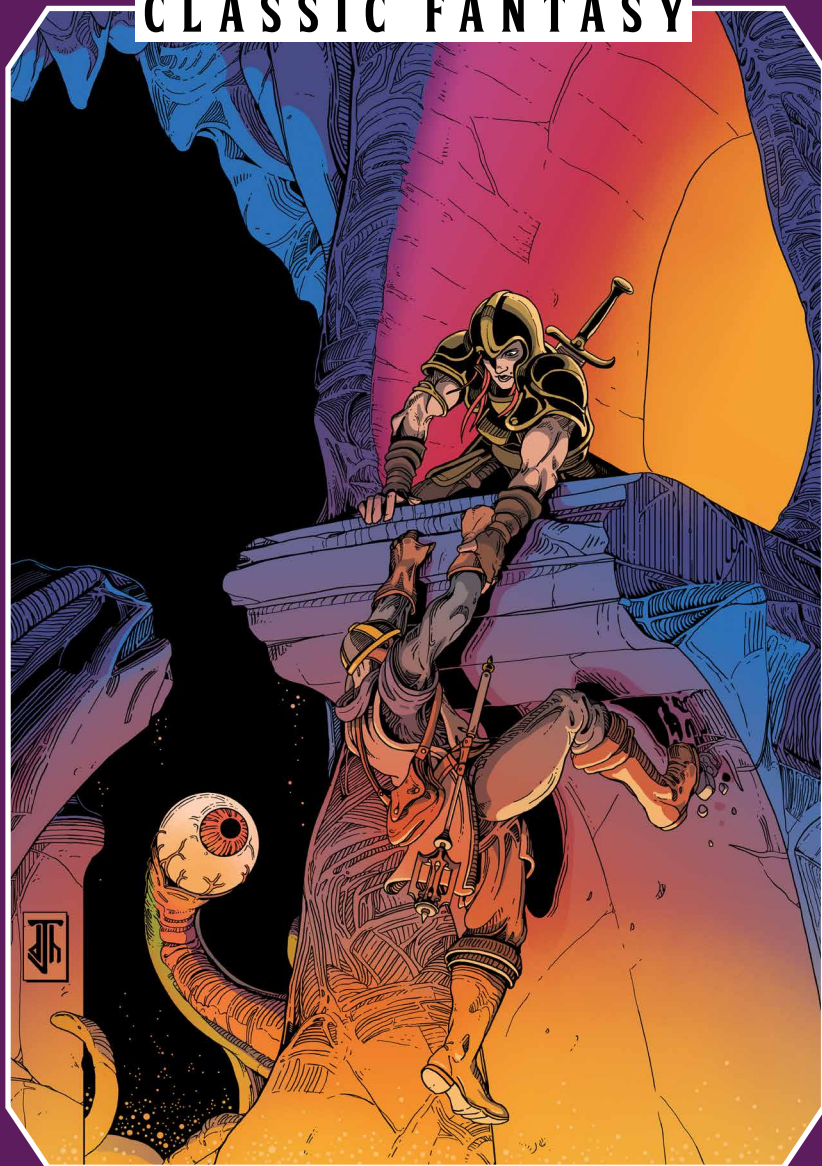


# OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY



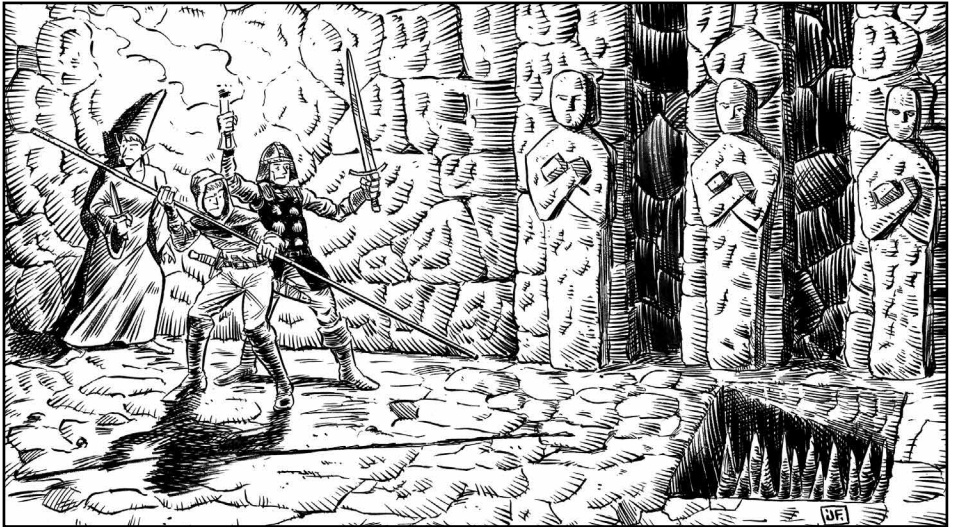
## Adventures



# OLD-SCHOOL ESSENTIALS

## CLASSIC FANTASY

### Adventures



**Writing, editing, layout:** Gavin Norman. **Cover art:** David Hoskins. **Interior art:** Mustafa Bekir, Michael Clarke, Jacob Fleming, Tom Kilian, Kyle Latino, Mark Lyons, Thomas Novosel, Stefan Poag, Matthew Ray, Luka Rejec, Peter Saga, Frank Scacalossi. **Inspiration:** Gary Gygax, Dave Arneson, John Eric Holmes, Tom Moldvay, Steve Marsh, Dave Cook, Frank Mentzer.

Text and design © Gavin Norman 2019. Cover illustration © David Hoskins 2022. Illustrations on p. 9 © Mustafa Bekir 2019; p. 23 © Michael Clarke 2019; p. 1 Jacob Fleming (© Necrotic Gnome 2021); p. 18, 38–39 © Tom Kilian 2019; p. 8, 43 © Kyle Latino 2019; p. 35 © Mark Lyons 2019; p. 16 © Thomas Novosel 2019; p. 5, 24–25, 45 © Stefan Poag 2019; p. 3, 13, 33 © Matthew Ray 2019; p. 11, 22, 36, 37, 48 © Luka Rejec 2019; p. 6–7, 30 © Peter Saga 2019; on p. 2 Frank Scacalossi (© Necrotic Gnome 2021). Dimitri © Fontalicious – Derivative Versions © Font Bros. – [www.fontbros.com](http://www.fontbros.com). Economica © TipoType – Derivative Versions © Font Bros. – [www.fontbros.com](http://www.fontbros.com).



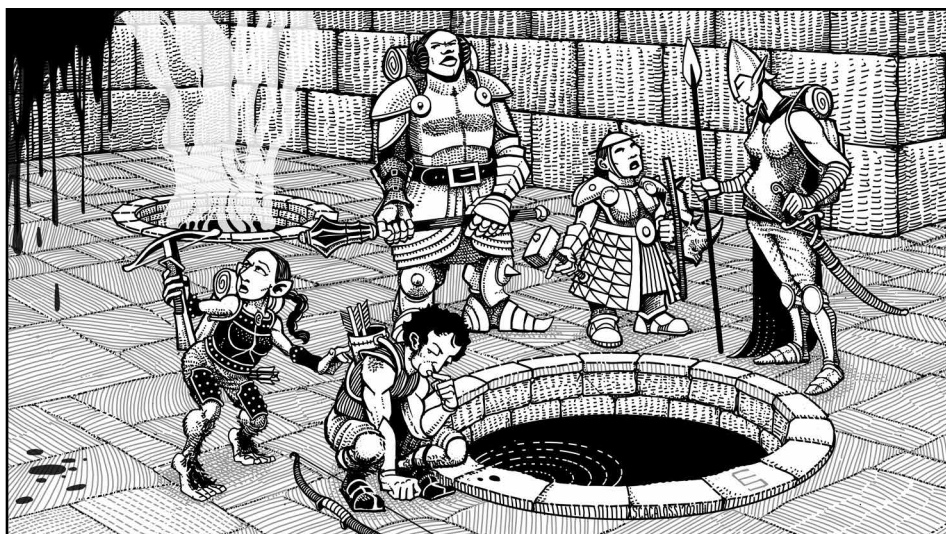
**NECROTIC  
GNOME**



**EXALTED  
FUNERAL**

# TABLE OF CONTENTS

<b>Introduction</b>	<b>3</b>	<b>Running Adventures</b>	<b>32</b>
<b>Adventuring</b>	<b>4</b>	The Referee's Role	32
Party Organisation	4	Handling PCs	33
Time, Weight, and Movement	6	Running the Game	34
Ability Checks	8	Monsters and NPCs	35
Damage, Healing, and Death	8	Adventure Scenarios	36
Saving Throws	9	Designing a Dungeon	40
Hazards and Challenges	10	Designing a Wilderness	42
Dungeon Adventuring	12	Designing a Base Town	43
Wilderness Adventuring	16	Awarding XP	44
Waterborne Adventuring	18	<b>Open Game License</b>	<b>46</b>
Encounters	20	<b>Index of Tables</b>	<b>48</b>
Evasion and Pursuit	22		
Combat	26		
Other Combat Issues	28		
Morale (Optional Rule)	29		
Combat Tables	30		



# INTRODUCTION

This is the third book in the *Old-School Essentials Classic Game Set*, explaining the rules for designing and playing adventures in dungeons, the wilderness, and the high seas.

