

# Weapons : DEX : STR : Age

## ABBREVIATED WEAPON TABLE

WEAPON	WT	M	L	2	3	4	5	6	7	8	9	10	short	med	long	SF	cost	space
Axe, Battle	7.5	1d8	1d8	-3	-2	-1	-1	0	0	+1	+1	+2	-	-	-	7	5	4'
Axe, Hand/Throwing	5	1d6	1d4	-3	-2	-2	-1	0	0	+1	+1	+1	10'	20'	30'	4	1	1'
Bardiche ‡	12.5	2d4	3d4	-2	-1	0	0	+1	+1	+2	+2	+3	-	-	-	9	7	5'
Bec de corbin ‡	10	1d8	1d6	+2	+2	+2	0	0	0	0	0	-1	-	-	-	9	6	6'
Bill-Guisarme ‡	15	2d4	1d10	0	0	0	0	0	0	+1	0	0	-	-	-	10	6	2'
Bow, Long ‡	10	1d6	1d6	-1	0	0	+1	+2	+3	+3	+3	+3	70'	140'	210'	2/rnd	60	-
Bow, Short ‡	5	1d6	1d6	-5	-4	-1	0	0	+1	+2	+2	+2	50'	100'	150'	2/rnd	15	-
Club	3	1d6	1d3	-5	-4	-3	-2	-1	-1	0	0	+1	10'	20'	30'	4	-	3'
Crossbow, Heavy ‡	8	1d4+1	1d6+1	-1	0	+1	+2	+3	+3	+4	+4	+4	80'	160'	240'	0.5/rnd	20	-
Crossbow, Light ‡	5	1d4	1d4	-2	-1	0	0	+1	+2	+3	+3	+3	60'	120'	180'	1/rnd	12	-
Dagger	1	1d4	1d3	-3	-3	-2	-2	0	0	+1	+1	+3	10'	20'	30'	2	2	1'
Dart	0.5	1d3	1d2	-5	-4	-3	-2	-1	0	+1	0	+1	15'	30'	45'	3/rnd	0.25	-
Fist/Open Hand	0			-7	-5	-3	-1	0	0	+2	0	+4	-	-	-	1	-	-
Flail, Footman's	15	1d6+1	2d4	+2	+2	+1	+2	+1	+1	+1	+1	-1	-	-	-	7	3	6'
Flail, Horseman's	3.5	1d4+1	1d4+1	0	0	0	0	0	+1	+1	+1	0	-	-	-	6	8	4'
Fork, Military ‡ †	7.5	1d8	2d4	-2	-2	-1	0	0	+1	+1	0	+1	-	-	-	7	4	1'
Glaive ‡	7.5	1d6	1d10	-1	-1	0	0	0	0	0	0	0	-	-	-	8	6	1'
Guisarme ‡	8	2d4	1d8	-2	-2	-1	-1	0	0	0	-1	-1	-	-	-	8	5	2'
Halberd ‡	17.5	1d10	2d6	+1	+1	+1	+2	+2	+2	+1	+1	0	-	-	-	9	9	5'
Hammer	5	1d4+1	1d4	0	+1	0	+1	0	0	0	0	0	10'	20'	30'	4	1	2'
Hammer, Lucern ‡	15	2d4	1d6	+1	+1	+2	+2	+2	+1	+1	0	0	-	-	-	9	7	5'
Javelin †	2	1d6	1d6	-5	-4	-3	-2	-1	0	+1	0	+1	20'	40'	60'	1/rnd	0.5	-
Lance, Heavy	15	2d4+1	3d6	+3	+3	+2	+2	+2	+1	+1	0	0	-	-	-	8	6	1'
Mace, Footman's	10	1d6+1	1d6	+1	+1	0	0	0	0	0	+1	-1	-	-	-	7	8	4'
Mace, Horseman's	5	1d6	1d4	+1	+1	0	0	0	0	0	0	0	-	-	-	6	4	2'
Morning Star	12.5	2d4	1d6+1	0	+1	+1	+1	+1	+1	+1	+2	+2	-	-	-	7	5	5'
Pick, Military Foot	6	1d6+1	2d4	+2	+2	+1	+1	0	-1	-1	-1	-2	-	-	-	7	8	4'
Pick, Military Horse	4	1d4+1	1d4	+1	+1	+1	+1	0	0	-1	-1	-1	-	-	-	5	5	2'
Pike, Awl ‡	8	1d6	1d12	-1	0	0	0	0	0	0	-1	-2	-	-	-	13	3	1'
Ranseur ‡	5	2d4	2d4	-2	-1	-1	0	0	0	0	0	+1	-	-	-	8	4	1'
Scimitar	4	1d8	1d8	-3	-2	-2	-1	0	0	+1	+1	+3	-	-	-	4	15	2'
Sling & Bullet	2	1d4+1	1d6+1	-2	-2	-1	0	0	0	+2	+1	+3	50'	100'	200'	1/rnd	0.75	-
Sling & Stone	2	1d4	1d4	-5	-4	-2	-1	0	0	+2	+1	+3	40'	80'	160'	1/rnd	0.25	-
Spear †	5	1d6	1d8	-2	-1	-1	-1	0	0	0	0	0	10'	20'	30'	6	1	1'
Staff, Quarter ‡	5	1d6	1d6	-7	-5	-3	-1	0	0	+1	+1	+1	-	-	-	4	-	3'
Sword, Bastard	10	2d4	2d8	0	0	+1	+1	+1	+1	+1	+1	0	-	-	-	6	25	4'
Sword, Broad	7.5	2d4	1d6+1	-3	-2	-1	0	0	+1	+1	+1	+2	-	-	-	5	10	4'
Sword, Long	6	1d8	1d12	-2	-1	0	0	0	0	0	+1	+2	-	-	-	5	15	3'
Sword, Short	3.5	1d6	1d8	-3	-2	-1	0	0	0	+1	0	+2	-	-	-	3	8	1'
Sword, Two-Handed	25	1d10	3d6	+2	+2	+2	+2	+3	+3	+3	+1	0	-	-	-	10	30	6'
Trident ‡	5	1d6+1	3d4	-3	-2	-1	-1	0	0	+1	0	+1	-	-	-	6	4	1'

