

SEVEN VOYAGES OF ZYLARTHEN

PLAYER
REFERENCE
SHEETS

PUBLISHED BY
CAMPION & CLITHEROW
CHICAGO, IL 60607

SUMMARY OF THE “PROS” AND “CONS” OF THE VARIOUS CLASSES:

FIGHTING-MEN

Highest hit dice
Most rapid attack progression
May use all weapons
May wear any armor
May form barony at 9th level

No additional abilities
No spells
Limited use of magic items

MAGIC-USERS

May cast spells
May use all scrolls
Widest use of magic items
Greater potential to know extra languages
May manufacture magic items at 9th level

Lowest hit dice
Least rapid attack progression
Weapons: dagger and staff only
May not wear or use any armor

THIEVES

May hide in shadows if unencumbered
Luck: entitled to one reroll per encounter
Open locks: 4 in 6 chance
Enhanced attack bonus for surprise in melee
Extra abilities due to low encumbrance
Has “street knowledge” including “Cant”
May use magical scrolls at 10th level
May carry up to 500 coins “for free”

Moderate hit die progression
Moderate attack progression
May not use the bow or some
magic weapons (may use magic
swords and magic daggers)
Armor: may wear leather and a
helmet and use a buckler only

DWARVES

As Fighting-Men
Improved saving throws
May use Dwarven Hammer (magical)
Defense bonus vs. Ogres, Trolls and Giants
May note new construction, etc.
Enhanced ability to listen at doors
Additional languages

As Fighting-Men
May not progress past 6th level
Decreased chance to open doors

ELVES

As Fighting-Men
As Magic-Users
May always use most advantageous tables
May split-move and fire with bow
May sense secret doors by proximity
Enhanced ability to listen at doors
Additional languages

Slow level progression
May not progress past 4th/8th
levels
If operating as a Magic-User, may
not wear armor
Decreased chance to open doors

HALFLINGS

As Thieves
Improved saving throws
Deadly accuracy with slings
Enhanced ability to listen at doors
Additional language

As Thieves
May not progress past 4th level
Decreased chance to open doors

CREATING A CHARACTER:

To create a character, one first determines the character's six ability scores—strength, intelligence, wisdom, constitution, dexterity and charisma—by throwing three dice, six times in order. It is preferable to have each player roll his abilities one by one in sight of the other players and the referee. Then one chooses a character class informed by these scores.

Charisma Substitution (Optional): Any player may trade points in strength, constitution or dexterity for points in charisma on a 2:1 basis. This cannot be used to raise the score for charisma above 11.

Strength for Female Characters (Optional): For a female character, throw two dice to determine her strength score (rounding up to 3 if a total of 2 is obtained). Add one point to each of the five other characteristics (rounding down to 18 if a score of 19 is obtained in any of them).

Prime Requisite:

<u>Character Class</u>	<u>Prime Requisite</u>	<u>Secondary Ability</u>	<u>Tertiary Ability</u>
Fighting Man	Strength	Intelligence	Wisdom
Magic-User	Intelligence	Wisdom	--
Thief	Dexterity	Wisdom	Intelligence

<u>Prime Requisite Score</u>	<u>Experience Point Bonus/Penalty</u>
3-6	-20%
7-8	-10%
9-12	None
13-14	+5%
15-18	+10%

BONUS POINTS ADDED TO PRIME REQUISITE*

		<u>Secondary Ability</u>								
		<u>1-10</u>	<u>11</u>	<u>12</u>	<u>13</u>	<u>14</u>	<u>15</u>	<u>16</u>	<u>17</u>	<u>18</u>
<u>Tertiary Ability</u>	<u>1-10 or none</u>	0	+1	+1	+2	+2	+2	+3	+3	+4
	<u>11</u>	0	+1	+1	+2	+2	+2	+3	+3	+4
	<u>12</u>	+1	+2	+2	+3	+3	+3	+4	+4	+5
	<u>13</u>	+1	+2	+2	+3	+3	+3	+4	+4	+5
	<u>14</u>	+1	+2	+2	+3	+3	+3	+4	+4	+5
	<u>15</u>	+2	+3	+3	+4	+4	+4	+5	+5	+6
	<u>16</u>	+2	+3	+3	+4	+4	+4	+5	+5	+6
	<u>17</u>	+2	+3	+3	+4	+4	+4	+5	+5	+6
	<u>18</u>	+3	+4	+4	+5	+5	+5	+6	+6	+7

*For purposes of gaining experience only

EFFECTS OF ABILITIES:

