

Adventures Dark and Deep™

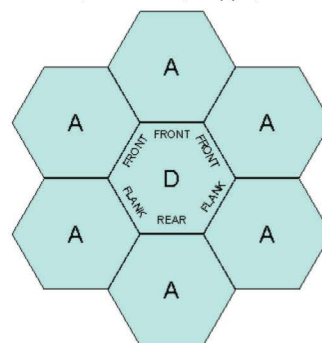
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SECONDARY SKILLS

Skill	Base X.P. Cost (high stat)	Base X.P. Cost (all others)	Make Skill Checks Against	Specialties
Alchemy	5,000 (INT)	8,000	INT	n/a
Ambush	5,000 (DEX)	8,000	DEX	n/a
Animal Training and Handling	3,000 (all)	n/a	CHA	falconry (x.p. cost 5,000)
Armor-making	3,000 (all)	n/a	STR	n/a
Artistry	3,000 (all)	n/a	INT or DEX	drawing/painting, sculpture, writing, music
Blacksmithing	3,000 (all)	n/a	STR	n/a
Bullying	3,000 (all)	n/a	STR or CHA	n/a
Business	5,000 (INT)	8,000	INT or WIS	n/a
Charioteer	4,000 (STR)	6,000	STR	n/a
Construction	3,000 (all)	n/a	INT or STR	artillery, engineering/ architecture, carpentry, masonry, mining
Cooking	2,500 (INT)	3,500	INT	n/a (or according to the campaign setting)
Courtly Graces	2,750 (all)	n/a	CHA	etiquette, dance, courtly love
Detection	3,000 (all)	n/a	INT	n/a
Espionage	6,000 (DEX or INT)	9,000	DEX or INT	n/a
Farming	1,500 (all)	n/a	INT or STR	farming, herding
Fire-building	3,000 (all)	n/a	WIS	n/a
Fishing	3,000 (WIS)	5,000	WIS	line, net
Forgery	5,000 (DEX)	8,000	DEX	n/a
Generalship	5,000 (INT or CHA)	8,000	INT or CHA	logistics, tactics, siege warfare
Furrier	3,000 (DEX)	4,000	DEX	n/a
Healing	3,000 (all)	n/a	INT	n/a
Horsemanship	3,000 (all)	n/a	WIS	n/a
Hunting	2,000 (all)	n/a	WIS or STR	n/a
Jeweler	3,000 (all)	n/a	INT or DEX	n/a
Judgment	5,000 (WIS)	8,000	INT or WIS	n/a
Music	2,000 (WIS)	3,000	WIS	instrument, singing
Poison	9,000 (INT)	12,000	INT	n/a
Scholarship	5,000 (INT)	8,000	INT	Botany, Occultism, Physical Science, Social Science, Zoology (plus specialties – see Players Handbook p. 72)
Seamanship	3,000 (all)	n/a	INT or DEX	fishing, ocean-going, freshwater, navigation, swimming
Suborning	5,000 (CHA)	8,000	CHA	n/a
Swindling	5,000 (CHA)	8,000	INT or CHA	n/a
Thespianism	3,000 (all)	n/a	CHA	acting, disguise
Tracking	2,500 (all)	n/a	WIS	n/a
Wainwright	2,000 (all)	n/a	STR	n/a
Weapon Making	3,000 (all)	n/a	DEX	bowyer, swordsmith
Woodcraft	5,000 (all)	n/a	WIS	tropical jungle, temperate forest, cold forest, steppe, desert

COMBAT MANEUVERS

Combat Maneuver	Start Round	End Round	Initiative Modifier
Attack (unarmed)	In melee	In melee	0
Attack (melee)	In melee	In melee	Per weapon speed
Attack (missile)	Not in melee	Not in melee	0
Charge and attack	Not in melee	In melee	Per weapon speed
Close	Not in melee	In melee	0
Defend	In melee / not in melee	In melee / not in melee	0
Disengage	In melee	Not in melee	0
Magic	Not in melee	Not in melee	Spellcasting time (segments)
Maneuver	Not in melee	Not in melee	0
Other	In melee / not in melee	In melee / not in melee	Variable



