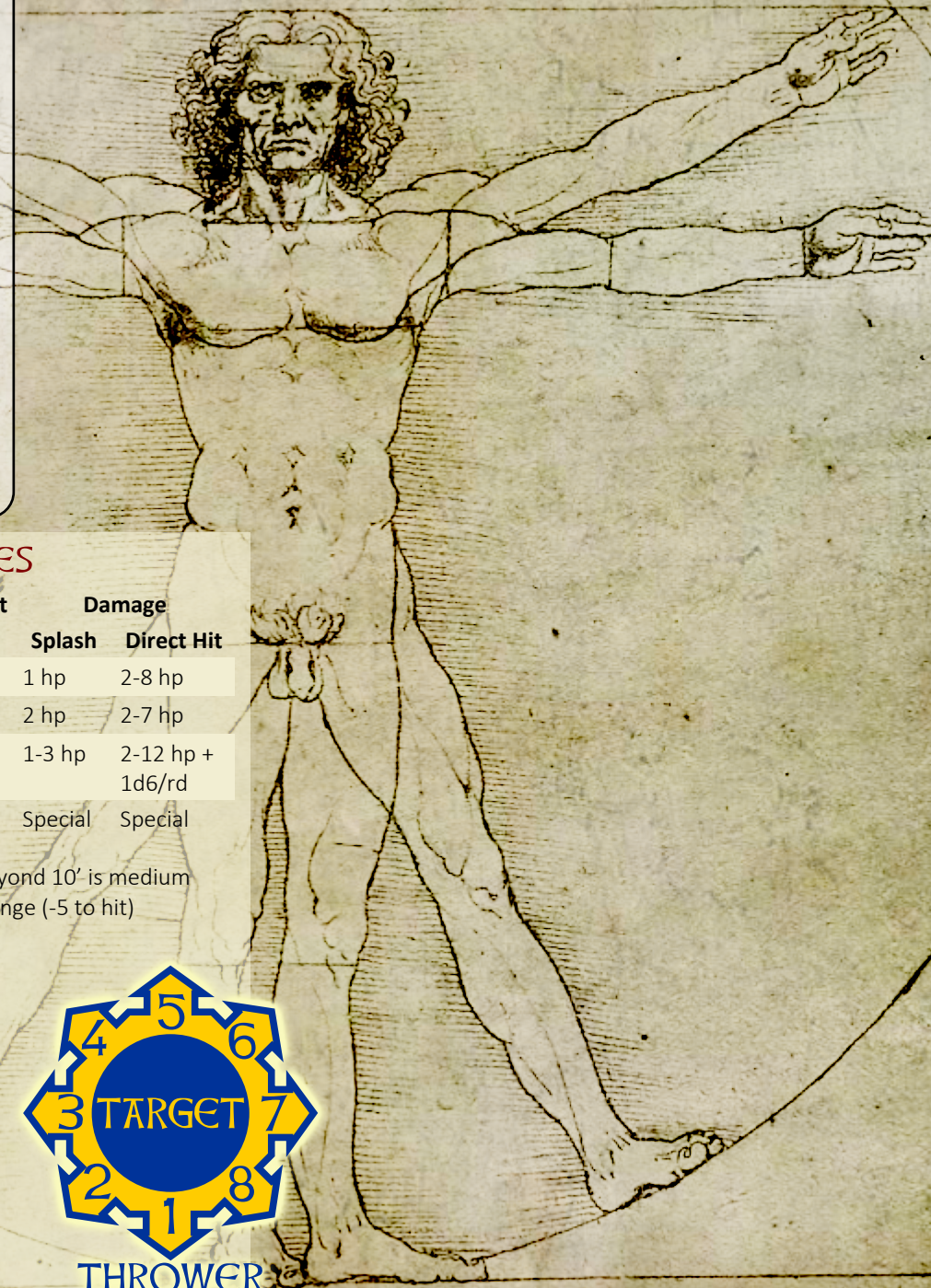


## HIT LOCATIONS

3D6 ROLL	LOCATION
3-5	Head
6	Hands
7-8	Arms
9	Shoulders
10-11	Chest
12	Stomach
13	Vitals
14	Thighs
15-16	Lower legs
17-18	Feet



## GRENADE-LIKE MISSILES

Liquid Contents	Area of Effect	Damage	
		Splash	Direct Hit
ACID	1' diameter	1 hp	2-8 hp
HOLY WATER	1' diameter	2 hp	2-7 hp
OIL, ALIGHT	3' diameter	1-3 hp	2-12 hp + 1d6/rd
POISON	1' diameter	Special	Special

Range of all such containers is 30'. Beyond 10' is medium range (-2 to hit), beyond 20' is long range (-5 to hit)

If the missile hits, Save vs CRUSHING BLOW to see if it breaks. Damage is taken only if it does break.