Strength 18	+1 on all melee damage
Strength 16 or more	+1 to open heavy doors
Strength 6 or more	May attempt feat of strength*
Intelligence 18 or more:	3 extra languages
Intelligence 16-17 or more:	2 extra languages
Intelligence 13-15 or more:	1 extra language
Intelligence 11+ (Magic-Users only):	1-8 (INT – 10) extra languages
Intelligence 6 or less	Character is illiterate (though not in the language of Magic if the character is a Magic-User or Elf).
Wisdom 14 or more:	+2 to turn the Undead
Wisdom 7 or less:	-2 to turn the Undead
Constitution 15 or more:	Add +1 to each hit die
Constitution 13 or more	Survive adversity 100%**
Constitution 12	Survive adversity 90%
Constitution 11	Survive adversity 80%
Constitution 10	Survive adversity 70%
Constitution 9	Survive adversity 60%
Constitution 8	Survive adversity 50%
Constitution 7 or less	Survive adversity 40%
Constitution 6 or less:	Subtract -1 from each hit die
Dexterity 15 or more	+1 on initiative
Dexterity 13 or more:	+1 to fire any missile
Dexterity 8 or less:	-1 to fire any missile
Dexterity 6 or less:	-1 on initiative
Charisma Effects:	

Charisma Score	Maximum # Hirelings	Loyalty Base	Reaction Adjustment
3	0	-2	-2
4	0	-2	-1
5-6	1	-1	-1
7-8	1	None	-1
9-12	2	None	None
13-15	2	+1	+1
16-17	3	+2	+1
18	6	+4	+2

SUMMARY OF PLAYER CHARACTER STARTING LANGUAGES:

Fighting-Men

Common

Magic-Users

Common

Magic

Thieves

Common

Thieves' Cant

Dwarves

Common

Dwarvish

Gnomish

Kobold

Goblin

Elves

Common

Elvish

Orcish

Hobgoblin

Bugbear

Magic

Halflings

Common

Halfling

Thieves' Cant

Player characters of above average intelligence may know additional languages.

Roll on

100% Dice

01-35 Common
36-85 Uncommon
86-95 Rare
96-00 Very Rare

COMMON

01-20 Law
21-40 Goblin
41-60 Kobold
61-80 Ogre
81-00 Orcish

UNCOMMON

01-09 Neutrality
10-18 Bugbear
19-27 Centaur
28-38 Dwarvish
39-48 Elvish
49-54 Hill Giant
55-64 Halfling
65-73 Hobgoblin
74-79 Lizard Man
80-85 Merman
86-88 Stone Giant
89-94 Troll
95-97 Wererat
98-00 Werewolf

Extra Languages (Optional): Any character may begin play knowing additional languages (in addition to those granted by his class, race or a high intelligence) by permanently sacrificing 1 hit point per language. Under no circumstances may a character choose a number of languages such that his starting hit points have the chance to go below 1. The player may choose any common or uncommon language (the referee will provide a list), or may have the referee randomly roll for an uncommon, rare or very rare language. This option must be chosen before hit points are determined at first level.

LEVELS AND THE EXPERIENCE POINTS NECESSARY TO ATTAIN THEM

Fighting-Men		Magic-Users		Thieves	
Fighter	0	Famulus	0	Borrower	0
Paviser	2000	Chirosophist	2500	Mouser	1500
Thane	4000	Tregetour	5000	Gilter	3000
Knight	8000	Pellar	10000	Dodger	6000
Guardian	16000	Theurge	20000	Courser	12000
Defender	32000	Thaumaturge	40000	Rescuer	25000
Protector	64000	Talismanist	60000	Targeteer	50000
Vindicator	125000	Solonist	80000	Swordman	100000
Lord*	250000	Mirabilist	100000	Thief	200000
		Magus	200000	Master Thief*	300000
		Archimagus*	300000		

* 100000 per additional level

FURTHER STATISTICS REGARDING CLASSES:

Fighting-Men	Hit Dice	Attack Capability**	Spells & Level					
			1	2	3	4	5	6
Fighter	1 + 1	Man					NIL	
Paviser	2	Man					NIL	
Thane	3	Man					NIL	
Knight	4 + 1	Man + 2					NIL	
Guardian	5	Man + 2					NIL	
Defender	6	Man + 2					NIL	
Protector	7 + 1	Man + 5					NIL	
Vindicator	8 + 2	Man + 5					NIL	
Lord	9 + 3	Man + 5					NIL	
Lord, 10th Level	10 + 1	Man + 7					NIL	
Lord, 11th Level	10 + 3	Man + 7					NIL	
Lord, 12th Level	11 + 1	Man + 7					NIL	
Lord, 13th Level	11 + 3	Man + 9					NIL	
Lord, 14th Level	12 + 1	Man + 9					NIL	
Lord, 15th Level	12 + 3	Man + 9					NIL	
Lord, 16th Level	13 + 1	Man + 12					NIL	

** Bonuses are added to weapon attack rolls. Able-bodied, male non-player characters—hirelings, townsmen, etc.—are treated as 1st level Fighting Men.