Rear attack +4 to hit. Flank attack +2 to hit

MULTIPLE WEAPON "TO HIT" MODIFIERS

Condition	Primary	Secondary
2nd weapon length is 24" or more	-6	-10
2nd weapon length is 23" or less	-2	-4
DEX 16	-1	-3
DEX 17	0	-2
DEX 18	0	-1
DEX 19 or greater	0	0

INITIATIVE MODIFIERS

Cause	Initiative Modifier
Unarmed attacking someone with a weapon	+1
Potion (not already in hand)	+1d4+1
Priming oil flask with burning rag	+5
Rod	+3
Scroll (not already in hand)	+1d6 plus casting time of spell (segments)
Shorter weapon in melee	+1
Staff	+2
Turning oil flask into a "Molotov cocktail"	+5
Wand	+1

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MELEE WEAPONS

Weapon	Cost	Weight (lbs.)	Length	Space (feet)	Speed	Damage Against	
						S/M	L
Axe, battle	5 g.p.	7	4'	4	7	1d8	1d8
Axe, hand	1 g.p.	5	18"	1	4	1d6	1d4
Bardiche*	7 g.p.	12	5'	5	9	2d4	3d4
Bec de corbin*	6 g.p.	10	6'	6	9	1d8	1d6
Bill-guisarme*	6 g.p.	15	8'	2	10	2d4	1d10
Caltrop	2 s.p.	3	n/a	n/a	n/a	1	1d2
Club	n/a	3	3'	3	4	1d6	1d3
Dagger	2 g.p.	1	15"	1	2	1d4	1d3
Falchion	10 g.p.	7	3 1/2'	3	5	1d6+1	2d4
Fauchard*	3 g.p.	6	8'	2	8	1d6	1d8
Fauchard-fork*	8 g.p.	8	8'	2	8	1d8	1d10
Flail, footman's*	3 g.p.	15	4'	6	7	1d6+1	2d4
Flail, horseman's	8 g.p.	4	2'	4	6	1d4+1	1d4+1
Garrote*	1 e.p.	0.1	3'	1	2	1d4	1d6
Glaive*	6 g.p.	7	8'	1	8	1d6	1d10
Glaive-guisarme*	10 g.p.	10	8'	1	9	2d4	2d6
Guisarme*	5 g.p.	8	6'	2	8	2d4	1d8
Guisarme-voulge*	7 g.p.	15	7'	2	10	2d4	2d4
Halberd*	9 g.p.	17	5'	5	9	1d10	2d6
Hammer, war	1 g.p.	5	18"	2	4	1d4+1	1d4
Hook fauchard*	6 g.p.	8	8'	2	9	1d4	1d4
Improvised weapon*	n/a	1-5	6" - 5'	1-5	5	1d6	1d3
Khopesh	10 g.p.	7	3 1/2'	4	9	2d4	1d6
Knife	1 g.p.	0.5	1'	1	2	1d3	1d2
Lance, light	6 g.p.	5	10'	1	8	1d6	1d8
Lance, medium	6 g.p.	10	12'	1	7	1d6+1	2d6
Lance, heavy	6 g.p.	15	14'	1	6	1d8+2	3d6
Lucern hammer*	7 g.p.	15	7'	5	9	2d4	1d6
Mace, footman's	8 g.p.	6	2 1/2'	4	7	1d6+1	1d6
Mace, horseman's	4 g.p.	4	18"	2	6	1d6	1d4
Mace, two-handed*	13 g.p.	15	5'	6	10	2d6	1d8
Man catcher*	25 g.p.	8	8'	2	7	1d2	1d2
Military fork*	4 g.p.	7	7'	1	7	1d8	2d4
Military pick	8 g.p.	6	4'	4	7	1d6+1	2d4
Morning star	5 g.p.	12	4'	5	7	2d4	1d6+1
Partisan*	10 g.p.	8	7'	3	9	1d6	1d6+1
Pike*	3 g.p.	8	18'	1	13	1d6	1d12
Pole axe*	8 g.p.	15	7'	5	8	1d8+1	2d6
Quarterstaff*	3 g.p.	6	7'	3	4	1d6	1d6
Ranseur*	4 g.p.	5	8'	1	8	2d4	2d4
Sap	1 g.p.	1	6"	1	2	1d2	1d2
Scimitar	15 g.p.	4	3'	2	4	1d8	1d8
Scythe	18 g.p.	10	7'	6	9	1d6	2d4
Sickle	6 g.p.	2	1'	3	3	1d4	1d6
Spear*	1 g.p.	5	5' - 12'	1	7	1d6	1d8
Spetum*	3 g.p.	5	8'	1	8	1d6+1	2d6
Spiked buckler	10 g.p.	3	1' (spike)	2	4	1d4	1d3
Sword, bastard*	25 g.p.	10	4 1/2'	4	6	2d4	2d8
Sword, broad	10 g.p.	7	3 1/2'	4	5	2d4	1d6+1
Sword, long	15 g.p.	6	3 1/2'	3	5	1d8	1d12
Sword, short	8 g.p.	4	2'	1	3	1d6	1d8
Sword, two-handed*	30 g.p.	25	6'	6	10	1d10	3d6
Trident*	4 g.p.	5	6'	1	7	1d6+1	3d4
Voulge*	2 g.p.	12	8'	2	10	2d4	2d4
Whip	3 g.p.	3	8' - 20'	14	8	1d2	1

