

## COMBAT:

<u>THAC0:</u>		<u>Level</u>																			
<u>Class</u>	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	P+
Priest	20	20	19	18	18	17	16	16	15	14	14	13	12	12	11	10	10	9	9	9	9
Warrior	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	4	4	4	4
Mage	21	20	20	19	19	18	18	17	17	16	16	15	15	14	14	13	13	12	12	11	11
Thief	20	19	19	18	17	17	16	15	15	14	13	13	12	11	11	10	9	9	8	7	7

  

<u>HD</u>																					
	1/2	1-1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	P+
Monster	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2

Note: Fighters gain a +1 bonus to their THAC0 above other warriors.

### Critical Hits:

Whenever a natural 20 is rolled and a roll of 16 or lower is needed, the character scores a “critical” hit. A critical hit results in rolling the normal weapon damage dice and adding the maximum weapon damage. For example, a normal long sword versus a man-sized opponent does 1d8 damage, so a critical hit would do 1d8 + 8 damage. If the unmodified THAC0 is 10 or lower, a critical hit is scored on a natural 19. If the unmodified THAC0 is 5 or less, a natural 18 is also a critical hit.

*Death Blow:* If the modified THAC0 is 5 or less and a natural 20 is rolled, the target must make a saving throw vs. Death Magic or be instantly killed by the “Death Blow” provided that the HD/Level is equal or less than the damage done. For example, Woodchuck the Master Thief throws his +3 Dagger at a Rakshasa (7 HD) with 32 Hit Points. He has a base THAC0 of 12, an 18 Dex., and 17 Str., making his modified THAC0: 5. He rolls a natural 20! and does 3 (Maximum Weapon Damage) + 2 (d3 roll) + 3 (Magic Weapon Bonus) + 1 (Strength) = 9 damage. Since the HD of the Rakshasa is less than the damage done (7 < 9) then the Rakshasa must save vs. Death Magic or be killed. The Rakshasa’s save vs. Death Magic is 10, the DM rolls 7, and the Rakshasa is killed instantly even though it had 23 Hit Points remaining!

### Critical Fumbles:

Whenever a natural 1 is rolled and a roll of 6 or higher was needed, the character suffers a critical fumble. The character must make both a dexterity check and a saving throw versus Paralyzation. If they fail the Dexterity check, the character drops their weapon 1d6 feet away in a random direction. If the character fails their saving throw, they fall prone and may spend their next attack getting up to their feet. If both rolls are failed, the unfortunate character suffers both ill effects.

Whenever a natural 2 is rolled and a roll of 6 or higher was needed, the character must make only the Dexterity check to see if they drop their weapon.

### Higher Attack Rates: (i.e. 3/2, 2, and 5/2)

(Level achieved)

Class:	3/2	2	5/2
Cavalier	6	11	15
Paladin	7	13	19
Cleric	11		
Fighter	7	13	17
Barbarian	6	11	
Ranger	8	14	
Magic-User	16		
Thief	10		

Note: The attacks per round given to characters with specialized weapons and cavaliers using weapons of choice supersede the information given here.

Characters with multiple attacks in a round should use the following:  
Round with one attack: by die roll, d10  
Round with two attacks: roll d4 for first attack  
add d6 roll plus first attack for second attack  
Round with three attacks: roll d4 + d3 + d3 or (1 + d8 + 10?)

### The Multiple Attack Sequence Note:

Character who have multiple attacks can use them only on opponents already engaged in melee. If they have to move (AT ALL!) to engage a new opponent, only one attack is allowed. For example, Gim is fighting two hobgoblins, A and B. Gim kills the hobgoblin A on his first attack, hobgoblin B strikes at him, and then he attacks hobgoblin B with his second attack of the round. On the next round, Gim strikes first again at the hobgoblin B, finishing him off. Since there are no other opponents engaging Gim in melee, his second attack is lost. He may still move 1/2 his normal Movement Rate, but even if this brings him into melee with another foe, he cannot attack it until the next round!

### SURPRISE:

Both sides roll 1d10. Most parties will be surprised on 3 in 10 and surprise on 3 in 10. If both rolls are 4 or greater, then neither side will be surprised. Otherwise, the low roll is subtracted from the high roll, the side with the higher roll gains the difference in surprise segments. Within these segments, the surprising party may strike a general melee, each member allowed one free attack round, with spell-casters also having the option of casting spells with a Casting Time less than or equal to the number of surprise segments. These surprise segments may also be used to decrease the Casting Time for a spell cast in the first round of combat. For example, suppose 2 surprise segments were gained by a Magic-User who decides to cast Wall of Fire (Casting Time 4). Then the mage's spell would be completed on 2 (4-2 =2) of the first round (the character would NOT roll initiative for the first round!!).