<u>Magic-Users</u>	<u>Hit Dice</u>	<u>Attack Capability</u>	<u>Spells & Level</u>					
			1	2	3	4	5	6
Famulus	1	Man	1	—	—	—	—	—
Chirosophist	1 + 1	Man	2	—	—	—	—	—
Tregetour	2	Man	3	1	—	—	—	—
Pellar	2 + 1	Man	4	2	—	—	—	—
Theurge	3	Man	4	2	1	—	—	—
Thaumaturge	3 + 1	Man + 2	4	2	2	—	—	—
Talismanist	4	Man + 2	4	3	2	1	—	—
Solonist	4 + 1	Man + 2	4	3	3	2	—	—
Mirabilist	5	Man + 2	4	3	3	2	1	—
Magus	6 + 1	Man + 2	4	3	3	3	2	—
Archimagus	7	Man + 5	4	4	4	3	3	—
Archimagus, 12th Level	8 + 1	Man + 5	4	4	4	4	4	1
Archimagus, 13th Level	8 + 2	Man + 5	5	5	5	4	4	2
Archimagus, 14th Level	8 + 3	Man + 5	5	5	5	4	4	3
Archimagus, 15th Level	8 + 4	Man + 5	5	5	5	4	4	4
Archimagus, 16th Level	9 + 1	Man + 7	5	5	5	5	5	5

Thieves

Borrower	1	Man (+9)*					NIL
Mouser	2	Man (+9)					NIL
Gilter	3	Man (+9)					NIL
Dodger	4	Man (+9)					NIL
Courser	4 + 1	Man + 2 (+16)					NIL
Rescuer	5	Man + 2 (+16)					NIL
Targeteer	6	Man + 2 (+16)					NIL
Swordman	7	Man + 2 (+16)					NIL
Thief	7 + 1	Man + 5 (+24)					NIL
Master Thief	7 + 2	Man + 5 (+24)					NIL
Master Thief, 11th Level	7 + 3	Man + 5 (+24)					NIL
Master Thief, 12th Level	8 + 1	Man + 5 (+24)					NIL
Master Thief, 13th Level	8 + 2	Man + 7 (+31)					NIL
Master Thief, 14th Level	8 + 3	Man + 7 (+31)					NIL
Master Thief, 15th Level	8 + 1	Man + 7 (+31)					NIL
Master Thief, 16th Level	8 + 2	Man + 7 (+31)					NIL

* Bonuses in parenthesis apply during turns where the Thief has surprise for a melee attack.

BASIC EQUIPMENT COSTS (in Silver Pieces):

<u>Item</u>	<u>Cost</u>	<u>Item</u>	<u>Cost</u>
Dagger	2	10' Pole	1
Axe	6	12 Iron Spikes	8
Mace	10	Sledge Hammer	7
Sword	7	Shovel	3
Hammer	15	Crowbar	2
Battle Axe	15	Hammer & Nails, 1 lb.	6
Long Sword	40	Glue, pint	1
Staff	1	Brushes & Paint, quart	6
Morning Star	5	Lantern	10
Spear	3	6 Flasks of Oil	6
Pole Arm	10	6 Torches	2
Lance	6	3 Uses of Deadly Nightshade	10
Sling	2	Silver Holy Symbol	25
Bow	7	Wolf Bane (blessed), bunch	10
Crossbow	10	Garlic (blessed), bud	5
3 Javelins	3	3 Wooden Stakes & Mallet	1
24 Arrows or Quarrels	6	Vial of Holy Water	25
12 Sling Bullets	2	Case, Quire of Paper, Reeds & Ink	8
Silver Dagger	200	Thieves' Pick & Tools	30
Silver Tipped Arrow or Quarrel	20	Surgical Tools & Supplies	500
Leather Armor	25	Chalk	1
Mail	200	Fine Clothing	100
Plate Armor	500	Steel Mirror	15
Buckler	4	Pair of Dice	1
Shield	7	Deck of Cards	2
Helmet	10	Whistle	1
Mule	30	Hourglass	10
Light Horse	200	Water/Wine Skin	1
Warhorse	500	Good Wine, quart	3
Barding (Horse Armor)	1000	Standard Rations, 1 person/1 week	7
Feed, 1 animal/1 day	1	Iron Rations, 1 person/1 week	15
Leather Back Pack	4	<u>Free at Start:</u>	
Large Sack	2	Magic book (for Magic-Users)	
Small Sack	1	Standard Clothing	
50' of Hemp Rope	3	Whetstone, Olive Oil & Rag	
200' of Silk Rope	200	Personal Effects (brush or comb, cup, spoon, string and tinderbox)	
Iron Hook	5		

BASIC EQUIPMENT ENCUMBRANCE:

