

# OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY



Reference Booklet

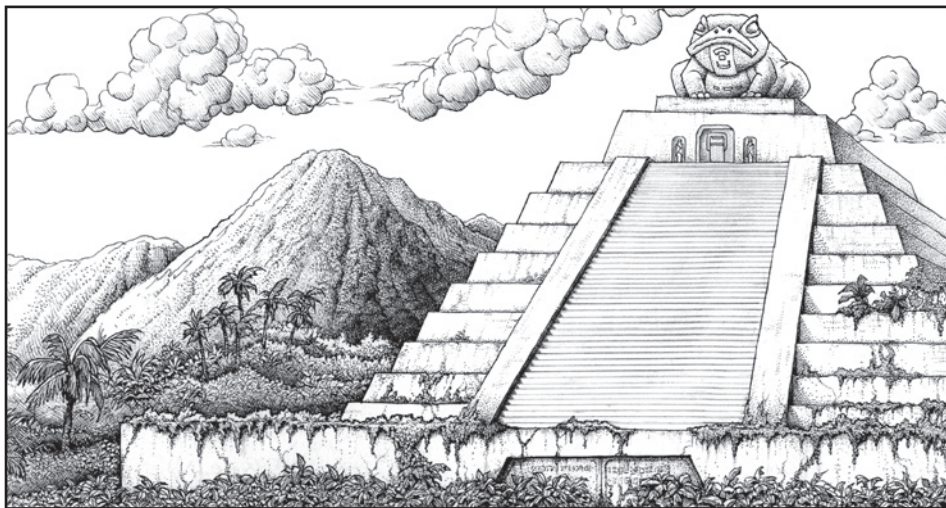


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## ADVANCED FANTASY

# Reference Booklet v1.0

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# INTRODUCTION

## In This Book

This book contains a quick reference for the rules and procedures of *Old-School Essentials Advanced Fantasy*:

- ▶ **Game procedures:** Summaries of the core rules of the game, including the procedures for dungeon, wilderness, and waterborne adventuring, evasion, pursuit, encounters, and combat.
- ▶ **Monsters:** The complete dungeon encounter tables and a list of all *Old-School Essentials Advanced Fantasy* monsters ordered by Hit Dice.
- ▶ **Player characters:** All tables pertaining to PCs, including ability score modifiers, saving throws, class skills, spell progression, and native languages.
- ▶ **Downtime and equipment:** A summary of the most common PC activities between adventures, plus full equipment lists, including mounts, dogs, and vehicles.

## Rules Summaries

The rules listed in this book are summaries of the full rules presented in *Old-School Essentials Advanced Fantasy*. The intention of these summaries is as a quick reference and memory jog, not as a replacement for the main game rule books. For a complete understanding of the finer nuances of the rules, it is always worth consulting the main rule books.

## FURTHER REFERENCE MATERIALS

More play-aids and reference documents are available from [necroticgnome.com](http://necroticgnome.com). These can be downloaded and printed at home.



# GAME PROCEDURES

## HAZARDS AND CHALLENGES

### Ability Checks: Roll 1d20

**Result:** Lower or equal = success.

**Difficulty:** -4 (easy) to +4 (very difficult).

**1s and 20s:** 1s always pass, 20s always fail.

### Climbing

**Dexterity check:** May be required when climbing in a difficult or tense situation.

**Sheer surfaces:** Can only be climbed with specialist gear or class ability.

### Falling

Falling from a height onto a hard surface inflicts 1d6 damage per 10' fallen.

### Saving Throws: Roll 1d20

**Result:** Higher or equal = save succeeds.

### Swimming

**Movement rate:** Half normal speed.

**Drowning:** Chance determined by the referee, based on circumstances.

## ENCUMBRANCE

**Basic:** Movement rate based on armour worn and whether a significant amount of treasure is carried. Max 1,600 coins of treasure can be carried.

**Detailed:** Movement rate based on weight of armour, weapons, and treasure. Max 1,600 coins total weight can be carried.

### Treasure Encumbrance in Coins

Treasure	Weight in Coins
Coin (any type)	1
Gem	1
Jewellery (1 piece)	10
Potion	10
Rod	20
Scroll	1
Staff	40
Wand	10

### Basic Encumbrance

Armour Worn	Movement Rate	
	Without Treasure	Carrying Treasure
Unarmoured	120' (40')	90' (30')
Light armour	90' (30')	60' (20')
Heavy armour	60' (20')	30' (10')

### Detailed Encumbrance

Encumbrance	Movement Rate
Up to 400 coins	120' (40')
Up to 600 coins	90' (30')
Up to 800 coins	60' (20')
Up to 1,600 coins	30' (10')

# DUNGEONS

## Sequence Per Dungeon Turn (10m)

1. **Wandering monsters**
2. **Party decides course of actions**
3. **Description:** The referee describes what happens.
4. **End of turn:** Update time records, checking light sources, spell durations, rest.

## Wandering Monsters

**Chance:** Typically 1-in-6 every 2 turns.

### Doors

**Listening:** Base 1-in-6 chance of success.

**Shutting:** Doors may close after PCs pass.

**Stuck:** Chance of forcing depends on STR. Failed attempt alerts monsters.

### Movement

**Exploring the unknown:** Characters move their movement rate per turn.

**In familiar areas:** Referee may allow a faster movement rate.

### Resting

**Frequency of rest:** One turn every hour.

**Penalty:** -1 to hit and damage rolls.

### Searching: 1-in-6 Chance

**Area:** Particular  $10' \times 10'$  area.

**Time:** Searching takes one turn.

### Traps

**Chance of triggering:** 2-in-6 chance when PC makes action that could trigger.

**Types:** Room trap, treasure trap. PCs can find room traps by searching.

# WILDERNESS

## Sequence Per Wilderness Day

1. **Party decides course of travel**
2. **Losing direction**
3. **Wandering monsters**
4. **Description:** The referee describes the regions passed through and any sites of interest, asking players for their actions as required.
5. **End of day:** Update time records, checking rations, spell durations, rest.

## Losing Direction: Roll 1d6

**Clear, grasslands:** 1-in-6.

**Barren, hills, mountains, woods:** 2-in-6.

**Desert, jungle, swamp:** 3-in-6.

## Wandering Monsters

**Frequency:** Typically rolled once per day.

**City, clear, grasslands, settled:** 1-in-6.

**Air, barren, desert, forest, hills:** 2-in-6.

**Jungle, mountains, swamp:** 3-in-6.

## Finding Food

**Foraging:** Performed alongside travel. 1-in-6 chance of food for 1d6 humans.

**Hunting:** Sole activity of day. 1-in-6 chance of encountering animals.

## Movement

**Miles/day:** Base movement rate  $\div 5$ .

**Broken, desert, forest, hills:** 33% slower.

**Jungle, mountains, swamp:** 50% slower.

**Maintained roads:** 50% faster.

**Forced march:** 50% faster, rest 1 day after.

## Resting

**Frequency of rest:** One day out of seven.

**Penalty:** -1 to hit and damage rolls.

# WATERBORNE

## Sequence Per Waterborne Day

1. Party decides course of travel
2. Losing direction
3. Weather
4. Wandering monsters
5. **Description:** The referee describes the regions passed through and any sites of interest, asking players for their actions as required.
6. **End of day:** Update time records, checking rations, spell durations, rest.

