WEAPON RANGES

A and the second of the second s								
	Adjustmer	nt to the attack	by range					
	+1	0	-1					
Weapon	Short distance	Medium distance	Long distance					
Crossbow	25 m	50 m	80 m					
Dagger (thrown)	3 m	7 m	10 m					
Dart	5 m	10 m	15 m					
Holy water	3 m	10 m	15 m					
Javelin	7 m	12 m	20 m					
Long Bow	25 m	45 m	70 m					
Oil	3 m	10 m	15 m					
Short Bow	15 m	30 m	50 m					
Sling	12 m	25 m	50 m					
Spear	7 m	12 m	20 m					
Throwing Axe	3 m	7 m	10 m					

- CARCORDO - CON

TABLE OF MONETARY EXCHANGE

and the second	SPACE OF STREET	1000		Allen and	1722
Coins	Copper	Silver	Electrum	Gold	Platinum
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1
La Constantino de la	- WINEP	ALLED		1000	

~ CAR CONSCRETCING AND CONSCRETCINCONSCRETCING AND CONSCRETCINA AND CONSCR

RANGE OF MOVEMENT AND SPEED

Race	Movement Range			Encumbered
Elf	40 m.	13 m.	80 m.	20 m.
Dwarf	20 m.	7 m.	40 m.	10 m.
Halfling	20 m.	7 m.	40 m.	10 m.
Human	30 m.	10 m.	60 m.	15 m.

WEAPONS

Weapon	Cost	Damage	Weight
Axe, Battle	6 gp	1d8	3 kg
Axe, Hand	1 gp	1d6	2 kg
Blackjack	2 gp	1d6	2 kg
Bow, Long	25 gp	1d8	4 kg
Bow, Short	16 gp	1d6	5 kg
Arrows (10)	3 gp		1⁄2 kg
Club	3 gp	1d4	1 kg
Crossbow, Heavy	40 gp	1d8	2 kg
Crossbow, Light	25 gp	1d6	1 kg
Bolts (20)	5 gp		1 kg
Dagger	3 gp	1d4	1⁄2 kg
Dart	5 sp	1d4	1/2 kg
Hammer	1 gp	1d4	1 kg
Javelin	1 gp	1d6	1 kg
Lance	7 gp	1d6	5 kg
Mace	5 gp	1d6	2 kg
Morning Star	5 gp	1d6	3 kg
Pike, Heavy	8 gp	1d8	3 kg
Pike, Short	5 gp	1d6	2 kg
Scimitar	15 gp	1d8	2 kg
Silver Dagger	30 gp	1d4	1⁄2 kg
Sling	2 gp	1d4	0 kg
Staff	7 gp	1d8	8 kg
Sword, Bastard	20 gp	2d4	3 kg
Sword, Long	10 gp	1d8	2 kg
Sword, Short	7 gp	1d6	1 kg
Sword, Two-handed	15 gp	1d10	8 kg
Trident	4 gp	1d6	2 kg
Warhammer	7 gp	1d6	3 kg
Whip, Heavy	8 gp	1d8	5 kg
Whip	3 gp	1d6	2 kg
wear we	- Coo	A Sam	m Committy

ARMORS Alle Row Have ~ Cost AC Weight Armor **Banded Mail** 250 gp 4 17 kg Leather 20 gp 7 8 kg 20 kg Scalemail 6 65 gp 3 Platemail 600 gp 25 kg Ringmail 200 gp 4 20 kg Barding 150 gp 5 30 kg 5 Chainmail 150 gp 15 kg Studded Leather 30 gp 6 10 kg 5 kg Shield -1* 10 gp No armor 9

* When using a shield, reduce your armor class by 1



SAVING CDROWS CLERIC								
Level	1-4	5-8	9-12	13-16	17+			
Poison or death	11	9	7	3	2			
Wands	12	10	8	4	4			
Petrification or paralysis	14	12	10	8	6			
Dragon's breath	16	14	12	8	6			
Spells, wands and staves	15	12	9	6	5			

