Dungeon Grappling 3 – The Monster of Gravity

This is the further development of treating gravity as a grappling monster using Douglas Cole's *Dungeon Grappling* as a base and inspiration. This presents rule variations and modifiers for climbing, tightrope walking, and swimming. Climbing and swimming use strength bonus as a modifier. Note: in Swords and Wizardry only fighters get a strength bonus, at DMs discretion this bonus can be given to all character with extraordinary strength) for the purpose of climbing and swimming.

The climbing table assuming climbing using arms only and the swimming table assumes using legs only. The climbing and swimming tables note an "arms & legs" benefit. A character may not attack any round where this benefit is used.

While climbing, tightrope walking, or swimming, all attacks for damage are at +5 to defenders AC (using descending AC). In water grappling rolls can continue while sinking for however many rounds a character can survive. If climbing or tightrope walking, falling eliminates all CP on the character but, character is no longer in contact with climbing surface or rope.

Tightrope walking uses dexterity bonus as a modifier instead of strength. Tightrope walking limited to 20 degrees or less – otherwise treated as climbing. Tightrope walking has no modifier for using both arms and legs – treat that situation as climbing.

Table 1 -- The Monster of Gravity

	Gravity
Grapple DC:	10
Attacks:	1
Grappling Damage:	See table 1a
Grapple Attack Roll:	Automatic
Control Maximum:	NA
Condition Thresholds:	NA but, always wins initiative.

Table 2a -- The Monster of Gravity

Size	Space	Land Base Grappling Damage	In water Base Grappling Damage
Fine	½ by ½ ft. × ¼	1	0
Diminutive	1 by 1 ft. × 1/3	1d2	1
Tiny	2 ½ by 2 ½ ft. × ½	1d4	1d2
Small	5 by 5 ft. × ¾	1d6+1	1d3+1
Medium	5 by 5 ft. × 1	1d8+1	1d4+1
Large	10 by 10 ft. × 1.5	2d6+2	1d6+1
Huge	15 by 15 ft. × 2	2d8+6	1d8+3
Gargantuan	20 by 20 ft. × 3	3d8+10	3d4+3
Colossal	30 by 30 ft. or larger × 4	4d8+14	2d8

 Note: Magical Creatures can negate these effects as desire: either automatically or through some creature specific modifier/multiplier.

Table 3 -- Climbing Modifiers

Climb Modifiers	
Character is Thief	-3 gravity DC
Successful Climb Roll	½ gravity grapple CP (for current turn)
Critical Success Grapple Roll (if criticals used)	Double character CP for this turn
Fumble grapple roll (if such used, should be used if criticals used)	Double this turns gravity grapple CP.
Climbing Tools (crampons, special shoes, spikes, etc. but, not ropes)	-3 gravity DC+ additional grapple damage equal to gravity base damage plus one (e.g. +2 for medium).
Arms & Legs	-3 gravity DC
Glass surface	+12 to gravity DC
Ice	+8 to gravity DC
Smooth surface (stucco or similar)	+6 to gravity DC
Medium surface (castle wall, dungeon wall)	Normal DC
Rough Surface (typical cliff)	-4 gravity DC
Very Rough Surface (with many handholds)	-6 gravity DC
Rope (climbing a rope)	-3 gravity DC
up to 45 degree slope	-5 gravity DC
up to 60 Degree slope	-3 gravity DC
Vertical	Normal DC
Inverted up to 45 degrees	+3 gravity DC
Inverted up to 60 degree slope	+5 gravity DC
Inverted up to 90 degrees	+7 gravity DC
Grabbed	1/2 climb rate
Grappled	1/4 climb rate
Restrained	can't move
Incapacitated	falls

Table 4 -- Swimming Modifiers

Swim/float Modifiers	
Successful Swim Roll	1/2 gravity grapple CP (for current turn)
Critical Success Grapple Roll (if criticals used)	Double character CP for this turn
Fumble grapple roll (if such used, should be used if criticals used)	Double this turns gravity grapple CP.
Flippers	-3 gravity DC+ additional grapple damage equal to gravity base damage plus one (e.g. +2 for medium). Also flippers double speed.
Arms & Legs	-3 gravity DC
Life Jacket or other flotation device	-9 gravity DC
Clothed	+3 gravity DC
Armored	+6 gravity DC
Encumbered	+9 gravity DC
Smooth Water	Normal
Choppy	+3 gravity DC
Waves	+6 gravity DC
Large Waves	+9 gravity DC
Grabbed	1/2 swim rate
Grappled	1/4 swim rate
Restrained	can't swim, must tread water
Incapacitated	Sinks

