

Another **DragonQuest** Accessory **Gamesmaster's Screen**

Carries all
of the important
charts and tables
for DragonQuest,
the fantasy
role-playing
game.



Can be used
in conjunction with
the entire line of
DragonQuest
adventures and
supplements.



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"DRAGONQUEST" is SPI's name for its game of fantasy role-playing. T.M. applied for.

331P11

MISSILE WEAPONS, MISSILES and ACCESSORIES:

Weapon	Wt	PS	MD	BC	Dm	Rg	C	Use	RN	Cost
Sling	1	8	15	40	+1	60	C	R	2	1
Short Bow	4	15	15	45	+1	60	A	R	2	5
Horse Bow	5	16	15	50	+2	90	A	R	2	10
Long Bow	7	17	16	55	+4	180	A	R	2	10
Composite Bow	8	18	16	55	+4	225	A	R	2	30
Great Bow	12	19	17	55	+4	350	A	R	2	40
Crossbow ^D	7	18	15	60	+3	80	A	R	2	10
Arbalest ^D	11	19	15	60	+4	90	A	R	2	15
Spear Thrower	4	11	14	50	+2	15	A	R	2	5
Blowgun	2	10	16	30	*	5	D	R	2	3
Giant Bow	14	25	17	55	+7	450	A	R	2	80

Weapon^E Qt Wt Cost Notes

Shot	20	1	1	Use in Sling
Darts	20	1	5	Use in Blowgun
Arrows	20	2	5	Use in Short, Horse, Long, Composite, Giant, and Great Bows
Quarrels	20	5	10	Use in Crossbows and Arbalests
Javelin				See <i>Lances, Spears and Polearms</i> . Use with Spear Thrower for increased range and accuracy.

Accessory Wt PS MD RN Cost

Cranequin ^F	3	11	15	2	5
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ENTANGLING WEAPONS:

Weapon	Wt	PS	MD	BC	Dm	Rg	C	Use	RN	Cost
Net ^F	2	15	16	30	-5	5	D	RMC	1	4
Bola ^G	1	13	15	35	-3	10	D	RC	1	3
Punjab Lasso ^H	1	12	18	30	-4	6	D	RC	2	5
Bearpaw ^I										
Whip ^J	1	15	16	40	-4	P	D	MC	1	6

See *Lances, Spears and Polearms*. May be used to Strike for Damage Points or may be used as an Entangling Weapon, but may not be used for both purposes during the same attack.

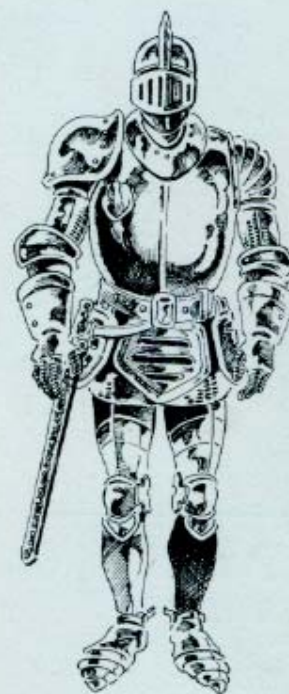
THROWING WEAPONS:

