

CHARACTER SAVING THROWS

FIGHTER SAVING THROWS									
Description	Normal Man	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24
Death Ray / Poison	14	12	10	8	6	6	5	5	4
Magic wands	15	13	11	9	7	6	6	5	5
Paralysis / turn to stone	16	14	12	10	8	7	6	6	5
Breath attack	17	15	13	11	9	8	7	6	5
Rod/ staff / spell	17	16	14	12	10	9	8	7	6
	DWARF			ELF			HALFLING		
Description	1-3	4-6	7-9	1-3	4-6	7-9	1-3	4-6	7-8
Death Ray / Poison	8	6	4	12	8	4	8	5	2
Magic wands	9	7	5	13	10	7	9	6	3
Paralysis / turn to stone	10	8	6	12	10	7	10	7	4
Breath attack	13	10	7	15	11	7	13	9	5
Rod/ staff / spell	12	10	6	15	11	7	12	8	4
	CLERIC			THIEF			MAGIC USER		
Description	1-4	5-8	9-12	1-4	5-8	9-12	1-5	6-10	11-15
Death Ray / Poison	11	9	6	13	11	9	13	11	9
Magic wands	12	10	7	14	12	10	14	12	10
Paralysis / turn to stone	14	12	10	13	11	9	13	11	9
Breath attack	16	14	12	16	14	12	16	14	12
Rod/ staff / spell	15	13	11	15	13	11	15	12	9

THIEVES' ABILITIES TABLE

Level	OL	FT	RT	PP*	MS	CW	HS	HN	<i>Pick Pockets subtract 5% per level or HD of victim.</i> Percentage of 100 or more: DM may assign penalty to match difficulty -5% to 25% slippery wall, well made lock, etc.
1	15	10	10	20	20	87	10	30	
2	20	15	15	25	25	88	15	35	
3	25	20	20	30	30	89	20	40	
4	30	25	25	35	35	90	24	45	
5	35	30	30	40	40	91	28	50	
6	40	35	34	45	44	92	32	54	
7	45	40	38	50	48	93	35	58	
8	50	45	42	55	52	94	38	62	
9	54	50	46	60	55	95	41	66	
10	58	54	50	65	58	96	44	70	
11	62	58	54	70	61	97	47	74	
12	66	62	58	75	64	98	50	78	

CLERIC'S TURNING UNDEAD TABLE

Undead	1	2	3	4	5	6	7	8	9-10	11-12
Skeleton	7	T	T	D	D	D	D	D	D	D+
Zombie	9	7	T	T	D	D	D	D	D	D
Ghoul	11	9	7	T	T	D	D	D	D	D
Weight	-	11	9	7	T	T	D	D	D	D
Wraith	-	-	11	9	7	T	T	D	D	D
Mummy	-	-	-	11	9	7	T	T	D	D
Spectre	-	-	-	-	11	9	7	T	T	D
Vampire	-	-	-	-	-	11	9	7	T	T

CHARACTER HIT ROLLS (1D20)

Class & Level			Target's Armor Class						
Fighter*	Clerics**	Magic-Users	9	8	6	4	2	THACO	-5
Normal Men			11	12	14	16	18	20	21
1-3	1-4	1-5	10	11	13	15	17	19	20
4-6	5-8	6-10	8	9	11	13	15	17	20
7-9	9-12	11-15	6	7	9	11	13	15	20
10-12	13-16	16-20	4	5	7	9	11	13	18
13-15	17-20	21-25	2	3	5	7	9	11	16
16-18	21-24		2	2	3	5	7	9	14
19-21			2	2	2	3	5	7	12
22-24			2	2	2	2	3	5	10

*Also Dwarves, Elves, and halflings, **Also Thieves . . . Negative AC is possible due to use of magic armor or spells. Hit Rolls exceeding 20 require the presence of some bonus to the Hit Roll. A natural 20 without bonuses will not hit creatures that require a Hit Roll Greater than 20 -5 is that threshold for normal men on the chart above.