## Losing Direction: Roll 1d6

**With navigator:** 2-in-6.

**Without navigator:** 2-in-6 within sight of land. 100% on open seas.

## Wandering Monsters

**Frequency:** Typically rolled once per day.

**Ocean, river:** 2-in-6.

**Swamp:** 3-in-6.

## Movement

**Rivers:** Upstream: -1d6+6 miles/day.

Downstream: +1d6+6 miles/day.

**Sailing:** Depends on wind conditions.

## Surprise

**Aquatic monsters:** Not surprised by ships, except in special circumstances (e.g. thick fog).

## Visibility

**Spotting land:** 24 miles on a clear day.

**Sighting ships:** 300 yards on a clear day. 40 yards in dense fog.

## Wind Conditions: Roll 2d6

- ▶ **2:** No wind; sailing is not possible.
- ▶ **3–11:** Normal sailing is possible.
- ▶ **12:** Gale or storm; sailing vessels' speed tripled.

(Or see *Variable Wind Conditions*.)

## Near Gales

**Risk of taking on water:** Seaworthy vessels 10%, unseaworthy vessels 20%.

**Effects:** Movement rate reduced by  $\frac{1}{3}$ .

## Gales and Storms

**Seaworthy vessels:** May attempt to move with the wind: 3 times normal movement rate in random direction. If land encountered, 75% chance of wrecking.

**Unseaworthy vessels:** 80% chance of sinking. In sight of land, may beach (2-in-6 chance of success if shore not clear).

## Variable Wind Conditions

2d6	Wind	Effect
2	No wind	Sailing impossible. Movement by oar at $\frac{1}{3}$ rate (due to fatigue).
3	Faint breeze	Sailing movement rate reduced to $\frac{1}{3}$ normal.
4	Gentle breeze	Sailing movement rate reduced to $\frac{1}{2}$ normal.
5	Moderate breeze	Sailing movement rate reduced to $\frac{2}{3}$ normal.
6–8	Fresh breeze	Normal sailing movement rate.
9	Strong breeze	Sailing movement rate increased by $\frac{1}{3}$ .
10	High wind	Sailing movement rate increased by $\frac{1}{2}$ .
11	Near gale	Sailing movement rate doubled. See <i>Near Gales</i> .
12	Gale or storm	Sailing movement rate tripled. See <i>Gales and Storms</i> .



# EVASION AND PURSUIT

## Dungeon

### Evading Dungeon Encounters

Succeeds if fleeing side is faster. Otherwise a pursuit occurs.

### Pursuit in Dungeons

**Running:** Full movement rate in feet per round. Mapping not possible.

**Exhaustion:** After 30 rounds. -2 to AC, attacks, and damage.

**Line of sight:** Most monsters will not pursue if they lose sight of the party.

**Dropping lures:** (e.g. food, treasure.) 3-in-6 chance of monsters stopping.

**Obstacles:** Burning oil or other obstacles may also slow or stop a pursuit.

## Wilderness

### Evading Wilderness Encounters

**No surprise:** See the *Wilderness Evasion Chance* table, below.

**Surprise:** Surprised side cannot evade. Surprising side may automatically evade.

## Pursuit in the Wilderness

The following procedure is followed, day by day, until the pursuit is over:

1. Fleeing side moves in a random direction (no mapping is possible).
2. If pursuing side is faster, 50% chance of catching up (pursuit ends).
3. If fleeing side wishes to continue fleeing, make an evasion check (*Wilderness Evasion Chance*). If the roll fails, return to step 1.

## Waterborne

### Evading Waterborne Encounters

**Chance:** Based on relative movement rate of fleeing and pursuing sides:

### Waterborne Evasion Chance

Fleeing Side's Movement Rate (Compared with Pursuer's)	Chance of Evasion
Faster than pursuer	80%
0'-30' per round slower	50%
31'-60' per round slower	40%
61'-90' per round slower	35%
91'-120' per round slower	25%
121'+ per round slower	10%

## Pursuit on the Water

**Initial distance:** 4d6 × 10 yards (1d4 × 10 yards with surprise).

**Closing in:** Distance decreases each round by the difference between sides' movement rates (minimum 30' per round).

### Wilderness Evasion Chance

Fleeing Group Size	Chance of Evasion by Number of Pursuers		
1-4	1 pursuer: 50%	2-3 pursuers: 70%	4+ pursuers: 90%
5-12	1-3 pursuers: 35%	4-8 pursuers: 50%	9+ pursuers: 70%
13-24	1-6 pursuers: 25%	7-16 pursuers: 35%	17+ pursuers: 50%
25+	1-10 pursuers: 10%	11-30 pursuers: 25%	31+ pursuers: 35%

**Minimum chance:** The chance of escape is always at least 5%.

**Environmental modifiers:** Referee may apply modifiers for conditions / terrain.

**Pursuing side twice as fast:** -25%.

**Fleeing side twice as fast:** +25%.

# ENCOUNTERS

## Encounter Sequence

1. **Surprise**
2. **Determine encounter distance**
3. **Initiative:** Unsurprised sides only.
4. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. **Conclusion:** One turn has passed.

## Surprise: Each Side Rolls 1d6

**Result:** 1 or 2 = surprised.

## Encounter Distance

**Dungeon:**  $2d6 \times 10$  feet.

**Wilderness or waterborne:**  $4d6 \times 10$  yards ( $1d4 \times 10$  yards with surprise).

## Initiative: Each Side Rolls 1d6

**Result:** Highest acts first.

**Ties:** Either roll again or resolve actions on both sides simultaneously.

**Slow weapons:** Always act last in round.

## Monster Reactions: Roll 2d6

**CHA modifier:** Of interacting PC applies.

### Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3–5	Unfriendly, may attack
6–8	Neutral, uncertain
9–11	Indifferent, uninterested
12 or more	Friendly, helpful

# COMBAT

## Sequence Per Combat Round (10s)

1. **Declare spells and melee movement**
2. **Initiative:** Each side rolls 1d6.
3. **Winning side acts:**
  - a. **Monster morale**
  - b. **Movement**
  - c. **Missile attacks**
  - d. **Spell casting**
  - e. **Melee attacks**
4. **Other sides act:** In initiative order.

## Morale: Roll 2d6

**Result:** Higher than morale score: monster surrenders or flees.

**When to check:** First death on side; side half incapacitated.

**Morale scores of 2 or 12:** Score of 2: Never fights (unless cornered). Score of 12: Never checks morale.

## Movement in Melee

**Fighting withdrawal:** Move backwards at up to half encounter movement rate.

**Retreat:** Flee at full encounter movement rate. Cannot attack, opponent gains +2 bonus to hit, ignoring shield bonus to AC.