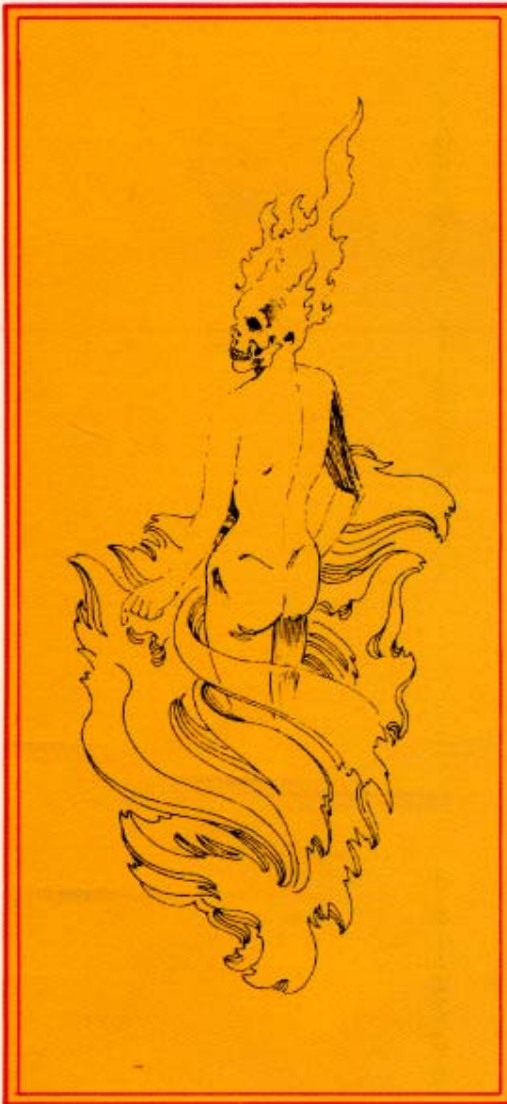
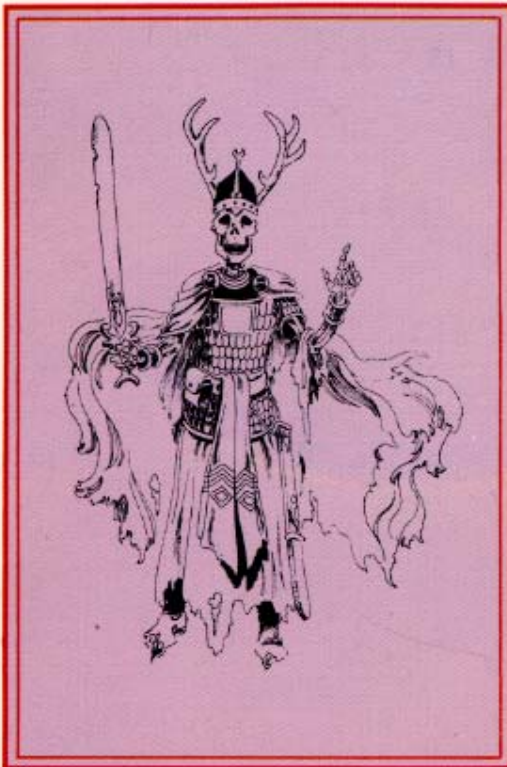
Weapon	Wt	PS	MD	BC	Dm	Rg	C	Use	Rn	Cost
Sha-Ken ^K	.1	10	16	40	D	15	A	R	1	1
Throwing Dart ^K	.2	12	15	40	D	12	A	RC	1	1
Boomerang ^L	3	12	15	40	D	20	C	R	1	2
Furniture										
Grenado ^M	2	12	16	V	V	15	D	R	1	V
Shuriken	.5	8	15	40	D	10	A	RC	1	2

In addition to these weapons designed specifically for use as throwing weapons or useable only as throwing weapons, the following weapons may be thrown using a Hurl Action: Rock, Net, Bola, Lasso, Javelin (except when used in conjunction with a Spear Thrower, in which case it is treated as a missile weapon), Spear, Great Spear, Dagger, Knife, Bolo, Hand Axe, Crude Club, War Club, Mace, War Hammer, Battle Axe, Nunchuku, Giant Club, Axe, and Mace. Such weapons are treated as Hurlled weapons in Ranged Combat.

SPECIAL WEAPONS:

Weapon	Wt	PS	MD	BC	Dm	Rg	C	Use	RN	Cost
Rock	V	5	10	25	-1	8	C	RMC	1	None
Cestus	2	14	14	30	-1	P	C	MC	*	10
Garotte ^N	1	15	15	30	+3	P	D	C	2	3
Improved Buckler	10	10	12	40	D	P	D	M	1	10
Other Shield	V	10	12	40	-3	P	D	M	1	V
Thug Scarf ^O	1	14	15	25	-2	P	D	MC	1	5





[19.3] WEAPONSTABLE

SWORDS and KNIVES:

Weapon	Wt	PS	MD	BC	Dm	Rg	C	Use	RN	Cost
Dagger	.5	8	12	35	D	8	A	RMC	1	2
Knife	.8	7	10	40	+1	8	B	RMC	1	2
Main-Gauche	.8	7	15	40	+1	P	A	MC	1	5
Short Sword	5	11	12	45	+4	P	A	M	1	12
Falchion	4	12	11	50	+2	P	B	M	1	10
Scimitar	4	11	15	50	+3	P	B	M	1	18
Tulwar	5	13	15	50	+4	P	B	M	1	20
Rapier	1	11	18	45	+3	P	A	M	1	10
Katana	5	12	17	60	+3	P	B	M	*1	30
Broadsword	6	16	15	55	+4	P	B	M	1	15
Bastard Sword	8	16	17	45	+5	P	A	M	1	20
Hand & a Half	10	17	16	60	+4	P	B	M	*1	25
Claidheamh-mor	9	16	15	60	+4	P	B	M	1	25
O Dachi	12	18	15	65	+5	P	B	M	2	35
Bolo	2	11	11	45	+1	6	B	RMC	1	4

AXES, MACES, PICKS, MACES, and CLUBS:

