OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY

Genre Rules

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Genre Rules *v1.2*

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NECROTIC GNOME

EXALTED FUNERAL

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Advanced Fantasy

The 1970s Advanced edition of the world's most popular fantasy RPG is venerated by old-school gamers for its myriad of exciting classes and races, its weird and wonderful monsters and treasures, and the delicious, esoteric flavour that oozes from its pages.

This book brings some of those options—and that flavour!—into the *Old-School Essentials* game, while carefully maintaining the levels of power and mechanical complexity of the game.

In This Book

This book contains all rules pertinent to the advanced fantasy genre, including:

▶ Nine human character classes: acrobat, assassin, barbarian, bard, druid, illusionist, knight, paladin, and ranger.

▶ Six demihuman character classes: drow, duergar, gnome, half-elf, half-orc, svirfneblin.

▶ Optional rules for creating characters by separately choosing a race and a class.

▶ Rules for purchasing and using poisons. (Essential for the assassin class!)

▶ Optional rules to add extra mechanical depth to combat, character creation, spell acquisition, and other areas of the game.

Required Books

Old-School Essentials Classic Fantasy

This book is a supplement for the *Old-School Essentials Classic Fantasy* game.

Druid and Illusionist Spells

Players of bard, druid, gnome, illusionist, and ranger characters will need access to this book of spells.

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Advanced Play

This book introduces a wealth of new possibilities to the game. Most fundamentally, a total of 15 new character classes are added, greatly increasing the options available to players.

The other most significant additions are discussed below.

The Underworld

Old-School Essentials Classic Fantasy describes the two primary types of adventure locations: dungeons and the wilderness. This book assumes the existence of what could be classified as a third type of adventure location: the *Underworld*, a vast realm of caverns, tunnels, waterways, and even subterranean seas which stretch for hundreds (or thousands!) of miles beneath the feet of surface dwellers. As such, the Underworld has features of both dungeons and the wilderness.

Deep races: This book describes three new demihuman races that are natives of the deep Underworld: the drow, duergar, and svirfneblin. These races only very rarely come to the surface world.

Deepcommon: The inhabitants of the Underworld speak an alternative common tongue known as Deepcommon.

Alignment: Underworld races are traditionally assumed to be evil and antagonistic toward surface dwellers. However, the referee may wish to portray them as merely alien, rather than actually evil. For example, the drow are described as dwelling with various species of spider. To most players, this carries a degree of creepiness, but it does not necessarily imply evil or Chaos. Instead, the referee could choose to portray drow as Neutral-aligned guardians of murky, cobwebbed, crystal caverns.

Advanced Character Options

The standard in *Old-School Essentials*—and in the classic Basic/Expert game on which it is based—is that an adventurer's primary abilities are determined by a single factor: the chosen character class. One of the major benefits of this approach is the ease with which characters can be created: experienced players are able to go from blank character sheet to finished 1st level PC in under 10 minutes.

The classic Advanced game, however, is typified by a wider array of character creation options. These provide an extra level of customisation, but at the expense of a more complex and lengthy process of character creation.

Inspired by the classic Advanced rules, the following additional character creation options are presented in this book:

▶ **Race and class:** Instead of just choosing a character class, players may be allowed to choose a race and a class. Separating the abilities granted by a character's race and class leads to a much wider range of character possibilities. For example, rather than simply being an elf, these rules allow the creation of elf thieves, elf magic-users, elf fighters, etc.

▶ **Multi-classing:** Players may be allowed to choose multiple classes for their character. Allowing multiple classes enables the creation of characters with a whole range of mixed abilities. For example, a magic-user/thief combines the abilities of both classes for a powerful subterfuge-based character.

Note that these extra rules are *strictly optional*. Each group must decide whether to use them in their games, weighing up the increased flexibility they offer against the more lengthy and complex character creation process entailed.

Adaptation Notes

The classic Basic/Expert game (on which *Old-School Essentials* is based) and the classic Advanced game, while derived from the same origin, have a different balance of rules complexity and character power level. In designing the material in this book, great care has been taken to ensure that the new classes and rules mesh smoothly with the power levels and rules complexity of *Old-School Essentials*.

New Classes

The new classes in this book are very much inspired by—rather than exact replicas of—the original Advanced classes. They have been significantly adapted to the much lower levels of power and rules complexity of *Old-School Essentials*.

▶ **Level limits:** The new human classes are limited to 14th level, the same as the classes in *Old-School Essentials Classic Fantasy*.

▶ **Advancement:** The Hit Dice, THAC0, and saving throw progressions of the new classes are kept in the same range as the classes in *Old-School Essentials Classic Fantasy*. The XP requirements of the new classes are likewise kept in a similar range.

▶ **Class abilities:** The number of abilities each of the new classes possesses is kept within a similar range as the classes in *Old-School Essentials Classic Fantasy*. Likewise, the rules complexity of the new abilities is carefully constrained.

Class Niche Protection

In the classic Advanced game, there is a tendency for classes' abilities to overlap significantly, leading to classes that have, for example, all of the abilities of a standard fighter or thief plus extra abilities of their own. Such classes are very powerful and tend to out-shine the classes whose abilities they share.

The new classes in this book are designed with their own unique abilities and avoid encroaching on the niches of the standard classes described in *Old-School Essentials Classic Fantasy*.

Demihumans

The additional demihuman races from the Advanced game are presented as race-classes in the same vein as the classic Basic/Expert dwarf, elf, and halfling.

Character Classes

Acrobat

Requirements: None
Prime requisite: DEX
Hit Dice: 1d4
Maximum level: 14
Armour: Leather, no shields
Weapons: Missile weapons, dagger, sword, short sword, polearm, spear, staff
Languages: Alignment, Common

Acrobats are trained in skills of balance, gymnastics, and stealth. They often work in conjunction with thieves and may belong to a Thieves' Guild.

Adjust ability scores: In step 3 of character creation, acrobats may not lower STR.

Encumbrance: Evasion, falling, jumping, and tightrope walking cannot be performed if encumbrance reduces the acrobat's movement rate to less than 90' (30') (see *Time, Weight, Movement* in *Old-School Essentials Classic Fantasy*).

Acrobat Skills

Acrobats can use the following skills with the chance of success shown opposite.

▶ **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the acrobat falls at the halfway point, suffering falling damage.

▶ **Falling (FA):** When able to tumble, acrobats suffer no damage from the first 10' of any fall. Damage due to falling from a greater height is reduced by the listed percentage (rounding fractions down).

▶ **Hide in shadows (HS):** The acrobat must be motionless—attacking or moving while hiding is not possible.

▶ **Move silently (MS):** An acrobat may attempt to sneak past enemies unnoticed.

▶ **Tightrope walking (TW):** Acrobats can walk along tightropes, narrow beams, and ledges at up to half their normal movement rate. A roll is required every 60'. Failure indicates that the acrobat falls and suffers falling damage. Windy conditions may reduce the chance of success by up to 20%. Holding a balance pole increases the chance of success by 10%.

Combat

Acrobats cannot wear armour bulkier than leather and cannot use shields. They are able to use all missile weapons. Their use of melee weapons is restricted to light blades and staff weapons.

Evasion

When retreating from melee, an acrobat's ability to tumble negates the opponent's usual +2 bonus to hit.

Jumping

With a 20' run-up, an acrobat can jump across a 10' wide pit or chasm (or 20' wide when aided by the use of a pole). Also when using a pole, an acrobat can jump over a 10' high wall or onto a 10' high ledge. Suitable poles for jumping include: 10' poles, polearms, spears, staves.

Tumbling Attack

Using the falling or jumping abilities, an acrobat can make a tumbling melee attack. The attack inflicts double damage if successful. Against an unaware opponent, the acrobat also gains a +4 bonus to hit.

Acrobat Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d4	19 [0]	13	14	13	16	15
2	1,200	2d4	19 [0]	13	14	13	16	15
3	2,400	3d4	19 [0]	13	14	13	16	15
4	4,800	4d4	19 [0]	13	14	13	16	15
5	9,600	5d4	17 [+2]	12	13	11	14	13
6	20,000	6d4	17 [+2]	12	13	11	14	13
7	40,000	7d4	17 [+2]	12	13	11	14	13
8	80,000	8d4	17 [+2]	12	13	11	14	13
9	160,000	9d4	14 [+5]	10	11	9	12	10
10	280,000	9d4+2*	14 [+5]	10	11	9	12	10
11	400,000	9d4+4*	14 [+5]	10	11	9	12	10
12	520,000	9d4+6*	14 [+5]	10	11	9	12	10
13	640,000	9d4+8*	12 [+7]	8	9	7	10	8
14	760,000	9d4+10*	12 [+7]	8	9	7	10	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

After Reaching 9th Level

An acrobat can establish a training school, attracting 2d6 apprentices of 1st level. The apprentices will serve the character with some reliability; however, should any be arrested or killed, the character will not be able to attract apprentices to replace them. A successful acrobat burglar might use these followers to start a Thieves' Guild.

Rolling Skill Checks

All skills except falling are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hide in shadows and move silently on the player's behalf, as the acrobat always believes the attempt to be successful. If the roll fails, the referee knows that the acrobat has been noticed and should determine enemies' actions appropriately.

Acrobat Skills Chance of Success

Level	CS	FA	HS	MS	TW
1	87	25	10	20	60
2	88	25	15	25	65
3	89	25	20	30	70
4	90	33	25	35	75
5	91	33	30	40	80
6	92	33	33	43	85
7	93	33	36	46	90
8	94	50	40	50	95
9	95	50	43	53	99
10	96	50	46	56	99
11	97	50	50	60	99
12	98	66	53	63	99
13	99	66	56	66	99
14	99	75	60	70	99

Assassin

Requirements: None
Prime requisite: DEX
Hit Dice: 1d4
Maximum level: 14
Armour: Leather, shields
Weapons: Any
Languages: Alignment, Common

Assassins are adventurers who specialise in the arts of infiltration and killing by stealth. They sometimes form guilds whereby their illicit services may be hired.

Alignment: Assassins may not be lawful.

Adjust ability scores: In step 3 of character creation, assassins may not lower STR.

Assassin Skills

Assassins can use the following skills with the chance of success shown opposite:

► **Assassination (AS):** When attacking an unaware humanoid from behind, an assassin gains a +4 bonus to hit. If the attack succeeds, the victim must save versus death with a penalty dependent on the assassin's level (noted in the table opposite). If the save fails, the victim is instantly killed, otherwise the assassin's attack inflicts normal damage.

► **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the assassin falls at the halfway point, suffering falling damage.

► **Hear noise (HN):** In a quiet environment (e.g. not in combat), an assassin may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.

► **Hide in shadows (HS):** Requires the assassin to be motionless—attacking or moving while hiding is not possible.

► **Move silently (MS):** An assassin may attempt to sneak past enemies unnoticed.

Combat

Assassins cannot wear armour bulkier than leather but may use shields. They can use all types of weapons.

Disguise

Characters of any class may don disguises, but assassins are masters of the art— able to create disguises that pass even close scrutiny.

Chance of detection: Everyone the assassin meets has a 2% chance of spotting the disguise. This roll is repeated once every subsequent day of meeting.

Posing as another class, race, or sex: Increases the chance of being detected by 2% per change.

Height and weight: A disguise may alter height (up to 3" shorter or 5" taller) or weight (slightly thinner, much bulkier).

Hirelings

Assassins of 1st–3rd level may not employ retainers or hirelings. From 4th level, an assassin may hire other assassins of lower level. From 8th level, an assassin may hire thieves, and from 12th level any type of character.

Poison

Victims of a poisoning by an assassin (see *Poison, p46*) suffer a –2 penalty to the saving throw.

After Reaching 12th Level

An assassin may attempt to take over an existing guild of assassins or thieves by killing the old guild-master. This may be achieved by any means (e.g. poisoning, assassination, duel). If successful, the character can maintain a guild of 7d4 members. 75% of the existing members will leave, but new members (typically 1st level assassins) will arrive over time.

Assassin Level Progression

| Level | XP | HD | THAC0 | Saving Throws | | | | |
				D	W	P	B	S
1	0	1d4	19 [0]	13	14	13	16	15
2	1,500	2d4	19 [0]	13	14	13	16	15
3	3,000	3d4	19 [0]	13	14	13	16	15
4	6,000	4d4	19 [0]	13	14	13	16	15
5	12,000	5d4	17 [+2]	12	13	11	14	13
6	25,000	6d4	17 [+2]	12	13	11	14	13
7	50,000	7d4	17 [+2]	12	13	11	14	13
8	100,000	8d4	17 [+2]	12	13	11	14	13
9	200,000	9d4	14 [+5]	10	11	9	12	10
10	300,000	9d4+2*	14 [+5]	10	11	9	12	10
11	425,000	9d4+4*	14 [+5]	10	11	9	12	10
12	575,000	9d4+6*	14 [+5]	10	11	9	12	10
13	750,000	9d4+8*	12 [+7]	8	9	7	10	8
14	900,000	9d4+10*	12 [+7]	8	9	7	10	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Who Can be Assassinated?