### INITIATIVE:

Everyone rolls 1d10. Characters using missile or hurled weapons subtract their Missile Attack Adjustment to their 1d10 roll *provided they are not in the general melee* (to a minimum of zero). The lowest roll goes first. In the case of a tie, compare Weapon Speeds; if these are also equal, compare Dexterity Scores. If these are also equal, or incomparable, the attacks occur simultaneously.

Spell-casters who win initiative (or tie) do NOT automatically complete their spells prior to any attacks by their opponents. Add the loser's weapon speed to their die roll and the winner's Casting Time to their die roll. Whoever has the *lower* result wins; if the two are equal then the attack occurs as the spell is completed. For example, a wizard has a die roll of 4 and is casting Cloud Kill (Casting Time of 5), he is being attacked by an assassin who rolled an 8 and is wielding a +1 short sword (speed factor 2). The wizard's total is 9 (4+5 =9) and the assassin's total is 10 (8+2 =10). Since 9 is less than 10, the Cloud Kill goes off. If the assassin had rolled a 7, the two would be simultaneously, and he would strike prior to the spell completion if the assassin had rolled a 4, 5, or 6 (in this case the assassin also gains a +2 "to hit" the spell-caster *if* the spell has a Somatic component since he is considered "motionless"). The assassin would strike first if he

had rolled a 1,2, or 3, since the wizard had rolled a 4. Spell-casters who lose initiative may complete their spells provided they are not hit (whether or not they actually sustain damage!) or fail any saving throws prior to spell completion. Note that if a spell-caster loses initiative and is struck prior to beginning his spell he may continue and complete the spell normally provided he survives the attack.

It should be fairly obvious that spell-casters should seek to avoid direct physical confrontation whenever possible, and should prefer to use magical devices while involved in a general melee (since their powers cannot be disrupted once initiated).

### DEATH:

When a character reaches zero hit points, he runs the risk of falling unconscious, and possibly death. At certain points, the character must make Constitution checks to remain conscious. The checks are made each time the character reaches (or passes) 0, -3, -6, and -10, if possible (see Threshold below). A penalty applies to each check and it is equal to the negative number of hit points the character checks at, e.g. a check at -6 hit points receives a -6 penalty. Any character who goes below -10, but has not surpassed their threshold automatically falls unconscious.

A character's "threshold" is equal to either twice the negative of their number of Hit Points from first level or -10, whichever is the lesser negative amount (e.g. a first level fighter has 8 Hit Points, so his threshold is -10 not -16, as where a first level magic-user with 3 Hit Points will have a threshold of -6 ( $2 \times 3 = 6$ )). This number is then further altered by the character's Hit Point adjustment for either a high or low Constitution score, with bonus hit points augmenting to how far negative and penalty hit points reducing from how far negative the character can go (e.g. the fighter above has a 17 Constitution score, thus increasing his final threshold to -13 hit points). Once a character passes their threshold, they die.

For example, a thief with a threshold of -8 currently has 3 hit points and is hit by an a Lightning Bolt for 10 points (he made his saving throw, lucky!) and is reduced to -7 hit points. In order to remain conscious, the thief must make a Constitution check at 0 hit points (no penalty), a Constitution check at -3 hit points (with the -3 penalty), and a Constitution check at -6 hit points (with the -6 penalty). Provided he makes all three Constitution checks, he remains conscious; if any fails, he falls unconscious.

### Adjusted Rules for Crossbows:

<u>Type</u>	<u>ROF</u>	<u>S/M</u>	<u>L</u>
Light	2	2-7	1-6
Heavy	1	2-9	1-12
Hand	2	1-4	1-3

### New Specialization Rules:

Weapon proficiency requires one slot. Any characters may specialize (except Cavaliers and Paladins since they receive Weapons of Choice), but only warrior types may "double" specialize. Characters of the Fighter class may eventually specialize in more than one weapon, all other classes are restricted to only one weapon at any one time. A character may relinquish their specialization in a weapon to gain specialization in a different one, but they do not get the spent slot(s) back.

Single specialization costs one slot and grant the character the "next higher" attack rate (as before), but the bonuses gained are +1 "to hit" and +1 to damage. Double specialization (only available in melee weapons and only to warriors) costs one additional slot and grants the benefactor two points of bonuses to distribute.