‡ = Always 2 handed. Mounted vs Non-Mounted Combat: Mounted = +1 to hit Non-Mounted = -1 to hit

DEX		
Att	Def	
3	-3	+4
4	-2	+3
5	-1	+2
6	0	+1
7-14	0	0
15	0	-1
16	+1	-2
17	+2	-3
18	+3	-4
19	+3	-4
20	+3	-4
21	+4	-5
22	+4	-5
23	+4	-5
24	+5	-6
25	+5	-6

STR		
Hit	Dmg	
3	-3	-1
4-5	-2	-1
6-7	-1	0
8-15	0	0
16	0	+1
17	+1	+1
18	+1	+2
18.50	+1	+3
18.75	+2	+3
18.90	+2	+4
18.99	+2	+5
18.00	+3	+6
Hill	+3	+7
Stone	+3	+8
Frost	+4	+9
Fire	+4	+10
Cloud	+5	+11
Storm	+6	+12
Titan	+7	+14



AGE CATEGORIES					
	STR	INT	WIS	DEX	CON
14-20			-1		+1
21-40	+1		+1		
41-60	-1	+1	+1		-1
61-90	-2		+1	-2	-1
91-120	-1	+1	+1	-1	-1

Deals 2x dmg if employed from a charging mount

One Handed: Requires 13 STR  
Two Handed: +1 dmg if 13+ STR

Requires 13 STR  
Requires 2 weapon proficiency slots

Requires 13 STR

One Handed: Requires 13 STR & functions as long sword

Non-proficient shooter only -1 to hit  
Proficient: free shot before initiative

Proficient Att/rnd:  
3/2@1st|2/1@7th|5/2@13+

# Combat

## GRENADE-LIKE MISSILES

Qty	Liquid	AoE	Splash	Direct Hit
½ pint	Acid	1'	1	2d4   1d4x1d4 rounds †
¼ pint	Holy Water	1'	3	1d6+6   1d6 ‡
1 pint	Oil, Alight	3'	1d3	2d6   1d6 *

Range: short 10' / med 20' / long 30' max  
**Those w/in 5' of impact save vs Poison or take Splash Dmg**

† plus gear save vs Acid. Ingested acid deals triple damage.  
 ‡ vs Incorporeal Unead: 1d4+4 dmg; no dmg on successive rounds. Splash dmg = 2  
 \* plus gear save vs Normal Fire  
 Miss: 1: long right | 2: right | 3: short right | 4: short | 5: short left | 6: left 7: long left | 8: long



## Zero HP

### 1st KO:

#### Until 7 days bedrest:

- HP max is 50% of norm
- STR set to 4:  
-2 hit | -1 dmg | -25 lbs carry
- DEX set to 4:  
-2 react & missile | +3 AC
- Movement halved:  
6" max unencumbered

### 2nd KO (etc.):

#### Roll 1d10 & add HP modifier to the result:

0+	No Added Negative Effects
9	Perm Loss 1 CMS
8	Perm Loss 2 CMS
7	Perm Loss 1d3 HP
6	Perm Loss 1 CON
5	Perm Loss 1 CON
4	Perm Loss 1 DEX
3	Perm Loss 1 DEX
2	Perm Loss 1 STR
1	Perm Loss 1 STR

### AC MODIFIERS

25% Concealed	+1
25% Cover	+2
50% Concealed	+2
50% Cover	+4
75% Concealed	+3
75% Cover	+7
90% Concealed	+4
90% Cover	+10
Charged this round	+1 or no DEX
Flanked	No shield No DEX
Large Missiles	No DEX
Touch Attack	10 -DEX adj
Otto's Irresistable D.	-4
Rear Attack	No shield No DEX
Tenser's Transform.	-4

### TO HIT MODIFIERS

Blessed	+1 / -1 *
Blurred	-4 / -2 **
Chanted	+1 / -1 *
Charging	+2
Deafened	-2
Flanking	+1
Giant vs Small	-4
Hate (emotion)	+2
Holy Word	-4 / -2 †
Intoxication, Great	-5
Intoxication, Moderate	-1
Light/Darkness/Blind	-4
Opponent Immobile	Automatic
Opponent Invisible	-4
Opponent Off Balance	+2
Opponent Slowed	+4
Opponent Stunned	+4
Pain (Symbol)	-4
Prayer	+1 / -1 *
Protection from Evil	-2
Raging (emotion)	+1
Rear Attack	+2
Scared	-1
Thief Backstab	+4

† -4 for 8th-11th lvl, -2 for 12th +  
 \*\* -4 on 1st round, -2 thereafter  
 \* +1 For party, -1 for opponents