## Missile Attacks (>5' Away)

**Range:** Short: +1 to hit; Long: -1 to hit.

**Partial cover:** -1 to -4 to hit.

## Spell Casting

**Sole action:** No move or other action.

**Disrupting:** If caster is hit or fails a save, the spell being cast is lost.

## Attacking: Roll 1d20

**Modifiers:** Melee: STR modifies attack and damage. Missile: DEX modifies attack.

**1s and 20s:** 1s always miss, 20s always hit.

## Attack Matrix

Monster HD	THACO	Attack Roll to Hit AC												
		-3	-2	-1	0	1	2	3	4	5	6	7	8	9
Normal H	20 [-1]	20	20	20	20	19	18	17	16	15	14	13	12	11
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or >	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2

## Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
Normal Human	14	15	16	17	18
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
13-15	4	5	6	5	8
16-18	2	3	4	3	6
19-21	2	2	2	2	4
22 or more	2	2	2	2	2

## Damage

**PCs:** 1d6 (optional rule: by weapon).

**Melee:** STR modifies damage.

**Monsters:** Indicated in description.

**Minimum damage:** At least 1.

**Death:** At 0 hit points or less.

## Common Combat Situations

**Attacks from behind:** Ignore shield AC.

**Blind characters:** Cannot attack.

**Paralysed characters:** Can be automatically hit (just roll damage).

**Unarmed attacks:** 1d2 damage, modified by STR.

# MONSTERS

## MONSTERS BY HIT DICE

### Below 1 HD

Bat, normal  
*Brownie*  
Centipede, giant

*Gas spore*  
Goblin  
Halfling  
Hawk

Killer bee  
Kobold  
*Leprechaun*  
Normal human

Rat  
Rat, giant  
*Rot grub*  
Sprite

### 1 HD

Acolyte  
Bandit  
Beetle, giant fire  
Berserker  
Brigand  
Buccaneer  
*Dark creeper*  
Dervish  
*Dog, hunting*

*Drow*  
*Duergar*  
Dwarf  
Elf  
Ferret, giant  
*Frog, giant mutant*  
*Frog, giant poisonous*  
Gnome  
*Gullygug*  
Hobgoblin

Medium  
Merchant  
Mermen  
*Mutoid*  
*Mycelian*  
Nixie  
Nomad  
Orc  
*Piercer*  
Pirate

Pixie  
Pterodactyl  
Shrew, giant  
Skeleton  
Snake,  
    spitting cobra  
Stirge  
*Svirfneblin*  
Termite, swamp  
Trader  
Veteran

### 2 HD

Bat, giant  
Bat, giant vampire  
Beetle, giant oil  
*Brown mould\**  
Camel  
Cave locust  
*Coffer corpse\**  
Crocodile  
*Dog, war*  
*Dog, wild*  
Dryad

Fish, giant bass  
*Fish, giant electric eel*  
Ghoul  
Gnoll  
Golem, wood\*  
Green slime\*  
Herd animal,  
    small  
*Homunculus*  
Horse, riding  
Insect swarm  
Lizard man

*Locathah*  
Mule  
Neanderthal  
*Necrophidius*  
Pegasus  
*Piercer*  
*Poltergeist\**  
*Pseudo-dragon*  
Robber fly  
Rock baboon  
*Sahuagin*  
Shadow\*

Shark, bull  
Snake, pit viper  
Spider, giant crab  
Termite,  
    freshwater  
Toad, giant  
*Toad, giant poisonous*  
Troglodyte  
Veteran  
Wolf  
Yellow mould\*  
Zombie

Monsters in italics are from *Old-School Essentials Advanced Fantasy*. Others are from *Old-School Essentials Classic Fantasy*.

\* Monster cannot be harmed by mundane weapons. Magic or silver required.

### 3 HD

*Ankheg*  
 Beetle, giant tiger  
 Boar  
 Bugbear  
 Carcass crawler  
 Cat, mountain lion  
 Crab, giant  
*Deep one*  
 Fish, giant piranha

*Fish, giant swordfish*  
 Grey ooze  
*Hag, sea*  
 Harpy  
 Hawk, giant  
 Hellhound  
 Herd animal, medium  
 Hippogriff  
 Horse, draft  
 Horse, war

Insect swarm  
 Living statue, crystal  
 Lizard, giant gecko  
 Lycanthrope, wererat\*  
 Noble  
*Piercer*  
*Seahorse, giant*  
 Shrieker  
 Snake, sea snake

*Spider, giant aquatic*  
*Spider, giant aranea*  
 Spider, giant black widow  
*Strangle weed*  
 Thoul  
*Triton*  
 Veteran  
*Violet fungus*  
*Water fiend*  
 Wight\*

### 4 HD

*Ankheg*  
 Ape, white  
 Bear, black  
 Blink dog  
 Cat, panther  
 Centaur  
 Doppelgänger  
 Driver ant  
*Fish, giant pike*  
*Flail snail*  
 Gargoyle\*

Gelatinous cube  
*Ghast*  
*Gibbering moulder*  
*Gorilla*  
 Hellhound  
*Hippocampus*  
 Insect swarm  
*Jackalwere\**  
*Jellyfish, giant*  
 Living statue, iron  
 Lizard, giant draco

Lycanthrope, wereboar\*  
 Lycanthrope, werewolf\*  
 Medusa  
*Marrow*  
 Ogre  
*Peryton\**  
*Piercer*  
 Rhagodessa  
 Scorpion, giant  
 Shark, mako

Snake, giant rattler  
*Spawn of the worm*  
 Spider, giant tarantella  
 Termite, sea  
 Unicorn  
*Wasp, giant*  
 Weasel, giant  
 Wolf, dire  
 Wraith\*  
 Yeti

### 5 HD

*Ankheg*  
 Bear, grizzly  
*Caryatid column*  
 Cat, lion  
 Cockatrice  
*Disenchanter\**

Fish, giant rock-fish  
 Hellhound  
*Hook beast*  
 Hydra  
 Hydra, sea  
*Krell*  
*Lamprey, giant*

Living statue, rock  
 Lizard, giant horned chameleon  
 Lycanthrope, weretiger\*  
 Mummy\*  
 Ochre jelly\*  
 Owl bear

Pteranodon  
 Rust monster\*  
*Satyr*  
*Slithering tracker*  
 Snake, rock python  
*Spider, giant phase*  
*Toad, giant frost*

## 6 HD

*Amphisbaena*  
*Ankheg*  
 Basilisk  
 Bear, polar  
 Caecilia  
 Cat, tiger  
 Crocodile, large  
 Dragon, white

*Drider*  
 Hellhound  
 Hydra  
 Hydra, sea  
 Leech, giant  
*Leucrocotta*  
*Lizard, giant*  
*subterranean*  
 Lizard, giant  
 tuatara