These “points” may be both added to the “to hit”, both to the damage, or one to the “to hit” and the other to the damage (i.e. a character that is double specialized gains either +3/+1, +1/+3, or +2/+2 as the player chooses).

With bows and crossbows, the specialist must spend two slots to specialize (this is NOT considered double specialization). The benefits gained are +2 “to hit” for all ranges (this will negate the Medium range “to hit” penalty and partially negate the Long range penalty) and +1 to damage if the target is within short range. These specialists also gain the ability to fire a free shot *prior* to initiative provided they have their weapon loaded, ready, and target in sight. Bow and crossbow specialist also benefit from an improved Rate Of Fire at higher levels.

Again, only Fighters (not other warriors) may eventually specialize in all of the Fighting Styles that follow.

The Single-Weapon Style specialization is unchanged.

The Weapon Style specialization Two-Hander style now lowers the speed factor of the weapon by 2. If a second slot is spent on Two-Hander style, the weapon speed factor will be reduced by 1 more (a total of three) and the character gains the benefit of a +1 to all damage rolls when using both hands. Note that no weapon may have its speed reduced to less than 2 by this proficiency.

The Weapon and Shield Style specialization offers the benefactor the option of using their shield as a weapon (it no longer gives the Shield Parry option since it is assumed that the character is constantly using the shield this way!). One slot gives penalties “to hit” of -2/-4, a second slot reduces the penalty to 0/-2. Since the shield is being used as a weapon, the character does not receive the AC bonus of the shield during any round in which he is shield punching. Base damage caused by a Shield Punch is 1-3 hit points of damage for a buckler shield, 1-4 hit points for a small shield, and 1-6 hit points for a medium shield. Shield Punch damage is modified by the bonuses of the shield if magical, “Shield Punch” weapon specialization, or by high or low Strength adjustments.

Finally, Two-Weapon Style specialization reduces the penalties for attacking with two weapons to 0/-2 and allows both weapons to be of equal length. A second slot negates the penalty of two weapons entirely. If the weapons are used for different maneuvers, e.g. attack and parry, then both are done with a -1 penalty “to hit.” Regardless of the number of attacks the character may get with their primary weapon hand, they will receive only one attack with their secondary weapon!

#### Parries:

Whenever a character elects to parry, they must announce that they are doing so *before* initiative is rolled. If they decide to parry, and that parry is never used within the round, then it is lost.

#### MOVEMENT:

All characters have a base movement rate of 12” (read “12 mark-mark”), adjusted by the Reaction Adjustment for high or low Dexterity (for a range of 9” to 15”). Any character may “Jog,” which doubles their movement rate, for a number of turns equal to their Constitution score provided they make a Constitution check at the end of each turn. After Jogging, or once a character fails a check, the character must rest for a number of rounds equal to the number of turns spend Jogging (a minimum of 5 rounds) before being able to Jog again. During this resting time, the character cannot exceed their normal base movement rate.

Any character may “Run,” which triples their movement rate, but this requires a Constitution or Strength (whichever is greater) check at a -4 penalty at the end of each round in order for the character to continue

Running the next round. When the character stops Running (or fails the required check), he must rest for at least one-half the number of rounds he spent Running (round up). During this rest time, any combat related tests suffer a -2 penalty. Likewise, the character may not Run again, or Sprint (see below), during this rest time. Also note that a character may not Run if their encumbrance is greater than “Light.”

Any character may “Sprint,” which quadruples their movement rate, but this requires a Strength check with at a -8 penalty at the end of each *segment* in order for the character to continue Sprinting. Sprinting characters may do so (providing they make the required checks) for a number of segments equal to their Constitution score, but no more! At the end of their Sprint, the character must rest for a number of rounds equal to the number of segments that they Sprinted (minimum of 1 round). During this resting period, the character may Jog, but not Run or Sprint again until rested. In addition, during this rest period the character may not attack or cast any spells, although they should not be considered defenseless by any means!!

#### The Running Proficiency (1 slot, Warrior, Thief, revised):

Characters who take the Running proficiency gain several benefits over those without it. First, and most important, the character need only make a check once every two time units (i.e. once every two turns, rounds, or segments). Secondly, when any check is required, any applicable penalty is halved (i.e. Running checks are at -2 and Sprinting checks are at -4). This proficiency in conjunction with Endurance can make for a very powerful runner.

To simplify things, a proficiency check will also allow a character to travel twice as far as normally possible according to the original rules given in the Player’s Handbook.