### DAMAGE MODIFIERS

Blessed	+1
Chanted	+1 / -1
Hate (emotion)	+2
Monk w/ Weapon	+½ Monk Lvl
Opponent Immobile	Maximum
Prayer	+1 / -1
Raging (emotion)	+3
Ranger vs Giant	+ Rngr Lvl
Set Against Charge	Double
Tenser's Transform.	+2
Thief Backstab	x2, x3, x4, x5*

\* at Lvl: 1-4, 5-8, 9-12, 13+

### HP MODIFIERS

Intoxication, Great	+3
Intoxication, Moderate	+1
Rage (emotion)	+3
Tenser's Transform.	+4

### FIGHTER ATT / ROUND

Fighter/Paladin lvl 1-6	1/1
Ranger levels 1-7	1/1
Fighter/Paladin lvl 7-12	3/2
Ranger levels 8-14	3/2
Fighter/Paladin lvl 13+	2/1
Ranger level 15+	2/1

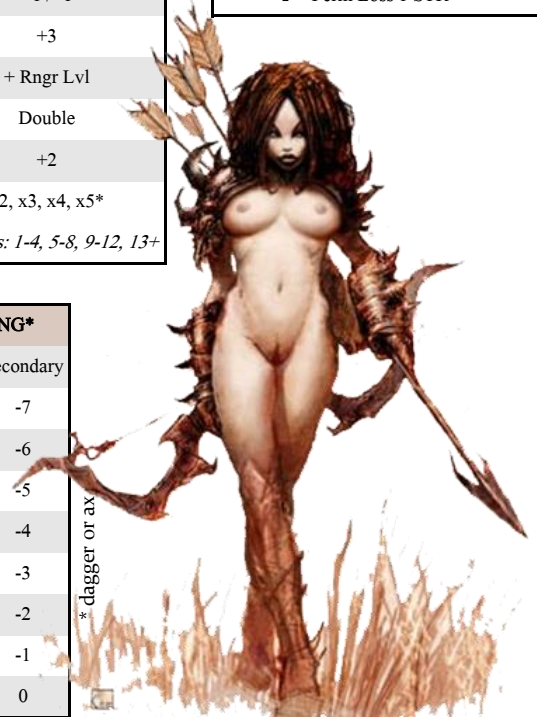
### STRUCK ONLY BY MAGIC

4+1HD	hits those requiring +1
6+2HD	hits those requiring +2
8+3HD	hits those requiring +3
10+4HD	hits those requiring +4

### DUAL WIELDING\*

DEX	Primary	Secondary
3	-5	-7
4	-4	-6
5	-3	-5
6-15	-2	-4
16	-1	-3
17	0	-2
18	0	-1
19+	0	0

\* dagger or ax



Foes per Figure	Small:	6s	4m	2L	Medium:	8s	6m	4L	Large:	12s	8m	6L
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# THACO : Saving Throws : Binomials

THACO	Fighter	Cleric	Thief	Magic-User
Level 0	20			
Level 1	20	20	20	20
Level 2	19	19	20	20
Level 3	18	19	20	20
Level 4	17	18	20	20
Level 5	16	17	19	20
Level 6	15	17	19	19
Level 7	14	16	18	19
Level 8	13	15	17	18
Level 9	12	15	16	17
Level 10	11	14	16	17
Level 11	10	13	15	16
Level 12	9	13	15	16
Level 13	8	12	14	15
Level 14	7	11	14	15
Level 15	6	11	13	14
Level 16	5	10	13	13
Level 17	4	10	12	13
Level 18		10	12	13
Level 19		9	11	12
Level 20			11	12
Level 21			10	11

Green indicates actual DMG THACO vs Incremented Variant on DMG p. 74

SAVING THROWS	Fighter					Cleric					Thief					Magic-User				
	Poison	Petrify	Rod	Breath	Spell	Poison	Petrify	Rod	Breath	Spell	Poison	Petrify	Rod	Breath	Spell	Poison	Petrify	Rod	Breath	Spell
<1	16	17	18	20	19															
1	14	15	16	17	17	10	13	14	16	15	13	12	14	16	15	14	13	11	15	12
2	14	15	16	17	17	10	13	14	16	15	13	12	14	16	15	14	13	11	15	12
3	13	14	15	16	16	10	13	14	16	15	13	12	14	16	15	14	13	11	15	12
4	13	14	15	16	16	9	12	13	15	14	13	12	14	16	15	14	13	11	15	12
5	11	12	13	13	14	9	12	13	15	14	12	11	12	15	13	14	13	11	15	12
6	11	12	13	13	14	9	12	13	15	14	12	11	12	15	13	13	11	9	13	10
7	10	11	12	12	13	7	10	11	13	12	12	11	12	15	13	13	11	9	13	10
8	10	11	12	12	13	7	10	11	13	12	12	11	12	15	13	13	11	9	13	10
9	8	9	10	9	11	7	10	11	13	12	11	10	10	14	11	13	11	9	13	10
10	8	9	10	9	11	6	9	10	12	11	11	10	10	14	11	13	11	9	13	10
11	7	8	9	8	10	6	9	10	12	11	11	10	10	14	11	11	9	7	11	8
12	7	8	9	8	10	6	9	10	12	11	11	10	10	14	11	11	9	7	11	8
13	5	6	7	5	8	5	8	9	11	10	10	9	8	13	9	11	9	7	11	8
14	5	6	7	5	8	5	8	9	11	10	10	9	8	13	9	11	9	7	11	8
15	4	5	6	4	7	5	8	9	11	10	10	9	8	13	9	11	9	7	11	8
16	4	5	6	4	7	4	7	8	10	9	10	9	8	13	9	10	7	5	9	6
17	3	4	5	4	6	4	7	8	10	9	9	8	6	12	7	10	7	5	9	6
18						4	7	8	10	9	9	8	6	12	7	10	7	5	9	6
19						2	5	6	8	7	9	8	6	12	7	10	7	5	9	6
20											9	8	6	12	7	10	7	5	9	6
21											8	7	4	11	5	8	5	3	7	4

Monster HD 3+1 = the Monster saves as if it were 4th level.