<u>Item</u>	<u>Encumbrance</u>	<u>Item</u>	<u>Encumbrance</u>
Dagger	○	10' Pole	●●●
Axe	●	12 Iron Spikes	●
Mace	●	Sledge Hammer	●●●
Sword	●	Shovel	●●
Hammer	●●	Crowbar	●
Battle Axe **	●●●	Hammer & Nails, 1 lb.	●
Long Sword *	●●	Glue, pint	
Staff **	●●●	Brushes & Paint, quart	●
Morning Star **	●●	Lantern	●
Spear *	●●	6 Flasks of Oil	●
Pole Arm **	●●●	6 Torches	●
Lance	●●●●	3 Uses of Deadly Nightshade	
Sling **	●	Silver Holy Symbol	
Bow **	●●	Wolf Bane (blessed), bunch	
Crossbow **	●●●	Garlic (blessed), bud	
1-3 Javelins	●	3 Wooden Stakes & Mallet	●
24 Arrows or Quarrels	●	Vial of Holy Water	
12 Sling Bullets	●	Case, Quire of Paper, Reeds & Ink	●
Silver Dagger	○	Thieves' Pick & Tools	
Silver Tipped Arrow or Quarrel		Surgical Tools & Supplies	●●
Leather Armor	●	Chalk	
Mail	●●●●	Fine Clothing (carried)	●
Plate Armor	●●●● ●●●●	Steel Mirror	●
Shield	●●●	Pair of Dice	
Helmet	●	Deck of Cards	
Buckler	●	Whistle	
Mule	—	Hourglass	●
Light Horse	—	Empty Water/Wine Skin	
Warhorse	—	Full Water/Wine Skin, 1 person/1 day	●
Barding	●●●● ●●●● ●●●● ●●●●	Standard Rations, 1 person/1 week	●
Feed, 1 animal/1 day	●●●●	Iron Rations, 1 person/1 week	●
Leather Back Pack (holds 10 ●)		<u>Free at Start:</u>	
Large Sack (holds 15 ●)		Magic book (for Magic-Users)	●
Small Sack (holds 5 ●)		Standard Clothing	
50' of Hemp Rope	●	Whetstone, Olive Oil & Rag	
200' of Silk Rope	●	Personal Effects (brush or comb,	
Iron Hook	●	cup, spoon, string and tinderbox)	

NOTES ON EQUIPMENT:

KEY:

- The first item has no encumbrance. Each additional item of the same type has an encumbrance of ●.
- * Generally used one-handed, but may be used two-handed at a +1 bonus to the attack roll.
- ** Used two-handed. Note that the sling only takes two hands to load.

Animal Transport: Mules, camels and horses come with complete tack and saddlebags. The relevant statistics are listed below (a man, without arms, armor or equipment, etc., counts as 30 units):

<u>Horse</u>	<u>Price</u>	<u>Carry Capacity</u>	<u>Hit Dice</u>	<u>Attacks</u>	<u>Armor Class</u>	<u>Move</u>
Mule	30	40	2+1	Nil	7	12
Draft Horse	50	60	2+1	Nil	7	12
Camel	150	50	2	Nil	7	15
Light Horse	200	40	2	Nil	7	24
Warhorse, Medium	500	60	2+1	Hooves or bite (1 die)	7	18
Warhorse, Heavy	1000	75	3+3		7	12

Only mules may be taken into a dungeon, and even that may be problematic. Camels have been known to go for two weeks without water or food.

Helmets: These are included in the price and encumbrance of Mail and Plate Armor.

Illumination: Lanterns illuminate a 30' radius. One flask of oil burns for four hours. Torches illuminate a 40' radius and burn for one hour.

ARMOR CLASS TABLE:

Armor

<u>Class</u>	<u>Description</u>
2	Plate Armor & Shield*
3	Plate Armor
4	Mail & Shield*
5	Mail (also Horse Barding)
6	Leather Armor & Shield*
7	Leather Armor
8	Shield Only*
9	No Armor or Shield

RATES OF EXCHANGE:

1 Gold Piece	=	10 Silver Pieces
1 Silver Piece	=	5 Copper Pieces

* Or Buckler

MEN-AT-ARMS AND OTHER HIRELINGS:

<u>Classification</u>	<u>Cost</u>	<u>Classification</u>	<u>Cost</u>
Non-Fighter*	1	Dwarf Guard	5
Barbarian	1	Elf Legionnaire	10
Irregular	1	Halfling Slinger	10
Peltast	2	Koursor	10
Hoplite	3	Horse Archer	10
Javelineer	3	Turcopole	15
Slinger	3	Cataphract	20
Crossbowman	4	Fighting-Man	Special
Varangian	5	Magic-User	Special
Archer	5	Thief	Special

*Includes Torchbearers, Bearers, Cooks, Scribes, etc.

Barbarian: Javelins, Spear, Sword or Axe • Shield • No Armor. **Irregular** (Morale -1): Spear, Morning Star, Sword or Axe • Leather Armor. **Peltast:** Spear • Sword or Axe • Shield • Leather Armor. **Hoplite:** Spear • Sword or Axe • Shield • Mail. **Javelineer:** Javelins • Sword or Axe • Shield • Leather Armor. **Slinger:** Sling • Sword or Axe • Leather Armor. **Crossbowman:** Crossbow • Sword or Axe • Leather Armor or Mail. **Varangian** (Morale +1): Spear • Battle Axe • Sword • Buckler • Plate Armor. **Archer:** Bow • Sword or Axe • Leather Armor. **Dwarf Guard** (Morale +1): Battle Axe or Hammer & Shield • Axe • Mail. **Elf Legionnaire** (1+1 hit dice, Morale +2): Bow (+1) • Long Sword (+1) • Buckler, • Mail. **Halfling Slinger:** Sling (+3) • Sword • Leather Armor. **Koursor:** Javelins or Lance • Sword or Axe • Shield • Leather Armor • Light Horse. **Horse Archer:** Bow • Sword or Axe • Buckler • Leather Armor • Light Horse. **Turcopole** (Morale +1): Crossbow • Sword or Axe • Buckler • Leather Armor • Medium Horse. **Cataphract** (Morale +2): Lance • Mace • Sword • Shield • Mail • Medium or Heavy Horse • Barding.

