



# Castle Blackmoor

1974 D&D House Rules

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## ENCUMBRANCE BY STONE

Encumbrance	Movement
up to 5 stones	12"
up to 7 stones	9"
up to 10 stones	6"
up to 20 stones	3"

This can be conveniently thought of as the 5-10-20 rule (which corresponds to the maximum movement rates of 12", 6", and 3").

**Mounts and Mules:** Can carry three times as much, following a 15-30-60 rule.

### WEIGHT IN STONES

150 coins or gems (OD&D)	1 stone
Heavy Armor	5 stones
Medium Armor	3 stones
Light Armor	1 stone
Shield	1 stone
Weapon	1 stone
Weapon, light	Misc. Equipment
Ammunition	Misc. Equipment
Miscellaneous Equipment	1 stone per 5 bundles
Stowed Weapons	1 bundle
Heavy Items	1 or more stones
Light Clothing / Worn Items	0 stones

**Miscellaneous Equipment:** Up to twenty items of the same type (scrolls, arrows, potions, rope) can be bundled together for the purposes of encumbrance. Items of different types aren't bundled when determining encumbrance.

**Stowed Weapons:** Stowed weapons have been compactly stored in a way which makes them more difficult to draw (but easier to carry). Stowed weapons must be retrieved before they can be used, but they only count as 1 stone per 5 weapons.

**Heavy Items:** Anything weighing more than roughly 10 pounds can't be effectively bundled. Estimate a weight in stones (about 10-20 pounds to the stone). When in doubt, call it a stone.

**Clothing / Worn Items:** Worn items don't count for encumbrance, unless the individual items would qualify as heavy items.

## **CONTAINERS CARRY**

Belt Pouch	½ stone
Sack, Small	1 stone
Sack, Large	2 stones
Backpack	3 stones
Backpack, Large	5 stones

Empty containers count as miscellaneous equipment. Containers being used to carry items don't count towards encumbrance.

Larger sacks (often referred to as "loot sacks") are also possible, but these cannot generally be stored on the body. They must be carried in both hands (see "Lifting" below).

## **WEIGHT OF A MAN**

A human can generally be assumed to weigh about a dozen stones. Halflings weigh only 2 stones. (Your own weight does not count towards your encumbrance.)

## **TIPS FOR USING EQUIPMENT SHEET**

**Weapon/Armor:** Write the armor you're wearing and the weapons you have ready for action (in sheaths, etc.) under "Adventuring Gear" on your character sheet. Encumbrance for those items can then be noted in the lower right hand corner of the equipment sheet and totaled with the rest of your equipment.

### **Tracking Location of Items - Two Methods:**

- Write slot numbers next to container.
- Put a symbol (star, circle, square, etc.) next to the container, then mark items in the container with the same.

**Tracking Supplies:** The intention is that you list your supplies in the Misc. Equipment section, but can just quickly check off supplies used on the trackers. At some point you can go through, adjust the equipment list, and clear the supply checklists.

# OD&D HOUSE RULINGS

## WEAPON DAMAGE

- **One-Handed Weapons:** 1d6
- **Two-Handed Weapons:** 2d6, take highest
- **Light Weapons:** 2d6, take lowest
- **Bows**
  - Short Bow: 2d6, take lowest
  - Long Bow: 1d6
  - Composite Bow: 2d6, take highest
- **Crossbows**
  - Light Crossbow: 1d6
  - Heavy Crossbow: 2d6, take highest

## DUAL-WIELDING

Dual-wielding grants you a +1 bonus on your attack roll. On a hit, you deal damage as per the most effective weapon. (You can't dual-wield with a two-handed weapons unless you have more than two hands.)

## HELMETS

Not wearing a helmet inflicts a -1 penalty to Armor Class.

