

Down



Ch

geons



challenger



Drac

series

goms

Attack Rolls Table (All Monster)

Creature's Hit Dice	Armor Class Hit																			
	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Normal Man	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Up to 1	1	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
1+ to 2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
2+ to 3	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
3+ to 4	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
4+ to 5	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
5+ to 6	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
6+ to 7	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
7+ to 8	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
8+ to 9	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10	11
9+ to 11	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9	10
11+ to 13	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8	9
13+ to 15	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7	8
15+ to 17	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6	7
17+ to 19	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5	6
19+ to 21	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4	5
21+ to 23	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3	4
23+ to 25	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3
25+ to 27	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	>	2
27+ to 29	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2
29+ to 31	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2
31+ to 33	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2
33+ to 35	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2
35 + and up	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1
	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0

Creature's Hit Dice	Armor Class Hit																			
	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Normal Man	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31	32
Up to 1	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
1+ to 2	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30
2+ to 3	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
3+ to 4	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30
4+ to 5	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
5+ to 6	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30
6+ to 7	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
7+ to 8	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28
8+ to 9	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
9+ to 11	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
11+ to 13	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
13+ to 15	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
15+ to 17	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
17+ to 19	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
19+ to 21	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
21+ to 23	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
23+ to 25	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
25+ to 27	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
27+ to 29	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
29+ to 31	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
31+ to 33	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
33+ to 35	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
35 + and up	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20

Note:

* Misses only on a natural 1. Add the numbers shown to the total damage done by the attack.

Attack Rolls Table (All Characters)

Class & Level			Armor Class Hit																			
MU	C,E,H,T	D,F,G	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Normal Man			2	2	3	4	5	6	7	8	9	10	11	12	13	14	13	16	17	18	19	20
1-5	1-4	1-3	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
6-10	5-8	4-6	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	17
11-15	9-12	7-9	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	15
16-20	13-16	10-12	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	13
21-25	17-20	13-15	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	4	6	7	8	9	10	11	11
26-30	21-24	16-18	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	8	9	9
31-35	25-28	19-21	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	6	7	7
36	29-32	22-24	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	3	4	5	5
	33-35	25-27	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2	2	3
	36	28-30	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2	2	2
		31-33	*12	*11	*10	*10	*10	10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1	2	2
		34-36	*14	*13	*12	*11	*10	*10	*10	*10	*10	*9	*8	*7	*6	*5	*4	*3	*2	*1	*0	1

Class & Level			Armor Class Hit																			
MU	C,E,H,T	D,F,G	-1	-2	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Normal Man			20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31	32
1-3	1-4	1-3	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
6-10	5-8	4-6	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
11-15	9-12	7-9	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
16-20	13-16	10-12	14	15	16	17	18	19	20	20	20	20	21	22	23	24	25	26	27	28	29	29
21-25	17-20	13-15	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
26-30	21-24	16-18	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24	23
31-35	25-28	19-21	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
36	29-32	22-24	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
	33-35	25-27	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
	36	28-30	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
		31-33	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
		34-36	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

Notes:

- * Misses only on a natural 1. Add the number shown to the total damage done by the attack.
- 1. Although 20 is the maximum unadjusted roll, bonuses may result in a total of 21 or more.
- 2. Armor classes worse than 9 are possible due to Dexterity and magical penalties.

Turning Undead Table (Roll 2d6)

Undead	Cleric's Level																	
	1	2	3	4	5	6	7	8	9-10	11-12	13-14	15-16	17-20	21-24	25-28	29-32	33-36	
Skeleton	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#	D#	
Zombie	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	D+	D#	D#	
Ghoul	11	9	7	T	T	D	D	D	D	D	D+	D+	D+	D+	D+	D+	D#	
Wight	-	11	9	7	T	T	D	D	D	D	D	D+	D+	D+	D+	D+	D+	
Wraith	-	-	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	D+	
Mummy	-	-	-	11	9	7	T	T	D	D	D	D	D	D	D+	D+	D+	
Spectre	-	-	-	-	11	9	7	T	T	D	D	D	D	D	D	D+	D+	
Vampire	-	-	-	-	-	11	9	7	T	T	D	D	D	D	D	D	D+	
Phantom	-	-	-	-	-	-	11	9	7	T	T	D	D	D	D	D	D	
Haunt	-	-	-	-	-	-	-	11	9	7	T	T	D	D	D	D	D	
Spirit	-	-	-	-	-	-	-	-	11	9	7	T	T	D	D	D	D	
Nightshade	-	-	-	-	-	-	-	-	-	11	9	7	T	T	D	D	D	
Lich	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T	T	
Special	-	-	-	-	-	-	-	-	-	-	-	11	9	7	T	T	T	