SAVING TOROWS Owart									
Level	1-3	4-6	7-9	10-12					
Poison or death	8	6	4	2					
Wands	9	7	5	3					
Petrification or paralysis	10	8	6	4					
Dragon's breath	13	10	7	4					
Spells, wands and staves	12	10	8	6					



SAVING CDROWS ELF

Mar Contraction	Sor alla	Stand .	all the state	Part of	W.
Level	1-3	4-6	7-9	10	-
Poison or Death	12	10	8	6	
Rod, Staff or Wand	13	11	9	7	
Petrification or Paralysis	13	11	9	7	
Breath Weapons	15	13	9	7	
Spells and Magic Weapons	15	13	11	9	
	ser a	You	37P	- Com	

SAVING THROWS Explorer

Level	TT	12	4-6	7-9	10-12	13-15	16 10	10.1
Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wand	15	13	11	9	7	5	4	3
Petrification or Paralysis	16	14	12	10	8	6	5	4
Breath Weapons	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6
. Notest	Mary I	1		1	111 1	the state	Contract 1	A

SAVING TOROWS DALFLING										
Level	1-3	4-6	7-9							
Poison or Death	12	10	8							
Rod, Staff or Wand	13	11	9							
Petrification or Paralysis	13	11	9							
Breath Weapons	15	13	9							
Spells and Magic Weapons	15	13	11							

Contraction of the second

Level 1-5 6-10 11-15 16-18 19+ Poison or Death 13 11 9 7 6 Rod, Staff or Wand 13 11 9 5 4										
Level	1-5	6-10	11-15	16-18	19+					
Poison or Death	13	11	9	7	6					
Rod, Staff or Wand	13	11	9	5	4					
Petrification or Paralysis	13	11	9	6	5					
Breath Weapons	16	14	12	8	6					
Spells and Magic Weapons	14	12	8	6	4					
-Comp oc	TO)	C	Car 3	the second	ng.					

SAVING THROWS DALADIN

and added	Stratto A	and a						
Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wand	15	13	11	9	7	5	4	3
Petrification or Paralysis	16	14	12	10	8	6	5	4
Breath Weapons	17	15	13	9	7	5	4	4
Spells and Magic Weapons	18	16	14	12	10	8	7	6
Com	wer 2	5	10	ber.	AK-	1000	(Cashing)	Im

SAVING TOROWS Thief										
Level	1-4	5-8	9-12	13-16	17+					
Poison or Death	16	14	12	10	8					
Rod, Staff or Wand	15	13	11	9	7					
Petrification or Paralysis	13	11	9	7	5					
Breath Weapons	16	14	12	10	8					
Spells and Magic Weapons	14	12	10	8	6					
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~	C.J.	Ox	ar a	the second	sol-					

Manual	Saving Clyrows Warrior														
Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+							
Poison or Death	14	12	10	8	6	4	4	3							
Rod, Staff or Wand	15	13	11	9	7	5	4	3							
Petrification or Paralysis	16	14	12	10	8	6	5	4							
Breath Weapons	17	15	13	9	7	5	4	4							
Spells and Magic Weapons	18	16	14	12	10	8	7	6							
·Com	ver2	5	0	Ser.	AK-	m	(Cash)	In							



#### Attack: AC is hit when the value is the one listed or better Classes Dwarf, Elf, Armor Class (AC) Explorer, Halfling, Cleric Mage and Paladin Thief and -6 -5 -4 -3 -2 Warrior -1 0 Humans 1-3 1-2 1-3 4-5 4-7 6-8 8-10 9-10 11-12 7-8 14-15 13-14 16-18 15-16 10-11 19-20 17-18 21-23 19-20 24+ 21+ 19+ Sec.

