

Dragon Lance: Fifth Age – Quick Reference

Movement:

Walking Terrain	mph	mpd
Good Road	4	30
Clear/Average Road	3	25
Hills/Light Forest	2-3	20
Forest/Snow/Desert	2	15
Wetlands	1-2	10
Thick Forest	1-2	10
Mountains/Swamp	1	5

Riding: 200% of normal.
Vehicles: 150% of normal

Vessel	mph	mpd
Barge*/Raft	1	20
Canoe*/Kayak*	2	30
Bremen/Treem#	2-3	40
Longboat/Drakkar	3	50
Caravel/Galleon	3-4	75
Great Galleon	4	100

* For inland and coastal travel.
Ocean going craft, 2-3 tiers of oars.

Aerial Mount	mph	mpd
Chimera	5	40
Wyvern	6	50
Dragon	7	60
Roc	8	70
Griffin	9	80
Pegasus	10	100

Rate will change based on load and weather conditions.

Note: mounts can keep up the daily movement rate for a week. After which it needs two days rest.

Standard Hero Actions:

Action	Difficulty	Abil.	Opp.	Comments
Avoid a spell (Sorcery)	Average (8)	Pe	Re	
Avoid a spell (Mysticism)	Average (8)	Pr	Sp	
Break an average code	Average (8)	Re	--	A brief message
Break a masterful code	Daunting (16)	Re	--	A brief message
Break down a door	Average (8)	St	--	A standard door
Build something simple	Average (8)	Dx	--	No moving parts (a chair)
Build something complex	Challenging (12)	Dx	--	A few moving parts (a cart)
Build something intricate	Daunting (16)	Dx	--	Many moving parts (a clock)
Calm a panicked tame animal	Average (8)	Pr	Sp	Used for mounts, pets, etc...
Chase a fleeing individual	Average (8)	Ag	Ag	Combat ranges denote distance
Climb a tree or fence	Easy (4)	Ag	--	New action each 25 feet or so
Climb a rough wall or cliff	Average (8)	Ag	--	New action each 25 feet or so
Climb a sheer wall or cliff	Challenging (12)	Ag	--	New action each 25 feet or so
Climb a slick, sheer wall	Daunting (16)	Ag	--	New action each 25 feet or so
Dig a tunnel or mine	Challenging (12)	St	--	Includes shoring and bracing
Disarm a common trap	Challenging (12)	Dx	--	Trip wires, poison needles, etc...
Don a general disguise	Average (8)	Pr	Pe	Example: passing as a member of the city guard
Don a specific disguise	Challenging (12)	Pr	Pe	Example: initiating the watch captain in particular
Drive a wagon or vehicle	Average (8)	Dx	--	In typical conditions
Fight a fire	Average (8)	En	--	Used for most uncontrolled blazes
Fight a raging fire	Daunting (16)	En	--	Involves combustibles or explosives
Hide from passersby	Average (8)	Ag	Pe	Assumes no one is searching
Hide from a casual search	Challenging (12)	Ag	Pe	Assumes no hounds or such are used in the search
Hide from a thorough search	Daunting (16)	Pr	Pe	If searchers use bloodhounds, etc...
Intimidate a thug	Average (8)	Dx	Sp	When hero and thug are fairly evenly matched
Pain an object	Average (8)	Dx	Pe	Includes most sleight-of-hand
Pick a common lock	Average (8)	Dx	--	Hero must have proper tools
Pick an excellent lock	Challenging (12)	Dx	--	Hero must have proper tools
Pick a pocket	Challenging (12)	Dx	Pe	Assumes target is not on his guard
Repair an item	Varies	Dx	--	One degree easier than "build" action
Resist a magic item's effect (Sorcery)	Average (8)	Pe	Re	
Resist a magic item's effect (Mysticism)	Average (8)	Pr	Sp	
Search an area	Challenging (12)	Pe	--	For hidden clues, etc....
Search an object	Challenging (12)	Pe	--	For traps, catches, panels, etc...
Sneak past a sentry	Average (8)	Dx	Pe	Assumes no one raises an alarm
Start a fire in the wild	Average (8)	Re	--	With a lens, firebow, flint, etc...
Swim in rough waters	Challenging (12)	Ag	--	Crossing rapids, during storms, etc...
Tell a convincing lie	Easy (4)	Pr	Pe	For a believable story and listeners not predisposed to doubt
Track a beast in the wild	Average (8)	Pe	--	Useful for hunters and the like
Track a person in a city	Average (8)	Pe	Pr	Assumes the person isn't cautious
Use a magical item (Sorcery)	Easy (4)	Re	Pe	
Use a magical item (Mysticism)	Easy (4)	Sp	Pr	