Humans / demihumans of any level and humanoid monsters of up to 4+1 HD. (Non-living creatures are immune.)

Assassin Skills Chance of Success

Level	AS	CS	HN	HS	MS
1	0	87	1–2	10	20
2	0	88	1–2	15	25
3	0	89	1–3	20	30
4	−1	90	1–3	25	35
5	−1	91	1–3	30	40
6	−2	92	1–3	33	43
7	−2	93	1–4	36	46
8	−3	94	1–4	40	50
9	−3	95	1–4	43	53
10	−4	96	1–4	46	56
11	−4	97	1–5	50	60
12	−5	98	1–5	53	63
13	−5	99	1–5	56	66
14	−6	99	1–5	60	70

Rolling Skill Checks

All skills except assassination and hear noise are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Hear noise is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Player Knowledge

The referee should roll for HN, HS, and MS on the player's behalf, as the assassin does not immediately know if the attempt was successful. If an HS or MS roll fails, the referee knows that the assassin has been noticed and should determine enemies' actions appropriately.

Barbarian

Requirements: Minimum DEX 9
Prime requisite: CON and STR
Hit Dice: 1d8
Maximum level: 14
Armour: Leather, chainmail, shields
Weapons: Any
Languages: Alignment, Common

Barbarians are tribal warriors from wild lands. They are formidable fighters with many useful survival skills but have a deep mistrust of the arcane.

Prime requisites: A barbarian with at least 13 in one prime requisite gains a 5% bonus to experience. If both STR and CON are 16 or higher, the barbarian gets a +10% bonus.

Literacy: A 1st level barbarian cannot read or write, irrespective of INT score.

Agile Fighting

Upon reaching 4th level, a barbarian gains a +1 AC bonus. This increases to +2 at 6th level, +3 at 8th level, and +4 at 10th level.

Barbarian Skills

In the wilderness, barbarians can use the following skills with the chance of success shown opposite:

▶ **Climb sheer surfaces (CS):** Only applies to natural surfaces (e.g. tree trunks, cliff faces). A skill roll is required for each 100' height to be climbed. Failure indicates that the barbarian falls at the halfway point, suffering falling damage.

▶ **Hide in undergrowth (HD):** Requires the barbarian to be motionless—attacking or moving while hiding is not possible.

▶ **Move silently (MS):** A barbarian may attempt to sneak past enemies.

Combat

Barbarians can use all types of weapons, leather armour, chainmail, and shields.

Cure Poison

In the wilderness, a barbarian can gather herbs to concoct an antidote to natural poisons. This takes one turn per character to be cured. Each subject may make a second save versus poison to end the effects.

Fear of Magic

Barbarians are mistrustful of magic and will refuse to knowingly use or come under the influence of spells or magic items. Barbarians will accept divine magic associated with their tribal religion.

Foraging and Hunting

A party with a barbarian can more easily find food when foraging (2-in-6) or prey when hunting (5-in-6). See *Wilderness Adventuring* in *Old-School Essentials Classic Fantasy*.

Strike Invulnerable Monsters

A barbarian of 4th level or higher is able to hit monsters that can normally only be harmed by magic.

After Reaching 8th Level

A barbarian can call upon their native people to form a great horde of warriors, numbering 250 per level above 7th. The warriors are 1st level fighters with basic combat gear and may be mounted if customary in their culture. A horde can only be mustered for a specific purpose (e.g. attacking an enemy city, rescuing hostages, etc.). Once the purpose is achieved or abandoned, the horde disbands. Mustering a horde takes one week, and it remains for one week per level of the barbarian.

Barbarian Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	10	13	12	15	16
2	2,500	2d8	19 [0]	10	13	12	15	16
3	5,000	3d8	19 [0]	10	13	12	15	16
4	10,000	4d8	17 [+2]	8	11	10	13	13
5	18,500	5d8	17 [+2]	8	11	10	13	13
6	37,000	6d8	17 [+2]	8	11	10	13	13
7	85,000	7d8	14 [+5]	6	9	8	10	10
8	140,000	8d8	14 [+5]	6	9	8	10	10
9	270,000	9d8	14 [+5]	6	9	8	10	10
10	400,000	9d8+3*	12 [+7]	4	7	6	8	7
11	530,000	9d8+6*	12 [+7]	4	7	6	8	7
12	660,000	9d8+9*	12 [+7]	4	7	6	8	7
13	790,000	9d8+12*	10 [+9]	3	5	4	5	5
14	920,000	9d8+15*	10 [+9]	3	5	4	5	5

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Barbarian Skills Chance of Success

Level	CS	HD	MS
1	87	10	20
2	88	15	25
3	89	20	30
4	90	25	35
5	91	30	37
6	92	33	40
7	93	36	42
8	94	40	44
9	95	43	46
10	96	46	48
11	97	50	50
12	98	53	50
13	99	56	50
14	99	60	50
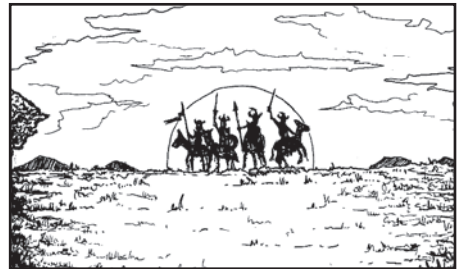
Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hiding and moving silently on the player's behalf, as the barbarian always believes the attempt to be successful. If the roll fails, the referee knows that the barbarian has been noticed and should determine enemies' actions appropriately.

BARD

Requirements: Minimum DEX 9, minimum INT 9
Prime requisite: CHA
Hit Dice: 1d6
Maximum level: 14
Armour: Leather, chainmail, no shields
Weapons: Missile weapons, one-handed melee weapons
Languages: Alignment, Common

Bards are members of a sect of minstrels and warrior poets associated with the druids. Like druids, bards worship the force of nature and the myriad deities that personify it. Their strengths lie in their deep knowledge of myth and legend, the magic that they wield on behalf of their gods, and the enchanting power of their music.

Anti-Charm

While the bard plays music and sings, allies within 30' are immune to song-based magical effects and the beguiling powers of sylvan creatures or fairies. Allies already under the effect of such magic may make another saving throw with a +4 bonus.

Combat

Bards can use leather armour or chainmail but do not have the training required to use plate mail or shields. They can use all missile weapons and all one-handed melee weapons.

Divine Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on divine magic.

Deity disfavour: Bards must be faithful to the tenets of their alignment and religion. Bards who fall from favour with their deity may incur penalties.

Spell casting: Once a bard has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a bard are determined by experience level. Bards have the same spell selection as druids (see *Druid and Illusionist Spells*).

Using magic items: As spell casters, bards can use magic scrolls of spells on their spell list. They may also use any items that only druids can use.

Enchantment

By playing music and singing, the bard can fascinate subjects in a 30' radius. This ability does not function in combat.

Number of subjects: Up to 2HD of creatures per level of the bard are affected. The bard may choose to target a specific individual or a group (in which case, the affected individuals are determined randomly).

Types of subjects: At 1st level, the bard can fascinate persons. At 4th level, animals may also be affected. At 7th level, monsters may be affected.

Effect: Each subject must save versus spells or be fascinated, as follows:

▶ **Rapt:** Fascinated subjects' attention is fully bent on the bard's performance, as long as it continues.

▶ **Follow:** The bard may walk while playing. Fascinated subjects will follow.

▶ **Interruptions:** If the performance is interrupted (e.g. by loud noise or violence), the fascination ends immediately.

Bard Level Progression

| Level | XP | HD | THAC0 | Saving Throws | | | | | Spells | | | |
				D	W	P	B	S	1	2	3	4
1	0	1d6	19 [0]	13	14	13	16	15	–	–	–	–
2	2,000	2d6	19 [0]	13	14	13	16	15	1	–	–	–
3	4,000	3d6	19 [0]	13	14	13	16	15	2	–	–	–
4	8,000	4d6	19 [0]	13	14	13	16	15	3	–	–	–
5	16,000	5d6	17 [+2]	12	13	11	14	13	3	1	–	–
6	32,000	6d6	17 [+2]	12	13	11	14	13	3	2	–	–
7	64,000	7d6	17 [+2]	12	13	11	14	13	3	3	–	–
8	120,000	8d6	17 [+2]	12	13	11	14	13	3	3	1	–
9	240,000	9d6	14 [+5]	10	11	9	12	10	3	3	2	–
10	360,000	9d6+2*	14 [+5]	10	11	9	12	10	3	3	3	–
11	480,000	9d6+4*	14 [+5]	10	11	9	12	10	3	3	3	1
12	600,000	9d6+6*	14 [+5]	10	11	9	12	10	3	3	3	2
13	720,000	9d6+8*	12 [+7]	8	9	7	10	8	3	3	3	3
14	840,000	9d6+10*	12 [+7]	8	9	7	10	8	4	4	3	3

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Charming Fascinated Subjects

If the bard performs for at least one turn and the performance ends without interruption, fascinated subjects may be placed under a deeper charm. Each subject must make another save versus spells (with a +2 bonus) or be charmed for one turn per level of the bard:

▶ **Friendship:** Charmed subjects regard the bard as a trusted friend and ally and will come to the bard's defence.

▶ **Commands:** If they share a language, charmed subjects will obey the bard's commands.

▶ **Alignment:** Commands that contradict the charmed creature's nature or alignment may be ignored.

▶ **Suicidal commands:** Charmed subjects never obey suicidal or obviously harmful orders.

Languages

Bards learn new languages as they advance in level. At every even numbered level above 3rd (i.e. 4th, 6th, 8th, etc.), the player may choose an additional language. Bards may learn the secret tongue of druids in this way (see *p16*).

Lore

From 2nd level, a bard has a 2-in-6 chance of knowing lore pertaining to monsters, magic items, or heroes of folktale or legend. This ability may be used to identify the nature and powers of magic items.

After Reaching 11th Level

A bard can establish a manor. 2d6 apprentice bards of 1st level will come to study under the character.

Drow

Drow (also known as *dark elves*) are slender, fey demihumans with pointed ears, skin as black as the night sky, and hair of silver or white. They have extremely long lifespans, being nigh immortal. Drow dwell exclusively underground, carving great cities of stone and crystal. They are related to the elves of the surface world and share their love of nature and magic. Drow typically weigh about 120 pounds and are from 5 to 5½ feet tall. They are talented fighters and gain powerful magic through the worship of their strange subterranean deities. They have a strong resistance to magic, as reflected in their saving throws.

Prime requisites: A drow with at least 13 STR and WIS gains a 5% bonus to experience. A drow with at least 13 STR and at least 16 WIS gains a 10% bonus.

Combat

Drow can use all types of weapons and armour.

Detect Secret Doors

Drow have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Divine Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on divine magic.

Holy symbol: A drow must carry a holy symbol (see the equipment lists).

Deity disfavour: Drow must be faithful to the tenets of their alignment, clergy, and religion. Drow who fall from favour with their deity may incur penalties.

Magical research: A drow of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. On reaching 9th level, drow are also able to create magic items.

Spell casting: A drow may pray to receive spells from their deity. The power and number of spells available are determined by the character's experience level. Drow have the same spell selection as clerics (see *Old-School Essentials Classic Fantasy*). At 1st level, a drow may only pray for the *light (darkness)* spell, but from 2nd level, the character may pray for any spell on the spell list. Drow can also pray for the magic-user *web* spell, from 3rd level.

Using magic items: As spell casters, drow can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some staves).

Immunity to Ghoul Paralysis

Drow are completely unaffected by the paralysis ghouls can inflict.

Infravision

Drow have infravision to 90' (see *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Light Sensitivity

When in bright light (daylight, *continual light*), drow suffer a –2 penalty to attack rolls and a –1 penalty to Armour Class.