Weapons	Wt	PS	MD	BC	Dm	Rg	C	Use	RN	Cost
Hand Axe	2	8	11	40	+2	8	B	RMC	1	3
Sai	3	10	16	40	D	P	C	MC	1	12
Crude Club	4	16	10	45	+2	6	C	RM	1	3
War Club	3	15	10	50	+1	7	C	RM	1	4
Torch ^A	3	13	12	40	+2	P	C	M	1	1
Mace	7	16	9	50	+3	5	C	RMC	1	5
War Hammer	5	15	13	45	+3	6	C	RMC	1	4
War Pick	9	17	13	45	+4	P	C	MC	*1	10
Flail	7	14	15	50	+2	P	C	MC	1	5
Battle Axe	6	14	14	60	+2	6	B	RM	*1	6
Morningstar	12	18	15	60	+4	P	C	M	*1	20
Mattock	16	19	14	55	+5	P	C	M	2	18
Quarterstaff	5	13	16	55	+2	P	C	M	2	3
Great Axe	18	19	17	65	+6	P	B	M	2	30
Nunchuku	4	14	17	40	+2	6	C	RMC	1	5
Giant Club	25	25	9	50	+6	9	C	RM	1	10
Sap ^O	1	9	11	40	+1	P	C	C	1	3
Giant Axe	35	29	12	65	+10	6	B	RM	1	50
Giant Mace	25	27	10	65	+9	12	C	RMC	1	40

LANCES, SPEARS and POLEARMS:

Weapon	Wt	PS	MD	BC	Dm	Rg	C	Use	RN	Cost
Javelin	3	13	15	45	+2	12	A	RM	1	5
Spear	6	15	14	50	+3	6	A	RM	1	10
Sarissa	8	16	15	45	+4	P	A	M	2	13
Pike ^B	13	18	16	45	+5	P	A	M	2	12
Lance ^C	20	16	18	45	+5	P	A	M	1	25
Halberd	17	16	16	55	+3	P	B	M	2	15
Poleaxe	20	18	15	55	+4	P	B	M	2	20
Trident	5	14	16	45	+2	5	A	M	1	8
Glave	9	16	18	55	+5	P	B	M	2	15
Bearpaw	8	16	16	45	+3	P	C	M	*1	13
Great Glave	18	22	18	65	+9	P	B	M	2	30
Great Spear	16	20	16	55	+7	12	A	RM	1	20

[15.8] ACTION POINT EXPENDITURE CHART

Code/Action: AP Cost

- (A) Assail: 4
- (B) Bob: 2 per hex entered; 1 per hexside turned
- (C) Cache: 3
- (D) Drop: 2
- (E) Evade: 2
- (F) Fire: 6
- (G) Grapple: 4
- (H) Hurl: 3
- (J) Jump: 1 per foot jumped
- (L) Load: 3/6/9*

Code/Action: AP Cost

- (M) Move: 1 per hex entered or per hexside turned
- (P) Prepare: 2
- (Q) Charge: 1 per hex entered or hexside turned, plus 4 to Assail or Grapple
- (R) Rise: 4
- (S) Shift: 3 per hex entered; 1 per hexside turned
- (T) Turn: 1 per hexside
- (W) Withdraw: 4
- (X) Pass: 2

*Normal cost to Load is 3; cost to Load Crossbow or Arbalest is 6; cost to Load Crossbow or Arbalest with Cranequin is 9.

[15.1-15.4] PERMISSABLE ACTIONS LIST

A character who is not adjacent to a Hostile character may execute Actions: B,C,D,E,F,H,J,L,M,P,Q,R,S,T,X
He may not execute Actions A,G,W.

A character who is adjacent to, but not in the Attack Zone of, a Hostile character may execute Actions: A,B,C,D,E,F,H,J,L,M,P,Q,R,S,T,X
He may not execute Actions G, W. Further, while he could Fire, he could not Fire at an adjacent character. He could also Hurl a weapon but, again, not at an adjacent character.

A character who is in the Strike Zone of a Hostile character may execute Actions: A,B,D,E,F,H,J,M,P,Q,R,S,T,W,X

He may not execute Actions C,G,L. A character in this position could Fire or Hurl a weapon only at non-adjacent characters. **Exception:** A character can Fire at an adjacent character who is implementing a Q Action, but the damage inflicted would be halved. A character in this position can Charge any one adjacent character even though this would mean leaving another character's Strike Zone in order to enter the hex occupied by the character being charged.

A character who occupies the same hex as a Hostile conscious character may execute Actions: E,G,P,W,X
He may not execute Actions A,B,C,D,F,H,J,L,M,Q,R,S,T.

[16.1] RANGED COMBAT MODIFIERS TABLE

Base Chance is modified by the addition of the following numbers where each instance applies.