Combat Reference

The basics:

Combat Sequence

- Before combat
- Determine range
- Determine surprise
- During combat
 - Surprise attack (if any)
 - Combat maneuvers
 - Hero attack actions
 - Resolve enemy wounds
 - Counterattack actions
 - Resolve hero wounds
 - Resolution of battle
 - If no victor, return to II.2
- After combat
 - Coup de grace
 - First aid and healing
 - Spoils of victory?

Terrain	Range
Desert	Visual
Ocean/Lake	Visual
Sandy Beach	Visual
High road	Artillery
Major river	Artillery
Rolling hills	Artillery
Savannah	Artillery
Light forest	Far Missile
Minor river	Far Missile
Road	Far Missile
Rocky foothills	Far Missile
Forest	Near Missile
Marsh/Swamp	Near Missile
Mountains	Near Missile
Trail	Near Missile
Village Street	Near Missile

Terrain	Range
City streets	Melee
Indoors	Melee
Thick forest	Melee
Underground	Melee

Magical Items of...	Bonus
Distinction (Trinket)	±2
Renown (Trinket)	±4
Fame (Treasure)	±6
Glory (Treasure)	±8
Legend (Artifact)	±10

Common Combat Actions:

Action	Difficulty	Abil.	Opp.	Comments
Change range	Average (8)	Pe	Pe	Prior to combat
Maintain range	Average (8)	Pe	Pe	Prior to combat
Avoid surprise	Average (8)	Pe	Ag	Failure allows foes one free counterattack
Gain surprise	Average (8)	Pe	Ag	Success allows hero's one free attack
Maneuver the range	Average (8)	Ag	Ag	During combat
Resist a maneuver	Average (8)	Ag	Ag	During combat
Attack (Personal)	Average (8)	St	En	Natural or very light melee weapons
Attack (Melee)	Average (8)	St	En	Melee or thrown weapons
Attack (Near Missile)	Average (8)	Dx	Ag	Thrown or missile weapons
Attack (Far Missile)	Challenging (12)	Dx	Ag	Missile weapons only
Attack (Artillery)	Average (8)	Dx	Ag	Artillery only
Defense (Personal)	Average (8)	En	St	No shields allowed
Defense (Melee)	Average (8)	En	St	Any shield
Defense (Near Missile)	Average (8)	Ag	Dx	Any shield
Defense (Far Missile)	Average (8)	Ag	Dx	Any shield
Defense (Artillery)	Easy (4)	Ag	Dx	Large target or group
Change weapons	Average (8)	Dx	--	In combat situations
Ready an item	Average (8)	Dx	--	In combat situations
Use a magical item (Sorcery)	Easy (4)	Re	?	In most situations
Use a magical item (Mysticism)	Easy (4)	Sp	?	In most situations
Resist magic (Sorcery)	Average (8)	Pe	Re	
Resist Magic (Mysticism)	Average (8)	Pr	Sp	
Break down a door	Average (8)	St	--	In most situations
Offer first aid	Average (8)	Dx	--	Restores one card or random points

Wounding an Enemy:

Melee=St + Weapon – (Enemies Def) applied to Ph or En

Missile=Ag + Weapon – (Enemies Def) applied to Ph or En

Melee=St + Weapon – (Total Def) applied to hand in points.

Missile=Ag + Weapon – (Total Def) applied to hand in points.

(Hero's play cards against the damage. The players hand size is reduced by the number of cards played out of the hand.)