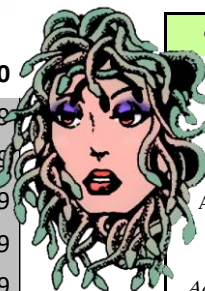
MONSTER HD	THACO†
<1	20
1	19
1+	18
2	16
3	16
4	15
5	15
6	13
7	13
8	12
9	12
10	10
11	10
12	9
13	9
14	8
15	8
16 17	7
18 19	5
20 21	4
22 23	3
24+	1

† Monsters do not miss on a 1. If the number to-hit is less than zero, the negative number indicates Additional Damage Inflicted to an Automatic Hit.

## BINOMIAL ROLLS

10 d20: Number required to hit / succeed →

WINS	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
10	40	65	80	89	94	97	99	99	99	99	99	99	99	99	99	99	99	99	99
9	09	26	46	62	76	85	91	95	98	99	99	99	99	99	99	99	99	99	99
8	01	07	18	32	47	62	74	83	90	95	97	99	99	99	99	99	99	99	99
7	00	01	05	12	22	35	49	62	73	83	90	95	97	99	99	99	99	99	99
6	00	00	01	03	08	15	25	37	50	62	74	83	91	95	98	99	99	99	99
5	00	00	00	01	02	05	09	17	26	38	50	63	75	85	91	97	99	99	99
4	00	00	00	00	00	01	03	05	10	17	27	38	51	65	78	88	95	99	99
3	00	00	00	00	00	00	00	01	03	05	10	17	26	38	53	68	82	93	99
2	00	00	00	00	00	00	00	00	00	01	02	05	09	15	24	38	54	74	91
1	00	00	00	00	00	00	00	00	00	00	00	01	01	03	06	11	20	35	60



### CHANCE OF MEETING GAZE

Complete Surprise	9 in 10
Surprise	7 in 10
Viewing Monster	5 in 10
Attacking Normally	3 in 10
Avoiding Gaze	1 in 10

Add 1 if monster is M size; 2 if S size

00 On a 00 or 99, roll a number of d20's = the number of **dark shaded** blocks in the column.

# Thieves : Items : Reactions : Morale

THIEVES BASE PERCENTAGES	Level	Pick	Lock	Trap	Move	Hide	Hear	Wall	Read
1	30%	25%	20%	15%	10%	10%	85%	-	-
2	35%	29%	25%	21%	15%	10%	86%	-	-
3	40%	33%	30%	27%	20%	15%	87%	-	-
4	45%	37%	35%	33%	25%	15%	88%	20%	20%
5	50%	42%	40%	40%	31%	20%	90%	25%	25%
6	55%	47%	45%	47%	37%	20%	92%	30%	30%
7	60%	52%	50%	55%	43%	25%	94%	35%	35%
8	65%	57%	55%	62%	49%	25%	96%	40%	40%
9	70%	62%	60%	70%	56%	30%	98%	45%	45%
10	80%	67%	65%	78%	63%	30%	99%	50%	50%
11	90%	72%	70%	86%	70%	35%	99%	55%	55%
12	100%	77%	75%	94%	77%	35%	99%	60%	60%
13	105%	82%	80%	99%	85%	40%	99%	65%	65%
14	110%	87%	85%	99%	93%	40%	99%	70%	70%
15	115%	92%	90%	99%	99%	50%	99%	75%	75%
16	125%	97%	95%	99%	99%	50%	99%	80%	80%
17	125%	99%	99%	99%	99%	55%	99%	80%	80%

Non-thieves function at half the odds of 1st level + DEX score

LISTENING AT DOORS	
Most Races:	10%
Elves & Such:	15%
Keen Eared Adj:	
WIS 15—16	+5%
WIS 17—18	+10%
WIS 19 +	+20%



Magical items save at +2 plus an additional +1 /level of enchantment.

ITEM SAVING THROWS	ITEM										
	Acid	Crushing Blow	Normal Blow	Disintegrate	Fall	Fireball	Magical Fire	Normal Fire	Frost	Lightning	Electricity
Bone	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal/Vial	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather/Book	10	4	2	20	1	13	6	4	3	13	1
Liquid	15	0	0	20	0	15	14	13	12	18	15
Metal, hard	7	6	2	17	2	6	2	1	1	11	1
Metal, soft	13	14	9	19	4	18	13	5	1	16	1
Mirror	12	20	15	20	13	14	9	5	6	18	1
Parchment	16	11	6	20	0	25	21	18	2	20	1
Stone/Gem	3	17	7	18	4	7	3	2	1	14	2
Wood/Rope	9	13	6	20	2	15	11	9	1	10	1
Wood, heavy	8	10	3	19	1	11	7	5	1	12	1

FEET/ROUND CLIMBING				
Check for fall each round.	SURFACE	Non-Slippery	Slightly Slippery	Slippery
Slightly Slippery: x2 chances of falling	Very Smooth	6'	3'	0'
	Smooth & Cracked	12'	6'	3'
	Rough & Cracked	18'	9'	6'
Slippery: x10 chances of falling	Projections/Ledges	24'	12'	9'

FALLING DAMAGE		
Distance	Reg	Water
10—15'	1d6	-
16—20'	2d6	-
21—30'	6d6	-
31—40'	10d6	-
41—50'	15d6	1d6
51—60'	20d6	3d6
61—80'	30d6	6d6
81' +	35d6	15d6

Eg. A 10th level thief has a 10% per round chance of falling on a slippery surface.