Drow Level Progression

| Level	XP	HD	THAC0	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	12	13	13	15	12	1†	–	–	–	–
2	4,000	2d6	19 [0]	12	13	13	15	12	2	–	–	–	–
3	8,000	3d6	19 [0]	12	13	13	15	12	2	1	–	–	–
4	16,000	4d6	17 [+2]	10	11	11	13	10	2	2	–	–	–
5	32,000	5d6	17 [+2]	10	11	11	13	10	2	2	1	–	–
6	64,000	6d6	17 [+2]	10	11	11	13	10	2	2	2	1	–
7	120,000	7d6	14 [+5]	8	9	9	10	8	3	3	2	2	1
8	250,000	8d6	14 [+5]	8	9	9	10	8	3	3	3	2	2
9	400,000	9d6	14 [+5]	8	9	9	10	8	4	4	3	3	2
10	600,000	9d6+2*	12 [+7]	6	7	8	8	6	4	4	4	3	3

* Modifiers from CON no longer apply.
† At 1st level, a drow may only pray for the *light (darkness)* spell.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.
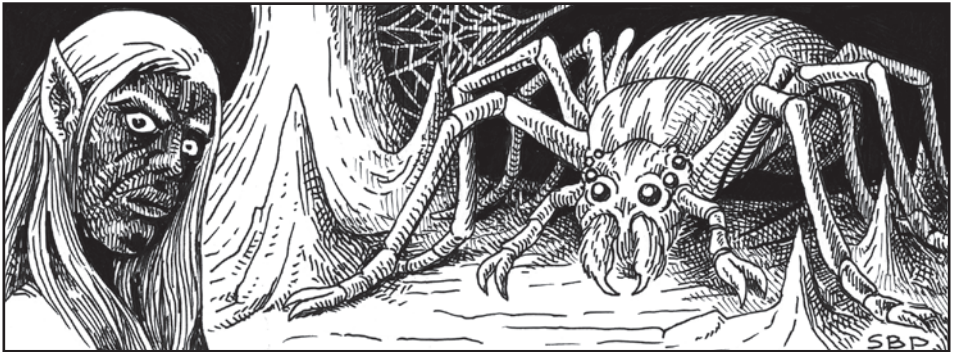
Listening at Doors

Drow have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Spider Affinity

Drow live alongside many different species of spiders, including giant spiders. They can speak the secret language of spiders and gain a +1 bonus to reaction rolls when encountering spiders (see *Encounters* in *Old-School Essentials Classic Fantasy*).

After Reaching 9th Level

A drow may establish a subterranean stronghold or temple. If the drow is in favour with their deity, the complex may be bought or built at half the normal price due to the direct intervention of the deity.

Once a stronghold or temple is established, the drow will attract followers (5d6 × 10 non-spell casting drow of 1st or 2nd level). These troops are completely devoted to the drow (never checking morale). The referee decides how many of the followers are 1st and 2nd level, and which are archers, infantry, etc.

Druid

Druids are priests of nature, protecting wild lands from the encroachment of "civilised" Law and the corrupting touch of Chaos. They worship the force of nature itself, personified in the form of various nature deities.

Alignment: Druids regard the ways of the natural world as the ideal state of things. They see the concepts of Law and Chaos as extremes that are both equally against nature. Thus, druids must be neutral in alignment.

Charm Immunity

Druids of 7th level and above are immune to the charms of fairies and Sylvan creatures (e.g. dryads, nixies).

Combat

The holy doctrine of the druids stipulates that they may not use metal armour or shields (wooden shields may be purchased at the normal price). Their choice of weapons is limited to clubs, daggers, slings, spears, and staves.

Divine Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on divine magic.

Holy symbol: A druid must carry a holy symbol: a sprig of mistletoe which the character must harvest.

Deity disfavour: Druids must be faithful to the tenets of their alignment and religion. Druids who fall from favour with their deity may incur penalties.

Magical research: A druid of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a druid reaches 9th level, they are also able to create magic items.

Spell casting: A druid may pray to receive spells from nature. The power and number of spells available to a druid are determined by the character's experience level. The list of spells available to druids is found in *Druid and Illusionist Spells*.

Using magic items: As spell casters, druids can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some staves). Druids may not use magical books or tomes.

Energy Resistance

Druids gain a +2 bonus to saving throws against electricity (lightning) and fire.

Identification

Druids can identify all plants and animals and can discern pure water.

Languages

Druids speak a secret tongue known only to their sect. At each level above 2nd, a druid also learns to speak a language used by creatures of Sylvan forests (e.g. dryads, green dragons, pixies, treants).

Pass Without Trace

From 3rd level, a druid can pass through natural environments without leaving any tracks. The character is also able to move through overgrown areas at normal speed and without impediment.

Druid Level Progression

| Level | XP | HD | THAC0 | Saving Throws | | | | | Spells | | | | |
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19 [0]	11	12	14	16	15	1	–	–	–	–
2	2,000	2d6	19 [0]	11	12	14	16	15	2	–	–	–	–
3	4,000	3d6	19 [0]	11	12	14	16	15	2	1	–	–	–
4	7,500	4d6	19 [0]	11	12	14	16	15	2	2	–	–	–
5	12,500	5d6	17 [+2]	9	10	12	14	12	2	2	1	1	–
6	20,000	6d6	17 [+2]	9	10	12	14	12	2	2	2	1	1
7	35,000	7d6	17 [+2]	9	10	12	14	12	3	3	2	2	1
8	60,000	8d6	17 [+2]	9	10	12	14	12	3	3	3	2	2
9	90,000	9d6	14 [+5]	6	7	9	11	9	4	4	3	3	2
10	125,000	9d6+1*	14 [+5]	6	7	9	11	9	4	4	4	3	3
11	200,000	9d6+2*	14 [+5]	6	7	9	11	9	5	5	4	4	3
12	300,000	9d6+3*	14 [+5]	6	7	9	11	9	5	5	5	4	4
13	750,000	9d6+4*	12 [+7]	3	5	7	8	7	6	5	5	5	4
14	1,500,000	9d6+5*	12 [+7]	3	5	7	8	7	6	6	5	5	5

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Path-Finding

A party with a druid has only a 1-in-6 chance of getting lost in woodlands. See *Wilderness Adventuring* in *Old-School Essentials Classic Fantasy*.

Shape Change

At 7th level, a druid gains the power to change into the form of a reptile, bird, and mammal (once per day each). The animal may be of any size up to around twice the bulk of the druid's normal form. If a druid has lost hit points, they regain 1d4 hit points per level upon changing into an animal. All equipment carried by the druid is absorbed into the animal form and reappears when the druid changes back.

Reaching 12th Level and Above

There can only be nine druids of 12th level. When a druid has enough experience to reach 12th level, they must challenge an existing 12th level druid. The character only advances to 12th level if the other druid is defeated. Such challenges may take any form that is agreed by both parties, including combat (which need not be fatal). Likewise, there can only be three druids of 13th level and a single druid (known as the arch-druid) of 14th level.

Druids who attain 12th level or above may build a stronghold integrated into a natural setting.

Duergar

Requirements: Minimum CON 9, minimum INT 9
Prime requisite: STR
Hit Dice: 1d6
Maximum level: 10
Armour: Any, including shields
Weapons: Small or normal sized
Languages: Alignment, Common, Deepcommon, Dwarvish, Gnomish, Goblin, Kobold

Duergars (also known as *grey dwarves*) are short, scrawny, bearded demihumans with grey skin and hair and ugly visages. They are around 4' tall, weigh about 120 pounds, and have lifespans of up to 500 years. Duergars dwell in strongholds and cities deep underground. They are renowned for their greed for precious metals and stones and for their xenophobia toward other races. Duergars have a naturally strong constitution and are highly resistant to magic.

Combat

Duergars can use all types of armour. Due to their short height, duergars can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Detect Construction Tricks

As expert miners, duergars have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Detect Room Traps

Due to their expertise with construction, duergars have a 2-in-6 chance of detecting non-magical room traps when searching (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Infravision

Duergars have infravision to 90' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Light Sensitivity

When in bright light (daylight, *continual light*), duergars suffer a –2 penalty to attack rolls and a –1 penalty to AC.

Listening at Doors

Duergars have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Mental Powers

Once per day per level, a duergar may activate one of the following mental powers:

▶ **Enlargement:** The duergar's body, clothing, and armour (but not other equipment) double in size for 1d4 rounds. While enlarged, the duergar's melee attacks inflict double damage.

▶ **Invisibility:** The duergar disappears from the sight of one or more creatures (selected when the power is activated) for one turn. Up to 1HD of creatures per level of the duergar are affected. In combat, affected creatures may attack the duergar with a –4 penalty after the first round.

▶ **Shrinking:** The duergar and all equipment shrinks to 6" tall for up to one turn per level. While shrunk, the duergar can slip through narrow spaces and, when remaining motionless, has a 90% chance of going unnoticed. A shrunk duergar cannot harm creatures larger than 1' tall.

▶ **Heat:** A creature or object within sight is subjected to a scorching heat. Paper or cloth ignite, liquids boil, and metals glow. The heat lasts for one round per level of the duergar. Applied to flesh or to metal in contact with a creature (e.g. armour), the heat inflicts 1d4 damage per round.

Duergar Level Progression

Level	XP	HD	THAC0	D	W	P	B	S
						Saving Throws		
1	0	1d6	19 [0]	8	9	10	13	12
2	2,800	2d6	19 [0]	8	9	10	13	12
3	5,600	3d6	19 [0]	8	9	10	13	12
4	11,200	4d6	17 [+2]	6	7	8	10	10
5	23,000	5d6	17 [+2]	6	7	8	10	10
6	46,000	6d6	17 [+2]	6	7	8	10	10
7	100,000	7d6	14 [+5]	4	5	6	7	8
8	200,000	8d6	14 [+5]	4	5	6	7	8
9	300,000	9d6	14 [+5]	4	5	6	7	8
10	400,000	9d6+3*	12 [+7]	2	3	4	4	6

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Activating Mental Powers

A duergar must spend a round concentrating in order to activate a mental power. This precludes moving, attacking, or performing any other actions.

In combat: Like spell casting, activating a mental power can be disrupted in combat (see *Spell Casting* under *Combat* in *Old-School Essentials Classic Fantasy*). The use of a mental power must be declared before initiative is rolled.

Stealth

Underground, duergars have a 3-in-6 chance of moving silently.

After Reaching 9th Level

A duergar has the option of creating an underground stronghold that will attract duergars from far and wide. Duergars usually live in clans, so duergars of the character's clan will be attracted to live under their roof. Duergars from other clans will generally be friendly and may collaborate in times of war or disaster.

A duergar ruler may only hire duergar mercenaries. Specialists and retainers of any race may be hired.

Gnome

Requirements: Minimum CON 9
Prime requisite: DEX and INT
Hit Dice: 1d4
Maximum level: 8
Armour: Leather, shields
Weapons: Any appropriate to size
Languages: Alignment, Common, Gnomish, Dwarvish, Kobold, the secret language of burrowing mammals

Gnomes are a race of short demihumans with long noses and beards. They are cousins of the dwarves and the two races are on friendly terms. Gnomes prefer to dwell in underground complexes in forests or foothills. They love mining, precious stones, and machinery—from miniature marvels of clockwork to great construction engines. Gnomes are also famed for their penchant for pointy, red, felt hats. Gnomes are typically around 3½' tall and weigh around 100 pounds.

Prime requisites: A gnome with at least 13 DEX and INT gains a 5% bonus to experience. A gnome with at least 13 DEX and at least 16 INT gains a 10% bonus.

Arcane Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on arcane magic.

Magical research: A gnome of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a gnome reaches 8th level, they are also able to create magic items.

Spell casting: Gnomes carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the gnome's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level gnome has one spell in their spell book, selected by the referee (who may allow the player to choose). Gnomes have the same spell selection as illusionists (see *Druid and Illusionist Spells*).

Using magic items: As spell casters, gnomes are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Gnomes can use leather armour and shields. Armour must be tailored to gnomes' small size. Similarly, they can use any weapon appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, gnomes gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

Gnome Level Progression

Level	XP	HD	THAC0	Saving Throws					Spells			
				D	W	P	B	S	1	2	3	4
1	0	1d4	19 [0]	8	9	10	14	11	1	–	–	–
2	3,000	2d4	19 [0]	8	9	10	14	11	2	–	–	–
3	6,000	3d4	19 [0]	8	9	10	14	11	2	1	–	–
4	12,000	4d4	19 [0]	8	9	10	14	11	2	2	–	–
5	30,000	5d4	19 [0]	8	9	10	14	11	2	2	1	–
6	60,000	6d4	17 [+2]	6	7	8	11	9	2	2	2	–
7	120,000	7d4	17 [+2]	6	7	8	11	9	3	2	2	1
8	240,000	8d4	17 [+2]	6	7	8	11	9	3	3	2	2

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Detect Construction Tricks

As expert tunnellers, gnomes have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Hiding

Gnomes have an uncanny ability to disappear from sight:

▶ In woodland cover, a gnome can hide with a 90% chance of success.

▶ In dungeons, a gnome can hide in shadows or behind other forms of cover. The chance of success is 2-in-6. Hiding requires the gnome to be motionless.

Infravision

Gnomes have infravision to 90' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Listening at Doors

Gnomes have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Speak with Burrowing Mammals

Gnomes often keep burrowing mammals such as badgers and moles as pets. They know the secret language of such creatures.

