

Diceless Dungeons 2

# The Diceless Wilds

Rules for Continuing Excursions Into the Dark

by

James & Kobyn George



**W**ide  
House  
Rules

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by James & Robyn George

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To my wife Robyn,  
who taught me everything  
about love and could  
teach a master class on the value  
of imaginative play...

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Sample file

## INTRODUCTION

This is a supplement to the Diceless Dungeons game and as such, requires the original rules to play. Diceless. The word seems at odds with an activity known for them, a milieu where risk and uncertainty are sought-after things. But how is there risk without dice? Or uncertainty with no rolls to miss? Ask children, for their play has always been diceless. It is something adults forget and maybe need to learn again.

Whether cops and robbers or superheroes, kids understand diceless play. They negotiate, agree on the details, and let things happen. This is fantasy play in its purest form...

It was in this creative spirit that Diceless Dungeons was born. War-gaming, with its dense rules and technical heft, offered up an adult alternative to childhood play, and one with lots to offer. But then, not all rules require dice, especially not old-school games, where personal choice is the lifeblood of victory. That said, this book expands the first, adding new content for the best in adult (and childhood) fun!





Childhood play is the social contract in action, and to this end, *Diceless Dungeons* was always more of a framework around which players could negotiate. This book keeps it up with...

(1) **Non-human characters**, including dwarves, elves, and halflings. This adds a high-fantasy atmosphere with tactical options.

(2) **Additional talents**, most emphasizing new rules for hirelings and wilderness adventures, along with more spells for greater power.

(3) **New monsters**, many also indigenous to the wilderness above, with new magical items ready to win from ancient, gleaming hoards.

Of course, this changes the trajectory of the basic game, with consequences for existing campaigns everywhere. Not to worry, all of this is optional, and the referee is free to include what they want and discard the rest, for this is still an old-school system. Nonetheless, all games benefit from new content, for evil things haunt the woods even in the ordinary world, wicked things to be put down by heroic hands...

## ONE: SWELLING THE RANKS

The basic game imagined a so-called ordinary world of medieval men and women, fortune seekers all of them, leaving their quaint villages for lives of adventure. Aside from wolves and greedy brigands, the surface was safe. Foul monsters crawled from their darkened lairs at night, but mostly occupied the underworld, which was a place of chaos and evil. Magic was equally rare, being the domain of mysterious sorcerers who resided in dark towers far from home.

No more, for The Diceless Wilds adds new content, starting with NON-HUMAN races...

### THE FEY FOLK

Dwarves live in the far-away mountains, and elves, those immortal forest folk, dwell in their primeval woods. Even if the referee prefers a low-magic setting, the rarity and isolation of these people means that most will have never encountered them. On the other hand, the referee might shift to a higher-fantasy milieu.

NOTE: Non-humans are ancient and powerful, making game balance an issue. To this end, these begin having but a single talent, bolstered by their racial abilities. Humans are younger and less powerful, but already renowned for their cleverness, which means more talents.

DWARVES are a type of so-called little people, similar to gnomes (covered later), although considerably more robust as befits a race given to mining the earth. They stand 4' tall and prefer the mountains and their mines, where they harvest precious metals and craft artifacts of exquisite beauty. If they have any weakness, it lies in a greed for mineral wealth, which they crave almost as much as glory on the battlefield.