COMBAT SEQUENCE TABLE

- A. Each side rolls for initiative, using 1d6.
- B. The side that wins the initiative acts first:
 1. Moral Check (Monsters & NPC'S)
 2. Movement (speed/round), including Defensive Maneuvers
 3. Missile Fire Combat (additional)
 - a. Choose Targets
 - b. Make Hit rolls
 - c. Roll Damage for hits
 4. Magic Spells
 - a. Choose Targets
 - b. Make Saving Throws if necessary
 - c. Apply results immediately
 5. Hand-to-Hand Combat
 - a. Choose targets
 - b. Make Hit rolls
 - c. Roll Damage for hits
- C. The side that loses the initiative completes all steps above
- D. DM Handles all retreating, surrender and other special results

ORDER OF EVENTS IN A GAME TURN

1. Wandering monsters: DM rolls 1d6 (normally checking every 2 terns)
2. Actions: Caller describes all party actions (movement, listening, searching, etc.).
3. Results: If –
 - a. new area is mapped, the DM describes it
 - b. an encounter occurs, the DM follows these steps:
 1. Number Appearing: Roll to determine the number of Monsters appearing
 2. Surprise: Roll 1d6 for each side – Monsters and Party (p. 56, PM)
 3. Reactions: Roll 2d6 for monster's first reactions (p. 22 DMG)
 4. Results: If both sides talk, continue reaction rolls, negotiation, etc., as needed. If one side runs away, handle Evasion and Pursuit (p. 16 DMG). If one side attacks, continue with the combat sequence table.
 - c. something is discovered (secret door, item, etc.), the DM announces the results.
 - d. no encounter occurs, the game turn ends; return to #1

VARIABLE WEAPON DAMAGE

- 1d4:** club, dagger, sling stone, torch
1d6: arrow, hand axe, mace, quarrel, short sword, spear, war hammer
1d8: sword (normal), *battle axe
1d10: lance, *pole arm, *two-handed sword
 *weapon requires two hands for use

ARMOR CLASS

<i>Armor Type</i>	<i>Armor Class</i>
no armor	9
Leather	7
Chain Mail	5
Banded Mail	4
Plate Mail	3
Shield	Bonus of 1*

*A shield subtracts one from your armor class number, making your harder to hit.

MONSTERS HIT ROLLS (ON 1D20)

Monster's Hit Dice	Target's Armor Class													
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
Up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15	16
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14	15
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13	14
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12	13
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11	12
17+ to 19	2	2	2	2	2	3	4	5	6	7	8	9	10	11
19+ to 21	2	2	2	2	2	2	3	4	5	6	7	8	9	10
21+ to 23	2	2	2	2	2	2	2	3	4	5	6	7	8	9
23+ to 25	2	2	2	2	2	2	2	2	3	4	5	6	7	8

*A roll of 1 will always miss and a roll of 20 will always hit.

EXPERIENCE FROM MONSTERS			MONSTER REACTION CHART	
Hit Dice	Base	Bonus per Asterisk	First Roll	Reaction *wait 1 or more rounds and consider character actions, charisma, etc. before rolling again.
Under 1	5	1	2	Immediate Attack
1	10	3	3-5	Possible attack, roll again*
1+	15	4		2-8 Attack
2	20	5		9-12 Uncertain roll again*
2+	25	10		2-5 Attack
3	35	15		6-8 Leave
3+	50	25		9-12 Friendly
4	75	50	6-8	Uncertain roll again*
4+	125	75		2-5 Attack
5	175	125		6-8 Negotiate, roll again*
5+	225	175		2-5 Attack
6	275	225		6-8 Leave
6+	350	300		9-12 Friendly
7	450	400		9-12 Friendly
8	650	550	9-12	Possibly Friendly, roll again*
9 to 10+	900	700		2-5 Uncertain, roll again
11 to 12+	1100	800		2-5 Attack
13 to 16+	1350	950		6-8 Leave
17 to 20+	2000	1150		9-12 Friendly
21	2500	2000		6-12 Friendly
			12	Immediately Friendly