Lycanthrope,  
 werebear\*  
 Manticore  
*Mantid*  
 Minotaur  
*Nightmare*  
*Otyugh*  
 Rhinoceros,  
 normal  
 Roc, small

Sea serpent  
 (lesser)  
*Snake person*  
 Spectre\*  
 Squid, giant  
 Troll  
 Warp beast  
 Whale, killer  
*Will-o'-the-wisp*\*  
*Winter wolf*

## 7 HD

*Ankheg*  
*Banshee*\*  
 Bear, cave  
*Catoblepas*

Djinni (lesser)\*  
 Dragon, black  
*Dragon, brass*  
 Griffon  
 Hellhound

Hydra  
 Hydra, sea  
*Lizard, giant*  
*flame*  
*Otyugh*

*Rakshasa*\*  
*Remorhaz*  
 Vampire\*  
 Wyvern  
*Xorn*

## 8 HD

*Ankheg*  
 Cat, sabre-  
 toothed tiger  
*Dragon, copper*  
 Dragon, green  
 Dragon, sea  
*Dragonne*  
 Elemental,  
 air (lesser)\*

Elemental,  
 earth (lesser)\*  
 Elemental,  
 fire (lesser)\*  
 Elemental,  
 water (lesser)\*  
 Fish, giant catfish  
 Giant, hill  
 Golem, bone\*  
 Gorgon  
*Hag, black*

*Hippopotamus,*  
*normal*  
 Hydra  
 Hydra, sea  
 Invisible stalker  
*Lizard, giant*  
*monitor*  
*Mind lasher*  
 Octopus, giant  
*Otyugh*

*Remorhaz*  
*Revenant*\*  
 Rhinoceros,  
 woolly  
 Salamander,  
 flame\*  
*Scorpionoid*  
 Shark, great white  
 Treant  
 Vampire\*

## 9 HD

*Bulette*  
 Chimera  
*Couatl*

Dragon, blue  
*Dragon, bronze*  
 Elephant  
 Giant, stone  
*Golem, flesh*\*

Hydra  
 Hydra, sea  
*Lamia*  
 Lycanthrope,  
 devil swine\*

*Malfyr*\*  
*Mimic*  
*Remorhaz*  
*Shambling mound*  
 Vampire\*

## 10 HD

Black pudding\*  
*Demonic knight*  
Dragon, red  
*Dragon, silver*

Efreeti (lesser)\*  
*Ettin*  
Fish, giant  
sturgeon  
*Ghost\**  
Giant, frost

Golem, amber\*  
*Hippopotamus,*  
*behemoth*  
*Hulker*  
Hydra  
Hydra, sea

*Lurker above*  
*Mantis, giant*  
*Remorhaz*  
*Turtle, giant*  
*snapping*

## 11 HD

Dragon, gold  
*Eye of terror*  
Giant, fire  
*Golem, clay\**

Hydra  
Hydra, sea  
*Lich\**  
*Remorhaz*  
Stegosaurus  
Triceratops

## 12 HD

Elemental, air\*  
Elemental, earth\*  
Elemental, fire\*  
Elemental, water\*  
Giant, cloud  
Hydra  
Hydra, sea

*Remorhaz*  
Roc, large  
*Roper\**  
Salamander, frost\*  
*Slug, giant*  
*Sphinx\**  
Titanothera  
*Trapper*  
Whale, narwhal

## 13 HD

Cyclops  
*Eye of the deep*  
*Remorhaz*

## 15 HD

Crocodile, giant  
*Djinni (greater)\**  
Giant, storm  
Mastodon  
Purple worm  
*Turtle, giant sea*

## 16 HD

*Dragon, multi-*  
*chromatic*  
Elemental,  
air (greater)\*  
Elemental,  
earth (greater)\*  
Elemental,  
fire (greater)\*  
Elemental,  
water (greater)\*

## 18 HD

*Golem, iron\**

## 14 HD

*Golem, stone\**  
*Remorhaz*  
*Sea serpent*  
*(greater)*

## 20 HD

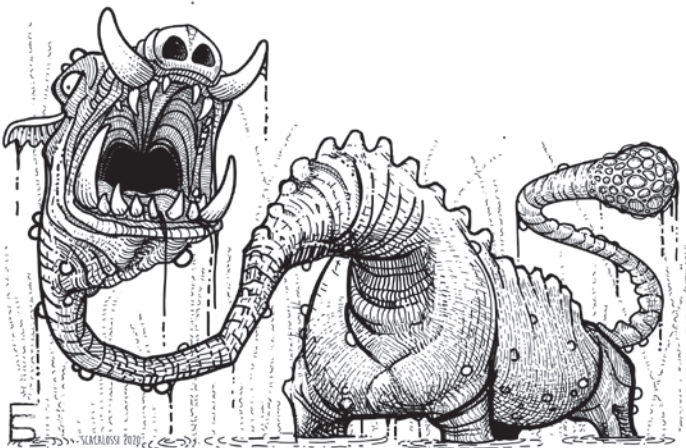
*Efreeti (greater)\**  
*Golem, bronze\**  
*Phoenix\**  
*Titan*  
Tyrannosaurus rex

