

Roll 2d10 to determine the result:

TURN UNDEAD

Challenge Level of Undead	Specific Undead (Examples)	Clerical Level										
		1	2	3	4	5	6	7	8	9-13	14-18	19+
1	Skeleton	10	7	4	T	T	D	D	D	D	D	D
2	Zombie	13	10	7	T	T	D	D	D	D	D	D
3	Ghoul	16	13	10	4	T	T	D	D	D	D	D
4	Shadow*	19	16	13	7	4	T	T	D	D	D	D
5	Wight	20	19	16	10	7	4	T	T	D	D	D
6	Wraith	-	20	19	13	10	7	4	T	T	D	D
7	Mummy	-	-	20	16	13	10	7	4	T	D	D
8		-	-	-	19	16	13	10	7	4	T	D
9	Spectre	-	-	-	20	19	16	13	10	7	T	T
10	Vampire**	-	-	-	-	20	19	16	13	10	4	4
11	Vampire**	-	-	-	-	-	20	19	16	13	7	4
12		-	-	-	-	-	-	20	19	16	10	7
13	Demon	-	-	-	-	-	-	-	20	19	13	10

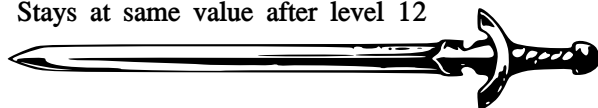
*Shadows might not be undead creatures in your campaign; even so, they might be subject to being turned, just as demons (also not undead) can be turned.

**Vampires and more-powerful undead cannot be turned automatically. Vampires appear more than once on the table because they can be of varying power.

SAVING THROWS

Cleric	Fighter	Magic User	Thief
1: 15	1: 14	1: 15	1: 15
2: 14	2: 13	2: 14	2: 14
3: 13	3: 12	3: 13	3: 13
4: 12	4: 11	4: 12	4: 12
5: 11	5: 10	5: 11	5: 11
6: 10	6: 9	6: 10	6: 10
7: 9	7: 8	7: 9	7: 9
8: 8	8: 7	8: 8	8: 8
9: 7	9: 6	9: 7	9: 7
10: 6	10: 5	10: 6	10: 6
11: 5	11: 4	11: 5	11: 5
12: 4	12: 4	12: 5	12: 4

Stays at same value after level 12



Outdoor Speed

Description	Speed	Results
Hiking	Base movement rate in miles/day	No forced march checks required.
Forced March	Double base movement rate in miles/day	Forced march checks required once per day (4d6 vs. Strength) to continue at this pace.
Combat	Base movement rate divided by 3, times ten <i>yards</i> (not feet), is how far the character can move in one round.	Dashing around, battling your foes. Alternatively, running for your life. When fleeing, you don't have to be the fastest as long as someone is behind you to get eaten first.

BASIC TASK RESOLUTION

The saving throw can be used as a general task resolution system. The game master should modify the player's die roll according to difficulty, PC background, skills, circumstances, player ingenuity, etc.

Recommended Difficulty Modifiers---Simple: +5 Routine +0 Difficult -5 Impossible -10

Attribute Modifiers ---3-8: -1 9-12: +0 13-18: +1

Other Modifiers---Skill +2, Good Description +1 to +3, Exceptional tools/knowledge +2, Duress/Time Pressure -2

MOVEMENT SPEEDS

Base Speed

Weight Carried*	Base Movement Rate
Up to 75 pounds plus Carry Modifier, if any	12
76-100 pounds plus Carry Modifier, if any	9
101-150 pounds plus Carry Modifier, if any	6
151-300 pounds (300-pound maximum) plus Carry Modifier, if any	3

Indoor, City, & Underground Speed

Description	Speed	Results
Walking	Base movement rate times 20 feet/turn	Mapping and careful observation of the surroundings are possible.
Running	Base movement rate times 40 feet/turn	No mapping permitted. Characters are automatically surprised and have no chance to surprise others. The sound of running may attract the attention of enemies.
Combat	Base movement rate divided by 3, times ten feet, is how far the character can move in one round. Thus: Base movement of 6 = 20ft Base movement of 9 = 30ft Base movement of 12 = 40ft.	Dashing around, battling your foes. Alternatively, running for your life. When fleeing, you don't have to be the fastest as long as someone is behind you to get eaten first.