

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
	unintelligent	2-6
Monster distracted w/food	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									
	9-12	5-8	1-4	1-2	1-4	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		
5-10	5	4-8	4	3-6	3	2-3	2	8	9	10	11	12	13	14	15
11-12	11-12	9-12	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	16
2	10	12	12	12	11	13	13	14	13	14	12	12	15	15	15	14	14	16	15	15	15
3	10	10	12	12	11	11	13	14	13	12	12	12	15	15	15	14	14	14	15	15	15
4	9	10	11	11	10	11	12	11	12	12	11	11	14	12	14	13	13	14	12	14	14
5	9	10	11	11	10	11	12	11	12	12	11	11	14	12	14	13	13	14	12	14	14
6	8	8	10	10	9	9	11	11	11	10	10	10	13	12	13	12	12	12	12	13	13
7	8	8	10	10	9	9	11	11	11	10	10	10	13	12	13	12	12	12	12	13	13
8	7	8	9	9	8	9	10	8	10	10	9	9	12	9	12	11	11	12	9	12	12
9	7	6	9	9	8	7	10	8	10	8	9	9	12	9	12	11	11	10	9	12	12
10	6	6	8	8	7	7	9	8	9	8	8	8	11	9	11	10	10	10	9	11	11
11	6	6	8	8	7	7	9	8	9	8	8	8	11	9	11	10	10	10	9	11	11
12	5	4	7	7	6	5	8	5	8	6	7	7	10	6	10	9	9	8	6	10	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			
2-12	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

Undead		Cleric Hit Dice							
HD	Example	1	2	3	4	5	6	7	8
½	Skeleton	6	†	†	*	*	*	*	*
1	Zombie	8	6	†	†	*	*	*	*
2	Ghoul	10	8	6	†	†	*	*	*
3	Wight	.	10	8	6	†	†	*	*
4	Wraith	.	.	10	8	6	†	†	*
5	Mummy	.	.	.	10	8	6	†	†
6	Spectre	10	8	6	†
7	10	8	6
8	Vampire	10	8
9	10

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

v.1 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	v.2 p.15
	Charging lancers, 2-12	
Missile Fire	Spears set against charge, 2-12	v.2 p.16
	Multiple attacks vs. normal-types, 1-6	
	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*	

*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.