## Part 1: Adventuring

Presents procedures and rules for the most common adventuring activities:

- **Movement:** Rules for tracking time and movement during adventures, including optional systems for determining how much characters can carry.
- **Common dangers:** Rules for handling commonly encountered hazards and challenges, including climbing, falling, darkness, losing direction, swimming, drowning, damage, and death.
- **Exploring dungeons:** Procedures for playing adventures set in perilous subterranean realms.
- **Travelling in the wilds:** Procedures for exploring the wild places of the world.
- **Travelling the high seas:** Procedures for sailing and travel to distant lands.
- **Encounters and combat:** Rules for surprising enemies, monster reactions, combat, and running away.



## Thanks

To the indomitable proofreaders who helped make this book shine: Adam Baulderstone, Alistair Caunt, Caleb Collins, Chuck Glisson, Noah Green, Keith Hann, Ian Helmke, Michael Julius, Frederick Münch, Eric Nieudan, Ray Otus, Alexander Parker, Glenn Robinson, Stuart A. Roe, Tim Scott, Thorin Thompson, Perttu Vedenoja.

## Part 2: Running Adventures

Provides referee guidance on running and creating adventures:

- **Running games:** Guidelines on the referee's role and how to run games, including advice for making adjudications, determining the rate of character advancement, and running monsters.
- **Designing dungeons:** A simple, step-by-step procedure for designing dungeon adventures, including example traps and tricks.
- **Designing wilderness areas:** A simple, step-by-step procedure for designing wilderness areas and campaign worlds.
- **Designing towns:** A simple, step-by-step procedure for designing towns to act as a base for characters between adventures.
- **Awarding XP:** Rules for determining the number of experience points earned by characters following an adventure.

# ADVENTURING

## PARTY ORGANISATION

**Size:** The ideal size of a group is between 6 and 8 characters—large enough to confront the challenges of the adventure, while not so large as to be disorganised. If not enough PCs are present, the players may wish to hire retainers (see *Hired Help* in *Classic Fantasy: Characters*).

**Classes:** It is wise for a party to consist of a mix of characters of different adventuring classes. Combat-focused characters are essential for protecting the group from danger, while other classes each have magic or other special abilities which are useful for handling different situations that may arise in an adventure.

**Level:** As new PCs join play, the experience levels of the characters in the party may diverge. It is recommended that characters more than four levels apart should adventure separately, as challenges and rewards suitable to characters of greatly different experience levels do not match.

### Marching Order

Before starting an adventure, the players should determine the normal arrangement of their PCs when exploring. This is known as the party's *marching order*. For example, players may decide to move in a two-column formation, with well-armoured characters in front, weaker characters in the middle, and a rear guard. The group may define different standard marching orders for common situations (e.g. standard exploration, combat, opening doors, searching, etc.).

### The Caller

If the players wish to, they may nominate one of their number as the spokesperson of the group, known as the caller. This player is responsible for informing the referee about the actions and movements of the party as a whole. Delegating this role to one player—rather than having each player informing the referee about their PC's individual actions—can speed up play.

The caller's character usually takes on the role of party leader and should thus have a high Charisma score and be located near to the front of the party.

### The Mapper

One player should create a map of the areas being explored, based on the referee's descriptions. Details such as monsters or traps encountered, clues to puzzles, or possibly interesting unexplored areas may be noted on the map as it is drawn.

### Dividing Treasure

The spoils of an adventure may be divided between surviving characters in whatever way the players agree on.

**Non-magical treasure:** Is typically divided evenly between player characters.

**Magic items:** The players must decide which character keeps each item. One method for doing this is for each player to roll a die and compare the results. The highest rolling player gets to pick a magic item first, the second highest rolling player gets the next pick, and so on.



# TIME, WEIGHT, AND MOVEMENT

## Tracking Time

When an adventure is under way, the referee should keep track of the time that elapses in the imagined world, known as *game time*. This is distinct from *real time*: what may take the players and referee mere seconds to describe may take PCs hours or even days to complete.

For example, when characters are exploring a dungeon, the referee tracks the number of turns that have elapsed; when characters are exploring the wilderness, the number of days elapsed is tracked.

The referee must adjudicate what may be accomplished in a given period of time.

## Resources

As game time passes, the referee should pay attention to resources that the party consumes. For example: food, water, fuel for light sources, durations of spells or magical effects, etc.

## Tracking Movement

As player characters explore the imagined world, the referee should keep track of their location on a prepared map. The map is usually kept secret from the players, who must rely on the referee's descriptions of the areas they explore.

To determine how long it takes for characters to move from one area to the next, the referee should refer to the characters' movement rates.

## Group Movement Rate

An adventuring party will usually want to stay together. The movement rate of the party as a whole is determined by the speed of the slowest member.

## Measurements

### Time: Rounds and Turns

Aside from everyday time increments (minutes, hours, days, and so on), the following special units are used in the game.

**Turns:** 10 minutes of game time. There are 6 turns in an hour. Time is measured in turns when exploring dungeons (see *Dungeon Adventuring*, p12).

**Rounds:** 10 seconds of game time. There are 60 rounds in a turn. Time is measured in rounds during encounters, especially in combat (see *Encounters*, p20 and *Combat*, p26).

### Distance: Inches, Feet, Yards, Miles

Staying true to its origins, this game uses imperial or customary US units. Distances are measured in inches (notated with a " "), feet (notated with a ' '), yards, and miles.

## Distance Conversions

- ▶ 1 foot = 12 inches
- ▶ 1 yard = 3 feet
- ▶ 1 mile = 1,760 yards = 5,280 feet

### Weight: Coins

Weight measures typically come into play only when discussing how much characters can carry (see *Encumbrance*, opposite). As coins are the most common form of treasure found by adventurers, all weights are measured in coins. (Ten coins are equivalent to one pound.)



## Encumbrance (Optional Rule)

Some groups may wish to use a system to track the amount of gear and treasure a character can carry and how this affects their movement rate.

### Tracking Encumbrance

Encumbrance is a measure of both the weight and bulk a character is carrying.

**Treasure:** The encumbrance of treasure carried by a character should be tracked. The encumbrance of common items of treasure is shown in the table below. The referee should decide the weight of other forms of treasure.

**Equipment:** Two options for tracking the encumbrance of characters' equipment are presented to the right. The same system should be applied to all characters.

**Maximum load:** The maximum load any character can carry is 1,600 coins of weight. Characters carrying more than this cannot move.

### Treasure Encumbrance in Coins

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



### Option 1: Basic Encumbrance

**Treasure:** The weight of treasure carried is tracked to make sure that the character's maximum load is not exceeded.

**Equipment:** The weight of armour, weapons, and adventuring gear is not tracked and does not count towards a character's maximum load.

**Movement rate:** Is determined by the type of armour the character is wearing and whether they are carrying a significant amount of treasure (as judged by the referee). The actual weight of the treasure carried does not affect movement rate.

### Basic Encumbrance

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

### Option 2: Detailed Encumbrance

**Treasure:** The weight of coins and other treasure carried is tracked.

**Equipment:** The weight of the character's armour and weapons is also tracked (the weight of these items is listed in the equipment list). Miscellaneous adventuring gear (backpack, spikes, sacks, etc.) may be counted as 80 coins of weight.

**Movement rate:** The character's movement rate is based on the total weight of all significant items carried, including treasure, weapons, and armour.

### Detailed Encumbrance

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



# DAMAGE, HEALING, AND DEATH

All characters and monsters have a hit point total, which represents their ability to avoid death. Many attack forms, including attacks with weapons in combat, subtract hit points from this pool.

## Death

A character or monster reduced to 0 hit points or less is killed.

## Destruction of Items

If a character is killed by a destructive spell or special attack (e.g. a *lightning bolt* spell or a dragon's breath), their equipment is assumed to be destroyed.

## Destruction of Magic Items

Magic items in the possession of a character who is killed by a destructive spell or special attack may be allowed a chance to survive, as follows:

- **Save:** For each item, a saving throw may be made using the character's saving throw values.
- **Bonuses:** Items that grant a bonus in combat (e.g. magical weapons and armour) may also apply this bonus to the saving throw.

## Healing

**Natural:** For each full day of complete rest, a character or monster recovers 1d3 hit points. If the rest is interrupted, the character or monster will not heal that day.

