

ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA™









DM
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NORTH WIND
ADVENTURES

ASTONISHING SWORDSMEN AND SORCERERS OF HYPERBOREA™

Referee's Screen

Table 1: Strength

Strength Score	Attack Modifier (Melee)	Damage Adjustment (Melee / Hurl)	Test of Strength	Extraordinary Feat of Strength
3	-2	-2	1:6	0%
4-6	-1	-1	1:6	1%
7-8	±0	-1	2:6	2%
9-12	±0	±0	2:6	4%
13-14	±0	+1	3:6	8%
15-16	+1	+1	3:6	16%
17	+1	+2	4:6	24%
18	+2	+3	5:6	32%

Table 2: Dexterity

Dexterity Score	Attack Modifier (Missile)	Defence Adjustment	Test of Dexterity	Extraordinary Feat of Dexterity
3	-2	-2	1:6	0%
4-6	-1	-1	1:6	1%
7-8	-1	±0	2:6	2%
9-12	±0	±0	2:6	4%
13-14	+1	±0	3:6	8%
15-16	+1	+1	3:6	16%
17	+2	+1	4:6	24%
18	+3	+2	5:6	32%

Table 3: Constitution

Constitution Score	Hit Point Adjustment	Poison Adjustment	Trauma Survival	Test of Constitution	Extraordinary Feat of Constitution
3	-1	-2	45%	1:6	0%
4-6	-1	-1	55%	1:6	1%
7-8	±0	±0	65%	2:6	2%
9-12	±0	±0	75%	2:6	4%
13-14	+1	±0	80%	3:6	8%
15-16	+1	+1	85%	3:6	16%
17	+2	+1	90%	4:6	24%
18	+3	+2	95%	5:6	32%

Table 4: Intelligence

Intelligence Score	Languages	Magician's Bonus Spells Cast per Day	Magician's Chance to Learn New Spell
3	Illiterate	N/A	N/A
4-6	Illiterate	N/A	N/A
7-8	±0	N/A	N/A
9-12	±0	-	50%
13-14	+1	One level 1	65%
15-16	+1	One level 2	75%
17	+2	One level 3	85%
18	+3	One level 4	95%

Table 5: Wisdom

Wisdom Score	Willpower Adjustment	Cleric's Bonus Spells Cast per Day	Cleric's Chance to Learn New Spell
3	-2	N/A	N/A
4-6	-1	N/A	N/A
7-8	±0	N/A	N/A
9-12	±0	-	50%
13-14	±0	One level 1	65%
15-16	+1	One level 2	75%
17	+1	One level 3	85%
18	+2	One level 4	95%

Table 6: Charisma

Charisma Score	Reaction / Loyalty Adjustment	Maximum Number of Henchmen	Undead Turning Adjustment
3	-3	1	-1
4-6	-2	2	-1
7-8	-1	3	±0
9-12	±0	4	±0
13-14	+1	6	±0
15-16	+1	8	+1
17	+2	10	+1
18	+3	12	+1

Table 11: Progressive Thief Abilities

Thief Ability	Thief Level					
	1-2	3-4	5-6	7-8	9-10	11-12
Climb* (DX)	8:12	8:12	9:12	9:12	10:12	10:12
Decipher Script (IN)	0:12	1:12	2:12	3:12	4:12	5:12
Discern Noise (WS)	4:12	5:12	6:12	7:12	8:12	9:12
Hide* (DX)	5:12	6:12	7:12	8:12	9:12	10:12
Manipulate Traps (DX)	3:12	4:12	5:12	6:12	7:12	8:12
Move Silently* (DX)	5:12	6:12	7:12	8:12	9:12	10:12
Open Locks (DX)	3:12	4:12	5:12	6:12	7:12	8:12
Pick Pockets* (DX)	4:12	5:12	6:12	7:12	8:12	9:12
Read Scrolls (IN)	-	-	0:12	3:12	4:12	5:12

