

- **Dice:** DURF Expanded tries to only use d6s and d20s.
- **Traits:** In addition to random belongings, characters now start with a random trait which gives them some mechanical benefit or disadvantage.
- **Spellcasting:** DURF Expanded uses the spell system first presented in [DURF: Wizardry!](#) (leveled spells, easier casting, no spells on level up, and spellbooks)
- **Time:** Rounds, turns, and watches are now called: Combat Rounds, Exploration Turns, and Travel Watches and are capitalized. Watches also changed from being roughly 4 hours long to being a quarter day (four watches per day, Morning, Day, Evening, Night.)
- **Overworld Travel:** There are now actual mechanics for traveling on a hex map, something original DURF was missing.
- **Sleeping:** Besides returning to a safe haven to fully heal, players can now also heal 1 Wound and d6 Stress when sleeping for a full Watch.
- **Light:** Light sources carried by the party are tracked using Light Dice that are rolled each Turn, instead of burning for a number of Turns. Light level now actually matters.
- **Supplies:** Supplies now cost 10 GP and available *Supplies* depend on settlement size: These Supplies are replenished each time the PCs return from their expeditions.
 - Village - 1d6 Supplies
 - Town - 2d6 Supplies
 - City - 4d6 Supplies
- **Gold:** Gold is now carried in a player's inventory until they return to town. 100 GP fills 1 slot.
- **Monster stats** now have a separate section which mentions their attacks instead of mixing them into the list with their other abilities. Attacks are separated by "or" or "and" to allow for monsters who can do multiple attacks on their turn.

Borgle

Slippery humanoid salamanders who live in swamps. They are known to coat their weapons in a paralyzing poison harvested from slugs.

HD 1, Skill 2, ML 8

Attacks: Spear (4 dmg), or Blowpipe (2 dmg + paralyze)

- **Paralyzing poison:** STR save or become paralyzed for d6+1 Rounds
- **Slippery:** PCs attempting to restrain a borgle suffer a Break on their roll.

Giant Scorpion

Large arachnids with pincers and a poisonous stinger. Found in caves and arid regions.

HD 4 [3], Skill 5, ML 11

Attacks: 2 × Claw (5 dmg + grab) and Stinger (3 dmg + Poison)

- **Grab:** If a claw hits, the scorpion will grab onto their victim long enough to gain +3 Skill on a followup stinger attack.
 - **Poison:** The victim must make a STR save or have their HD drained by d3.
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- **+1/+2/+3 Magic weapons and armor** works differently: weapons grant a number of automatic hits equal to their bonus, armor can block all incoming damage a number of times equal to their bonus. These uses recharge at a rate of 1/use per day when resting in a safe haven.
 - **Worn Weapons:** If a worn weapon becomes worn again before it is repaired, it is destroyed.
 - **Advancement:** To gain a new HD, a player character would need to gain 1000 x their next HD number. Instead of 1000 x their current HD number. This makes DURF more compatible with the treasure amounts found in most OSR games and D&D retroclones.