**Magical:** Healing may also occur through magic, such as potions or spells. This kind of healing is instantaneous. Magical healing and natural healing can be combined.

# ABILITY CHECKS

The referee may use a character's ability scores to determine the character's chance of succeeding at various challenging tasks.

## Rolling an Ability Check

The player rolls 1d20 and, if the result is less than or equal to the ability, the check succeeds. If the roll is greater than the ability, the check fails.

## Modifiers

Bonuses or penalties to the roll may be applied, depending on the difficulty of the task. A modifier of -4 would be a relatively easy ability check, and a +4 would be very difficult.

## 1s and 20s

A natural 1 should be treated as a success and a natural 20 treated as a failure.

# SAVING THROWS

All characters and monsters can make saving throws to avoid the full effects of certain magical or special attacks.

## Categories

There are five saving throw categories, used in the following situations:

- ▶ **Death or Poison (D):** When targeted by a death ray or exposed to poison.
- ▶ **Wands (W):** When targeted by an effect from a magical wand.
- ▶ **Paralysis or Petrification (P):** When targeted by an effect that paralyses or turns to stone.
- ▶ **Breath Attacks (B):** When targeted by the breath of a dragon (or other monster with a breath attack).
- ▶ **Spells, Rods, or Staves (S):** When targeted by a baneful spell or an effect from a magical rod or staff.

## When to Roll a Saving Throw

The appropriate saving throw to make and the effects of a success or failure are indicated in the description of the spell, monster attack, or adventure scenario.

## Saving Throw Tables

**Characters:** Each character class has its own table denoting the saving throw values of characters of each experience level.

**Monsters:** Most monsters use the saving throw table on *p31*. Some monsters' descriptions may note that they use the table for a specific character class.



## Rolling a Saving Throw

When affected by a spell or attack form which requires a saving throw, the player or referee must roll 1d20 and compare the result to the appropriate saving throw value:

- ▶ **Greater or equal:** A result that is greater than or equal to the saving throw value is a success.
- ▶ **Lower:** A result of less than the saving throw value is a failure.

## Successful Saves

**Damaging effects:** A successful save against an effect that causes damage means that the damage is halved.

**Other effects:** A successful saving throw against an effect that does not cause damage means the effect has been entirely avoided or negated.

## Saving Throws Versus Poison

**Failure:** A failed save against poison is usually fatal.

**Damage:** If a poisonous attack also inflicts damage, the damage is not affected by the success or failure of the saving throw.

# HAZARDS AND CHALLENGES

## Climbing

When characters are climbing in a difficult or tense situation, the referee may require an ability check against Dexterity.

## Sheer Surfaces

Very steep or sheer surfaces are normally impossible to climb without specialised equipment. Some characters may have class abilities which allow them to attempt to climb such surfaces unaided.

## Darkness

Characters will usually want to bring a source of light with them on underground expeditions. Typical light sources enable normal vision within a 30' radius.

## Infravision

All non-human monsters and many demihuman races have a special kind of vision that allows them to see in the dark. This is called infravision.

**Heat tones:** Characters who have infravision can see the heat energy that radiates off of living things. Generally, living things will be visible as bright tones, while cool items are grey and very cold objects are black.

**Reading:** It is not possible to read in the dark with infravision, because fine detail cannot be perceived.

**Range:** Infravision works within a limited range (60' for monsters, unless specified otherwise in a monster's description).

**Disruption:** Infravision only functions in darkness. Visible light (normal or magical) and large heat sources will disrupt it.

## Light and Surprise

Characters or monsters that carry a light in a dark environment are usually unable to surprise opponents (see *Encounters*, p20), because the light gives their presence away.

## Falling

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

## Losing Direction

Characters can confidently follow trails, roads, and other well-known landmarks without fear of becoming lost. Likewise, travelling with a reliable guide prevents becoming lost. However, when travelling through untracked, open regions, it is easy to lose direction.

The chance of the party becoming lost depends on the type of terrain being explored (see *Wilderness Adventuring*, p16 and *Waterborne Adventuring*, p18).

## Effects of Being Lost

If the party becomes lost, the referee will decide which direction they are actually travelling in. One option is to pick a direction only slightly off course. For example, if the group intended to go south, they are actually headed southwest or west.

It may take some time for a lost party to realise that it is moving in the wrong direction.

## Starvation

If characters go for a full day or more without food or water, the referee may begin to apply penalties to attack rolls and movement rate, require more frequent rests, or even begin to deduct hit points (in extreme cases).

## Swimming

**Movement rate:** Characters move at half their normal movement rate when swimming.

**Who can swim:** It is assumed that every character knows how to swim, unless there is some obvious reason why a character could not have learned.

## Drowning

The circumstances in which drowning is a risk—as well as the chance of drowning—are judged by the referee.

**Example circumstances:** Swimming in treacherous water conditions, swimming while wearing armour or carrying heavy or awkward items, fighting in water.

**Example chances of drowning:** A character swimming in rough waters while wearing heavy armour and carrying a heavy load may have a 99% probability of drowning. A character in the same waters but wearing light armour and carrying a light load may only have a 10% probability of drowning.

## Wandering Monsters

Besides the monsters specifically placed in certain regions of a dungeon or wilderness, PCs may randomly encounter monsters on the move between areas. These are known as wandering monsters.

See *Dungeon Adventuring*, p12, *Wilderness Adventuring*, p16, and *Waterborne Adventuring*, p18 for specific details.

**Frequency:** The referee should roll periodically to determine whether a wandering monster is encountered. The frequency of checks depends on the type of area being explored.



**Chance:** When a wandering monster check is made, the chance of a random encounter is usually 1-in-6. This chance may vary, depending on the type of area being explored (e.g. dungeon region or level, type of wilderness terrain).

**Monster type:** Each area should have its own table of wandering monsters, which the referee rolls on when an encounter takes place.

**Noise or light:** If the party is making a lot of noise or carrying bright light sources in a dark environment, the referee may increase the chance of wandering monsters being encountered.

**Hiding:** If the party rests quietly in an out-of-the-way location, the referee may decrease the chance of wandering monsters being encountered.

# DUNGEON ADVENTURING

## Sequence of Play Per Turn

1. **Wandering monsters:** The referee makes checks as applicable.
2. **Actions:** The party decides what actions to take (e.g. moving, searching, listening, entering rooms).
3. **Description:** The referee describes what happens. If monsters are encountered, follow the procedure described in *Encounters*, p20.
4. **End of turn:** The referee updates time records, with special attention to light sources, spell durations, and the party's need to rest.

## Doors

Dungeons often have many doors, some secret and others obvious. Many are locked and many are stuck.

### Searching for Secret Doors

Some doors are hidden or concealed. Adventurers may choose to search a 10' × 10' area for secret doors. See *Searching*.

**Chance of finding:** If a character is searching in the right location, there is a 1-in-6 chance of finding a secret door. (Some types of adventurers may have an increased chance.)

### Stuck Doors

**Forcing:** The chance of forcing open a stuck door depends on the character's Strength (see *Ability Scores* in *Classic Fantasy: Characters*).

**Surprise:** A failed attempt to force open a door eliminates any possibility of surprise (see *Encounters*, p20) that the party may have against any monsters on the other side of the door.

## Locked Doors

Locks may be picked by a character proficient with lock picks or opened by magic.

## Doors Swinging Shut

Doors opened by adventurers (by whatever means) are likely to swing shut after they pass. To prevent this, doors may be held open using iron spikes or other wedges.

## Monsters and Doors

Monsters that live in the dungeon can usually open doors (even stuck doors), unless they are blocked, magically closed, or wedged shut with spikes.

## Listening at Doors

**Chance of success:** PCs have a 1-in-6 chance of detecting subtle sounds beyond a door. (Some types of adventurers may have an increased chance of success.)

**Referee rolls:** The referee should always roll for the character listening so that the player never knows if the roll failed or if there simply is no sound behind the door.

**One chance:** This attempt may only be made one time at any door by a character.

**Silent monsters:** Some monsters, such as undead, do not make any noise.

## Movement

**Exploring the unknown:** When exploring unknown areas of a dungeon, characters can move their *base movement rate in feet per turn*. This (very slow!) rate of movement takes account for the fact that PCs are exploring, watching their footing, mapping, and trying to be quiet and avoid obstacles.

**In familiar areas:** When PCs are moving through dungeon areas with which they are familiar, the referee may allow them to move at a faster rate. For example, the referee might allow PCs to move at three times their base movement rate per turn, when moving through familiar areas.



## Resting

**Frequency of rest:** Characters must rest for one turn every hour in the dungeon.

**Penalty for not resting:** If characters press on without resting, they suffer a penalty of -1 to attack and damage rolls until they have rested for one turn.

