

Attack Matrix

Fighters*	Clerics†	Magic-Users‡	Hit Dice	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1-3	1-4	1-5	<1	11	12	13	14	15	16	17	18	19	20	20	20	20
4-6	5-8	6-10	1+ to 2	10	11	12	13	14	15	16	17	18	19	20	20	20
7-9	9-12	11-15	2+ to 3	9	10	11	12	13	14	15	16	17	18	19	20	20
10-12	13-16	16-20	3+ to 4	8	9	10	11	12	13	14	15	16	17	18	19	20
13-15	17-20	21-25	4+ to 5	7	8	9	10	11	12	13	14	15	16	17	18	19
			5+ to 6	6	7	8	9	10	11	12	13	14	15	16	17	18
			6+ to 7	5	6	7	8	9	10	11	12	13	14	15	16	17
			7+ to 8	4	5	6	7	8	9	10	11	12	13	14	15	16
			8+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15
			9+ to 10	2	3	4	5	6	7	8	9	10	11	12	13	14
			10+ to 11	2	2	3	4	5	6	7	8	9	10	11	12	13
			11+ to 12	2	2	2	3	4	5	6	7	8	9	10	11	12
			12+ to 13	2	2	2	2	3	4	5	6	7	8	9	10	11
			13+ to 14	2	2	2	2	2	3	4	5	6	7	8	9	10
			14+ to 15	2	2	2	2	2	2	3	4	5	6	7	8	9
			15+ to 16	2	2	2	2	2	2	2	3	4	5	6	7	8
			16+ to 17	2	2	2	2	2	2	2	2	3	4	5	6	7
			17+ to 18	2	2	2	2	2	2	2	2	2	3	4	5	6
			18+ to 19	2	2	2	2	2	2	2	2	2	2	3	4	5
			19+ to 20	2	2	2	2	2	2	2	2	2	2	2	3	4
			20+ to 21	2	2	2	2	2	2	2	2	2	2	2	2	3
			21+	2	2	2	2	2	2	2	2	2	2	2	2	2

*: Also: Dwarves, Elves, Halflings
 †: Also: Thieves
 ‡: Also:

Armor Classes

Armor Class	Reactions (2d6)
Clothing Only	2 Immediate Attack
Leather Armor	3-5 Hostile, Possible Attack
Chain Mail	6-8 Uncertain, Confused
Plate Mail	9-11 No Attack, Flexible
Shield	12 Enthusiastic Friend

AI	3	-3
b	4-5	-2
i	6-8	-1
i	9-12	0
i	13-15	+1
t	16-17	+2
y	18	+3

Turn Sequence

1. Roll for wandering monsters.
2. The party moves + maps.
3. Resolve encounters: 10(2d6) feet away, 1d6 surprise, reaction, resolve.
4. End of turn (10 minutes passed).

Saving Throws

Fighter Level	Death Poison	Magic Wands	Paralysis Stone	Dragon Breath	Rods/Spells
N.M.	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8

Rules Quick Ref.

- *Healing: 1d3 HP/day of full bed rest.
- *Traps: Triggered 2/6 times; find on 1/6 searches (3/6 dwarves).
- *Secrets: Find in 1/6 searches (2/6 for elves).
- *Doors: 2/6 stuck; open with 1-2 on 1d6, adjusted by Strength.
- *Lighting: 30' by torch (6 turns) or lantern (24 turns); in vision 60'.
- *Combat: ① 1d6 initiative. ② 2d6 Morale (roll ≤). ③ Move at 1/3 speed.
- ④ Ranged attacks. ⑤ Magic. ⑥ Melee attacks. ⑦ Repeat.
- *Flee: Fighting withdrawal 1/2 speed; Retreat +2 to enemies, no shield.

(www.infinite dragons.com)

Experience for Monsters Defeated

H.D.	Value	Bonus	H.D.	Value	Bonus
<1	6	1	5+	225	175
1	10	3	6	275	225
1+	15	4	6+	350	300
2	20	5	7	450	400
2+	25	10	8	650	550
3	35	15	9-10+	900	700
3+	50	25	11-12+	1100	800
4	75	50	13-16+	1350	950
4+	125	75	17-20+	2000	1150
5	175	125	21+	2500	2000

*: For each HD over 21, add 250 to value + bonus

Wilderness Encounters

Speed*	Lost	Environment	Chance	Check	Terrain Type
24mi.	-	Dungeon, City	1/6	1/day	Normal
24mi.	-	Settled	1/6	3/day	Dangerous
24mi.	1/6	Clear, Grassland	1/6	3/day	Heavily Infested
16mi.	3/6	Wood, Hills, Barren	3/6	4/day	Teeming
16mi.	3/6	Desert	3/6	1d6	Time of Day
12mi.	3/6	Mountains	3/6	1-2	Morning
12mi.	3/6	Swamp, Jungle	3/6	3	Afternoon
-	3/6	River, Ocean	3/6	4	Evening
-	3/6	Aerial	3/6	5-6	Night

*: On trail, movement always normal. On road, movement is 36 miles.