#### CANTRIPS:

Magic-users and Specialists will now be allowed to choose from their selections of Cantrips known (as per Unearthed Arcana) just as Priests can choose their spells. The number that can be used per day is one more than the number of First Level Spells that the character may cast per day (e.g. a 6<sup>th</sup> level mage may cast 4 1<sup>st</sup> level spells per day, so they would be able to choose as many as 5 cantrips per day). Specialists, since they gain one bonus spell per spell level gain the same number of cantrips as first level spells (e.g. a 6<sup>th</sup> level specialist would also get 5 cantrips per day, not 6 cantrips!).

#### Fighter Tactics:

At every level, Fighters roll d20. If the results is less than or equal to the Fighter’s current level, the fighter gains one unarmed attack (in addition to their normal melee attacks). This attack may take the form of an elbow, backhand, kick, headbutt, etc.

At 8<sup>th</sup>, 12<sup>th</sup>, and 15<sup>th</sup> levels, Fighters may choose one Tactic from below:

*Aggression:* The Fighter gives everything to the attack. This makes it very easy to hit him (+4 “to hit”) as well as the fact that he loses any AC bonus due to high Dexterity. The benefits, however, can be well worth the penalties. Whenever the Fighter reduces an opponent to zero or fewer Hit Points, he is immediately allowed an additional attack on any other melee opponent. All the attacks occur on the same Initiative, and this is the only sequence the Fighter is allowed in the round regardless of the number of attacks the Fighter might usually get.

*Finesse:* The Fighter lets the weapon do the work. Instead of relying on strength, the Fighter uses his reflexes. The Fighter must have Specialization in the weapon, which can not weigh more than 6 lbs. His off-hand cannot hold anything weighing more than 3 lbs. All “to hit” and damage bonuses due to Strength are lost, but the Fighter gains a “to hit” bonus equal to his Reaction Adjustment.

**Stunning Blow:** This tactic allows the Fighter an improved use of additional unarmed attacks (see above). The Fighter accepts the normal Called Shot penalties (-4 “to hit”, +1 to Initiative). Any successful attack forces the opponent to make a saving throw vs. Paralysis. If they succeed, then there is no effect. If the saving throw fails, the opponent is stunned for 10 segments. During this period, they are easier to hit (+2 “to hit”, No Dex. Bonus to AC) and suffer a -2 penalty to any additional saving throws. When initiative is rolled for the next round, any roll that is before the stun wears off means the opponent loses all action for the round. Ex. An orc stunned on 7 of round 1 will be stunned until 7 of round 2, and must roll an 8, 9, or 10 in order to act on round 2. Note: this tactic only works on creatures subject to being “stunned.”

**Gem Table**

<u>d100 roll</u>	<u>Base Value</u>	<u>Class</u>
01-40	10 gp	Ornamental
41-70	50 gp	Semi-precious
71-90	100 gp	Fancy
91-99	500 gp	Precious
00	1000 gp	Gems
Average =	95 gp	

**Jewelry Table**

<u>d100 roll</u>	<u>Base Value</u>	<u>Description</u>
01-20	50 gp	Silver or Ivory
21-60	100 gp	Silver and Gold
61-85	500 gp	Gold
86-95	1000 gp	Platinum
96-99	2500 gp	Silver w/ gems
00	5000 gp	Gold w/ gems
Average =	425 gp	

Spell book Encumbrance = 5 + 0.4 (N); N = # of pages

Spell book weight = Enc./ 3

Travelling Spell book Encumbrance = 1 + 0.1 (N)

Travelling Spell book weight = Enc. / 2

Spell books begin with a number of pages needed for the character’s initial spells and has an additional number of blank pages equal to their number of additional proficiencies from Intelligence.

<u>Roll %</u>	<u>Descrip.</u>	<u>Heavy HP</u>	<u>Heavy \$</u>	<u>Med. HP</u>	<u>Med. \$</u>	<u>Light HP</u>	<u>Light \$</u>
01-05	Nag	6-7	12	4-5	10	2-3	8
06-20	Broken	8-10	18	6-7	15	4-5	12
21-80	Average	11-20	25	8-14	20	6-12	16
81-95	Spirited	21-25	50	15-16	40	13-14	32
96-00	Charger	26-27	100	17-18	80	15-16	64

**Cure spells:**

Cure Minimal Wounds (d4+1)

Cure Light Wounds (2d4)

Cure Moderate Wounds (2d6)

Cure Serious Wounds (2d8+1)

Cure Aggrevated Wounds (3d6+2)

Cure Critical Wounds (3d8+3)



Ex.