After Reaching 8th Level

A gnome has the option of creating an underground stronghold that will attract gnomes from far and wide.

Because of gnomes' connection with burrowing mammals, all such creatures within 5 miles of the stronghold will become friends with the gnomes. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the gnome must protect the animals from harm.

Gnome rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of gnomish stock may be hired.

Half-Elf

Requirements: Minimum CHA 9, minimum CON 9
Prime requisite: INT and STR
Hit Dice: 1d6
Maximum level: 12
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common, Elvish

Half-elves are the rare offspring of elves and humans. Physically, they tend to combine the best features of their parents, having the innate beauty of elves and the robust physique of humans. They are human-like in stature, but always have at least one feature that marks their elvish heritage (e.g. pointed ears or unusually bright eyes). Half-elves are skilled fighters and dabble with magic, though they lack their elvish parents' mastery of the arcane.

Prime requisites: A half-elf with at least 13 INT and STR gains a 5% bonus to experience. A half-elf with a score of 16 or higher in one prime requisite, and a 13 or higher in the other gains a 10% bonus.

Arcane Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on arcane magic.

Spell casting: From 2nd level, half-elves gain the ability to cast arcane spells, owning a spell book in which the magical formulae for the spells they know are recorded. The level progression table (opposite) shows both the number of spells in the half-elf's spell book and the number they may memorize, determined by the character's experience level. Thus, a 2nd level half-elf has one spell in their spell book, selected by the referee (who may allow the player to choose).

Half-elves have the same spell selection as magic-users (see *Magic-User Spells* in *Old-School Essentials Classic Fantasy*).

Using magic items: As spell casters, half-elves are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Half-elves can use all types of weapons and armour.

Half-Elf Level Progression

Level	XP	HD	THAC0	Saving Throws					Spells			
				D	W	P	B	S	1	2	3	4
1	0	1d6	19 [0]	12	13	13	15	15	–	–	–	–
2	2,500	2d6	19 [0]	12	13	13	15	15	1	–	–	–
3	5,000	3d6	19 [0]	12	13	13	15	15	2	–	–	–
4	10,000	4d6	17 [+2]	10	11	11	13	12	2	–	–	–
5	20,000	5d6	17 [+2]	10	11	11	13	12	2	1	–	–
6	40,000	6d6	17 [+2]	10	11	11	13	12	2	2	–	–
7	80,000	7d6	14 [+5]	8	9	9	10	10	2	2	–	–
8	150,000	8d6	14 [+5]	8	9	9	10	10	2	2	1	–
9	300,000	9d6	14 [+5]	8	9	9	10	10	3	2	1	–
10	450,000	9d6+2*	12 [+7]	6	7	8	8	8	3	2	2	–
11	600,000	9d6+4*	12 [+7]	6	7	8	8	8	3	2	2	1
12	750,000	9d6+6*	12 [+7]	6	7	8	8	8	3	3	2	1

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Detect Secret Doors

When searching for secret doors, half-elves have a 2-in-6 chance of success (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Infravision

Half-elves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

After Reaching 9th Level

A half-elf may strive to become a leader among humans or among elves, constructing a stronghold either in the name of a human liege or in the deep forests of the elves.

Human Stronghold

The half-elf may build a castle or stronghold and control the surrounding lands. They may be granted a title such as Baron or Baroness. The land under the half-elf's control is then known as a Barony.

Elven Stronghold

The half-elf may construct a stronghold in the depths of the forest, blending in with the natural environment of a site of great beauty, for example: in the treetops, beside a serene valley, or hidden behind a waterfall. Whatever material it is made of, the construction costs as much as similar work in stone due to the exquisite quality of craftsmanship involved.

Once the construction is complete, elves will come to live under the rule of the character. Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the half-elf must protect the animals from harm.

The ruler of an elven stronghold may only hire elven mercenaries. Specialists and retainers of any race may be hired.

Half-Orc

Requirements: None
Prime requisite: DEX and STR
Hit Dice: 1d6
Maximum level: 8
Armour: Leather, chainmail, shields
Weapons: Any
Languages: Alignment, Common, Orcish

Half-orcs are the rare offspring of orcs and humans. They are human-like in stature and appearance, but usually have at least one feature that marks their orcish heritage (e.g. fangs or a pig-like snout). Due to the common animosity between orcs and humans, half-orcs are typically outcasts from both their parent cultures, living on the fringes of society and making a living by whatever means they can. Half-orc adventurers are capable combatants and have some skill as thieves.

Prime requisites: A half-orc with at least 13 DEX and STR gains a 5% bonus to experience. A half-orc with at least 16 DEX and STR gains a 10% bonus.

Back-stab

When attacking an unaware opponent from behind, a half-orc receives a +4 bonus to hit and doubles any damage dealt.

Combat

Half-orcs can use all types of weapons and can use leather armour, chainmail, and shields.

Infravision

Half-orcs have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Retainers

Half-orcs often have difficulty gaining the trust of humans and demihumans, due to orcs' chaotic tendencies. Retainers in a half-orc's employ have their loyalty score reduced by one. (This does not apply to retainers who are also half-orcs.)

Thieving Skills

Half-orcs can use the following skills, with the chance of success shown opposite:

▶ **Hide in shadows (HS):** Requires the half-orc to be motionless—attacking or moving while hiding is not possible.

▶ **Move silently (MS):** A half-orc may attempt to sneak past enemies unnoticed.

▶ **Pick pockets (PP):** If the victim is above 5th level, the half-orc's roll is penalised by 5% for every level above 5th. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under *Encounters*, in *Old-School Essentials Classic Fantasy*).

After Reaching 8th Level

A half-orc can establish a bandit stronghold, attracting 2d6 apprentices—1st level fighters, thieves, or half-orcs. These apprentices will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful half-orc might use these followers to start a Thieves' Guild.

Half-Orc Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	13	14	13	16	15
2	1,800	2d6	19 [0]	13	14	13	16	15
3	3,600	3d6	19 [0]	13	14	13	16	15
4	7,000	4d6	19 [0]	13	14	13	16	15
5	14,000	5d6	17 [+2]	12	13	11	14	13
6	28,000	6d6	17 [+2]	12	13	11	14	13
7	60,000	7d6	17 [+2]	12	13	11	14	13
8	120,000	8d6	17 [+2]	12	13	11	14	13

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Half-Orc Thieving Skills Chance of Success

Level	HS	MS	PP
1	10	20	20
2	15	25	25
3	20	30	30
4	25	35	35
5	30	40	40
6	36	45	45
7	45	55	55
8	55	65	65

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hide in shadows and move silently on the player's behalf, as the half-orc always believes the attempt to be successful. If the roll fails, the referee knows that the half-orc has been noticed and should determine enemies' actions appropriately.

Illusionist

Illusionists are adventurers who study the arcane arts of illusion and deception. Through this study, they have learned to cast magic spells.

Arcane Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on arcane magic.

Magical research: An illusionist of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When an illusionist reaches 9th level, they are also able to create magic items. Researched spells, effects, and magic items must be within the scope of the illusionist class, as judged by the referee.

Spell casting: Illusionists carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the illusionist's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level illusionist has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to illusionists is found in *Druid and Illusionist Spells*.

Using magic items: As spell casters, illusionists are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands). They are, however, not able to use magic items with effects that cause direct damage (e.g. a wand that shoots fireballs).

Combat

Illusionists can only use daggers and are unable to use shields or wear any kind of armour. This makes them very vulnerable in combat.

After Reaching 11th Level

An illusionist may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will then arrive to study under the illusionist.

Illusionist Level Progression

Level	XP	HD	THAC0	Saving Throws					Spells					
				D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19 [0]	13	14	13	16	15	1	–	–	–	–	–
2	2,500	2d4	19 [0]	13	14	13	16	15	2	–	–	–	–	–
3	5,000	3d4	19 [0]	13	14	13	16	15	2	1	–	–	–	–
4	10,000	4d4	19 [0]	13	14	13	16	15	2	2	–	–	–	–
5	20,000	5d4	19 [0]	13	14	13	16	15	2	2	1	–	–	–
6	40,000	6d4	17 [+2]	11	12	11	14	12	2	2	2	–	–	–
7	80,000	7d4	17 [+2]	11	12	11	14	12	3	2	2	1	–	–
8	150,000	8d4	17 [+2]	11	12	11	14	12	3	3	2	2	–	–
9	300,000	9d4	17 [+2]	11	12	11	14	12	3	3	3	2	1	–
10	450,000	9d4+1*	17 [+2]	11	12	11	14	12	3	3	3	3	2	–
11	600,000	9d4+2*	14 [+5]	8	9	8	11	8	4	3	3	3	2	1
12	750,000	9d4+3*	14 [+5]	8	9	8	11	8	4	4	3	3	3	2
13	900,000	9d4+4*	14 [+5]	8	9	8	11	8	4	4	4	3	3	3
14	1,050,000	9d4+5*	14 [+5]	8	9	8	11	8	4	4	4	4	3	3

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Knight

> **Requirements:** Minimum CON 9, minimum DEX 9
> **Prime requisite:** STR
> **Hit Dice:** 1d8
> **Maximum level:** 14
> **Armour:** Chainmail, plate mail, shields
> **Weapons:** Melee weapons
> **Languages:** Alignment, Common

Knights are warriors who serve a noble house or knightly order, carrying out their liege's command and upholding the honour of the liege at all costs. They are masters of heavily armoured, mounted combat, preferring the lance above all other weapons. Knights are often members of the noble classes, but a person of lowlier origin may be initiated as a knight as a reward for noble deeds.

Knighthood: Knights of 1st and 2nd level are known as "squires" and are not yet regarded as true knights. Upon reaching 3rd level, the character is knighted by their liege and gains the right to bear a coat of arms (typically emblazoned upon the knight's shield).

Alignment: A knight must have the same alignment as their liege.

Chivalric Code

Knights are bound by a stringent code of honour, which they strive to uphold in all their deeds. A knight does not earn any experience points for deeds performed at odds with this code. The fundamentals of this code are: preference of death over dishonour; service of the knight's liege as the greatest honour; glory in single combat; defence to the death of any in the knight's charge; honouring of superiors; respect of equals; demanding obedience from inferiors; scorning the ignoble.

Dishonour: A knight who brings dishonour upon themselves or their liege (this may include changing alignment) may have their knighthood revoked. In this case, the character becomes a fighter of equivalent level. It may be possible to regain the status of knighthood by performing a special quest.

Combat

Knights can use all melee weapons but cannot use missile weapons (they regard these as dishonourable). They can wear any metal armour but scorn non-metal armour as only suitable for peasants and villains.

Prowess of arms: Knights regard armour as a symbol of prowess and status, always favouring the most impressive and impervious-looking armour available.

Single combat: In a battle, a knight must attack the most powerful or worthy foe in single combat.

Flying Mounts

A knight of 5th level or higher can train fantastic, flying monsters as mounts. This takes one month. In general, a knight may train flying monsters of Hit Dice at most equal to the knight's level. The use and training of flying monsters as mounts is at the referee's discretion.

Horsemanship

Assessing steeds: Knights are expert riders and can assess the worth of any steed. This allows a knight to determine whether an animal has low, average, or high hit points for its type.

Urging great speed: From 5th level, a knight can urge their steed to great speed, increasing its movement rate by 30' (10') for up to 6 turns, once per day.

Knight Level Progression

Level	XP	HD	THAC0	D	W	P	B	S
				Saving Throws				
1	0	1d8	19 [0]	12	13	14	15	16
2	2,500	2d8	19 [0]	12	13	14	15	16
3	5,000	3d8	19 [0]	12	13	14	15	16
4	10,000	4d8	17 [+2]	10	11	12	13	14
5	18,500	5d8	17 [+2]	10	11	12	13	14
6	37,000	6d8	17 [+2]	10	11	12	13	14
7	85,000	7d8	14 [+5]	8	9	10	10	12
8	140,000	8d8	14 [+5]	8	9	10	10	12
9	270,000	9d8	14 [+5]	8	9	10	10	12
10	400,000	9d8+2*	12 [+7]	6	7	8	8	10
11	530,000	9d8+4*	12 [+7]	6	7	8	8	10
12	660,000	9d8+6*	12 [+7]	6	7	8	8	10
13	790,000	9d8+8*	10 [+9]	4	5	6	5	8
14	920,000	9d8+10*	10 [+9]	4	5	6	5	8

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Hospitality

A knight of 3rd level or higher can expect hospitality and aid from nobles and other knights of the same alignment or social affiliation (e.g. order, religion, noble house, etc.). A knight is expected to extend such hospitality in kind.

Mounted Combat

Knights gain a +1 bonus to attack rolls when mounted.