All creatures within 3' of the impact point must save vs. POISON or take splash damage.

Misses: roll for distance from target point (1d4 at short range, 1d6 at medium, 1d8 at long) and 1d8 for deviation



THROWER

## MORALE

Base Morale Level = 50% + 5% per HD

Roll d% UNDER Base Morale Level

Situation	Modifier
Per friend killed, surrendered or fled	+ 5%
Own side taken 25% casualties	+ 5%
Numerical inferiority	+ 10%
Own side taken 50% casualties	+ 15%
Own side greatly outnumbered (2-1+)	+ 20%
Own leader hors de combat	+ 25%
Per foe killed, surrendered or fled	- 5%
Own side inflicted 25% casualties	- 5%
Numerical superiority	- 10%
Own side inflicted 50% casualties	-15%

## EFFECTS OF MORALE CHECK FAILURE

Creatures that fail their morale check by a margin of 25% or less will generally seek to make a fighting withdrawal.

If they fail by 26% to 50%, they will generally turn and flee.

A failure by 51% or higher indicates that the creature surrenders.

## FALLING

Distance fallen	Damage taken
< 5 feet	None
5 — 10 feet	1d6
10 — 20 feet	3d6
20 — 30 feet	6d6
30 — 40 feet	10d6
40 — 50 feet	15d6
> 50 feet	20d6

A successful Saving Throw vs. RSW can halve damage.

## ITEM SAVING THROWS

Item type	Acid	Blow, crushing	Blow, normal	Cold, magical	Disintegrate	Electric Shock	Fall (5ft)	Fireball	Fire, magical	Fire, normal	Lightning
Bone/Ivory	11	16	10	2	20	1	6	17	9	3	8
Ceramic	4	18	12	4	19	1	11	5	3	2	2
Cloth	12	6	3	1	20	1	2	20	16	13	18
Crystal	6	19	14	7	20	5	13	10	6	3	15
Glass	5	20	15	6	20	1	14	11	7	4	17
Leather or book	10	4	2	3	20	1	1	13	6	4	13
Liquid	15	0	0	12	20	15	0	15	14	13	18
Metal, hard	7	6	2	1	17	1	2	6	2	1	11
Metal, soft	13	14	9	1	19	1	4	18	13	5	16
Paper	16	11	6	2	20	1	0	25	21	18	20
Stone or gem	3	17	7	1	18	2	4	7	3	2	14
Wood/rope (thick)	8	10	3	1	19	1	1	11	7	5	12
Wood/rope (thin)	9	13	6	1	20	1	2	15	11	9	10

## TURNING THE UNDEAD

### CLERIC LEVEL

Type of Undead	Example	1	2	3	4	5	6	7	8	9-13	14-18	19+
Type 1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
Type 2	Zombie	13	10	7	T	T	D	D	D	D	D	D
Type 3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
Type 4	Shadow	19	16	13	7	4	T	T	D	D	D	D
Type 5	Wight	20	19	16	10	7	4	T	T	D	D	D
Type 6	Ghast	—	20	19	13	10	7	4	T	T	D	D
Type 7	Wraith	—	—	20	16	13	10	7	4	T	T	D
Type 8	Mummy	—	—	—	19	16	13	10	7	4	T	D
Type 9	Spectre	—	—	—	20	19	16	13	10	7	T	T
Type 10	Vampire	—	—	—	—	20	19	16	13	10	7	4
Type 11	Ghost	—	—	—	—	—	20	19	16	13	10	7
Type 12	Lich	—	—	—	—	—	—	20	19	16	13	10
Type 13	Fiend	—	—	—	—	—	—	—	20	19	16	13

## TURNING THE UNDEAD

For the purposes of evil clerics turning paladins, paladins are treated as Type 8 if they are level 1-2, Type 9 if level 3-4, Type 10 if level 5-6, Type 11 if level 7-8, Type 12 if level 9-10 and Type 13 if level 11 or higher. However, paladins cannot be destroyed by turning.

