT OD&D. AD&D MM DOES ACTUALLY USE THE OD&D ARMOR CLASS RATINGS, NOT THE AD&D ONE]