## 30 HD

Dragon turtle

## 36 HD

Roc, giant  
*Tarrasque\**  
Whale, sperm



# DUNGEON ENCOUNTERS

## Dungeon Encounter By Level: 1-3

d4/d10	Level 1	Level 2	Level 3
1/0	Acolyte (1d8)	Ankheg 3 HD (1d2)	Ankheg 3 HD (1d6)
1/1	Bandit (1d8)	Beetle, Oil (1d8)	Ape, White (1d6)
1/2	Beetle, Fire (1d8)	Berserker (1d6)	Basic Adv. (1d4+4)
1/3	Beetle, Oil (1d3)	Brown Mould (1d8)	Beetle, Tiger (1d6)
1/4	Berserker (1d4)	Cat, Mntn. Lion (1d4)	Brown Mould (1d10)
1/5	Brown Mould (1d3)	Coffer Corpse (1)	Bugbear (2d4)
1/6	Brownie (3d6)	Dark Creeper (1)	Carcass Crawler (1d3)
1/7	Dark Creeper (1)	Dog, Wild (2d6)	Coffer Corpse (1d3)
1/8	Dog, Wild (2d6)	Elf (1d4)	Dark Creeper (1d4)
1/9	Dwarf (1d6)	Frog, Poisonous (1d6)	Deep One (2d12)
2/0	Frog, Mutant (3d6)	Gas Spore (1d3)	Doppelgänger (1d6)
2/1	Gas Spore (1d3)	Ghoul (1d6)	Driver Ant (2d4)
2/2	Gnome (1d6)	Gnoll (1d6)	Drow (2d4)
2/3	Goblin (2d4)	Grey Ooze (1)	Duergar (2d6)
2/4	Green Slime (1d4)	Gullygug (2d6)	Flail Snail (1)
2/5	Gullygug (2d6)	Hobgoblin (1d6)	Gargoyle (1d6)
2/6	Halfling (3d6)	Homunculus (1)	Gas Spore (1d3)
2/7	Homunculus (1)	Lizard Man (2d4)	Gelatinous Cube (1)
2/8	Killer Bee (1d10)	Lizard, Draco (1d4)	Ghast (1)
2/9	Kobold (4d4)	Lycan., Wererat (1d4)	Harpy (1d6)
3/0	Leprechaun (1)	Mutoid (2d6)	Lvng. Stat., Crystal (1d6)
3/1	Lizard, Gecko (1d3)	Mycelian (1d12)	Lycan., Wererat (1d8)
3/2	Mutoid (1d8)	Neanderthal (1d10)	Medium (1d4)
3/3	Necrophidius (1)	Necrophidius (1)	Medusa (1d3)
3/4	Orc (2d4)	Noble (2d6)	Mutoid (2d8)
3/5	Piercer 1 HD (3d6)	Piercer 2 HD (3d8)	Mycelian (2d8)
3/6	Poltergeist (1d3)	Pixie (2d4)	Necrophidius (1d3)
3/7	Robber Fly (1d3)	Poltergeist (1d8)	Ochre Jelly (1)
3/8	Rot Grub (5d4)	Pseudo-Dragon (1)	Ogre (1d6)
3/9	Shrew, Giant (1d10)	Robber Fly (1d6)	Piercer 3 HD (4d6)
4/0	Skeleton (3d4)	Rock Baboon (2d6)	Poltergeist (2d6)
4/1	Snake, Cobra (1d6)	Rot Grub (5d6)	Rot Grub (5d6)
4/2	Spider, Crab (1d4)	Snake, Pit Viper (1d8)	Shadow (1d8)
4/3	Sprite (3d6)	Spider, Bl. Widow (1d3)	Spider, Tarantella (1d3)
4/4	Stirge (1d10)	Toad, Poisonous (1d8)	Svirfneblin (2d8)
4/5	Toad, Poisonous (1d4)	Troglodyte (1d8)	Thoul (1d6)
4/6	Trader (1d8)	Veteran (2d4)	Toad, Poisonous (2d6)
4/7	Troglodyte (1d4)	Violet Fungus (1d2)	Violet Fungus (1d4)
4/8	Wolf (2d6)	Water Fiend (1)	Water Fiend (1d3)
4/9	Zombie (1d4)	Zombie (2d4)	Wight (1d6)



Monsters in italics are from *Old-School Essentials Advanced Fantasy*.

Monsters not in italics are from *Old-School Essentials Classic Fantasy*.

<b>Dungeon Encounter By Level: 4+</b>			
<b>d4/d10</b>	<b>Level 4-5</b>	<b>Level 6-7</b>	<b>Level 8+</b>
1/0	<i>Ankheg 5 HD (1d6)</i>	<i>Amphisbaena (1d3)</i>	Black Pudding (1)
1/1	Bear, Cave (1d2)	<i>Banshee (1)</i>	Chimera (1d2)
1/2	Blink Dog (1d6)	Basilisk (1d6)	Dragon, Black (1d4)
1/3	Caecilia (1d3)	Bear, Cave (1d2)	Dragon, Blue (1d4)
1/4	<i>Caryatid Column (1d12)</i>	Black Pudding (1)	<i>Dragon, Brass (1d4)</i>
1/5	Cockatrice (1d4)	Caecilia (1d3)	<i>Dragon, Bronze (1d4)</i>
1/6	<i>Deep One (3d12)</i>	<i>Caryatid Column (3d6)</i>	<i>Dragon, Copper (1d4)</i>
1/7	<i>Disenchanter (1d2)</i>	Dragon, White (1d4)	Dragon, Gold (1d4)
1/8	Doppelgänger (1d6)	<i>Drider (1d4)</i>	Dragon, Green (1d4)
1/9	<i>Drow (3d6)</i>	Expert Adv. (1d6+3)	Dragon, Red (1d4)
2/0	<i>Duergar (3d6)</i>	<i>Flail Snail (1d4)</i>	<i>Dragon, Silver (1d4)</i>
2/1	Expert Adv. (1d6+3)	<i>Ghost (2d4)</i>	<i>Dragonne (1)</i>
2/2	<i>Flail Snail (1)</i>	<i>Gibbering Moulder (1d3)</i>	Expert Adv. (1d6+3)
2/3	<i>Ghost (1d3)</i>	Gorgon (1d2)	<i>Eye of Terror (1)</i>
2/4	<i>Gibbering Moulder (1)</i>	Hellhound (2d4)	<i>Ghost (1)</i>
2/5	Grey Ooze (1)	<i>Hook Beast (3d6)</i>	Giant, Hill (1d4)
2/6	Hellhound (2d4)	Hydra, 1d4+4HD (1)	Giant, Stone (1d2)
2/7	<i>Hook Beast (2d6)</i>	<i>Krell (1d3)</i>	Golem, Amber (1)
2/8	<i>Krell (1)</i>	<i>Lizard, Flame (1d4)</i>	Golem, Bone (1)
2/9	Lizard, Tuatara (1d2)	<i>Lizard, Subterr. (1d6)</i>	<i>Golem, Iron (1)</i>
3/0	Lycan., Wereboar (1d4)	Lycan., Weretiger (1d4)	<i>Golem, Stone (1)</i>
3/1	Lycan., Werewolf (1d6)	<i>Mind Lasher (1d4)</i>	<i>Hag, Black (1)</i>
3/2	Minotaur (1d6)	Minotaur (1d6)	<i>Hulker (1d4)</i>
3/3	Ochre Jelly (1)	Mummy (1d4)	Hydra, 1d4+8HD (1)
3/4	<i>Otyugh 6 HD (1)</i>	Ochre Jelly (1)	<i>Lamia (1)</i>
3/5	Owl Bear (1d4)	<i>Otyugh 6 HD (1d3)</i>	<i>Lurker Above (1)</i>
3/6	Rhagodessa (1d4)	Owl Bear (1d4)	Lycan., Devil Swine (1d3)
3/7	Rust Monster (1d4)	<i>Rakshasa (1d4)</i>	Lycan., Werebear (1d4)
3/8	<i>Slithering Tracker (1)</i>	<i>Remorhaz 7 HD (1)</i>	Manticore (1d2)
3/9	<i>Snake Person (1d3)</i>	<i>Revenant (1)</i>	<i>Mimic (1)</i>
4/0	<i>Sp. of the Worm (1d3)</i>	Rust Monster (1d4)	<i>Mind Lasher (1d8)</i>
4/1	Spectre (1d4)	Salam., Flame (1d4+1)	Purple Worm (1d2)
4/2	<i>Spider, Phase (1d4)</i>	Scorpion, Giant (1d6)	<i>Revenant (1)</i>
4/3	<i>Toad, Frost (1d4)</i>	<i>Slithering Tracker (1)</i>	<i>Roper (1d2)</i>
4/4	Troll (1d8)	<i>Snake Person (1d6)</i>	Salam., Flame (1d4+1)
4/5	<i>Violet Fungus (2d4)</i>	Spectre (1d4)	Salamander, Frost (1d3)
4/6	<i>Water Fiend (1d4)</i>	Troll (1d8)	<i>Shambling Mound (1d3)</i>
4/7	Weasel, Giant (1d4)	Warp Beast (1d4)	<i>Slug, Giant (1)</i>
4/8	<i>Will-o'-the-Wisp (1)</i>	<i>Will-o'-the-Wisp (1d3)</i>	<i>Trapper (1)</i>
4/9	Wraith (1d4)	<i>Xorn (1d4)</i>	Vampire (1d4)

