Order of Events in One Game Day

- The party decides their direction of travel.
- The DM checks to see if the party becomes lost (1d6, see p. X56).
- The DM rolls for wandering monsters (1d6, see p. X55).
- If monsters are not encountered, the day ends. If monsters are encountered, the DM must determine the type of monsters and for the Number Appearing.
- The DM rolls to check the distance between the monsters and the party (4d6).
- The DM rolls to check surprise (1d6).
- 7. The DM and the party roll for initiative (1d6).
- The DM rolls for Monster Reaction (2d6, see Monster Reactions).
- The party and the monsters react. (If Combat occurs, see p. X23).
- End of turn. When necessary, the DM should check the character's remaining hit points, changes in the party's marching order, and the duration of any spells in progress.

Monster Reactions					
Dice Roll	Reaction				
2	Immediate Attack				
3-5	Hostile, possible attack				
6-8	Uncertain, monster confused				
9-11	No attack, monster leaves or considers offers				
12	Enthusiastic friendship				

Evasion Table						
	Party Size 1-4 5-12 13-24 25+				Chance of Evasion	
		_	_	1-10	10%	
Number	_	_	1-6	11-30	25%	
of	_	1-3	7-16	31+	35%	
Creatures	1	4-8	17+	_	50%	
Encountered	2-3	9+	-	_	70%	
	4+	1000	_		90%	

SAVING THROWS

As characters advance in levels of experience, saving throws become easier to make. For example, a 3rd level cleric makes a saving throw vs. Poison with a roll of 11 or better, while a 10th level cleric saves vs. Poison with a roll of 6 or better. The expanded saving throw tables are given below.

CLERICAL

Clerical Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
1-4	11	12	14	16	15
5-8	9	10	12	14	12
9-12	6	7	9	11	9
13-16	3	5	7	8	7

DWARF/HALFLING

Dwarf/ Halfling Level		Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
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
*(Dwarv	es only)				

ELF

Elf Level		Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
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

Death Ray or Poison	Magic Wands	_		Rods, Staves, or Spells	
14	15	16	17	18	
12	13	14	15	16	
10	11	12	13	14	
8	9	10	10	12	
6	7	8	8	10	
4	5	6	5	8	
	Ray or Poison 14 12 10 8	Ray or Poison Magic Wands 14 15 12 13 10 11 8 9 6 7	Ray or Poison Magic Wands or Turn To Stone 14 15 16 12 13 14 10 11 12 8 9 10 6 7 8	Ray or Poison Magic Wands or Turn To Stone Dragon Breath 14 15 16 17 12 13 14 15 10 11 12 13 8 9 10 10 6 7 8 8	

MAGIC-USER

Magic- User Level	Death Ray or Poison	_	Paralysis Magic of Turn Vands To Stone		Rods, Staves, or Spells	
1.5	13	14	13	16	15	
6-10	11	12	11	14	12	
11-15	8	9	8	11	8	

THIEF

Thief Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
1-4	13	14	13	16	15
5-8	12	13	11	14	13
9-12	10	11	9	12	10
13-16	8	9	7	10	8

The character's equipment is assumed to survive if the character survives. If the character is killed by a special attack form (**fire ball**, dragon breath, etc.) normal equipment is considered destroyed. The DM may give magic items a saving throw equal to that of the character, and may allow a saving throw bonus equal to the item's bonus in combat, if any (**armor +2** saves at +2, a **ring of protection +1** saves at +1, etc.).

Cleric vs. Undead								
Level of Cleric	Skeleton	Zombie	Ghoul	Wight	Wraith	Mummy	Spectre	Vampire
1	7	9	11	_	_	_	_	_
2	T	7	9	11	_	_	_	_
3	T	T	7	9	11	_	_	_
4	D	T	T	7	9	11	_	-
5	D	D	T	T	7	9	11	_
6	D	D	D	T	T	7	9	11
7	D	D	D	D	T	T	7	9
8	D	D	D	D	D	T	T	7
9	D	D	D	D	D	D	T	T
10	D	D	D	D	D	D	D	T
11+	D	D	D	D	D	D	D	D

Reference Charts from D&D® Basic

Bonuses and Penalties Due to Abilities

Ability Score Adjustments -3 3 4-5 -2 6.8 -1 9.12 No adjustment 13.15 +1 +2 16-17 +3 18

Strength adjustments apply to "to hit" rolls, damage, and rolls for opening doors. Note that any hit always does at least one point of damage regardless of adjustments.

Wisdom adjustments apply to saving throws vs. Magical Attack, only, not to non-magical attacks (such as dragon breath or poison).

Constitution adjustments apply to the number of hit points rolled with each hit die. No hit die can be adjusted below 1 hit point.

Dexterity adjustments apply to "to hit" rolls on missile fire, and to armor class. **Important note:** Penalties for low dexterity **add** to the armor class, while bonuses for high dexterity **subtract** from the armor class.

