This PDF contains the endpapers from the printed edition of this book. These pages are provided to PDF customers for use as reference sheets.
Adventuring

**Ability Checks: Roll 1d20**

Result: Lower or equal = success.
Difficulty: –4 (easy) to +4 (very difficult).
1s and 20s: 1s always pass, 20s always fail.

**Falling**

Falling from a height onto a hard surface inflicts 1d6 damage per 10’ fallen.

**Healing**

Natural: 1d3hp per day of complete rest
Magical: Takes effect instantaneously. May be combined with natural healing.

**Hiring Retainers: Roll 2d6**

CHA modifier: Of hiring PC applies.
Generosity: –2 to +2, based on offer.
Bad reputation: –1 or –2.

<table>
<thead>
<tr>
<th>2d6</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 or less</td>
<td>Ill will (–1 to further rolls)</td>
</tr>
<tr>
<td>3–5</td>
<td>Offer refused</td>
</tr>
<tr>
<td>6–8</td>
<td>Roll again</td>
</tr>
<tr>
<td>9–11</td>
<td>Offer accepted</td>
</tr>
<tr>
<td>12 or more</td>
<td>Offer accepted, +1 loyalty</td>
</tr>
</tbody>
</table>

**Saving Throws: Roll 1d20**

Result: Higher or equal = save succeeds.

---

Encumbrance

**Coin Conversion Rates**

<table>
<thead>
<tr>
<th>Value in</th>
<th>1 pp</th>
<th>1 gp</th>
<th>1 ep</th>
<th>1 sp</th>
<th>1 cp</th>
</tr>
</thead>
<tbody>
<tr>
<td>pp</td>
<td>1</td>
<td>1/5</td>
<td>1/10</td>
<td>1/50</td>
<td>1/500</td>
</tr>
<tr>
<td>gp</td>
<td>5</td>
<td>1</td>
<td>1/2</td>
<td>1/10</td>
<td>1/100</td>
</tr>
<tr>
<td>ep</td>
<td>10</td>
<td>2</td>
<td>1</td>
<td>1/5</td>
<td>1/50</td>
</tr>
<tr>
<td>sp</td>
<td>50</td>
<td>10</td>
<td>5</td>
<td>1</td>
<td>1/10</td>
</tr>
<tr>
<td>cp</td>
<td>500</td>
<td>100</td>
<td>50</td>
<td>10</td>
<td>1</td>
</tr>
</tbody>
</table>

See p23
**Dungeons**

See p28

**Wandering Monsters**

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

**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 movement rate per turn.

In familiar areas: Referee may allow a faster movement rate.

**Resting**

Frequency of rest: One turn every hour.

Penalty: −1 to hit and damage rolls.

**Searching: 1-in-6 Chance**

Area: Particular 10’ × 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. PCs can find room traps by searching.

**Wilderness**

See p30

**Sequence Per Wilderness Day**

1. Party decide course of travel
2. Losing direction
4. Wandering monsters
5. Description: The referee describes the regions passed through and any sites of interest, asking players for their actions as required.
6. End of day: Update time records, checking rations, spell durations, rest.

**Losing Direction: Roll 1d6**


Desert, jungle, swamp: 3-in-6.

**Wandering Monsters**

Frequency: Typically rolled once per day.

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

Barren, desert, forest, hills: 2-in-6.

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

**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.

**Movement**

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.
Encounters

Encounter Sequence
1. Determine encounter distance
2. Surprise
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.

Encounter Distance
Dungeon: 2d6 × 10 feet.
Wilderness: 4d6 × 10 yards (1d4 × 10 yards with surprise).

Surprise: Each Side Rolls 1d6
Result: 1 or 2 = surprised.

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 modifier: Of interacting PC applies.

<table>
<thead>
<tr>
<th>Monster Reaction Roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>2d6</td>
<td></td>
</tr>
<tr>
<td>2 or less</td>
<td>Hostile, attacks</td>
</tr>
<tr>
<td>3–5</td>
<td>Unfriendly, may attack</td>
</tr>
<tr>
<td>6–8</td>
<td>Neutral, uncertain</td>
</tr>
<tr>
<td>9–11</td>
<td>Indifferent, uninterested</td>
</tr>
<tr>
<td>12 or more</td>
<td>Friendly, helpful</td>
</tr>
</tbody>
</table>

Combat

Sequence Per Combat Round (10s)
1. Declare spells and retreats
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.

Morale: Roll 2d6
Result: Higher than morale score: monster surrenders or flees.
When to check: First death on side; side half incapacitated.
Morale scores of 2 or 12: Score of 2: Never fights (unless cornered). Score of 12: Never checks morale.

Movement in Melee
Fighting withdrawal: Move backwards at up to half encounter movement rate.
Retreat: Flee at full encounter movement rate. Cannot attack, opponent gains +2 bonus to hit, ignoring shield bonus to AC.

Missile Attacks (>5’ Away)
Range: Short: +1 to hit; Long: −1 to hit.
Partial cover: −1 to −4 to hit.

Spell Casting
Sole action: No move or other action.
Disrupting: If caster is hit or fails a save, the spell being cast is lost.

Attacking: Roll 1d20
Modifiers: Melee: STR modifies attack and damage. Missile: DEX modifies attack.
1s and 20s: 1s always miss, 20s always hit.
## Attack Matrix by Monster HD or THAC0

<table>
<thead>
<tr>
<th>Monster HD</th>
<th>THAC0</th>
<th>-3</th>
<th>-2</th>
<th>-1</th>
<th>0</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal H</td>
<td>20 [+1]</td>
<td>20</td>
<td>20</td>
<td>20</td>
<td>20</td>
<td>19</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
</tr>
<tr>
<td>Up to 1</td>
<td>19 [0]</td>
<td>20</td>
<td>20</td>
<td>20</td>
<td>19</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
</tr>
<tr>
<td>1+ to 2</td>
<td>18 [+1]</td>
<td>20</td>
<td>20</td>
<td>19</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
</tr>
<tr>
<td>2+ to 3</td>
<td>17 [+2]</td>
<td>20</td>
<td>19</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
</tr>
<tr>
<td>3+ to 4</td>
<td>16 [+3]</td>
<td>19</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
</tr>
<tr>
<td>4+ to 5</td>
<td>15 [+4]</td>
<td>18</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
</tr>
<tr>
<td>5+ to 6</td>
<td>14 [+5]</td>
<td>17</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
</tr>
<tr>
<td>6+ to 7</td>
<td>13 [+6]</td>
<td>16</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
</tr>
<tr>
<td>7+ to 9</td>
<td>12 [+7]</td>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>9+ to 11</td>
<td>11 [+8]</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>11+ to 13</td>
<td>10 [+9]</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>13+ to 15</td>
<td>9 [+10]</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>15+ to 17</td>
<td>8 [+11]</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>17+ to 19</td>
<td>7 [+12]</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>19+ to 21</td>
<td>6 [+13]</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>21+ or &gt;</td>
<td>5 [+14]</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

## Monster Saving Throws

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Death</th>
<th>Wands</th>
<th>Paralysis</th>
<th>Breath</th>
<th>Spells</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normal Human</td>
<td>14</td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>18</td>
</tr>
<tr>
<td>1–3</td>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td>16</td>
</tr>
<tr>
<td>4–6</td>
<td>10</td>
<td>11</td>
<td>12</td>
<td>13</td>
<td>14</td>
</tr>
<tr>
<td>7–9</td>
<td>8</td>
<td>9</td>
<td>10</td>
<td>10</td>
<td>12</td>
</tr>
<tr>
<td>10–12</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>8</td>
<td>10</td>
</tr>
<tr>
<td>13–15</td>
<td>4</td>
<td>5</td>
<td>6</td>
<td>5</td>
<td>8</td>
</tr>
<tr>
<td>16–18</td>
<td>2</td>
<td>3</td>
<td>4</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>19–21</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>4</td>
</tr>
<tr>
<td>22 or more</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
<td>2</td>
</tr>
</tbody>
</table>

## Damage

- **PCs:** 1d6 (optional rule: by weapon).
- **Melee:** STR modifies damage.
- **Monsters:** Indicated in description.
- **Minimum damage:** At least 1.
- **Death:** At 0 hit points or less.

## Common Combat Situations

- **Attacks from behind:** Ignore shield AC.
- **Blind characters:** Cannot attack.
- **Paralysed characters:** Can be automatically hit (just roll damage).
- **Unarmed attacks:** 1d2 damage, modified by STR.