Each point attacker's MD is above 15	1
Each point attacker's MD is below 15	-1
Each point target's AG is above 15	-1
Each point target's AG is below 15	1
Each Rank attacker has achieved with weapon used	3
Each hex through which weapon is Hurlled	-5
Each 5 hexes (or fraction) after first 5 through which missile is Fired	-3
Attacker is Kneeling or Prone	10
Target is Kneeling or Prone	-10
Target is currently implementing Action M, S, J or W	-5
Target is currently implementing Action G or D	-10
Target is currently implementing Action B or E	-20
Target is currently implementing Action Q	-15
Attack is changing facing this Pulse	-20
Target occupies Sheltered hex	-20
Target was not intended target of the attack	-20
Each Strike Check made for the weapon during Pulse prior to current attack	-5
Target is attacked through a Rear hexside	20

[16.2] MELEE COMBAT MODIFIERS TABLE

Base Chance is modified by the addition of the following numbers where each instance applies.

Each point attacker's MD is above 15	1
Each point attacker's MD is below 15	-1
Each point target's AG is above 15	-1
Each point target's AG is below 15	1
Target is currently implementing Action B, E, G or J	-10
Target is currently implementing Action W or R	10
Target is Kneeling or Prone	20
Target is Stunned or attacked through a Rear hexside	30
Attacker is Kneeling or Prone	-20
Attacker has zero Fatigue Points remaining	-5
Target has zero Fatigue Points remaining	5
Each Rank attacker has achieved with weapon used	3
Each Rank target has achieved with Prepared weapon (of his choice) if using Action E	-4
Target is currently implementing Action Q	15
Attacker is currently implementing Action Q with Pole weapon/Shield	20
Attacker is currently implementing Action Q with non-Pole weapon	-15
Attacker changing facing this Pulse	-10
Attacker standing on object 1 or 2 feet above target (furniture, etc.)	5/ft
Attacker standing on object 3 to 5 feet above target	-10/ft
Target standing on object 3 to 5 feet above attacker	10/ft

[16.3] CLOSE COMBAT MODIFIERS TABLE

Base Chance is modified by the addition of the following numbers where each instance applies.

Each point attacker's MD is above 15	1
Each point attacker's MD is below 15	-1
Each point target's AG is above 15	-1
Each point target's AG is below 15	1
Each point attacker's PS is greater than target's PS	1
Each point target's PS is greater than attacker's PS	-1
Attacker has zero Fatigue Points remaining	-15
Target has zero Fatigue Points remaining	15
Target is Stunned	20
Target is Unconscious	30
Target is currently implementing Action Q	10
Attacker is currently implementing Action Q	-10

[18.5] GRIEVOUS INJURY TABLE

Dice Grievous Injury

01-05 Congratulations! It's a bleeder! Take 3 Damage Points immediately from Endurance and 1 Damage Point per Round thereafter (from Fatigue first, then Endurance) until the bleeding has been staunched or you die.

06-07 A sucking wound! Take 4 Damage Points immediately from Endurance and reduce your Action Point Allowance by 3 Points until fully recovered. It takes three months of bed rest to fully recover from this type of wound. Add 10 to your Base Chance of Infection as well.

08-09 A stomach puncture. Nasty. You suffer 6 Damage Points to your Endurance and lose 2 Points from your Action Point Allowance until fully recovered. In addition, add 30 to your Base Chance of Infection (assuming you live long enough for such things to matter). You'll be laid up for two months recovering from this lovely.

10 Your aorta is severed and you are quite dead. Rest assured that your compatriots will do their best to console your widow(er).

11-12 Tsk. Tsk. A wound of the solid viscera. Something of a rarity and usually fatal. Take 8 Points of damage to your Endurance immediately and 1 per Round thereafter (due to internal hemorrhaging) until you bleed to death or receive the attentions of a competent Healer. Add 30 to your Base Chance of Infection as well.

13-15 Your adversary's weapon has entered your eye. Roll D10. On a roll of 2-5, you are blinded in the left eye. On a roll of 6-10, you are blinded in the right eye. On a roll of 1, the weapon has entered your brain and terminated your miserable existence. If you are lucky enough to be blinded instead of killed, you have suffered 3 Points of damage to Endurance as a result of the wound. In addition, a character who is blind in one eye suffers the following subtractions in various attributes: -2 from Physical Beauty; -2 from Perception; -1 from Manual Dexterity. A character blinded in one eye reduces his Base Chance of hitting anything with a missile or hurled weapon by 30.

16-17 Your duodenum (part of your small intestine) has become torn. You suffer three Damage Points to Endurance immediately and add 30 to your Base Chance of Infection. Recovery in a month if the wound doesn't kill you first.

18-20 Take one in the leg (your choice of which leg). A deep puncture of the thigh muscle. You suffer 3 Damage Points immediately and reduce your Action Point Allowance by 2 until you are fully recovered (should take about six weeks).

21-25 A chest wound. Take 3 Points damage to Endurance immediately and reduce your Action Point Allowance by 2 until recovered (about 3 months). Look on the bright side, though. Your enemy's weapon is caught in your rib cage and has been wrenched from his grasp. Reduce your Action Point Allowance by an additional 2 Points until you remove the offending weapon.