* = Two handed weapon

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MISSILE WEAPONS

Weapon	Cost	Weight (lbs.)	Range (yards)			Rate of Fire	Damage Against	
			Short	Med	Long		S/M	L
Acid	10 g.p.	3	10	20	30	1 / round	special-see below	
Aklys	2 g.p.	3	3	-	-	1 / round	1d6	1d3
Arrow, normal	1 g.p./doz.	0.1	-	-	-	-	1d6	1d6
Atlatl	1 g.p.	3	30	60	90	1 / round	-	-
Axe, throwing	1 g.p.	5	10	20	30	1 / round	1d6	1d4
Blowgun	120 g.p.	1	10	20	30	2 / round	-	-
Blowgun needle	1 s.p.	0	-	-	-	-	1	1
Bow, composite, long*	100 g.p.	8	60	120	210	2 / round	-	-
Bow, composite, short*	75 g.p.	5	50	100	180	2 / round	-	-
Bow, long*	60 g.p.	10	70	140	210	2 / round	-	-
Bow, short*	15 g.p.	5	50	100	150	2 / round	-	-
Crossbow bolt, hand	10 g.p.	0.1	-	-	-	-	1d3	1d2
Crossbow bolt, heavy	2 s.p.	0.2	-	-	-	-	1d4+1	1d6+1
Crossbow bolt, light	1 s.p.	0.1	-	-	-	-	1d4	1d4
Crossbow bolt, repeating	1 s.p.	0.1	-	-	-	-	1d3	1d3
Crossbow bolt, underwater	10 s.p.	0.2	-	-	-	-	1d4	1d4
Crossbow, hand	300 g.p.	2	20	40	60	1 / round	-	-
Crossbow, heavy*	20 g.p.	8	80	160	240	1 / 2 rounds	-	-
Crossbow, light*	12 g.p.	5	60	120	180	1 / round	-	-
Crossbow, repeating*	50 g.p.	6	40	80	120	2 / round	-	-
Crossbow, underwater*	120 g.p.	5	30	60	90	1 / round	-	-
Dagger, thrown	2 g.p.	1	10	20	30	2 / round	1d4	1d3
Dart	5 s.p.	0.5	15	30	45	3 / round	1d3	1d2
Hammer	1 g.p.	5	10	20	30	1 / round	1d4+1	1d4
Harpoon	5 g.p.	6	10	20	30	1 / round	2d4	2d6
Holy water	25 g.p.	3	10	20	30	1 / round	special-see below	
Improvised weapon*	n/a	1-5	5	10	15	1 / round	1d6	1d3
Javelin	10 s.p.	2	20	40	60	1 / round	1d6	1d6
Javelin-thrower	1 g.p.	1	30	60	90	1 / round	-	-
Knife, thrown	1 g.p.	0.5	10	20	30	2 / round	1d3	1d2
Lasso*	5 s.p.	2	10	20	30	1 / 2 rounds	-	-
Oil	1 g.p.	3	10	20	30	1 / round	special-see below	
Sling	10 s.p.	0.1	40	80	160	1 / round	-	-
Sling bullet	10 s.p./doz.	0.2	+10	+20	+40	-	1d4+1	1d6+1
Sling stone	n/a	0.1	-	-	-	-	1d4	1d4
Spear, thrown	1 g.p.	5	10	20	30	1 / round	1d6	1d8
Staff sling*	2 g.p.	5	-	45	90	1 / 2 rounds	-	-
Staff sling bullet	10 s.p./doz.	0.2	-	-	-	-	2d4	1d8+2
Staff sling stone	n/a	0.1	-	-	-	-	1d8	2d4