Strength of Will

Fear: Knights are immune to all supernatural fear effects. From 3rd level, companions within 10' of the knight gain a +2 bonus on saving throws against fear effects, and retainers and mercenaries under the knight's command within 10' gain a +2 bonus to loyalty or morale.

Beguilement: Knights gain a +4 bonus to saving throws against *hold* spells, charms, mind control, hypnotism, suggestion, etc. They gain a +2 bonus to saving throws against illusion, and gain a saving throw (one is not normally allowed) against *sleep* spells.

Stronghold

Any time a knight of 3rd level or higher wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands. The permission of the knight's liege is always required.

After Reaching 9th Level

A knight may be granted a title such as Baron or Baroness. The land under the knight's control is then known as a Barony.

Paladin

Requirements: Minimum CHA 9
Prime requisite: STR and WIS
Hit Dice: 1d8
Maximum level: 14
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common

Paladins are warriors sworn by sacred oath to the service of a Lawful holy order.

Alignment: A paladin must be lawful. If the character's alignment ever changes (for any reason), they lose all class abilities and become a fighter of the same level. The referee may allow the character to perform a quest of atonement in order to regain their status as a paladin.

Prime requisites: A paladin with at least 13 in one prime requisite gets +5% to experience. If both STR and WIS are 16 or higher, the paladin gets a +10% bonus.

Combat

Paladins can use all types of weapons and armour.

Divine Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on divine magic.

Holy symbol: A paladin must carry a holy symbol (see the equipment list).

Deity disfavour: Paladins must be faithful to the tenets of their alignment and religion. Paladins who fall from favour with their deity may incur penalties.

Spell casting: From 9th level, a paladin may pray to receive spells. The power and number of spells available to a paladin are determined by the character's experience level. Paladins have the same spell selection as clerics (see *Cleric Spells* in *Old-School Essentials Classic Fantasy*).

Holy Resistance

Paladins are immune to all disease.

Laying on Hands

Once per day, a paladin can heal 2 hit points per level by laying their hands on wounded characters. Additionally, a paladin of 5th level or higher may cure disease once per week by laying on hands.

Turning the Undead

Paladins of 3rd level and higher can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the Hit Dice of the undead monsters targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 again to determine the number of HD affected (turned or destroyed).

Turned undead: Will leave the area, if possible, and will not harm or make contact with the paladin.

Destroyed undead: Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a creature are wasted. However, at least one undead creature will always be affected on a successful turning.

Mixed groups: If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

After Reaching 9th Level

With the permission of their holy order, a paladin can build a castle or stronghold and control the surrounding lands. The paladin may be granted a title such as Baron or Baroness. The land under their control is then known as a Barony.

Paladin Level Progression

Level	XP	HD	THAC0	Saving Throws					Spells		
				D	W	P	B	S	1	2	3
1	0	1d8	19 [0]	10	11	12	13	14	–	–	–
2	2,750	2d8	19 [0]	10	11	12	13	14	–	–	–
3	5,500	3d8	19 [0]	10	11	12	13	14	–	–	–
4	12,000	4d8	17 [+2]	8	9	10	11	12	–	–	–
5	24,000	5d8	17 [+2]	8	9	10	11	12	–	–	–
6	45,000	6d8	17 [+2]	8	9	10	11	12	–	–	–
7	95,000	7d8	14 [+5]	6	7	8	8	10	–	–	–
8	175,000	8d8	14 [+5]	6	7	8	8	10	–	–	–
9	350,000	9d8	14 [+5]	6	7	8	8	10	1	–	–
10	500,000	9d8+2*	12 [+7]	4	5	6	6	8	2	–	–
11	650,000	9d8+4*	12 [+7]	4	5	6	6	8	2	1	–
12	800,000	9d8+6*	12 [+7]	4	5	6	6	8	2	2	–
13	950,000	9d8+8*	10 [+9]	2	3	4	3	6	2	2	1
14	1,100,000	9d8+10*	10 [+9]	2	3	4	3	6	3	2	1

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Vow of Humility

A paladin may keep only a total of one suit of magical armour, one magical shield, and one magical melee weapon. They must also donate 10% of all income to a Lawful religious institution.

Warhorse

A paladin of 4th level or higher may summon a holy charger—a warhorse with AC 5 [14], 5+5 HD, and a movement rate of 180' (60'). If the horse dies, another may not be summoned for 10 years.

Turning Table Results

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

Paladin Turning the Undead

	Monster Hit Dice†							
Level	1	2	2*	3	4	5	6	7-9
3	7	9	11	–	–	–	–	–
4	T	7	9	11	–	–	–	–
5	T	T	7	9	11	–	–	–
6	D	T	T	7	9	11	–	–
7	D	D	T	T	7	9	11	–
8	D	D	D	T	T	7	9	11
9	D	D	D	D	T	T	7	9
10	D	D	D	D	D	T	T	7
11	D	D	D	D	D	D	T	T
12	D	D	D	D	D	D	D	T
13+	D	D	D	D	D	D	D	D

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee's option, the table may be expanded to include more powerful types of undead monsters.

Ranger

Rangers are members of a secret society which protects their native lands from invasion and the influence of Chaos. They are skilled warriors who are adapted to life in the wilds. At higher levels, their connection with nature grants them the ability to cast spells.

Alignment: As protectors, rangers may only be lawful or neutral. If a ranger ever changes alignment to chaotic, they lose all special class abilities and become a fighter of the same level. The character may be able to regain their ranger status by performing a special quest.

Awareness

Rangers are only surprised on a roll of 1. This may mean that a ranger is able to act in the surprise round while their companions are surprised.

Combat

Rangers can use all types of weapons and can use leather armour, chainmail, and shields. Because of their need for stealth, they cannot use plate mail.

Divine Magic

See *Magic* in *Old-School Essentials Classic Fantasy* for details on divine magic.

Spell casting: From 8th level, due to a deep connection with nature, a ranger gains the ability to cast spells. The power and number of spells avail-

able to a ranger are determined by the character's experience level. Rangers have the same spell selection as druids (see *Druid and Illusionist Spells*).

Foraging and Hunting

A party with a ranger can more easily find food when foraging (2-in-6) or prey when hunting (5-in-6). See *Wilderness Adventuring* in *Old-School Essentials Classic Fantasy*.

Limited Possessions

A ranger may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes (not other PCs!).

Pursuit

When the ranger's party pursues an opposing group in the wilderness (see *Evasion and Pursuit*, in *Old-School Essentials Classic Fantasy*), the chance of evasion is reduced by 10%.

Ranger Level Progression

Level	XP	HD	THAC0	Saving Throws					Spells		
				D	W	P	B	S	1	2	3
1	0	1d8	19 [0]	12	13	14	15	16	–	–	–
2	2,250	2d8	19 [0]	12	13	14	15	16	–	–	–
3	4,500	3d8	19 [0]	12	13	14	15	16	–	–	–
4	10,000	4d8	17 [+2]	10	11	12	13	14	–	–	–
5	20,000	5d8	17 [+2]	10	11	12	13	14	–	–	–
6	40,000	6d8	17 [+2]	10	11	12	13	14	–	–	–
7	90,000	7d8	14 [+5]	8	9	10	10	12	–	–	–
8	150,000	8d8	14 [+5]	8	9	10	10	12	1	–	–
9	300,000	9d8	14 [+5]	8	9	10	10	12	2	–	–
10	425,000	9d8+2*	12 [+7]	6	7	8	8	10	2	1	–
11	550,000	9d8+4*	12 [+7]	6	7	8	8	10	2	2	–
12	675,000	9d8+6*	12 [+7]	6	7	8	8	10	2	2	1
13	800,000	9d8+8*	10 [+9]	4	5	6	5	8	3	2	1
14	925,000	9d8+10*	10 [+9]	4	5	6	5	8	3	2	2

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Surprise Attack

In the wilderness, a ranger has a 3-in-6 chance of going unnoticed when sneaking up on a target. If the ranger succeeds, the target may be surprised (see *Surprise* under *Encounters* in *Old-School Essentials Classic Fantasy*).

Tracking

Rangers can identify and follow tracks. This skill improves as the character gains levels (see the table to the right). Success may be modified by the following factors:

▶ **Soft/hard ground:** +20% to –50%.
▶ **Size of group being tracked:** +2% per creature beyond the first.
▶ **Passing through an area where other tracks mingle:** –50%.
▶ **Age of tracks:** –5% per 12 hours.
▶ **Rainfall:** –25% per hour.
▶ **Efforts made to hide tracks:** –25%.

After Reaching 10th Level

2d12 beings will join the ranger as followers. The nature of these followers is up to the referee—they may include human or demihuman adventurers, animals, fantastic mounts, sylvan creatures, or special monsters. If any of the followers die, they are not replaced.

Ranger Tracking Chance of Success

Level	Tracking
1	20%
2	30%
3	40%
4	50%
5	60%
6	70%
7	80%
8	90%
9	100%
10+	110%

Svirfneblin

Requirements: Minimum CON 9
Prime requisite: STR
Hit Dice: 1d6
Maximum level: 8
Armour: Any appropriate to size, including shields
Weapons: Any appropriate to size
Languages: Alignment, Common, Deepcommon, Gnomish, Dwarvish, Kobold, the language of earth elementals

Short, thickset demihumans with long noses and gnarled, hairless, grey skin. Svirfneblins (also known as *deep gnomes*) are subterranean cousins of the gnomes who live close to the surface. Svirfneblins are skilled tunnellers and makers of mechanical contraptions and cunning secret doors. They love gems above all else and excavate their communities around veins of precious stones. Svirfneblins are typically around 3½' tall and weigh around 120 pounds.

Blend into Stone

Svirfneblins have the uncanny ability to go unnoticed when in an environment of natural or carved stone so long as they remain silent and motionless. The chance of success is 4-in-6 in gloomy conditions or 2-in-6 in well-lit conditions.

Combat

Svirfneblins can use all types of armour. Armour must be tailored to svirfneblins' small size. Likewise, svirfneblins can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, svirfneblins gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

Detect Construction Tricks

As expert tunnellers, svirfneblins have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Illusion Resistance

Svirfneblins gain a +2 bonus to all saving throws against illusions.

Infravision

Svirfneblins have infravision to 90' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Svirfneblin Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	14	11
2	2,400	2d6	19 [0]	8	9	10	14	11
3	4,800	3d6	19 [0]	8	9	10	14	11
4	10,000	4d6	17 [+2]	6	7	8	11	9
5	20,000	5d6	17 [+2]	6	7	8	11	9
6	40,000	6d6	17 [+2]	6	7	8	11	9
7	80,000	7d6	14 [+5]	4	5	6	9	7
8	160,000	8d6	14 [+5]	4	5	6	9	7

D: Death / poison; **W:** Wands;
P: Paralysis / petrify; **B:** Breath attacks;
S: Spells / rods / staves.

Light Sensitivity

When in bright light (daylight, *continual light*), svirfneblins suffer a –2 penalty to attack rolls and a –1 penalty to AC.

Speak with Earth Elementals

Svirfneblins can speak the grinding, growling tongue of natives of the elemental plane of earth.

Stone Murmurs

Svirfneblins can understand the imperceptible grumblings of stone. If a svirfneblin stands quietly for one turn with their ear pressed against a stone surface, they have a 2-in-6 chance of divining one of the following pieces of information (player's choice):

► The presence of secret doors in the stone, within 10'.

► The presence of gems or precious metals, up to 30' beyond the surface.

► The presence of living creatures, up to 30' beyond the surface.

► The presence of bodies of water or open spaces, up to 60' beyond the surface.

Using Magic Items

Svirfneblins can use all magic items (except for spell scrolls) which deal with summoning or controlling earth elementals. This includes items that can normally only be used by spell casters.

After Reaching 8th Level

A svirfneblin may construct a subterranean stronghold that will attract svirfneblins from far and wide.

Because of svirfneblins' connection with earth elementals, 1d3 16 HD earth elementals (see the *conjure elemental* spell under **Magic-User Spells** in **Old-School Essentials Classic Fantasy**) will live in the rocks around the stronghold and will be friendly with the svirfneblins. They may warn of intruders, carry messages and news, etc. The elementals will also protect the svirfneblins in times of grave danger. However, in exchange a svirfneblin ruler must always defend earth elementals within the svirfneblins' territory.

Svirfneblin rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of svirfneblin stock may be hired.

CHARACTER RACES

(OPTIONAL RULE)

Some players prefer to be able to select their character's race and class separately. This leads to a lengthier character creation process, but gives more flexibility.

If the referee allows this optional rule in their games, each player may decide individually whether to create their character using the standard procedure or using the procedure described below.