WILDERNESS EVASION TABLE

Party size	No. of Monsters	% of Evasion	Conditions	% Adjustment	Evading Ships' speed (per round)	Chance of Evasion
1-4	1	50%	Wooded terrain	+25%	Faster than pursuer	80%
	2-3	70%	Featureless	-15%	0' – 30' slower	50%
	4+	90%	Pursuers faster	-25%	31' – 60' slower	40%
5-12	1-3	35%	Evaders faster	+25%	61' – 90' slower	35%
	4-8	50%	Monster Scouts	-15%	91' – 120' slower	25%
	9+	70%			121' + slower	10%

SHIP EVASION TABLE

MISSILE FIRING TABLE

Weapon	Short(+1)	Medium	Long (-1)	NOTES
Crossbow (lt)	60ft	120ft	180ft	adjust for: Dexterity
Long Bow	70ft	140ft	210ft	Range
Short Bow	50ft	100ft	150ft	Cover
Sling	40ft	80ft	160ft	Magic
Spear	20ft	40ft	60ft	
Oil or Holy Water	10ft	20ft	50ft	
Hand Axe or Dagger	10ft	20ft	30ft	

WEAPONS, ARMOR, EQUIPMENT AND TRANSPORTATION COSTS

WEAPON SHOPPING

Axe, Battle	7gp
Axe, Hand	4gp
Bow, Short	25gp
Bow, Long	40gp
Crossbow, Lt	30gp
Crossbow, Hvy	50gp
Blackjack	5gp
Club	3gp
Hammer, Throwing	4gp
Hammer, War	5gp
Mace	5gp
Staff	5gp
Dagger, Normal	3gp
Dagger, Silver	30gp
Sword, Short	7gp
Sword, Normal	10gp
Sword, Two-Handed	15gp
Holy Water	25gp
Sling	2gp

ARMOR SHOPPING

Shield	10gp
Leather Armor	20gp
Scale Mail	30gp
Chain Mail	40gp
Banded Mail	50gp

Plate Mail	60gp
Barding, Leather	40gp
Barding, Scale	75gp
Barding, Chain	150gp

ADVENTURING GEAR

Backpack (400cn)	5gp
Belt	2sp
Boots, Plain	1gp
Boots, Riding/swash	5gp
Cloak, Short	5sp
Cloak, long	1gp
Clothes, Plain	5sp
Clothes, Travel	5gp
Clothes, Fine	20gp
Garlic	5gp
Grappling hook	25gp
Hammer, Small	2gp
Hat or cap	2sp
Holy Symbol	25gp
Holy Water	25gp
Iron spikes (12)	1gp
Lantern, normal	10gp
Mirror, small	5gp
Oil flask	2gp
Pole, wood 10'	1gp
Pouch, Belt (50cn)	5sp

Quiver, empty	1gp
Rations, Iron (week)	15gp
Rations, fresh (week)	5gp
Rope, 50' long	1gp
Sack, small (200cn)	1gp
Sack, large (600cn)	2gp
Shoes	5sp
Stakes (3) + mallet	3gp
Thieves' tools	25gp
Tinder box	3gp
Torches (6)	1gp
Water Skin / Wine	1gp
Wolfsbane (bunch)	10gp

TRANSPORTATION

Camel	100gp
Cart 2 wheels (4k-cn)	100gp
Horse, Draft	40gp
Horse, Riding	75gp
Horse, War	250gp
Mule	30gp
Saddle and Bridle	25gp
Saddle Bags (800cn)	5gp
Wagon (15k-cn)	200gp
Boat, River (40k-cn)	4K-gp
Boat, Sailing (40k-cn)	2K-gp
Canoe (6k-cn)	50g