

Monster Attack Throws (p.102)

Attacking Monster HD	Attack Throw Value
1 or less	10+
1+ and 2	9+
2+ and 3	8+
3+ and 4	7+
4+ and 5	6+
5+ and 6	5+
6+ and 7	4+
7+ to 9	3+
9+ to 11	2+
11+ to 13	1+
13+ to 15	0+
15+ to 17	-1+
17+ to 19	-2+
19+ to 21	-3+
21+ or more	-4+

Character Attack Throws (p.102)

Attacking Character Level	Attack Throw Value		
Fighters	Clerics/Thieves	Mages	
0*	0	0	11+
1	1-2	1-3	10+
2-3	3-4	4-6	9+
4	5-6	7-9	8+
5-6	7-8	10-12	7+
7	9-10	13-14	6+
8-9	11-12	–	5+
10	13-14	–	4+
11-12	–	–	3+
13	–	–	2+
14	–	–	1+

*Includes all 0th level humans

Missile Weapon Ranges (p.103)

Weapon	Short	Medium	Long
	Range	Range	Range
	0	-2	-5
Arbalest	90'	180'	360'
Axe (thrown)	10'	20'	30'
Bow, Composite	70'	140'	210'
Bow, Long	70'	140'	210'
Bow, Short	50'	100'	150'
Crossbow	80'	160'	240'
Dagger (thrown)	10'	20'	30'
Dart	15'	30'	45'
Holy Water	10'	30'	50'
Javelin	20'	40'	60'
Oil	10'	30'	50'
Sling	45'	90'	180'
Spear	20'	40'	60'

Fighter Saving Throws (p.105,108)

Level	Petrifaction/ Paralysis	Poison/ Death	Blast/ Breath	Staffs/ Wands	Spells
0*	16+	15+	17+	17+	18+
1	15+	14+	16+	16+	17+
2-3	14+	13+	15+	15+	16+
4	13+	12+	14+	14+	15+
5-6	12+	11+	13+	13+	14+
7	11+	10+	12+	12+	13+
8-9	10+	9+	11+	11+	12+
10	9+	8+	10+	10+	11+
11-12	8+	7+	9+	9+	10+
13	7+	6+	8+	8+	9+
14	6+	5+	7+	7+	8+

*Includes all 0th level humans

Monster Morale (2d6) (p.110)

Monster morale is checked when...

- One group has 1st member incapacitated*.
- Half the group on either side is incapacitated*.
- A solo monster has lost half its hp.

Adjusted Die Roll	Result
2-	Retreat**
3-5	Fighting Withdrawal**
6-8	Fight on
9-11	Advance and Pursue
12+	Victory or Death

*If these occur in the same round, the roll is made at a -2 penalty.

**Monsters usually will try to surrender if they have no way to escape the encounter.

Cleric Saving Throws (p.105,108)

Level	Petrifaction/ Paralysis	Poison/ Death	Blast/ Breath	Staffs/ Wands	Spells
1-2	13+	10+	16+	13+	15+
3-4	12+	9+	15+	12+	14+
5-6	11+	8+	14+	11+	13+
7-8	10+	7+	13+	10+	12+
9-10	9+	6+	12+	9+	11+
11-12	8+	5+	11+	8+	10+
13-14	7+	4+	10+	7+	9+

Thief Saving Throws (p.105,108)

Level	Petrifaction/ Paralysis	Poison/ Death	Blast/ Breath	Staffs/ Wands	Spells
1-2	13+	13+	16+	14+	15+
3-4	12+	12+	15+	13+	14+
5-6	11+	11+	14+	12+	13+
7-8	10+	10+	13+	11+	12+
9-10	9+	9+	12+	10+	11+
11-12	8+	8+	11+	9+	10+
13-14	7+	7+	10+	8+	9+

Mage Saving Throws (p.105,108)

Level	Petrifaction/ Paralysis	Poison/ Death	Blast/ Breath	Staffs/ Wands	Spells
1-3	13+	13+	15+	11+	12+
4-6	12+	12+	14+	10+	11+
7-9	11+	11+	13+	9+	10+
10-12	10+	10+	12+	8+	9+
13-14	9+	9+	11+	7+	8+

Wilderness Movement (p.93)

Exploration Movement (Feet per Turn)	Wilderness Movement (Miles per Day*)
30'	6
60'	12
90'	18
120'	24
150'	30
180'	36
210'	42
240'	48
270'	54
300'	60
330'	66
360'	72

Terrain Adjustments (p.94)

Terrain	Movement Multiplier
Desert, hills, wooded areas	x2/3
Thick jungle, swamps, mountains	x1/2
Road travel, clear wide trails	x3/2
Air travel	x2

*Characters must rest 1 day per 6 days of travel, or suffer -1 to attack and damage.

