

UNDERWORLD EXPLORATION

Underworld Actions			
Description		1-6	Page
Listen	Default	6	v.2 p.11
	Dwarf, Halfling, Elf	5-6	v.2 p.11
	Thief	3-6	v.1 p.16
Force Doors	Default	5-6	v.1 p.8
	Strength 3-6, Halfling	6	v.2 p.11
Find Secret Doors	Default	5-6	v.2 p.11
	Elf in-passing	5-6	v.1 p.15
	Elf, Thief	3-6	v.2 p.11
Spring Trap	Default	5-6	v.2 p.12
Surprise	Default	5-6	v.2 p.12
	Thief	3-6	v.1 p.16
Subterfuges*	Default	5-6	v.1 p.16
	Thief	3-6	

*Thief only: Hide in nothing more than shadows, Foil magical closures, Read ciphers and maps (3rd level) and Read magic-user scrolls (9th level).

Light		Movement	
Source	Radius/Duration	Description	Scale: 1" = 10 ft.
Torch	30ft./6 turns	Exploration	2 moves/turn
Lantern	30ft./24 turns	Pursuit	4 moves/turn
v.2 p.11		v.1 p.8, v.2 p.11	

Underworld Encounters

Wandering Monsters: A six-sided die is thrown each turn of exploration, a 6 indicating the appearance of a monster.

Encounter Distance: 20-120ft. If either party is surprised, 10-60ft.

Avoid Encounter: Players may flee unchallenged if a monster is surprised or more than 3" distant.

v.2 pp.12-13		
Pursuit		
Conditions of Pursuit	Monster Intelligence	Pursuit Ends
Pursuers one full move behind	N/A	automatic
Characters turn corner, take stairs, pass through door	N/A	1-4
Monster distracted w/food	unintelligent	2-6
	animal	4-6
	intelligent	6
Monster distracted w/treasure	unintelligent	6
	animal	4-6
	intelligent	2-6

v.2 p.13

COMBAT

Attack Matrix

Character Level					Monster*		20-Sided Roll Required														
M-Us (& Thieves)		Clerics		Fighters*		Hit Dice		To Hit Armor Class													
								9	8	7	6	5	4	3	2						
1-4		1-2		1-3		1		-		Up to 1		10	11	12	13	14	15	16	17		
3-4		2-3		1-2		1-2		1+		1+		9	10	11	12	13	14	15	16		
5-10		5		4-8		4		3-6		3		2-3	2	8	9	10	11	12	13	14	15
6-7		5-6		4		3		7		8		9	10	11	12	13	14	15	16		
8-10		7-8		5-6		4-5		4-5		6		7	8	9	10	11	12	13	14		
11-12		11-12		9-12		7-10		7-8		6-7		6-7		5	6	7	8	9	10	11	12
-		-		9-10		8-9		8		4		5	6	7	8	9	10	11	12		
-		-		11-12		11-12		9		3		4	5	6	7	8	9	10	11		
-		-		-		10-11		10		2		3	4	5	6	7	8	9	10		
-		-		-		-		11		2		2	3	4	5	6	7	8	9		
-		-		-		12+		12+		2		2	2	3	4	5	6	7	8		

*Make multiple attacks (one per HD) as 1 HD monster vs. normal-types (fewer than 3 HD). v.2p.15

Saving Throws

Level/ HD	Poison				Wands Rays				Paralysis Petrification				Breath Weapon				Spells			
	C	F	M	T	C	F	M	T	C	F	M	T	C	F	M	T	C	F	M	T
1	11	12	13	13	12	13	14	14	14	14	13	13	16	15	16	15	15	16	15	16
2	10	12	12	12	11	13	13	14	13	14	12	12	15	15	15	14	14	16	15	15
3	10	10	12	12	11	11	13	14	13	12	12	12	15	15	15	14	14	14	15	15
4	9	10	11	11	10	11	12	11	12	12	11	11	14	12	14	13	13	14	12	14
5	9	10	11	11	10	11	12	11	12	12	11	11	14	12	14	13	13	14	12	14
6	8	8	10	10	9	9	11	11	11	10	10	10	13	12	13	12	12	12	12	13
7	8	8	10	10	9	9	11	11	11	10	10	10	13	12	13	12	12	12	12	13
8	7	8	9	9	8	9	10	8	10	10	9	9	12	9	12	11	11	12	9	12
9	7	6	9	9	8	7	10	8	10	8	9	9	12	9	12	11	11	10	9	12
10	6	6	8	8	7	7	9	8	9	8	8	8	11	9	11	10	10	10	9	11
11	6	6	8	8	7	7	9	8	9	8	8	8	11	9	11	10	10	10	9	11
12	5	4	7	7	6	5	8	5	8	6	7	7	10	6	10	9	9	8	6	10

C=Cleric, F=Fighter, M=Magic-user, T=Thief (v.1 pp.11-17) , S. Throws v.2 p.19.

Reaction and Morale			Missiles			
	Reaction	Morale	Weapon	S	M	L
2 or less	Hostile	Surrender	Crossbow	6"	12"	18"
3-5	Negative	Flee	Longbow	7"	14"	21"
6-8	Uncertain	Stand off or hold	Shortbow, Sling	5"	10"	15"
9-11	Positive	Press for advantage	Spear (thrown)	—	6"	—
12 or more	Enthusiastic	Attack impetuously!	Other (thrown)	—	3"	—

v.2 p.13, v.2 p.17

S=+2, M=+1, L=0

v.1 p.19

COMBAT

Turning the Undead

[illegible]

† 2-12 monsters of this type are turned away. v.l p.12

* 2-12 monsters of this type are destroyed utterly.

Combat Rules

Description	Rule/Adjustments	Page
Surprised Opponent	+2 to hit Drops item on 1-2 (six-sided) if hit	v.2 p.14
Rear Attack	+2 to hit	v.2 p.14
Damage	Normal, 1-6 Charging lancers, 2-12 Spears set against charge, 2-12 Multiple attacks vs. normal-types, 1-6	v.2 p.15
Missile Fire	Short Range, +2 to hit Medium Range, +1 to hit Bows , 2 attacks/turn if stationary Missile fire into melee not allowed On the move, -2 to hit*	v.2 p.16

*Except an elf with a bow.

Combat Tactics

Parry (v.2 p.15): Defender forgoes attack. Attacker suffers -4 attack penalty. If attacker has heavier weapon and:

- misses due to penalty – defender loses weapon.
- misses regardless of penalty – defender may counter-attack..

Subdue (v.2 p.15): % = Subdual damage/Opponents HP x 100

Overbear (v.2 p.16): Attackers (up to 6 men) and defender roll a six-sided die for each of their HD and total them. Larger total wins.

- Attackers win – Defender pinned indefinitely
- Tie – Contest is undecided, continues next turn.
- Defender wins – Attackers thrown 1" and miss next turn.