* = Two handed weapon

ARMOR CLASS AND MOVEMENT

Armor Type	Base Armor Class	Movement	Can Wearer Swim?	
			Normal Armor	Magic Armor
None	10	100%	Yes	Yes
Helmet and/or shield only	9	100%	Yes	Yes
Cuirass (leather)	8	100%	Awkward	Yes
Furs	8	100%	Awkward	Awkward
Gambeson	8	75%	Awkward	Awkward
Lamellar (leather)	8	75%	Awkward	Yes
Ring armor	7	75%	No	Awkward
Brigandine armor	7	75%	No	Awkward
Scale armor (leather)	7	50%	Awkward	Yes
Lamellar armor (steel)	7	50%	Awkward	Yes
Cuirass (steel)	6	60%	No	Awkward
Scale armor (steel)	6	50%	No	Awkward
Mail	5	75%	No	Awkward
Plated mail	4	75%	No	Awkward
Plate armor	3	50%	No	No
Jousting Plate	1	25%	No	No

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CARRYING CAPACITY OF VARIOUS CONTAINERS

Item	Capacity	Coin Capacity	Other Capacity
Backpack	3 cu. ft.	300	30 lbs.
Large chest	12 cu. ft.	1,500	150 lbs.
Large sack	4 cu. ft.	400	40 lbs.
Medium chest	7 cu. ft.	750	75 lbs.
Pouch, large	1/2 cu. ft.	50	5 lbs.
Pouch, small	1/4 cu. ft.	25	2.5 lbs.
Saddle bags	8 cu. ft.	250	25 lbs.
Small chest	2 cu. ft.	400	40 lbs.
Small sack, tied shirt, etc.	1 cu. ft.	100	10 lbs.

MOVEMENT RATES

Circumstance	Man-sized (human, elf, etc.)	Small (dwarf, gnome, halfling)
Underground, walking	120'/min.	90'/min.
Above ground, walking	360'/min.	270'/min.
Underground, running	240'/min.	180'/min.
Above ground, running	720'/min.	540'/min.
Moving silently	120'/min.	90'/min.
Climbing walls, scaling cliffs, etc.	See below	
Checking for secret doors	12'/min.	12'/min.

WALL CLIMBING MOVEMENT RATE

Type of Surface	Climbing Rate on Dry Surface
Smooth	6' / min.
Cracked	12' / min.
Rough	18' / min.
Projections	24' / min.

Misses with Missile Weapons

If a hurled missile (acid, holy water, oil, etc.) misses its target, you will still need to figure out where it landed. Roll 1d8 to determine direction and 1d6 to determine distance (in feet).

8	1	2
7	Intended Target	3
6	5	4

WIND SPEED AND EFFECT ON MISSILE WEAPONS

Wind	Wind Speed	Missile Weapon "To Hit" Modifier by Range		
		Short	Medium	Long
Dead calm	0 mph	±0	±0	±0
Calm	1-3 mph	±0	±0	±0
Light breeze	4-12 mph	±0	±0	±0
Light wind	13-24 mph	-1	-2	-3
Strong wind	25-30 mph	-2	-3	-4
High wind	31-38 mph	-3	-4	*
Gale	39-54 mph	-4	*	*
Storm	55-72 mph	*	*	*
Hurricane	73+ mph	*	*	*

* = missile fire is impossible

INTOXICATION

Constitution Score	Drinks to Reach Level of Intoxication			
	Slightly	Somewhat	Very	Passed Out
3-6	1	2	3	4
7-8	3	5	7	9
9-12	5	7	9	11
13-15	7	9	11	13
16-17	9	11	13	15
18	11	13	15	17
19+	13	15	17	Never

Dwarves and half-orcs always get 2 "free" drinks when determining their level of intoxication, while halflings get 1. Once drinking stops, the character will move down the intoxication scale 1 level every 2 hours.