Table 79: Calculated Encumbrance

Strength Score	Unencumbered	Encumbered (-10 MV, -1 AC)	Heavily Encumbered (-20 MV, -2 AC)
3	0-10 lbs.	11-20 lbs.	21-30 lbs.
4-5	0-15 lbs.	16-30 lbs.	31-45 lbs.
6-8	0-33 lbs.	34-66 lbs.	67-100 lbs.
9-12	0-50 lbs.	51-100 lbs.	101-150 lbs.
13-15	0-60 lbs.	61-120 lbs.	121-180 lbs.
16	0-75 lbs.	76-150 lbs.	151-225 lbs.
17	0-100 lbs.	101-200 lbs.	201-300 lbs.
18	0-125 lbs.	126-250 lbs.	251-375 lbs.



* Chance-in-twelve penalized by -4 if wearing medium armour or *encumbered*; impossible if in heavy armour or *heavily encumbered*.

Table 86: Combat Matrix

		Armour Class (AC)																		
		9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9
Fighting Ability (FA)	0	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
	1	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
	2	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
	3	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
	4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
	6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
	7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
	8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
	9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
	10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
	11	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
	12	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Table 44: Attack Rate / Rate of Fire

Melee Combat	Attack Rate (Base)	Attack Rate (Master 1 st -6 th)	Attack Rate (Master 7 th -12 th)
Melee Weapon (Close-Quarter)	1/1*	3/2	2/1
Missile Combat	Rate of Fire (Base)	Rate of Fire (Master 1 st -6 th)	Rate of Fire (Master 7 th -12 th)
Blowgun	1/1	3/2	2/1
Bow	3/2	2/1	5/2
Crossbow, Heavy	1/2	1/2	1/1
Crossbow, Light	1/1	1/1	3/2
Crossbow, Repeating	3/1	3/1	3/1
Dagger	3/2	2/1	5/2
Dart	2/1	5/2	3/1
Lasso	1/2	1/2	1/1
Sling	1/1	3/2	2/1
Other Hurlled Weapons**	1/1	3/2	2/1

* At 7th level, fighters and their subclasses improve to 3/2. ** Bola, boomerang, net, etc.

Table 97: Two-Weapon Fighting

DX	Primary Weapon (P)* and Secondary Weapon (S)*			
	WC 1 (P) / WC 1 (S)	WC 2 (P) / WC 1 (S)	WC 1 (P) / WC 2 (S)	WC 2 (P) / WC 2 (S)
13-16	-1 / -3	-2 / -3	-1 / -4	-2 / -4
17	-1 / -2	-2 / -2	-1 / -3	-2 / -3
18	-1 / -1	-2 / -1	-1 / -2	-2 / -2

* No attack bonuses for high strength are realized, though damage bonuses may apply.

Table 87: Attack Roll Modifiers

Combat Condition	Attack Roll Mod.
Attacker is Blind	-4
Attacker is Invisible	+4
Attacker on Higher Ground	+1
Missile Fire, Long Range	-5
Missile Fire, Medium Range	-2
Missile Target Engaged with Ally	-2
Rear Attack	+2

Table 93: Flask (Grenade) Hurling

Target Size and Position	d20 Score Needed
Stationary (e.g., unaware man)	7
Large (over 8 ft.)	9
Medium (about 4-8 ft.)	11
Small (under 4 ft.)	13

Table 43: Unskilled Weapon Attack Penalty

Character Class	Attack Penalty
Magician	-4
Cryomancer	-4
Illusionist	-4
Necromancer	-4
Pyromancer	-4
Witch	-4
Cleric	-2
Druid	-2
Monk	-2
Priest	-4
Shaman	-4
Thief	-2
Assassin	-2
Legerdemainist	-2
Purloiner	-2
Scout	-2