Character Creation Procedure

Instead of selecting a human or demihuman character class, a player may select a race and a class separately. At step 2 of character creation (***Choose a Class***, see ***Creating a Character*** in ***Old-School Essentials Classic Fantasy***), the player should follow this procedure:

1. **Choose a race:** Choose one of the races listed in this section, bearing in mind their ability score requirements.
2. **Apply ability score modifiers:** Some races also list ability score modifiers. Once you have chosen a race, adjust your character's ability scores as indicated. Bonuses that would raise an ability above 18 or penalties that would lower it below 3 are ignored.
3. **Choose a class:** The selected character race determines the classes that are available to choose from. Also bear in mind the ability score requirements of some classes.

Native Languages

When choosing race and class separately, the character's native languages are determined by the race. The languages listed in the class should be ignored.

Class and Level Restrictions

Not all races are equally suited to every character class. Each demihuman race lists the classes that may be selected, as well as the maximum level to which characters of that race and class may rise. Class and level restrictions represent a race's suitability to different adventuring professions. For example, dwarves are inherently non-magical and so cannot be magic-users, halflings do not have a natural aptitude to warfare and can only advance to 6th level in the fighter class, etc.

Racial class and level limits also work as a balancing factor in the rules, offsetting the extra abilities granted by demihuman races with strict limits on class choice and level advancement.

Lifting Class and Level Restrictions (Optional Rule)

In practice, many groups do not enforce the class and level restrictions of demihuman races. For groups who wish to lift these restrictions, it is worth bearing in mind that this change will eradicate the sole advantage of the Human race—its unique access to some classes and its unlimited level advancement—making humans relatively underpowered. For this reason, optional racial abilities are given for the Human race. The referee should consider using these if the group wishes to eradicate class or level limitations for demihumans. (These abilities should also be granted to human PCs who were created without using the rules for separate race and class!)
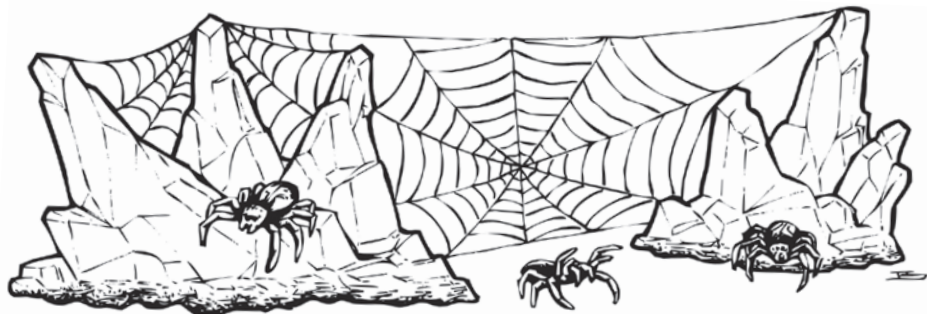
Drow

Requirements: Minimum INT 9
Ability modifiers: –1 CON, +1 DEX
Languages: Alignment, Common, Deepcommon, Elvish, Gnomish

Drow (also known as *dark elves*) are slender, fey demihumans with pointed ears, skin as black as the night sky, and hair of silver or white. They have extremely long lifespans, being nigh immortal. Drow dwell exclusively underground, carving great cities of stone and crystal. They are ruled by a cult of priests and priestesses who worship strange subterranean deities. They are related to the elves of the surface world and share their love of nature and magic. Drow typically weigh about 120 pounds and are from 5 to 5½ feet tall.

Maximum Level by Class

► **Acrobat:** 10th
► **Assassin:** 10th
► **Cleric*:** 11th
► **Fighter:** 7th
► **Knight:** 9th
► **Magic-user:** 9th
► **Ranger:** 9th
► **Thief:** 11th

* At the referee's option, drow clerics may only exist as NPCs.

Detect Secret Doors

Drow have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Immunity to Ghoul Paralysis

Drow are completely unaffected by the paralysis ghouls can inflict.

Infravision

Drow have infravision to 90' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Innate Magic

At 2nd level, a drow is able to cast the *darkness* spell (the reverse of *light*) once per day and, at 4th level, *detect magic* once per day (see *Cleric Spells* in *Old-School Essentials Classic Fantasy*).

Light Sensitivity

When in bright light (daylight, *continual light*), drow suffer a –2 penalty to attack rolls and a –1 penalty to Armour Class.

Listening at Doors

Drow have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Duergar

Duergars (also known as *grey dwarves*) are short, scrawny, bearded demihumans who live in strongholds and cities deep underground. They are renowned for their greed for precious metals and stones and for their xenophobia toward other races. Like other dwarves, duergars have a naturally strong constitution and a high resistance to magic. Duergars are around 4' tall, weigh about 120 pounds, and have lifespans of up to 500 years. Their skin and hair are grey and their visages are ugly.

Maximum Level by Class

► **Assassin:** 9th
► **Cleric*:** 8th
► **Fighter:** 9th
► **Thief:** 9th

* At the referee's option, duergar clerics may only exist as NPCs.

Combat

Due to their short height, duergars can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Detect Construction Tricks

As expert miners, duergars have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Detect Room Traps

Due to their expertise with construction, duergars have a 2-in-6 chance of detecting non-magical room traps when searching (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Infravision

Duergars have infravision to 90' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Light Sensitivity

When in bright light (daylight, *continual light*), duergars suffer a –2 penalty to attack rolls and a –1 penalty to Armour Class.

Listening at Doors

Duergars have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Resilience

Duergars' natural constitution and resistance to magic grants them a bonus to saving throws versus paralysis, poison, spells, and magic wands, rods, and staves. This bonus depends on a duergar's CON score, as follows:

► **6 or lower:** No bonus
► **7–10:** +2
► **11–14:** +3
► **15–17:** +4
► **18:** +5

Stealth

Underground, duergars have a 3-in-6 chance of moving silently.

Dwarf

Requirements: Minimum CON 9
Ability modifiers: –1 CHA, +1 CON
Languages: Alignment, Common, Dwarvish, Gnomish, Goblin, Kobold

Dwarves are stout, bearded demihumans, about 4' tall and weighing about 150 pounds. Dwarves typically live underground and love fine craftsmanship, gold, hearty food, and strong drink. They have skin, hair, and eye colours in earth tones. Dwarves are known for their stubbornness and practicality. They are a hardy people and have a strong resistance to magic.

Maximum Level by Class

► **Assassin:** 9th
► **Cleric*:** 8th
► **Fighter:** 10th
► **Thief:** 9th

* At the referee's option, dwarven clerics may only exist as NPCs.

Combat

Due to their short height, dwarves can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Detect Construction Tricks

As expert miners, dwarves have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Detect Room Traps

Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical room traps when searching (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Infravision

Dwarves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Listening at Doors

Dwarves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Resilience

Dwarves' natural constitution and resistance to magic grants them a bonus to saving throws versus poison, spells, and magic wands, rods, and staves. This bonus depends on a dwarf's CON score, as follows:

► **6 or lower:** No bonus
► **7–10:** +2
► **11–14:** +3
► **15–17:** +4
► **18:** +5

Elf

Elves are slender, fey demihumans with pointed ears. They have extremely long lifespans, being nigh immortal. This long-term perspective gives them a tendency to seem aloof to the concerns of humans, or even frivolous. Elvish music, arts, and crafts are renowned as the finest among all folk. Above all, they love nature and magic. Elves typically weigh about 120 pounds and are between 5 and 5½ feet tall.

Maximum Level by Class

► **Acrobat:** 10th
► **Assassin:** 10th
► **Cleric*:** 7th
► **Druid*:** 8th
► **Fighter:** 7th
► **Knight:** 11th
► **Magic-user:** 11th
► **Ranger:** 11th
► **Thief:** 10th

* At the referee's option, elven clerics and druids may only exist as NPCs.

Detect Secret Doors

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Immunity to Ghoul Paralysis

Elves are completely unaffected by the paralysis that ghouls can inflict.

Infravision

Elves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Listening at Doors

Elves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Gnome

Gnomes are a race of short demihumans with long noses and beards. They are cousins of the dwarves and the two races are on friendly terms. Gnomes prefer to dwell in underground complexes in forests or foothills. They love mining, precious stones, and machinery—from miniature marvels of clockwork to great construction engines. Gnomes are also famed for their penchant for pointy, red, felt hats. Gnomes are typically around 3½' tall and weigh around 100 pounds.

Maximum Level by Class

► **Assassin:** 6th
► **Cleric*:** 7th
► **Fighter:** 6th
► **Illusionist:** 7th
► **Thief:** 8th

* At the referee's option, gnomish clerics may only exist as NPCs.

Combat

Armour must be tailored to gnomes' small size. Likewise, gnomes can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, gnomes gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

Detect Construction Tricks

As expert tunnellers, gnomes have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Infravision

Gnomes have infravision to 90' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Listening at Doors

Gnomes have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Magic Resistance

Gnomes are naturally resistant to magic, gaining a bonus to saving throws versus spells and magic wands, rods, and staves. This bonus depends on a gnome's CON score, as follows:

► **6 or lower:** No bonus
► **7–10:** +2
► **11–14:** +3
► **15–17:** +4
► **18:** +5

Speak with Burrowing Mammals

Gnomes often keep burrowing mammals such as badgers and moles as pets. They know the secret language of such creatures.

Half-Elf

Half-elves are the rare offspring of elves and humans. Physically, they tend to combine the best features of their parents, having the innate beauty of elves and the robust physique of humans. They are human-like in stature, but always have at least one feature that marks their elvish heritage (e.g. pointed ears or unusually bright eyes).

Maximum Level by Class

- ▶ **Acrobat:** 12th
- ▶ **Assassin:** 11th
- ▶ **Bard:** 12th
- ▶ **Cleric:** 5th
- ▶ **Druid:** 12th
- ▶ **Fighter:** 8th
- ▶ **Knight:** 12th
- ▶ **Magic-user:** 8th
- ▶ **Paladin:** 12th
- ▶ **Ranger:** 8th
- ▶ **Thief:** 12th

Detect Secret Doors

Half-elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Infravision

Half-elves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Halfling

Halflings are small, rotund demi-humans with furry feet and curly hair. They weigh about 60 pounds and are around 3' tall. Halflings are a friendly and welcoming folk. Above all, they love the comforts of home—they are not known for their bravery. Halflings who gain treasure through adventuring will often use their wealth in pursuit of a quiet, comfortable life.

Maximum Level by Class

► **Druid***: 6th
► **Fighter:** 6th
► **Thief:** 8th

* At the referee's option, halfling druids may only exist as NPCs.

Combat

Armour must be tailored to halflings' small size. Likewise, halflings can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, halflings gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

Initiative Bonus (Optional Rule)

If using the optional rule for individual initiative (see *Combat* in *Old-School Essentials Classic Fantasy*), halflings get a bonus of +1 to initiative rolls.

Listening at Doors

Halflings have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Missile Attack Bonus

Halflings' keen coordination grants them a +1 bonus to attack rolls with all missile weapons.

Resilience

Halflings' natural constitution and resistance to magic grants them a bonus to saving throws versus poison, spells, and magic wands, rods, and staves. This bonus depends on a halfling's CON score, as follows:

► **6 or lower:** No bonus
► **7–10:** +2
► **11–14:** +3
► **15–17:** +4
► **18:** +5

Half-Orc

Requirements: None
Ability modifiers: –2 CHA, +1 CON, +1 STR
Languages: Alignment, Common, Orcish

Half-orcs are the rare offspring of orcs and humans. They are human-like in stature and appearance, but usually have at least one feature that marks their orcish heritage (e.g. fangs or a pig-like snout). Due to the common animosity between orcs and humans, half-orcs are typically outcasts from both their parent cultures, living on the fringes of society and making a living by whatever means they can.

Maximum Level by Class

- ▶ **Acrobat:** 8th
- ▶ **Assassin:** 8th
- ▶ **Cleric:** 4th
- ▶ **Fighter:** 10th
- ▶ **Thief:** 8th

Infravision

Half-orcs have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Human

Requirements: None
Ability modifiers: None
Languages: Alignment, Common

Humans are renowned for the deep passions that drive them through their short lives. They have the potential to become great leaders, forging alliances between other races, but they are easily corrupted.

Humans do not have any racial abilities but are the most flexible race, being able to select any class and advance without limits to experience level. (Other races, have a limited choice of character class and strict limits on maximum level.)

Maximum Level by Class

- ▶ **All classes:** Unlimited

Racial Abilities (Optional Rule)

If the optional rule for lifting demihuman class and level restrictions is used (see *p36*), it is recommended that the loss of human characters' main advantage (i.e. unlimited advancement in any class) be compensated by the following abilities.

Ability Modifiers
+1 CHA, +1 CON.

Blessed
When rolling hit points (including at 1st level), the player of a human PC may roll twice and take the best result.