Slightly intoxicated characters have -1 INT and WIS penalties, and get a +1 modifier to morale.

Somewhat intoxicated characters have -3 INT, -4 WIS, -2 DEX, and -1 CHA penalties. They also get a -1 penalty "to hit", but have 1 extra hit point (the extra hit point is used up first if wounded, and disappears when they sober up).

Very intoxicated characters have -6 INT, -7 WIS, -5 DEX, and -4 CHA penalties. They have a -5 penalty "to hit", but get 3 extra hit points (which are used up first if wounded, and disappear when the character sobers up).

Passed out characters must make a saving throw vs. poison for every drink taken at this level. Failure indicates they pass out. Otherwise they are penalized as if they were very intoxicated.

TIME REQUIRED TO MEMORIZE SPELLS

	Spell Level								
	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Rest (hours)	4	4	6	6	8	8	10	10	12
Study (mins.)	15	30	45	60	75	90	105	120	135

MONTHLY LIVING EXPENSES

Social Class	Minimum Monthly Living Expenses		
	Poor	Good	Fine
Lower class	1 s.p.	2 s.p.	1 g.p.
Middle lower class	1 g.p.	2 g.p.	5 g.p.
Upper lower class	2 g.p.	5 g.p.	10 g.p.
Lower middle class	10 g.p.	25 g.p.	50 g.p.
Middle class	25 g.p.	100 g.p.	125 g.p.
Upper middle class	100 g.p.	250 g.p.	500 g.p.
Lower upper class	250 g.p.	500 g.p.	1,250 g.p.
Middle upper class	500 g.p.	1,000 g.p.	2,500 g.p.
Upper class	1,000 g.p.	2,000 g.p.	5,000 g.p.

PRICE OF SERVICES

Service	Price
Apartment, per room	10 g.p./month
Appraisal (gem or jewelry)	5 g.p./item
Coach (between cities)	1 g.p./30 miles
Coach (within a city)	1 s.p./trip
Crier	10 s.p./day (10 g.p. / month)
Inn, common room	2-8 s.p./night
Inn, private room	1 g.p./night
Messenger	3 s.p./day (50 s.p. / month)

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SURPRISE

		Foes (Monsters, NPCs, etc.) Roll										
		1	2	3	4	5	6	7	8	9	10	11+
Player Characters Roll	1	N/A	PCs +1	PCs +2	PCs +3	PCs +4	PCs +5	PCs +6	PCs +7	PCs +8	PCs +9	PCs +9
	2	Foes +1	N/A	PCs +1	PCs +2	PCs +3	PCs +4	PCs +5	PCs +6	PCs +7	PCs +8	PCs +9
	3	Foes +2	Foes +1	No effect								
	4	Foes +3	Foes +2									
	5	Foes +4	Foes +3									
	6	Foes +5	Foes +4									
	7	Foes +6	Foes +5									
	8	Foes +7	Foes +6									
	9	Foes +8	Foes +7									
	10	Foes +9	Foes +8									
	11+	Foes +9	Foes +9									

ATTACK COLUMN DETERMINATION TABLE

Type	Level / Hit Dice																					
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
D4 monster	A	D	D	E	E	F	F	H	H	J	J	K	K	L	L	M	M	M	M	M	M	M
D6 monster	B	E	E	F	F	G	G	I	I	K	K	L	L	M	M	N	N	N	N	N	N	N
D8 monster	C	F	F	G	G	H	H	J	J	L	L	M	M	N	N	O	O	O	O	O	O	O
D10 monster	D	G	G	H	H	I	I	K	K	M	M	N	N	O	O	P	P	P	P	P	P	P
D12 monster	E	H	H	I	I	J	J	L	L	N	N	O	O	P	P	Q	Q	Q	Q	Q	Q	Q
Bard	A	A	A	C	C	C	E	E	E	G	G	I	I	I	K	K	K	K	M	M	M	M
Cavalier	B	B	D	D	F	F	H	H	J	J	L	L	N	N	P	P	R	R	R	R	R	R
Cleric	A	A	A	D	D	D	F	F	F	H	H	H	J	J	J	L	L	L	M	M	M	M
Fighter	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	R	R	R	R	R
Mage	A	A	A	A	A	C	C	C	C	C	F	F	F	F	F	I	I	I	I	I	I	J
Thief	A	A	A	A	C	C	C	C	F	F	F	F	H	H	H	H	J	J	J	J	J	L
Commoner	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A