LIGHT SOURCES		
M Dag	10' r	Infinite
M S Sword	15' r	Infinite
M L Sword	20' r	Infinite
Light Spell	20' r	6 T +1/lvl
Cont Light	60' r	Infinite
Torch	40' r	6 Turns
Lantern	30' r	24 Turns
Bullseye	80'	24 Turns

ENCOUNTER REACTIONS	
< 06	Violent: Attack or Morale
06-25	Hostile: Action or Morale
26-45	Uncertain: 55% Negative
46-55	Neutral / Uncertain
56-75	Uncertain: 55% Positive
76-95	Friendly: Action
>95	Enthusiastic: Acceptance
Adjust roll by CHR Reaction adj	

ARMOR TYPE	AC	WEIGHT	COST	TIME TO DON	TIME TO DOFF	MOVE
Shield, Small	9	5 #	20 SP	0	0	-
Shield, Medium	9	8 #	200 SP	0	0	-
Shield, Large	9	10 #	300 SP	0	0	-
Padded	8	10 #	80 SP	1 round	5 segments	9"
Leather	8	15 #	100 SP	1 round	5 segments	12"
Studded Leather	7	20 #	300 SP	2 rounds	1 round	9"
Ring	7	25 #	600 SP	2 rounds	1 round	9"
Scale	6	40 #	900 SP	3 rounds	1.5 rounds	6"
Chain	5	30 #	1,500 SP	4 rounds	2 rounds	9"
Splint	4	40 #	1,600 SP	5 rounds	2.5 rounds	6"
Banded	4	35 #	1,800 SP	5 rounds	2.5 rounds	9"
Plate	3	45 #	8,000 SP	6 rounds	3 rounds	6"

MORALE	MORALE BASE = 50%		25% of allied party slain	-5
	<50 = Failure; >50 = Success		50% of allied party slain	-15
	Add or Subtract from the roll		Each ally killed	-10
			Each ally deserting	-15
			Taking w/o giving casualties	-10
			Outnumbered & outclassed	-20
			Leader incapacitated	-10
			Leader slain/deserts	-30
			Each enemy deserting	+5
			Each enemy slain	+10
		Giving w/o taking casualties	+20	
		+ / - Leader Loyalty Adj.      CHR Adj		
MORALE FAILURE				
What was the actual roll?:				
35-49	Fighting retreat			
20-34	Organized flight			
0-19	Flee in panic			
< 0	Surrender			



# Tracking : Movement : Undead

CHR		
	Loyalty	React.
3	-30%	-25%
4	-25%	-20%
5	-20%	-15%
6	-15%	-10%
7	-10%	-5%
8	-5%	norm
9-12	norm	norm
13	norm	+5%
14	+5%	+10%
15	+15%	+15%
16	+20%	+25%
17	+30%	+30%
18	+40%	+35%
19	+50%	+40%
20	+60%	+45%
21	+70%	+50%
22	+80%	+55%
23	+90%	+60%
24	+100%	+65%
25	+100%	+70%

CON					
	HP	Shock	Res	Pois	Reg
3	-2	35%	40%		
4	-1	40%	45%		
5	-1	45%	50%		
6	-1	50%	55%		
7	0	55%	60%		
8	0	60%	65%		
9	0	65%	70%		
10	0	70%	75%		
11	0	75%	80%		
12	0	80%	85%		
13	0	85%	90%		
14	0	88%	92%		
15	+1	91%	94%		
16	+2	95%	96%		
17	+3	97%	98%		
18	+4	99%	100%		
19	+5*	100%	100%	+1	
20	+5*	100%	100%	+1	1/6t
21	+5†	100%	100%	+2	1/5t
22	+5†	100%	100%	+2	1/4t
23	+5‡	100%	100%	+3	1/3t
24	+5‡	100%	100%	+3	1/2t
25	+5‡	100%	100%	+4	1/turn

\*No 1s rolled +No 1s, 2s or 3s rolled  
\*No 1s rolled +No 1s or 2s rolled

MATRIX FOR CLERIC VS UNDEAD											
	1	2	3	4	5	6	7	8	9-13	14+	
Skeleton	10	7	4	T	T	D	D	D*	D*	D*	
Zombie	13	10	7	4	T	T	D	D	D*	D*	
Ghoul	16	13	10	7	4	T	T	D	D	D*	
Shadow	19	16	13	10	7	4	T	T	D	D	
Wight	20	19	16	13	10	7	4	T	T	D	
Ghast	-	20	19	16	13	10	7	4	T	T	
Wraith	-	-	20	19	16	13	10	7	4	T	
Mummy (a)	-	-	-	20	19	16	13	10	7	4	
Spectre (b)	-	-	-	-	20	19	16	13	10	7	
Vampire (c)	-	-	-	-	-	20	19	16	13	10	
Ghost (d)	-	-	-	-	-	-	20	19	16	13	
Lich (e)	-	-	-	-	-	-	-	20	19	16	
Special (f) **	-	-	-	-	-	-	-	-	20	19	