Dice Grievous Injury

26-27 Bad luck! Your left hand has been severed at the wrist. Take 6 Damage Points immediately and subtract 1 Point per Round from your Fatigue thereafter (and from your Endurance when you run out of Fatigue) until you are dead or the bleeding is staunched. A one-handed character may never have more than 1 Readiness Point of weapons in his possession in a Prepared state and suffers an automatic decrease of 2 in his Manual Dexterity.

28-30 Worse luck! Your right hand has been severed. See Result 26-27 for effects. **Note:** You immediately drop anything held in the hand when it is severed.

31 A minor wound. Your face is slashed open, ruining your boyish good looks and causing blood to spurt into your eyes. Take 1 Damage Point immediately, reduce your Physical Beauty by 4 permanently. Consider yourself Stunned for the remainder of the Round (recovery from this effect is automatic at the beginning of the next Round, but you'll never be pretty again).

32-33 Your left arm is sliced off at the shoulder. Take 8 Damage Points immediately. Thereafter, lose 1 Point per Round from Fatigue (1 from Endurance when Fatigue is exhausted) until the bleeding has stopped or you are dead. A one-armed character has his Manual Dexterity reduced by 2 and his Agility by 1 and can have only 1 Readiness Point of weapons prepared at one time.

34-36 The same as for 32-33, except it's your good right arm that has been lopped.

37-40 You have been eviscerated! Take 8 Damage Points immediately. Thereafter, remove 1 Damage Point per Round from your Endurance until you are unconscious. Increase Base Chance of Infection by 40.

41-42 A glancing blow lays open your scalp and severs one ear (your choice as to which one). Take 2 Damage Points immediately and 2 more next Round (both from Endurance). You are also Stunned. The Perception of a one-eared character is reduced by 2.

43 A savage slash opens your cheek. Take 1 Damage Point immediately. Take an automatic Pass Action next Pulse (at the normal cost if you still have Action Points available) due to the shock of the blow. Hereafter, your Physical Beauty is increased by 1, since your minor disfigurement will bring out the maternal/paternal instincts in the opposite gender.

44-50 A slash along one limb. Moreover, this one is a bleeder. Take 4 Damage Points immediately and lose 1 Point from Fatigue (or Endurance if you have no more Fatigue) each Round until you die or the bleeding is staunched.

51-60 Hamstrung! Roll D10. On a roll of 1-4, it is your left leg. On a roll of 5-10, it is your right. Take 6 Damage Points immediately and adopt a Kneeling or Prone position. You may not stand unassisted until the wound has healed. That should take about three months. A character who has been hamstrung has his Agility permanently reduced by 3. He may have his disability cured only by magic.

61-64 Your right arm is crippled. Take 4 Damage Points immediately and drop any Prepared weapon or object in your right hand.

Dice Grievous Injury

The arm is unusable until healed. That should take about 4 months. In the interim, your Manual Dexterity is reduced by 2 and the number of Readiness Points of weapons you can possess in a Prepared State is reduced by 1.

65-67 Your left arm is crippled. The effect is similar to 61-64.

68-69 A clean strike in the region of the shoulder and neck. Roll D10. On a roll of 1-3, your head is severed and your corpse tumbles to the ground. On a roll of 4-6, your left collar bone is severed. On a roll of 7-10, your right collar bone is severed. If you suffer a severed collar bone, the results are identical to 61-67 except that you suffer 8 Damage Points (not 4).

70-74 A concussion. Take 8 Damage Points immediately. Suffer a reduction of 4 in both Manual Dexterity and Agility lasting for the next 3 days.

75-80 A massive chest wound accompanied by broken ribs and crushed tissues. Very ugly, this. Take 8 Damage Points immediately. Reduce your Manual Dexterity and Agility by 3 each until this heals. Should take 4 to 5 months, if you're lucky. Increase the Base Chance of Infection by 10.

81-84 A body blow smashes tissue and produces internal injuries. You suffer 3 Points of damage immediately and lose 1 Point per Round from Fatigue (or Endurance if Fatigue is exhausted) until unconscious or you receive medical attention. Increase the Base Chance of Infection by 10 and reduce your Agility by 3 until you are healed. Should take about 6 months.

85-87 Jarring blow to the right shoulder inflicts 3 Damage Points. Roll D10. The resulting number is the number of Rounds during which the arm is useless. You immediately drop anything held in your right hand and may only have 1 Readiness Point of Prepared weapons in your possession until you recover the use of your arm.

88-89 Similar to 85-87 except that it is your left arm that is struck.

90-92 Your right hip is smashed. Take 8 Damage Points immediately and adopt a Prone Position. You will be unable to get back to your feet until the damage has healed and will have to be carried everywhere. Healing means about 6 months in a cast. Good fun. When damage is healed, you will still have a limp that will reduce your Agility by 3 and your Action Point Allowance by 1.