"TO HIT" DETERMINATION TABLE

		Attack Column																		
		A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	
Target Armor Class	-10	26	25	24	23	22	21	20	20	20	20	20	19	18	17	16	15	14	13	
	-9	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	
	-8	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	
	-7	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	
	-6	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	
	-5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	
	-4	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	
	-3	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	
	-2	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
	-1	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
	0	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
	1	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
	2	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	
	3	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
	4	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
	5	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	
6	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2		
7	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3		
8	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4		
9	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5		
10	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6		

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CHARACTER/CREATURE SAVING THROWS

Class	Level / Hit Dice	Paralyzation, Poison, Death	Petrification, Polymorph	Rod, Staff, Wand	Breath Weapon	Spell
Bard, jester	1-4	14	12	13	16	13
	5-8	13	11	11	15	11
	9-12	12	10	9	14	9
	13-16	11	9	7	13	7
	17-20	10	8	5	12	5
21+	9	7	3	11	3	
Cavalier, fighter, ranger, barbarian, monster	1-2	14	15	16	17	17
	3-4	13	14	15	16	16
	5-6	11	12	13	13	14
	7-8	10	11	12	12	13
	9-10	8	9	10	9	11
11-12	7	8	9	8	10	
	13-14	6	6	7	5	8
	15-16	4	5	6	4	7
	17+	3	4	5	4	6
Cleric, druid, mystic	1-3	10	13	14	16	15
	4-6	9	12	13	15	14
	7-9	7	10	11	13	12
	10-12	6	9	10	12	11
	13-15	5	8	9	11	10
16-18	4	7	8	10	9	
19+	2	5	6	8	7	
Commoner	n/a	16	17	18	20	19
Paladin	1-2	12	13	14	15	15
	3-4	11	12	13	14	14
	5-6	9	10	11	11	12
	7-8	8	9	10	10	11
	9-10	6	7	8	7	9
11-12	5	6	7	6	8	
13-14	3	4	5	3	6	
15-16	2	3	4	2	5	
17+	1	2	3	2	4	
Mage, illusionist, Savant	1-5	14	13	11	15	12
	6-10	13	11	9	13	10
	11-15	11	9	7	11	8
	16-20	10	7	5	9	6
	21+	8	5	3	7	4
Thief, acrobat, mountebank	1-4	13	12	14	16	15
	5-8	12	11	12	15	13
	9-12	11	10	10	14	11
	13-16	10	9	8	13	9
	17-20	9	8	6	12	7
21+	8	7	4	11	5	

ITEM SAVING THROWS

Item Type	Acid	Crushing Blow	Normal Blow	Disintegrate	Fall	Fireball	Magical Fire	Normal Fire	Cold	Lightning	Electricity
Bone, ivory	11	16	10	20	6	17	9	3	2	8	1
Ceramic	4	18	12	19	11	5	3	2	4	2	1
Cloth	12	6	3	20	2	20	16	13	1	18	1
Crystal, potion or oil flask	6	19	14	20	13	10	6	3	7	15	5
Glass	5	20	15	20	14	11	7	4	6	17	1
Leather, book	10	4	2	20	1	13	6	4	3	13	1
Liquid	15	0	0	20	0	15	14	13	12	18	15
Metal (hard)	7	6	2	17	2	6	2	1	1	11	1
Metal (soft), jewelry	13	14	9	19	4	18	13	5	1	16	1
Mirror (glass)	12	20	15	20	13	14	9	5	6	18	1
Parchment, paper, papyrus	16	11	6	20	0	25	21	18	2	20	1
Stone, gem	3	17	7	18	4	7	3	2	1	14	2
Wood, rope (thin)	9	13	6	20	2	15	11	9	1	10	1
Wood, rope (thick)	8	10	3	19	1	11	7	5	1	12	1