Intelligence	Use of Languages
3	Has trouble speaking, cannot read or write
4-5	Cannot read or write Common
6.8	Can write simple Common words
9-12	Reads and writes native languages
13-15	Reads and writes native languages, + 1 added
16-17	Reads and writes native languages, +2 added
18	Reads and writes native languages, +3 added

Charisma Score	Adjustments to Reactions	Maximum Number of Retainers	Morale of Retainers
3	-2	1	4
4.5	-1	2	5
6-8	-1	3	6
9-12	None	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

Missile Fire Ranges

RANGES (in feet):

Weapon Type	Short (+1)	Medium (0)	Long (-1)
Crossbow	5-80	81-160	161-240
Long Bow	5-70	71-140	141-210
Short Bow	5-50	51-100	101-150
Sling	5-40	41-80	81-161
Spear*	5-20	21-40	41-60
Oil* or Holy Water*	5-10	11-30	31.50
Axe* or Dagger*	5-10	11-20	21-30

^{*}thrown weapons

Encumbrance

	-	Weight
	Item	in coins
Armor:	Chain Mail Armor	400
	Leather Armor	200
	Plate Mail Armor	500
	Shield	100
Axes:	Battle Axe	50
	Hand Axe	30
Bows:	Bow + 20 arrows	30
	Crossbow + 30 quarrels	50
Swords:	Short Sword	30
	Normal Sword	60
	Two-handed Sword	150
Other Weapons:	Club	50
-	Dagger	10
	Mace	30
	Pole Arm	150
	Spear	30
	War Hammer	30
Treasures:	Coin (any type)	1
	Gem	1
	Jewelry (1 piece)	10
	Potion	10
	Rod	20
	Scroll	1
	Staff	40
	Wand	10
Misc. equipment	and provisions:	
	(including rope, spikes, sacks,	
	wineskin, rations, etc.)	80

Character Movement

Character Encumbrance:	Normal Move (per turn)	Encounter or Combat Movement	Running Move- ment
400 coins or less OR unarmored	120'	40'/round	120'/round
401-600 coins OR leather armored	90'	30'/round	90'/round
601-800 coins OR metal armored 801-1600 coins OR metal	60'	20'/round	60'/round
armored and carrying treasure	30'	10'/round	30'/round

A player carrying treasure in addition to wearing armor must use the movement speed one line below the normal one. Movement per round will be explained in the section on **Combat** (page X24). EXAMPLE: A character wearing leather armor and carrying treasure will move at the rate of 60' per turn.

Weights and Movement

Mules:	
maximum load to move at 120'/turn	2000 coins
maximum encumbrance load (move at 60'/turn)	4000 coins

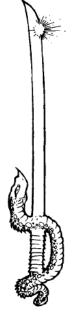
Items:	
1 small sack holds	200 coins
1 large sack holds	600 coins
1 backpack holds	400 coins

The most that a character can carry is 1600 coins. The most a mule can carry is 4000 coins.

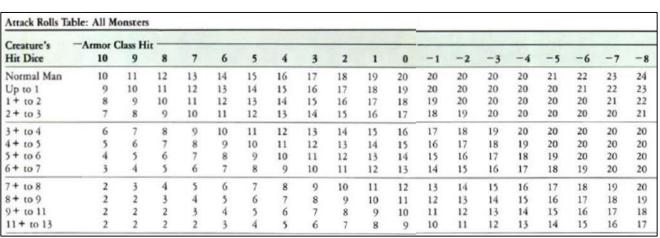
Combat Sequence

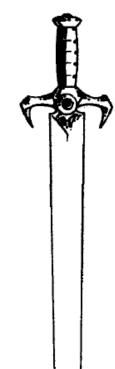
- Each side rolls for initiative (1d6).
- B. The side that wins the initiative acts first (if simultaneous all actions are performed by each side at the same time):
 - Morale checks, if needed (page B27).
 - Movement per round, meleed opponents may only move defensively (spell casters may not move and cast spells).
 - Missile fire combat:
 - a. choose targets
 - roll 1d20 to hit; adjust result by Dexterity adjustment, range, cover, and magic
 - DM rolls damage
 - Magic spells (roll saving throws, as needed: 1d20).
 - Melee or hand-to-hand combat:
 - a. choose (or be attacked by) opponents
 - roll 1d20 to hit; adjust result by Strength adjustment and magic weapons
 - DM rolls damage; adjust result by Strength adjustment and magic weapons
- C. The side with the next highest initiative acts second, and so on using the order given above, until all sides have completed melee.
- D. The DM handles any surrenders, retreats, etc. as they occur.