If the number on the die is equal to or greater than the number shown on the table, the creature is turned and will flee.

If the table indicates "T", the undead creature is automatically turned, and will flee.

If the table indicates "D", the undead creature is automatically destroyed and will crumble to dust.

For evil clerics, a result of "D" indicates that the undead are forced into the cleric's command for a period of 24 hours.

## CHARACTER SAVING THROWS

R,S,W    Breath    P,P,DM    Pet., Poly.    Magic

### FIGHTER (RANGER, PALADIN)

0	18	20	16	17	19
1-2	16	17	14	15	17
3-4	15	16	13	14	16
5-6	13	13	11	12	14
7-8	12	12	10	11	13
9-10	10	9	8	9	11
11-12	9	8	7	8	10
13-14	7	5	5	6	8
15-16	6	4	4	5	7
17-18	5	4	3	4	6
19+	4	3	2	3	5

### CLERIC (DRUID)

1-3	14	16	10	13	15
4-6	13	15	9	12	14
7-9	11	13	7	10	12
10-12	10	12	6	9	11
13-15	9	11	5	8	10
16-18	8	10	4	7	9
19+	6	8	2	5	7

### MAGIC USER (ILLUSIONIST)

1-5	11	15	14	13	12
6-10	9	13	13	11	10
11-15	7	11	11	9	8
16-20	5	9	10	7	6
21+	3	7	8	5	4

### THIEF (ASSASSIN)

1-4	14	16	13	12	15
5-8	12	15	12	11	13
9-12	10	14	11	10	11
13-16	8	13	10	9	9
17-20	6	12	9	8	7
21+	4	11	8	7	5

# NPC SPELL CASTING

\*\* Some exceptional service will also be required of the player character.  
† This spell will be cast only in exceptional circumstances, as it costs the caster three years of their own lives — a price most will be very reluctant to pay.

Atonement	500 gp per level of the recipient
Augury	300 gp
Bless	5 per person per level of the caster
Charm person	1,000 gp
Clairvoyance	50 gp per level of caster
Commune	1,000 gp plus 500 per question
Comprehend languages	50 gp
Contact other plane	5,000 gp + 1,000 per question
Continual light	500 gp
Control weather	10,000 gp
Cure blindness	1,000 gp
Cure disease	1,000 gp
Cure light wounds	100 gp
Cure serious wounds	350 gp
Cure critical wounds	600 gp
Detect evil/good	100 gp (assumes an item is being checked)
Detect magic	150 gp (assumes an item is being checked)
Dispel evil/good	1000 gp
Dispel magic	100 gp per level of the caster
Earthquake	10,000 gp
Enchant an Item	20,000 gp plus other spells
ESP	500 gp
Exorcise	1,000 gp per level of the caster
Explosive runes	1,000 gp
Find the path	500 gp per level of the caster
Fire trap	500 gp
Fools' gold	100 gp
Gate	50,000 gp
Glyph of warding	100 gp per level of the caster
Heal	200 gp per point of healing

Identify	1,000 gp per item or function
Invisible stalker	5,000 gp
Invisibility	500 gp
Legend Lore	1,000 gp
Limited wish	20,000 gp **
Magic mouth	300 gp
Mass charm	5,000 gp
Neutralize poison	1,000 gp
Plane shift	4,000 gp
Prayer	50 gp per level of the caster
Protection from evil	50 gp per level of caster
Raise dead	1,000 + 500 per level of recipient
Read magic	200 gp
Regenerate	20,000 gp
Reincarnation	5,000
Remove curse	500 gp per level of caster
Resist Fire	100 gp per level of the caster
Resurrection	At least 100,000 gp †
Restoration	10,000 + 500 per level of recipient
Silence	100 gp per level of the spell caster
Slow poison	50 gp
Speak with dead	100 gp per level of caster
Suggestion	600 gp
Symbol	1,000 gp per level of caster
Teleport	2,000 gp per person
Tongues	500 gp
True seeing	5,000 gp**
Wish	50,000gp
Wizard Lock	50gp per character level