Table 88: Armour Class Modifiers

Combat Condition	AC Modifier
Defender is Defenceless	Auto Hit
Defender is Encumbered	-1
Defender is Flanked	-1
Defender is Fleeing	-2
Defender is Heavily Encumbered	-2
Defender is Hindered	-2
Defender is Prone	-4
Defender is Stunned	-4
Defender on Higher Ground	+1
Missile Target Mostly Concealed	+5
Missile Target Partially Concealed	+2

Table 89: Basic Combat Sequence

Phase	Sequence
Phase One	Melee (1/2 move melee and charge attacks made)
	Missiles (stationary missile shots fired)
	Magic (stationary magic discharged)
Phase Two	Movement (1/2 move achieved)
	Melee (full move melee and charge attacks made)
	Missiles (1/2 move missiles fired at reduced ROF)
Phase Two	Magic (1/2 move magic discharged)
	Movement (1/2 move achieved)

Table 98: Critical Hit Results

d6 Roll	Combatant Type		
	Fighter	Cleric, Thief, Monster	Magician
1	+2 damage	+1 damage	+1 damage
2	+2 damage	+2 damage	+1 damage
3	x2 damage	+2 damage	+2 damage
4	x2 damage	x2 damage	+2 damage
5	x3 damage	x2 damage	x2 damage
6	x3 damage	x3 damage	x2 damage



Table 94: Turn Undead

		Undead Type													
		0	1	2	3	4	5	6	7	8	9	10	11	12	13
Turning Ability (TA)	1	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT	NT	NT	NT
	2	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT	NT	NT
	3	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT	NT
	4	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT	NT
	5	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT	NT
	6	D	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT	NT
	7	UD	D	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT	NT
	8	UD	UD	D	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT	NT
	9	UD	UD	UD	D	D	D	T	T	10:12	7:12	4:12	1:12	NT	NT
	10	UD	UD	UD	UD	D	D	D	T	T	10:12	7:12	4:12	1:12	NT
	11	UD	UD	UD	UD	UD	D	D	D	T	T	10:12	7:12	4:12	1:12
	12	UD	UD	UD	UD	UD	UD	D	D	D	T	T	10:12	7:12	4:12

Table 99: Saving Throw

Level / Hit Dice (HD)	0	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17+
Saving Throw (SV)	17	16	15	14	13	12	11	10	9	8

Table 100: Item Saving Throws

Item Material	Item Saving Throw Class										
	1	2	3	4	5	6	7	8	9	10	11
Bone / Ivory	11	16	10	2	20	2	8	6	13	3	21
Ceramic / Earthenware	4	18	12	4	19	2	2	11	4	2	21
Cloth / Wool	12	6	3	2	20	2	18	2	18	13	21
Crystal / Phial	6	19	14	7	20	5	15	13	8	3	21
Glass	5	20	15	6	20	2	17	14	9	4	21
Leather / Book (leather-bound)	10	4	2	3	20	2	13	2	10	4	21
Liquid*	15	—	—	12	20	15	18	—	15	13	21
Metal, Hard (iron, steel)	7	6	2	2	17	2	11	2	4	2	21
Metal, Soft (gold, silver, jewellery)	13	14	9	2	19	2	16	4	16	5	21
Mirror**	12	20	15	6	20	2	18	13	12	5	21
Paper / Parchment	16	11	6	2	20	2	20	—	21	18	21
Stone (statue, carving) / Gem	3	17	7	2	18	2	14	4	5	2	20
Wood, Thick (tree, hull) / Rope (1-inch)	8	10	3	2	19	2	12	2	9	5	21
Wood, Thin (chest, door) / Rope (1/2-inch)	9	13	6	2	20	2	10	2	13	9	21

* Generally, liquid contents of a phial are affected when the container fails its save; however, in some instances when the container survives breakage, the contents may yet be adversely affected.

** Silvered glass. If mirror is composed of silver, refer to *metal, soft*; if composed of steel, refer to *metal, hard*.