Ghim and Slayne are out looking for herbs to cure a poisoned friend, when suddenly they are ambushed by a small band of 14 orcs.

Ghim is a Fighter:3 (AC: 7, Leather armor and small shield; VIT: 22; WD: 16; THAC0: 18 (+2); DMG: d6 (+3); NOTE: Ghim has a STR:16, wields a +1 Hand Axe which he is Specialized (+1/+1) in and his fighter bonus (+1) gives him a modified THAC0: 15, his Dwarf bonus vs. Orcs adds +1 more for a 14 total). The Orcs are AC:6, so Ghim will have to roll an 8 (14 – 6) or better to hit.

Slayne is a Mage:4 (AC: 5, Armor spell and Dex.; VIT: 12; WD: 13; THAC0: 21 (+1); DMG d4 (+1); NOTE: Slayne has Magic Missile and Sleep memorized, along with Locate Object (for the herbs) and Web. He knows this forest *can* be dangerous, so is prepared with offensive spells; he carries a +1 Dagger).

The DM decides that since the orcs perceive Ghim as more hated and a threat, they split up their force: 8 for Ghim and 6 for Slayne. The DM knows Slayne can easily handle 6 orcs as long as he wins initiative. The danger for the PCs is if the Mage loses the initiative or if they are surprised!

The DM gives the PCs a –2 to their surprise for the orcs being hidden (–1) and that the two characters have poor light (–1) on the forest floor. Ghim is anticipating attack (so he gains +2) and Infravision (negates the poor light (+1) while Slayne is looking for the herbs. So, Ghim will only be surprised if he rolls a 1 or 2, but Slayne will be surprised on a 1–5! The GM rolls for the Orcs (who can only be surprised on a 1) and rolls a 7 while the characters roll and get 9 for Ghim, but 5 for Slayne!

The encounter range is about 20 feet (4d6). During the surprise round, Ghim will go first (9), followed by the orcs (7) while Slayne is caught kneeling looking in some undergrowth.

Ghim cries out to Slayne as he readies his axe and moves to engage an orc. Since Ghim is specialized he gets 3/2 attacks and this is his first round. He swings! 9, a hit! (Remember, he needs an 8) and does 5 points of damage (2+3). The GM gives all the orcs average hit points of 5, so the orc drops unconscious at 0. The orcs roll their Morale:17 (base 10 + 4 hated enemy + 1 lawful + 2 outnumber enemy) and get a 12 so they will keep fighting. Since Ghim has attacked during the surprise round, he expends 1 point of vitality and now has 21 left.

Due to their size, no more than 6 orcs can attack either character. The remaining orc keeps watch in case the PCs have allies coming. The six surround both and attack. Against Ghim (they need a base 12, 13 for the two he uses the shield against) they roll 15, 11, 6, 1, 20, 10. The 15 hits for only 1 point. The 20 is critical, doing maximum damage of 12! The 10 hits because of the rear bonus +2 making it 12, but since it just hit it only does 1 point. Ghim sustains 14 points of damage and his Vitality is now 7! That critical hit took a lot out of him. Ouch! The orc that rolled a 1 fell down and dropped his weapon. He-he-he...

Slayne gets attacked by the other six, but his AC is better so they need a 15 to hit, but only 12 from the rear (no Dex. and +2 rear bonus). They roll 15, 2, 8, 17, 10, 4. The 15 hits for minimum of 1 point. The 17 hits for 5. Yikes! Slayne takes 6 total damage, his Vitality drops to 6 and his Armor spell can sustain only 4 more points before it is ruined!

Ghim's player knows that since he is engaged (by 6 orcs!), he will receive both his attacks this round and decides to be cautious, holding his first attack to *Parry* and his second to *Attack*. Slayne knows that only his magic will save him, and elects to cast *Sleep* centered on himself (he knows it will affect the orcs first).

The orcs continue to attack, seeing the two character in dire straits! Initiative is rolled. The orcs roll an 8, Ghim rolls 4 (d4) and 3 (d6), so he will attack on 4 and 7, and lucky Slayne rolls a 2! There is no way this orcs can attack Slayne before his spell is completed since he will finish on 3.

Slayne's sleep spell affect 7 HD (2d4 rolled 4 and 3), making his 6 orcs and the one on watch fall asleep. Whew! None of the orcs attacking Ghim notice, so no Morale is checked here. If the watcher orc had not been affected, cried alarm so the others did notice, a Morale check would have been made against Morale:13 (10 + 4 hated + 1 lawful -2 enemy mage). Slayne loses 1 point of vitality for casting, and has 5 left.