## PROTECTION SCROLLS

### PROTECTION FROM . . . .

Demons	7,500
Devils	7,500
Elementals	4,500
Lycanthropes	3000
Magic	4,500
Petrification	6,000
Possession	6,000
Undead	4,500

## SCROLLS

Scroll spells will cost a minimum of 300 x Spell Level in gold pieces, plus the cost of any spell components, plus any other expenses which may be incurred by the caster. Spells which require any sacrifice on the part of the caster will be much, much more expensive, and will only be available from wizards with whom the customer has a very good relationship.

# POTIONS

Animal Control	400
Clairaudience	400
Clairvoyance	500
Climbing	500
Cursed	
Delusion	150
Diminution	500
Dragon Control	5,000 - 9,000
ESP	850
Extra-Healing	800
Fire Resistance	400
Flying	750
Gaseous Form	400
Giant Control	1,000 - 6,000
Giant Strength	900 - 1,400
Growth	300
Healing	400
Heroism	500
Human Control	900
Invisibility	500
Invulnerability	500
Levitation	400
Longevity	1,000
Oil of Ætherealness	1,500
Oil of Slipperiness	750
Philtre of Love	300
Philtre of Persuasiveness	850
Plant Control	300
Polymorph	350
Speed	450
Super-Heroism	750
Sweet Water	250
Treasure Finding	2,000
Undead Control	2,500
Water Breathing	900

# LIGHT

## MUNDANE LIGHT SOURCES

Bullseye lanterns	80'*	1 pint of oil/4 hours
Hooded lanterns	30'r	1 pint of oil/4 hours
Torches	40'r	6 turns (1 hour)
Candles	20'r	30 minutes

## MAGICAL LIGHT SOURCES

Magical weapons	10-20'r**	Permanent
Light spell	20'r	1 turn/level
Continual Light	60'r	Permanent

\* Narrow beam, 10' at its widest.

\*\* Light shed depends on size. A dagger illuminates 10'r, a longsword 20'.

Light shed is bright enough to read by for the first 20% of its range of illumination, and becomes increasingly dim thereafter. At maximum range, only general shapes will be apparent.

## DETECTION OF INVISIBILITY

LEVEL  
OR HD

INTELLIGENCE

	0-1	2-4	5-7	8-10	11-12	13-14	15-16	17+
<b>7</b>								5 %
<b>8</b>							5 %	10 %
<b>9</b>						5 %	10 %	15 %
<b>10</b>					5 %	15 %	20 %	25 %
<b>11</b>				5 %	15 %	25 %	30 %	35 %
<b>12</b>			5 %	15 %	25 %	35 %	40 %	45 %
<b>13</b>		5 %	10 %	25 %	35 %	45 %	50 %	55 %
<b>14</b>	5 %	10 %	15 %	35 %	45 %	55 %	65 %	75 %
<b>15+</b>	10 %	15 %	20 %	45 %	55 %	65 %	80 %	95 %

Unintelligent creatures with keen hearing and/or smell can be given the equivalent of high HD and/or intelligence for the purposes of detecting invisible creatures

# SPELLS

Spell	Range	Damage
Burning Hands	3' 120°	1 hp/level
Call Lightning	0	2d8+1d8/level
Death Spell	10'/level	
Disintegrate	5'/level	
Fire Storm	150'	2d8
Fireball	100'+10'/level	1d6/level
Flame Strike	60'	6d8
Ice Storm	10'/level	3d10
Lightning Bolt	40'+10'/level	1d6/level
Magic Missile	60'+10'/level	1d4+1/missile
Meteor Swarm	40'+10'/level	10d4 or 5d4
Shocking Grasp	Touch	1d8+1hp/level