Item Saving Throw Classes: 1 = Acid; 2 = Blow, Crushing; 3 = Blow, Normal; 4 = Cold, Magical; 5 = Disintegration; 6 = Electricity; 7 = Electricity, Lightning; 8 = Fall Impact; 9 = Fire, Magical; 10 = Fire, Normal; 11 = Lava.



Table 77: Light Sources

Light Source	Area of Effect
Bonfire	c. 60-ft. radius
Campfire	c. 40-ft. radius
Candle	5-ft. radius
Continuous Light	30-ft. radius
Lantern, Bull's-Eye	15-ft. radius, 60-ft. beam
Lantern, Hooded	30-ft. radius
Light	15-ft. radius
Torch	30-ft. radius



Table 45: Monetary Exchange

Exchange	pp	gp	ep	sp	cp
pp	1:1	1:5	1:10	1:50	1:250
gp	5:1	1:1	1:2	1:10	1:50
ep	10:1	2:1	1:1	1:5	1:25
sp	50:1	10:1	5:1	1:1	1:5
cp	250:1	50:1	25:1	5:1	1:1

Table 80: Overland Travel

Movement (MV)	60	50	40	30	20	10
Miles per Day	36	30	24	18	12	6

Table 81: Terrain Effects on Movement



Terrain Type	Movement (MV) Modifier
Smooth	—
Rugged	-10 MV
Very Rugged	-20 MV

Table 82: Becoming Lost

Terrain Type	Lost Chance*
Desert (steppe), forest (light), hills (low), plains, snow (light)	1:6
Forest (moderate), hills (steep / bluffs), icy / glaciated, mountains, snow (moderate), tundra	2:6
Desert (sandy), forest (heavy), snow (heavy), wetlands	3:6

* If the party include a barbarian, huntsman, ranger, or scout, roll a d8 instead.

Table 83: Course Deviation (Overland)

d6 Roll	1	2-3	4-5	6
Deviation	90° left	45° left	45° right	90° right

Table 48: Melee Weapons

WC	Type	Range (S/M/L)	Damage*
0	Cæstuses	—	+1
0	Garrote (+)	—	1d3
1	Axe, Hand	15/30/45	1d6
1	Club, Light	10/20/30	1d4
1	Dagger	10/20/30	1d4
1	Flail, Horseman's (♣)	—	1d6
1	Hammer, Horseman's	10/20/30	1d6
1	Mace, Horseman's	—	1d6
1	Pick, Horseman's (Ω)	—	1d6
1	Sickle	—	1d4
1	Sword, Short	—	1d6
1	Sword, Short, Falcata	—	1d6
1	Sword, Short Scimitar	—	1d6
2	Axe, Battle	—	1d8 (1d10)
2	Club, War	—	1d6 (1d8)
2	Hammer, War	—	1d8 (1d10)
2	Javelin	20/40/80	1d4 (1d6)
2	Mace, Footman's	—	1d8 (1d10)
2	Morning Star (Ω)	—	1d8 (1d10)
2	Pick, War (Ω)	—	1d8 (1d10)
2	Sword, Long (or Broad)	—	1d8 (1d10)
2	Sword, Scimitar	—	1d8 (1d10)
3	Flail, Footman's (♣ +)	—	1d10
3	Quarterstaff (↔)	—	1d6
3	Spear, Short (^)	15/30/45	1d6 (1d8)
3	Spiked Staff (+ ^ #)	—	1d10
3	Sword, Bastard	—	1d8 (2d6)
4	Axe, Great (+ #)	—	2d6
4	Halberd (+ ^ #)	—	1d10
4	Hammer, Great (+ #)	—	2d6
4	Mace, Great (+ #)	—	2d6
4	Spear, Long (^)	—	1d6 (1d8)
4	Sword, Two-handed (+)	—	3d4
4	Sword, Two-handed Scimitar (+)	—	3d4
4	Trident (^)	10/20/30	1d6 (1d8)
5	Lance (^ ∇ o)	—	1d8
5	Spear, Great (+ ^ ∇)	—	1d8
5	Whip	—	1d2
6	Pike (+ ^)	—	1d8

* Parenthetical values indicate two-handed damage; also implies no shield use.