Decisiveness
When an initiative roll is tied, humans act first, as if they had won initiative. If using the individual initiative rule (see *Combat* in *Old-School Essentials Classic Fantasy*), humans get a bonus of +1 to initiative.

Leadership
All of a human's retainers and hirelings gain a +1 bonus to loyalty and morale.

Svirfneblin

Requirements: Minimum CON 9
Ability modifiers: None
Languages: Alignment, Common, Deepcommon, Gnomish, Dwarvish, Kobold, the language of earth elementals

Short, thickset demihumans with long noses and gnarled, hairless, grey skin. Svirfneblins (also known as *deep gnomes*) are subterranean cousins of the gnomes who live close to the surface. Svirfneblins are skilled tunnellers and makers of mechanical contraptions and cunning secret doors. They love gems above all else and excavate their communities around veins of precious stones. Svirfneblins are typically around 3½' tall and weigh around 120 pounds.

Maximum Level by Class

► **Assassin:** 8th
► **Cleric*:** 7th
► **Fighter:** 6th
► **Illusionist:** 7th
► **Thief:** 8th

* At the referee's option, svirfneblin clerics may only exist as NPCs.

Blend into Stone

Svirfneblins have the uncanny ability to go unnoticed when in an environment of natural or carved stone so long as they remain silent and motionless. The chance of success is 4-in-6 in gloomy conditions or 2-in-6 in well-lit conditions.

Combat

Armour must be tailored to svirfneblins' small size. Likewise, svirfneblins can only use weapons appropriate to their stature (as determined by the referee). They cannot use longbows or two-handed swords.

Defensive Bonus

Due to their small size, svirfneblins gain a +2 AC bonus when attacked by large opponents (greater than human-sized).

Detect Construction Tricks

Svirfneblins have a 2-in-6 chance of detecting new construction, sliding walls, or sloping passages when searching.

Infravision

Svirfneblins have infravision to 90' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Light Sensitivity

When in bright light (daylight, *continual light*), svirfneblins suffer –2 to attack rolls and a –1 penalty to Armour Class.

Listening at Doors

Svirfneblins have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Old-School Essentials Classic Fantasy*).

Illusion Resistance

Svirfneblins gain a +2 bonus to all saving throws against illusions.

Speak With Earth Elementals

Svirfneblins can speak with natives of the plane of elemental earth.

POISON

At the referee's option, various types of poison may be available for purchase. Using poison is a chaotic act, so it will be avoided by many characters. The sale of poisons is also prohibited by most cultures. Characters may have to turn to the black market or to clandestine guilds (e.g. of thieves or assassins) to acquire poison.

EFFECTS OF POISON

A victim of a poison attack must save versus poison with a modifier depending on the strength of the poison. The effects of the poison then depend on whether the save succeeded or failed. The tables opposite list the available types of poison, the cost to purchase a single vial, and the following details:

► **Save modifier:** Applied to the victim's saving throw. Indicative of the strength of the poison.

► **Chance of detection:** Probability of the victim noticing the poison, either visually (per round of a poisoned blade being used) or by smell or taste. Characters who notice a poisoned blade may attack the one wielding it or may call for aid. A victim who notices an ingested poison will reject the poisoned drink or food, thus avoiding being poisoned.

► **Onset time:** The poison's effect occurs after this delay. An onset time of "instant" indicates that the poison takes effect instantly, before the victim has a chance to react in any way.

► **Effect (if save succeeds / fails):** Notes what happens to victim if the saving throw fails or succeeds.

USING POISON

Bloodstream Poisons

Typically applied to a bladed weapon.

Application
Applying a vial of poison to a weapon takes one turn. A vial of poison is sufficient for a single bladed melee weapon or up to 6 arrows or crossbow bolts.

Effectiveness
Once applied to a blade, a poison is effective for up to two days or two hits in combat, whichever comes first.

Evaporation over time: After one day, a poison is at half effectiveness; after two days it is no longer effective.

Wiping off after hits: The first attack with a poison is at full effectiveness, the second attack is at half effectiveness, and upon subsequent attacks the poison is no longer effective.

Half effectiveness: A poison at half effectiveness inflicts only half damage. For poisons that cause death (rather than damage), half effectiveness grants a +4 bonus to the saving throw.

Ingested Poisons

Take effect when swallowed by the victim. A vial of poison is enough to poison one victim.

Bloodstream Poisons

Type	Cost (gp)	Save Mod.	Chance of Detection	Onset Time	Effect (Save Succeeds)	Effect (Save Fails)
I	10	+6	80%	1d4+1 rounds	None	15hp damage
II	75	+5	65%	1d3 rounds	None	25hp damage
III	600	+4	40%	1 round	None	35hp damage
IV	1,500	+3	15%	Instant	None	Death

Ingested Poisons

Type	Cost (gp)	Save Mod.	Chance of Detection	Onset Time	Effect (Save Succeeds)	Effect (Save Fails)
I	5	+6	80%	2d4 rounds	10hp damage	20hp damage
II	30	+5	65%	1d4+1 rounds	15hp damage	30hp damage
III	200	+4	40%	1d2 rounds	20hp damage	40hp damage
IV	500	+3	15%	Instant	25hp damage	Death
V	1,000	+2	0%	1d4 turns	30hp damage	Death

ADVANCED RULES

(OPTIONAL RULES)

The rules in this section may be used to add an extra level of mechanical depth to certain aspects of the game. All are optional; each group should decide which to use in its games.

CLASS ABILITIES

Limits on Turning the Undead

The ability to turn the undead may be limited as follows:

▶ **Frequency:** Each character capable of turning the undead may make one attempt per encounter.

▶ **Mixed groups of undead:** In encounters with multiple types of undead, a character who makes a successful turning attempt may optionally make another attempt in the following round. This process may be repeated until all types of undead have been affected or a turning attempt fails.

▶ **Duration:** A successfully turned monster is affected for 1 turn. Following this turn, the monster may return.

Magic-Users and Staves

Magic-users, illusionists, and similar arcane spell casters are normally limited to using daggers only. Such characters may, optionally, also be allowed to use a staff in combat.

Combat

Attacking with Two Weapons

Characters with DEX or STR as a prime requisite may choose to wield two one-handed weapons, as follows:

► The secondary weapon must be of small size (e.g. a dagger or hand axe).

► Attacks with the primary weapon suffer a –2 penalty.

► The character may make one extra attack per round with the secondary weapon, at a –4 attack penalty.

Charging into Melee

Once per combat, a character may charge into melee and attack, as follows:

► The character moves at least 20' (20 yards in the wilderness) before attacking. There must be a clear run.

► The character gains a +2 bonus to attack this round.

► The character's AC is penalised by 1 this round.

► Weapons that may be braced against charging monsters are also effective against charging characters.

Missile Attacks on Targets in Melee

The constant and unpredictable movement of characters in melee makes firing or throwing missile weapons at combatants an uncertain proposition.

When this happens, randomly determine which character in the melee is actually targeted by the missile attack before making the attack roll.

Typically, all characters involved in the melee have the same chance of being targeted, but especially large creatures may count as two or more characters.

Parrying

Characters with a STR of 13 or above may opt to act purely defensively in melee, forfeiting their attack that round. When parrying, the character's STR bonus to melee attacks is applied as an Armour Class bonus that round.

Splash Weapons

Targeting a Surface

Characters may attempt to throw a splash weapon so that it smashes on a hard surface close to one or more creatures. This is handled as an attack against AC 9 [10]. If the attack succeeds, all creatures within 5' are splashed with the liquid and, if it is harmful to them, suffer 1d2 damage.

Misses

When an attack with a splash weapon misses its target (whether a character or a surface), it lands in a random location:

► Roll 1d12 to determine the direction, interpreting the roll as a clock-face direction.

► The container smashes 5' from the intended target in the specified direction.

► Creatures within 5' of this location are splashed with the liquid. If it is harmful to them, they suffer 1d2 damage.

Magic

Raising the Dead

Limits on Returning from Death
A character's initial Constitution score (i.e. the score at character creation) defines the number of times that they can be returned from the dead by magic. Once this limit is reached, death is final, barring extraordinary magic such as a wish or the direct intervention of a deity.

Chance of Success
Returning from death represents a huge shock to a character, and it is not guaranteed that they will be successfully brought back to life. The chance of resurrection magic succeeding depends on a character's Constitution score as follows:

Chance of Successfully Raising the Dead	
CON	Survival Chance
3	40%
4	45%
5	50%
6	55%
7	60%
8	65%
9	70%
10	75%
11	80%
12	85%
13	90%
14	92%
15	94%
16	96%
17	98%
18	100%

CON Loss After Returning from Death
Each time a character is brought back from the dead, their CON score is reduced by one point.

Spell Books and Learning Spells
The number of spells in an arcane caster's spell book is normally limited to the number of spells they can memorize each day (indicated in the class' progression table). Groups who wish arcane spell casters to have a wider spell selection may use the following rules instead.

Beginning Spells
Arcane spell casters begin play with a number of spells in their spell book determined by their INT score (see the table below). The referee may choose these spells or may allow the player to select.

Adding Spells
An arcane spell caster may attempt to add spells to their spell book by copying spells from another source, for example scrolls or the spell books of another spell caster:

► There is no limit to the number of spells in the character's spell book.

► The chance of being able to copy a spell depends on the character's INT score (see the table below). If the roll fails, the character can never learn the spell.

► The normal rules for reading scrolls and spell books apply (see *Spell Books* in *Old-School Essentials Classic Fantasy*).

► It is not possible to copy spells of a level higher than the character can cast.

Spell Books and Learning Spells		
INT	Beginning Spells	Chance of Copying
3	1	20%
4–5	1	30%
6–7	2	35%
8–9	2	40%
10–12	3	50%
13–14	3	70%
15–16	4	75%
17	4	85%
18	5	90%

Multiple Classes

Old-School Essentials is a class-based system where a PC's abilities are defined almost exclusively by their chosen class (which represents a character archetype). As such, allowing characters of *multiple* classes is a huge departure from the core assumptions of the game. The ramifications of using this optional rule should be considered very carefully:

▶ Allowing multiple classes to be chosen greatly increases the complexity of the character creation process.

▶ Single-classed characters tend to be overwhelmed by characters with multiple classes who can do everything they can and more. Single-classed characters advance more quickly, but the exponential nature of the class XP tables means that they are rarely more than one level ahead.

▶ In the traditional Advanced rules, only demihumans were allowed to choose multiple classes and then only in specific combinations. The referee may consider creating combinations of allowed classes, emphasising the different cultures of the various demihuman races.

Choosing Multiple Classes

A character may be of up to three classes, which are selected at character creation.

Level and Experience Points

The character has a separately tracked count of experience points per class. When earning XP, the total earned is split evenly between the per-class XP counts.

Prime Requisite XP Adjustments

The character has a separate prime requisite XP modifier (see *Ability Scores* in *Old-School Essentials Classic Fantasy*) for each class, based on that class' prime requisite(s). The modifier only applies to XP added to that class' XP count.

Levelling

The character has a separately tracked experience level per class. When the character has gained enough XP in one of their classes, that class increases in level.

Hit Points

When determining hit points at character creation or upon gaining a level, any hit points gained are divided by the number of classes. Fractions are tracked and may add up to a whole number later on.

For example, a fighter/thief character gains a thief level and the player rolls 1d4 for hit points. The result is a 3, meaning that the character gains 1½ hit points. Upon gaining a fighter level, the player rolls 1d8 for hit points. The result is a 5, meaning that the character gains 2½ hit points. The half hit points gained for the thief and fighter levels add up to a whole hit point.

Saving Throws and THAC0

The character uses the best saving throw value in each category and the best THAC0 value of all of their classes.

Class Abilities

Allowed Armour

The character may use the best armour options allowed to any of their classes.

Allowed Weapons

The character may use the best weapon options allowed to any of their classes.

Spell Casting

The character may use the magical abilities of each class without restriction.

Stealth Skills

Class abilities such as hide in shadows or move silently may only be used when wearing armour that is allowed to the class that grants the ability.

Secondary Skills

A character's class is assumed to be their primary profession and the focus of all training. However, characters may have picked up secondary skills related to another profession at some point in their lives. This may be the profession of a parent or mentor which the character has picked up to some degree or it may be simply a skill that the character practises as a hobby.

Determining Secondary Skills

When creating a new character, the player should roll d100 and consult the table to the right to determine the character's secondary skill. If desired, the referee may allow a player to choose a secondary skill rather than rolling randomly.

Using Secondary Skills

The referee must adjudicate all uses of secondary skills. Generally speaking, knowledge of a secondary skill allows a character to perform the functions of a profession at a basic level, for example:

▶ Assess the value and quality of an item associated with the skill.

