



DOWNTIME

Buying Equipment

Availability: Depends on location.

Hiring Retainers: Roll 2d6

Locating: Taverns or posting notices.

CHA: Apply hiring PC's modifier to roll.

Generosity: -2 to +2, based on offer.

Bad reputation: -1 or -2.

Retainer Hiring Reactions

2d6	Result
2 or less	Ill will (-1 to further rolls)
3-5	Offer refused
6-8	Roll again
9-11	Offer accepted
12 or more	Offer accepted, +1 loyalty

Hiring Specialists or Mercenaries

Locating: Taverns or posting notices.

Availability: Depends on residents in area.

Pay rate: Depends on type.

Learning Arcane Spells from a Mentor

When: Upon gaining a level.

Number of spells: Spells in spell book increased to match the number that can be memorized per day.

Time: About one week.

Magical Research

Spells: Per spell level: 2 weeks + 1,000gp.

Items duplicating spells: Per spell level per charge: 1 week + 500gp.

Other items: Ref. decides time/cost.

Misc. research: Ref. decides time/cost.

Chance of failure: 15% or higher.

Resting

Healing: 1d3hp per day of complete rest.

DUNGEONS

Sequence Per Dungeon Turn (10min)

1. Wandering monsters
2. Party decides course of actions
3. Description: Referee describes what happens.
4. End of turn: Update time records, checking light, spell durations, rest.

Darkness

Torches and lanterns: 30' radius light.

Infravision: Non-human monsters: 60'.

Surprise: Light sources negate surprise.

Doors

Listening: Base 1-in-6 chance of success.

Shutting: Doors may close after PCs pass.

Stuck: Chance of forcing depends on STR.

Failed attempt alerts monsters.

Movement

Exploring the unknown: Characters move their base movement rate per turn.

Familiar areas: Ref. may allow a faster rate.

Resting

Frequency of rest: One turn every hour.

Penalty: -1 to hit and damage rolls.

Searching: 1-in-6 Chance

Area: Particular 10' x 10' area.

Time: Searching takes one turn.

Traps

Chance of triggering: 2-in-6 chance when PC makes action that could trigger.

Types: Room trap, treasure trap. All PCs can find room traps by searching.

Wandering Monsters

Chance: Typically 1-in-6 every 2 turns.

WILDERNESS

Sequence Per Wilderness Day

1. Party decide course of travel
2. Losing direction
3. Weather: When waterborne.
4. Wandering monsters
5. Description: Referee describes regions passed through and sites of interest, asking players for their actions.
6. End of day: Update time records, checking rations, spell durations, rest.

Finding Food

Foraging: Performed alongside travel.

1-in-6 chance of food for 1d6 humans.

Hunting: Sole activity of day. 1-in-6 chance of encountering animals.

Losing Direction: Roll 1d6

Clear, grasslands: 1-in-6.

Barren, hills, mountains, woods: 2-in-6.

Desert, jungle, forest, hills: 3-in-6.

Coastal waters: 2-in-6.

Sea: 2-in-6 with navigator, 6-in-6 without.

Movement

Miles/day: 1/3 of base movement rate.

Broken, desert, forest, hills: 33% slower.

Jungle, mountains, swamp: 50% slower.

Maintained roads: 50% faster.

Forced march: 50% faster, rest 1 day after.

Resting

Frequency of rest: One day out of seven.

Penalty: -1 to hit and damage rolls.

Wandering Monsters

Frequency: Typically rolled once per day.

City, clear, grasslands, settled: 1-in-6.

Aerial, barren, desert, forest, hills: 2-in-6.

Jungle, mountains, swamp: 3-in-6.

ENCOUNTERS

Encounter Sequence

1. Surprise
2. Determine encounter distance
3. Initiative: Unsurprised sides only.
4. Actions: Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. Conclusion: One turn has passed.

Surprise: Each Side Rolls 1d6

Result: 1 or 2 = surprised.

Encounter Distance

Dungeon: 2d6 x 10 feet.

Wilderness or waterborne: 4d6 x 10 yards (1d4 x 10 yards with surprise).

Initiative: Each Side Rolls 1d6

Result: Highest acts first.

Ties: Either roll again or resolve actions on both sides simultaneously.

Slow weapons: Always act last in round.

Monster Reactions: Roll 2d6

CHA: Apply interacting PC's mod. to roll.

Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12 or more	Friendly, helpful

Conclusion

1 turn passes: An encounter is assumed to take at least one full turn to complete, including time to rest, regroup, clean weapons, bind wounds, and so on, afterwards.

COMBAT

Sequence Per Combat Round (10s)

1. Declare spells and melee movement
2. Initiative: Each side rolls 1d6.
3. Winning side acts:
 - a. Monster morale
 - b. Movement
 - c. Missile attacks
 - d. Spell casting
 - e. Melee attacks
4. Other sides act: In initiative order.

Initiative: Each Side Rolls 1d6

Result: Highest acts first.

Ties: Either roll again or resolve actions on both sides simultaneously.

Slow weapons: Always act last in round.

Morale and Loyalty: Roll 2d6

Monsters: Check morale when the first death occurs on their side or when half their side is killed/incapacitated.

Retainers: Check loyalty when confronted with extraordinary danger.

Result: Higher than morale/loyalty score: monster/retainer surrenders or flees.

Two successes: If two morale checks succeed, the monster makes no more checks.

Morale 2: Never fights (unless cornered).

Morale 12: Never checks morale.

Movement in Combat

Outside of melee: Move up to encounter movement rate (1/3 of base movement rate).