Forced March: travel for 12 hrs (instead of 8) to increase distance traveled by 50%, but must rest 24 hours afterward.

Dungeon Exploration (p.92)

Task	Throw
Forcing Open a door	18+ (+/-4 per point of STR mod.)
Detect a Secret Door	18+ (Elves 14+)
Listening at a Door	18+ (Demi-humans 14+)
Spotting a Trap	18+ (Dwarves 14+)

Getting Lost (p.94)

Terrain	Navigation
Plains	4+
Mountains, hills	7+
Forest, coast	7+
Open sea	11+
Jungle, swamp, desert	11+

Rations and Foraging (p.94)

Task	Throw	Result
Foraging for food	18+	yields food for 1d6
Hunting for food	14+	yields food for 2d6
Lack of...	Effect	
Food	After 2 days, lose 1hp/day*	
Water	After 1 day, lose 1d4hp/day*	

*PC also loses the ability to heal naturally, until a full day's worth of food is eaten.

Foraging: May be done during normal travel

Hunting: No travel + wandering monster check

Wandering Monsters (1d6) (p.242 & p.244)

Terrain	Frequency	Encounter Throw**
Dungeon	every 2 turns	6+
City, Grasslands, Scrub, Settled	1/day*	6+
Aerial, Hills, Ocean, Woods, River	1/day*	5+
Barren, Desert, Jungle, Mountains, Swamp	1/day*	4+

*If stationary. Otherwise, make a check each time PCs enter a new 6-mile hex.

**Modify the die based on circumstances (PCs exceptionally loud/stealthy, traversing highly inhabited/desolate area, etc.)

Surprise (1d6) (p.97)

Adjusted Die Roll	Result
2-	Surprised
3+	Ready

Surprised creatures may not act in the 1st round, are attacked at +2 to hit, do not benefit from a shield, and may be backstabbed.

Monster Reaction (2d6) (p.99)

Adjusted Die Roll	Result
2-	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12+	Friendly, helpful

Encounter Distance (p.96)

Terrain	Encounter Distance (yards)
Dungeon	2d6x10 (feet)
Badlands	2d6x10
Desert	4d6x10
Fields, Fallow	4d6x10
Fields, Ripe	5d10
Fields, Wild	3d6x5
Forest, Heavy or Jungle	5d4
Forest, Light	5d8
Marsh	8d10
Mountains	4d6x10
Plains	5d20x10
Sea*	5d20x10

*For sea monsters, modify distance by size. In clear weather, ships can be seen up to 6 miles and land up to 24 miles.

Thief Skills (p.23)

Level	OL	F/RT	PP	MS	CW	HS	HN
1	18+	18+	17+	17+	6+	19+	14+
2	17+	17+	16+	16+	5+	18+	13+
3	16+	16+	15+	15+	5+	17+	12+
4	15+	15+	14+	14+	4+	16+	11+
5	14+	14+	13+	13+	4+	15+	10+
6	12+	13+	12+	12+	4+	14+	9+
7	10+	11+	10+	10+	3+	12+	8+
8	8+	9+	8+	8+	3+	10+	7+
9	6+	7+	6+	6+	3+	8+	6+
10	4+	5+	4+	4+	3+	6+	5+
11	3+	3+	2+	2+	2+	4+	4+
12	2+	2+	-1+	2+	2+	3+	3+
13	1+	2+	-3+	1+	1+	2+	2+
14	1+	1+	-5+	1+	1+	1+	1+

Cleric Turning Undead (p.22)

Cleric Level

Undead	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Skeleton	10+	7+	4+	T	T	D	D	D	D	D	D	D	D	D
Zombie	13+	10+	7+	4+	T	T	D	D	D	D	D	D	D	D
Ghoul	16+	13+	10+	7+	4+	T	T	D	D	D	D	D	D	D
Wight	19+	16+	13+	10+	7+	4+	T	T	D	D	D	D	D	D
Wraith	-	19+	16+	13+	10+	7+	4+	T	T	D	D	D	D	D
Mummy	-	-	19+	16+	13+	10+	7+	4+	T	T	D	D	D	D
Spectre	-	-	-	19+	16+	13+	10+	7+	4+	T	T	D	D	D
Vampire	-	-	-	-	19+	16+	13+	10+	7+	4+	T	T	D	D
Infernal*	-	-	-	-	-	19+	16+	13+	10+	7+	4+	T	T	D

*Includes very powerful undead, or unholy beings such as demons and devils

Prone / Held Combatants (p.109)

A prone combatant...