## MONSTER ATTACK TABLE

A LINE AND A	Mar all	and the second second	all lead the	Carlos and	man a	Sec.	Can be	Service -	all fairs	State of		B. mus	and the	La Bigun	A statement	Martin and	
						Att	tack fo	or Arn	nor Cl	ass (A	AC)		8.9.P	0.32 10	1.12	·	
Monster's Hit Dice	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
1 or less	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	
1+ and 2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	
2+ and 3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	100
3+ and4	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	ろい
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	No.
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	
21+ and more	11	10	9	8	-7	6	5	4	3	2	2	2	2	2	2	2	
Total March and	100-00	-	ind the	antiter.	10.00	ONC.	ALL DE	C.W.	1000	- alterna	Pro- mail	-	- 28	The same	Man and	Bern M.	

## ADVENTURER ATTACK TABLE

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	ADVENTURER ATTACK TABLE											SAVING CLIROWS CLERIC						Saving Tirrov Elf												
1992	Classes				Atta	ick: 1	AC is	hit w	hen	the va	alue is	s the	one l	isted	or b	etter			Level	1-4	5-8	9-12	13-16	17+	Level		1-3		4-6	
	T Par Protection					10.00			11/2/02			10414	23360		19 - 1 - 1 (4 1 - 1)		100	200	Poison or Death	11	9	7	3	2	Poison or l	Death	12		10	
	Dwarf, Elf,						The state	数日		C.	lass (.	10							Rod, Staff or Wand	12	10	8	4	4	Rod, Staff or	r Wand	13		11	
Cleric and	Explorer, Halfling, Paladin	Mage							АП	101 C.	1255 (1	АС)							Petrification or Paralysis	14	12	10	8	6	Petrificati Paralys		13		11	
Thief	and Warrior		-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	Breath Weapons	16	14	12	8	6	Breath We	apons	15		13	
E.	0 Humans		20	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	Spells and Magic Weapons	15	12	9	6	5	Spells a Magic Wes		15		13	
1-3	1-2	1-3	20	20	20	20	20	20	19	18	17	16	15	14	13	12		10	Magic Weapons	TO	and a	OR-	-	A	Magic we	apons	-	-	-	200
4-5	3	4-7	20 20	20	20 20	20	20	19	18	17	16	15	14	13	12	11	10	9	without All	R. ad	a de	- a	and the	- Tor	will getting	ACO	2	d A	a	~
6-8 9-10	4 5	8-10 11-12	20	20 20	20	10	19 18	18	16	16	15 14	14 13	1.5	12	11	10	9	8	and the second second			and a series								
11	6	13	20	20	19	18	17	16	15	14	13	13	11	10	9	8	7	6	Stand St	VINC	; Ch	ROWS	S WERY	112		SAD	FINC	7 Th	TRO	M
12	7-8	14-15	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5		D.	WAR	2	-	all the second		9	Ex	plor	ER	
13-14	9	16-18	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	and the second s	Serve	Margh Margh	C. M. M	and the second s	and the second s						
15-16	10-11	19-20	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	Level	1-3	4	-6	7-9	10-12	Level	Human	1-3	4-6	7-9	10
17-18	12	21-23	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Poison or Death	8		6	4	2	Poison or	14	12	10	8	
19-20	13	24+	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	Rod, Staff or Wand	9		7	5	3	Death Bod Stoff		Sector I	91-23 (A) 312-33 (1)		
21+	14	and a	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	Petrification or	10	2	8	6	4	Rod, Staff or Wand	15	13	11	9	
1	15		14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	Paralysis	1236			Sec. 1	AND AND	Petrification	16	14	12	10	
R. C. Carl	16 17	No. 1	13	12	11	10	9	8	1	6	5	4	3	2	2	2	2	2	Breath Weapons	13		10	7	4	or paralysis	Contraction of the local division of the loc				-
The Party of the	17		12 11	10	10	9	8	6	5	2	4	2	2	2	2	2	2	2	Spells and	12		10	8	6	Breath Weapons	17	15	13	9	
The states	10		11	10	,	0		0	5	50 650	5	4	-	4	2	2	2	2	Magic Weapons	12	-		0		Spells and	18	16	14	12	1