Each class must be advertised for separately at a cost of 10-60 Silver Pieces, though the referee may vary this based on local conditions, the size of the market, etc. An attempt will yield 1-10 applicants (exceptions: Fighting-Men, Magic-Users and Thieves). All hirelings come equipped with the standard arms and armor of their class (including horses in some cases) as well as basic traveling gear. However, rations, torches, cookware, mapping supplies, etc. must be purchased separately. Typical costs for long-term employment are equivalent to cost in Silver Pieces per month if one has a working stronghold or per week if one does not. However, for dungeon expeditions and other particularly dangerous short-term missions cost may be expressed in Silver Pieces per day.

Any of the fighting classes may be hired as Fighting-Men capable of gaining experience points, for an initial outlay of 10 x standard cost plus the promise of at least half shares in any treasure.

Experienced Fighting-Men, or Magic-Users and/or Thieves of any kind may be hired solely on the promise of at least half shares, but they will be difficult to find. For each attempt to locate an experienced Fighting-Man, there will be a 3 in 6 chance that 1-4 will arrive. For each attempt to locate a Magic-User, there will be a 1 in 6 chance that 1-2 will arrive, while for Thieves the odds are 2 in 6 that 1-3 will arrive. Explicitly describing the mission (and perhaps offering additional pay or rewards) will provide a greater chance of finding members of these classes but will also increase the odds of attracting particularly unsavory or unusual types—potentially including even supernatural or monstrous entities.

DWELLINGS:

<u>Item:</u>	<u>Features</u>	<u>Cost*</u>
Cottage	1 room (includes garden)	50
Cottage with Barn	As above, with space for 1-3 animals	100
House (1 story)	2 rooms plus 1 kitchen	200
House (2 story)	6 rooms	500
House (3 story)	10 rooms	1000
Fine Townhouse	10 rooms	3000+
Manor House	20+ rooms	10000+
Small Shop	Public area plus back room	200
Tavern	Includes guest rooms and stable	5000
Guildhall		10000
Wizard's Tower		100000+
Large Guildhall	Includes dormitories, defenses, etc.	100000+
Small Fort, Keep or Castle		100000+
Large Fort, Keep or Castle		200000+

* Smaller buildings may be rented at 15-20% per annum of the cost to buy. For larger buildings, construction time will be at least a year and sometimes much longer.

WATER TRANSPORT:

<u>Item</u>	<u>Crew</u>	<u>Capacity</u>	<u>Base Move</u>		<u>Cost</u>
			<u>Oared</u>	<u>Sailed**</u>	
Raft	1-3	3	5	5/10	40
Boat	1-6	6	10	10/15	100
Small Galley	80	100	15	15/20	10000
Large Galley	180	300	10	10/15	30000
Longship	20-80	20-80	15	15/20	5000
Small Merchant Ship	15	50		10/15	5000
Large Merchant Ship	20	100		5/10	20000
Sailed Warship	15	50		10/15	10000

** Numbers before and after the slash are equal to base move rates under light vs. strong winds, respectively. Roll two dice each day: dice 2-3 = calm, dice 4-8 = light breeze, dice 9-11 = strong breeze, dice 12 = storm. No sailed movement is possible if becalmed. In storms, the move rate will be 5-10 in whatever direction the wind is blowing. Roll one eight-sided die: die 1 = north, die 2 = northeast, die 3 = east, die 4 = southeast, die 5 = south, die 6 = southwest, die 7 = west, die 8 = northwest.

ENCUMBRANCE:

No more than three weapons or carried combat items (including bucklers, sets of javelins or units of missile ammunition) with an exact encumbrance of ● may be carried without penalty. Additional such weapons will count as triple weight.

No more than two weapons or carried combat items with an exact encumbrance of ●● may be carried without penalty. Additional such items will count as triple weight.

No more than one weapon or carried combat item (including a shield) with an exact encumbrance of ●●● may be carried without penalty. Additional such items will count as triple weight.

Encumbrance has these effects:

<u>Encumbrance</u>	<u># Units</u>	<u>Base Move</u>
Unencumbered	0-5 *	13
Light	6-10 **	12
Medium	11-15	9
Heavy	16-20	6
Super-Heavy	21-25	3
	26+	Prohibited***

* May only carry individual items with a maximum encumbrance of ●. Otherwise, encumbrance will be light or medium. A character wishing to move quietly, climb a nearly vertical wall or engage in any other similar delicate task is usually advised to be unencumbered.

** May only carry individual items with a maximum encumbrance of ●●. Otherwise, encumbrance will be medium.

*** At the referee's discretion, up to 10 additional units may be carried, but both hands will be occupied and the character will be unable to attack or defend.

Thieves may carry up to 500 coins "for free" (generally, each set of 100 coins has an encumbrance of ●). However, they may still not go above the overall maximum of 25 units, counting all carried coins.