## Traps

There are two kinds of traps:

- **Treasure traps:** Small traps placed on an item, to prevent it being tampered with or stolen (e.g. a poison needle on a chest or lock).
- **Room traps:** Large traps that are designed to affect anyone who enters a certain area (e.g. a pit that opens in the floor when walked over).

## Triggering Traps

Each trap is triggered by a specific action (e.g. opening a door or walking over a particular area).

**Chance of triggering:** Every time a character makes an action that could trigger a trap, there is a 2-in-6 chance of the trap being sprung.

**Trap damage:** Damage inflicted by a triggered trap is usually automatic, without an attack roll.

**Monsters:** Monsters may be able to bypass traps without risk, if the referee wishes.

## Searching

The following stipulations apply to searching for secret doors, room traps, and treasure traps.

**Time:** Searching takes one turn.

**Referee rolls:** The referee should always roll for the character searching, so that the player does not know if the roll failed or if there are simply no hidden features present.

**One chance:** Each character can only make one attempt to search a specific area or item.

## Searching for Room Traps

Adventurers may choose to search a 10' × 10' area for room traps. See *Searching*.

**Chance of finding:** If a character is searching in the right location, there is a 1-in-6 chance of finding a room trap. (Some types of adventurers may have an increased chance.)

## Searching for Treasure Traps

Characters with the ability to find treasure traps (as noted in their class description) may choose to search items (e.g. chests, locks) for traps. See *Searching*.

**Chance of finding:** The chance of finding treasure traps, if a character is searching in the right location, is noted in the character's class description.

## Wandering Monsters

**Frequency:** A check is typically rolled once every two turns in the dungeon.

**Chance:** The typical chance of encountering a wandering monster is 1-in-6.

**Distance:** Wandering monsters are encountered 2d6 × 10 feet away, moving in the direction of the party.





# WILDERNESS ADVENTURING

## Sequence of Play Per Day

1. **Decide course:** The players decide on their course of travel for the day.
2. **Losing direction:** The referee determines whether the party gets lost.
3. **Wandering monsters:** The referee makes checks as applicable.
4. **Description:** The referee describes the terrain passed through and any sites of interest that the party comes across, asking players for their actions, as required. If monsters are encountered, follow the procedure described in *Encounters*, p20.
5. **End of day:** The referee updates time records, with special attention to rations, spell durations, and the party's need to rest.

## Distance and Measurement

The open spaces of the wilderness mean that characters and monsters can move more freely than in a dungeon.

**Ranges and movement rates:** Are measured in yards, instead of feet. This means that ranges and movement rates are tripled.

**Areas:** Of spell effects, breath weapons, etc. are still measured in feet.

## Flying

**Miles per day:** The distance a creature can fly in a day is double the distance it can travel overland (see *Overland Travel*). For example, a creature with a movement rate of 120' could travel 24 miles in a day overland, but could fly 48 miles in a day.

**Terrain:** Does not affect air travel.

## Flying Mounts

In general, a winged beast may carry riders or other burdens based on its HD:

- ▶ **3 HD creatures:** May carry a being about half the size of an adult human.
- ▶ **6 HD creatures:** May carry an adult human.
- ▶ **12 HD creatures:** May carry a large animal like a horse.
- ▶ **24 HD creatures:** May carry a very large animal like an elephant.

## Foraging

Foraging for herbs, fruits, nuts, etc. can be performed alongside normal movement (see *Overland Travel*). The party has a 1-in-6 chance per day of finding enough food for 1d6 human-sized beings.

## Hunting

Hunting must be engaged in as the sole activity for a day—no travelling or resting is possible. When hunting, there is a 1-in-6 chance of encountering animals which may be suitable for eating (if they can be caught!). This is in addition to the normal chance of random encounters (see *Wandering Monsters*).



## Losing Direction

At the start of each day of travel, the referee should roll to determine if the group loses direction. The probability depends on the terrain being traversed:

- **Clear, grasslands:** 1-in-6.
- **Barren lands, hills, mountains, woods:** 2-in-6.
- **Desert, jungle, swamp:** 3-in-6.

**Effects:** See *Losing Direction*, p10.

## Overland Travel

**Miles per day:** The number of miles a character can travel in a day is determined by *dividing their base movement rate by five*. For example, a character whose base movement rate is 120' could travel up to 24 miles in a day.

### Terrain Modifiers

Some types of terrain modify the speed at which characters can travel:

- **Broken lands, desert, forest, hills:** 33% slower.
- **Jungle, mountains, swamp:** 50% slower.
- **Maintained roads:** 50% faster.

### Forced March

If characters need to travel further in a day, they may engage in a forced march.

**Speed increase:** The distance travelled is increased by 50%. For example, a character that can normally travel 24 miles in a day could travel 36 miles.

**Rest:** After a forced march, characters must rest for a full day.

## Resting

**Frequency of rest:** Characters must rest for one day per six days of travel.

**Penalty for not resting:** If characters press on without resting, they suffer a penalty of -1 to hit and damage rolls until they have rested for one full day.

## Surprise

**Surrounded:** If a party is surprised by three or more monsters, the monsters may have moved to encircle the party.

## Visibility

Characters can usually see for three miles around them, in open terrain. This range may sometimes be reduced (e.g. in overgrown terrain such as a forest) or increased (e.g. looking out from the top of a mountain).

## Wandering Monsters

**Frequency:** A check is typically rolled once per day, but the referee may choose to make more checks: up to three or four per day.

**Chance:** The chance of encountering a wandering monster depends on the terrain being explored (see below).

**Distance:** Wandering monsters are encountered  $4d6 \times 10$  yards away. If either side is surprised (see *Encounters*, p20), this is reduced to  $1d4 \times 10$  yards.

### Chance by Terrain

- **City, clear, grasslands, settled lands:** 1-in-6.
- **Aerial, barren, desert, forest, hills:** 2-in-6.
- **Jungle, mountains, swamp:** 3-in-6.

# WATERBORNE ADVENTURING

## Sequence of Play Per Day

1. **Decide course:** The players decide on their course of travel for the day.
2. **Losing direction:** The referee determines whether the party gets lost.
3. **Weather:** The referee determines the *Wind Conditions*.
4. **Wandering monsters:** The referee makes checks as applicable.
5. **Description:** The referee describes the regions passed through and any sites of interest that the party comes across, asking players for their actions, as required. If monsters are encountered, follow the procedure described in *Encounters, p20*.
6. **End of day:** The referee updates time records, with special attention to rations, spell durations, and the crew's need to rest.

## Distance and Measurement

**Ranges and movement rates:** Are measured in yards, instead of feet. This means that ranges and movement rates are tripled.

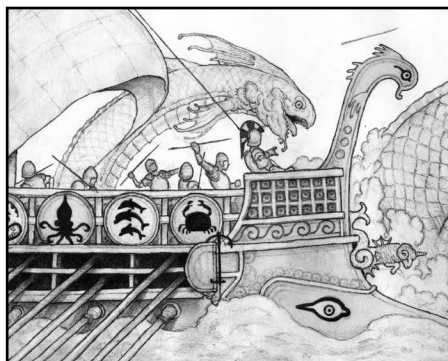
**Areas:** Of spell effects, breath weapons, etc. are still measured in feet.

## Losing Direction

**With a navigator aboard:** The chance of getting lost is 2-in-6.

**Without a navigator aboard:** The chance of getting lost is 100% on the open seas and 2-in-6 within sight of land.

**Effects:** See *Losing Direction, p10*.



## Surprise

Aquatic monsters are usually not surprised by ships. Special circumstances (e.g. thick fog) may alter this.

## Travel on the Water

**Miles per day:** The number of miles a creature or vessel can travel in a day is determined by *dividing its base movement rate by five*. For example, a vessel with a base movement rate of 360' could travel up to 72 miles in a day.

## Modifiers

The distance travelled in a day may be affected by the prevailing water and weather conditions:

- **River travel:** Water currents may increase (when moving downstream) or decrease (when moving upstream) the distance travelled by 1d6+6 miles per day.
- **Sailing:** The movement rate of sailing vessels is affected by the prevailing wind conditions. See *Wind Conditions*.

## Visibility

**Land:** On a clear day, land can be spotted at a distance of 24 miles. This may be reduced based on light and weather conditions.

**Ships:** May be sighted and identified at 300 yards on a clear day or as little as 40 yards in dense fog.

## Variable Wind Conditions

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

## Wandering Monsters

**Frequency:** A check is typically rolled once per day, but the referee may choose to make more checks: up to 3 or 4 a day.

**Chance:** The chance of encountering a wandering monster is 2-in-6 on oceans or rivers, 3-in-6 in swamps.

**Distance:** Wandering monsters are encountered 4d6  $\times$  10 yards away. If either side is surprised (see *Encounters*, p20), this is reduced to 1d4  $\times$  10 yards.

**Location:** Aquatic encounters may occur either on the open water or on land, if the party docks at some point during the day.

## Wind Conditions

Wind conditions at sea affect the rate at which a sailing vessel can travel. Extreme winds can also make travel hazardous. The referee should check the wind conditions at the start of each day, rolling 2d6:

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

## Variable Wind Conditions (Optional Rule)

Groups who prefer a slightly more detailed system of sea travel may use the table above, which adds extra detail to the daily 2d6 wind conditions roll.

## Near Gales

**Seaworthy vessels:** Have a 10% chance of taking on water.

**Unseaworthy vessels:** Have a 20% chance of taking on water.

**Effect of taking on water:** The ship's movement rate is reduced by one third until repaired at a dock.

## Gales and Storms

**Seaworthy vessels:** Sailing vessels can attempt to move with the wind to avoid damage. This is handled as follows:

- ▶ The vessel travels at three times its normal speed in a randomly determined direction. (The referee may roll 1d6, with 1 indicating the intended direction of travel, 2 indicating 60° to the right, 3 indicating 120° to the right, and so on.)
- ▶ If the ship encounters land during this travel, there is a 75% chance of it wrecking against the shore.

### Unseaworthy vessels:

- ▶ There is an 80% chance of the vessel being overrun with water and sinking.
- ▶ If the vessel is in sight of land when the gale hits, it may attempt to beach. If the shore is relatively clear of physical dangers (rocks, cliffs, etc.), this is automatically successful; otherwise there is a 2-in-6 chance of finding a safe harbour to weather the storm.

# ENCOUNTERS

An encounter begins when the characters stumble onto a monster, either because the referee has planned an encounter in the area the PCs are exploring or because a random die roll indicates an encounter (see *Wandering Monsters*, p11).

## Encounter Sequence

1. **Surprise:** The referee rolls for surprise, if applicable.
2. **Encounter distance:** The referee determines how far away the monsters are from the PCs.
3. **Initiative:** Any sides that are not surprised roll initiative to determine who acts first.
4. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. **Conclusion:** One turn has passed.

## Surprise

### When to Check

A check for surprise is made for any side that is not expecting the encounter. For example, if a monster is waiting quietly for an approaching party that is making a lot of noise, the monster would not have a chance to be surprised, but the party would.

### Light and Surprise

Characters or monsters that carry a light in a dark environment are usually unable to surprise opponents, because the light gives their presence away.

## Surprise Checks

Each side that is not already aware of the other's presence rolls 1d6.

**Monsters:** The referee rolls for monsters.

**PCs:** One player rolls for the adventuring party as a whole.

**Results:** A result of 1 or 2 means the side is surprised.

## Effects of Surprise

**Both sides surprised:** There is simply a momentary confusion—neither side has any advantage.

**One side surprised:** The side that is not surprised gains a one round advantage. The surprised side cannot act that round.

## Encounter Distance

The situation in which the encounter occurs often determines how far away the monster is. If there is uncertainty, the encounter distance may be determined randomly:

- **Dungeon:** 2d6 × 10 feet.
- **Wilderness:** 4d6 × 10 yards (or 1d4 × 10 yards if either side is surprised).
- **Waterborne:** 4d6 × 10 yards (or 1d4 × 10 yards if either side is surprised).

## Initiative

(See *Combat*, p26 for full details.)

**Roll 1d6:** For each side, at the start of each round.

**Winner:** The side with the highest roll acts first. Other sides act in order from highest to lowest roll.

**Ties:** Either both sides may roll again, or actions on both sides may be resolved simultaneously.

## Actions

### Player Character Actions

The players decide how they will act.

### Monster Actions

The referee determines monsters' reaction to the party. Sometimes, circumstances make it obvious how a monster will react. Otherwise, the referee may roll on the table below to determine how a monster reacts to the party.

**Charisma:** If one specific character attempts to speak with the monsters, that character's NPC reactions modifier due to CHA (see *Ability Scores* in *Classic Fantasy: Characters*) is used to modify the monster reaction roll.

#### Monster Reaction Roll

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

### Common Actions

Any action is possible in an encounter, but the following are common:

- **Combat:** If one side attacks, casts spells, or makes tactical movement, begin tracking time in rounds, following the combat procedure (p26).
- **Evasion:** If one side decides to flee, the other may decide to pursue. See *Evasion*.
- **Parley:** PCs may attempt to communicate with monsters. Opening an encounter in this way can influence the monsters' behaviour (see *Monster Actions*). If both sides decide to talk, the negotiation may be role-played.

## Movement

**Encounter movement rate:** During encounters, a character can move up to one third of their base movement rate per round in feet (in the dungeon) or yards (in the wilderness). For example, a character whose base movement rate is 120' could move 40' per round during a dungeon encounter.

**Maximum duration:** Characters may move at this rate for at most 60 rounds (one turn).

### Evasion

If one side wishes to avoid an encounter, it may attempt to flee. This is called *evasion* and is only possible *before combat has begun*. When a side decides to attempt an evasion, the opposing side must decide whether or not to pursue.

**Players:** May decide freely whether they wish to pursue fleeing monsters.

**Monsters:** The referee must decide whether monsters pursue fleeing PCs. (A low roll on the Monster Reactions table may be taken to indicate that the monster will pursue.)

**No pursuit:** If the opposing side decides to let the other side flee, then the evasion automatically succeeds; the encounter is avoided.

**Pursuit:** If the opposing side gives chase, the chance of the evasion succeeding depends on the environment being explored. See *Evasion and Pursuit*, p22.

## Conclusion

An encounter is assumed to take at least one full turn to complete, including time to rest, regroup, clean weapons, bind wounds, and so on, afterwards.

# EVASION AND PURSUIT

## In the Dungeon

### Evasion

Compare the two sides' movement rates:

► **Fleeing side faster:** The evasion automatically succeeds, unless the fleeing side is forced to stop.

► **Fleeing side not faster:** A pursuit occurs.

### Pursuit

**Time:** Is measured in rounds (see *Time, Weight, and Movement*, p6).

**Running:** Each side is assumed to be running at full speed (see below).

**Line of sight:** Most monsters will not continue a pursuit if the characters get out of the monster's range of vision.

**Dropping treasure:** If the monsters enjoy treasure, there is a 3-in-6 probability that they will stop pursuit to collect any treasure the characters drop.

**Dropping food:** Hungry or less intelligent monsters may stop pursuit if characters drop food (3-in-6 chance).

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

### Running

**Movement rate:** During a pursuit, characters run at their base movement rate in feet per round.

**Mapping:** Is not possible while running.

**Exhaustion:** Characters become exhausted after running for 30 rounds.

**Effects of exhaustion:** A -2 penalty to attacks, damage, and Armour Class.

**Resting:** The penalties for exhaustion last until characters have rested for three full turns.



## Waterborne

### Evasion

The chance of evasion is determined by the difference between the two sides' movement rates, listed in the table below.

**Success:** If the evasion roll succeeds, the pursuers cannot attempt to catch up with the fleeing side until the next day—and then only if a random encounter roll indicates an encounter.

**Failure:** If the evasion roll fails, a pursuit occurs.

### Waterborne Evasion Chance

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

### Pursuit

**Time:** Is measured in rounds (see *Time, Weight, and Movement*, p6).

**Initial distance:** The two sides begin a pursuit at normal encounter distance (see *Waterborne Adventuring*, p18).

**Closing in:** The distance between the two sides decreases by the difference between their two movement rates each round (a minimum of 30' per round).

## In the Wilderness

### Evasion

The chance of evasion is a percentile roll. If the percentile evasion roll fails, a pursuit occurs. Surprise (see *Encounters*, p20) determines the chance of evasion:

► **No surprise:** If neither side is surprised, the chance of evasion is determined by the relative size of the two groups. (The chances are in favour of the smaller group, as larger groups cannot move as fast or as quietly.) The *Wilderness Evasion Base Chance* table indicates the chance of evasion.

► **Surprised side:** May generally not evade. The referee may rule that environmental conditions give a small chance of evasion even when surprised (as above). For example, dense woodland may give a surprised side a 10% chance of evasion.

► **Surprising side:** If one side has surprised the other, the side with surprise may evade automatically—the surprised side is not even aware that the encounter occurred.



### Evasion Modifiers

**One side twice as fast:** If the pursuing side's movement rate is double that of the other, the chance of evasion is decreased by 25%. If the fleeing side's movement rate is double that of the other, the chance of evasion is increased by 25%.

**Environment:** The referee may modify the probabilities based on the conditions and environment. For example, in a densely wooded area, the chance of evasion may be increased by 25%.

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

### Pursuit

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

1. The fleeing side moves in a random direction, determined by the referee (no mapping is possible).
2. If the pursuing side's movement rate is greater than that of the fleeing side, there is a 50% chance of it catching up. If the roll succeeds, the fleeing side has been caught; the pursuit is over. Otherwise, continue to step 3.
3. The fleeing side must decide whether to continue fleeing. If it decides to continue, it may make another evasion attempt (see above). If the attempt to evade fails, return to step 1. If the fleeing group decides to stop fleeing, it is caught (the pursuit ends).

### Wilderness Evasion Base Chance

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





SBP

# COMBAT

## Combat Sequence Per Round

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

## Declare Spells and Melee Movement

Players must inform the referee if they intend to *cast a spell* or *move when in melee*. Other actions need not be declared.

## Initiative

**Roll 1d6:** For each side at the start of each round.

**Winner:** The side with the highest roll acts first. Other sides act in order from highest to lowest roll.

**Ties:** Either both sides may roll again or actions on both sides may be resolved simultaneously. (This means that both sides may inflict deadly blows on each other!)

## Slow Weapons

Combatants attacking with two-handed melee weapons (and some missile weapons—as indicated in the equipment description) always act last in the round, as if they had lost initiative.

## Individual Initiative (Optional Rule)

Instead of an initiative roll per side, a roll may be made for each individual involved in a battle, modified by DEX (see *Ability Scores* in *Classic Fantasy: Characters*). The referee may determine an initiative modifier for monsters that are very fast or slow, instead of applying a DEX modifier.

## Monster Morale (Optional Rule)

See *Morale*, p29.

## Movement

### Outside of Melee

**Movement rate:** Combatants can move up to their encounter movement rate each round.

**Maximum duration:** Combatants may move at this rate for at most 60 rounds.

### In Melee

When in melee with a foe, only the following forms of movement are possible:

► **Fighting withdrawal:** The combatant moves backwards at up to half their encounter movement rate. There must be a clear path for this movement.

► **Retreat:** The combatant turns and flees from melee, moving up to their full encounter movement rate. This round: the retreating combatant may not attack; the opponent gains a +2 bonus to all attacks against the retreating combatant and ignores any AC bonus due to the retreating combatant's shield (if applicable).

## Missile Attacks

Are possible when opponents are more than 5' from one another. See *Attacking*.

## Range Modifiers

All missile weapons have ranges, noted in the equipment lists.

**Short range:** +1 bonus to attack rolls.

**Medium range:** No bonuses or penalties.

**Long range:** -1 penalty to attack rolls.

**Beyond long range:** Attack not possible.

## Targets Behind Cover

**Complete cover:** The target cannot be hit.

**Partial cover:** The referee may apply attack penalties of between -1 and -4 (e.g. a small table might incur a -1 penalty; dense woods might incur a -4 penalty).

## Spell Casting

**Freedom:** The spell caster must be able to speak and move their hands. A spell caster cannot cast spells if gagged, bound, or in an area of magical silence.

**Sole action:** When casting a spell, no other actions may be taken in the round.

**No movement:** The spell caster cannot move and cast a spell in the same round.

**Line of sight:** Unless noted in a spell's description, the intended target (a specific monster, character, or area of effect) must be visible to the caster.

## Disrupting Spells

If a spell caster loses initiative and is successfully attacked or fails a saving throw before their turn, the spell being cast is disrupted and fails. It is removed from the caster's memory as if it had been cast.

## Melee Attacks

Are possible when opponents are 5' or less from each other. See *Attacking*.

## Other Sides Act

Repeat steps 3a to 3e for each side, in order of initiative (highest first).

## Attacking

### 1s and 20s

Natural 20 attack rolls always hit. Natural 1 attack rolls always miss.

### Invulnerabilities

Some monsters are immune to certain attacks. In this case, even if an attack hits, damage is not rolled.

### Attacks Per Round

PCs normally attack once per round. Some monsters have multiple attacks.

### Attacking and Moving

Movement and attacking may be combined in the same round.

## Attack Rolls

### 1. Roll 1d20

2. **Apply modifiers:** STR for melee; DEX, range, cover for missile attacks.

3. **Determine hit AC:** Look up the result in the attack matrix row for the attacker's THACO (see *Attack Matrix*, p31). The column indicates the AC score that the attack hits.

4. **Result:** If the hit AC is equal to or lower than the opponent's AC, the attack hits. Referee rolls for damage.

### Ascending Armour Class (Optional Rule)

Groups using the optional rule for Ascending AC should use the following attack procedure instead.

### 1. Roll 1d20

2. **Apply modifiers:** STR for melee; DEX, range, cover for missile attacks.

3. **Determine hit AC:** Add the attacker's attack bonus. The result is the ascending AC score the attack hits.

4. **Result:** If the hit AAC is equal to or higher than the opponent's AAC, the attack hits. Referee rolls for damage.

## Rolling for Damage

**PC attacks:** Inflict 1d6 damage. Damage of melee attacks is modified by STR.

**Monster attacks:** Deal the damage indicated in the monster's description.

**Minimum damage:** An attack which hits always deals at least one point of damage, even when damage modifiers reduce the number rolled to 0 or less.

**Death:** A character or monster reduced to 0 hit points or less is killed.

### Variable Weapon Damage (Optional Rule)

Some groups may prefer different weapons to inflict different amounts of damage. In this case, PC attacks inflict the damage indicated for the weapon in the equipment lists.

# OTHER COMBAT ISSUES

## Attacking from Behind

AC bonuses from shields are negated.

## Blindness

A blind character is unable to attack.

## Bombing

Flying creatures may pick up rocks or other objects and drop them from above.

**Altitude:** At most 300'.

**Chance to hit:** 16 or higher on 1d20.

**Affected area and damage:** Depend on the size of the bomb—larger creatures can carry larger bombs. For example, a bomb from a flying creature able to carry a human might inflict 2d6 damage to all creatures hit in a 10' × 10' area.

## Invulnerabilities (Optional Rule)

Some monsters can only be harmed by magical or silver weapons. The referee may allow such monsters to also be harmed by attacks from:

- ▶ Another invulnerable monster.
- ▶ A monster with 5 HD or greater.

## Paralysed Opponents

Helpless opponents, such as those magically paralysed or frozen, can be automatically hit in melee. Only a roll for damage is required.

## Spacing

The referee should judge how many attackers can strike at a single opponent, bearing in mind the size of the opponent and the available space around it.

**10' passage:** Normally at most 2–3 characters can fight side-by-side in a 10' wide passageway.

## Subduing (Optional Rule)

Characters that wish to subdue an intelligent opponent must announce that they are attacking without the intent to kill.

**Blunt blows:** Only bludgeoning attacks may be made. Bladed melee weapons may be employed to deal blunt blows with the flat of the blade.

**Subdual damage:** Combat and damage are calculated normally, but subdual damage is noted separately from actual damage.

**Effect at 0hp:** An intelligent character or monster reduced to 0 hit points due to subdual damage will surrender, realising that its opponent could have killed it.

## Unarmed Attacks

**Attack rolls:** Unarmed combat is handled the same as melee combat.

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

## Unstable Surfaces

Characters on an unstable surface, such as a ship in rough seas or riding a flying animal, are affected as follows:

- ▶ **Missile attacks:** Suffer a –4 penalty.
- ▶ **Spells:** Cannot be cast.
- ▶ **Magic items:** Can be used normally.

Note that magical means of flight (e.g. a magic broom, carpet, or the *fly* spell) generally do not count as unstable.

## Water

When fighting in or beneath water:

- ▶ **Penalties:** Attack and damage rolls should be penalised.
- ▶ **Missile weapons:** Usually do not work at all underwater.

# MORALE

## (OPTIONAL RULE)

In combat, the referee decides whether monsters or NPCs surrender or run away. The following system may be utilised.

### Morale Rating

Monsters have a listing for morale, rated from 2 to 12, which represents how likely they are to fight or flee. Higher morale scores indicate more fearless monsters.

**A score of 2:** Means the monster never fights. No morale checks should be made.

**A score of 12:** Means the monster will fight until killed, never checking morale.

### Morale Checks

The referee rolls 2d6 and compares the result against the monster's morale score:

► **Higher than morale score:** The monster will surrender or attempt to flee.

► **Equal to or lower than morale score:** The monster will continue to fight.

**Two successes:** If a monster makes two successful morale checks in an encounter, it will fight until killed, with no further checks necessary.

### When to Check Morale

The referee usually makes a morale check for monsters under two conditions:

**First death on side:** The first time one of their number is killed in battle.

**Side half incapacitated:** When half the monsters have been killed or otherwise incapacitated.

### Situational Adjustments

The referee may decide to apply bonuses or penalties to morale (from -2 to +2), depending on the circumstances. For example, the side that is losing or winning might receive a penalty or bonus to morale of -1 or +1, respectively.

**Scores of 2 or 12:** Adjustments are never applied to monsters with a morale of 2 or 12.

### Mercenary Morale

Mercenaries (see *Classic Fantasy: Characters*) have a morale rating and check morale in the same way as monsters.

**Morale rating:** Determined solely by the type of troops, see below. The CHA of the hiring character has no influence.

**Modifiers:** The morale score of a group of mercenaries may be modified based on working conditions, at the referee's discretion. If mercenaries from the group are being killed frequently or subjected to other abuses, morale will be low. If the mercenaries are enjoying riches and excitement, it might be higher.

### Mercenary Morale

Troop Type	Morale
Untrained, militia	6
Barbarian horde	7
Trained warriors	8
Mounted	+1
Elite troops	+1
Fanatics, berserkers	+2

### Retainer Morale

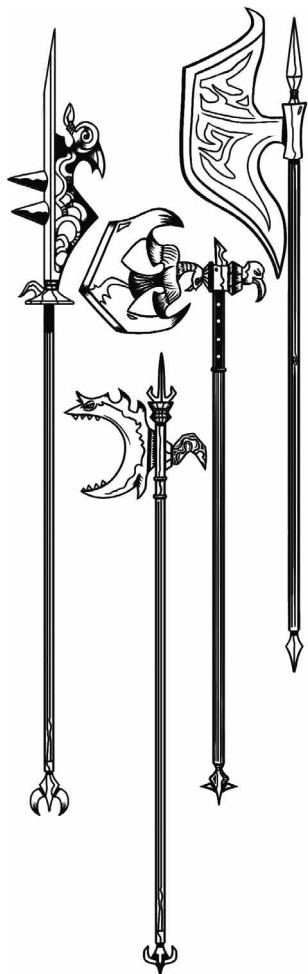
Retainers signed up to work as adventurers, so are not frightened off at the first sign of danger. Retainers do not make morale checks in combat, but a loyalty check may be required in extreme peril (see *Retainers* in *Classic Fantasy: Characters*).

# COMBAT TABLES

These tables list the attack probabilities for all monsters and characters and the saving throw values used by monsters and normal humans.

## Normal Humans

All humans who are not a member of an adventuring class are classified as *normal humans*. They are treated as having less than 1 Hit Die and have their own saving throw and attack probabilities (the table rows labelled NH).



## Example of Making an Attack Roll

A 5th level fighter attacks a monster with AC 4. The attack is resolved as follows:

1. The player rolls 1d20. The roll comes up 14.
2. The fighter has a STR score of 13, meaning they gain a +1 bonus to melee attack rolls. The result of the attack roll is thus 15.
3. A 5th level fighter has a THAC0 score of 17 [+2] (listed in the class description), so the player refers to that row of the attack matrix.
4. The player looks up the result (15) in the THAC0 17 [+2] attack matrix row. 15 is in the AC 2 column, indicating that the attack hits AC 2.
5. As AC 2 is better than the monster's Armour Class (4), the attack hits!
6. Damage is rolled and the result subtracted from the monster's current hit point total.

## Attack Rolls Using THAC0 (Optional Rule)

Instead of referring to the attack matrix, attacks may be resolved using THAC0 directly. A THAC0 score denotes the attack roll required to hit AC 0. The attack roll required to hit opponents of other AC scores can be calculated by subtracting the target AC from the THAC0. For example, a character with a THAC0 of 19 could hit an opponent with AC 5 on a roll of 14 or greater ( $19 - 5 = 14$ ).

**Note:** Using THAC0 to resolve attack rolls results in very slightly different attack probabilities than when using the traditional approach of referring to the attack matrix.

## Attack Matrix

Monster HD	THAC0	Attack Roll to Hit AC												
		-3	-2	-1	0	1	2	3	4	5	6	7	8	9
NH	20 [-1]	20	20	20	20	19	18	17	16	15	14	13	12	11
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2
21+ or more	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2

**Monsters:** Use the attack matrix row for their Hit Dice (see monster description).

**Monsters with bonus hit points:** Monsters whose HD are notated as a number of dice plus a fixed hit point bonus (e.g. HD 2+1—see *Hit point modifiers* under *Game Statistics* in *Classic Fantasy: Monsters*) attack as if they were 1 HD higher. e.g. a monster with 2 HD uses the THAC0 18 [+1] row, but a monster with 2+1 HD uses the THAC0 17 [+2] row.

**Characters:** Use the attack matrix row for their THAC0 score (see class description).

**Normal humans:** Use the attack matrix row labelled NH.

## Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
NH	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8
16-18	2	3	4	3	6
19-21	2	2	2	2	4
22 or more	2	2	2	2	2

**Monsters:** Use the saving throw table row noted in the monster description.

**Characters:** Do not use this table. See the saving throw table in the class description.

**Normal humans:** Use the saving throw table row labelled NH.

# RUNNING ADVENTURES

## THE REFEREE'S ROLE

### Facilitator of Fun and Adventure

The referee should bring to life exciting adventures for the enjoyment of the group.

**Preparation:** Before the game begins, the adventure should be planned out and required maps drawn. Advice on adventure design is found later in this section.

**Improvisation:** In spite of the referee's preparation, it is impossible to predict every possible player action. Players will come up with ideas that the referee has not even considered. It is thus important for the referee to remain flexible and to roll with any unexpected turns the adventure might take!

**Procedures:** The game's rules provide procedures for many common adventuring situations. These exist in order to aid the referee in running the game. However, the referee should feel free to adapt and add to these procedures during play, in order to keep the game moving.

**Balance:** The referee must maintain a fun balance of risk and reward.

### Neutral Judge

The referee must remain neutral in all things—neither on the side of the players nor against them.

**Non-competitive:** The game is not a competition, with the players attempting to defeat the referee, or vice versa.

**Fairness:** The rules of the game should be applied equally to player characters, monsters, and NPCs.

### Arbiter of Rules

The referee must decide when and how to apply the rules of the game.

**Rulings:** The rules of the game—including descriptions of magic items, spells, or monsters' special abilities—do not cover all possible scenarios, so the referee must be ready to apply judgement to resolve any unexpected situations which arise.

**Resolving actions:** When a player wishes to do something not covered by a standard rule, the referee must consider how to determine the outcome. Sometimes, the situation can be dealt with simply by deciding what would happen. Sometimes, the referee may require the player to make an ability check (see *p8*) or a saving throw (see *p9*) to determine what happens. Other times, the referee may judge the likelihood of the action succeeding (e.g. expressed as a percentage or X-in-6 chance), tell the player the chances, and let them decide whether to take the risk or not.

**Disagreements:** The players may not always agree with the referee's application of the rules of the game. When this happens, the group should (briefly!) discuss the point of disagreement and come to a decision. The referee is always the final arbiter in such cases and should ensure that the game does not get bogged down in long discussions about the rules.

**Randomness:** The referee should make judicious use of die rolls, random tables, etc. While these can add an element of fun and unpredictability to the game, overuse of randomness can also spoil an adventure by derailing it too much.

# HANDLING PCs

## Rate of Advancement

Each group will have its own preferences as to how quickly player characters gain experience points and increase in level.

**Standard:** After three to four sessions, it is normal for at least one PC to have reached 2nd level. If this has not happened, the referee may wish to increase the amount of treasure. If, on the other hand, most PCs have reached 3rd level in this time-frame, the referee might place less treasure or make monsters tougher.

**Fast:** For groups who prefer a game where characters advance quickly, the referee should place large treasure hoards. These should, however, be guarded by appropriately challenging monsters.

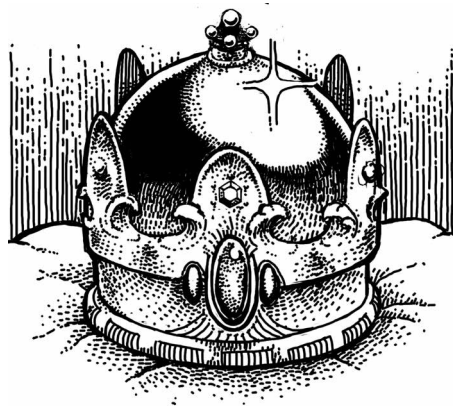
**Slow:** For groups who prefer the game to focus on character development rather than high risk, the rate of advancement and the danger presented by monsters may be reduced.

## Character Knowledge

Attention must be paid to the distinction between what a player knows and what their PC knows. Players may at times act on information that their PC could not know. The referee may occasionally need to remind players of this and may even need to forbid certain actions.

## Grudges

Player characters may, through the course of play, naturally develop grudges or rivalries. This is especially a possibility when characters of opposite alignments adventure together. This is a natural and fun part of good role-playing. However, the referee should ensure that such grudges do not dominate play and spoil the adventure for others.



## Maintaining Challenge

It is important that the referee keep the game challenging, even when player characters have reached high levels and amassed great wealth and power.