Dragon Lance: Fifth Age – Creature Charts

Animals	Co	Ph	In	Es	Dmg	Def	Special Abilities
Ant, giant	9	8	1	1	+4	-4	
Ape, carnivorous	6	12	3	3	+3	-2	
Bat, giant	5	12	3	2	+5	-2	Infact
Bear, grizzly	6	13	2	2	+7	-2	Crush
Bear, ice	6	18	3	5	+12	-2	Crush and immune to cold/ice
Beetle, giant	3	15	1	1	+10	-4	
Buffalo	8	15	2	2	+8	-2	
Camel	11	12	3	2	+2	-2	Mount, pack animal
Cat, domestic	5	1	2	2	+1	-2	Rake
Centipede, giant	9	4	1	1	+3	-3	Poison
Cheetah	8	9	2	2	+6	-3	Sprint and rake
Crocodile	5	9	1	1	+10	-3	
Dog, domestic	5	3	2	2	+1	-1	
Dog, hunting/wild	6	4	2	2	+2	-2	
Dog, war	7	6	2	2	+4	-4	
Dolphin	15	8	5	7	+4	-3	
Eagle, common	15	4	1	1	+3	-2	Dive
Eagle, giant	24	12	2	2	+12	-2	Dive, mount
Eel, electric	6	4	1	1	+2	-1	Lightning
Eel, giant	5	6	1	1	+4	-2	
Elephant	8	33	2	2	+8	-4	Trample, mount and pack animal
Horse, light	12	10	2	2	+4	-2	Kick, mount and pack animal
Horse, riding	9	10	2	2	+2	-2	Kick, mount
Horse, war	9	16	2	2	+8	-3	Kick and Trample, mount
Jaguar	8	13	2	2	+7	-2	Rake
Leopard	8	11	2	2	+6	-2	Pounce and rake
Lion	6	17	2	2	+9	-2	Rake
Lizard, giant	8	10	1	1	+4	-3	Swallow whole
Mammoth	6	45	2	2	+10	-5	Trample, pack animal
Ocypus, giant	6	24	1	1	+18	-2	Camouflage
Pony	6	4	2	2	+1	-2	Kick, mount
Rat, giant	6	2	2	2	+2	-1	Infact
Scorpion, giant	4	8	1	1	+5	-3	Poison
Shark	12	18	1	1	+4	-2	
Snake, constrictor	5	8	1	1	+2	-2	Crush
Snake, viper	8	2	1	1	+1	-2	Poison
Spider, giant	6	12	1	1	+4	-3	Poison and web
Squid, giant	3	36	3	2	+34	-3	Crush
Tiger	6	20	2	2	+10	-2	Rake
Wasp, giant	11	12	1	1	+5	-3	Poison
Wart hog	6	9	1	2	+8	-2	
Wolverine	6	9	2	2	+7	-3	Musk
Whale, common	6	27	3	4	+20	-4	
Whale, killer	8	20	5	6	+12	-3	
Whale, sperm	4	40	4	4	+25	-5	
Wolf, common	7	9	2	2	+3	-1	
Wolf, dire (worg)	7	12	3	4	+5	-2	Worg is a mount
Worm, tractor	3	24	1	5	+4	-4	
The Lost Folk	Co	Ph	In	Es	Dmg	Def	Special Abilities
Bakall (lizard man)	5	7	5	8	+5	-2	Thrown weapons
Hudröbök	9	4	9	8	+8	-8	Society (1 school) and Mysticism (1 sphere)
Kyrie	8	7	5	6	+3	-3	Thrown weapons
Shadowperson	7	5	6	7	+4	-4	Sensitivity and mentalism
Thanos (walrus man)	6	8	3	4	+8	-3	Immune to cold/ice
Special Mounts	Co	Ph	In	Es	Dmg	Def	Special Abilities
Darken Owl	12	18	8	9	+7	-2	Mentalism, sensitivity
Griffin	15	21	2	6	+12		Dive
Hippocampus	12	18	5	6	+2		
Hippogriff	18	15	2	5	+11		
Nightmare	18	24	6	7	+14		Spit fire, immune to fire/heat
Pegasus	24	15	5	6	+8		Kick
Roc	15	54	1	6	+12		Dive
Unicorn	12	16	5	7	+12		Kick, immune to Mysticism