\* Number affected is 7-12 rather than 1-12 (turn duration is 2d6+1 rounds)

\*\* Minor demons, lesser devils, night hags, from 1-2 in number. (any creature with AC -5 or better, 11 or more HD or MR 66% or greater will be unaffected. (duration 24hrs - number to turn)

(a) A paladin of 1st or 2nd level can be turned by an evil cleric  
(b) A paladin of 3rd or 4th level can be turned by an evil cleric  
(c) A paladin of 5th or 6th level can be turned by an evil cleric  
(d) A paladin of 7th or 8th level can be turned by an evil cleric  
(e) A paladin of 9th or 10th level can be turned by an evil cleric  
(f) A paladin of 11th + can be turned by an evil cleric



INT		
	K.S.	Max
3-7	0	0
8	0	0
9	35%	6
10-11	45%	7
12	45%	7
13	55%	9
14	55%	9
15	65%	11
16	65%	11
17	75%	14
18	85%	18
19	95%	All*
20	96%	All*
21	97%	All*
22	98%	All*
23	99%	All*
24	100%	All*
25	100%	All*

\* See MM2 p.7 for Spell Immunities

WIS		
	M.S.	B. Spells
3	-3	
4	-2	
5-7	-1	
8-14	0	2 x 1st
15	+1	1 x 2nd
16	+2	1 x 2nd
17	+3	1 x 3rd
18	+4	1 x 4th
19	+4*	4th + 1st
20	+4*	4th + 2nd
21	+4*	5th + 3rd
22	+4*	5th + 4th
23	+4*	2 x 5th
24	+4*	2 x 6th
25	+4*	6th + 7th

\* See Deities & Demigods for Spell Immunities

RANGER & BANDIT TRACKING	
Ranger Base % = Level + 10%	
Bandit Base % = Level x 0.8 + 8%	
Soft Terrain (holds prints)	+20%
Occasional Marks (bent grass)	+10%
Infrequent Signs (rock or water)	+0%
Prevents All But Minute Traces	-50%
Each Creature Beyond the First	+2%
Every 12 Hours Since Track Made	-5%
Each Hour of Precipitation	-25%
Poor Illumination	-20%
SPEED	
x0.75 for normal; x0.50 for difficult; and x0.25 for impossible	
COVERING TRACKS	
Bandit Base % =	50% +3% per level
Ranger Base % =	30% +5% per level

MOVEMENT		
MV	Ft/s	Ft/r
3"	5	30
6"	10	60
9"	15	90
12"	20	120
15"	25	150
18"	30	180
21"	35	210
24"	40	240
27"	45	270
30"	50	300
33"	55	330
36"	60	360
39"	65	390
42"	70	420

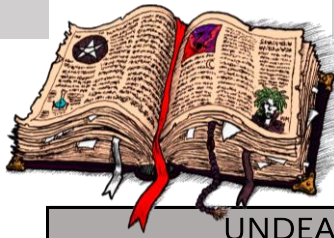
CONTAINER CAPACITY		
Container	Capacity	Cubic Ft.
Backpack	30 #	3
Box, Wooden, Large	100 #	2
Belt pouch, Large	5 #	1/2
Chest, Small	250 #	8
Coffer, Large	200 #	2
Chest, Large	1,500 #	50
Sack, Large	40 #	4
Saddlebag, Large	30 #	3



# Spells : Illusions : Devices : Healing

## STUDY FOR IT CASTERS & BOOKS

Type	Spell	Ivls	Fabrication Cost	Wt.
Manual		35	1,200 crowns	3 lbs
Tome		70	10,000 crowns	10 lbs
Grimoire		140	20,000 crowns	20 lbs
Codex		280	50,000 crowns	50 lbs
Scribe Spell:		+2,000 crowns / spell level		
Book Value:		20,000 crowns / spell level		
XP Value:		500 / spell level		
Read from Book:		erase spell + 1% book destroyed		



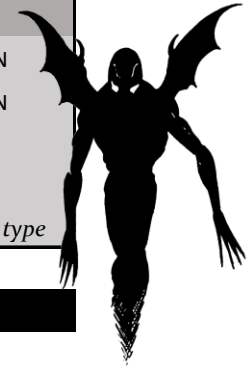
## ILLUSIONS

one saving throw only; triggered by:  
 \* Physical Interaction  
 \* Vocalized Disbelief

Illusions that deal damage are dispelled

## UNDEAD SYSTEM

Lesser (1 lvl drain) 1d6 ea. of STR, DEX & CON  
 Greater (2 lvl drain) 2d4 ea. of STR, DEX & CON  
 Shadows 1d6 STR  
 Scores recover at a rate of 1 / day  
 Those drained to zero die and rise as given undead type



## SANITY

Max Sanity = WIS

Max Sanity mirrors WIS score fluctuations

Sanity Check = roll current sanity or less on 1d20

DETECT INVISIBILITY									
INT Ability Rating									
HD	0-1	2-4	5-7	8-10	11-12	13-14	15-16	17+	
7	-	-	-	-	-	-	-	5%	
8	-	-	-	-	-	-	5%	10%	
9	-	-	-	-	-	5%	10%	15%	
10	-	-	-	-	5%	15%	20%	25%	
11	-	-	-	5%	15%	25%	30%	35%	
12	-	-	5%	15%	25%	35%	40%	45%	
13	-	5%	10%	25%	35%	45%	50%	55%	
14	5%	10%	15%	35%	45%	55%	65%	75%	
15	10%	15%	20%	45%	55%	65%	80%	95%	

Sanity	Category	Symptoms	% Episode
7-10	mild	exhibits nervous ticks, may talk to self, etc.	0%
5-6	worrisome	giggles, mutters angrily, whispers to no one, etc.	1in6
3-4	clinical	delusional, often incoherent, mood swings, etc.	3in6
1-2	dangerous	unhinged, raving, violent, uncommunicative	100%
<1	lost	constant suicidal or homicidal attempts 50/50	Special

PCs regain 1 sanity per week of pure rest. But those that reach "clinical" can ever after only regain sanity at an asylum. The cost of treatment is 200 silver crowns per day. Roll 1d20 per 5 days of treatment. A result of 20 means the PC is cured (restored to full sanity). Asylums of varying quality may charge more or less and modify the roll.