Base Defense Number by Monster Hit Dice					
Monster Hit Dice	ThAC0	Base Defense Number			
Normal Man	20	2			
up to 1	19	3			
1+ to 2	18	4			
2+ to 3	17	5			
3+ to 4	16	6			
4+ to 5	15	7			
5+ to 6	14	8			
6+ to 7	13	9			
7+ to 8	12	10			
8+ to 9	11	11			
9+ to 11	10	12			
11+ to 13	9	13			
13+ to 15	8	14			
15+ to 17	7	15			
17+ to 19	6	16			
19+ to 21	5	17			
21+ to 23	4	18			
23+ to 25	3	19			
25+ to 27	2	20			
27+ to 29	2	20			
29+ to 31	2	20			
31+ to 33	2	20			
33+ to 35	2	20			
35+ and up	1	21			



		- Class & Level -		Armor	Class !	Hit -	-		_	-				_
MU	C,T,D	F*	DH**	10	9	8	7	6	5	4	3	2	1	0
Normal Man				10	11	12	13	14	15	16	17	18	19	20
1-5	1-4	1-3		9	10	11	12	13	14	15	16	17	18	19
6-10	5-8	4-6		7	8	9	10	11	12	13	14	15	16	17
11-15	9-12	7-9	Α	5	6	7	8	9	10	11	12	13	14	15
		X4-190	В	4	5	6	7	8	9	10	11	12	13	14
16-20	13-16	10-12	C	3	4	5	6	7	8	9	10	11	12	13
	0.000,000	13.50	D	2	3	4	5	6	7	8	9	10	11	12
21-25	17-20	13-15	E	2	2	3	4	5	6	7	8	9	10	11
			F	2	2	3 2	3	4	5	6	7	8	9	10
26-30	21-24	16-18	G	2	2 2	2	2	3	4	5	6	7	8	9
			H	2	2	2 2	2 2	3 2	3	4	5	6	7	8
31-35	25-28	19-21	I	1	2	2	2	2	2	3	4	5	6	7
			J	0†	1	2	2 2	2	2 2	2	3	4	5	6
36	29-32	22-24	K	1†	0†	1	2	2	2	2	2	3	4	5
			L	2+	1†	0†	1	2	2	2	2	2	3	4
	33-35	25-27	M	3†	2†	1†	0†	1	2	2	2	2	2	3
	36	28-30		5+	4†	3†	2†	1†	0†	1	2	2	2	2
		31-33		7†	6+	5+	4+	3+	2+	1+	0+	1	2	2
		34-36		9+	8†	7+	6+	5+	4+	3+	2+	1+	0+	1





Order of Events in One Game Turn

- The DM rolls for wandering monsters (1d6; see page B53).
- 2. The party moves, enters room, listens, and searches.
- If monsters are not encountered, the turn ends. If monsters are encountered, the DM rolls for the Number Appearing.
- The DM rolls 2d6 to check the distance between the monsters and the party.
- The DM rolls 1d6 for both the monsters and the party to check for surprise.

The DM and the party roll 1d6 or for initiative to see who moves first.

- 6. The DM rolls 2d6 for the Monster Reaction.
- 7. The party and the monsters react:

If both sides are willing to talk, the DM rolls for monster reactions and initiative, as necessary.

If one side runs away, the DM should check the chance of Evasion and Pursuit.

If combat begins, the DM should use the **Combat Sequence** to handle combat.

8. End of Turn. Where necessary, the DM should check the character's remaining hit points, whether or not they need rest (see page B24), any changes in the party's marching order, or possessions, their encumbrance (see page B20), their sources of light, the durations of any spells in progress, and the total time the party has spent in the dungeon.



		Cost	Enc	
AC	Armor Type	(gp)	(cn)	Notes
(-1)*	Shield	10	100	D
7	Leather Armor	20	200	D.T
6	Scale Mail	30	300	
5	Chain Mail	40	400	
4	Banded Mail	50	450	
3	Plate Mail	60	500	
0	Suit Armor	250	750	S

^{*} Subtract 1 from AC if a shield is used.

Experience Points for Monsters Defeated

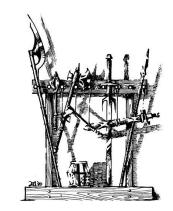
Monster's Hit Dice	Value	Special Abilities Bonus
Jnder 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9 to 10+	900	700
11 to 12+	1100	800
13 to 16+	1350	950
17 to 20 +	2000	1150
21+*	2500	2000
		2000

^{*}For every hit die over 21, 250 points are added to the base value and bonus of the creature.

Variable Weapon Damage

Damage	Weapon Type
1-4 (1d4)	Torch
1-4 (1d4)	Dagger
1-4 (1d4)	Sling stone
1-4 (1d4)	Club
1-4 (1d4)	Javelin (short throwing spear)
1-4 (1d4)	Staff*
1-6 (1d6)	Arrow
1-6 (1d6)	Hand Axe
1-6 (1d6)	Lance
1-6 (1d6)	Mace
1-6 (1d6)	Quarrel* (Crossbow Bolt)
1-6 (1d6)	Short Sword
1-6 (1d6)	Spear
1-6 (1d6)	War Hammer
1-8 (1d8)	Battle Axe*
1-8 (1d8)	Sword
1-10 (1d10)	Pole Arm*
1-10 (1d10)	Two-handed Sword*

^{*}Two-handed weapon



D A druid can use this type of armor if it contains no metal parts or other nonorganic components (parts that have never been alive).

S Suit armor has some very special characteristics; carefully read the description of this type of armor.

T A thief can use this type of armor.