# ARMOUR

Armour Type	Enc.	Max. Move	AC	Cost
Banded	35 lbs	90 ft	±6	90 gp
Chainmail	30 lbs	90 ft	±5	75 gp
Chain, Elvish	15 lbs	120 ft	±5	Not sold
Leather	15 lbs	120 ft	±2	5 gp
Padded	10 lbs	90 ft	±2	4 gp
Plate mail	45 lbs	60 ft	±7	400 gp
Full Plate	45 lbs	90 ft	±8	1,200 gp
Ring	35 lbs	90 ft	±3	30 gp
Scale or lamellar	40 lbs	60 ft	±4	45 gp
Shield, large	10 lbs	N/A	±1	15 gp
Shield, medium	8 lbs	N/A	±1	12 gp
Shield, small	5 lbs	N/A	±1	10 gp
Splint	40 lbs	60 ft	±6	80 gp
Studded	20 lbs	90 ft	±3	15 gp

# WEAPONS

Weapon Type	Damage		Enc. (lbs)	Cost (gp)
	S/M	L		
Arrows	1d6	1d6	4 (doz)	2 (doz)
Axe, battle	1d8	1d8	7	5
Axe, hand	1d6	1d6	5	1
Bolt, heavy	1d6+1	1d6+1	4 (doz)	4 (doz)
Bolt, light	1d4+1	1d4+1	2 (doz)	2 (doz)
Club	1d4	1d3	3	0.02
Dagger	1d4	1d3	1	2
Dart	1d3	1d2	½	0.2
Flail, heavy	1d6+1	2d4	10	3
Flail, light	1d4+1	1d4+1	5	1
Halberd	1d10	2d6	18	9
Hammer, heavy	1d6+1	1d6	10	7
Hammer, light	1d4+1	1d4	5	1
Javelin	1d6	1d4	4	5
Lance	2d4+1	3d6	15	6
Mace, heavy	1d6+1	1d6	10	10
Mace, light	1d4+1	1d4+1	5	4
Morningstar	2d4	1d6+1	12	5
Pick, heavy	1d6+1	2d4	10	8
Pick, light	1d4+1	1d4	4	5
Polearm	1d6+1	1d10	8	6
Sling bullet	1d4+1	1d6+1	4 (doz)	1 (doz)
Sling stone	1d4	1d4	2 (doz)	free
Spear	1d6	1d8	5	1
Staff	1d6	1d6	5	free
Sword, bastard	2d4	2d8	10	25
Sword, broad	2d4	1d6+1	8	10
Sword, long	1d8	1d12	7	15
Sword, scimitar	1d8	1d8	5	15
Sword, short	1d6	1d8	3	8
Sword, 2-handed	1d10	3d6	25	30
Trident	1d6+1	3d4	5	4

# ENCUMBRANCE

Max. weight that can be carried is 150 lbs ± STR Adjustment

Subtract STR adjustment from total weight carried to find the character's actual level of encumbrance.

Weight Carried	Max. Move	Surprise
up to 35lbs	120'/rd	+1 (only if in armour lighter than chain)
36-70 lbs	90'/rd	Normal bonuses apply
71-105 lbs	60'/rd	No normal bonuses apply (but penalties do)
106-150 lbs	30'/rd	No normal bonuses apply (but penalties do); -1 extra penalty

# MISSILE WEAPONS

Maximum range is 5x the Range Increment

Weapon Type	Damage		RoF	Range: -2 per	Enc (lbs)	Cost (gp)
	S/M	L				
Axe, hand	1d6	1d4	1	10 ft	5	1 gp
Bow, long	1d6	1d6	2	70 ft	12	60 gp
Bow, short	1d6	1d6	2	50 ft	8	15 gp
Club	1d4	1d3	1	10 ft	3	2 cp
Composite bow, long	1d6	1d6	2	60 ft	13	100 gp
Composite bow, short	1d6	1d6	2	50 ft	9	75 gp
Crossbow, heavy	1d6+1	1d6+1	½	60 ft	12	20 gp
Crossbow, light	1d4+1	1d4+1	1	60 ft	4	12 gp
Dagger	1d4	1d4	2	10 ft	1	2 gp
Dart	1d3	1d2	3	15 ft	½	2 sp
Hammer	1d4+1	1d4	1	10 ft	5	1gp
Javelin	1d6	1d4	1	20 ft	2	5 sp
Sling (bullet)	1d4+1	1d6+1	1	35 ft	½	5 sp
Sling (stone)	1d4	1d4	1	35 ft	½	free
Spear	1d6	1d8	1	15 ft	5	1 gp