2 2 2 2

-

		1.10						
Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+
Poison or Death	14	12	10	8	6	4	4	3
Rod, Staff or Wand	15	13	11	9	7	5	4	3
etrification or paralysis	16	14	12	10	8	6	5	4
eath Weapons	17	15	13	9	7	5	4	4
Spells and	18	16	14	12	10	8	7	6

SAV	ING COF	ows G	in the second
Level	1-3	4-6	7-
Poison or Death	8	6	4
Rod, Staff or Wand	9	7	5
Petrification or Paralysis	10	8	6
Breath Weapons	13	10	7
Spells and	12	10	0

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MCA

Contro Car	YOK	MC 20	Same
Spells and Magic Weapons	12	10	8
breath weapons	15	10	1

## MONSTER REACTION TABLE

-Charle - Mary	a the second and a second
Roll	Resultado
2	Friendly, serviceable
3-5	Indifferent, disinterested
6-8	Neutral, uncertain
9-11	Untreatable, can attack
12	Hostile, will attack

Carl Contract			Ma	DNS	TEF	2 A	TT	\Ck	T	\BLC	Z		100			Nin a	and the state
	R all	an gut	and and	Marghan .	and a	Att	ack fo	1000	PERSONAL PROPERTY.	ALC: NOT THE OWNER	Contraction of the local division of the loc	g	n Ser	- All and a second	hord	and the second	- Crante
Monster's Hit Dice	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
1 or less	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	Weapon
1+ and 2	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	weapon
2+ and 3	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	Oil
3+ and4	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	Holy water
4+ and 5	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	Long Bow
5+ and 6	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	Short Bow
6+ and 7	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	
7+ to 9	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	Crossbow
9+ to 11	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	Dagger
11+ to 13	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	(thrown)
13+ to 15	15	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	Dart
15+ to 17	14	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	Throwing
17+ to 19	13	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	Axe
19+ to 21	12	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	Sling
21+ and more	11	10	9	8	7	6	5	4	3	2	2	2	2	2	2	2	Javelin
and the second	W. Mar	- 200	In Con	-	any y	Now w	en la	200	Aller	Man C	The second	-	NEG	man	man a		Spear

4 3

2 2 2 2

19+

C.C.S.S

10 9

8

6 5

## WEAPON RANGES

the second and second and Adjustment to the attack by range

0

Medium

distance

...10 m

...10 m

....45 m

...30 m

....50 m

...7 m

...10 m

...7 m

...25 m

....12 m

...12 m

205

-1

Long

distance

...15 m

...15 m

...70 m

....50 m

...80 m

...10 m

...15 m

...10 m

...50 m

...20 m

...20 m

3

+1

Short

distance

...3 m

...3 m

...25 m

...15 m

...25 m

...3 m

...5 m

....3 m

...12 m

...7 m

...7 m

...

- Change - MG	Sur all	Sal only	all a state	and and and
Level	1-3	4-6	7-9	10-12
Poison or Death	8	6	4	2
Rod, Staff or Wand	9	7	5	3
Petrification or Paralysis	10	8	6	4
Breath Weapons	13	10	7	4
Spells and Magic Weapons	12	10	8	6
Paralysis Breath Weapons Spells and	13	10	7	4 4 6

## THROWS ELF

13 Ox Day

Throws

7-9

8

9

9 9

11

10

6

7

7

7

9

S	SAVING TOROWS Mage														
Level	1-5	6-10	11-15	16-18	19+										
Poison or Death	13	11	9	7	6										
Rod, Staff or Wand	13	11	9	5	4										
Petrification or Paralysis	13	11	9	6	5										
<b>Breath Weapons</b>	16	14	12	8	6										
Spells and Magic Weapons	14	12	8	6	4										
~0000000	200	Car	C.D.C.	No.	mon										