Ghim attacks on 7, rolls 18, and does 8 damage, killing another orc. His attack on 4 is his Parry, which he has in reserve until the end of the round. The orcs attack him. The fallen one gets up, the other 4 roll 11, 9, 12, 11. Ghim will try to parry the 12 since it hit, but cannot parry the rear attack (the last 11) and will be hit by it. He rolls 11 for the parry (again, he needs 8 to hit), and succeeds in blocking the attack. The 11 hits for 3 points. Ghim sustains 4 points of vitality loss (3 from the hit, 1 from attacking) and his vitality is now 3.

Next round! Ghim rolls 1, Slayne 2, and the orcs 4 for Initiative. Slayne cries out in the dwarven tongue "Web" and Ghim goes defensive this round, knowing help is on the way. He withholds his only attack to parry. This is also the first round of Sleep.

On 2, Slayne casts his Web spell over Ghim and the surrounding 5 orcs. The DM rules that the orc who was retrieving a weapon this round might be able to jump free if he makes his Saving Throw. The DM rolls for the orcs and the player rolls for Ghim. The DM rolls 5, 4, 3, 17, and 19 for the outside orc. Note that the web spell imposes a -2 penalty to the save, so the 17 actually fails, but the 19 still makes it (just!). Ghim rolls a 7 and is also caught. The orc picks up its weapon and rolls a Morale:7 (10 +4 hated -4 lost 50% of forces +1 lawful -2 enemy mage -2 no enemy slain) check and gets a 8, just failing. The orc turns to flee. Slayne has 4 vitality after casting Web.

Initiative is rolled for the next round. Slayne rolls a 5 and the orc a 10. Slayne doesn't want any of these creatures to escape! He casts his Magic Missile spell and two blue bolts launch into the back of the fleeing orc. He takes 2 and 4 damage, more than this 5 hit points, and falls unconscious. Meanwhile the other orcs and Ghim are struggling in the web spell. Slayne spends a point of vitality for the Magic Missile spell and has only 3 left, he is getting tired. The second round of Sleep begins.

The next round Slayne uses his Fire Finger cantrip to ignite the Web. He know it will hurt Ghim, but he hopes it will affect the orcs more. Ghim take exactly 3 damage and now has no Vitality left (since he has not taken any Wounds, he is not yet "Fatigued"). The four orcs take 5, 5, 7, and 2. Three orcs fall down and one is injured with 3 hit points left. The Fire Finger costs no Vitality.

The final orc checks Morale:7 (10 +4 hated -4 lost 50% of forces +1 lawful - 2 enemy mage -2 no enemy slain) and gets 11. The orc will flee. Initiative is rolled as the third round of Sleep starts. Ghim gets 2, while both Slayne and the orc get 7's

Ghim moves in and attacks the orc, rolling a 4 and misses. The orc flees. Since Ghim has no Vitality left, he remains at 0 but won't become "Fatigued" unless he get hit and takes Wounds.

Slayne throws his dagger, he knows it is a long shot but he has to try. The range is Medium, imposing a -2 penalty but the shot is to the rear (+2 bonus), so they will cancel each other. The orc is AC:7 (no shield against rear attacks), Slayne's THAC0:21 (+1) is modified 20, so he needs a 13. He rolls a 16 and hits

doing maximum damage of 5! The orc falls into the dirt. Slayne expends 1 Vitality for the attack and has just 2 left.

From this point on, Slayne quickly locates the herbs in the undergrowth while Ghim dispatches the six sleeping orcs. Four rounds later (at 2 orcs per round plus one round to “regroup”), the two quickly head back to the hamlet with the herbs and their lives intact!

It will take Slayne the better part of 3 turns at 4 points per turn to go from 2 to 12 Vitality. Poor Ghim will need more time, gaining 5 points per turn (3 for level +2 for Con.) but needing 22. So, just over 4 turns later Ghim is well rested with his nicks and bruises taken care of. Neither Ghim nor Slayne is eager to encounter that many orcs again, but they have a great story to tell at the tavern tonight...

In summary, Ghim had two PK's while Slayne successfully cast Sleep and Web. He will not receive EXP for the Magic Missile because the orc had failed Morale and Slayne was in no danger from him. If Slayne had not been surprised, the battle could have been completely different. However, if Slayne's Sleep spell had lost initiative or been disrupted, the characters likely would have been captured or killed.