93-94 The same as 90-92 except that it is your left hip that is smashed.

95-97 A skull fracture! You immediately fall Prone in an Unconscious state. Take an immediate 10 Damage Points. If you survive, you will still suffer a reduction of 2 in Agility and will require a year of bed rest to mend any other damage.

98-100 Smashing blow to pelvis breaks bone and tears tissue. Take 8 Damage Points immediately and fall Unconscious in Prone Position. You may be brought around after combat, but will be unable to move. Roll D10. The resulting number is the number of months you will be completely paralyzed. On a roll of 10, the paralysis is permanent except when healed by magic.

[18.5a] GRIEVOUS INJURY RANGE TABLE

Weapon Type	Range
A: Teeth, Horns, Tusks	01-25
B: Talons, Claws	20-80
C: Butts, Kicks	70-100
D: Other attacks	None

[27.7] MAGIC CAST CHANCE MODIFIERS LIST

The following modifiers are added to the casting character's Strike Chance:

Each point the caster's MA is less than 15	-1
Each point the caster's MA is greater than 15	1
Each Rank the caster has with the spell he is casting	3
Each hour (maximum of 10) the character spends preparing the spell	3

[16.8] SPECIAL DAMAGE TABLE

Strike Chance	GRIEVOUS INJURY RESULT ON:	DAMAGE AFFECTS ENDURANCE ON:
01...03	01	01
04...09	01	01
10...16	01	01...02
17...23	01	01...03
24...28	01	01...04
29...36	01...02	01...05
37...43	01...02	01...06
44...49	01...02	01...07
50...56	01...03	01...08
57...63	01...03	01...09
64...69	01...03	01...10
70...76	01...04	01...11
77...83	01...04	01...12
84...89	01...04	01...13
90...96	01...05	01...14
97...103	01...05	01...15
104...106	01...05	01...16
110...116	01...06	01...17
117...123	01...06	01...18
124...129	01...06	01...19
130+	01...07	01...20

Note: Though the Special Damage Table includes results for a Strike Chance of 130+, this chance is useful only for determining the chance of Grievous Injury or damage to Endurance. The highest possible dice roll is 100. A character who rolls 99 must always make a check to see if he breaks his weapon, and a character who rolls 100 must always check to see if he drops his weapon regardless of the Strike Chance.

[30.1] BACKFIRE TABLE

Dice Backfire Result

01-10 How unfortunate! Not only do you fail to cast the spell, but your Fatigue is reduced by a number equal to the Fatigue already expended in the attempt.

11-17 Worse yet! You fail to cast the spell, and your Fatigue is reduced by a number of points equal to twice the Fatigue already expended in the attempt.

18-22 For shame! You should be grateful that your teachers cannot see you in your hour of degradation. Not only do you fail to cast the spell, but your Fatigue is reduced by a number of points equal to three times the Fatigue already expended in the attempt.

23-24 This is simply not your day. You fail to cast the spell and you must reduce your Fatigue by a number equal to four times the number of points already expended in the attempt.

25 Magic may not be your calling. You might consider a future in animal husbandry instead. You have failed to cast your spell and your Fatigue is reduced by a number of points equal to five times the Fatigue already expended in the attempt.

26-35 Your spell has reversed itself and is presently taking full affect on your own person instead of on the intended target.

36-45 Once again your spell has reversed itself as in result 26-35. However, this time, in addition to the effects of the reversal, your Fatigue is reduced by a number of points equal to the Fatigue expended in attempting to cast the spell.

46-50 Your companions may well curse your name for this! The GM assigns a number to each character within Range and rolls D10. The character whose number is first rolled is the target of the spell. If no character's number is rolled, the GM rolls again until one character's number is rolled.

51-55 A result similar to 46-50 except that the spell's effect is doubled (GM choosing what attribute of the spell will be doubled).

56-60 Your spell takes effect, but only at half strength. The GM determines what characteristic is to be halved and does so (rounding down).

61 You are cursed with total blindness lasting D10 weeks.

62 You are cursed with total blindness lasting a number of weeks equal to two times D10.

63 You are cursed with total blindness lasting a number of weeks equal to three times D10.

64 You are cursed with total deafness lasting a number of weeks equal to the result of a D10 die roll.

65 You are cursed with total deafness lasting a number of weeks equal to two times D10

66 You are cursed with total deafness lasting a number of weeks equal to three times D10.

Dice Backfire Result

67 You are cursed with being totally mute for a number of weeks equal to the result of a D10 die roll.

68 You are cursed with being totally mute for a number of weeks equal to two times D10.

69 You are cursed with being totally mute for a number of weeks equal to three times D10.

70 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for D10 weeks.

71 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to two times D10.

72 You are cursed with insomnia and nightmares and may only regain half Fatigue (rounded up) during sleep periods for a number of weeks equal to three times D10.

