

Original D&D Pursuit Rules

EVADING IN THE WILDERNESS

Castle Inhabitants will pursue on a roll of a 1-3 if they are hostile to the party, and only on a 1 if they are basically neutral. Evasion is the same as described below for monsters.

Evading: This action is a function of the size of the party of adventurers and the number of monsters, modified by surprise, terrain and comparative speed. Use the following table as a guideline:

Party Size (Mounted or on Foot)	Number of Monsters Encountered by Party	Chance of Evading
1-3	25% or less of possible #	50%
1-3	26%-60%	70%
1-3	Over 60%	90%
4-9	25% or less of possible #	30%
4-9	26-60%	50%
4-9	Over 60%	70%
10-24	25% or less of possible #	15%
10-24	26-60%	30%
10-24	Over 60%	50%
25+	25% or less of possible #	05%
25+	26%-60%	20%
25+	Over 60%	35%

Surprise by party means that evasion chances are doubled.

Surprise by monsters negates all chance of evasion unless party is able to use some form of magic, or terrain is woods.

Woods add 25% to evasion chances and give a 10% chance of evasion even if surprised.

If the comparative speed of the two parties is such that one is at least twice as fast as the other, the faster will have the effect of increasing/decreasing evasion chances by 25%. This includes surprise situations.

Pursuit: Pursuit will take place whenever it is so indicated with regard to castle inhabitants or when a party is unable to evade monsters. A die is rolled, and the pursuit then goes in that random direction. If the monster is faster than the party involved there is a 50% chance it will catch the party. The party now moves another hex in a random direction, and a die is rolled to determine if pursuit will continue. If pursuit continues the chances for being caught by a faster monster are exactly the same, and the same procedure is repeated if the party is not caught. This procedure continues until pursuit is ended or melee occurs. Woods or swamp will reduce the chance of being caught by 25%.

For each hex moved in pursuit, a party must spend one-half day resting (remember, a day equals one turn). During a day at rest two dice are thrown for determining if wandering monsters are encountered, rather than but one.

EVADING IN THE UNDERWORLD

Two moves constitute a turn, except in flight/pursuit situations where the moves/turn will be doubled (and no mapping allowed).

Time must be taken to rest, so one turn every hour must be spent motionless, and double the rest period must be taken after a flight/pursuit takes place.

Avoiding Monsters: Monsters will automatically attack and/or pursue any characters they "see", with the exception of those monsters which are intelligent enough to avoid an obviously superior force. There is no chance for avoiding if the monster has surprised the adventurers and is within 20 feet, unless the monster itself has been surprised. If the adventurers choose to flee, the monster will continue to pursue in a straight line as long as there is not more than 90 feet between the two. When a corner is turned or a door passed through or stairs up or down taken the monster will only continue to follow if a 1 or a 2 is rolled on a 6-sided die. If a secret door is passed through the monster will follow only on a roll of 1. Distance will open or close dependent upon the relative speeds of the two parties, men according to their encumbrance and monsters according to the speed given on the Monster Table in Volume II. In order to move faster characters may elect to discard items such as treasure, weapons, shields, etc. in order to lighten encumbrance.

There is a 25% chance that any character surprised by a monster will drop some item. If he does, roll for the possibilities remembering that only these items held could be so dropped.

Burning oil will deter many monsters from continuing pursuit.

Edible items will have a small likelihood (10%) of distracting intelligent monsters from pursuit. Semi-intelligent monsters will be distracted 50% of the time. Non-intelligent monsters will be distracted 90% of the time by food.

Treasure will have the opposite reaction as food, being more likely to stop intelligent monsters.