11, 9, or 7 = number needed to turn successfully
 T = automatic turn, 2d6 Hit Dice of undead
 D = automatic Destroy. 2d6 Hit Dice of undead

D+ = automatic Destroy. 3d6 Hit Dice of undead
 D# = automatic Destroy, 4d6 Hit Dice of undead

Combat Sequence Table

- A. *Initiative*: Each side rolls 1d6 to determine initiative.
- B. *First Side Goes*: The side that won the initiative acts first.
1. *Morale (Optional)*: Monsters and NPCs roll Morale Checks. Also, anyone who needs to make a saving throw vs. an ongoing effect does so now.
 2. *Movement*: Characters who choose to move do so now.
 3. *Missile Combat*: Characters using missile and thrown weapons make their attacks.
 - a. They choose their targets.
 - b. They make their attack rolls.
 - c. They roll damage for any successful hits.
 4. *Magic*: Characters using magic cast their spells.
 - a. They choose their targets.
 - b. Their targets roll saving throws if appropriate.
 - c. The DM applies the results.
 5. *Hand-to-Hand Combat*: Characters fighting hand-to-hand make their attacks.
 - a. They choose their targets.
 - b. They make their attack rolls.
 - c. They roll damage for any successful hits.
- C. *Second Side Goes*: The side that lost the initiative acts now, performing the same five steps.
- D. *Special Results*: The DM announces any special results.

Attack Roll Modifiers Table

Circumstance	Attack Roll Modifier
Attacking From Behind	+2 bonus *
Attacker Can't See Target	-4 penalty
Larger Than Man-Sized	-2 penalty
Monster Attacking Halfling	-1 penalty
Target Exhausted	+2 bonus
Attacker Exhausted	-2 penalty
* Ignore defender's shield	

Weapons Table

Item	Damage	Range S/M/L	Cost (gp)	Enc (cn)	Notes
Ammunition: See Ammunition Table					
Axes:					
Axe, Battle	1d8		7	60	(r),2H,M
Axe, Hand	1d6	10/20/30	4	30	(t),S
Bows:					
Bow, Short	1d6	50/100/150	25	20	(a),(m),2H,M
Bow, Long	1d6	70/140/210	40	30	(a),(m),2H,L
Crossbow, Lt	1d6	60/120/180	30	50	(a),(m),(s),2H,M
Crossbow, Hvy	2d4	80/160/240	50	80	(a),(m),(s),2H,L
Bludgeons:					
Blackjack	1d2		5	5	(c),(r),(s),S
Club	1d4		3	50	(c),(r),M
Hammer, Throwing	1d4	10/20/30	4	25	(c),(t),M
Hammer, War	1d6		5	50	(c),(r),M
Mace	1d6		5	30	(t),(r),M
Staff	1d6		5	40	(c),(r),(w),2H,M
Torch	1d4		1/6	20	(c),(r),S
Daggers:					
Normal	1d4	10/20/30	5	10	(t),(w),S
Silver	1d4	10/20/30	30	10	(t),(w),S
Stiletto	1d3	10/20/30	3	5	(t),(w),S
Pole Weapons:					
Halberd	1d10		7	150	(s),2H,L
Javelin	1d6	30/60/90	1	20	(t),M
Lance	1d10		10	180	(s),(v),L
Pike	1d10		3	80	(s),(v),2H,L
Pole-arm	1d10		7	150	(s),2H,L
Poleaxe	1d10		5	120	(s),2H,L
Spear	1d6	20/40/60	3	30	(t),(v),L
Trident	1d6	10/20/30	5	25	(s),(t),M
Shield Weapons:					
Shield, Horned	1d2		15	20	(s),S
Shield, Knife	1d4+1		65	70	(s),S
Shield, Sword	1d4+2		200	185	(s),(v),M
Shield, Tusked	1d4+1		200	275	(s),2H,L
Swords:					
Short	1d6		7	30	(r),S
Normal	1d8		10	60	(r),M
Bastard					
One-Handed	1d6+1		15	80	(r),HH,L
Two-Handed	1d8+1		15	80	(r),2H,L
Rapier	2d4+1		15	40	(r),M
Swordstick	1d6		10	20	(r),S
Two-Handed	1d10		15	100	2H,L
Other Weapons:					
Bagh nakh	1d4		45	10	(s),S
Blowgun, up to 2'	Nil	10/20/30	3	6	(a),(m),(s),(w),S
Blowgun, 2'+	Nil	20/25/30	6	15	(a),(m),(s),(w),2H,M
Bola	1d2	20/40/60	5	5	(s),(t),M
Boomerang	1d4	40/80/160	10	50	(m),(s),(w),M
Cestus	1d3		5	10	(s),S
Chakram	1d6	10/20/30	1	5	(m),(w),S
Holy Water	1d8	10/30/50	25	1	(c),(s),(t),(w),S
Net	Nil	10/20/30	(n)	(n)	(s),(t),(w),M or L
Oil, Burning	1d8	10/30/50	2	10	(c),(s),(t),(w),S
Rock, Thrown	1d3	10/30/50	1/10	10	(c),(t),(w),S
Sling	1d4	40/80/160	2	20	(c),(m),(w),S
Whip	1d2		1/ft	10/ft	(s),(w),M