- Is +2 to be hit.
- Is vulnerable to backstab.
- May get up instead of moving, or crawl at 5' per round.
- Attacks at -4.

A held combatant...

- Is +4 to be hit.
- Is vulnerable to backstab.

Special Maneuvers* (p.109)

Maneuver	Attack Throw Modifier	Save vs. Paralysis	Successful Attack and/or Failed Save
Brawling	punch +0 / kick -2	no	1d3 / 1d4 nonlethal
Disarm	-4	yes	Item knocked 5' away
Force Back	-4	yes ¹	Pushed back equal to weapon damage in feet. If pushed into an obstacle, defender takes 1d6 damage per 10' traveled.
Incapacitate	-4	no	Normal weapon damage (nonlethal)
Knock Down	-4	yes	Fall prone
Overrun	-4	yes ¹	Continue moving. If the defender succeeds, he may block the attacker, but the attacker may then deal damage against the defender automatically.
Sunder ²	-4 or -6 ³	yes ⁴	Target weapon or shield broken
Wrestling	-4	yes ¹	Grabbed in a wrestling hold ⁵

1 -4 penalty if the attacker is significantly larger.

2 Magic weapons & shields may only be sundered by weapons with a magic bonus equal to or greater than their own.

3 -4 vs. staves, spears & polearms; -6 vs. other weapons or shields.

4 Subtract magical bonus of sundering weapon & add bonus of target weapon or shield. Daggers, swords, & shields gain a +4 bonus to the save and staves, spears, and polearms suffer a -4 penalty.

5 The attacker may perform a brawl, force back, disarm, or knock down each round without requiring an attack roll, so long as the hold continues (the defender still gets a save). A knock down or force back ends the hold unless the attacker moves with the defender. The defender may make another save each round to escape the hold.

*The Judge should consider the implications of using maneuvers on opponents of vastly different size or unusual shape.

Evasion & Pursuit (p.99)

To determine if monsters pursue fleeing PCs in combat, make a monster reaction roll. On a result of 2-8, they pursue.

Dungeon Chases (p.100)

1. A party can always successfully flee if combat has not begun and they are faster. Otherwise, handle the chase as a normal combat.
2. When a creature passes through a doorway, makes a hard turn, etc., the Judge may require a save vs. Paralysis (add DEX mod). Failure: the creature falls and moves no further; it may stand up and make a full move on its Initiative in the next round.
3. If at any point a pursuer is within 5' (melee range) of a fleeing creature *at the start of a round*, they are engaged.
4. Monsters will stop pursuit if PCs manage to get out of their range of vision. Monsters interested in food or treasure will stop pursuit on a 4+ on 1d6 if PCs drop such items.

Wilderness Evasion (p.100)

Evading Party Size	Evasion Throw	Pursuing Group Size Modifier*		
		Up to 25%	26-75%	76%+
Up to 4	11+	0	+4	+8
5 - 12	14+	0	+3	+5
13 - 24	16+	0	+3	+5
25+	19+	0	+3	+5

*Relative to the evading party's size

Wilderness Chases (p.100)

1. If one party is surprised, the other party can automatically flee successfully.
2. Otherwise, in order for one party to escape from another, it must make a successful throw on the Wilderness Evasion table. The fleeing side always has at least a 5% chance of escape (20 on 1d20).
2. The Judge may modify the probabilities based on conditions and environment.
3. If a fleeing party does not successfully escape, then the other group catches up close with a throw of 11+ on 1d20 if they are faster. If this roll fails, then the fleeing side may again attempt to escape. This cycle is repeated daily until either one side escapes or the other manages to catch up.