Fighting withdrawal: Move backwards from melee at up to half encounter move.

Retreat: Flee from melee at full encounter move. Cannot attack, opponent gains +2 bonus to hit and ignores shield AC bonus.

Spell casting: No movement allowed.

Moving and attacking: May be combined in a single round.

Concentration: Broken by performing other action or being distracted (e.g. attacked).

Attack Matrix by Class and Level or Monster HD

Semi-Non-Martial			Monster	Attack Roll to Hit AC												
Martial	Martial	Martial	Hit Dice	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
			NH	20	20	20	20	19	18	17	16	15	14	13	12	11
1-3	1-4	1-5	Up to 1	20	20	20	19	18	17	16	15	14	13	12	11	10
			1+ to 2	20	20	19	18	17	16	15	14	13	12	11	10	9
4-6	5-8	6-10	2+ to 3	20	19	18	17	16	15	14	13	12	11	10	9	8
			3+ to 4	19	18	17	16	15	14	13	12	11	10	9	8	7
			4+ to 5	18	17	16	15	14	13	12	11	10	9	8	7	6
7-9	9-12	11-14	5+ to 6	17	16	15	14	13	12	11	10	9	8	7	6	5
			6+ to 7	16	15	14	13	12	11	10	9	8	7	6	5	4
10-12	13-14		7+ to 9	15	14	13	12	11	10	9	8	7	6	5	4	3
			9+ to 11	14	13	12	11	10	9	8	7	6	5	4	3	2
13-14			11+ to 13	13	12	11	10	9	8	7	6	5	4	3	2	2
			13+ to 15	12	11	10	9	8	7	6	5	4	3	2	2	2
			15+ to 17	11	10	9	8	7	6	5	4	3	2	2	2	2
			17+ to 19	10	9	8	7	6	5	4	3	2	2	2	2	2
			19+ to 21	9	8	7	6	5	4	3	2	2	2	2	2	2
			21+ or more	8	7	6	5	4	3	2	2	2	2	2	2	2

Martial: Fighter, dwarf, elf, halfling. Semi-martial: Cleric, thief. Non-martial: Magic-user.

Attack Rolls: Roll 1d20

Ranges: Melee within 5', missile beyond 5'.

Melee modifiers: STR modifies attack rolls.

Missile modifiers: DEX modifies attack rolls. +1 at short range, -1 at long range.

1s and 20s: 1s always miss, 20s always hit.

Damage

PC attacks: 1d6 (optional rule: by weapon).

STR modifies melee damage.

Monster attacks: Indicated in description.

Minimum 1 damage: A successful attack always deals at least 1 damage, irrespective of modifiers.

Death: At 0 hit points or less.

Spell Casting

Sole action: No movement or other action can be combined with spell casting.

Disrupting: If caster is hit or fails a save, the spell being cast is lost.

Concentration: Broken by performing other action or being distracted (e.g. attacked).

WEAPONS

Melee Weapon Combat Stats

Weapon	Dmg	Qualities
Battle axe	1d8	Slow, 2-handed
Club	1d4	Blunt
Dagger	1d4	
Hand axe	1d6	
Lance	1d6	Charge
Mace	1d6	Blunt
Pole arm	1d10	Brace, Slow, 2-h.
Short sword	1d6	
Spear	1d6	Brace
Staff	1d4	Blunt, Slow, 2-h.
Sword	1d8	
Torch	1d4	
2-handed sword	1d10	Slow, 2-handed
War hammer	1d6	Blunt

Blunt: May be used by clerics.

Brace: 2 x damage vs charging monsters.

Charge: 60' on horseback for 2 x damage.

Slow: Always loses initiative.

2-handed: Character cannot use a shield.

Missile Weapon Combat Stats

Weapon	Dmg	S(+1)	M	L(-1)
Crossbow	1d6	80'	160'	240'
Dagger	1d4	10'	20'	30'
Hand axe	1d6	10'	20'	30'
Holy water	1d8	10'	30'	50'
Javelin	1d4	30'	60'	90'
Long bow	1d6	70'	140'	210'
Oil flask	1d8	10'	30'	50'
Short bow	1d6	50'	100'	150'
Sling	1d4	40'	80'	160'
Spear	1d6	20'	40'	60'

Crossbow: Always loses initiative. Optionally requires a round to reload.

Holy water: Only harms undead. Liquid deals damage over 2 rounds.

Oil flask: Causes damage when ignited. Liquid deals damage over 2 rounds.

SAVING THROWS

1d20: Higher or equal = save succeeds.

Damaging effects: Half damage on a successful save.

Poisoned attacks: Even if the save succeeds, the attack's damage is not avoided.

Cleric Saving Throws

Level	D	W	P	B	S
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13-14	3	5	7	8	7

Dwarf and Halfling Saving Throws

Level	D	W	P	B	S
1-3	8	9	10	13	12
4-6	6	7	8	10	10
7-9	4	5	6	7	8
10-12	2	3	4	4	6

Elf Saving Throws

Level	D	W	P	B	S
1-3	12	13	13	15	15
4-6	10	11	11	13	12
7-9	8	9	9	10	10
10	6	7	8	8	8

Fighter and Monster Saving Throws

Level or HD	D	W	P	B	S
NH	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
16-18	2	3	4	3	6
19-21	2	2	2	2	4
22 or more	2	2	2	2	2

D: Death/poison; W: Wands;

P: Paralysis/petrify; B: Breath attacks;

S: Spells/rods/staves.

Magic-User Saving Throws