73-75 You are cursed with a virulent skin disease which will cause you intense pain and make you hideous to look upon. The disease will reduce your Physical Beauty by 10 and your Willpower by 3 until cured by magic or the arts of a healer. Once cured, the disease will still reduce your Physical Beauty by 1 for each full week during which it affected you. This reduction is a permanent result of scarring.

76-80 You are cursed with periodic muscle spasms of random occurrence and unpredictable duration which tend to leave you limp and exhausted. The spasms will persist until you are cured by magic or the arts of a healer. Reduce Dexterity by 5 and Endurance by half (round down) until you have been cured.

81-85 You begin to suffer from intense and regularly recurring migraines which reduce your Willpower by 1 and your Magical Aptitude by 3 until you are cured of your affliction either by magic or by the arts of a healer.

86-90 You become arthritic and enfeebled and will remain so until cured by magic or the arts of a healer. Reduce your Fatigue by half (round down) and subtract 4 from Dexterity and 3 from Agility until cured.

91-95 You have become subject to creeping senility which will last until cured by magic (only) and which will become worse as time goes on. Your Magical Aptitude is immediately reduced by 2 and is reduced by an additional 2 at the beginning of each week until cured. Once cured of your affliction, you will have to relearn any spells forgotten during the period of your illness. All spell attempts made during the illness will have their Base Chance of taking effect reduced by 10.

96-100 You are cursed with total amnesia and lose all skills, ranks and magical abilities for a period equal to one day times D10. During this time, you may not cast spells, use special skills or talents or use a weapon except in its unranked state. Your friends will have to care for you since your surroundings are totally unfamiliar and your survival defenses will have been quite effectively short-circuited. You will willingly take their orders and advice, but you would just as willingly follow an ogre into his cave if he asked you.

DragonQuest Gamesmaster's Screen

[31.4] MAGIC RESISTANCE MODIFIERS LIST

Caster chooses to decrease target character's Magic Resistance as per 28.2.	- 20
Target and caster are of opposed Branches of Magic (see 39.1)	- 5
Target and caster are of the same Branch of Magic	+ 5
Target is not a member of any College of Magic	+ 20
Target is under protection of counterspell affecting spell	+ 30*
Target is standing on consecrated ground	+ 50

*Plus 1 per Rank.

[44.8] FRIGHT TABLE

Dice Result

- 01-20** Target is wary and suffers a subtraction of 5 from all Strike Chances for remainder of Round.
- 21-25** Target flies into a berserk rage and immediately attempts to attack (within the limits of AP availability) the object of his rage (the Adept or manifestation that brought about the fear). He will Charge if possible and attempt to Grapple. All Strike Checks against him are increased by 10 and all Strike Checks which he makes are increased by 10.
- 26-76** Target flees as rapidly as possible away from the source of his terror.
- 77-90** Character is immobilized as if stunned and adds 5 to all subsequent rolls on the Fright Table this day.
- 91-95** Target becomes hysterical and will continue to stand in place and scream until snapped out of it (GM determines how this occurs). Add 15 to subsequent rolls on the Fright Table this day.
- 96-100** Target's hair turns white as he becomes totally catatonic (as if stunned). Add 15 to subsequent rolls on the Fright Table this day.
- 101-106** Target faints dead away (collapsing to the ground). He remains unconscious for [D + 6] minutes. Add 10 to all subsequent rolls on the Fright Table this day.
- 107-110** Target suffers a heart attack. The result is the same as for 101-106 except that the target may not move about under his own power for the remainder of the day and suffers a decrease of 2 in all characteristics until he has spent one month resting in bed.
- 111+** Target suffers a heart attack and must have medical attention (cardio-vascular resuscitation) within two minutes (12 Rounds of combat) or die. If he does survive, all subsequent rolls on the Fright Table are increased by 20 this day.

[64] REACTION TABLE

Dice Reaction

- 01-10** Enraged: Immediately attacks party.
- 11-20** Belligerent: Immediately attacks unless somehow mollified.
- 21-30** Wary: Inclined to attack, but does not immediately charge.
- 31-40** Unfriendly: Willing to communicate on a limited basis, but will not cooperate and may attack if patience is tried too severely.
- 41-60** Neutral: Willing to communicate or to allow the party to pass by without hinderance. Has no positive or negative feelings about the party.
- 61-75** Pleasant: Willing to communicate, including in his conversation useful hints about the area, but still intent upon his own business.
- 76-85** Friendly: Willing to communicate and provide minor assistance (such as providing temporary lodging).
- 86-95** Charmed: Willing to assist the party in any way which does not imperil the NPC/monster's own interests. He may even be talked into joining the party temporarily.
- 96-100** Enraptured: Willing to join the party immediately upon being asked. Will totally identify with the party and its interests even to his own peril.