Character Movement and Encumbrance (p.48)

Encumbrance	Exploration Movement	Combat Movement	Running Movement
Up to 5 stone	120' per turn	40' per round	120' per round
Up to 7 stone	90' per turn	30' per round	90' per round
Up to 10 stone	60' per turn	20' per round	60' per round
Up to max capacity	30' per turn	10' per round	30' per round

Animal / Vehicle Movement and Encumbrance (p.49)

Animal/ Vehicle	Exploration Movement (feet)	Normal Load (stone)	Maximum Load (stone)
Camel	150 / 75	30	60
Donkey	120 / 60	8	16
Elephant	120 / 60	120	240
Horse, Heavy	120 / 60	40	80
Horse, Light	240 / 120	20	40
Horse, Medium	180 / 90	30	60
Mule	120 / 60	20	40
Ox	60 / 30	45	90
Cart, Small, 1 Mule	60 / 30	35	70
Cart, Small, 2 Mules	60 / 30	80	160
Cart, Large, 1 Horse	60 / 30	80	160
Cart, Large, 2 Horses	60 / 30	120	240
Wagon, 2 Horses	60 / 30	160	320
Wagon, 4 Horses	60 / 30	320	640

Equipment Availability by Market Class (per month) (p.40)

Price	Class I	Class II	Class III	Class IV	Class V	Class VI
1gp or less	1,700	585	260	65	30	10
2-10gp	100	30	15	5	1	1
11-100gp	15	5	2	1	25%	10%
101-1,000gp	7	2	1	25%	10%	5%
1,001-10,000gp	2	1	25%	10%	5%	1%
10,001gp+	10%	5%	2%	NA	NA	NA

Commissioning Equipment*

Equipment Type	Time
Buildings/Vehicles	1 day per 500gp value
Animals	1 day per 1gp value
Other equipment	1 day per 5gp value

*Commissioned Equipment Availability: treat the equipment as if it were 1 price category less expensive to calculate volume available.

Surprise and Sneaking (p.97)

Use when PCs attempt to sneak up on or past monsters.

Monsters' Watchfulness	Monsters Make a...	Successful Result
Actively Watching	NA	Automatic Detection
Passively Watching	Surprise Roll*	Detection

Distracted	Proficiency Throw to Hear Noise* for each monster (normally 18+)	Monsters make a surprise roll*; if successful, PCs detected
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*If monsters fail a surprise roll or proficiency throw to hear noise, sneaking PCs can move for 1 round without being detected.

Characters w/ Hide in Shadows & Move Silently

Hide in Shadows	Success means monsters treated as distracted, regardless of watchfulness.
Move Silently	Success means monsters automatically fail proficiency throws to hear noise.

Item Encumbrance (p.48)

Item	Encumbrance in Stone
Worn Clothing	0 stone
Armor & Shield	1 stone / point of AC*
Items	1 stone / 6 items
Heavy Item	1 stone / heavy item (8-14lbs)
Treasure	1 stone / 1,000 coins or gems

*Magic armor and shields reduce their enc. by 1 stone per point of magical bonus.

Henchmen Loyalty / Morale (2d6) (p.51)

A morale roll is made each time the henchman suffers a calamity and whenever he or she gains a new level.

Adjusted Die Roll	Result
2-	Hostility
3-5	Resignation
6-8	Grudging Loyalty
9-11	Loyalty
12+	Fanatic Loyalty

Spell Availability by Market (p.54)

Spell Type	Spell Level	Cost	Class I	Class II	Class III	Class IV	Class V	Class VI
Divine	1st	10gp	2d3x100	4d4x10	5d10	4d6	2d6	1d6
	2nd	40gp	8d10	4d6	2d6	2d3	1d3	1d2
	3rd	150gp	2d6	2d3	2d3	1d2	1d2-1	-
	4th	325gp	2d6	2d3	2d3	1d2	1d2-1	-
Arcane	5th	500gp	1d6	1d4	1d4	1d2-1	-	-
	1st	5gp	2d4x100	2d10x10	2d4x10	3d10	2d6	1d4
	2nd	20gp	2d6x10	6d6	2d6	2d4	1d4	1d2
	3rd	75gp	4d6	2d6	2d3	1d4	1d2	-
	4th	325gp	2d4	2d3	1d4	1d2	1d2-1	-
	5th	1,250gp	1d4	1d4	1d2	-	-	-
6th	4,500gp	1d3	1d3	1d2-1	-	-	-	