"Heal" is the only magic that affects Sanity, restoring it to full.

## Episode Results

- steps off cliff, jumps in river, etc.
- fugue state 1d3 hours
- berserk rage 1d3 rounds
- does something dangerous

## Scroll Spell Failure

Chance of Failure =  
 Min LVL to Cast - Caster LVL (x5)  
 Consult table for failures

LVL Difference	Total Failure	Reverse/Harmful
1 to 3	95%	5%
4 to 6	85%	15%
7 to 9	75%	25%
10 to 12	65%	35%
13 to 15	50%	50%
16 & up	30%	70%

## Thief Reading Scroll

Spell Level	Total Failure	Reverse/Harmful
1	20%	5%
2	20%	10%
3	20%	15%
4	20%	20%
5	20%	25%
6	20%	30%
7	20%	35%
8	20%	40%
9	20%	45%

## Dispel Magic: base 50%

-2% per level BELOW target [or]  
 +5% per level ABOVE target

## Healing

Cure Light Wnd	1d8
Cure Serious Wnd	2d8+1
Cure Critical Wnd	3d8+3
Heal	All but 1d4
Keoghtom's	1d8+4
Potion Extra Healing	3d8+3
Potion Healing	2d4+2
Staff of Curing	3d6+3

## Magic Devices

<b>Potions</b>	Last 1d4+4 turns   Take effect in 2-5 segments
<b>Scrolls</b>	Last 5d6 rounds   4-7 segments to read
<b>Rings</b>	@ 12th level   2 segments
<b>Rods</b>	max 50 charges @ 8th level   2 segments
<b>Staves</b>	max 25 charges @ 8th level   2 segments
<b>Wands</b>	max 100 charges @ 6th level   1-2 segments

## Spell Recovery

4hrs = 1st & 2nd

6hrs: 3rd & 4th

8hrs: 5th & 6th


10hrs: 7th & 8th

12hrs: 9th



# Psionics : Assassination

## PSIONIC BLAST VS NON-PSIONIC

		Failed Saving Throw Results										
INT + WIS	SAVE	Death	Coma	Sleep	Stun	Confuse	Enrage	Panic	Feeblemind	Perm. Insanity	Temp. Insanity	Mild Insanity
0—5	20	01—85	86—99	00	—	—	—	—	—	—	—	—
6—9	18	01—10	11—90	91—99	00	—	—	—	—		—	—
10—13	16	01	02—15	16—90	91—99	00	—	—	—		—	—
14—17	14	—	01	02—10	11—90	91—99	00	—	—		—	—
18—21	12	—	—	01	02—15	16—90	91—99	00	—		—	—
22—25	10	—	—	—	01	02—15	16—90	91—99	00		—	—
26—29	8	—	—	—	—	01	02—15	16—90	91—99	00	—	—
30—33	6	—	—	—	—	—	01	02—15	16—90	91—99	00	—
34—35	4	—	—	—	—	—	—	01	02—20	21—85	86—99	00
36—37	2	—	—	—	—	—	—	—	01	02—15	16—90	91—00
38 & up	0	—	—	—	—	—	—	—	—	01	02—15	16—00

Death Victim can be brought back to life as usual.

Coma 2-12 days: Victim cannot be awakened.

Sleep 5-20 turns: Victim cannot be awakened.

Stun 2-8 turns: Victim is in a "stunned" condition (+4 to hit such a creature)

Confuse 1-4 turns: as spell PHB p. 63

Enrage 2-8 rounds: Attacks nearest at +1 to hit & +3 dmg / or launch spell. No DEX bonus to AC.

Panic 2-8 rounds: Victim is affected as if under a Fear spell PHB p. 76

Feeblemind Permanent: See PHB p. 62. INT & WIS drop to 1. Victim can neither attack nor defend. Spells forgotten.

Perm. Insanity Permanent: Until Heal, Restoration or Wish is used. Select TWO forms of insanity per DMG p. 83

Temp. Insanity 2-12 weeks duration: otherwise as above.

Mild Insanity 1-4 weeks duration: ONE form of insanity only, otherwise as above.



### Psionic Recovery

Activity	Recovery Rate
Exertion	none
Easy Walk	3 points / hour
Sitting	6 points / hour
Meditating	12 points / hour
Sleeping	24 points / hour

## BACKSTAB

See also DMG p20

### Poison Use

Each use requires a save vs Poison at +4 plus the users +/- DEX attack adj. Assassins save at an additional +2.

### Belladonna

(nightshade)

Ingested or Insinuated: save or Hallucinate for 1d6 hours, afterwhich a second save is rolled. Failure = death. Success = recovery.

