

Sleep

For the spell, see [Sleep \(spell\)](#).

There are rules for sleeping on WSG 65 but they are too [simulationist](#).¹⁾ Instead, apply the following rules:^{Ex}

Sleep required is as follows:

State	Required sleep modifier	Effects
Less than required sleep (base 8 hours)	-	-1 to-hit, -1 to saves, +1 to AC for every night past the first
Sleeping in armor	-	-1 to-hit, -1 to saves, +1 to AC for every night past the first
Sleeping in metal armor (other than elfin chain)	+4 hours	-40% MP (round to nearest)
Sleeping in a tree (or similar)	+4 hours	-40% MP (round to nearest)

Effects are additive. A single night of proper sleep reduces the standing penalty by 3. For example, sleeping in armor 2 nights in a row (-1 penalty) and only sleeping 8 hours each night (two -1 penalties) means a -3 penalty until a proper night of sleep is achieved.

¹⁾

See [learning_adnd](#) for information on how Demon Idol uses the WSG and DSG.

From:
<https://old.demonidol.com/> - **Demon Idol**

Permanent link:
<https://old.demonidol.com/sleep?rev=1733002813>

Last update: **2025-08-08 02:54**