▶ Make minor repairs to items associated with the skill.

▶ Construct simple items associated with the skill.

Under no circumstances should a character following the life of an adventurer be able to approach anywhere near the level of skill of a character dedicated to a profession.

Secondary Skills	
d100	**Secondary Skill**
01–03	Animal trainer
04–05	Armourer
06–09	Baker
10–12	Blacksmith
13	Bookbinder
14–16	Bowyer / fletcher
17–20	Brewer
21–23	Butcher
24–26	Carpenter
27–28	Chandler
29–33	Cooper
34–35	Coppersmith
36–46	Farmer
47–50	Fisher
51–54	Furrier
55	Glassblower
56–59	Huntsman
60–62	Lapidary / jeweller
63–66	Lorimer
67	Mapmaker
68–69	Mason
70–73	Miner
74–76	Potter
77–78	Roper
79–81	Seafarer
82–84	Shipwright
85–87	Tailor
88–90	Tanner
91–93	Thatcher / roofer
94–96	Woodcutter
97–98	Vintner
99–00	Roll for two skills

Weapon Proficiency

Each character is *proficient* with a limited number of types of weapons. A character is comfortable using these weapons and can use them in combat without penalty.

Proficient weapons may only be chosen from the list of weapons usable by the character's class (and optionally race).

For the sake of determining weapon proficiencies, character classes are divided into three categories: martial, semi-martial, and non-martial. The category each class falls under is determined by the rate at which its THAC0 and saving throw values improve, as follows:

▶ **Non-martial:** Gain an improvement to THAC0 every 5 levels (e.g. illusionist).

▶ **Semi-martial:** Gain an improvement to THAC0 every 4 levels (e.g. acrobat).

▶ **Martial:** Gain an improvement to THAC0 every 3 levels (e.g. knight).

Initial Weapon Proficiencies

At character creation, before purchasing equipment, the player should note the weapons that the character is proficient with. Martial characters are proficient with 4 weapons at 1st level, semi-martial characters with 3 weapons, and non-martial characters with 1 weapon.

Gaining Weapon Proficiencies

As the character gains experience, they become proficient in the use of additional weapons. Every time the character's THAC0 and saving throw values improve, the character also gains proficiency with a new weapon.

Non-Proficient Attacks

A character using a weapon that they are not proficient with incurs a penalty to attack rolls. Martial characters suffer a –2 penalty, semi-martial characters a –3 penalty, and non-martial characters a –5 penalty.

The referee may optionally allow characters to use weapons that are restricted by their race or class, applying the same non-proficiency penalty in such cases.

Weapon Specialisation

Martial characters may optionally be allowed to specialise in a single, specific type of weapon. This requires dedicating two weapon proficiency "slots" to a single weapon type. For example, a 1st level martial character is normally proficient with 4 weapons. If the player chooses to specialise in a weapon, the character is only proficient with 3 weapons (the specialised weapon plus two others).

When attacking with a specialised weapon, the character gains a +1 bonus to attack and damage rolls.

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OLD-SCHOOL ESSENTIALS
ADVANCED FANTASY

Genre Rules

Requires Old-School Essentials Classic Fantasy

This supplement expands the game with new options inspired by the 1970s Advanced rules, carefully scaled to mesh with the *Old-School Essentials* game:

► **9 human classes:** Acrobat, assassin, barbarian, bard, druid, illusionist, knight, paladin, ranger.

► **6 demihuman race-classes:** Drow, duergar, gnome, half-elf, half-orc, svirfneblin.

► **Advanced options:** Optional rules to add extra depth to character creation, combat, and spell casting.

Further Advanced Fantasy supplements

► *Advanced Fantasy: Druid and Illusionist Spells*
► *Advanced Fantasy: Monsters*
► *Advanced Fantasy: Treasures*

NECROTIC GNOME

EXALTED FUNERAL

Paladin Turning the Undead

Level	\	\	Monster Hit Dice	\	\	\	\	\
	1	2	2*	3	4	5	6	7-9
3	7	9	11	–	–	–	–	–
4	T	7	9	11	–	–	–	–
5	T	T	7	9	11	–	–	–
6	D	T	T	7	9	11	–	–
7	D	D	T	T	7	9	11	–
8	D	D	D	T	T	7	9	11
9	D	D	D	D	T	T	7	9
10	D	D	D	D	D	T	T	7
11	D	D	D	D	D	D	T	T
12	D	D	D	D	D	D	D	T
13+	D	D	D	D	D	D	D	D

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

Successful turning: 2d6 HD of undead are affected. At least one monster is always affected. Excess HD are wasted.

Spell Books and Learning Spells

INT	Beginning Spells	Chance of Copying
3	1	20%
4–5	1	30%
6–7	2	35%
8–9	2	40%
10–12	3	50%
13–14	3	70%
15–16	4	75%
17	4	85%
18	5	90%

Optional Rules

► Character races
► Lifting demihuman class/level limits
► Limits on turning the undead
► Magic-users and staves
► Attacking with two weapons
► Charging into melee
► Missile attacks on targets in melee
► Parrying
► Splash weapons
► Raising the dead
► Spell books and learning spells
► Multiple classes
► Secondary skills
► Weapon proficiency

Character Attack Table

Character Type and Level			Attack Roll to Hit AC												
Martial	Semi-Martial	Non-Martial	–3	–2	–1	0	1	2	3	4	5	6	7	8	9
1–3	1–4	1–5	20	20	20	19	18	17	16	15	14	13	12	11	10
4–6	5–8	6–10	20	19	18	17	16	15	14	13	12	11	10	9	8
7–9	9–12	11–14	17	16	15	14	13	12	11	10	9	8	7	6	5
10–12	13–14	–	15	14	13	12	11	10	9	8	7	6	5	4	3
13–14	–	–	13	12	11	10	9	8	7	6	5	4	3	2	2

► **Martial:** Barbarian, drow, duergar, half-elf, knight, paladin, ranger, svirfneblin.

► **Semi-martial:** Acrobat, assassin, bard, druid, half-orc.

► **Non-martial:** Gnome, illusionist.

Acrobat/Assassin/Bard Saving Throws

Level	D	W	P	B	S
1–4	13	14	13	16	15
5–8	12	13	11	14	13
9–12	10	11	9	12	10
13–14	8	9	7	10	8

Barbarian Saving Throws

Level	D	W	P	B	S
1–3	10	13	12	15	16
4–6	8	11	10	13	13
7–9	6	9	8	10	10
10–12	4	7	6	8	7
13–14	3	5	4	5	5

Drow Saving Throws

Level	D	W	P	B	S
1–3	12	13	13	15	12
4–6	10	11	11	13	10
7–9	8	9	9	10	8
10	6	7	8	8	6

Druid Saving Throws

Level	D	W	P	B	S
1–4	11	12	14	16	15
5–8	9	10	12	14	12
9–12	6	7	9	11	9
13–14	3	5	7	8	7

Duergar Saving Throws

Level	D	W	P	B	S
1–3	8	9	10	13	12
4–6	6	7	8	10	10
7–9	4	5	6	7	8
10	2	3	4	4	6

Gnome Saving Throws

Level	D	W	P	B	S
1–5	8	9	10	14	11
6–10	6	7	8	11	9

Half-Elf Saving Throws

Level	D	W	P	B	S
1–3	12	13	13	15	15
4–6	10	11	11	13	12
7–9	8	9	9	10	10
10–12	6	7	8	8	8

Half-Orc Saving Throws

Level	D	W	P	B	S
1–4	13	14	13	16	15
5–8	12	13	11	14	13

Illusionist Saving Throws

Level	D	W	P	B	S
1–5	13	14	13	16	15
6–10	11	12	11	14	12
11–14	8	9	8	11	8

Knight/Ranger Saving Throws

Level	D	W	P	B	S
1–3	12	13	14	15	16
4–6	10	11	12	13	14
7–9	8	9	10	10	12
10–12	6	7	8	8	10
13–14	4	5	6	5	8

Paladin Saving Throws

Level	D	W	P	B	S
1–3	10	11	12	13	14
4–6	8	9	10	11	12
7–9	6	7	8	8	10
10–12	4	5	6	6	8
13–14	2	3	4	3	6

Svirfneblin Saving Throws

Level	D	W	P	B	S
1–3	8	9	10	14	11
4–6	6	7	8	11	9
7–8	4	5	6	9	7

Acrobat Skills Chance of Success					
Level	CS	FA	HS	MS	TW
1	87	25	10	20	60
2	88	25	15	25	65
3	89	25	20	30	70
4	90	33	25	35	75
5	91	33	30	40	80
6	92	33	33	43	85
7	93	33	36	46	90
8	94	50	40	50	95
9	95	50	43	53	100
10	96	50	46	56	100
11	97	50	50	60	100
12	98	66	53	63	100
13	99	66	56	66	100
14	99	75	60	70	100

Barbarian Skills Chance of Success			
Level	CS	HD	MS
1	87	10	20
2	88	15	25
3	89	20	30
4	90	25	35
5	91	30	37
6	92	33	40
7	93	36	42
8	94	40	44
9	95	43	46
10	96	46	48
11	97	50	50
12	98	53	50
13	99	56	50
14	99	60	50

Assassin Skills Chance of Success					
Level	AS	CS	HN	HS	MS
1	0	87	1–2	10	20
2	0	88	1–2	15	25
3	0	89	1–3	20	30
4	–1	90	1–3	25	35
5	–1	91	1–3	30	40
6	–2	92	1–3	33	43
7	–2	93	1–4	36	46
8	–3	94	1–4	40	50
9	–3	95	1–4	43	53
10	–4	96	1–4	46	56
11	–4	97	1–5	50	60
12	–5	98	1–5	53	63
13	–5	99	1–5	56	66
14	–6	99	1–5	60	70

Rolling skill checks: Assassination and falling are not rolled. Hear noise is rolled on 1d6. All other skills are rolled on d%.

Player knowledge: The referee should roll for HN, HS, and MS, as the character does not know if the attempt succeeds. If an HS or MS roll fails, the referee knows the character has been noticed.

Half-Orc Thieving Skills Chance of Success			
Level	HS	MS	PP
1	10	20	20
2	15	25	25
3	20	30	30
4	25	35	35
5	30	40	40
6	36	45	45
7	45	55	55
8	55	65	65

Ranger Tracking Chance of Success	
Level	Tracking
1	20%
2	30%
3	40%
4	50%
5	60%
6	70%
7	80%
8	90%
9	100%
10+	110%

Racial Ability Score Requirements and Modifiers

Race	STR	INT	WIS	DEX	CON	CHA
Drow	–	Min 9	–	+1	−1	–
Duergar	–	Min 9	–	–	Min 9, +1	−1
Dwarf	–	–	–	–	Min 9, +1	−1
Elf	–	Min 9	–	+1	−1	–
Gnome	–	Min 9	–	–	Min 9	–
Half-elf	–	–	–	–	Min 9	Min 9
Halfling	−1	–	–	Min 9, +1	Min 9	–
Half-orc	+1	–	–	–	+1	−2
Human	–	–	–	–	(+1)*	(+1)*
Svirfneblin	–	–	–	–	Min 9	–

* If using the optional rule for lifting demihuman class and level restrictions.

Class Level Limits by Race

Race	Ac	As	Bb	Bd	Cl	Dr	Fi	Il	Kn	MU	Pa	Ra	Th
Drow	10	10	–	–	11*	–	7	–	9	9	–	9	11
Duergar	–	9	–	–	8*	–	10	–	–	–	–	–	9
Dwarf	–	9	–	–	8*	–	10	–	–	–	–	–	9
Elf	10	10	–	–	7*	8*	7	–	11	11	–	11	10
Gnome	–	6	–	–	7*	–	6	7	–	–	–	–	8
Half-elf	12	11	–	12	5	12	8	–	12	8	12	8	12
Halfling	–	–	–	–	–	6*	6	–	–	–	–	–	8
Half-orc	8	8	–	–	4	–	10	–	–	–	–	–	8
Human	14	14	14	14	14	14	14	14	14	14	14	14	14
Svirfneblin	–	8	–	–	7*	–	6	7	–	–	–	–	8

* At the referee's option, this class/race combination may only exist as NPCs.

Demihuman Racial Resilience

CON	Modifier
6 or lower	–
7–10	+2
11–14	+3
15–17	+4
18	+5

Duergars: Apply the listed modifier to saving throws versus paralysis, poison, spells, and magic wands, rods, and staves.

Dwarves: Apply the listed modifier to saving throws versus poison, spells, and magic wands, rods, and staves.

Gnomes: Apply the listed modifier to saving throws versus spells and magic wands, rods, and staves.

Halflings: Apply the listed modifier to saving throws versus poison, spells, and magic wands, rods, and staves.