### Wolfsbane

(Monkshood/Blue Rocket)

Ingested or Insinuated: save or paralyzed 1d6+6 hours, afterwhich a second save is rolled. Failure = death. Success = recovery.

Werewolves roll both saves at -4.

LEVEL OF ASSASSIN

## ASSASSINATION ATTEMPTS VS LEVEL OF VICTIM

	0—1	2—3	4—5	6—7	8—9	10—11	12—13	14—15	16—17	18 +
1	50%	45%	35%	25%	10%	1%	—	—	—	—
2	55%	50%	40%	30%	15%	2%	—	—	—	—
3	60%	55%	45%	35%	20%	5%	—	—	—	—
4	65%	60%	50%	40%	25%	10%	1%	—	—	—
5	70%	65%	55%	45%	30%	15%	5%	—	—	—
6	75%	70%	60%	50%	35%	20%	10%	1%	—	—
7	80%	75%	65%	55%	40%	25%	15%	5%	—	—
8	85%	80%	70%	60%	45%	30%	20%	10%	2%	—
9	95%	90%	80%	70%	55%	40%	30%	20%	5%	—
10	99%	95%	85%	75%	60%	45%	35%	25%	10%	1%
11	100%	99%	90%	80%	65%	50%	40%	30%	15%	5%
12	100%	100%	95%	85%	70%	55%	45%	35%	20%	10%
13	100%	100%	99%	95%	80%	65%	50%	40%	25%	15%
14	100%	100%	100%	99%	90%	75%	60%	50%	35%	25%
15	100%	100%	100%	100%	99%	85%	70%	60%	40%	30%



# House Rules

MONSTER ABILITY SCORES			
Size	STR	DEX	CON
Tiny < 3'	1d6+1	6d3+7	2d6
Small < 5'	4d4	6d3+5	3d6
Med < 8'	2d8+2*	6d3+3	3d4+6
Large < 13'	2d4+11*	6d3+1	2d6+8
Huge < 25'	2d5+13*	4d4+1	2d5+13
Gar 25' +	2d4+17	3d5	2d4+17
Intelligence	INT	WIS	CHR
Animal	1d3-1	1d5	1d3-1
Semi	1d3+1	2d3	1d2
Low	1d4+3	3d3	1d3
Average	1d4+6	3d5	2d6
Very	1d3+9	6d3	2d4+8
High	1d3+11	3d4+6	2d5+8
Exceptional	1d4+13	2d5+9	2d5+9
Genius	1d3+16	2d4+11	2d5+10
Supra Genius	1d4+18	1d7+15	2d6+11
God-like	1d4+21	2d4+17	2d4+17

## SANITY

Max Sanity = WIS

Max Sanity mirrors WIS score fluctuations

Sanity Check = roll current sanity or less on 1d20

Sanity	Category	Symptoms	Chance of Episode
7-10	mild	exhibits nervous ticks, may talk to self, etc.	0%
5-6	worrisome	giggles, mutters angrily, whispers to no one, etc.	1in6
3-4	clinical	delusional, often incoherent, mood swings, etc.	3in6
1-2	dangerous	unhinged, raving, violent, uncommunicative	100%
<1	lost	constant suicidal or homicidal attempts 50/50	Special

Whenever a sanity check is made, Chance of Episode is also checked

Chance of Episode can also be called for upon DM fiat

At zero sanity the character automatically snaps

PCs regain 1 sanity per week of pure rest. But those that reach "clinical" can ever after only regain sanity at an asylum. The cost of treatment is 200 silver crowns per day. Roll 1d20 per 5 days of treatment. A result of 20 means the PC is cured (restored to full sanity). Asylums of varying quality may charge more or less and modify the roll.

A Heal Spell is the only magic that affects sanity: restoring it to full

## Poison Use

Each use requires a save vs Poison at +4 plus the users +/- DEX attack adj. Assassins save at an additional +2.

## Belladonna

(nightshade)  
Ingested or Insinuated: save or Hallucinate for 1d6 hours, after which a second save is rolled.  
Failure = death. Success = recovery.

## STUDY FOR IT SPELLCASTERS & BOOKS

Type	Spell	lvls	Fabrication Cost	Wt.
Manual		35	1,200 crowns	3 lbs
Tome		70	10,000 crowns	10 lbs
Grimoire		140	20,000 crowns	20 lbs
Codex		280	50,000 crowns	50 lbs
Scribe Spell:			+2,000 crowns / spell level	
Book Value:			20,000 crowns / spell level	
XP Value:			500 / spell level	
Read from Book:			erase spell + 1% book destroyed	
Magic-User			<i>Unknown Tongue</i>	
Illusionist			<i>Secret Tongue</i>	
Incantrix			<i>Warding Tongue</i>	
Witch			<i>Withil</i>	
Necromancer			<i>Eldritch</i>	

## UNDEAD SYSTEM

Lesser (1 lvl drain)	1d6 ea. of STR, DEX & CON
Greater (2 lvl drain)	2d4 ea. of STR, DEX & CON
Shadows	1d6 STR
<i>Scores recover at a rate of 1 / day</i>	
<i>Those drained to zero die and rise as given undead type</i>	

## Episode Results

- steps off cliff, jumps in river, etc.
- 3 fugue state 1d3 hours
- 4-5 berserk rage 1d3 rounds
- 6 does something dangerous

## Wolvesbane

(Monkshood/Blue Rocket)  
Ingested or Insinuated: save or paralyzed 1d6+6 hours, after which a second save is rolled. Failure = death. Success = recovery.

Werewolves roll both saves at -4.



# House Rules