# PLAYER CHARACTERS

## ABILITY SCORES

### Strength Modifiers

STR	Melee	Open Doors
3	-3	1-in-6
4-5	-2	1-in-6
6-8	-1	1-in-6
9-12	None	2-in-6
13-15	+1	3-in-6
16-17	+2	4-in-6
18	+3	5-in-6

### Intelligence Modifiers

INT	Spoken Languages	Literacy
3	Native (broken speech)	Illiterate
4-5	Native	Illiterate
6-8	Native	Basic
9-12	Native	Literate
13-15	Native + 1 additional	Literate
16-17	Native + 2 additional	Literate
18	Native + 3 additional	Literate

### Dexterity Modifiers

DEX	AC	Missile	Initiative
3	-3	-3	-2
4-5	-2	-2	-1
6-8	-1	-1	-1
9-12	None	None	None
13-15	+1	+1	+1
16-17	+2	+2	+1
18	+3	+3	+2

**STR Melee:** Applies to attack and damage rolls.

**DEX Missile:** Applies to attack rolls only.

**DEX Initiative:** Only applies if using the optional rule for individual initiative.

**WIS Magic Saves:** Applies to saving throws (of any category) against magical effects.

### Wisdom Modifiers

WIS	Magic Saves
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

### Constitution Modifiers

CON	Hit Points
3	-3
4-5	-2
6-8	-1
9-12	None
13-15	+1
16-17	+2
18	+3

## Charisma Modifiers

CHA	NPC Reactions	Retainers	
		Max #	Loyalty
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	None	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10



## Advanced Spell Books (Optional Rule)

**Starting spells in book:** Determined by INT.

**Adding spells:** Spells can be copied from another source (e.g. scroll, spell book) with chance of success determined by INT. Spells can also be added by magical research.

**Maximum spells in book:** No maximum.

### 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%

## Prime Requisite Modifiers

Prime Requisite	XP Modifier
3-5	-20%
6-8	-10%
9-12	None
13-15	+5%
16-18	+10%

## Returning from Death (Optional Rule)

**Maximum times:** CON score at character creation determines maximum number of times a character can be returned from the dead by magic.

**Survival chance:** Based on CON.

**CON loss:** CON reduced by 1 each time a character is raised.

### Chance of 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%

# RACIAL MODIFIERS AND LIMITS

## 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

## Applicable Saving Throws

Race	Poison	Paral.	Spells	RSW
Duergar	Yes	Yes	Yes	Yes
Dwarf	Yes	No	Yes	Yes
Gnome	No	No	Yes	Yes
Halfling	Yes	No	Yes	Yes

RSW: Saves versus magic rods, staves, and wands.

# SAVING THROWS

## Acrobat/Assassin/Bard/Thief Saves

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 Saves

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

## Cleric/Druid Saves

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

## Drow Saves

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

## Duergar/Dwarf/Halfling Saves

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
10-12	2	3	4	4	6

## Elf Saves

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	6	7	8	8	8

## Fighter/Knight/Ranger Saves

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

## Gnome Saves

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

## Half-Elf Saves

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 Saves

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

## Illusionist/Magic-User Saves

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

## Paladin Saves

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



## CLASS SKILLS

**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.

### 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

### 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

### 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

**CS:** Climb sheer surfaces. **FA:** Falling. **HS:** Hide in shadows. **MS:** Move silently. **TW:** Tightrope walking. **AS:** Assassination. **HN:** Hear noise. **HD:** Hide in undergrowth. **PP:** Pick pockets. **TR:** Find or remove treasure traps. **OL:** Open locks.

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

- ▶ **Soft/hard ground:** +20% to -50%.
- ▶ **Groups:** +2% per creature beyond 1st.
- ▶ **Other tracks mingle:** -50%.
- ▶ **Age of tracks:** -5% per 12 hours.
- ▶ **Rainfall:** -25% per hour.
- ▶ **Efforts made to hide tracks:** -25%.

## Thief Skills Chance of Success

Level	CS	TR	HN	HS	MS	OL	PP
1	87	10	1-2	10	20	15	20
2	88	15	1-2	15	25	20	25
3	89	20	1-3	20	30	25	30
4	90	25	1-3	25	35	30	35
5	91	30	1-3	30	40	35	40
6	92	40	1-3	36	45	45	45
7	93	50	1-4	45	55	55	55
8	94	60	1-4	55	65	65	65
9	95	70	1-4	65	75	75	75
10	96	80	1-4	75	85	85	85
11	97	90	1-5	85	95	95	95
12	98	95	1-5	90	96	96	105
13	99	97	1-5	95	98	97	115
14	99	99	1-5	99	99	99	125

# TURNING THE UNDEAD

## Clerics Turning the Undead

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

## Paladins 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 PROGRESSION

## Bard Spells

Level	1	2	3	4
1	–	–	–	–
2	1	–	–	–
3	2	–	–	–
4	3	–	–	–
5	3	1	–	–
6	3	2	–	–
7	3	3	–	–
8	3	3	1	–
9	3	3	2	–
10	3	3	3	–
11	3	3	3	1
12	3	3	3	2
13	3	3	3	3
14	4	4	3	3

## Cleric Spells

Level	1	2	3	4	5
1	–	–	–	–	–
2	1	–	–	–	–
3	2	–	–	–	–
4	2	1	–	–	–
5	2	2	–	–	–
6	2	2	1	1	–
7	2	2	2	1	1
8	3	3	2	2	1
9	3	3	3	2	2
10	4	4	3	3	2
11	4	4	4	3	3
12	5	5	4	4	3
13	5	5	5	4	4
14	6	5	5	5	4



## Drow Spells

Level	1	2	3	4	5
1	1†	–	–	–	–
2	2	–	–	–	–
3	2	1	–	–	–
4	2	2	–	–	–
5	2	2	1	–	–
6	2	2	2	1	–
7	3	3	2	2	1
8	3	3	3	2	2
9	4	4	3	3	2
10	4	4	4	3	3

† At 1st level, a drow may only pray for the *light* (*darkness*) spell.

