

# ATTACK MATRIX FOR CLERICS, DRUIDS, MONKS

Opponent AC	1-3	4-6	7-9	10-12	13-15
-5	20	20	20	19	17
-4	20	20	20	18	16
-3	20	20	19	17	15
-2	20	20	18	16	14
-1	20	19	17	15	13
0	20	18	16	14	12
1	19	17	15	13	11
2	18	16	14	12	10
3	17	15	13	11	9
4	16	14	12	10	8
5	15	13	11	9	7
6	14	12	10	8	6
7	13	11	9	7	5
8	12	10	8	6	4
9	11	9	7	5	3
10	10	8	6	4	2

# MAGIC USERS & ILLUSIONISTS

1-5	6-10	11-15	16-20
21	20	20	18
20	20	20	17
20	20	19	16
20	20	18	15
20	20	17	14
20	19	16	13
20	18	15	12
19	17	14	11
18	16	13	10
17	15	12	9
16	14	11	8
15	13	10	7
14	12	9	6
13	11	8	5
12	10	7	4
11	9	6	3

# FIGHTERS ETC. & 0 LEVEL HALPING & HUMANS

1-2	3-4	5-6	7-8	9-10	11-12	13-14
21	20	20	19	17	15	13
20	20	20	18	16	14	12
20	20	19	17	15	13	11
20	20	18	16	14	12	10
20	19	17	15	13	11	9
19	18	16	14	12	10	8
18	17	15	13	11	9	7
17	16	14	12	10	8	6
16	15	13	11	9	7	5
15	14	12	10	8	6	4
14	13	11	9	7	5	3
13	12	10	8	6	4	2
12	11	9	7	5	3	1
11	10	8	6	4	2	0
10	9	7	5	3	1	-1
9	8	6	4	2	0	-2
8	7	5	3	1	-1	-3
7	6	4	2	0	-2	-4
6	5	3	1	-1	-3	-5
5	4	2	0	-2	-4	-6
4	3	1	-1	-3	-5	-7
3	2	0	-2	-4	-6	-8
2	1	-1	-3	-5	-7	-9
1	0	-2	-4	-6	-8	-10
0	-1	-3	-5	-7	-9	-11
-1	-2	-4	-6	-8	-10	-12
-2	-3	-5	-7	-9	-11	-13
-3	-4	-6	-8	-10	-12	-14
-4	-5	-7	-9	-11	-13	-15
-5	-6	-8	-10	-12	-14	-16

# THIEVES & ASSASSINS

1-4	5-8	9-12	13-16	17-20	21+
21	20	20	19	17	15
20	20	20	18	16	14
20	20	19	17	15	13
20	20	18	16	14	12
20	20	17	15	13	11
20	19	16	14	12	10
20	18	15	13	11	9
19	17	14	12	10	8
18	16	13	11	9	7
17	15	12	10	8	6
16	14	11	9	7	5
15	13	10	8	6	4
14	12	9	7	5	3
13	11	8	6	4	2
12	10	7	5	3	1
11	9	6	4	2	0



# SAVING THROWS FOR CHARACTERS AND HUMAN TYPES

Character class & x. level	Paralysis, Poison or death magic	Petrification or Polymorph	Rod, Staff or Wand	Breath Weapon	Spell	
<u>Clerics:</u> 1-3	10	13	14	16	15	
4-6	9	12	13	15	14	
7-9	7	10	11	13	12	
10-12	6	9	10	12	11	
13-15	5	8	9	11	10	
<u>Fighters:</u> 0	16	17	18	20	19	
1-2	14	15	16	17	17	
3-4	13	14	15	16	16	
5-6	11	12	13	14	14	
7-8	10	11	12	13	13	
9-10	8	9	10	11	11	
11-12	7	8	9	10	10	
<u>Magic Users:</u> 1-5	14	13	11	15	12	
6-10	13	11	9	13	10	
11-15	11	9	7	11	8	
<u>Thieves:</u> 1-4	13	12	14	16	15	
5-8	12	11	12	15	13	
9-12	11	10	10	14	11	

## CLERICS AFFECTING UNDEAD

Type of undead	1	2	3	4	5	6	7	8	9-13	14+	No. affected:
Skeleton	10	7	4	T	T	D	D	D*	D*	D*	1-12
Zombie	13	10	7	T	T	D	D	D	D*	D*	* 7-12
Ghoul	16	13	10	4	T	T	D	D	D	D*	3-12 rds.
Shadow	19	16	13	7	4	T	T	D	D	D*	
Wight	20	19	16	10	7	4	T	T	D	D	
Ghost		20	19	13	10	7	4	T	T	D	

# ATTACK MATRIX FOR MONSTERS

Opponent	up to	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1
AC											
-5	21	20	20	20	20	20	18	17	15		
-4	20	20	20	20	20	19	17	16	14		
-3	20	20	20	20	19	18	16	15	13		
-2	20	20	20	20	18	17	15	14	12		
-1	20	20	20	19	17	16	14	13	11		
0	20	20	19	18	16	15	13	12	10		
1	20	19	18	17	15	14	12	11	9		
2	19	18	17	16	14	13	11	10	8		
3	18	17	16	15	13	12	10	9	7		
4	17	16	15	14	12	11	9	8	6		
5	16	15	14	13	11	10	8	7	5		
6	15	14	13	12	10	9	7	6	4		
7	14	13	12	11	9	8	6	5	3		
8	13	12	11	10	8	7	5	4	2		
9	12	11	10	9	7	6	4	3	1		
10	11	10	9	8	6	5	3	2	0		

11	10	9	8	6	5	3	2	0			
12	11	10	9	7	6	4	3	1			
13	12	11	10	8	7	5	4	2			
14	13	12	11	9	8	6	4	3	1		
15	14	13	12	10	9	7	5	4	2		
16	15	14	13	11	10	8	6	4	3	1	
17	16	15	14	12	11	9	7	5	4	2	
18	17	16	15	13	12	10	8	6	4	3	1
19	18	17	16	14	13	11	9	7	5	4	2
20	19	18	17	15	14	12	10	8	6	4	3

Opponent	up to	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1	1-1
AC											
-5	21	20	20	20	20	20	18	17	15		
-4	20	20	20	20	20	19	17	16	14		
-3	20	20	20	20	19	18	16	15	13		
-2	20	20	20	20	18	17	15	14	12		
-1	20	20	20	19	17	16	14	13	11		
0	20	20	19	18	16	15	13	12	10		
1	20	19	18	17	15	14	12	11	9		
2	19	18	17	16	14	13	11	10	8		
3	18	17	16	15	13	12	10	9	7		
4	17	16	15	14	12	11	9	8	6		
5	16	15	14	13	11	10	8	7	5		
6	15	14	13	12	10	9	7	6	4		
7	14	13	12	11	9	8	6	5	3		
8	13	12	11	10	8	7	5	4	2		
9	12	11	10	9	7	6	4	3	1		
10	11	10	9	8	6	5	3	2	0		