# Retainer Reaction

|  |  |
| --- | --- |
| **2d6** | **Reaction** |
| 2 | Offer refused; -1Reactions |
| 3-5 | Offer refused |
| 6-8 | Thinking, Roll again |
| 9-11 | Offer accepted |
| 12 | Offer accepted; +1M |

**Torch**: 20 ft, one hour (6 turns) **Lantern**: 30 ft, four hours (24 turns)

**Spell Research**: 1000 gp and two weeks (per spell level)

**Item Research**: 500 gp and one week (per spell level)

Always at least a 15% chance of failure after money and time are spent

**Transport**

**Cost Cap Move**

**Land Transport (X9-10)**

Camel 100 3000 150

Cart (2wheel) 100

1 draft horse 4000 90

2 draft horses 8000 90

Horses

Draft 40 4500 90

Riding 75 3000 240

War 250 4000 120

Mule302000 120

Saddle & Bridle 25

Saddle Bags 5

Wagon (4 wheels) 200

2 draft horse 15000 90

4 draft horses 25000 90

**Water Transport (X9-10, X63-64)**

Boat

River (8crew) 4000 30000 36

Sailing (1crew) 2000 20000 72

Canoe (500cn) 50 6000 18

Galleys

Large 30000 40000 18/72

Small 10000 20000 18/90

War 60000 60000 12/72

Lifeboat (10men) 1000 15000 18

Longship 15000 40000 18/90

Raft 1gp/sq.ft. 100cn/sq.ft. 12

Sailing Ships

Large 20000 300000 72

Small 5000 100000 90

Troop Transport 40000 72

Notes

Animals can carry 2\* CAP at ½ speed

Land Transport Feet/Turn

Water Transport Miles/Day (2rates=row/sail)

# Abilities

|  |  |
| --- | --- |
| **Score** | **Adjustment** |
| 3 | -3 |
| 4-5 | -2 |
| 6-8 | -1 |
| 9-12 | 0 |
| 13-15 | +1 |
| 16-17 | +2 |
| 18 | +3 |

Notes

**Strength:** ‘to hit’, dam, enc, doors

**Wisdom:** Save vs magic based saving throws

**Constitution:** Hit points, save vs neg HP

**Dexterity:** ‘to hit’ missiles, AC, Pers. init.

# Intelligence

|  |  |
| --- | --- |
| **Score** | **Languages** |
| 3 | Trouble speaking |
| 4-5 | Cannot read |
| 6-8 | Writes simple |
| 9-12 | Read & Writes |
| 13-15 | +1 language |
| 16-17 | +2 language |
| 18 | +3 language |

# Charisma

|  |  |  |  |
| --- | --- | --- | --- |
| **Score** | **Reaction**  **Adjust** | **Max Retainers** | **Retainer**  **Morale** |
| 3 | -2 | 1 | 4 |
| 4-5 | -1 | 2 | 5 |
| 6-8 | -1 | 3 | 6 |
| 9-12 | 0 | 4 | 7 |
| 13-15 | +1 | 5 | 8 |
| 16-17 | +1 | 6 | 9 |
| 18 | +2 | 7 | 10 |

Monies & weights

**100cp = 10sp = 2ep = 1gp = 1/5pp**

**10cn = 1 lb; 150 cn = 1 dungeon ‘stone’**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Food & Service** | | | | | |
| **Service** | **Cost** | **Service** | **Cost** | **Food** | **Cost** |
| Retainer *(see B21)* | 1/day | Stabling (day) | 1 sp | Wine | 1 ep |
| Alchemist | 1000 /mo | Common Room | 1 sp | Honey Mead | 1 gp |
| Armorer | 100 /mo | Private Room | 1 gp | Bark Tea | 1 sp |
| Animal Trainer | 500/mo | Hot Bath | 1 sp | Bread | 1 cp |
| Engineer | 750/mo | Bearer (day) | 1 sp | Pudding | 1 sp |
| Sage | 2000/mo | Guide (day) | 1 sp | Soup | 1 sp |
| Seaman, rower | 2/mo | Barber | 1 sp | Stew | 1 ep |
| Seaman, sailor | 10/mo | Physician, day | 1 sp | Roast Fowl | 1 gp |
| Seaman, captain | 250/mo | Change gems | 10% | Roast Joint | 2 gp |
| Seaman, navigator | 150/mo | **Food** |  | Hot Pie | 1 ep |
| Spy (mission) | 500+ | Ale | 1 ep | Cheese | 1 sp |
| *(See X21-X22)* |  | Small Beer | 1 sp | Fruit | 1 sp |

|  |  |  |
| --- | --- | --- |
| Monster XP | | |
| HD | Base | Bonus |
| <1HD | 5 | 1 |
| 1 | 10 | 3 |
| 1+ | 15 | 4 |
| 2 | 20 | 5 |
| 2+ | 25 | 10 |
| 3 | 35 | 15 |
| 3+ | 50 | 25 |
| 4 | 75 | 50 |
| 4+ | 125 | 75 |
| 5 | 175 | 125 |
| 5+ | 225 | 175 |
| 6 | 275 | 225 |
| 6+ | 350 | 300 |
| 7 | 450 | 400 |
| 8 | 650 | 550 |
| 9 to 10+ | 900 | 700 |
| 11 to 12+ | 1100 | 800 |
| 12 to 16+ | 1350 | 950 |
| 16 to 20+ | 2000 | 1150 |
| 21 | 2500 | 2000 |
| 22 | 2750 | 2250 |

Notes

Bonus XP / \*; >22HD +250 base & bonus XP

**Equipment**

**Cost Enc**

Backpack (capacity 450cn) 4 30

Belt 2sp 5\*

Boots, plain 1 10\*

Boots, riding or swash-topped 5 15\*

Chalk, small bag of pieces 1 1

Cloak, short 5sp 10\*

Cloak, long 1 15\*

Clothes, plain 5sp 20\*

Clothes, middle-class 5 20\*

Clothes, fine 20 20\*

Clothes, extravagant 50+ 30\*

Coin or gem any 1

Crowbar 10 25

Garlic 5 1

Glass Bottle, empty 5 10(50)

Grappling hook 25 75

Hammer, small 2 10

Hat or cap 2sp 3\*

Holy symbol 25 10

Holy Water, breakable vial 25 10

Iron spike x1 1sp 5

Iron Spikes x12 1 75

Jewellery any 10

Lantern, hooded 10 30

Map or scroll case 5 10

Mirror, small metal 5 5

Oil, flask x1 2 30

Pole, wooden (10’) 1 100

Potion 10

Pouch, belt (capacity 50cn) 1 2

Quiver, empty 1 5

Rations, dry, one week 5 200

Rations, iron, one week 15 75

Rope, hemp (50’) 1 50

Sack, large (capacity 600cn) 2 5

Sack, small (capacity 150cn) 1 1

Scroll 20

Shoes 5sp 10\*

Stakes (3) and mallet 3 10

Thieves tools 25 10

Tinderbox, flint & steel 3 5

Wand 10

Waterskin/wineskin (1quart) 1 3(50)

Winter blanket 10 50

Wolfsbane, bunch, dry 10 1

Notes

\*=if packed, no enc if worn

**Weapons & Armor**

**Armor AC Cost Enc**

Leather 7 20 225

Chain 5 40 450

Barding (for horses) 5 150 750

Plate 3 60 600

Shield +1 10 150

**Weapon Cost Enc**

Axe, hand (S,10/20/30) 4 30

Axe, battle (M) 7 50-100

Axe, great (L,i) 25 150

Bow, short (M,50/100/150,s) 25 30

Bow, long (L70/140/210,s) 40 50

Bow, arrows x20 5 100

Bow, arrows silver x1 5 2

Club (S,5/10/15,b) 3 25

🕇Bow,light (M,60/120/180,s) 30 75

🕇Bow,heavy(L,60/120/180,s) 30 75

🕇Bow, quarrel x30 10 100

🕇Bow, quarrel silver x1 5 3

Dagger (S,10/20/30,s) 3 10

Dagger, silver (S,10/20/30,s) 30 10

Hammer, war (M,b) 5 50-100

Holy Water (S,10/30/50) 25 10

Javelin (M, 30/60/90,s) 1 25

Lance (L,svc,x2C,1-h horse,r,s) 10 150

Mace (M,b) 5 30-75

Oil, Burning (S,10/30/50) 2 10

Polearm (L,svc,r,s) 7 150

Staff (L,b) 5 50

Sling (S,40/80/160,b) 2 15

Sling pellet, lead x30 1 150

Sling pellet, silver x1 5 5

Spear (M,svc, 20/40/60,s) 3 30-75

Sword, short (S,5/10/15,s) 7 30

Sword, normal (M,s) 10 75-100

Sword, two-handed (L,i) 15 150

Torch (S,5/10/15,b) 2sp 25

Notes

S=small weapon; M=medium weapon, higher enc may be 2-handed but strikes last; L=large weapon, 2-handed, reach then strike last; Ranges: +1 short, 0 med, -1 long; svc=set vs charge, x2 damage, reach; x2C =2x damage on charge; i=intimidate; r=reach; b=bludgeoning +1to-hit vs metal armor, -1to-hit vs non-metal; s=slicing/stabbing +1to-hit vs non-metal armor, -1 to-hit vs metal. Axes/2-h sword have 0 bon/pen.

# Attack Matrix

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **F** | **C,T** | **MU** | **Hit Dice** | **9** | **8** | **7** | **6** | **5** | **4** | **3** | **2** | **1** | **0** | **-1** | **-2** | **-3** | **-4** | **-5** | **-6** | **-7** |
| NM | - | - | - | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
| 1-3 | 1-4 | 1-5 | Up to 1 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 20 | 20 |
|  |  |  | 1+ to 2 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 | 20 |
| 4-6 | 5-8 | 6-10 | 2+ to 3 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 | 20 |
|  |  |  | 3+ to 4 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 | 20 |
| 7-9 | 9-12 | 11-15 | 4+ to 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 | 20 |
|  |  |  | 5+ to 6 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 20 |
| 10-12 | 13-16 | 16-20 | 6+ to 7 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
|  |  |  | 7+ to 9 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 13-15 | 17-20 | 21-25 | 9+ to 11 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 |
|  |  |  | 11+ to 13 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| 16-18 | 21-24 | 26-30 | 13+ to 15 | 2 | 2 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 |

+2 vs retreating foe. Cover grants -1 to -4 penalty.

# Saving Throws

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Cleric | **Death Ray or Poison** | **Magic Wands** | **Paralysis or Turn to Stone** | **Dragon Breath** | **Rods, Staves, Spells** |
| 1-4 | 11 | 12 | 14 | 16 | 15 |
| 5-8 | 9 | 10 | 12 | 14 | 12 |
| 9-12 | 6 | 7 | 9 | 11 | 9 |
| 13-16 | 3 | 5 | 7 | 8 | 7 |
| Dwarf, Halfling |  |  |  |  |  |
| 1-3 | 10 | 11 | 12 | 13 | 14 |
| 4-6 | 8 | 9 | 10 | 13 | 12 |
| 7-9 | 6 | 7 | 8 | 10 | 10 |
| 10-12 (Dwarf only) | 4 | 5 | 6 | 7 | 8 |
| Elf |  |  |  |  |  |
| 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** |  |  |  |  |  |
| NM | 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 |
| Magic User |  |  |  |  |  |
| 1-5 | 13 | 14 | 13 | 16 | 15 |
| 6-10 | 11 | 12 | 11 | 14 | 12 |
| 11-15 | 8 | 9 | 8 | 11 | 8 |
| Thief |  |  |  |  |  |
| 1-4 | 13 | 14 | 13 | 16 | 15 |
| 5-8 | 12 | 13 | 11 | 14 | 13 |
| 9-12 | 10 | 11 | 9 | 12 | 10 |
| 13-16 | 8 | 9 | 7 | 10 | 8 |

**mêlée Weapon Damage**

Small Medium Large

1h 2h 2h

Cleric 1d4 1d6 1d8 1d8

Fighter/Elf 1d6 1d8 1d10 1d10

Magic-User 1d4 1d4 1d6 1d6

Thief 1d6 1d6 1d6 1d6

Dwarf 1d6 1d8 1d8 N/A

Halfling 1d4/1d6 1d8 N/A N/A

Notes

N/A=not able to use; A halfling may 2H a small weapon without penalty; or wield a Medium IH weapon with 2H striking last; Large Weapons are 2H, require 10’ space, have Reach: strike first in the 1st round of melee against an opponent with a medium or smaller sized weapon but subsequently strike LAST or Intimidate: -1 morale.

# Monster Reactions

|  |  |
| --- | --- |
| **2d6** | **Reaction** |
| 2 | Immediate Attack |
| 3-5 | Hostile, possible attack |
| 6-8 | Uncertain, monster confused |
| 9-11 | No attack, monster leaves  or considers offers |
| 12 | Enthusiastic friendship |

Unintelligent monsters will stop to eat food (50%), intelligent monsters will stop to pick up treasure (50%), pursuers will usually not cross burning oil.

**Missile Weapon Damage**

MU Dwarf Halfling others

Thrown as mêlée as mêlée as mêlée as mêlée

Sling 1d4 1d4 1d6 1d4

Bow, short 1d4 1d6 1d6 1d6

Bow, long 1d4 N/A N/A 1d6

🕇Bow, light 1d6 1d6 1d6 1d6

🕇Bow, heavy 2d4 N/A N/A 2d4

Notes

N/A=not able to use; 🕇Bow, light= strikes normal initiative if pre-loaded then last; 🕇Bow, heavy=strikes normal initiative if pre-loaded then last every 2nd round unless wielder has Strength 18 then as per 🕇Bow, light.

# Morale

Roll 2d6. If exceeds morale score, monster avoids combat.

**Monsters and NPCs check morale**: (1) at start of evasion to see if creatures give chase, (2) during a chase every five combat rounds, (3) when the creature is first hit in combat, (4) when creature is reduced to ¼ hit points, (5) when the first death occurs on either side, (6) when half the creatures are dead or incapacitated, (7) when subjected to a Despair attack, (8) when subjected to a magic item or spell that calls for a morale check.

**Adjustments to morale** may include: (a) monsters have slain one or more PCs but have not lost any of their own, +2; (b) monsters have slain one or more PCs but have lost one or more of their own, +1; (c) PCs are using lots of magic, and monsters have no equivalent magic.

**Retainers check morale**: (a) when ordered into danger while employer remains safe; (b) when reduced to ¼ hit points; (c) when subjected to a despair attack; (d) when subjected to morale affecting magic.

# Miscellaneous

**Heal**: 1-3 points per full day of bed rest

**Listening**: 1/6 chance (2/6 for demi-humans)

**Secret Doors**: 1/6 chance (2/6 for elves)

**Large Traps**: 1/6 to find (2/6 for dwarves); **Triggered** on 2/6

**Surprise**: 1 - 4 if candle or starlight; 1 - 3 if torch or moon light; 1 - 2 if dusk, lantern or lamp light; on a 1 if daylight

Dungeon dwellers surprised on a 1 in their natural habitat.

**Distance:** 2d6x10’

**Time:** 1 Round=10 sec, 10 mins=1 Turn, rest 1Turn after 5 or -2.

**Initiative**: roll 1d6, high roll wins. Dex bonus to Pers. initiative

**Charge**: does double damage. Minimum 20 yards.

**Shield Sundering**: Before damage roll sunder shield to avoid damage or automatically make saving throw. Shield splintered or if magical loses +1.

**Fighting withdrawal**: ½ movement.

**Retreat**: opponent gets +2; no shield.

**Death:** 0HP = cannot fight with weapons, defend or cast spells, moves at a maximum of 5’ / round by crawling. Any attack against the character is at +4 to hit and the character cannot use a shield or their dexterity bonus to defend the attack. Negative HP = save vs Death Ray, modified by constitution bonus and negative HP. If dies roll on 50 ways to die Table. If lives at the *conclusion of each subsequent round* the character will lose an additional 1-6 hit points and then must make another saving throw vs death ray using the current negative hit points as penalty. Only magical healing, miraculously closing mortal wounds, can save the character.

|  |  |  |
| --- | --- | --- |
| **Movement** | | |
| Enc in  Stone Weight  150cn= 1stone | feet / turn *or* Running feet / round | Combat speed  feet / round | |
| 0 to 2 | 120 | 40 | |
| 2+ to 4 | 90 | 30 | |
| 4+ to 6 | 60 | 20 | |
| 6+ to 8 | 30 | 10 | |
| 8+ to 12 | 15 | 5 | |
| 12+ | 0 | 0 | |

Strength bonus modifies stone weight that can be carried applying ±1 at 120’, then 90’ as applicable. Minimum at 120’ = 1 stone. Halflings - large items count as 2x their encumbrance owing to their bulk, halfling armor is smaller about ½ as heavy.

**Wilderness Movement** = Movement \*3 (yards), Divide/5 per day (miles).

# Wilderness Encounters

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Move** | **Lost** | **Environment** | **Chance** | **Check** | **Terrain is** |
|  | - | Dungeon, City | 1 in 6 | 1x / day | Normal |
|  | - | Settled | 1 in 6 | 2x / day | Dangerous |
|  | 1/6 | Clear, Grassland | 1 in 6 | 3x / day | Heavily infested |
| 2/3 | 2/6 | Wood, Hills, Barren | 2 in 6 | 4x / day | Teeming with Monsters |
| 2/3 | 3/6 | Desert | 2 in 6 | **1d6** | **Time of Day** |
| 1/2 | 2/6 | Mountains | 3 in 6 | 1-2 | Morning |
| 1/2 | 3/6 | Swamp, Jungle | 3 in 6 | 3 | Afternoon |
|  | 2/6 | River, Ocean | 2 in 6 | 4 | Evening |
| 4/2 | 2/6 | Aerial | 2 in 6 | 5-6 | Night |

On a **trail**, movement is always normal (24 mi). On a **road**, movement is 3/2 normal (36 mi). Forced march +50% then 24hrs rest.

|  |  |
| --- | --- |
| Random Languages | |
| 1. Bugbear | 11. Harpy |
| 2. Doppleganger | 12. Hobgoblin |
| 3. Dragon | 13. Kobold |
| 4. Dwarvish | 14. Lizard Man |
| 5. Elvish | 15. Medusa |
| 6. Gargoyle | 16. Minotaur |
| 7. Gnoll | 17. Ogre |
| 8. Gnome | 18. Orc |
| 9. Goblin | 19. Pixie |
| 10. Giant | 20. Human Dialect |

|  |  |  |
| --- | --- | --- |
| Missile Lobbing | | |
|  | 0 |  |
| 7 | 8 | 9 |
| 5 | Target | 6 |
| 2 | 3 | 4 |
|  | 1 |  |

Oil, Burning (10/30/50) 3’ diameter pool, 1d8 damage, burns 1 turn or 2 rounds

Holy Water as per burning oil but only harms undead.

**7**

**6**

**2**

**3**

**5**

**8**

**4**

**1**

**LOST**

# Evasion at Sea

|  |  |
| --- | --- |
| **round Speed**  **Difference** | **Evade** |
| Faster | 80% |
| 0-30’ slower | 50% |
| 31-60’ slower | 40% |
| 61-90’ slower | 35% |
| 91-120’ slower | 25% |
| 121’+ slower | 10% |

# Thief Abilities

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

PP: -5% / level >5. Greater than double PP roll = discovered.

Backstab +4 to hit, double damage

# Cleric Turning Undead

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **11+** |
| Skeleton | 7 | T | T | D | D | D | D | D | D | D |
| Zombie | 9 | 7 | T | T | D | D | D | D | D | D |
| Ghoul | 11 | 9 | 7 | T | T | D | D | D | D | D |
| Wight | - | 11 | 9 | 7 | T | T | D | D | D | D |
| Wraith | - | - | 11 | 9 | 7 | T | T | D | D | D |
| Mummy | - | - | - | 11 | 9 | 7 | T | T | D | D |
| Spectre | - | - | - | - | 11 | 9 | 7 | T | T | D |
| Vampire | - | - | - | - | - | 11 | 9 | 7 | T | T |

(**T**) turn 2d6 hit dice; (**D**) destroy 2d6 hit dice.

**L21** 4d6 **L28** 6d6 **L35** 8d6

# Evasion in the Wilderness

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Party Size** | | | |  |
| **Creatures** | **1-4** | **5-12** | **13-24** | **25+** | **Evade** |
|  |  |  | 1-10 | 10% |
|  |  | 1-6 | 11-30 | 25% |
|  | 1-3 | 7-16 | 31+ | 35% |
| 1 | 4-8 | 17+ |  | 50% |
| 2-3 | 9+ |  |  | 70% |
| 4+ |  |  |  | 90% |

|  |  |  |
| --- | --- | --- |
| **Die** | **Weather at Sea** | **Movement** |
| 2 | Becalmed, rowed only | 1/3 normal |
| 3 | Extreme light breeze | 1/3 normal |
| 4 | Light breeze | 1/2 normal |
| 5 | Moderate breeze | 2/3 normal |
| 6-8 | Normal winds | Normal |
| 9 | Strong breeze | +1/3 extra |
| 10 | High winds | +1/2 extra |
| 11 | Extreme winds\* | Double |
| 12 | Gale\*\* | Triple |

\* 10% ship water (20% galley)

\*\* random direction (80% of galley sinking)

Land visible 24 miles away on a clear day

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Thief** | |  |  |  |  |  |  |  |  |  |
|  |  |  |  | Thief Skills | | | | | | |
| Level | Title | XP | HD | OL | FRT | PP | MS | Climb | HS | HN |
| 1 | Apprentice | 0 | 1d4 | 15 | 10 | 20 | 20 | 87 | 10 | 1-2 |
| 2 | Footpad | 1200 | 2d4 | 20 | 15 | 25 | 25 | 88 | 15 | 1-2 |
| 3 | Robber | 2400 | 3d4 | 25 | 20 | 30 | 30 | 89 | 20 | 1-3 |
| 4 | Burglar | 4800 | 4d4 | 30 | 25 | 35 | 35 | 90 | 25 | 1-3 |
| 5 | Cutpurse | 9600 | 5d4 | 35 | 30 | 40 | 40 | 91 | 30 | 1-3 |
| 6 | Sharper | 20000 | 6d4 | 45 | 40 | 45 | 45 | 92 | 36 | 1-3 |
| 7 | Pilferer | 40000 | 7d4 | 55 | 50 | 55 | 55 | 93 | 45 | 1-4 |
| 8 | Thief | 80000 | 8d4 | 65 | 60 | 65 | 65 | 94 | 55 | 1-4 |
| 9 | Master Thief | 160000 | 9d4 | 75 | 70 | 75 | 75 | 95 | 65 | 1-4 |
| 10 | Master Thief | 280000 | 9d4+2 | 85 | 80 | 85 | 85 | 96 | 75 | 1-4 |

|  |  |  |  |
| --- | --- | --- | --- |
| **Halflings** | |  |  |
| Level | Title | XP | HD |
| 1 | Rambler | 0 | 1d6 |
| 2 | Tall Walker | 2000 | 2d6 |
| 3 | Explorer | 4000 | 3d6 |
| 4 | Tourist | 8000 | 4d6 |
| 5 | Wanderer | 16000 | 5d6 |
| 6 | Traipser | 32000 | 6d6 |
| 7 | Homecomer | 64000 | 7d6 |
| 8 | Sheriff | 120000 | 8d6 |

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| **Cleric** | |  |  |  |  |  |  |  |
|  |  |  |  | Spells | | | | |
| Level | Title | XP | HD | 1 | 2 | 3 | 4 | 5 |
| 1 | Devotee | 0 | 1d6 |  |  |  |  |  |
| 2 | Martyr | 1500 | 2d6 | 1 |  |  |  |  |
| 3 | Zealot | 3000 | 3d6 | 2 |  |  |  |  |
| 4 | Paragon | 6000 | 4d6 | 2 | 1 |  |  |  |
| 5 | Crusader | 12000 | 5d6 | 2 | 2 |  |  |  |
| 6 | Elder | 25000 | 6d6 | 2 | 2 | 1 | 1 |  |
| 7 | Initiate | 50000 | 7d6 | 2 | 2 | 2 | 1 | 1 |
| 8 | Paladin | 100000 | 8d6 | 3 | 3 | 2 | 2 | 1 |
| 9 | Knight Templar | 200000 | 9d6 | 3 | 3 | 3 | 2 | 2 |
| 10 | Knight Templar | 300000 | 9d6+1 | 4 | 4 | 3 | 3 | 2 |

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| **Fighter** | |  |  |
|  |  |  |  |
| Level | Title | XP | HD |
| 1 | Man-of-Arms | 0 | 1d8 |
| 2 | Warrior | 2000 | 2d8 |
| 3 | Veteran | 4000 | 3d8 |
| 4 | Hero | 8000 | 4d8 |
| 5 | Cavalier | 16000 | 5d8 |
| 6 | Swashbuckler | 32000 | 6d8 |
| 7 | Master-of-Arms | 64000 | 7d8 |
| 8 | Champion | 120000 | 8d8 |
| 9 | Warlord | 240000 | 9d8 |
| 10 | Warlord | 360000 | 9d8+2 |

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| **Dwarves** | |  |  |
|  |  |  |  |
| Level | Title | XP | HD |
| 1 | Shield Bearer | 0 | 1d8 |
| 2 | Hammerer | 2200 | 2d8 |
| 3 | Shortbeard | 4400 | 3d8 |
| 4 | Stalwart | 8800 | 4d8 |
| 5 | Master Dwarf | 17000 | 5d8 |
| 6 | Shield Captain | 35000 | 6d8 |
| 7 | Companion | 70000 | 7d8 |
| 8 | Longbeard | 140000 | 8d8 |
| 9 | Dwarven Lord | 270000 | 9d8 |
| 10 | Dwarven Lord | 400000 | 9d8+3 |

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| **Elves** | |  |  |  |  |  |  |  |
|  |  |  |  |  |  | Spells |  |  |
| Level | Title | XP | HD | 1 | 2 | 3 | 4 | 5 |
| 1 | Elven Sprite | 0 | 1d6 | 1 |  |  |  |  |
| 2 | Elven Nymph | 4000 | 2d6 | 2 |  |  |  |  |
| 3 | Scout | 8000 | 3d6 | 2 | 1 |  |  |  |
| 4 | Treekeeper | 16000 | 4d6 | 2 | 2 |  |  |  |
| 5 | Forester | 32000 | 5d6 | 2 | 2 | 1 |  |  |
| 6 | Faerie | 64000 | 6d6 | 2 | 2 | 2 |  |  |
| 7 | Seelie | 120000 | 7d6 | 3 | 2 | 2 | 1 |  |
| 8 | Fae Hunter | 250000 | 8d6 | 3 | 3 | 2 | 2 |  |
| 9 | Elven Lord | 400000 | 9d6 | 3 | 3 | 3 | 2 | 1 |
| 10 | Elven Lord | 600000 | 9d6+2 | 3 | 3 | 3 | 3 | 2 |

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| **Magic-User** | |  |  |  |  |  |  |  |
|  |  |  |  | Spells | | | | |
| Level | Title | XP | HD | 1 | 2 | 3 | 4 | 5 |
| 1 | Medium | 0 | 1d4 | 1 |  |  |  |  |
| 2 | Seer | 2500 | 2d4 | 2 |  |  |  |  |
| 3 | Conjuror | 5000 | 3d4 | 2 | 1 |  |  |  |
| 4 | Magician | 10000 | 4d4 | 2 | 2 |  |  |  |
| 5 | Enchanter | 20000 | 5d4 | 2 | 2 | 1 |  |  |
| 6 | Warlock | 40000 | 6d4 | 2 | 2 | 2 |  |  |
| 7 | Sorcerer | 80000 | 7d4 | 3 | 2 | 2 | 1 |  |
| 8 | Magi | 150000 | 8d4 | 3 | 3 | 2 | 2 |  |
| 9 | Wizard | 300000 | 9d4 | 3 | 3 | 3 | 2 | 1 |
| 10 | Wizard | 450000 | 9d4+1 | 3 | 3 | 3 | 3 | 2 |

B/X/C

|  |  |
| --- | --- |
| **50 Ways to Die – “Your character…”** | |
| **Roll D%** | **DEATH** |
| 01‐02 | "...clutches the blood gushing from his carotid artery as your neck is torn open by your opponent." |
| 03‐04 | "...collapses in mortal agony as his liver is pierced to the hilt." |
| 05‐06 | "...collapses, bled white as multiple wounds and lacerations finally take their toll." |
| 07‐08 | "...collapses, unable to breathe as his rib cage is crushed." |
| 09‐10 | "...collapses, wrenching his opponent's weapon from his grasp as it is wedged deep in your torso." |
| 11‐12 | "...dies in agony as his rib cage is crushed, pulping internal organs." |
| 13‐14 | "...has a fist‐sized chunk gouged from his forehead by your opponent's weapon, taking brain with it." |
| 15‐16 | "...has a leg crushed and mangled beyond recognition; rapidly bleeding out from his femoral artery." |
| 17‐18 | "...has a leg shorn off at the knee; he falls to the ground, passing out from shock and trauma." |
| 19‐20 | "...has both legs severed below the knee with a single blow. You can only watch as you bleed out." |
| 21‐22 | "...has his abdomen pulverized, crushing internal organs and your lower spine. You collapse, writhing." |
| 23‐24 | "...has his arm ripped from his body; blood gouts in red torrents as you fall." |
| 25‐26 | "...has his arm severed at the elbow; you slump to the ground staring at the stump." |
| 27‐28 | "...has his back and spine crushed by a tremendous blow, slaying him instantly." |
| 29‐30 | "...has his back crushed and spine severed; your body flops on the ground like a beached fish." |
| 31‐32 | "...has his groin utterly crushed and destroyed; you collapse, clutching your crotch and weeping." |
| 33‐34 | "...has his hand severed at the wrist; you drop in a heap, clutching your arm with a moan." |
| 35‐36 | "...has his head crushed down into his body cavity." |
| 37‐38 | "...has his head removed cleanly with a vicious strike; it bounces several feet away." |
| 39‐40 | "...has his head rocked to one side with a sickening snap, severing your spinal cord. Death is instant." |
| 41‐42 | "...has his head staved in, your eyes exploding out of your skull from the force of the blow." |
| 43‐44 | "…has his heart pierced, you sink to the ground without a murmur." |
| 45‐46 | "…has his jaw ripped away by a tremendous blow; you fall clutching your face." |
| 47‐48 | "…has his rib cage crushed and splintered, piercing lung in multiple places; you fall coughing blood." |
| 49‐50 | "…has his shoulder crushed by a tremendous blow nearly severing the limb. You collapse writhing." |
| 51‐52 | "…has his still beating heart ripped from his chest in an orgy of destruction." |
| 53‐54 | "…has his throat ripped out, cartilage and trachea tearing violently." |
| 55‐56 | "…has leg ripped from the hip socket; you utter a single, short scream before collapsing." |
| 57‐58 | "…is battered aside, sprawling in a limp, lifeless heap." |
| 59‐60 | "…is cloven from shoulder to groin; you die in two halves." |
| 61‐62 | "…is decapitated; blood gouts from the neck stump as your body crumples to the ground." |
| 63‐64 | "…is disembowelled by your opponent’s weapon, your innards cascading down your legs." |
| 65‐66 | "…is eviscerated blood and guts landing in a steamy pile at your opponent’s feet." |
| 67‐68 | "…is hacked through the shoulder, your opponent’s weapon coming to rest deep in your torso." |
| 69‐70 | "…is killed by blunt force trauma to the head." |
| 71‐72 | "…is opened from chest to groin, splattering your insides all over your opponent." |
| 73‐74 | "…is pierced through the belly; you fall to the ground gasping in pain and agony." |
| 75‐76 | "…is pierced through the chest; the ground rises up to meet you as your eyes glaze over." |
| 77‐78 | "…is pierced through the lung; you collapse, choking on blood." |
| 79‐80 | "…is ripped in half as your opponent catches you with a terrifying blow across the midsection." |
| 81‐82 | "…is split nearly in twain by a tremendous blow, dying messily." |
| 83‐84 | "…is stabbed in the back through a vital organ, killing you." |
| 85‐86 | "…is stabbed in the kidney, dying with a curse." |
| 87‐88 | "…is stabbed in the side, you die with a grunt." |
| 89‐90 | "…is stabbed through the eye, piercing your brain." |
| 91‐92 | "…is stabbed upwards through the mouth, dying as your opponent enters your brain pan." |
| 93‐94 | "…is transfixed by your opponent’s weapon; you die snarling like a spit boar." |
| 95‐96 | "…slumps silently to the ground, shocked at being mortally wounded." |
| 97‐98 | "…takes a tremendous head blow, concussing him; you collapse, your eyes rolling up in your head." |
| 99‐00 | "…writhes on the ground, screaming and cursing your mortal wound." |

**Acknowledgments / Inspiration / Thanks**

<http://bxblackrazor.blogspot.com/>

<http://trollsmyth.blogspot.com/2008/05/shields-shall-be-splintered.html>

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<http://www.basicfantasy.org/main.html>

# Demi-humans

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Halflings** | Dwarves | Elves |
| **Prime Requisite** | Strength & Dexterity (Min 9 in Dex + Con) | Strength (Min 9 Con) | Strength & Intelligence (Min 9 Int) |
| **XP Bonus:** | Str or Dex ≥13 5%; Str + Dex ≥13 10%; | Strength ≥13 5%; ≥16 10% | Str + Int >13 5%; Str >13 + Int ≥ 16 10% |
| **Melee Damage** | S1-h1-4; S2-h1-6; M2-h1-8 | S1-6; M1-h1-8; M2-h1-10 | S1-6; M1-h1-8; M2-h1-10; L1-10 |
| **Missile Damage** | Sling1-6; Bow/🕇Bow, light 1-6 | Sling1-4; Bow/🕇Bow, light 1-6 | Sling1-4; Bow/🕇Bow, lgt 1-6; 🕇Bow, hvy 2-8 |
| **Special Abilities** | Hear Noise1-2; +1 Missile to hit; +1 Personal init; Keen vision x2; -2 AC against large; Hide wild 90%; Hide Dungeon 1-2 | Hear Noise1-2; Find Traps1-2; Unstd Mine1-2; Lowlight Vision 60’; Languages: common, dwarvish, gnomes, kobolds & goblins | MU spells; Hear Noise & Scrt Door1-2;Imm ghoul paralysis; Eagle visionx3, + range; Lang: common, elvish, orc, hobgoblin & gnoll |
| **Restrictions** | No large weapons; Large items enc x2, MaxL8 | No large weapons; MaxL12 | MaxL10 |
| **Choose Law/Chaos (L3)** | Law – ‘hardy’ +1 all saving throws  Chaos – ‘dirty fighter’ +1 to attack in melee | Law – ‘dwarf sense’ not lost ungd, +1 FT,UM  Chaos – ‘gold lust’ locate gold 1ond6 | Law – ‘blessed’ can advance to L11  Chaos – ‘damned’ can advance to L11 |

# Human Classes

|  |  |
| --- | --- |
| Cleric | |
| **Prime Requisite** | Wisdom |
| **XP Bonus:** | Wisdom ≥13 5%; ≥16 10% |
| **Melee Damage** | S1-4; M1-h1-6; M2-h1-8; L1-8 |
| **Missile Damage** | Sling1-4; Bow/🕇Bow, lgt 1-6; 🕇Bow, hvy 2-8 |
| **Special Abilities** | Turn Undead,; MaxL36 |
| **Choose Law/Chaos (L2)** | Law – ‘martyr’ gain cleric spells  Chaos – ‘minion’ gain cleric spells |
| **Fighter** | |
| **Prime Requisite** | Strength |
| **XP Bonus:** | Strength ≥13 5%; ≥16 10% |
| **Melee Damage** | S1-6; M1-h1-8; M2-h1-10; L1-10 |
| **Missile Damage** | Sling1-4; Bow/🕇Bow, lgt 1-6; 🕇Bow, hvy 2-8 |
| **Special Abilities** | Fighter combat table; MaxL36 |
| **Choose Law/Chaos (L3)** | Law - 'valiant' sv vs en drain, UD immunities  Chaos - 'beloved' UD improved reactions |
| **Magic - User** | |
| **Prime Requisite** | Intelligence |
| **XP Bonus:** | Intelligence ≥13 5%; ≥16 10% |
| **Melee Damage** | S1-4; M1-h1-4; M2-h1-6; L1-6 |
| **Missile Damage** | Sling/Bow1-4; 🕇Bow, lgt 1-6; 🕇Bow, hvy 2-8 |
| **Special Abilities** | Cast Magic – User Spells; MaxL36 |
| **Restrictions** | No armor or shields |
| **Choose Law/Chaos (L3)** | Law – ‘protected’ +1 AC, +1 save vs spells |
|  | Chaos – ‘possessed’ cast spells as 1 lvl higher |
| **Thief** | |
| **Prime Requisite** | Dexterity |
| **XP Bonus:** | Dexterity ≥13 5%; ≥16 10% |
| **Melee Damage** | S1-6; M1-h1-6; M2-h1-6; L1-6 |
| **Missile Damage** | Sling1-4; Bow/🕇Bow, lgt 1-6; 🕇Bow, hvy 2-8 |
| **Special Abilities** | Thief Skills; MaxL36 |
| **Restrictions** | No metal armor or shields |
| **Choose Law/Chaos (L3)** | Law – ‘watched over’ reroll failed CW or RT  Chaos – ‘beware of the dark’ +10% HS |

# Clerical Spells

|  |  |
| --- | --- |
| 1st | **5th** |
| Cure Light Wounds\* | Commune |
| Detect Evil | Change Water to Wine |
| Detect Magic | Create Food |
| Light\* | Dispel Evil |
| Protection from Evil | Insect Plague |
| Purify Food & Water | Quest\* |
| Remove Fear\* | Raise Dead\* |
| Resist Cold | Truesight |
| **2nd** | **6th** |
| Bless\* | Animate Object |
| Find Traps | Call Animals |
| Know Alignment\* | Find the Path |
| Hold Person | Heal\* |
| Resist Fire | Mass Curing\* |
| Silence 15’ radius | Speak with Monsters |
| Snake Charm | Wall of Righteousness |
| Speak with Animal | Word of Recall |
| 3rd | **7th** |
| Continual Light\* | Bring the Dawn\* |
| Cure Disease\* | Earthquake |
| Growth of Animals | Holy Word |
| Locate Object | Pass Barrier |
| Remove Curse\* | Rejuvenate\* |
| Smite Unliving\* | Restoration\* |
| Speak with Dead | Resurrection\* |
| Striking | Sustain |
| 4th |  |
| Create Water |  |
| Cure Serious Wounds\* |  |
| Dispel Magic |  |
| Neutralize Poison |  |
| Protection/Evil 10’ radius |  |
| Speak with Plants |  |
| Sticks to Snakes |  |
| Summon Steeds |  |

# Magic-User Spells

|  |  |  |
| --- | --- | --- |
| 1st | **4th** | **7th** |
| Charm Person | Charm Monster | Charm Plant |
| Detect Magic | Confusion | Conjure Object |
| Floating Disc | Dimension Door | Duo-Dimension |
| Hold Portal | Growth of Plants | Life After Death |
| Light\* | Hallucinatory Terrain | Mage Blade |
| Magic Missile | Massmorph | Mass Invisibility |
| Protection from Evil | Polymorph Others | Phase Door |
| Read Languages | Polymorph Self | Power Word: Stun |
| Read Magic | Remove Curse\* | Reverse Gravity |
| Shield | Wall of Fire | Sphere of Invulnerability |
| Sleep | Wall of Ice | Summon Efreeti |
| Ventriloquism | Wizard Eye | Wizard Mansion |
| **2nd** | **5th** | **8th** |
| Continual Light\* | Animate Dead | Conjure Monster |
| Detect Evil | Cloudkill | Endless Dance |
| Detect Invisible | Conjure Elemental | Force Wall |
| ESP | Contact Higher Plane | Mass Charm |
| Invisibility | Feeblemind | Mind Fortress |
| Knock | Hold Monster | Polymorph Anything |
| Levitate | Magic Jar | Power Word: Blind |
| Locate Object | Pass-Wall | Prismatic Cloud |
| Mirror Image | Telekinesis | Rune |
| Phantasmal Force | Teleport | Sympathy\* |
| Web | Transmute Rock to Mud\* | Time Stop |
| Wizard Lock | Wall of Stone | Trap the Soul |
| 3rd | **6th** | **9th** |
| Clairvoyance | Anti-Magic Shell | Break Enchantment |
| Dispel Magic | Control Weather | Call Down Bane Lord |
| Fireball | Death Spell | Contingency |
| Fly | Disintegrate | Death Curse |
| Haste | Geas\* | Gate\* |
| Hold Person | Invisible Stalker | Internment\* |
| Infravision | Lower Water | Meteor Strike |
| Invisibility 10’ radius | Move Earth | Mighty Hand |
| Lightning Bolt | Part Water | Power Word: Kill |
| Protection/Evil 10’ radius | Projected Image | Shapechange |
| Protection/Normal Missiles | Reincarnation | Summoning |
| Water Breathing | Stone to Flesh\* | Wish |