## Druid Spells

Level	1	2	3	4	5
1	1	–	–	–	–
2	2	–	–	–	–
3	2	1	–	–	–
4	2	2	–	–	–
5	2	2	1	1	–
6	2	2	2	1	1
7	3	3	2	2	1
8	3	3	3	2	2
9	4	4	3	3	2
10	4	4	4	3	3
11	5	5	4	4	3
12	5	5	5	4	4
13	6	5	5	5	4
14	6	6	5	5	5





### Elf, Gnome, Illusionist, Magic-User Spells

Level	1	2	3	4	5	6
1	1	–	–	–	–	–
2	2	–	–	–	–	–
3	2	1	–	–	–	–
4	2	2	–	–	–	–
5	2	2	1	–	–	–
6	2	2	2	–	–	–
7	3	2	2	1	–	–
8	3	3	2	2	–	–
9	3	3	3	2	1	–
10	3	3	3	3	2	–
11	4	3	3	3	2	1
12	4	4	3	3	3	2
13	4	4	4	3	3	3
14	4	4	4	4	3	3

### Half-Elf Spells

Level	1	2	3	4
1	–	–	–	–
2	1	–	–	–
3	2	–	–	–
4	2	–	–	–
5	2	1	–	–
6	2	2	–	–
7	2	2	–	–
8	2	2	1	–
9	3	2	1	–
10	3	2	2	–
11	3	2	2	1
12	3	3	2	1

### Paladin Spells

Level	1	2	3
1–8	–	–	–
9	1	–	–
10	2	–	–
11	2	1	–
12	2	2	–
13	2	2	1
14	3	2	1

### Ranger Spells

Level	1	2	3
1–7	–	–	–
8	1	–	–
9	2	–	–
10	2	1	–
11	2	2	–
12	2	2	1
13	3	2	1
14	3	2	2

### Class Spells Lists

**Cleric spells:** Cleric, drow, paladin.

**Druid spells:** Bard, druid, ranger.

**Illusionist spells:** Gnome, illusionist.

**Magic-user spells:** Elf, half-elf, magic-user.

# LANGUAGES

## Native Languages

All characters have Common and their alignment tongue as native languages. Some characters have additional native languages, as indicated in the table below.

## Secret Languages

The following types of character speak a special additional language not shown in the table below:

- ▶ **Drow:** The secret language of spiders. Note that only characters of the drow *class* (i.e. created with the basic character creation method) speak this language.
- ▶ **Druids:** The secret druidic tongue.
- ▶ **Gnomes:** The secret language of burrowing mammals.
- ▶ **Svirfneblin:** The language of earth elementals.

## Other Languages

Characters with above average INT may speak extra languages from the following list (at the referee's discretion).

## Other Languages

d20	Language
1	Bugbear
2	Doppelgänger
3	Dragon
4	Dwarvish
5	Elvish
6	Gargoyle
7	Gnoll
8	Gnomish
9	Goblin
10	Halfling
11	Harpy
12	Hobgoblin
13	Kobold
14	Lizard man
15	Medusa
16	Minotaur
17	Ogre
18	Orcish
19	Pixie
20	Human dialect

## Native Languages by Character Race

Class	Al	Co	De	Dw	El	Gl	Gn	Go	Ha	Ho	Ko	Or
Drow	Yes	Yes	Yes		Yes		Yes					
Duergar	Yes	Yes	Yes	Yes			Yes	Yes			Yes	
Dwarf	Yes	Yes		Yes			Yes	Yes			Yes	
Elf	Yes	Yes			Yes	Yes				Yes		Yes
Gnome	Yes	Yes		Yes			Yes				Yes	
Half-elf	Yes	Yes			Yes							
Halfling	Yes	Yes							Yes			
Half-orc	Yes	Yes										Yes
Human	Yes	Yes										
Svirfneblin	Yes	Yes	Yes									

**Al:** Alignment language. **Co:** Common. **De:** Deepcommon. **Dw:** Dwarvish. **El:** Elvish. **Gl:** Gnoll. **Gn:** Gnomish. **Go:** Goblin. **Ha:** Halfling. **Ho:** Hobgoblin. **Ko:** Kobold.

**Or:** Orcish.

# WEAPON PROFICIENCY

**Non-martial classes:** Gnome, illusionist, magic-user.

**Semi-martial classes:** Acrobat, assassin, bard, cleric, druid, half-orc, thief.

**Martial classes:** Barbarian, drow, duergar, dwarf, elf, half-elf, halfling, knight, paladin, ranger, svirfneblin.

## Weapon Proficiency by Class Type

Class Type	Initial Proficiencies	New Proficiency	Non-Proficiency Penalty
Non-martial	1	Every 5 levels	-5
Semi-martial	3	Every 4 levels	-3
Martial	4	Every 3 levels	-2



# SECONDARY SKILLS

## Secondary Skills

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

# DOWNTIME AND EQUIPMENT

## DOWNTIME

### Buying Equipment

**Availability:** Depends on location.

### Hiring Retainers: Roll 2d6

**Locating:** Taverns or posting notices.

**CHA modifier:** Of hiring PC applies.

**Generosity:** -2 to +2, based on offer.

**Bad reputation:** -1 or -2.

### Retainer Hiring Reactions

2d6	Result
2 or less	Ill will (-1 to further rolls)
3-5	Offer refused
6-8	Roll again
9-11	Offer accepted
12 or more	Offer accepted, +1 loyalty

### Hiring Specialists or Mercenaries

**Locating:** Taverns or posting notices.

**Availability:** Depends on residents in area.

**Pay rate:** Depends on type.

### Coin Conversion Rates

	1 pp	1 gp	1 ep	1 sp	1 cp
Value in pp	1	1/5	1/10	1/50	1/500
Value in gp	5	1	1/2	1/10	1/100
Value in ep	10	2	1	1/5	1/50
Value in sp	50	10	5	1	1/10
Value in cp	500	100	50	10	1

### Learning Spells from a Mentor

**When:** If using the standard spell book rules, an arcane spell caster may learn new spells from a mentor upon gaining a level.

