

TABLE 3-1: WEAPONS

Weapon	Damage	Range	Cost in g
Battleaxe*	1d10	–	7
Blackjack†	1d3/2d6***	–	3
Blowgun†	1d3/1d5	20/40/60	6
Club	1d4	–	3
Crossbow*	1d6	80/160/240	30
Dagger†	1d4/1d10	10/20/30**	3
Dart	1d4	20/40/60**	5 sp
Flail	1d6	–	6
Garrote†	1/3d4	–	2
Handaxe	1d6	10/20/30**	4
Javelin	1d6	30/60/90**	1
Lance#	1d12	–	25
Longbow*	1d6	70/140/210	40
Longsword	1d8	–	10
Mace	1d6	–	5
Polearm*	1d10	–	7
Shortbow*	1d6	50/100/150	25
Short sword	1d6	–	7
Sling	1d4	40/80/160**	2
Spear#	1d8	–	3
Staff	1d4	–	5 sp
Two-handed sword*	1d10	–	15
Warhammer	1d8	–	5

* Two-handed weapon (d16 on initiative checks).

** Strength modifier applies to damage with this weapon at close range only.

*** Damage dealt is always subdual damage.

† These weapons are particularly effective when used with the element of surprise. A thief who succeeds in a backstab attempt with one of these weapons uses the second damage value listed. All other classes and all other thief attacks use the first value.

These weapons inflict double damage on a mounted charge. A lance can only be used when mounted.

TABLE 3-2: AMMUNITION

Ammunition	Quantity	Cost
Arrows	20	5
Arrow, silver-tipped	1	5
Quarrels	30	10
Sling stones	30	1

TABLE 3-3: ARMOR

Armor	AC	Check	Speed	Fumble	Cost
(Unarmored)	+0	–	–	d4	Free
Padded	+1	–	–	d8	5 gp
Leather	+2	-1	–	d8	20 gp
Studded leather	+3	-2	–	d8	45 gp
Hide	+3	-3	–	d12	30 gp
Scale mail	+4	-4	-5'	d12	80 gp
Chainmail	+5	-5	-5'	d12	150 gp
Banded mail	+6	-6	-5'	d16	250 gp
Half-plate	+7	-7	-10'	d16	550 gp
Full plate	+8	-8	-10'	d16	1,200 gp
Shield	+1	-1	–	d8	10 gp

MORALE

A morale check is made at these times:

- With a group of monsters: when the first creature is slain and when half the creatures have been killed or incapacitated.
- With a single monster: when it has lost half its hit points.
- With a retainer: when he first encounters combat or danger (e.g., a trap) in each adventure and at the end of each adventure.

CRIT TABLE 1: 0-LEVEL & ALL WIZARDS

Roll	Result
0	Force of blow shivers your weapon free of your grasp. Inflict +1d6 damage with this strike and you are disarmed.
1	Opportunistic strike. Inflict +1d3 damage with this strike.
2	Foe jabbed in the eye! Ugly bruising and inflict +1d4 damage with this strike.
3	Stunning crack to forehead. Inflict +1d3 damage with this strike, and the foe falls to the bottom of the initiative count next round.
4	Strike to foe's kneecap. Inflict +1d4 damage with this strike and the foe suffers a -10' penalty to speed until healed.
5	Solid strike to torso. Inflict +1d6 damage with this strike.
6	Lucky strike disarms foe. You gain a free attack if the enemy stoops to retrieve his weapon.
7	Smash foe's hand. Inflict +2d3 damage with this strike. You break two of the enemy's fingers.
8	Numbing strike! Cursing in agony, the foe is unable to attack next round.
9	Smash foe's nose. Inflict +2d4 damage with this strike and blood streams down the enemy's face.
10	Foe trips on his own feet and falls prone for the remainder of the round.
11	Piercing strike. Inflict +2d4 damage with this strike.
12	Strike to groin. The foe must make a DC 15 Fort save or spend the next two rounds retching.
13	Blow smashes foe's ankle; his movement speed is reduced by half.
14	Strike grazes temple; blood blinds the foe for 1d3 rounds.
15	Stab enemy's weapon hand. The weapon is lost and knocked 1d10+5 feet away.
16	Narrowly avoid foe's counterstrike! Inflict normal damage and make another attack roll. If the second attack hits, you inflict an additional +1d6 damage.
17	Blow to throat. Foe staggers around for 2 rounds and is unable to speak, cast spells, or attack.
18	Foe falls into your attack. He takes +2d6 damage from the strike and curses your luck.
19	Miracle strike. The foe must make a DC 20 Fort save or fall unconscious.
20+	Lucky blow dents foe's skull! Inflict +2d6 damage with this strike. If the foe has no helm, he suffers a permanent loss of 1d4 Int.

DIFFICULTY LEVELS

DC 5 tasks are child's play These minor challenges aren't rolled unless there is a consequence for failure. Example: walking on a four-foot-wide castle wall requires no check, but walking a four-foot-wide bridge across a yawning chasm does, as there is a significant consequence to failure for this easy task.

DC 10 tasks are a man's de The weak and unskilled could not likely achieve these tasks. Example: kicking down a door, scaling a stone wall, or hearing the approach of a cautious footpad.

DC 15 tasks are feats of derring-d It takes someone special to accomplish them. Examples: leaping the gap between two city roofs, hurling a log at an oncoming bear, or grabbing a pouch lashed to the saddle of a galloping stallion.

DC 20 tasks are a hero's wor Only the most super-human characters attempt and succeed at these tasks.