Melee Weapons Table Annotations:

- (♣) = Ignores AC bonus provided by opponent's shield (if any).
- (Ω) = +1 attack bonus versus opponents wearing plate armour (plate mail, field plate, full plate).
- (+) = A "true" two-handed melee weapon; must be wielded with two hands.
- (↔) = +1 AC bonus versus melee attacks; must be wielded with two hands.
- (^) = Double damage dice (apply modifiers after) when set to receive a charge.
- (#) = Weapon has a 4-in-6 chance to dismount a rider on a natural 19 or 20 attack roll.
- (∇) = Double damage dice (apply modifiers after) when used from a charging mount.
- (o) = Base damage improves to 1d10 when mounted on a heavy warhorse.

Table 49: Missile Weapons

Type (Hurled)	Range (S/M/L)	Damage
Bola (♣)	15/30/45	1d2
Boomerang (♣)	50/100/150	1d4
Dart (♣)	15/30/45	1d3
Hooked Throwing Knife (♣ ♣)	30/60/90	1d6
Lasso	20 feet	—
Net, Fighting	10 feet	—
Stone (♣)	30/60/90	1
Type (Launched)	Range (S/M/L)	Damage
Blowgun	30/60/90	1
Bow, Long- (♣)	70/140/210	1d6
Bow, Long-, Composite (♣)	80/160/240	1d6
Bow, Short	50/100/150	1d6
Bow, Short, Composite	60/120/180	1d6
Crossbow, Heavy	80/160/240	1d6+2
Crossbow, Light	60/120/180	1d6+1
Crossbow, Light, Repeating	50/100/150	1d6
Sling (♣)	50/100/150	1d4

Missile Range Attack Modifiers: ±0 short, -2 medium, -5 long

Missile Weapons Table Annotations:

- (♣) = Ignores AC bonus provided by opponent's shield (if any).
- (♣) = Strength damage adjustment applies.
- (♣) = Strength damage adjustment applies only if draw weight is adjusted for the archer.

Table 78: d6 Task Resolution

Estimated Difficulty	Probability of Success
Simple	5:6
Moderate	4:6
Challenging	3:6
Difficult	2:6
Very Difficult	1:6



Table 46: Armour

AC	Type	DR	Weight Class	MV
9	None	0	—	40
8	Padded	0	Light	40
7	Leather	0	Light	40
6	Studded	0	Light	40
6	Scale	1	Medium	30
5	Chain Mail	1	Medium	30
5	Laminated	1	Medium	30
4	Banded Mail	1	Medium	30
4	Splint	1	Medium	30
3	Plate Mail	2	Heavy	20
2	Field Plate	2	Heavy	20
1	Full Plate	2	Heavy	20

Table 47: Shields

Type	Melee Defence Modifier	Missile Defence Modifier
Small	+1	+1
Large	+1	+2
Two-handed	+2	+3

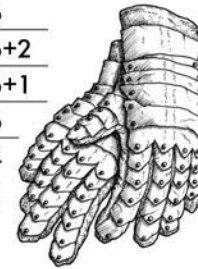


Table 85: Reaction

2d6 Result	Reaction
2 or less	<i>Violent:</i> immediate attack
3	<i>Hostile:</i> antagonistic; attack likely
4-5	<i>Unfriendly:</i> negative inclination
6-8	<i>Neutral:</i> disinterested or uncertain*
9-10	<i>Friendly:</i> considers ideas / proposals
11	<i>Agreeable:</i> willing and helpful
12 or more	<i>Affable:</i> extremely accommodating

* Reroll; if result is the same, *neutrality* (disinterest / uncertainty) persists.