**Number of spells:** Spells in spell book increased to match the number that can be memorized per day.

**Time:** About one week.

### Magical Research

**Spells:** Per spell level: 2 weeks + 1,000gp.

**Items duplicating spells:** Per spell level per charge: 1 week + 500gp.

**Other items:** Ref. decides time/cost.

**Misc. research:** Ref. decides time/cost.

**Chance of failure:** 15% or higher.

### Resting

**Healing:** 1d3hp per day of complete rest.

# ANIMALS AND LAND TRANSPORT

## Animals of Burden

Animal	Cost (gp)	Unencumbered			Encumbered		
		Miles per Day	Movement Rate	Max Load (Coins)	Miles per Day	Movement Rate	Max Load (Coins)
Camel	100	30	150' (50')	3,000	15	75' (25')	6,000
Horse (draft)	40	18	90' (30')	4,500	9	45' (15')	9,000
Horse (riding)	75	48	240' (80')	3,000	24	120' (40')	6,000
Horse (war)	250	24	120' (40')	4,000	12	60' (20')	8,000
Mule	30	24	120' (40')	2,000	12	60' (20')	4,000

**Encumbrance:** Unencumbered at up to half maximum load. When encumbered, move at half normal movement rate.

**Camel:** AC 7 [12], HD 2, Att 1 × bite (1), 1 × hoof (1d4), SV (1), ML 7.

**Draft horse:** AC 7 [12], HD 3 Att None, SV (2), ML 6.

**Mule:** AC 7 [12], HD 2, Att 1 × kick (1d4) or 1 × bite (1d3), SV (NH), ML 8.

**Riding horse:** AC 7 [12], HD 2, Att 2 × hoof (1d4), SV (1), ML 7.

**War horse:** AC 7 [12], HD 3, Att 2 × hoof (1d6), SV (2), ML 9.

## Dogs

Dog Type	Cost (gp)	Miles per Day	Movement Rate
Hunting	17	36	180' (60')
War	25	24	120' (40')

**Hunting dog:** AC 7 [12], HD 1+2, Att 1 × bite (1d6), SV (1), ML 10.

**War dog:** AC 8 [11], HD 2+2, Att 1 × bite (2d4), SV (1), ML 11.

## Tack and Harness

Item	Cost (gp)
Dog armour (AC 6 [13])	25
Horse barding (AC 5 [14])	150
Saddle and bridle	25
Saddle bags	5

**Dog armour:** Usable by war dogs only.

**Horse barding:** Weighs 600 coins.

**Saddle bags:** 300 coin capacity.

## Land Vehicles

Vehicle	Cost (gp)	Miles per Day	Movement Rate	Minimum Animals	Max Load (Coins)	Extra Animals	Max Load (Coins)
Cart	100	12	60' (20')	1 draft horse or 2 mules	4,000	2 draft horses or 4 mules	8,000
Wagon	200	12	60' (20')	2 draft horses or 4 mules	15,000	4 draft horses or 8 mules	25,000

**Cart:** 2 wheels, AC 9 [10], 1d4 hp.

**Wagon:** 4 wheels, AC 9 [10], 2d4 hp.

**Difficult terrain:** Can only travel on maintained roads in desert, forest, swamp, etc.

# ADVENTURING GEAR

Adventuring Gear	
Item	Cost (gp)
Backpack	5
Crowbar	10
Garlic	5
Grappling hook	25
Hammer (small)	2
Holy symbol	25
Holy water (vial)	25
Iron spikes (12)	1
Lantern	10
Mirror (hand-sized, steel)	5
Oil (1 flask)	2
Pole (10' long, wooden)	1
Rations (iron, 7 days)	15
Rations (standard, 7 days)	5
Rope (50')	1
Sack (large)	2
Sack (small)	1
Stakes (3) and mallet	3
Thieves' tools	25
Tinder box (flint & steel)	3
Torches (6)	1
Waterskin	1
Wine (2 pints)	1
Wolfsbane (1 bunch)	10

**Backpack:** 400 coin capacity.

**Lantern:** Burns 1 oil flask per 4 hours. 30' radius light.

**Oil:** Pools burn for 1 turn, 3' diameter. 1d8 damage on passing.

**Rope:** Supports the weight of 3 humans.

**Sack (large):** 600 coin capacity.

**Sack (small):** 200 coin capacity.

**Tinder box:** 2-in-6 success per round.

**Torch:** Burns for 1 hour. 30' radius light.

**Waterskin:** Holds 2 pints.

**Wolfsbane:** Repels lycanthropes hit with the herb in melee.

# WEAPONS & ARMOUR

Weapons		
Weapon	Cost (gp)	Weight (Coins)
Battle axe	7	50
Club	3	50
Crossbow	30	50
Dagger	3	10
Hand axe	4	30
Javelin	1	20
Lance	5	120
Long bow	40	30
Mace	5	30
Polearm	7	150
Short bow	25	30
Short sword	7	30
Silver dagger	30	10
Sling	2	20
Spear	4	30
Staff	2	40
Sword	10	60
Two-handed sword	15	150
War hammer	5	30

Ammunition	
Ammunition	Cost (gp)
Arrows (quiver of 20)	5
Crossbow bolts (case of 30)	10
Silver tipped arrow (1)	5
Sling stones	Free

Armour			
Armour	AC	Cost (gp)	Weight (Coins)
None	9 [10]	–	–
Leather	7 [12]	20	200
Chainmail	5 [14]	40	400
Plate mail	3 [16]	60	500
Shield	+1	10	100

## Weapon Combat Stats

Weapon	Damage	Qualities
Battle axe	1d8	Melee, Slow, Two-handed
Club	1d4	Blunt, Melee
Crossbow	1d6	Missile (5'-80' / 81'-160' / 161'-240'), Reload, Slow, 2H
Dagger	1d4	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Hand axe	1d6	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Holy water vial	1d8	Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Javelin	1d4	Missile (5'-30' / 31'-60' / 61'-90')
Lance	1d6	Charge, Melee
Long bow	1d6	Missile (5'-70' / 71'-140' / 141'-210'), Two-handed
Mace	1d6	Blunt, Melee
Oil flask, burning	1d8	Missile (5'-10' / 11'-30' / 31'-50'), Splash weapon
Polearm	1d10	Brace, Melee, Slow, Two-handed
Short bow	1d6	Missile (5'-50' / 51'-100' / 101'-150'), Two-handed
Short sword	1d6	Melee
Silver dagger	1d4	Melee, Missile (5'-10' / 11'-20' / 21'-30')
Sling	1d4	Blunt, Missile (5'-40' / 41'-80' / 81'-160')
Spear	1d6	Brace, Melee, Missile (5'-20' / 21'-40' / 41'-60')
Staff	1d4	Blunt, Melee, Slow, Two-handed
Sword	1d8	Melee
Torch	1d4	Melee
2-handed sword	1d10	Melee, Slow, Two-handed
War hammer	1d6	Blunt, Melee

**Damage:** Die rolled when using the optional rule for variable weapon damage.

## Weapon Qualities

**Blunt:** May be used by clerics.

**Brace:** Bracing against the ground doubles damage against charging monsters.

**Charge:** On horseback, moving at least 60' in a round and attacking doubles any damage done with a successful hit.

**Melee:** Close quarters weapon (5' or less).

**Missile:** Thrown or fired weapon (greater than 5' distance). The distances for short (+1 to hit), medium, and long (-1 to hit) range are shown in parentheses.

**Reload (optional rule):** Requires a round to reload between shots; can only be fired every second round.

**Slow:** The character acts last in each combat round.

**Splash weapon:** On a successful attack, the container smashes and douses the target with the liquid. The listed damage is inflicted over two rounds, as the liquid drips off.

**Two-handed:** Requires both hands; the character cannot use a shield.

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