1ST LEVEL SPELLS

<u>Die</u>		<u>Die</u>		<u>Die</u>	
1	Charm Person	8	Protection/Evil	15	Snake Charm
2	Cure Lt. Wounds	9	Purify Food/Water	16	Speak/Animals
3	Detect Evil	10	Pyrotechnics	17	Strength
4	Detect Magic	11	Read Languages	18	Ventriloquism
5	Hold Portal	12	Read Magic	19	Web
6	Light	13	Shield	20	Roll Again
7	Magic Missile	14	Sleep		

ATTACK MATRIX I.: MEN VERSUS MEN OR MONSTERS (MELEE)

Weapon Class	Type	20-Sided Die Score to Hit by Target's Armor Class								
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	
0	Unarmed	10	11	12	13	14	15	16	17	
1	Dagger	11	12	14	15	16	17	17	18	
2	Axe	11	12	13	14	14	15	16	17	
3	Sword	10	11	12	13	14	15	17	18	
4	Mace*	11	12	13	14	14	15	15	16	
5	Hammer	11	12	13	14	13	14	14	15	
6	Battle Axe	10	11	11	12	12	13	14	15	
7	Long Sword	9	10	11	12	14	15	17	18	
8	Staff	10	11	13	14	16	17	18	19	
9	Morning Star	10	11	11	12	13	14	15	16	
10	Spear	9	10	11	12	15	16	18	19	
11	Pole Arm	10	11	11	12	14	15	16	17	
12	Lance	9	10	10	11	14	15	16	17	

* Thieves only may use a club. It has a cost of 1, an encumbrance of 0 and has a -1 penalty to hit against Armor Classes 5, 4, 3 and 2.

Successful unarmed attacks do 1 hit of damage. All weapon attacks do 1-6 points of damage unless otherwise noted. See Combat, below for considerations regarding Weapon Class, special features of certain weapons, etc.

ATTACK MATRIX II.: MEN VERSUS MEN OR MONSTERS (MISSILE)

Range (in feet)	Type	20-Sided Die Score to Hit by Target's Armor Class								
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	
60	Dagger	10	11	14	15	16	17	17	18	
60	Axe	10	11	13	14	14	15	16	17	
60	Spear	9	10	11	12	15	16	18	19	
80	Javelin	9	10	11	12	15	16	18	19	
120*	Sling	10	11	12	13	16	17	19	20	
120*	Bow	8	9	10	11	15	16	20	21	
120*	Crossbow	8	9	10	11	13	14	16	17	

* If in outdoor conditions or if there is a high arched ceiling, these missile weapons may be fired at up to triple range with a -10 penalty on the attack roll.

Attacks Against Large Creatures: Some melee weapons may confer a penalty or bonus on their damage die rolls against large creatures, generally tracking the weapon length and/or size:

<u>Damage Penalty (-1)</u>	<u>Damage Bonus (+1)</u>
Dagger	Long Sword
Axe	Spear
Mace	Pole Arm
Hammer	Lance
Staff	
Morning Star	

Space Required for Effective Weapon Use: Most weapons require a certain amount of space to be used effectively, free of obstruction from walls, ceilings or fellow party members. The number below is the required frontage, expressed in feet:

Dagger	3	Long Sword	5
Axe	3	Staff	5
Sword	3	Morning Star	10
Mace	5	Spear	3
Hammer	5	Pole Arm	5
Battle Axe	10	Lance	*

* A lance may only be used effectively while mounted.

Weapon Breaks: Battlefields are littered with broken weapons as well as broken bodies. Weapons have a chance of breaking on an attack roll of 20. In addition, if a monster of 5 or more hit dice or with medium armor (Armor Class 5 or 4) or heavy armor (Armor Class 3 or 2) is slain with a melee blow, there is also a chance of a weapon break. When a weapon break roll is required, use the table below:

<u>Weapon Cost</u>	<u>Chance to Break on a Twenty-Sided Die</u>
20+	1
7-19	2
0-6	3

The chance to break is increased by 1 if making a melee attack against heavy armor.

ATTACK MATRIX III.: MONSTERS ATTACKING

Monster's Hit Dice	Sample Monster	20-Sided Die Score to Hit by Target's Armor Class								
		<u>9</u>	<u>8</u>	<u>7</u>	<u>6</u>	<u>5</u>	<u>4</u>	<u>3</u>	<u>2</u>	
Up to 1	Kobold	10	11	12	13	14	15	16	17	
1 +	Hobgoblin	9	10	11	12	13	14	15	16	
2 to 3	Gnole	8	9	10	11	12	13	14	15	
3 + 1 to 4	Gargoyle	6	7	5	8	9	11	12	13	
4 + 1 to 6	Minotaur	5	6	7	5	8	9	11	12	
6 + 1 to 8	Troll	4	5	6	7	8	9	10	11	
9 to 10	Chimera	2	3	4	5	6	7	8	9	
11 +	Purple Worm	0	1	2	3	4	5	6	7	

SAVING THROW MATRIX:

Class & Level		Death Ray or Poison	All Wands & Poly-morph or Paralysis			Dragon Breath	Staves & Spells
			Stone				
Fighting-Men	1-6	11	12	13	14	15	
Magic-Users	1-6	13	14	13	16	15	
Thieves	1-6	10	11	13	15	14	
Fighting-Men	7-12	7	8	9	9	11	
Magic-Users	7-12	10	11	10	13	11	
Thieves	7-12	7	8	10	12	10	
Fighting-Men	13+	4	5	5	5	8	
Magic-Users	13+	6	7	6	9	5	
Thieves	13+	3	5	7	8	7	

CHARACTERS TURNING UNDEAD:

Type of Undead	Character Level									
	<u>1</u>	<u>2</u>	<u>3</u>	<u>4</u>	<u>5</u>	<u>6</u>	<u>7</u>	<u>8</u>	<u>9-13</u>	<u>14+</u>
Skeleton	9	8	7	5	4	3	3	2	1	-1
Zombie	10	9	8	6	5	4	4	3	2	0
Ghoul	11	10	9	7	6	5	5	4	3	1
Shadow	13	11	10	8	7	6	6	5	4	2
Wight	14	13	11	9	8	7	7	6	5	3
Wraith	—	—	14	11	10	9	8	7	6	4
Mummy	—	—	—	14	11	10	9	8	7	5
Spectre	—	—	—	—	14	11	10	9	8	6
Vampire	—	—	—	—	—	14	11	10	9	7
Ghost	—	—	—	—	—	—	14	11	10	8
Lich	—	—	—	—	—	—	—	13	11	9

Any character may attempt to turn Undead creatures by presenting a proper holy symbol. Throwing the number or above on two dice turns 2-12 Undead creatures. Throwing +6 or more over the number destroys 2-12 Undead creatures. Turning may only be attempted by one character during any particular encounter.

PREDETERMINED STARTING EQUIPMENT: FIGHTING-MEN

Fighting-Man (Die: 1)

Battle Axe (3)
Sword (1)
Sling (1)
12 Bullets (1)
Dagger
Leather Armor (1)
Helmet (1)
Leather Back Pack
50' of Hemp Rope (1)
Iron Hook (1)
Lantern (1)
12 Flasks of Oil (2)
Full Water Skin (1)
Iron Rations, 1 week (1)
7 Silver Pieces
ARMOR CLASS: 7
BASE MOVE: 9
ENCUMBRANCE: M (15)

Fighting-Man (Die: 2)

Morning Star (2)
Mace (1)
Bow (2)
24 Arrows (1)
Dagger
Leather Armor (1)
Helmet (1)
Leather Back Pack
1 Large Sack
50' of Hemp Rope (1)
6 Torches (1)
Paper, Reeds & Ink (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
15 Coppers
ARMOR CLASS: 7
BASE MOVE: 9
ENCUMBRANCE: M (13)

Fighting-Man (Die: 3)

Long Sword (2)
Axe (1)
Crossbow (3)
24 Quarrels (1)
Dagger
Leather Armor (1)
Helmet (1)
Buckler (1)
Leather Back Pack
2 Small Sacks
6 Torches (1)
Silver Holy Symbol
Full Water Skin (1)
Iron Rations, 1 week (1)
9 Silver Pieces
ARMOR CLASS: 6
BASE MOVE: 9
ENCUMBRANCE: M (13)

Fighting-Man (Die: 4)

Sword (1)
3 Javelins (1)
Dagger
Leather Armor (1)
Helmet (1)
Shield (3)
Leather Back Pack
1 Large Sack
Crowbar (1)
Lantern (1)
6 Flasks of Oil (1)
Whistle
Full Water Skin (1)
Iron Rations, 1 week (1)
5 Coppers
ARMOR CLASS: 6
BASE MOVE: 9
ENCUMBRANCE: M (12)

Fighting-Man (Die: 5)

Spear (2)
Hammer (2)
Dagger
Leather Armor (1)
Helmet (1)
Buckler (1)
Leather Back Pack
1 Large Sack
1 Small Sack
12 Iron Spikes (1)
Sledge Hammer (3)
6 Torches (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
4 Silver Pieces
ARMOR CLASS: 6
BASE MOVE: 9
ENCUMBRANCE: M (14)

Fighting-Man (Die: 6)

Long Sword (2)
Axe (1)
Dagger
Leather Armor (1)
Helmet (1)
Leather Back Pack
1 Small Sack
12 Iron Spikes (1)
Lantern (1)
12 Flasks of Oil (2)
Pair of Dice
Paper, Reeds & Ink (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
10 Silver Pieces
ARMOR CLASS: 7
BASE MOVE: 9
ENCUMBRANCE: M (12)

PREDETERMINED STARTING EQUIPMENT: MAGIC-USERS

Magic-User (Die: 1)

Quarterstaff (3)
Dagger
Leather Back Pack
2 Small Sacks
50' of Hemp Rope (1)
Iron Hook (1)
Lantern (1)
12 Flasks of Oil (2)
3 Stakes & Mallet (1)
1 Garlic
3 Deadly Nightshade
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
28 Silver Pieces
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (12)

Magic-User (Die: 2)