AVING	Throws
PAI	ADIN

Level	Human	1-3	4-6	7-9	10-12	13-15	16-18	19+	
Poison or Death	14	12	10	8	6	4	4	3	
Rod, Staff or Wand	15	13	11	9	7	5	4	3	
Petrification or paralysis	16	14	12	10	8	6	5	4	
Breath Weapons	17	15	13	9	7	5	4	4	B
Spells and Magic Weapons	18	16	14	12	10	8	7	6	M
~Cons	Ver 2	r's		SC.	123	and a	Constant of the local division of the local	Jan	

Chief							
Level	1-4	5-8	9-12	13-16	17+		
Poison or Death	16	14	12	10	8		
Rod, Staff or Wand	15	13	11	9	7		
Petrification or Paralysis	13	11	9	7	5		
Breath Weapons	16	14	12	10	8		
Spells and Magic Weapons	14	12	10	8	6		
Contrato Me		Carl	2010	Mar Sha	- Call		



## SEQUENCE OF COMBAC

S

- 1 The player declares the adventurer's action.
- 2 Each side makes their respective initiative rolls.
- 3 -The winner of the initiative roll acts first. The Narrator can check for the morale of the monsters.
- 4 Characters can move according to their movement rates (never more than the range of movement divided by 3), unless the adventurers decide to run or flee.
- 5 Each adventurer's actions takes place. Depending on class and skills, those can be:
  - 5.1 Range attacks, taking into consideration adjustments due to Dexterity (DEX), cover and weapon range.
  - 5.2 Spells are casted and saving throws are rolled in reaction.
  - 5.3 Melee; proceeding to roll for attack and dealing the corresponding damage, always taking adjustments due to Strength (STR) and magic into account.
- 6 The other side acts, repeating steps 4-5, in the established initiative order.
- 7 When both parts have finished their actions, a whole assault will have passed and the sequence will start all over again from the first step.

## TABLE: TURN UNDEAD

No Call	after	and the	53	mi	and C	AN.	ind	200	and the	Dest And
Cleric	HD of Undead									
Level	1	2	3	4	5	6	7	8	9	Infernal*
1	7	9	11		-		-			
2	5	7	9	11	-		-		-	1
3	3	5	7	9	11	-	-	2.5		
4	Т	3	5	7	9	11	-		-	
5	Т	Т	3	5	7	9	11		-2ª	
6	D	Т	Т	3	5	7	9	11	-	-
7	D	D	Т	Т	3	5	7	9	11	-
8	D	D	D	Т	Т	3	5	7	9	11
9	D	D	D	D	Т	Т	3	5	7	9
10	D	D	D	D	D	Т	Т	3	5	7
11	D	D	D	D	D	D	Т	Т	3	5
12	D	D	D	D	D	D	D	Т	Т	3
13	D	D	D	D	D	D	D	D	Т	Т
14+	D	D	D	D	D	D	D	D	D	Т
-	-		-	-	-	-	-	-		



*Infernal: This category includes the more powerful undead, as well as demons and fiends.

A "T" in the table means that the attempt is successful and results into an automatic expulsion. The "D" would indicate that the creature is completely destroyed.

A dash "-" means that the Cleric does not have the power to expel the creature, so no attempt will succeed.

The number in the table indicates the figure we have to equal or beat on a 2d6 roll in order for the attempt to succeed. If the roll is successful, or the table gives the "T" result, the player must throw 2d6 again and the new result would indicate the total HD of undead the Cleric may expel or destroy during this attempt.