## SHIELDS

Shields grant a +1 bonus to Armor Class (as shown on the combat tables) when they are readied. (Surprised characters do not benefit from their shields.) In addition:

- **Shields Shall Be Splintered:** Whenever you take damage, you can opt to have the damage absorbed by your shield. The shield is splintered and destroyed, but you don't take any damage from the blow.
- **Magic Shields:** You can do the same with a magic shield, but the shield won't be destroyed. Instead there will be a 75% chance that the shield will lose +1 of its enchantment.
- **Magic Shields vs. Spells:** In addition, you can automatically sacrifice +1 from a magic shield in order to make a successful save vs. any spell.

## HIRELINGS

- **XP:** 1/2 XP from monsters; full XP from shared gold

## MORALE

- Roll 2d6 v. morale rating. If > Morale, seek to leave combat.
- **Random Morale:** 2d6-1 + Loyalty Bonus
- **Hirelings:** Check during first encounter; after each adventure.
- **Men-at-Arms / Monsters:** Always check, unless fanatic/mindless.

## MOVE/TURN IN THE UNDERWORLD

1 turn = 10 minutes = 10 rounds = 2 moves

1 segment = 5 minutes = 1 move

1 move = speed x 10 feet

1 turn = 2 moves = speed x 20 feet

1 turn of flight = speed x 40 feet

Search a 10' wall = 1 full turn

Listening/ESP/Clairvoyance/X-Ray = 1 quarter turn

## COMBAT SEQUENCE

- Declare Magic / Preparations
- Missiles
- Movement
- Magic
- Movement
- Melee
- Miscellaneous

All actions in a phase are considered simultaneous. If a character becomes incapacitated in a phase, they will generally not deal damage in that phase.

**Surprise:** Surprise allows one movement and one action.

**Magic:** Includes turning. Characters preparing to cast cannot take other actions. Any damage suffered while preparing forces a prime requisite check (modified by damage taken) to avoid losing the spell / turning.

**Preparations:** Retrieve 1 item, stow a weapon, draw a weapon (while dropping current weapon), pouring oil in front of you.

**Missiles:** Firing into melee has 50% chance of hitting a random target.

**Movement:** Move a number of feet equal to your speed (6" = 6 feet) or charge at twice that rate (suffering -2 penalty to AC and attacks for round).

**Melee:** If you're engaged in melee, all non-melee actions (spells, missile fire, etc.) is considered a miscellaneous action. (A spellcaster forced into melee during the first movement phase can't cast until the miscellaneous phase, even though they were out of melee when they declared their spell.)

**Miscellaneous:** Includes helping wounded comrades, imbibing potions, lighting a flask of oil, etc.

Note: It is possible to shoot a missile weapon, move, move again (into melee), make a melee attack, and then drink a potion (although this would require you to be wielding a one-handed missile weapon and a one-handed melee weapon, since you wouldn't be able to switch weapons between those actions). Similarly, one can declare a spell, cast a spell, move (into melee), and then make a melee attack (but if someone engages you in melee before the spell goes off, your casting is delayed to the miscellaneous phase and the other actions become impossible).

### DEVELOPED FROM

<http://grognardia.blogspot.com/2008/12/dwimmermount-campaign-house-rules.html>

<http://trollsmyth.blogspot.com/2008/05/shields-shall-be-splintered.html>

<http://swordsofminaria.blogspot.com/2010/07/mmmmmm-system.html>

Perrin Conventions

# SPECIAL INTEREST EXPERIENCE

## GENERATING SPECIAL INTERESTS

- Roll 1d8 to determine a random Special Interest. Your character will have a 100% rating in this Special Interest.
- Add your Racial Special Interest (see below).
- For all other Special Interests, roll 2d6 x 10% to determine their rating.

D8	SPECIAL INTEREST
1	Carousing
2	Song/Fame
3	Religion/Spirituality
4	Philanthropy
5	Carnavale
6	Hoarding
7	Training
8	Hobbies

## GAINING EXPERIENCE POINTS

- You only gain XP for GP taken out of the dungeon and spent on a Special Interest.
- XP gained on a 1-for-1 basis modified by the character's rating in the Special Interest.
- **Strongholds:** 100% of GP spent on strongholds grant XP. If strongholds are located in the community, 50% of these expenses are considered community investment.

## COMPLICATIONS

- Spending GP on a Special Interest may lead to complications. For some Special Interests, these complications will be generated randomly. In other cases, they can be avoided with a saving throw (as indicated in the Special Interest description).
- Complications are determined by the GM.

## COMMUNITY LIMITS

### BLACKMOOR

**Base GP Limit:** 1d6 x 100 GP

**Great Kingdom Caravans:** 1d6 x 10000 GP limit. 10 + 2d6 days to arrive.

**GP LIMIT:** Community's GP Limit in a Special Interest will limit the amount of money each character can spend on that Special Interest per quiescence.

**QUIESCENCE:** The downtime between sessions played or 1 month, whichever is shorter.

**COMMUNITY INVESTMENT:** PCs may spend GP on community investments.

- Targeted at a specific Special Interest category, but in some cases the GM may rule that a particular investment would be divided across multiple categories.
- GP spent on community investments do not grant XP, but the GP Limit of the targeted category is increased by 5% of the investment. (For example, investment of 1000 GP would increase Carousing limit from 1d6+100 to 1d6+150.)
- The community investment system is abstract. Players are encouraged to explain where their investment is going and what tangible results it has. (A new wing at the School for Young Wizards? Improvements at the gladiatorial arena?)

## CARAVANS

**Caravans:** Expenditures larger than the community's GP limit can be made by sending a purchase request to a nearby community. (This purchase is, of course, limited by the other community's GP limit.)

- **Time:** The PC does not gain XP from the GP spent until the caravan arrives.
- **Cost:** Caravans charge 10% of the GP value of the order. (Does not grant XP.)
- **Collective:** Multiple PCs can collectively ship their supplies on a single caravan.
- **Community Stimulus:** When large amounts of material are shipped into a community, it stimulates the local economy. When a caravan shipment larger than the community's maximum GP limit in a category arrives, apply 1% of the difference to improve the GP limit of the community (as per a community investment).

**Caravans - Jeopardy:** Caravans are subject to brigandry, natural disasters, and eldritch fates of an even stranger character. In some cases, characters might also simply be scammed by unethical caravan masters who simply abscond with their funds.

- **Basic:** To quickly determine the fate of a caravan, simply roll on the *Basic Caravan Jeopardy* table. If goods have been captured, it may be possible to recover them from the lair of whatever bandits, robber barons, or creatures were responsible. (Generate randomly.)
- **Hexcrawl:** If the campaign includes a full hexcrawl, the GM can simply track the actual movement of the caravan (generating random encounters as usual and adjudicating the outcomes of those encounters to determine the caravan's fate).
- **Trail/Road:** As caravans will usually follow the same trade routes (whether by road or otherwise), similar results can be achieved without generating a full hexcrawl: The GM can develop each route as a trail, with landmarks along the way and appropriate random encounter tables.

### **D10 BASIC CARAVAN JEOPARDY**

1	Vanishes without a trace
2-3	Goods captured, but might be recovered (+1d10% loss of value per day)
4-10	Caravan arrives safely

**Caravans - Protecting:** If PCs decide to travel with the caravan in order to protect it, roll on the *Basic Caravan Jeopardy* table normally. The PCs, of course, will have a chance to directly respond to the dangers encountered by the caravan.

- **Mercenaries:** PCs can pay additional funds to hire men-at-arms to beef up the caravan's security. (This expenditure does not grant XP.) In the basic jeopardy system, these forces provide a modifier to the *Basic Caravan Jeopardy* roll. (There is always at least a 1 in 10 change of the caravan going astray.) Continue rolling and resolving events until "Arrives Safely" result is generated.

MERCENARY MODIFIER	COST
+1	5 GP per day's travel
+2	25 GP per day's travel



## SPECIAL INTERESTS

**Carousing:** Includes drinking, gambling, lusting, entertainment, drugs, fine dining, and all manner of merriment.

- A good carousing can last the better part of a week. Characters with high Constitution scores can keep going longer than their comrades. When rolling for the community's carousing GP limit, add a bonus to the die roll based on the character's Constitution (13-15: +1, 16-17: +2, 18: +4).
- *Complication:* Carousing requires a save vs. poison. On a failure, roll a complication.

**Carnavale:** The money expended here goes towards enjoying gladiator duels, races (chariot, griffon, etc.), masques, festivals, parades, triumphs, jousting tournaments, and similar spectacles. Those spending significant amounts of money in this Special Interest are actually sponsoring games and other events (which will, in the grand tradition of bread and circuses, most likely make them quite popular with the populace).

- *Complication:* 1 in 6

**Hoarding:** When hoarding gold pieces, you simply stash them away. If your hoard is ever lost, stolen, or you're forced to spend your stash, however, it creates an XP deficit equal to the XP gained from hoarding the gold in the first place. This won't cause the character to lose levels, but they'll need to pay off the XP deficit before accruing more.

- *Complication:* 1 in 20 chance per quiescence that something threatens the hoard.

**Hobbies:** The Hobby category covers a wide variety of different activities. Most characters will generally focus on one or two hobbies, however, and players should give some thought to what they are. GPs spent in Hobbies can be used for hobby equipment (as long as that equipment does not have an adventuring application), but is more likely to be spent contributing to the completion of projects.

- **Sample Hobbies:** Creature Husbandry (Growth, Breeding, Control, Increasing Intelligence, Magical Alterations, Frankensteinian Experiments), Robotic Tinkering, Device Creation/Improvement, Languages, Brewing, Hunting, Art, Spell Research, Item Creation
- **Defining Projects:** When a character proposes a project (breeding a hydra with more heads, creating a series of commemorative sculptures dedicated to dead heroes, writing and printing several hundred copies of a political manifesto) the GM defines that project in terms of a progress clock (a circle divided in 4, 6, or 8 segments, with larger numbers of segments representing more difficult projects), a GP cost per segment, and an appropriate ability score that can be used to work on the project.
- **Completing Projects:** Once per quiescence, the character can spend GPs equal to the cost of one or more project segments and attempt to advance the project by making an ability score check. Each additional segment they are attempting to complete past the first applies a -1 penalty to this check. If the check is successful, they can fill in the number of segments they were working on. If the check fails, no segments are filled in. In either case, they spend the GPs and gain XP accordingly. If all of the segments in the project's progress clock are filled in, the project has been completed.
- **Special Materials:** At the GM's discretion, some projects (or project segments) may require specific special materials which can only be acquired through questing in order to complete them.
- **Arcane Projects:** See below.
- *Complication:* 1 in 6 when attempting to complete a project.



**Philanthropy:** The creation or support of private initiatives for the public good. Orphanages, libraries, public hospitals, children's charities, education programs, almshouses, establishing public infrastructure, the Continual Light Streetlight Foundation, the Spectral Society, the Circle for the Succor of Bereft Familiars, or any number of other possibilities exist.

- *Complication:* 1 in 6

**Religion:** Generally tithing or, depending on the faith in question, the purchase of actual sacrifices to be offered to the gods (fatted calves and so forth).

- For purely monetary tithing, the normal community GP limit does not apply. (The church will happily take all the money you choose to give to it.) However, unusually large donations risk attracting the attention of the gods. (And not always the god you were looking to appease!) Roll an additional complication check for each multiple of the community GP limit donated. (For example, if the GP limit is 100 GP and you donate 350 GP, you would roll four complication checks – the normal one, but one additional check for exceeding 100, 200, and 300 GPs.)
- *Complication:* 1 in 6

**Song/Fame:** Expenditures in this Special Interest represent a character's efforts to increase their fame or notoriety. Sponsoring bards to compose and perform songs of their deeds, publishing personal memoirs, and so forth.

- In addition to the normal community GP limit, expenditures in this category are limited to 100 GP per delve/adventure the character has participated in. (The bards can only do so much with limited material.)
- *Complication:* 1 in 6

**Training:** Wealth spent in this Special Interest simply represents paying for expert training and/or training equipment.

- In order to train most effectively, a character must have access to a sufficiently skilled trainer. (Any character with a higher level in the same class is considered such automatically, but at the GM's discretion some teachers may be capable of effectively training those better than themselves.) If such a trainer is not available, expenditures in this Special Interest only generate half the normal amount of XP.
- *Complication:* 1 in 6

## RACIAL SPECIAL INTERESTS

**Human - Generalist:** Roll 1d8 to determine a second random Special Interest. (If you roll the same result, re-roll until you get a different result.) This Special Interest is also rated at 100%.

**Dwarven Clan Hoards:** Each dwarven clan maintains a hoard. The size of a clan's hoard determines its prestige, political power, mining rights, bearding patents, and other cultural cachet. A dwarf can donate money to their clan hoard as a Special Interest. There are no withdrawals from a clan hoard (unless the clan is in a truly precarious state), so any money so donated is "lost" to the character.

- There is no limit to the amount of money that can be donated to the clan hoard, but it must be sent to the hoard via caravan.
- Roll  $2d6+3 \times 10\%$  to determine the dwarf's rating in this Special Interest.

**Elven Tree Offerings:** Throughout their long lives, elves will craft small spirit totems. (Roughly the size of your hand.) Many will carve simple wooden figures, but those who can afford to do so will create elaborate totems made from rare metals, precious gems, unusual alchemicals, and the like. Each of these totems is left at the foot of a tree, and elves believe that these trees will guide them to the afterlife. Some believe that dryads are born from these spirit totems; gestalt spirits formed from the eldritch patchwork of the myriad elven soul shards left within the totems.

- The amount of money which can be spent on an individual spirit totem is limited by the community's GP limit, but gemstones (and other appropriate substances subject to the GM's approval) can be "spent" above this limit by incorporating them into the totem's design. (This money can be spent on a single spirit totem or split across multiple, more modest spirit totems.)
- Elves automatically have a 100% rating in this Special Interest. However, if they place their spirit totem at the base of a particularly sacred or powerful tree (usually requiring a pilgrimage to distant lands or a quest of some sort) the GM can award a bonus of +10% to +50% depending on the potency or significance of the tree in question.
- Elves can only meaningfully place one spirit totem per tree.

**Hobbit Gifting:** Hobbits build community through gift-giving. They throw gifting parties at which they give away gifts to all of the invited guests. Traditionally each gift must be hand labeled, with the papers and inks selected having various ceremonial and coded meanings.

- Once per year, hobbits can throw a gifting party on their birthday. (Determine the date randomly.) On this special occasion, they gain twice the normal amount of XP per GP spent on gifts.
- 20% of the total value of gifts given at a gifting party can be given to other PCs. (Additional gifts can be given in excess of this, but their cost will not grant XP.)
- Hobbits determine their rating in this Special Interest normally ( $2d6 \times 10\%$ ).

## ARCANE PROJECTS

**XP for Arcane Projects:** Generally speaking, any project which actually creates an item (spell egg, magic sword, etc.) will not grant XP. (It's just like money spent to purchase any other adventuring equipment.) Creating plans, researching spells, and even building workshops, on the other hand, all grant XP.

**Prime Requisite Tests:** Arcane projects generally use the caster's prime requisite score.

**Spell Formula:** These plans allow one to both make spell eggs and copy out derivative rites into a personal spellbook (thus learning how to cast the spell).

- *Deciphering Amulets:* Amulets are ancient technomantic artifacts and they serve as the template on which most modern magic is based. Studying an amulet with the appropriate effect makes it considerably easier to derive the spell formula. This project uses a special progress clock with a number of segments equal to  $\frac{1}{2}$  the spell level (round up) and costs 100 gp per segment.
- *Original Spell Research:* The precise nature and level of an original spell must be approved by the GM. Performing the research uses a special progress clock with a number of segments equal to the spell level and costs 1,000 x the spell level per segment.

**Bespoke Spell Eggs:** If you have the appropriate spell formula, you can create one-off, handmade spell eggs as a project. Use a special progress clock with a number of segments equal to the spell level. Each segment costs 100 GP.

**Workshops:** Workshops are automated facilities which can produce spell eggs. They are imperfect copies of the sophisticated Laboratories of the Ancients. Each workshop is capable of producing one specific type of spell egg.

- *Creating Workshop Plans:* It is necessary to possess or create plans for a workshop before one can be built. If one has access to an appropriate Laboratory, reverse engineering its mechanisms in order to create workshop plans for one type of spell egg uses a special progress clock with a number of segments equal to  $5 +$  the spell level and costs 100 GP x the spell level per segment. Creating completely original workshop plans can be incredibly difficult, requiring a number of segments equal to  $5 +$  the spell level squared.
- *Building a Workshop:* Once you have appropriate plans, building a workshop uses a special progress clock with a number of segments equal to  $5 +$  the spell level squared and costs 1,000 GP x the spell level per segment.

**Workshop/Laboratory Spell Eggs:** A workshop or laboratory will produce one spell egg per week, as long as it is supplied with raw materials equal to 100 GP x the spell level. The machines of the ancients are more efficient, and laboratories only require 80 GP x the spell level to produce a spell egg.

**Other Magic Item Plans:** In order to create a magic item, one must first either possess or create the plans for it. (A technical manual is sufficient for this purpose.) The difficulty and expense of creating these plans is defined by the GM, as is the difficulty and expense of creating the item itself. Some magic items may require special materials. (For example, capturing a demon's soul to place within an amulet.)

## HOUSE RULES – EQUIPMENT

**Dragon's Milk:** A flash-burn oil specialized for combat. Deals 2d6 (take highest) damage, but only lasts for 2d6 (take lowest) rounds. Costs 10gp.

**Graysilk:** A cloth woven by dark dwarves. Very difficult to see in normal light (2 in 6).

**Giant Weapons:** Cost x10 normal weapons. Deal 2d6 damage. Can only be used with *giant strength* effect.

**Silvered Weapons:** Cost +25gp for light weapons, +75gp for one-handed or ammunition, +150gp for two-handed weapons.

**Wine Skins:** Contain 12 drinks.

**Gorget:** Same price as helmet (10gp). +1 to AC vs. vampires.

**Lodestone:** 10gp.

# REFEREE REFERENCE

## HIRELINGS

**Hiring:** Base hiring cost is NPC level squared x 100 gp.

- *Hiring Check:* +1 per additional 100gp (2 always fails)
- *Leaving Service:* Morale test after each adventure. (Not checked if Loyalty 19.)
- *Treasure:* A single hireling expects one-quarter of the treasure their master receives. A group of hirelings expect to share a pool of one-half their master's treasure. Paying less will negatively affect Loyalty; paying more will positively affect it.

**XP:** ½ XP from combat, full XP from share of treasure received

- *Special Interest:* Randomly determine 1 special interest @ 100%. Also gain racial special interest.

## MORALE

2d6 vs. morale rating. If > Morale, seek to leave combat.