Quarterstaff (3)
Dagger
Leather Back Pack
1 Large Sack
50' of Hemp Rope (1)
Shovel (2)
Glue
6 Torches (1)
Paper, Reeds & Ink (1)
Surgical Tools (2)
Whistle
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
17 Silver Pieces
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (13)

Magic-User (Die: 3)

3 Daggers (2)
Steel Mirror (1)
Leather Back Pack
1 Large Sack
2 Small Sacks
10' Pole (3)
6 Torches (1)
Silver Holy Symbol
Wolf Bane
3 Vials of Holy Water
Pair of Dice
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
5 Coppers
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: L (10)

Magic-User (Die: 4)

Quarterstaff (3)
Leather Back Pack
1 Large Sack
2 Small Sacks
Crowbar (1)
Hammer & Nails, 1 lb. (1)
Lantern (1)
12 Flasks of Oil (2)
3 Vials of Holy Water
Deck of Cards
3 Deadly Nightshade
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
10 Silver Pieces
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (11)

Magic-User (Die: 5)

Dagger
Leather Back Pack
1 Large Sack
1 Small Sack
12 Iron Spikes (1)
Sledge Hammer (3)
Brushes & Paint (1)
6 Torches (1)
Chalk
Hourglass (1)
Deck of Cards
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
3 Silver Pieces
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (10)

Magic-User (Die: 6)

3 Daggers (2)
Leather Back Pack
1 Large Sack
1 Small Sack
12 Iron Spikes (1)
Lantern (1)
12 Flasks of Oil (2)
Silver Holy Symbol
Paper, Reeds & Ink (1)
3 Deadly Nightshade
3 Stakes & Mallet (1)
Magic Book (1)
Full Water Skin (1)
Iron Rations, 1 week (1)
Penniless
ARMOR CLASS: 9
BASE MOVE: 9
ENCUMBRANCE: M (11)

PREDETERMINED STARTING EQUIPMENT: THIEVES

Thieves (Die: 1)

Sword (1)
 Dagger
 Helmet (1)
 Buckler (1)
 50' of Hemp Rope (1)
 Iron Hook (1)
 Glue
 3 Deadly Nightshade
 Garlic (blessed), bud
 Thieves' Pick & Tools
 Full Water Skin (1)
 Iron Rations, 1 week (1)
 8 Silver Pieces
 ARMOR CLASS: 8
 BASE MOVE: 12
 ENCUMBRANCE: L (7)

Thieves (Die: 2)

Sword (1)
 2 Daggers (1)
 Leather Armor (1)
 Buckler (1)
 Leather Back Pack
 1 Large Sack
 Wolf Bane
 Surgical Tools (2)
 Pack of Cards
 Whistle
 Full Water Skin (1)
 Iron Rations, 1 week (1)
 4 Silver Pieces
 ARMOR CLASS: 6
 BASE MOVE: 9
 ENCUMBRANCE: L (8)

Thieves (Die: 3)

Sword (1)
 Dagger
 Leather Armor (1)
 Helmet (1)
 Buckler (1)
 Leather Back Pack
 2 Small Sacks
 6 Torches (1)
 Silver Holy Symbol
 Thieves' Pick & Tools
 Full Water Skin (1)
 Iron Rations, 1 week (1)
 1 Gold Piece
 ARMOR CLASS: 6
 BASE MOVE: 12
 ENCUMBRANCE: L (7)

Thieves (Die: 4)

Axe (1)
 Dagger
 Buckler (1)
 Leather Back Pack
 2 Small Sacks
 Crowbar (1)
 Surgical Tools (2)
 3 Deadly Nightshade
 Pack of Cards
 Pair of Dice
 Full Water Skin (1)
 Iron Rations, 1 week (1)
 Penniless
 ARMOR CLASS: 8
 BASE MOVE: 12
 ENCUMBRANCE: L (7)

Thieves (Die: 5)

Dagger
 Leather Armor (1)
 Leather Back Pack
 1 Large Sack
 1 Small Sack
 6 Torches (1)
 Silver Holy Symbol
 Thieves' Pick & Tools
 Chalk
 1 Garlic
 Full Water Skin (1)
 Iron Rations, 1 week (1)
 1 Gold Piece
 ARMOR CLASS: 7
 BASE MOVE: 13
 ENCUMBRANCE: UE (4)

Thieves (Die: 6)

2 Daggers (1)
 Sling (1)
 12 Sling Bullets (1)
 Leather Armor (1)
 Leather Back Pack
 1 Large Sack
 1 Small Sack
 Paper, Reeds & Ink (1)
 Chalk
 Whistle
 Full Water Skin (1)
 Iron Rations, 1 week (1)
 4 Silver Pieces
 ARMOR CLASS: 7
 BASE MOVE: 12
 ENCUMBRANCE: L (7)

Roll for each player-character, rerolling if the same roll is obtained until all six scores are met. Then, begin again. Elves use the Fighting-Men columns. Elves may exchange any one weapon for a Bow and 24 Arrows. Halflings may exchange any one weapon for a Sling and 12 Bullets.

NOTES: