OLD-SCHOOL ESSENTIALS

ESSENTIALS
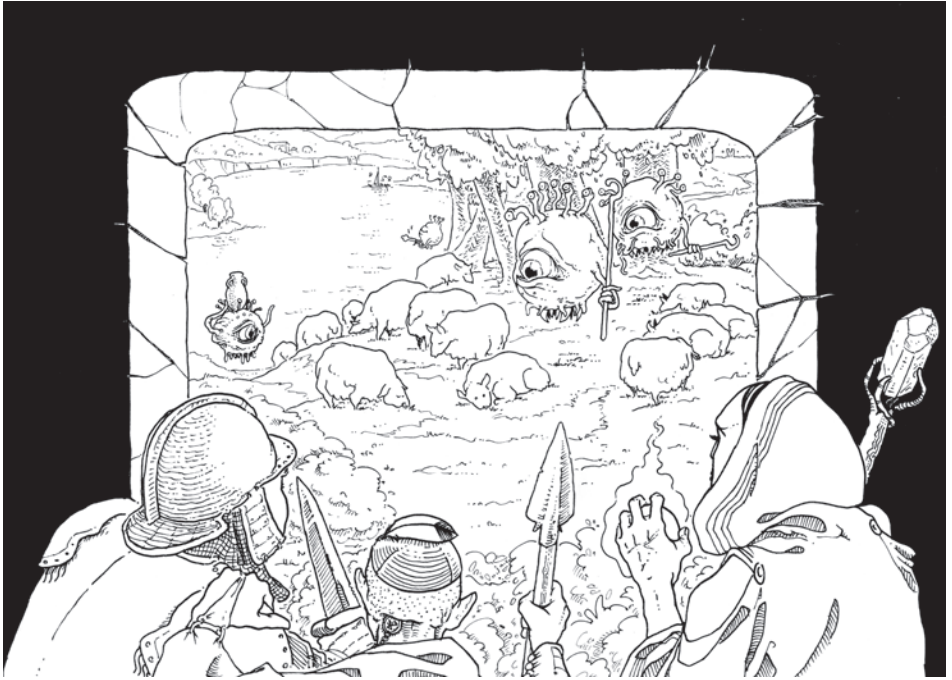
CLASSIC FANTASY

Genre Rules

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Genre Rules *v1.0*

NECROTIC GNOME

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Introduction

Classic Fantasy

Dark dungeons hiding long-forgotten treasures, their maze-like passages haunted by restless spirits and monstrous beasts.

Forbidding forests where the trees are as old as the world and elves are said to dwell.

Great cities with bustling docks and markets, maze-like alleyways, temples glorifying a multitude of gods, the opulent palaces of great lords, and teeming slums rife with pickpockets.

Wild mountain ranges, their peaks wrapped in cloud and their roots delved by dwarves, carving their great subterranean cities into the veins of the earth.

These are the worlds of the classic fantasy genre. This book—in conjunction with the *Old-School Essentials Core Rules*—provides everything players need to start exploring!

In This Book

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

▶ Seven classic character classes: the devout cleric, the sagacious magic-user, the doughty fighter, the cunning thief, the bold dwarf, the noble elf, and the plucky halfling.

▶ Full lists of adventuring gear, weapons, armour, vehicles, and mounts that characters can purchase.

▶ Descriptions of the many types of mercenaries and specialists that may be hired.

▶ Rules for constructing a stronghold and managing a domain.

Heritage

The material presented in this book represents a 100% faithful restatement of the character options from the classic Basic/Expert game.

Required Books

Core Rules: Contains the foundational rules of **Old-School Essentials** upon which this book is based.

Classic Fantasy: Cleric and Magic-User Spells: Players who create a cleric, elf, or magic-user character will need access to the *Cleric and Magic-User Spells* book.

Character Classes

Cleric

Requirements: None
Prime requisite: WIS
Hit Dice: 1d6
Maximum level: 14
Armour: Any, including shields
Weapons: Any blunt weapons
Languages: Alignment, Common

Clerics are adventurers who have sworn to serve a deity. They are trained for battle and channel the power of their deity.

Combat

Clerics can use all types of armour. Strict holy doctrine prevents clerics' use of weapons that have a sharp, cutting edge or stabbing point. They may use the following weapons: club, mace, sling, staff, warhammer.

Divine Magic

See *Magic* in *Core Rules* for full details on divine magic.

Holy symbol: A cleric must carry a holy symbol (see *Equipment, p24*).

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

Magical research: A cleric 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 cleric reaches 9th level, they are also able to create magic items.

Spell casting: Once a cleric has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a cleric are determined by the character's experience level. The list of spells available to clerics is found in *Cleric and Magic-User Spells*.

Using magic items: As spell casters, clerics 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 magic staves).

Turning the Undead

Clerics 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 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 cleric.

Destroyed undead (result of D): 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.

Cleric Level Progression

Level	XP	HD	THAC0	D	W	P	B	S	1	2	3	4	5
					Saving Throws					**Spells**			
1	0	1d6	19 [0]	11	12	14	16	15	–	–	–	–	–
2	1,500	2d6	19 [0]	11	12	14	16	15	1	–	–	–	–
3	3,000	3d6	19 [0]	11	12	14	16	15	2	–	–	–	–
4	6,000	4d6	19 [0]	11	12	14	16	15	2	1	–	–	–
5	12,000	5d6	17 [+2]	9	10	12	14	12	2	2	–	–	–
6	25,000	6d6	17 [+2]	9	10	12	14	12	2	2	1	1	–
7	50,000	7d6	17 [+2]	9	10	12	14	12	2	2	2	1	1
8	100,000	8d6	17 [+2]	9	10	12	14	12	3	3	2	2	1
9	200,000	9d6	14 [+5]	6	7	9	11	9	3	3	3	2	2
10	300,000	9d6+1*	14 [+5]	6	7	9	11	9	4	4	3	3	2
11	400,000	9d6+2*	14 [+5]	6	7	9	11	9	4	4	4	3	3
12	500,000	9d6+3*	14 [+5]	6	7	9	11	9	5	5	4	4	3
13	600,000	9d6+4*	12 [+7]	3	5	7	8	7	5	5	5	4	4
14	700,000	9d6+5*	12 [+7]	3	5	7	8	7	6	5	5	5	4

* Modifiers from CON no longer apply.

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

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.

After Reaching 9th Level

A cleric may establish or build a stronghold. So long as the cleric is currently in favour with their god, a stronghold may be bought or built at half the normal price, due to divine intervention.

Once a stronghold is established, the cleric will attract followers (5d6 × 10 fighters of level 1–2). These troops are completely devoted to the cleric, never checking morale. The referee decides which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

Turning the Undead

Level	1	2	2*	3	4	5	6	7-9
			Monster Hit Dice†					
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

* 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.

Dwarf

> **Requirements:** Minimum CON 9
> **Prime requisite:** STR
> **Hit Dice:** 1d8
> **Maximum level:** 12
> **Armour:** Any, including shields
> **Weapons:** Small or normal sized
> **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, as reflected in their saving throws.

Combat

Dwarves can use all types of armour. 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 *Core Rules*).

Infravision

Dwarves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Core Rules*).

Listening at Doors

Dwarves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Core Rules*).

After Reaching 9th Level

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

A dwarf ruler may only hire dwarven mercenaries. Specialists and retainers of any race may be hired.
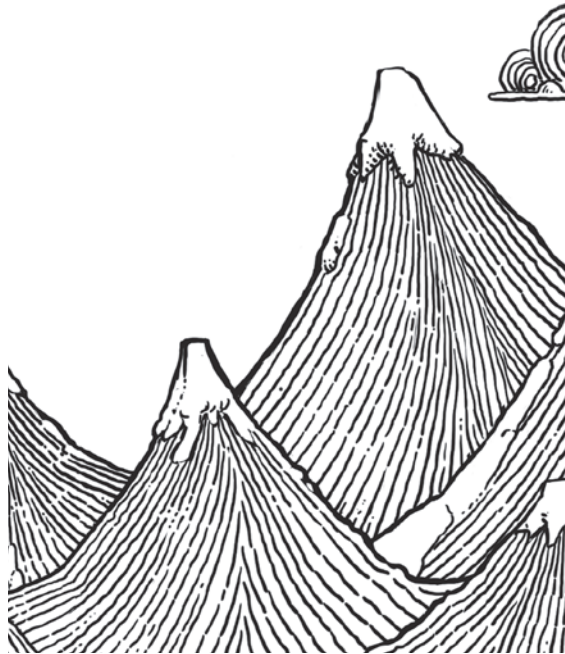
Dwarf Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	8	9	10	13	12
2	2,200	2d8	19 [0]	8	9	10	13	12
3	4,400	3d8	19 [0]	8	9	10	13	12
4	8,800	4d8	17 [+2]	6	7	8	10	10
5	17,000	5d8	17 [+2]	6	7	8	10	10
6	35,000	6d8	17 [+2]	6	7	8	10	10
7	70,000	7d8	14 [+5]	4	5	6	7	8
8	140,000	8d8	14 [+5]	4	5	6	7	8
9	270,000	9d8	14 [+5]	4	5	6	7	8
10	400,000	9d8+3*	12 [+7]	2	3	4	4	6
11	530,000	9d8+6*	12 [+7]	2	3	4	4	6
12	660,000	9d8+9*	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.
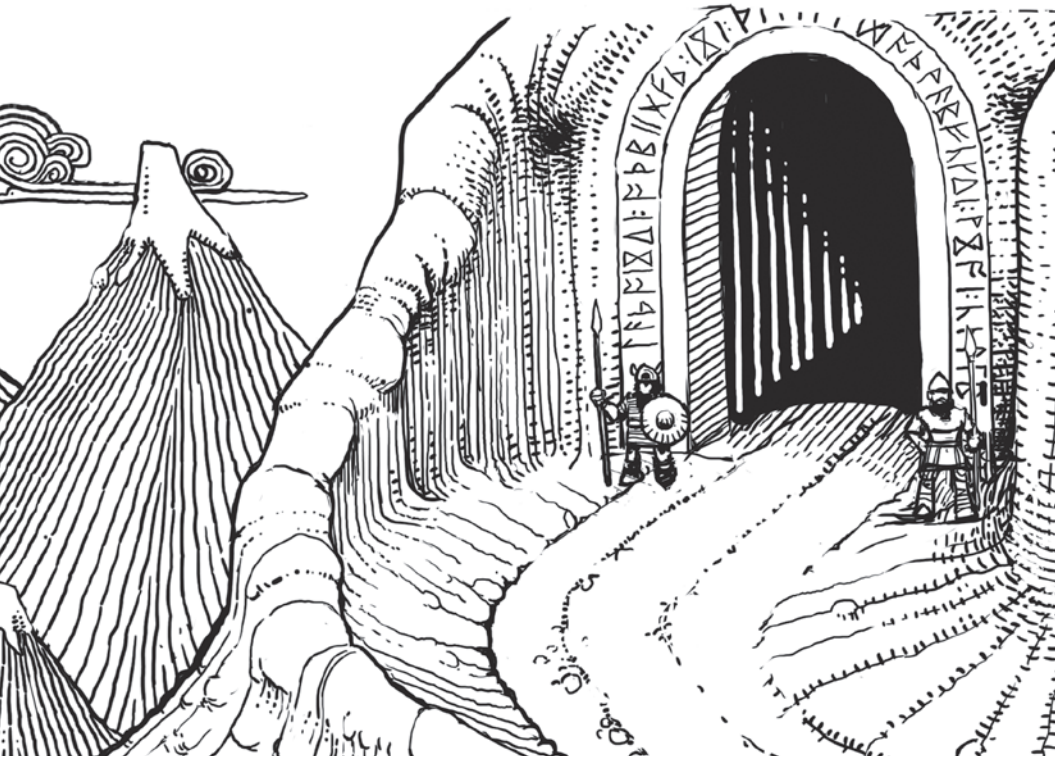
Elf

> **Requirements:** Minimum INT 9
> **Prime requisite:** INT and STR
> **Hit Dice:** 1d6
> **Maximum level:** 10
> **Armour:** Any, including shields
> **Weapons:** Any
> **Languages:** Alignment, Common, Elvish, Gnoll, Hobgoblin, Orcish

Elves are slender, fey demihumans with pointed ears. They typically weigh about 120 pounds and are between 5 and 5½ feet tall. Elves are seldom met in human settlements, preferring to feast and make merry in the woods. If crossed, they are dangerous enemies, as they are masters of both sword and spell. Elves are fascinated by spells and beautifully constructed magic items and love to collect both.

Prime requisites: An elf with at least 13 INT and STR gains a 5% bonus to experience. An elf with an INT of at least 16 and a STR of at least 13 receives a +10% XP bonus.

Arcane Magic

See *Magic* in *Core Rules* for full details on arcane magic.

Magical research: An elf 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 elf reaches 9th level, they are also able to create magic items.

Spell casting: Elves carry spell books containing the formulae for arcane spells. The level progression table (opposite) shows both the number of spells in the elf's spell book and the number they may memorize, determined by the character's experience level. Thus, a 1st level elf has one spell in their spell book, selected by the referee (who may allow the player to choose). The list of spells available to elves is provided in *Cleric and Magic-User Spells* (elves have the same spell selection as magic-users).

Using magic items: As spell casters, 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

Elves can use all types of weapons and armour.

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 *Core Rules*).

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 *Core Rules*).

Listening at Doors

Elves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Core Rules*).

Elf Level Progression

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

* 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 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.

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 elf must protect the animals from harm.

An elf ruler may only hire elven mercenaries. Specialists and retainers of any race may be hired.

Fighter

Requirements: None
Prime requisite: STR
Hit Dice: 1d8
Maximum level: 14
Armour: Any, including shields
Weapons: Any
Languages: Alignment, Common

Fighters are adventurers dedicated to mastering the arts of combat and war. In a group of adventurers, the role of fighters is to battle monsters and to defend other characters.

Combat

Fighters can use all types of weapons and armour.

Stronghold

Any time a fighter wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands.

After Reaching 9th Level

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

Fighter Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	**W**	**P**	**B**	**S**
1	0	1d8	19 [0]	12	13	14	15	16
2	2,000	2d8	19 [0]	12	13	14	15	16
3	4,000	3d8	19 [0]	12	13	14	15	16
4	8,000	4d8	17 [+2]	10	11	12	13	14
5	16,000	5d8	17 [+2]	10	11	12	13	14
6	32,000	6d8	17 [+2]	10	11	12	13	14
7	64,000	7d8	14 [+5]	8	9	10	10	12
8	120,000	8d8	14 [+5]	8	9	10	10	12
9	240,000	9d8	14 [+5]	8	9	10	10	12
10	360,000	9d8+2*	12 [+7]	6	7	8	8	10
11	480,000	9d8+4*	12 [+7]	6	7	8	8	10
12	600,000	9d8+6*	12 [+7]	6	7	8	8	10
13	720,000	9d8+8*	10 [+9]	4	5	6	5	8
14	840,000	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.
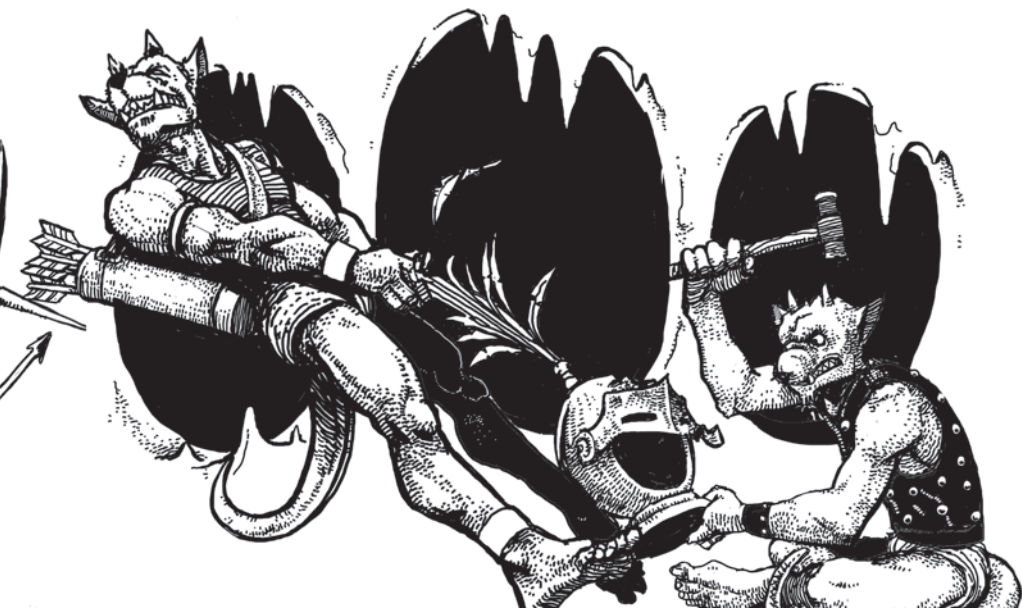
Halfling

Halflings are small, rotund demihumans 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 and are not known for their bravery. Halflings who gain treasure through adventuring will often use their wealth in pursuit of a quiet, comfortable life.

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

Combat

Halflings can use all types of armour, but it must be tailored to their 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, halflings gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

Hiding

Halflings have an uncanny ability to disappear from sight:

▶ In woods or undergrowth, a halfling can hide with a 90% chance of success.

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

Initiative Bonus (Optional Rule)

If using the optional rule for individual initiative (see *Combat* in *Core Rules*), 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 *Core Rules*).

Missile Attack Bonus

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

Stronghold

Any time a halfling wishes (and has sufficient money), they may build a stronghold, which will form the basis of a new community of halflings. Halfling communities—known as Shires—are typically located in gentle countryside of little rivers and rolling hills. The leader of the community is called the Sheriff.

Halfling Level Progression

Level	XP	HD	THAC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	8	9	10	13	12
2	2,000	2d6	19 [0]	8	9	10	13	12
3	4,000	3d6	19 [0]	8	9	10	13	12
4	8,000	4d6	17 [+2]	6	7	8	10	10
5	16,000	5d6	17 [+2]	6	7	8	10	10
6	32,000	6d6	17 [+2]	6	7	8	10	10
7	64,000	7d6	14 [+5]	4	5	6	7	8
8	120,000	8d6	14 [+5]	4	5	6	7	8

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

Magic-User

Requirements: None
Prime requisite: INT
Hit Dice: 1d4
Maximum level: 14
Armour: None
Weapons: Dagger
Languages: Alignment, Common

Magic-users are adventurers whose study of arcane secrets has taught them how to cast spells. Magic-users are able to cast a greater number of increasingly powerful spells as they advance in level.

Arcane Magic

See *Magic* in *Core Rules* for full details on arcane magic.

Magical research: A magic-user 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 magic-user reaches 9th level, they are also able to create magic items.

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

Using magic items: As spell casters, magic-users 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

Magic-users 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

A magic-user may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will then arrive to study under the magic-user.

Magic-User 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.
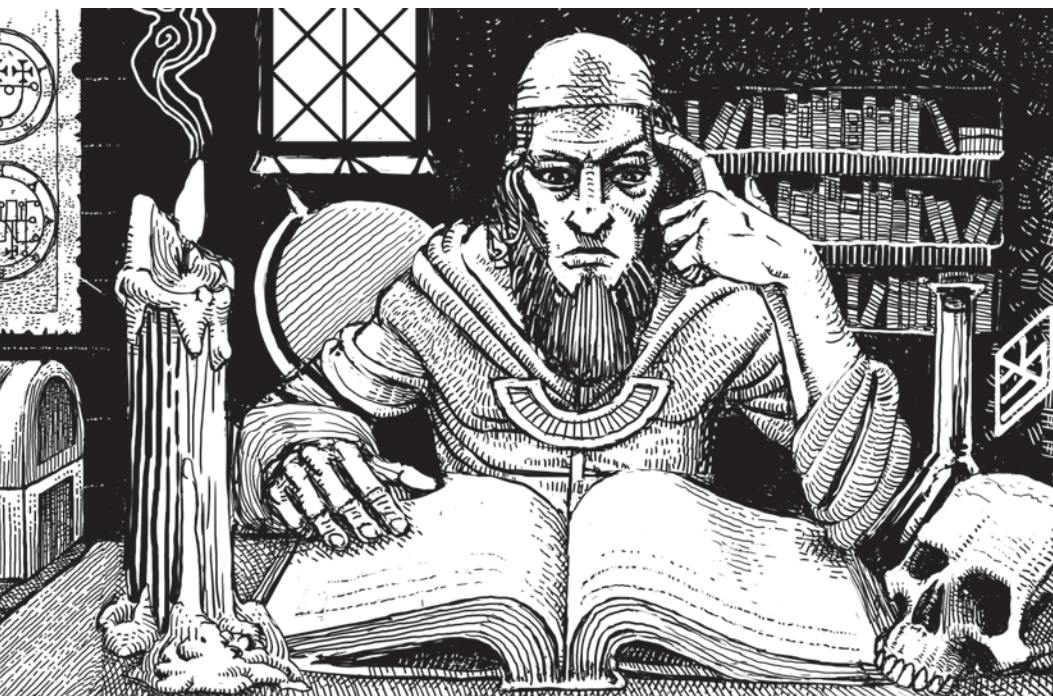
Thief

Requirements: None
Prime requisite: DEX
Hit Dice: 1d4
Maximum level: 14
Armour: Leather, no shields
Weapons: Any
Languages: Alignment, Common

Thieves are adventurers who live by their skills of deception and stealth. Their range of unique skills makes them very handy companions in adventures. However, thieves are not always to be trusted.

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

Back-stab

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

Combat

Because of their need for stealth and free movement, thieves cannot wear armour heavier than leather and cannot use shields. They can use any weapon.

Read Languages

A thief of 4th level or higher can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular text again until they reach a higher level of experience.

Scroll Use

A thief of 10th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.

Thief Skills

Thieves 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 thief falls at the halfway point, suffering falling damage.

▶ **Find or remove treasure traps (TR):** A roll is required to find a treasure trap and then another to remove it. This may be attempted only once per trap.

▶ **Hear noise (HN):** In a quiet environment (e.g. not in combat), a thief 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 thief to be motionless—attacking or moving while hiding is not possible.

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

▶ **Open locks (OL):** Requires thieves' tools (see **Equipment, p24**). A thief can only try this skill once per lock. If the roll fails, the thief may not try the same lock again before gaining an experience level.

▶ **Pick pockets (PP):** If the victim is above 5th level, the thief's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. 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 *Core Rules*).

After Reaching 9th Level

A thief can establish a thief den, attracting 2d6 apprentices of 1st level. These thieves 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 thief might use these followers to start a Thieves' Guild.

Thief 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.

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

Rolling Skill Checks

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

Languages and Levelling

Languages

Characters with high Intelligence receive additional languages, chosen at the referee's discretion. If the *Classic Fantasy Monsters* book is in use, the following list may be used:

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

If *Classic Fantasy Monsters* is not in use, the referee may create an alternative list of languages tailored to the campaign world.

Level Titles

In some campaigns, characters gain the right to bear certain titles as they advance in level. Such titles may be granted by the guilds, colleges, or temples that PCs are associates of. Level titles often vary greatly between campaign worlds, but the following lists may be used as inspiration:

► **Cleric:** Acolyte, Adept, Priest(ess), Vicar, Curate, Elder, Bishop, Lama, Matriarch (Patriarch).

► **Dwarf:** Dwarven Veteran, Dwarven Warrior, Dwarven Swordmaster, Dwarven Hero, Dwarven Swashbuckler, Dwarven Myrmidon, Dwarven Champion, Dwarven Superhero, Dwarven Lord (Lady).

► **Elf:** Medium/Veteran, Seer/Warrior, Conjurer/Swordmaster, Magician/Hero, Enchanter (Enchantress)/Swashbuckler, Warlock (Witch)/Myrmidon, Sorcerer (Sorceress)/Champion, Necromancer/ Superhero, Wizard/Lord (Lady).

► **Fighter:** Veteran, Warrior, Swordmaster, Hero, Swashbuckler, Myrmidon, Champion, Superhero, Lord (Lady).

► **Halfling:** Halfling Veteran, Halfling Warrior, Halfling Swordmaster, Halfling Hero, Halfling Swashbuckler, Halfling Myrmidon, Halfling Champion, Sheriff.

► **Magic-user:** Medium, Seer, Conjurer, Magician, Enchanter (Enchantress), Warlock (Witch), Sorcerer (Sorceress), Necromancer, Wizard.

► **Thief:** Apprentice, Footpad, Robber, Burglar, Cutpurse, Sharper, Pilferer, Thief, Master Thief.

HIGH-LEVEL PLAY (OPTIONAL RULE)

Human character classes are listed as having a maximum level of 14. This range of levels presents the best play experience, in terms of challenge and reward. Some groups, however, may wish to continue play into the extremely high levels beyond. This must be considered carefully, as demihuman PCs will be left behind, due to their strict level limits. If the referee allows continued play into higher levels, the following guidelines—allowing human characters to advance to a maximum of 36th level—may be used.

Clerics

Require an additional 100,000 XP per level beyond 14th and gain 1 hit point per level gained. Spells of higher levels become available as the character advances.

Fighters

Require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Fighters of 20th level may make two attacks per round. This increases to three attacks per round at 25th level and four per round at 30th level.

Magic-Users

Require an additional 150,000 XP per level beyond 14th and gain 1 hit point per level gained. Spells of higher levels become available as the character advances.

Thieves

Require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Additional skills become available to high-level thieves, including the ability to climb upside down or horizontally, voice skills such as mimicry and ventriloquism, and other skills of deception.

High-Level Attack Table

| Class and Level | | | Attack Roll to Hit AC | | | | | | | | | | | | |
Fighter	Cleric Thief	Magic-User	−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	11–15	17	16	15	14	13	12	11	10	9	8	7	6	5
10–12	13–16	16–20	15	14	13	12	11	10	9	8	7	6	5	4	3
13–15	17–20	21–25	13	13	11	10	9	8	7	6	5	4	3	2	2
16–18	21–24	26–30	11	10	9	8	7	6	5	4	3	2	2	2	2
19–21	25–28	31–35	9	8	7	6	5	4	3	2	2	2	2	2	2
22–24	29–32	36	7	6	5	4	3	2	2	2	2	2	2	2	2
25–27	33–36	–	5	4	3	2	2	2	2	2	2	2	2	2	2
28–30	–	–	3	2	2	2	2	2	2	2	2	2	2	2	2
31–33	–	–	2	2	2	2	2	2	2	2	2	2	2	2	2
34–36	–	–	2	2	2	2	2	2	2	2	2	2	2	2	2

Equipment

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 (small)	1
Sack (large)	2
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

Descriptions

Backpack: Has two straps and can be worn on the back, keeping the hands free. Holds up to 400 coins.

Crowbar: 2–3' long and made of solid iron. Can be used for forcing doors and other objects open.

Grappling hook: Has 3 or 4 prongs. Can be used for anchoring a rope.

Hammer: Can be used for construction or as a mallet with iron or wooden spikes.

Holy symbol: A divine spell caster is required to own a holy symbol of their deity, often worn as a necklace. Each religion has its own holy symbol.

Holy water: Water that has been blessed by a holy person. It is used in some religious rituals and inflicts damage on undead monsters (see *Weapon Combat Stats, p27*). Holy water does not retain its power if stored in any other container than the special vials it is blessed in.

Iron spikes: May be used for wedging doors open or shut (see *Dungeon Adventuring* in *Core Rules*), as an anchor to attach a rope to, and many other purposes.

Lantern: Can be closed to hide the light. Burns one oil flask every four hours (24 turns). Casts light in a 30' radius.
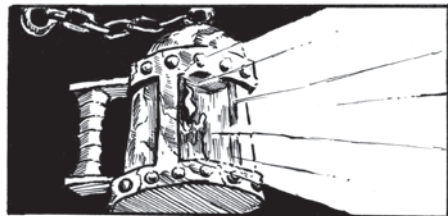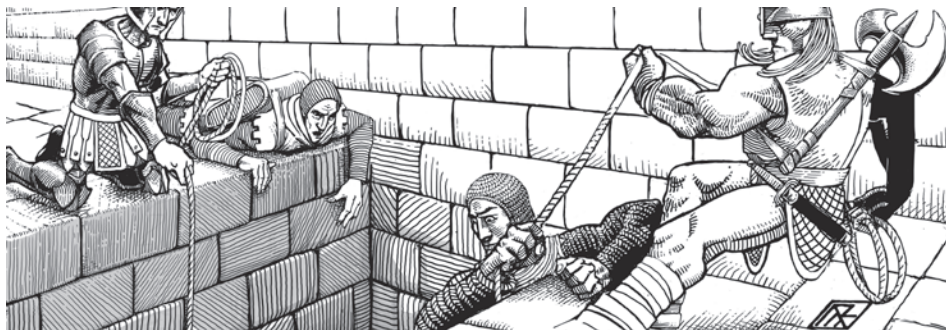
Mirror: Useful for looking around corners or for reflecting a gaze attack.

Oil flask: A flask of oil fuels a lantern for four hours (24 turns). In addition to fuelling lanterns, oil can be used as a weapon:

▶ **Throwing:** An oil flask may be lit on fire and thrown (see *Weapon Combat Stats, p27*).

▶ **Pools:** Oil that is poured on the ground and lit covers a diameter of 3 feet and burns for 1 turn, inflicting damage on any character or monster moving through the pool.

▶ **Immunity:** Burning oil does not harm monsters that have a natural flame attack.

Other Equipment

The items detailed in this section are those most commonly available for purchase. Should PCs wish to purchase items not on these lists, the referee may use the listed items as guidelines for determining the prices and characteristics of new items, including combat statistics (if appropriate).

Pole, 10': A 2" thick wooden pole useful for poking and prodding suspicious items in a dungeon.

Rations, iron: Dried and preserved food to be carried on long voyages when securing fresh food may be uncertain.

Rations, standard: Fresh, unpreserved food.

Rope: Can hold the weight of approximately three human-sized beings.

Sack, large: Can hold up to 600 coins.

Sack, small: Can hold up to 200 coins.

Stakes and mallet: A wooden mallet and three 18" long stakes. Valuable when confronting vampires.

Thieves' tools: This kit contains all of the tools needed to pick locks.

Tinder box: Used to light fires, including torches. Using a tinder box takes one round. There is a 2-in-6 chance of success per round.

Torch: A torch burns for 1 hour (6 turns), clearly illuminating a 30' radius. Torches may also be used in combat (see *Weapon Combat Stats, p27*).

Waterskin: This container, made of hide, will hold 2 pints (1 quart) of fluid.

Wolfsbane: This herb can be used to repel lycanthropes. The creature must be hit with the herb in melee combat.

WEAPONS AND 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
Warhammer	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)
Leather	7 [12]	20	200
Chainmail	5 [14]	40	400
Plate mail	3 [16]	60	500
Shield	+1 bonus	10	100

Encumbrance (Optional Rule)

If the optional rules for encumbrance are used (see *Time, Weight, Movement* in *Core Rules*), armour and weapons carried are treated as follows.

Option 1: Basic Encumbrance

Leather armour counts as *light armour*, chainmail and plate mail count as *heavy armour*.

Option 2: Detailed Encumbrance

The listed weight of armour and weapons is tracked. The listed weight of missile weapons already includes the weight of the ammunition and its container.
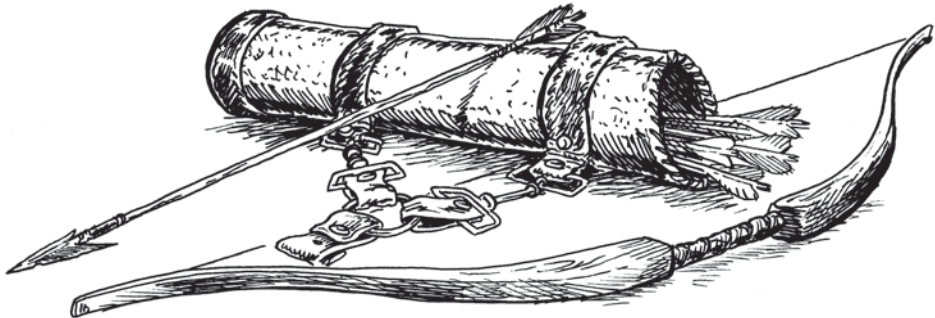
Weapon Combat Stats

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, Two-handed
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
Two-handed sword	1d10	Melee, Slow, Two-handed
Warhammer	1d6	Blunt, Melee

Damage: Die rolled when using the optional rule for variable weapon damage (see *Combat* in *Core Rules*).

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 (see *Combat* in *Core Rules*).

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.

Vehicles and Mounts

Animals of Burden

Camel

Irascible animals that are adapted to life in dry climates. Often used for transportation in deserts.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1), 1 × hoof (1d4), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, **NA** 0 (2d4), **TT** None

▶ **Ill-tempered:** Bite or kick creatures in their way, including owners.

▶ **Water:** After drinking well, can survive 2 weeks without water.

▶ **Desert travel:** Move at full speed through broken lands and deserts.

Draft Horse

Bred for great strength and endurance. Used to pull vehicles and ploughs or as beasts of burden.

AC 7 [12], **HD** 3 (13hp), **Att** None, **THAC0** 17 [+2], **MV** 90' (30'), **SV** D12 W13 P14 B15 S16 (2), **ML** 6, **AL** Neutral, **XP** 35, **NA** 0 (0), **TT** None

▶ **Non-combatants:** Flee, if attacked.

Mule

Stubborn horse/donkey cross-breeds used as beasts of burden.

AC 7 [12], **HD** 2 (9hp), **Att** 1 × kick (1d4) or 1 × bite (1d3), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 8, **AL** Neutral, **XP** 20, **NA** 1d8 (2d6), **TT** None

▶ **Tenacious:** Can be taken underground, if the referee allows it.

▶ **Defensive:** May attack if threatened, but cannot be trained to attack on command.

Riding Horse

Lightly built horses adapted to run at high speed. Can survive purely on grass, wherever available.

AC 7 [12], **HD** 2 (9hp), **Att** 2 × hoof (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20, NA 0 (0), **TT** None

War Horse

Bred for strength and courage in battle. Adapted to short bursts of speed; not suited to long-distance riding.

AC 7 [12], **HD** 3 (13hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35, **NA** 0 (0), **TT** None

▶ **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage. Horse cannot attack when charging.

▶ **Melee:** When in melee, both rider and horse can attack.

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

Tack and Harness

Tack and Harness

Item	Cost (gp)
Barding	150
Saddle and bridle	25
Saddle bags	5

Barding: Armour made of leather and plates of metal. Provides the animal with an AC of 5 [14] and weighs 600 coins.

Saddle bags: Hold up to 300 coins weight.
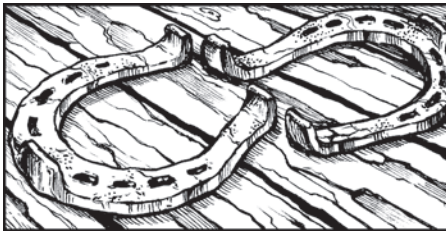
Land Vehicles

Cart: A two-wheeled vehicle. Carts have an AC of 9 [10] and 1d4 hull points.

Wagon: A four-wheeled, open vehicle. Wagons have an AC of 9 [10] and 2d4 hull points.

Required Animals

These vehicles must be pulled by a minimum number of mules or draft horses. If double the minimum number of animals is employed, additional loads may be carried.

Difficult Terrain

When travelling through difficult terrain (e.g. desert, forest, mountains, swamp), these vehicles can only travel on maintained roads.

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

Water Vessels

Vessel	Cost (gp)	Cargo Capacity (Coins)	Usage	Length	Beam	Draft
Lifeboat	1,000	15,000	Any	20'	4'–5'	1'–2'
Longship	15,000	40,000	Any	60'–80'	10'–15'	2'–3'
Sailing ship (large)	20,000	300,000	Coastal waters, open seas	100'–150'	25'–30'	10'–12'
Sailing ship (small)	5,000	100,000	Coastal waters, open seas	60'–80'	20'–30'	5'–8'
Troop transport (large)	26,600	300,000	Coastal waters, open seas	100'–150'	25'–30'	10'–12'
Troop transport (small)	6,600	100,000	Coastal waters, open seas	60'–80'	20'–30'	5'–8'
Warship (large)	26,600	300,000	Coastal waters, open seas	100'–150'	25'–30'	10'–12'
Warship (small)	6,600	100,000	Coastal waters, open seas	60'–80'	20'–30'	5'–8'

Descriptions

Lifeboat: A small boat with a mast that folds down for storage. A small ship usually has 1–2 lifeboats, while larger ships may have 3–4. A lifeboat weighs 5,000 coins and reduces the cargo capacity of the ship on which it is carried by this much. A lifeboat is usually equipped with rations to feed ten human-sized beings for one week.

Longship: A narrow ship which may be used in rivers, coastal waters, or the open seas. A longship may be rowed or sailed, depending on the conditions. The crew typically fill the role of oarsmen, sailors, and fighters, as needed.

Sailing ship, large: A large, seaworthy vessel with up to three masts. Usually has multiple decks and raised "castles" at the bow and stern.

Sailing ship, small: A small, seaworthy vessel with a single mast.

Troop transport (large, small): These ships have similar dimensions and characteristics to normal sailing ships, but are specially designed to carry troops, mounts, and equipment of war as their cargo.

Warship (large, small): These ships have similar dimensions and characteristics to normal sailing ships, but are specially designed to carry mercenaries and war gear.

Historical Periods

The vessels described in this section span various historical periods, from the ancient period to the medieval. Not all types of vessels may be available in a campaign setting.

Unseaworthy Vessels

Vessel	Cost (gp)	Cargo Capacity (Coins)	Usage	Length	Beam	Draft
Boat (river)	4,000	30,000	Rivers, lakes	20'–30'	10'	2'–3'
Boat (sailing)	2,000	20,000	Lakes, coastal waters	20'–40'	10'–15'	2'–3'
Canoe	50	6,000	Rivers, swamps	15'	3'	1'
Galley (large)	30,000	40,000	Coastal waters	120'–150'	15'–20'	3'
Galley (small)	10,000	20,000	Coastal waters	60'–100'	10'–15'	2'–3'
Galley (war)	60,000	60,000	Coastal waters	120'–150'	20'–30'	4'–6'
Raft (makeshift)	–	50 per square foot	Rivers, lakes	Varies	Varies	½'
Raft (professional)	1gp per square foot	100 per square foot	Rivers, lakes	Varies	Varies	½'

Descriptions

Boat, river: Riverboats are either rowed or pushed with poles. The cost of the boat increases by 1,000gp if it has a roof (to protect passengers or cargo).

Boat, sailing: A small boat typically used for fishing in lakes or coastal waters.

Canoe: A small boat made of hide or canvas stretched over a wooden frame. Because of its small size and lightweight construction, a canoe may be carried by two people (weighing 500 coins).

Galley, large: A long ship with a shallow draft and a single, square-sailed mast.

Galley, small: A ship with a shallow draft and a single, square-sailed mast.

Galley, war: A large, specially constructed galley that is generally a fleet's flagship. War galleys are always fitted with a ram (comes with the basic cost) and have a full deck above the rowers. They have two masts and 10'–20' wide wooden towers rising 15'–20' above the bow and stern.

Raft, makeshift: Given sufficient wood, characters may build a makeshift raft in 1–3 days per 10' square section (up to a maximum size of 20' × 30').

Raft, professional: A professionally built raft has raised sides, a basic steering oar, and some form of shelter for goods or passengers. Such a raft may be up to 30' × 40'. Professionally built rafts are sometimes floated downstream with cargo and then broken down and sold for the value of their wood (25cp per square foot).

Vessel Dimensions

A ship's *beam* is its width and its *draft* is the depth it extends beneath the water.

Vessel Movement and Crew

Vessel	Requires Captain?	Rowing (Oarsmen)			Sailing (Sailors)		
		Req. Crew	Miles/ Day	Movement Rate	Req. Crew	Miles/ Day	Movement Rate
Boat (river)	No	8	36	180' (60')	–	–	–
Boat (sailing)	No	–	–	–	1	72	360' (120')
Canoe	No	1**	18	90' (60')	–	–	–
Galley (large)	Yes	180	18	90' (90')	20	72	360' (120')
Galley (small)	Yes	60	18	90' (90')	10	90	450' (150')
Galley (war)	Yes	300	12	60' (60')	30	72	360' (120')
Lifeboat	No	–	–	–	1**	18	90' (30')
Longship	Yes	60*	18	90' (90')	75*	90	450' (150')
Raft (makeshift)	No	1**	12	60' (30')	–	–	–
Raft (professional)	No	1**	12	60' (30')	–	–	–
Sailing ship (large)	Yes	–	–	–	20	72	360' (120')
Sailing ship (small)	Yes	–	–	–	10	90	450' (150')
Troop trans. (large)	Yes	–	–	–	20	72	360' (120')
Troop trans. (small)	Yes	–	–	–	10	90	450' (150')
Warship (large)	Yes	–	–	–	20	72	360' (120')
Warship (small)	Yes	–	–	–	10	90	450' (150')

* Crew act as rowers, sailors, and fighters.   ** May be piloted by unskilled characters.

Crew

Vessels are propelled by rowing or sailing, with some able to use either means. The necessary crew and the resulting speeds are given in the table above. The pay rates for crew are listed in *Specialists, p38*.

Ship Modifications

The following modifications may be made to an existing ship:

▶ **Warship:** A sailing ship may be converted into a warship or troop transport of the same size. The modification costs one-third of the ship's original cost.

▶ **Catapult:** A catapult may be added to a galley, longship, or warship.

▶ **Ram:** A ram may be added to a large or small galley (a war galley already comes with a ram fitted).

Rams

Can be used against ships or giant sea monsters. Small individuals cannot be targeted.

Attack rolls: Are made using a THAC0 of 19 [0] and occur at the same point in the combat sequence as missile fire.

Attack modifiers: May be applied for weather conditions, manoeuvrability, etc.

Large or war galley: Deals 1d6+5 × 10 hull points damage against ships and 6d6 hit points damage against monsters.

Small galley: Deals 1d4+4 × 10 hull points damage against ships and 3d8 hit points damage against monsters.

Vessel Combat Stats

Vessel	Maximum Mercenaries	Armour Class	Hull Points	Ram?	Catapults?
Boat (river)	–	8 [11]	20–40	–	–
Boat (sailing)	–	8 [11]	20–40	–	–
Canoe	–	9 [10]	5–10	–	–
Galley (large)	50	7 [12]	100–120	Can be added	Up to 2
Galley (small)	20	8 [11]	80–100	Can be added	Up to 2
Galley (war)	75	7 [12]	120–150	Built in	Up to 3
Lifeboat	–	9 [10]	10–20	–	–
Longship	75*	8 [11]	60–80	–	Up to 1
Raft (makeshift)	–	9 [10]	5 per 10' sq	–	–
Raft (professional)	–	9 [10]	5 per 10' sq	–	–
Sailing ship (large)	–	7 [12]	120–180	–	–
Sailing ship (small)	–	8 [11]	60–90	–	–
Troop trans. (large)	100	7 [12]	160–240	–	–
Troop trans. (small)	50	8 [11]	80–120	–	–
Warship (large)	50	7 [12]	120–180	–	Up to 2
Warship (small)	25	8 [11]	60–90	–	Up to 1

* Crew act as rowers, sailors, and fighters.

Catapults

Fire either large rocks or flaming pitch.

Weight: A catapult plus twenty rounds of shot weighs 10,000 coins (subtracted from the ship's cargo allowance).

Range: 150–300 yards.

Attack rolls and rate of fire: Depend on the number of crew manning the catapult:

► **2 crew (minimum):** Attacks with THAC0 19 [0]. Fires every 10 rounds.

► **3 crew:** Attacks with THAC0 19 [0]. Fires every 8 rounds.

► **4 crew (maximum):** Attacks with THAC0 17 [+2]. Fires every 5 rounds.

Attack modifiers: May be applied for weather conditions, manoeuvrability, etc.

Catapult Shot

Inflicts 3d6 hull damage against ships.

Catapult Shot, Pitch

Sets a 10'×10' area of a ship on fire. The burning does 1d6 hull points of damage per turn (for at least one turn) and will spread to other areas of the ship if not extinguished. A fire may be put out by five crew in 3 turns, ten crew in 2 turns, or fifteen crew in 1 turn.

Ship Weaponry

Item	Cost (gp)
Catapult	100
Catapult shot	5
Catapult shot, pitch	25
Ram, large galley	10,000
Ram, small galley	3,000

Hirelings

Mercenaries

Hired soldiers who will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring party.

Note that as mercenaries are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

Wages

Outside of wartime: As listed opposite.
During wartime: All wages are doubled.

Upkeep

The monthly rate of pay includes food and basic gear. Most mercenaries already have weapons and armour when hired, though their employer may give them additional gear. Note that armourers are required to repair mercenaries' armour and weapons (see *Specialists, p38*).

Mercenaries

Type	AC	Morale	Human	Dwarf	Elf	Orc	Goblin
Archer	6 [13]	8	5gp	–	10gp	3gp	2gp
Archer, mounted	9 [10]	9	15gp	–	30gp	–	–
Crossbowman	5 [14]	8	4gp	6gp	–	2gp	–
Crossbowman, mounted	9 [10]	9	–	15gp	–	–	–
Footman, light	6 [13]	8	2gp	–	4gp	1gp	5sp
Footman, heavy	4 [15]	8	3gp	5gp	6gp	15sp	–
Horseman, light	7 [12]	9	10gp	–	20gp	–	–
Horseman, medium	5 [14]	9	15gp	–	–	–	–
Horseman, heavy	3 [16]	9	20gp	–	–	–	–
Longbowman	5 [14]	8	10gp	–	20gp	–	–
Peasant	9 [10]	6	1gp	–	–	–	–
Wolf rider	7 [12]	9	–	–	–	–	5gp

Archer

Equipped with a shortbow, leather armour, and a shield.

Archer, Mounted

Mounted on a riding horse. Equipped with a shortbow.

Crossbowman

Equipped with a crossbow and chainmail.

Crossbowman, Mounted

Mounted on a mule. Equipped with a crossbow.

Footman, Light

Equipped with a sword, leather armour, and a shield.

Footman, Heavy

Equipped with a sword, chainmail, and a shield.

Horseman, Light

Mounted on a riding horse. Equipped with a lance and leather armour.

Horseman, Medium

Mounted on a warhorse. Equipped with a lance and chainmail.

Horseman, Heavy

Mounted on a warhorse. Equipped with a sword, a lance, and plate mail.

Longbowman

Equipped with a longbow, a sword, and chainmail.

Peasant

Unarmed.

Wolf Rider

Mounted on a wolf. Equipped with a spear and leather armour.

Specialists

All types of characters that PCs may wish to hire for non-combat and non-adventuring purposes (i.e. not mercenaries or retainers) are termed *specialists*.

Note that as specialists are hired by a character to perform specific services, they are not treated as retainers and thus do not count toward a character's maximum number of retainers.

The most common types of specialists are described, along with their typical monthly pay rates. This list is not exhaustive and the referee may create additional types of specialists as needed.

Wages and Upkeep

The monthly rate of pay includes food and basic gear.

Specialists	
Specialist	**Wage per Month**
Alchemist	1,000gp
Animal trainer	500gp
Armourer	100gp
Assistant armourer	15gp
Blacksmith	25gp
Engineer	750gp
Navigator	150gp
Oarsman	2gp
Sage	2,000gp
Sailor	10gp
Ship's captain	250gp
Spy	500gp (or more)

Alchemist

Recreating potions: Based on a sample or recipe, an alchemist can produce a potion at twice the normal speed and for half the normal cost (see *Magic: Magical Research* in *Core Rules*).

Researching potions: An alchemist may also research new potions, but this takes twice as long and costs twice as much as normal.
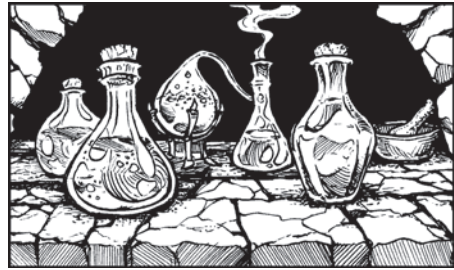
Animal Trainer

Trainers are not required for small numbers of common animals like dogs, horses, or mules, but more exotic animals or larger numbers of normal animals require a specialized trainer.

Speciality: All animal trainers are specialized in a particular kind of animal.

Number of animals: A trainer can have up to six animals under their care at a time.

Time required: The referee decides how long an animal must be trained, based on the nature of the training. It will take a minimum of one month to teach an animal the first new behaviour or trick. After this first month, an animal has become accustomed to the trainer and can be taught additional behaviours at twice the rate (two weeks per behaviour).

Interruptions: If training is interrupted, all time already spent on that particular behaviour is lost and the animal becomes unable to learn further behaviours.

Armourer

Producing weapons and armour: Per month, an armourer can make five weapons, three shields, or one suit of armour.

Maintaining mercenaries' gear: A dedicated armourer is required per 50 troops.

Assistants: An armourer's output (either in terms of arms produced or troops maintained) may be doubled by hiring two *assistant armourers* and one *blacksmith*. If four assistants and two blacksmiths are hired, the armourer's output may be quadrupled. An armourer cannot coordinate more assistants than this.

Assistant Armourer

Apprentices who may work under an armourer to increase the rate of production. See *Armourer*.

Blacksmith

Craftsmen trained in the art of forging metal. Blacksmiths may be hired to work under an armourer to increase the rate of production. See *Armourer*.

Engineer

Engineers plan and oversee large construction projects such as building strongholds (see *Construction, p42*).

Number required: One engineer is needed per 100,000gp cost of the project.

Specialty: Humans usually handle overground structures, while dwarves may be hired for underground construction.

Navigator

A navigator is a sailor who understands how to read charts and navigate based on instruments and the position of the stars. Any time a ship ventures beyond sight of a coastline, it becomes lost if a navigator is not aboard. (See *Waterborne Adventuring* in *Core Rules*.)

Oarsman

Unskilled normal humans who man the oars of sea vessels. Not trained for combat.

Sage

Sages are very rare individuals who devote their lives to the study of obscure knowledge. A sage may be consulted to answer unusual questions.

Time and cost: The referee must judge the time and cost required to research the answer to a question.

Chance of success: There is never a 100% chance of success in finding an answer.

Sailor

Skilled normal humans who can handle a ship. Sailors can fight to defend their ship, typically being equipped with a sword, shield, and leather armour.

Ship's Captain

A captain is required for any large ship, is skilled like a sailor, and has an intimate knowledge of the particular coasts they frequent.

Spy

A spy is hired to gather information about a person or group. The spy may be an outsider who tries to infiltrate or may be a traitor already connected with the person or group to be spied upon.

Class: Spies are often NPC thieves, but may be of any character class.

Time: The referee will determine the time required for the job.

Chance of success: The referee judges the probability of success in the mission, based on the circumstances.

Reliability: Spies may or may not be reliable and could stab the hiring character in the back (perhaps literally!).

STRONGHOLDS

CONSTRUCTION

When PCs wish to construct strongholds or any other type of building, the following procedure should be used:

1. **Permission:** It may be necessary to secure permission to build from an existing authority over the land. This may not be required if the land is uncharted wilderness.
2. **Clear land:** If the construction site is in the wilderness, all monsters in a 6-mile area (i.e. one hex on a typical small-scale wilderness map) must be killed or driven off.
3. **Design:** The player creates a plan for the stronghold and calculates the costs (see construction prices overleaf).
4. **Review:** The referee should review and approve the player's plans.
5. **Hire engineers:** For every 100,000gp cost of the stronghold, the PC must hire one engineer (see *Specialists, p38*).
6. **Construction:** Once the land has been cleared and construction materials delivered, construction may commence. The time required depends entirely on the stronghold's total price: one day of game time per 500gp.
7. **Prepare for settlers:** If the PC wishes to found a dominion and attract settlers, a wider area around the stronghold should be cleared of dangers.

Building in Towns

Permission: While local rulers may allow PCs to build in a town, it is unlikely that they will grant permission for the construction of castles or fortifications.

Costs: When building in an existing town or city, the proximity of materials and labour greatly reduce the costs.

► **Stone buildings:** Reduced by 60%.
► **Wooden buildings:** Reduced by 80%.

Domains

Maintaining Cleared Lands

To prevent monsters from returning to cleared lands, mercenaries may be hired to conduct patrols. These patrols can cover a maximum radius of 18 miles around a stronghold (6 miles, in inhospitable terrain such as swamp, mountains, or thick jungle). If the area to be maintained is larger, additional garrisons must be stationed at intervals.

Settlers

The PC may wish to attract settlers into a cleared area. In addition to ensuring the safety of surrounding lands, the character will have to fund construction of other buildings (e.g. accommodation, commercial facilities, transport infrastructure, etc.) to attract settlers. Advertising may also be necessary. The referee will determine the costs involved and how many settlers are attracted.

Taxation

If settlers move into the PC's domain, the character can expect to gain 10gp of taxes per year from each settler.

Structures

Structure Prices

Structure	Cost
Barbican	37,000gp
Bastion	9,000gp
Civilian building, stone	3,000gp
Civilian building, wood	1,500gp
Drawbridge	500gp
Gatehouse	6,500gp
Keep	75,000gp
Moat	400gp
Subterranean passage	500gp
Tower, large	30,000gp
Tower, small	15,000gp
Wall, castle	5,000gp

Descriptions

Barbican: Heavily fortified entry/exit point in a castle wall: two small towers, a gatehouse, and a drawbridge.

Bastion: Semi-circular tower built against a castle wall. 30' base, 30' high, walls 5' thick.

Civilian building, stone: Two levels; wooden stairs, doors, floors, and roof; attic. Outer wall 120' long (e.g. 30'×30'), walls 1–2' thick.

Civilian building, wood: Two levels; wooden stairs, doors, floors, and roof; attic. Outer wall 120' long (e.g. 30'×30').

Drawbridge: Raisable wooden bridge crossing a moat. May be attached to a gatehouse. 10' long.

Gatehouse: Fortified entry/exit point in a castle wall. Includes a portcullis. 30'×20' base, 20' high, walls 5' thick.

Keep: Fortified, central building of a castle. 60' square, 80' high, walls 10' thick.

Moat: Defensive ditch, often filled with water. 100' long, 20' wide, 10' deep.

Subterranean passage: Typical 10'×10'×10' dungeon passageway.

Tower, large: Round tower, either free-standing or built into a castle wall. 30' base, 40' high, walls 5' thick.

Tower, small: Round tower, either free-standing or built into a castle wall. 20' base, 30' high, walls 5' thick.

Wall, castle: Stone wall with battlements. 100' long, 20' high, 10' thick.

Non-Standard Dimensions

Bastions

Bastions of dimensions other than those listed may be constructed. Use the guidelines for towers, below, and divide by two.

Castle Walls

Higher castle walls may be constructed at increased cost. A 100' length of 30' high wall costs 7,500gp. Every additional 10' of height beyond this (up to a maximum of 60' high) costs 5,000gp.

Towers

Towers of dimensions other than those listed may be constructed. The cost is determined by the height of the tower and the diameter of its base (in feet).

▶ **Maximum height:** Twice the base diameter.

▶ **Up to the base diameter:** Each 10' of height costs 200gp × the base diameter.

▶ **Above the base diameter:** Each 10' of height costs 400gp × the base diameter.

Example Tower Cost Calculation

A 60' high tower with a 40' diameter base is to be constructed.

The cost will be 8,000gp (40 × 200gp) per 10' for the first 40' of height and 16,000gp (40 × 400gp) per 10' for the remainder of the height.

The total cost is thus (8,000gp × 4) + (16,000gp × 2) = 64,000gp.

Interior Features

The common interior features of a stronghold are listed in the table below.

Simple Approach

For simplicity, the cost of a stronghold may be increased by 25% to account for interior details, including: reinforced doors, stone stairs, flagstone flooring, tile roofing, windows or arrow slits, bars and shutters on windows, and standard furnishings.

Detailed Approach

If the group wishes to perform more detailed calculations or if additional features are desired, the table below may be consulted.
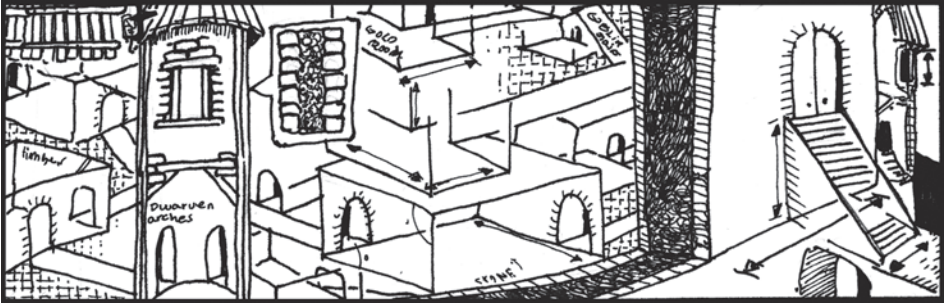
Structure Interior Features		
Detail	**Dimensions**	**Cost (gp)**
Arrow slit	–	10
Door, iron	3' wide, 7' tall	50
Door, reinforced wood	3' wide, 7' tall	20
Door, stone	3' wide, 7' tall	50
Door, wood	3' wide, 7' tall	10
Floor, flagstones or tiles	10'×10' section	100
Floor, wood	10'×10' section	40
Roof, tiled	10'×10' section	100
Roof, wood	10'×10' section	40
Secret door or trapdoor	Normal	5 × normal
Shifting wall	10'×10' section	1,000
Stairs, stone	3' wide, 10' long section	60
Stairs, wooden	3' wide, 10' long section	20
Trapdoor, iron	4'×3'	120
Trapdoor, reinforced wood	4'×3'	40
Trapdoor, stone	4'×3'	120
Trapdoor, wood	4'×3'	20
Window	–	10
Window bars	–	10
Window shutters	–	5

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