Table 5 – Tightrope Walking Modifiers

Tightrope Modifiers	
Character is thief	-3 gravity DC
Successful Acrobatics Roll	1/2 gravity grapple CP (for current turn)
Critical Success Grapple Roll (if crits used)	Double character CP for this turn
Fumble grapple roll (if such used, should be used if crits used)	Double this turns gravity grapple CP.
Balancing aid(e.g a 10' pole)	-3 gravity DC
Barefoot	-3 gravity DC
Running	+6 gravity DC
Armored	+3 gravity DC
Encumbered	+6 gravity DC
Calm wind	Normal
Breeze	+3 gravity DC
Stiff Breeze	+6 gravity DC
Storm	+9 gravity DC
Grabbed	1/2 move rate
Grappled	1/4 move rate
Restrained	can't move, must stop
Incapacitated	falls

For speeds of climbing and swimming use the values of whatever system is being use. I recommend the rates used in the *AD&D Wilderness Survival Guide*. A place to look for tightrope walking speeds is the 2rd Edition *The Complete Thief's Handbook*.

Speed

The base swimming movement rate for humans is 4″ (40 feet per round); for other player-character races and land-based humanoids, it is 3″. (Of course, a specific swimming rate listed in the statistics for any monster or humanoid supersedes the rate given here.) This rate represents the character's swimming speed on the surface of the water; for a swimmer moving beneath the surface of the water, the rate is reduced to 2/3 of the given amount (rounded up). The base rate may be modified by one or more of the following factors:

	Modifier
Strength 16 or 17	+1″
Strength 18	+2″
Strength 18/01 or higher	+3″
Swimming with light current	+1″ to +3″
Swimming against light current	−1″ to −3″
Swimming with strong current	+4″ to +6″
Swimming against strong current	−4″ to −6″

A modified movement rate of 0″ means that the character cannot move forward in or through the body of water in question, and must exert himself (using up endurance) simply to maintain his present location. A modified rate of less than 0″ means that the character is at the mercy of the current, and even if he tries to swim against it he will be propelled in the opposite direction at a rate of 1″ to 3″, depending on the strength of the current.

The strength of the current is determinable only by the Dungeon Master, depending on the characteristics of the body of water in question. The speed of the current in a gently flowing river is probably no more than 1″ or 2″, while the current in a rushing mountain stream is certainly in the 5″ to 6″ range.

As described above in the text on endurance, a character may elect to swim at high speed, which doubles his movement rate at the expense of a severe penalty in endurance. (It is not possible to swim at high speed beneath the surface; this option applies only to characters swimming on the surface.) However, this increase in speed is halved in any water conditions where the character would have a movement rate of 0″ or less at normal speed. For instance, a character with a base movement rate of 4″ trying to swim against a current of 4″ has an effective movement rate of 0″; the best he can do under normal exertion is to stay in one place. If he decides to swim at high speed, he can move forward at a rate of 2″ (half of the normal bonus) under these conditions.

Table 15: CLIMBING MOVEMENT RATES

	.....Condition of Surface		
Surface Climbed	Non-slippery	Slightly Slippery	Slippery
Rough slope, gentle	90	60	30
Rough slope, moderate	80	50	25
Rough slope, severe	60	40	20
Normal slope, gentle	80	45	25
Normal slope, moderate	60	30	15
Normal slope, severe	50	20	5*
Smooth slope, gentle	60	30	15
Smooth slope, moderate	40	20*	10*
Smooth slope, severe	20*	10*	5*
Cliff, rough, with ledges	25*	15*	5*
Cliff, rough, no ledges	15*	10*	5*
Cliff, smooth, with ledges	15*	10*	5*
Cliff, smooth, no ledges	10*	5*	5*

* — These surfaces can be climbed only by a thief, or by a character with proficiency in mountaineering who is using special tools.

Movement rates given on this table (expressed in feet per round) are for thieves; all other characters move at one-half the indicated rate. Any character with exceptionally low or exceptionally high dexterity uses his Reaction/Attacking Adjustment (see *Players Handbook*, page 11) as a penalty or bonus to his climbing movement rate.

An alternative method of climbing movement is to map the route to be climbed, divide the route into nodes and require one grappling roll per critical node.