1. After a side's first death in combat.
2. When ½ the group has been incapacitated.

**RANDOM MORALE:** 2d6-1 + Loyalty Bonus

**HIRELINGS:** Check during first encounter, after each adventure.

**MEN-AT-ARMS:** Always check.

**MONSTERS:** Always check, unless fanatic/mindless.

## REACTION TABLES

<b>2d6</b>	<b>Monster Reaction</b>	<b>Retainer Reaction</b>
2	Immediate attack	Offer refused, -1 on other local hiring checks
3-5	Hostile, possible attack	Offer refused
6-8	Uncertain, monster confused	Uncertain
9-11	No attack, leaves or considers	Accepts offer
12	Friendly	Enthusiast, loyalty +3

## ENCOUNTER DIE

*Roll 1/turn.*

- 1 Encounter
- 2 Monster Sign
- 3 Torches Burn
- 4 Torches & Lanterns Burn
- 5 Rest
- 6 Dungeon Effect / Trap

**Encounter:** Roll on random encounter table.

**Monster Sign:** Become aware of monster while monster is not within sight. (Hear, signs of its passage, etc.)

**Torches Burn:** Bright torches become dim; dim torches burn out. Lantern suffers a depletion.

- *Bright Light:* 40 ft.
- *Dim Light:* 20 ft.
- *Flask of Oil:* 3 depletions before burning out.

**Rest:** Characters must spend the next turn motionless (sorting equipment, etc.).

**Dungeon Effect / Trap:** Trigger the defined dungeon/level effect, if any (sounds in the distance, monsters being released, blessings, curses, flooding, tunnel collapse, wormsign, etc.). Or add a trap.

### DEVELOPED FROM

<http://hackslashmaster.blogspot.com/2017/11/basic-megadungeon-play-and-procedures.html>

## UNDERWORLD ROLLS

<b>UNDERWORLD ROLLS</b>	<b>1d6</b>
Locate secret passage ( <i>elves on 1-4</i> )	1-2
Sense secret door ( <i>elves only</i> )	1-2
Force open door ( <i>halflings and Strength &lt; 7 on 1</i> )	1-2
Spiked door slips closed	5-6
Trap is sprung	1-2
Listen for sounds ( <i>humans on 1</i> )	1-2
Surprise ( <i>light, noise, ESPing negates</i> )	1-2
Wandering monster ( <i>once per turn</i> )	6

Up to 3 can force a door at one time (can't take actions in first round).

Up to 3 abreast in 10' hallway.

## ENCOUNTERS

**Surprise:** 1-2, check for each side

**Encounter Range:** 20-80 ft. (surprise: 10-30 ft.)

Surprised characters have 25% chance of dropping held item.

Surprise allows one movement and one action.

## FLIGHT/PURSUIT IN THE UNDERWORLD

Pursuit continues as long they're within 90 feet.

Continue at corners/ doors/ stairs on 1-2.

Continue at secret doors on 1.

### **Will stop for items/bribes...**

Intelligent: Edible 10%, Treasure 90%

Semi-Intelligent: Edible 50%, Treasure 50%

Non-Intelligent: Edible 90%, Treasure 10%

*Wilderness evasion, pg. 20 of Volume 3*



## ATTACK MATRIX 1.: MEN ATTACKING

### TARGET:

Armor Class	Description	20-Sided Die Score to Hit by Level*					
		Level 1-3	4-6	7-9	10-12	13-15	16 & +
2	Plate Armor & Shield	17	15	12	10	8	5
3	Plate Armor	16	14	11	9	7	4
4	Chain Mail & Shield	15	13	10	8	6	3
5	Chain Mail	14	12	9	7	5	2
6	Leather & Shield	13	11	8	6	4	1
7	Leather Armor	12	10	7	5	3	1
8	Shield Only	11	9	6	4	2	1
9	No Armor or Shield	10	8	5	3	1	1

\* Fighting-Men: Magic-Users advance in steps based on five levels/group (1-5, 6-10, etc.), and Clerics in steps based on four levels/group (1-4, 5-8, etc.). Normal men equal 1st level fighters.

All attacks which score hits do 1-6 points damage unless otherwise noted.

All base scores to hit will be modified by magic armor and weaponry. Missile hits will be scored by using the above tables at long range and decreasing Armor Class by 1 at medium and 2 at short range.