The nature and degree of any modification will depend upon the race or species of the monster or NPC encountered, on the manner in which the characters habitually treat entities they encounter, and on such unpredictable details as whether the monster currently has its young in tow and is thus primarily concerned with their welfare. Once the initial reaction has been determined, the ensuing interaction of the characters with the monster or NPC will depend upon the actual interaction of the players and GM, as modified by their respective perceptions of the prejudices, perceptions, and characteristics of their characters.

[82.9] FATIGUE AND ENCUMBRANCE TABLE

Physical Strength	Weight of Load (lbs)									Max
3-5	x	x	0	10	18	25	35	40	50	50
6-8	x	0	10	15	20	30	50	60	75	75
9-12	x	0	15	20	30	50	70	80	100	100
13-17	x	0	20	30	50	70	90	100	125	125
18-20	x	0	30	40	60	90	120	130	150	150
21-23	0	30	50	60	80	120	160	170	200	200
24-27	0	40	60	70	100	140	180	190	225	225
28-32	0	50	80	90	120	160	200	210	250	250
33-36	0	60	100	120	160	200	240	250	275	275
37-40	0	70	120	150	190	225	270	290	325	325

Rate of Exercise

FATIGUE POINT LOSS/HOUR ▶

Light	0	0	0	0	½	1	2	3	5
Medium	0	0	½	½	1	1	3	4	6
Hard	½	½	1	1	2	3	5	6	8
Strenuous	2	2	3	3	4	5	6	7	9

AGILITY POINT LOSS IN COMBAT ▶

0	0	2	3	5	7	9	10	12
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Weight of Load (lbs.): The weight, in pounds, that a character is carrying, rounded off to the nearest entry on the appropriate Physical Strength row (if the weight is exactly between two entries, use the greater one). The Basic Goods Cost List (81.4) should be used to calculate total weight.

Note: A mount can carry weight for a character while he is riding.

Max: The maximum load, in pounds, that a character can carry for a sustained period of time.

Rate of Exercise: See 82.1.

Agility Points Lost: The temporary Agility Point loss suffered by a character toting the given weight in combat.

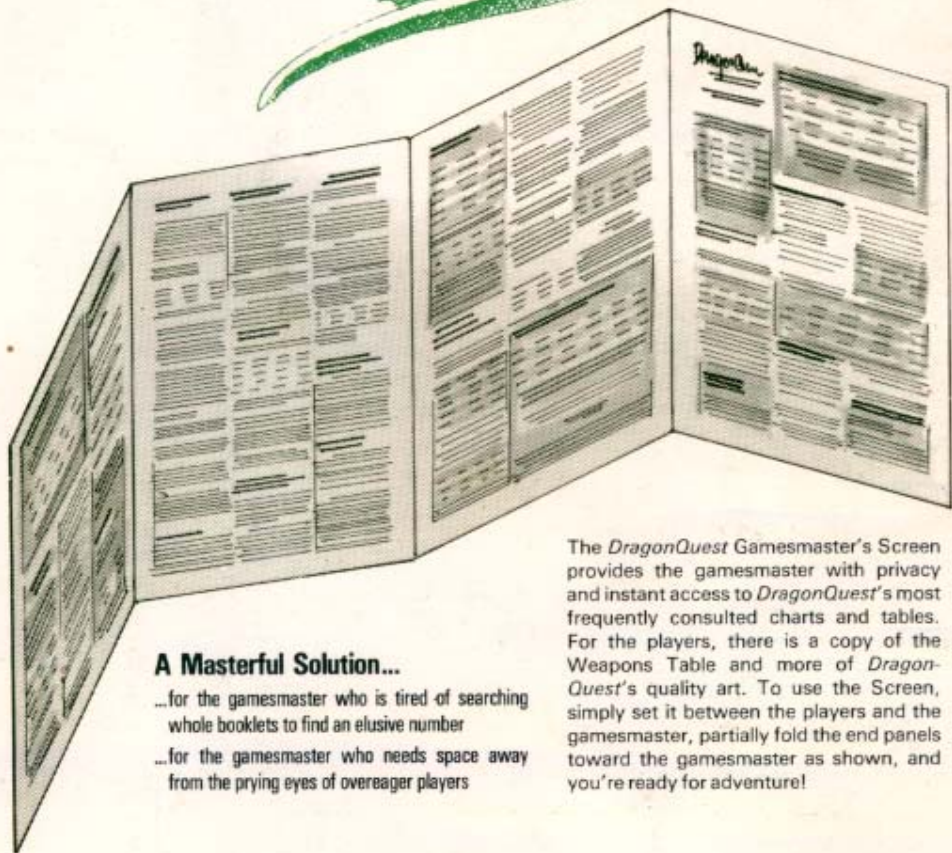
Use the procedure in rule 82.5 to use this table.

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