## TABLE OF THEF Skills (%)

2	And Anthony and	Sugar antice Sort	THE AM PAR OUT	An Anther With	Rodine Spr He	And Annual of
	Find and Disarm Traps (%)	Steal (%)	Move Silently (%)	Climb Walls (%)	Hiding in the Shadows (%)	Hear Noises (1d6)
	14	23	23	87	13	1-2
	17	27	27	88	17	1-2
	20	30	30	89	20	1-3
	23	37	37	90	27	1-3
	33	40	40	91	30	1-3
	43	43	43	92	37	1-4
	53	53	53	93	47	1-4
	63	63	63	94	57	1-4
	73	73	73	95	67	1-4
	83	83	83	96	77	1-5
	93	93	93	97	87	1-5
	95	105	95	98	90	1-5
	97	115	97	99	97	1-5
	99	125	99	99	99	1-5

Terrain	Movement Adjustements
Desert hills, wooded areas	-1/3
Jungles, swamps, mountains	-1/2
Roads, open trails	+1/2

Terrain	Possibility of Losing Direction				
Plains	15%				
Mountains or Hills	32%				
Forest	32%				
Sea	32%				
Desert	50%				
Jungle or Swamp	50%				

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Equipment	Cost	Weight	Equipment	Cost	Weight
Arnica	10 gp	0 kg	Picks (12)	1 gp	4 kg
Backpack (Empty)	2 gp	1 kg	Pike (Climbing)	3 gp	5 kg
Big Sack	2 sp	1⁄2 kg	Pole (10 m)	2 sp	4 kg
Blanket	5 sp	1 kg	Pouch	1 sp	2 kg
Candles (10)	10 cp	0 kg	Pulley	5 gp	2 kg
Chain (10 m)	30 gp	2 kg	Rod	2 gp	2 kg
Feather	1 sp	0 kg	Rope (50 m)	10 gp	5 kg
Food Ration	4 sp	1⁄2 kg	Saddle	25 gp	15 kg
Garlic (3 bulbs)	5 cp	0 kg	Saddlebags	1 sp	½ kg
Grimoire (Spell Book)	15 gp	1 kg	Shackles	15 gp	1 kg
Hammer	5 sp	1 kg	Shovel	2 gp	4 kg
Holy symbol, silver	25 gp	1⁄2 kg	Skin (water or wine)	1 gp	2 kg
Holy Symbol, wood	1 gp	0 kg	Small Sack	1 sp	1⁄2 kg
Holy water (jar)	25 gp	1⁄2 kg	Spike	1 gp	2 kg
Ink (vial)	8 gp	0 kg	Spy glass	1,000 gp	1⁄2 kg
Jar (Empty)	3 cp	1/2 kg	Stakes (3)	5 cp	1⁄2 kg
Kit (map, parchment)	1 sp	1⁄2 kg	Thieves Kit (Tools)	30 gp	1 kg
Ladder (10 m)	5 cp	10 kg	Tinder and Flint	2 gp	0 kg
Lock	20 gp	1⁄2 kg	Torches (8)	3 sp	4 kg
Mirror	10 gp	1⁄2 kg	Vial (empty)	1 gp	½ kg
Oil ( jar)	1 sp	1⁄2 kg	Wine (2 liters)	1 gp	½ kg
Oil Lamp	9 sp	1 kg	Wine Bottle (Crystal)	2 gp	½ kg
Parchment	4 sp	0 kg			Section 19

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EQUIPMENT

# RANGE OF MOVEMENT AND SPEED

	Sector Delivery	ma ad	Contraction of the second	All marting and
Race	Movement Range	In combat	Running (not fighting)	Encumbered
Elf	40 m.	13 m.	80 m.	20 m.
Dwarf	20 m.	7 m.	40 m.	10 m.
Halfling	20 m.	7 m.	40 m.	10 m.
Human	30 m.	10 m.	60 m.	15 m.
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## TABLE OF MONETARY EXCHANCE

- Change	A REAL	La Com	Prost Miker	CORDER !!	and the second s
Coins	Copper	Silver	Electrum	Gold	Platinum
Copper (cp)	1	1/10	1/50	1/100	1/1,000
Silver (sp)	10	1	1/5	1/10	1/100
Electrum (ep)	50	5	1	1/2	1/20
Gold (gp)	100	10	2	1	1/10
Platinum (pp)	1,000	100	20	10	1

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