

Dragons of Despair Reference

Attack Matrix for Player Characters

AC	Cleric, Druid, Monk, Flint	Magic Users, Illus., Tas	Thieves and Assassins	Fighters and all others
-10	23	26	24	21
-9	22	25	23	20
-8	21	24	22	20
-7	20	23	21	20
-6	20	22	20	20
-5	20	21	20	20
-4	20	20	20	20
-3	20	20	20	19
-2	20	20	20	18
-1	19	20	20	17
0	18	20	19	16
1	17	20	18	15
2	16	19	17	14
3	15	18	16	13
4	14	17	15	12
5	13	16	14	11
6	12	15	13	10
7	11	14	12	9
8	10	13	11	8
9	9	12	10	7
10	8	11	9	6

-5 to hit at Long Range. -2 to hit at Medium Range.

Common Enemies

Enemy	HD	Cleric, Druid, Monk	Magic Users, Illusionists, Tas	Thieves and Assassins	Fighters and all others
Baaz Draconian	3	14	17	15	12
Bozak Draconian	4	16	19	17	14
Hobgoblin	1+1	13	16	14	11
Spectral Minion	3	16	19	17	14
Khisanth	8	15	18	16	13

Saving Throws

Class	Paralysis, Poison, Death	Petrif., Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
Cleric	9	12	13	15	14
Fighter (Flint)	11 (6 vs poison)	12 (12)	13 (8)	13 (13)	14 (9)
Magic-User	14	13	11	15	12
Thief/Monk (Tas)	12 (13/9 if poison)	11 (12)	12 (10)	15 (16)	13 (11)

Cover and Concealment

Cover/Concealment	AC Modifier
25% Cover	+2
50% Cover	+4
75% Cover	+7
90% Cover	+10
25% Concealment	+1
50% Concealment	+2
75% Concealment	+3
90% Concealment	+4

Monster Attack Rolls

AC/HD	1	1+	2-3	4-5	6-7	8-9
-10	24	23	20	20	20	20
-9	23	22	20	20	20	20
-8	22	21	20	20	20	20
-7	21	20	20	20	20	19
-6	20	20	20	20	19	18
-5	20	20	20	20	18	17
-4	20	20	20	20	17	16
-3	20	20	20	19	16	15
-2	20	20	19	18	15	14
-1	20	19	18	17	14	13
0	19	18	17	16	13	12
1	18	17	16	15	12	11
2	17	16	15	14	11	10
3	16	15	14	13	10	9
4	15	14	13	12	9	8
5	14	13	12	11	8	7
6	13	12	11	10	7	6
7	12	11	10	9	6	5
8	11	10	9	8	5	4
9	10	9	8	7	4	3
10	9	8	7	6	3	2

-5 to hit at Long Range. -2 to hit at Medium Range.

Monster Saving Throws

HD	Paralysis, Poison, Death	Petrif., Polymorph	Rod, Staff or Wand	Breath Weapon	Spell
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

Reactions

Adjusted d% Roll	Reaction
< 06	Violently hostile, immediate attack
6-25	Hostile, immediate action
26-45	Uncertain, but 55% towards negative
46-55	Neutral, uninterested, uncertain
56-75	Uncertain, but 55% towards positive
76-95	Friendly, immediate action
96+	Enthusiastically friendly, immediate acceptance

Add reaction adjustment for charisma

Exploration Dice Rolls

Opening stuck door - 2 in 6
Being surprised - 2 in 6
Setting off old trap - 1 in 6

Listening at Doors

Dwarf - 2 in 20
Elf - 3 in 20
Gnome - 4 in 20
Half-Elf - 2 in 20
Kender - 3 in 20
Human - 2 in 20

Morale Checks with d% Made When

Faced by obviously superior force*	Check each round
25% of party** eliminated or slain	Check at +5%
Leader unconscious	Check at +10%
50%+ of party** eliminated or slain	Check at +15%
Leader slain or deserts	Check at +30%

* Such as in melee when one force is hitting twice as often as the other
**Or individual taking this much personal wound damage

Monster base morale of 50%, +5%/hit die above 1, +1 %/extra hp

Morale Failure

1% to 15% fall back, fighting
16% to 30% disengage-retreat
31% to 50% flee in panic
51% or greater surrender

Outdoor Movement

3 miles per hour, 10 hours per day
Average/Heavy Burden reduce to 2/1
Rugged reduce by third
Very rugged reduce by two thirds