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CHANCE OF FALLING INTO A PIT

Circumstance	Open Pit	Covered Pit
Dark, no pole	Automatic	Automatic
Dark, pole	DEX check	DEX check, -4 penalty
Light, no pole, running	DEX check, -4 penalty	Automatic
Light, no pole, walking	DEX check, +2 bonus	DEX check
Light, pole	DEX check, +4 bonus	DEX check, +2 bonus

INITIATIVE MODIFIERS

Cause	Initiative Modifier
Dexterity	See Players Handbook, p. 6
Magic	See spell or magic item description
Someone with no weapon	+1
attacking someone with a weapon	
Potion (not already in hand)	+1d4+1
Priming oil flask with burning rag	+5
Rod	+3
Scroll (not already in hand)	+1d6 plus casting time of spell in segments
Shorter weapon in melee	+1
Staff	+2
Turning oil flask into a "Molotov cocktail"	+5
Wand	+1

HAND-TO-HAND SIZE "TO HIT" MODIFIERS

		Defender Size		
		Small	Medium	Large
Attacker Size	Small	0	-2	-4
	Medium	+2	0	-2
	Large	+4	+2	0

PUMMELING/GRAPPLING MODIFIERS

Armor Type (Worn by Attacker)	Modifier "To Hit"
Cuirass (leather), Furs	-1
Cuirass (steel), Gambeson, Lamellar (leather), Brigandine armor, Scale armor (leather)	-2
Lamellar armor (steel), Ring armor, Scale armor (steel)	-3
Mail	-4
Plated mail	-8
Plate armor	-10
Jousting Plate	-12

MAGIC RESISTANCE

Magic Resistance of Creature	Level of Caster															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
A	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-	-	-	
B	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-	-	
C	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	-	
D	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	-	
E	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	5%	
F	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	10%	
G	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	15%	
H	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	20%	
I	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	25%	
J	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	30%	
K	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	35%	
L	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	40%	
M	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	45%	
N	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	50%	
O	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	55%	
P	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	60%	
Q	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	65%	
R	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	70%	
S	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	75%	
T	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	100%	95%	90%	85%	80%	

OVERBEARING/GRAPPLING MODIFIERS

Attacker's Strength Minus Defender's Strength	Modifier "To Hit"
-6 or less	-10
-3 to -5	-6
-1 to -2	-2
0	0
1 to 2	+2
3 to 5	+6
6 or greater	+10

WHEN TO MAKE A MORALE CHECK

25% of friendly force is eliminated from the battle
 50% of friendly force is eliminated from the battle
 Leader is incapacitated
 Leader is slain or flees
 The enemy force is approximately twice as powerful as the friendly force (or more)

MORALE CHECK MODIFIERS

Condition	Morale Check Modifier
25% of friendly force eliminated	-1
Leader incapacitated	-2
50% of friendly force eliminated	-3
Taking casualties without inflicting any	-4
Leader slain or flees	-6
Charisma (highest on friendly side, or personal employer)	See Players Handbook, p. 7
Per level / hit die above 1st	+1
Inflicting casualties without taking any	+4

Roll 1d20. 10 or less indicates that they have failed the morale check. When that happens, roll on the following table to see how they react (creatures of lawful alignment get a -5 modifier on the following table).

FAILED MORALE CHECK RESULTS

Die Roll (d20)	Result
1-3	Well-formed fighting retreat
4-6	General retreat
7-10	Retreat in disarray
11-20	Surrender*

* Unintelligent creatures will not surrender; they will simply retreat.