Hero Races	Co	Ph	In	Es	Dmg	Def	Special Abilities
Centaur, common	7	7	5	5	+3	-3	Missile weapons
Centaur, hero	9	9	7	6	+3	-3	Missile weapons
Dwarf, common	4	6	5	5	+2	-2	Missile weapons
Dwarf, gully	8	6	2	5	+1	-1	Missile weapons
Dwarf, hero	6	8	7	7	+3	-3	Missile weapons
Elf, common	6	4	5	6	+2	-2	Missile weapons
Elf, hero	8	6	7	8	+4	-2	Missile weapons
Gnome, common	7	3	6	4	+1	-	Missile weapons
Gnome, hero	9	4	7	5	+2	-1	Missile weapons
Human, barbarian	6	6	5	5	+2	-1	Missile weapons
Human, civilized	5	5	6	6	+1	-	Missile weapons
Human, hero	7	7	7	7	+4	-2	Missile weapons
Kender, common	8	4	7	5	+1	-2	Missile weapons
Kender, hero	10	6	8	6	+3	-4	Missile weapons
Minotaur, common	5	8	4	5	+3	-2	Missile weapons
Minotaur, hero	6	10	6	7	+5	-4	Missile weapons
Hostile Non-humans	Co	Ph	In	Es	Dmg	Def	Special Abilities
Bribe	6	11	6	8	+8	-5	Missile weapons
Bugbear	5	10	4	6	+4	-3	Missile weapons
Cyclops	4	21	3	3	+10	-4	Thrown weapons
Dwarf, Zhakar	4	6	6	6	+2	-2	Missile weapons
Ettin	4	17	3	4	+8	-4	Thrown weapons
Giant, hill	6	38	3	4	+15	-4	Thrown weapons
Groll	5	7	3	5	+4	-3	Missile weapons
Goblin	4	3	4	5	+3	-2	Missile weapons
Hobgoblin	5	4	5	5	+4	-3	Missile weapons
Kobold	3	2	5	5	+2	-2	Missile weapons
Ogre	5	13	3	6	+5	-3	Thrown weapons
Sinre	8	8	6	8	+2	-4	Hydromancy, charm song, alteration (self)
Troll	6	24	4	7	+14	-4	Regenerate
Monsters	Co	Ph	In	Es	Dmg	Def	Special Abilities
Behr	8	36	3	8	+7	-3	Lightning, immune to electricity
Chimera	5	27	2	7	+17	-3	Pyromancy, mount
Cockatrice	9	15	1	6	+2	-2	Petrify
Elemental, air	18	24-48	3-5	8-11	+10	-4	Dive, aeromancy, immune to aeromancy
Elemental, earth	3	24-48	3-5	8-11	+16	-4	Crush, geomancy, immune to geomancy
Elemental, fire	6	24-48	3-5	8-11	+12	-4	Trample, pyromancy, immune to pyromancy
Elemental, water	9/3	24-48	3-5	8-11	+15	-4	Crush, hydromancy, immune to hydromancy
Gargoyle	6	16	3	6	+8	-3	Dive
Gorgon	5	8	6	6	+2	-3	Petrify and poison
Harpy	8	21	3	7	+6	-2	Charm song
Kraken	5	54	10	9	+54	-4	Crush
Leviathan	4	60	6	8	+40	-8	
Manticore	9	21	3	7	+7	-3	Missile weapons
Mermaid-man	9	4	5	5	+4	-2	
Naga	8	30	8	8	+7	-3	Spit poison, sensitivity, necromancy, meditation
Owlbear	6	17	3	5	+12	-3	Crush
Wyvern	12	28	4	7	+11	-4	Dive and poison, mount
Yeti	7	16	5	7	+6	-2	Crush, thrown weapons, and immune to cold/ice
The Undead	Co	Ph	In	Es	Dmg	Def	Special Abilities
Banshee	7	6	8	7	+4	-5	Death aura
Daemon warrior	9	12	9	9	+12	-8	Fear aura, immune to physical attack
Death knight	6	27	9	9	+8	-5	Fear aura, necromancy
Ghost	5	6	7	8	n/a	n/a	Fear aura, drain spirit
Ghoul	5	6	3	6	+6	-2	Paralyze
Shadow	6	10	3	4	+3	-3	Drain strength
Skeleton	6	4	1	1	+3	-2	
Spectre	15	6	7	8	+4	-4	Drain endurance
Wight	6	12	5	7	+4	-2	Drain presence
Wight, forest	6	15	5	7	n/a	n/a	Alteration, nullify and cyromancy
Wight, shadow	6	15	5	9	n/a	n/a	Alteration, despair, and nullify
Wraith	12	8	6	8	+6	-3	Drain spirit
Zombie	3	8	1	1	+3	-1	

