





RECOVERY OF SPELLS

Once rested, magic-users must memorize their spells and clerics must pray and meditate. Allow 15 minutes of game time for memorization or prayer for each spell level. Such activity requires a mind rested by a good sleep and nourished by the body. Required rest for memorizing or praying for spells is as follows:

SPELL LEVEL	1-2	3-4	5-6	7-8	9
Rest time	4 hrs	6 hrs	8 hrs	10 hrs	12 hrs

Saving Throws	Spells				
	Paralyzation Poison/Death	Petrify/ Polymorph	Rod / Staff Wand	Dragon Breath	Spells
Cleric					
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
Fighter					
0 M	16	17	18	20	19
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	5	6	7	5	8
15-16	4	5	6	4	7
17+	3	4	5	4	6
Magic User					
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					
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

Turning Undead

Level	1	2	3	4	5	6	7	8	9-13	14+
Skeleton	10	7	4	T	T	D	D	D+	D+	D+
Zombie	13	10	7	T	T	D	D	D	D+	D+
Ghoul	16	13	10	4	T	T	D	D	D	D+
Shadow	19	16	13	7	4	T	T	D	D	D+
Wight	20	19	16	10	7	4	T	T	T	D
Ghast	-	20	19	13	10	7	4	T	T	D
Wraith	-	-	20	16	13	10	7	4	4	D
Mummy a	-	-	-	20	16	13	10	7	7	T
Spectre b	-	-	-	-	20	16	13	10	10	T
Vampire c	-	-	-	-	-	20	16	13	13	4
Ghost d	-	-	-	-	-	-	20	16	16	7
Lich e	-	-	-	-	-	-	-	19	19	10
Special**	-	-	-	-	-	-	-	20	20	13

(T) turn 1d12 hit dice; (D) destroy 1d12 hit dice; (D+) destroy 1d6+6 hit dice;

** 1-2 (demons, devils) > 11HD, 66% M.R., or -5AC are unaffected
 a Paladins 1st - 2nd level turned then b,c,d,e additional 2 levels per tier thereafter.
 Paladins turn undead as clerics two levels lower.



Charisma Score	Reaction Adjustment	Maximum # Retainers	Loyalty Bonus
3	-25	1	-30
4	-20	1	-25
5	-15	2	-20
6	-10	2	-15
7	-5	3	-10
8	-	3	-5
9-11	-	4	-
12-13	+5	5	-
14	+10	6	+5
15	+15	7	+15
16	+25	8	+20
17	+30	10	+30
18	+35	15	+40

Dwarf & Gnome Con. bonus vs. rod staffwand and spells

Constitution	bonus
4-6	+1
7-10	+2
11-13	+3
14-17	+4

1oz dose of poison can coat	
6 darts	1 short sword
4 arrows	1 scimitar
3 shuriken	1/2 broad sword
3 spear heads	1/2 long sword
2 pole arms	1/3 bastard sword
2 hand axes	1/4 2-handed sword
2 daggers	1 1/2 sidle

Light Sources	Radius	Duration
Torches	40'	6 turns
Lantern	30'	24 turns
Bullseye Lantern	80'	24 turns
Magic dagger	10'	infinite
Magic short sword	15'	infinite
Magic long sword	20'	infinite