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BECOMING LOST

Terrain	Chance of Becoming Lost
Plain	10%
Scrub	30%
Forest	70%
Desert	40%
Hills	20%
Mountains	50%
Marsh	60%
Within 5 miles of settlement	-5%
Weather other than clear	+20%

If the party becomes lost, roll 1d12 to determine their new direction:

Die Roll (d12)	New Direction
1-2	Forward-right
3-4	Right
5	Back-right
6	Backwards
7	Back-left
8-9	Left
10-12	Forward-left

TEMPERATURE

Die Roll (d%)	Temperature	Modifier for Next Temp Roll
01-05	Sweltering	-15
06-15	Hot	-10
16-30	Warm	-5
31-70	Average	±0
71-85	Cool	+5
86-95	Cold	+10
96-00	Bitter cold	+15

CLOUD COVER AND PRECIPITATION

Die Roll (d%)	Cloud Cover	Precipitation
01-10	Very clear	None
11-50	Clear	None
51-65	Light clouds/hazy	None
66-80	Partly cloudy	None
81-90	Heavy clouds	Fog
91-95	Heavy clouds	Light rain/mist/snow/hail
96-00	Heavy clouds	Heavy rain/snow/hail/sleet

Finally, roll for wind. If heavy precipitation is indicated above, add 15% to the roll.

WIND

Die Roll (d%)	Wind	Wind Speed
01-10	Dead calm	0 mph
11-35	Calm	1-3 mph
36-75	Light breeze	4-12 mph
76-89	Light wind [†]	13-24 mph
90-99	Strong wind [†]	25-30 mph
99	High wind [†]	31-38 mph
00*	Gale [†]	39-54 mph
*	Storm [†]	55-72 mph
*	Hurricane [†]	73+ mph

* If a gale is indicated, roll percentile dice again. On a roll of 01-10, storm force winds will occur instead. Hurricane winds are never rolled randomly, and should only be seen as part of a special weather event or the result of magical intervention.

[†] Fog will never occur on days with winds above a light breeze.

CHANCE OF FOG

	Cold	Cool	Warm	Hot
Spring	35%	n/a	n/a	25%
Summer	45%	35%	n/a	n/a
Autumn	25%	n/a	n/a	35%
Winter	n/a	n/a	35%	45%

PURSUIT

There is a base 50% chance of being able to track prey. Roll once for the entire pursuit; it is either successful or it is not. If circumstances change, roll for each point where they change. Actively hiding slows down the pursued force by half.

WILDERNESS PURSUIT MODIFIERS

Circumstance	Normal Modifier	Actively Hiding
Close terrain (mountains, forest, jungle, etc.)	-30%	-40%
Fastest member of pursuing force is faster than slowest member of pursued force	+10%	+10%
For every hour of rain or snow since the trail was made	-25%	-25%
Night: dark night (no moon, no stars)	-50%	n/a
Night: starlight (no moon)	-20%	n/a
Night: twilight	-20%	n/a
Open terrain (plains, desert, etc.)	+50%	+40%
Per 12 hours that has elapsed since the creature being tracked passed	-5%	-5%
Per creature in group being tracked over the first	+2%	+2%
Pursued force less than 6 pairs of legs	-10%	-10%
Pursued force more than 12 pairs of legs	+20%	+20%
Pursued force more than 50 pairs of legs	+30%	+30%
Pursuing force less than 12 individuals	+20%	+20%
Pursuing force more than 24 individuals	-10%	-10%
Pursuing party includes a ranger	+ (ranger's level +1 x 10%) (max. 110%)	
Semi-open terrain (scrub, marsh, hills, etc.)	-10%	-10%
Slowest member of pursued group is faster than fastest member of pursuing force	-10%	-10%
Terrain allows impressions (mud, sand, snow, dirt floor, etc.)	+20%	+10%
Terrain allows occasional spoors (wooden floor, stony path, other creatures confusing the trail, etc.)	±0%	-50%
Terrain allows signs of passage (broken grass, etc.)	+10%	±0%
Terrain does not allow signs (solid stone, etc.)	-50%	Automatic failure

WILDERNESS ENCOUNTERS

Terrain	Check for Encounter Every...	Chance of Encounter
Plain	8 hours	10%
Scrub	6 hours	10%
Forest	4 hours	5%
Desert	8 hours	5%
Hills	8 hours	5%
Mountains	12 hours	5%
Marsh	4 hours	5%
Road	2 hours	+15%
Within 5 miles of settlement	n/a	+10%
Within 20 miles of settlement	n/a	+8%

