OLD-SCHOOL ESSENTIALS

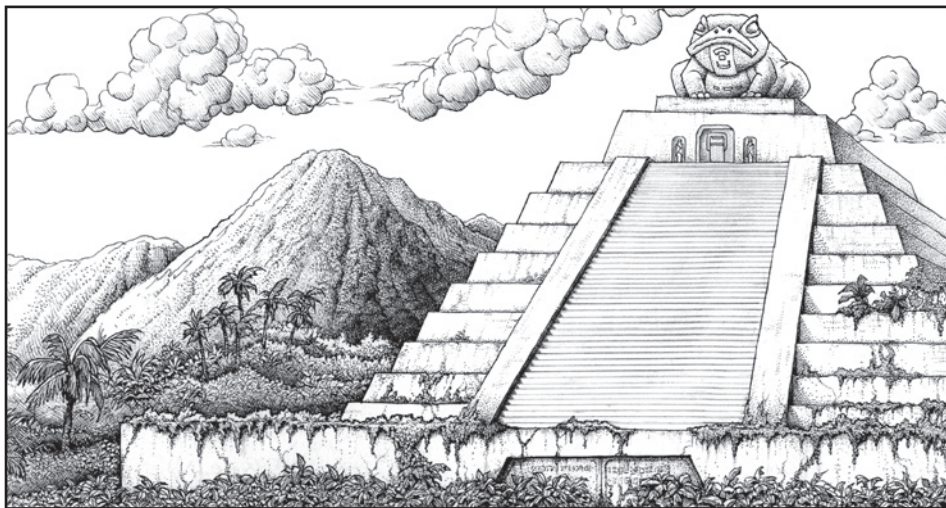## ADVANCED FANTASY

Reference Booklet

OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY

Reference Booklet *v1.0*

1st Printing—November 2020

Writing, editing, layout: Gavin Norman
Cover art: Rachel Quinlan
Interior art: Michael Clarke, Mark Lyons, William McAusland, Stefan Poag, Matthew Ray, Luka Rejec, Frank Scacalossi

NECROTIC GNOME

EXALTED FUNERAL

TABLE OF CONTENTS

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**. 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		
	Movement Rate	
Armour Worn	**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' × 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 ÷ 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 ⅓.

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).

2d6	Wind	Effect
2	No wind	Sailing impossible. Movement by oar at ⅓ rate (due to fatigue).
3	Faint breeze	Sailing movement rate reduced to ⅓ normal.
4	Gentle breeze	Sailing movement rate reduced to ½ normal.
5	Moderate breeze	Sailing movement rate reduced to ⅔ normal.
6–8	Fresh breeze	Normal sailing movement rate.
9	Strong breeze	Sailing movement rate increased by ⅓.
10	High wind	Sailing movement rate increased by ½.
11	Near gale	Sailing movement rate doubled. See *Near Gales*.
12	Gale or storm	Sailing movement rate tripled. See *Gales and Storms*.

Variable Wind Conditions

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 × 10 feet.

Wilderness or waterborne: 4d6 × 10 yards (1d4 × 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	THAC0	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
						Attack Roll to Hit AC								
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

1 HD

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

2 HD

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

Gas spore
Goblin
Halfling
Hawk

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

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

Killer bee
Kobold
Leprechaun
Normal human

Medium
Merchant
Mermen
Mutoid
Mycelian
Nixie
Nomad
Orc
Piercer
Pirate

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

Rat
Rat, giant
Rot grub
Sprite

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

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 mouther
Gorilla
Hellhound
Hippocampus
Insect swarm
Jackalwere
Jellyfish, giant
Living statue, iron
Lizard, giant draco
Lycanthrope, wereboar*
Lycanthrope, werewolf*
Medusa
Merrow
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

11 HD

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

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

Hydra
Hydra, sea
*Lich**
Remorhaz
Stegosaurus
Triceratops

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

12 HD

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

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

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

13 HD

Cyclops
Eye of the deep
Remorhaz

14 HD

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

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**

20 HD

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

30 HD

Dragon turtle

36 HD

Roc, giant
*Tarrasque**
Whale, sperm
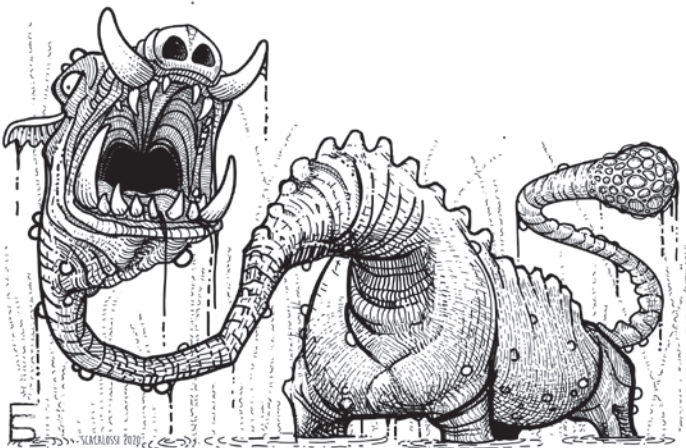
Dungeon Encounters

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*.

Dungeon Encounter By Level: 4+

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

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.

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

Wisdom Modifiers

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

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

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

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

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.

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

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

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

	Monster Hit Dice							
Level	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

	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

−: 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).

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

Other Languages

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									

Native Languages by Character Race

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.

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.

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

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.

OPEN GAME LICENSE

OLD-SCHOOL ESSENTIALS

ADVANCED FANTASY

Reference Booklet

Requires Old-School Essentials Advanced Fantasy

Quick reference for Old-School Essentials Advanced Fantasy rules and procedures:

▶ **Game procedures:** Summaries of the core rules of the game, including the procedures for dungeon, wilderness, and waterborne adventuring, and combat.

▶ **Monsters:** Complete dungeon encounter tables and monsters listed 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:** Common PC activities between adventures, plus full equipment lists, including mounts, dogs, and vehicles.

NECROTIC GNOME

EXALTED FUNERAL