Weapons Table (Notes)

(a) The weapon's normal load of ammunition is already included in the weapon's encumbrance (bow 20 arrows: crossbow: 30 quarrels, sling: 30 stones: blowgun 5 darts) If you want to vary the number of missiles you carry with the missile weapon, 2 arrows equal 1 cn in encumbrance, 3 quarrels equal 1 cn, 3 sling stones equal 1 cn, and 3 darts equal 1 cn. Therefore, a long bow without arrows has an encumbrance of 20 cn; a light crossbow without quarrels has an encumbrance of 40 cn.

(c) Clerics may use this weapon. Druids may too, if they can find a form of this weapon with no metal or stone parts.

(m) Missile weapon; never used as a melee weapon.

(n) A net's cost and encumbrance are based on its size. Nets cost 1 sp per square foot of surface area and have an encumbrance of 1 cn per square foot. A Medium net (6'x 6") would cost 36 sp (3.6 gp) and have an encumbrance of 36 cn.

(r) This weapon can be thrown, but is only rarely used this way; only characters at the Expert or greater level of weapon mastery can throw this weapon in combat.

(s) This weapon has special features; read the weapon description.

(t) This is a hand weapon that may also be thrown.

(v) This weapon may be set vs. a charge.

(w) Magic-users may use this weapon at the DM's discretion.

HH This weapon can be used either one-handed or two-handed. Used two-handed, it operates similarly to two-handed weapons (i.e. the wielder cannot use a shield when using the weapon this way). However, a character using this weapon, even in its two-handed style, does not automatically lose individual initiative. Halflings and other small races can use this weapon.

2H This weapon requires two hands for use. The wielder of the weapon may not use a shield and always loses individual initiative to characters not using a two-handed weapon. Halflings and small races cannot use this weapon.

S Small weapon.

M Medium weapon.

L Large weapon.

Saving Throw Table: All Characters

Character Class	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff, or Spell
Cleric/ Druid					
1-4	11	12	14	16	15
5-8	9	10	12	14	13
9-12	7	8	10	12	11
13-16	6	7	8	10	9
17-20	5	6	6	8	7
21-24	4	5	3	6	5
25-28	3	4	4	4	4
29-32	2	3	3	3	3
33-36	2	2	2	2	2
Fighter/Mystic					
Normal Man (0)	14	15	16	17	17
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	11	12
10-12	6	7	8	9	10
13-15	6	6	7	8	9
16-18	5	6	6	7	8
19-21	5	5	6	6	7
22-24	4	5	5	5	6
25-27	4	4	5	4	5
28-30	3	4	4	3	4
31-33	3	3	3	2	3
34-36	2	2	2	2	2
Magic-user					
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	9	10	9	12	9
16-20	7	8	7	10	6
21-24	5	6	5	8	4
25-28	4	4	4	6	3
29-32	3	3	3	4	2
33-36	2	2	2	2	2
Thief					
1-4	13	14	13	16	15
5-8	11	12	11	14	13
9-12	9	10	9	12	11
13-16	7	8	7	10	9
17-20	5	6	5	8	7
21-24	4	5	4	6	5
25-28	3	4	3	4	4
29-32	2	3	2	3	3
33-36	2	2	2	2	2
Dwarf					
1-3	8	9	10	13	12
4-6	6	7	8	10	9
7-9	4	5	6	7	6
10-12	2	3	4	4	3
Elf					
1-3	12	13	13	15	15
4-6	8	10	10	11	11
7-9	4	7	7	7	7
10	2	4	4	3	3
Halfling					
1-3	8	9	10	13	12
4-6	3	6	7	9	8
7-8	2	3	4	5	4

Terrain Effects on Movement Table

Terrain	Movement
Trail/road*	1 1/2 normal
Clear/city/grassland	Normal
Forest/muddy ground/snow	2/3 normal
Hill /desert/ broken terrain	2/3 normal
Mountain/swamp/jungle	1/2 normal
Ice/glacier	1/2 normal

* Roads allow travelers to ignore every terrain modifier except muddy ground/snow

Character Movement Rates and Encumbrance Table

Enc (cn)	Normal Speed (feet per turn)	Encounter Speed (feet per round)	Running Speed (feet per round)
0-400	120	40	120
401-800	90	30	90
801-1,200	60	20	60
1,201-1,600	30	10	30
1,601-2,400	15	5	15
2,401 +	0	0	0