**Magical research:** Spell-casting characters may attempt to create new spells and magic items. When this happens, the referee should pay very careful attention to game balance. Magic that is permanent, may be used without limit, does not allow a saving throw, or that increases in power with level can easily become imbalanced. If in doubt, one option is to allow a new spell or item to be tested for a period, under the proviso that it may need to be altered if it proves to imbalance play.

**Special abilities:** Players may sometimes try to find ways to gain special abilities and powers beyond their characters' normal class abilities. The referee should be very careful when allowing this, as it can lead to imbalance. The guidelines for magical research, above, should be used.

**Excess wealth:** If the level of PC wealth has gotten out of hand, the referee may wish to find ways to take excess money away from characters. This should always be done in such a way as to present the player with a choice, for example: pay a local tax or become an outlaw?

# RUNNING THE GAME

## Describing the Unknown

When describing what player characters experience during an adventure, the referee should be careful to keep an air of mystery. The best way of achieving this is to only describe what characters see, hear, smell, and so on, without providing the players any additional information.

**Monsters:** Should be described, rather than referred to by name. Players will come to recognise different types of monsters by their descriptions and behaviours.

**Surprise attacks:** When characters are attacked by surprise, the referee should simply describe the attack itself, rather than giving players the complete description of the attacking monster. For example, a character may just see a clawed hand reaching out of the shadows. Only in subsequent combat rounds should a more detailed description of the monster be provided.

**Monster and NPC game stats:** The game statistics (e.g. hit points, level) of monsters and NPCs should never be revealed to players. In combat, the referee should describe the effects of damage on a monster, rather than telling the players how many hit points it has remaining.

**Magic items:** Should be described, rather than referred to by name. Only by experimentation can players find out what powers a magic item has (and indeed whether an item is magical at all!).

## Describing Explored Areas

The usual procedure is for the players to draw maps of areas being explored, based on the referee's descriptions.

**Squares:** One way to speed up mapping is to specify dimensions (e.g. the width and length of rooms in a dungeon) in terms of map squares, rather than in feet. Of course, the referee and the players must agree on the size of one map square.

**Known areas:** Sometimes, characters may already know the shape of an area being explored. In this case, the referee may draw the parts of the map which are already known.

**Complex areas:** In the case of extremely complicated areas, the referee may draw directly on the players' map. This is not generally to be encouraged, however, as this does not help the players to improve their own mapping skills.

## Using Miniatures

Some groups like to use miniatures along with a gridded tabletop surface to track exploration and combat.

**Play surface:** The most convenient type of surface is something on which maps can be drawn with erasable pens. The surface should be gridded for ease of tracking the movements of characters.

**Scale:** The typical scale used is 1" on the play surface = 5' in the game world (or 5 yards for outdoor encounters).

**Miniatures:** Miniature figures are available to purchase from many different companies. Alternatively, simple tokens like dice or beads can be used.

# MONSTERS AND NPCs

The referee is responsible for deciding how monsters and NPCs react when encountered, but also what schemes and tactics they follow when the PCs are elsewhere.

## Intelligence and Tactics

When deciding how a monster or NPC acts, the referee should bear its level of intelligence in mind. Intelligent monsters might use any of the following tactics.

**Traps and stealth:** Monsters which are cunning but not physically powerful might lay traps or ambushes and may favour attacking PCs from a distance with missile weapons.

**Guards:** Monsters may make use of guards or pets to weaken PCs or to protect important escape routes.

**Magic items:** Monsters will use any magic items in their lair to thwart the PCs.

**Learning and preparation:** If PCs encounter but do not defeat monsters, the monsters will learn from the experience and prepare for a repeat attack. They may build defensive structures, call for reinforcements, relocate their base of operations, and so on.

**Adaptation:** Monsters may copy or adapt tactics successfully used by PCs and may plan specific counter-manoeuvres.



## Teamwork

When designing encounters, the referee should bear in mind that—like player characters—monsters and NPCs will join forces in order to increase their chance of survival.

**Combined forces:** Monsters skilled in melee, missile attacks, and magic may join forces.

**Leaders:** May have special abilities, maximum hit points, or additional Hit Dice.

## Motivation

The same as player characters, intelligent monsters and NPCs have their own interests and motivations.

**Role-playing:** The referee should consider the monster's reaction to negotiations with PCs, bearing in mind its alignment and personality. Monsters should not always cooperate with PCs' wishes!

**Allies:** Monsters and NPCs may be encountered with friends, minions, or retainers. These will come to the aid of the monster, or may avenge it, if it is defeated.



# ADVENTURE SCENARIOS

The first step in designing an adventure of any kind is to decide on the type of scenario. This is the hook that draws the player characters to the adventure site, and provides a background theme that the referee can use to tie the location together. The scenario drives the referee's choices of specific traps, treasures, and monsters to be placed in the location. The following examples may be used for inspiration.

## 1. Banishing Ancient Evil

An evil presence (e.g. a monster or NPC) must be banished or destroyed. It may have been dormant for many years, and have only recently been awakened (perhaps as a result of another party's meddling).

## 2. Clearing Ruins

Settlers plan to move into an abandoned settlement or stronghold. Before they arrive, the PCs need to scout the area and clear out any monsters or other dangers that are present. The ruins need not be in a remote area—they could even be within (or beneath) a major settlement.

## 3. Contacting a Lost Civilisation

The PCs discover a long-lost race in a fantastic location. They may have once been human, but are now adapted to their strange environment. For example, they may have reverted to bestial behaviour or may be adapted to subterranean life, with pale skin and infravision.

## 4. Escaping from Captivity

The PCs have been taken prisoner by an enemy and begin the adventure in captivity, possibly with a grisly fate awaiting them in the near future. They must regain their freedom.

## 5. Exploring Unknown Territory

An NPC hires the party to explore and map an unknown region. This may be a previously uncharted area or may be a recent alteration to a familiar region (e.g. a magic castle appears in an empty plain).

## 6. Performing a Quest

A deity or powerful NPC (e.g. a king) sends the PCs on a quest. This may involve recovering holy or magical items.

## 7. Rescuing Captives

Important NPCs have been kidnapped by bandits, wicked monsters, or an evil wizard. The PCs attempt to rescue the prisoners, either seeking a reward or due to a personal connection with the unfortunate captives. It is also possible that the PCs may be hired as bodyguards to NPCs who are negotiating with the kidnappers.

## 8. Scouting an Enemy Outpost

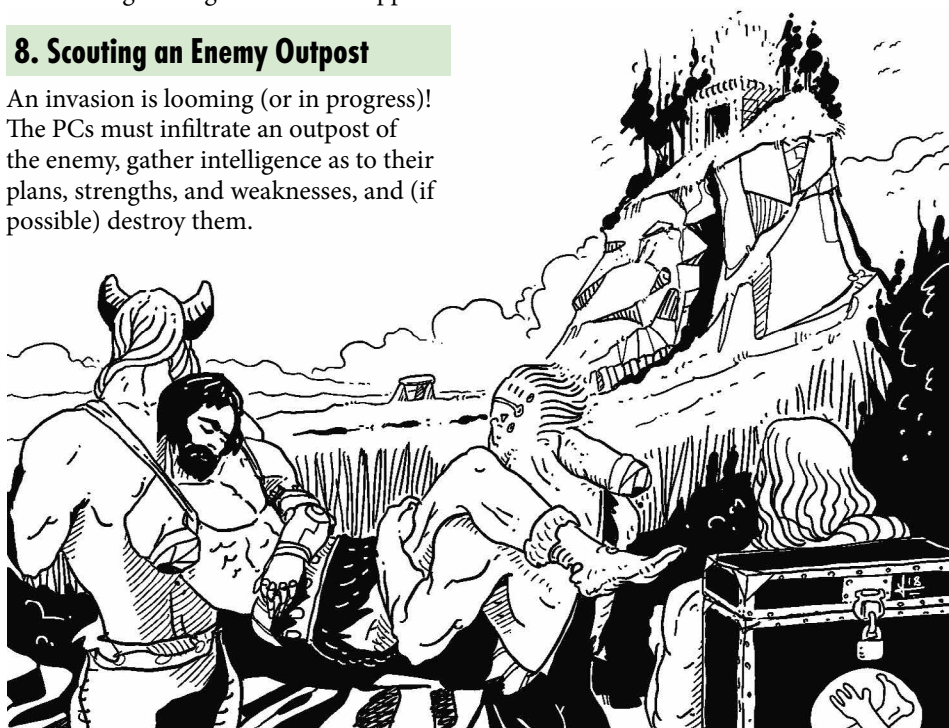
An invasion is looming (or in progress)! The PCs must infiltrate an outpost of the enemy, gather intelligence as to their plans, strengths, and weaknesses, and (if possible) destroy them.

## 9. Seeking a Magical Doorway

A gateway exists that allows magical travel (either one-way or bidirectional) between distant locations or even other worlds. The PCs may be tasked with locating a lost portal or closing a portal used by enemies. The portal may also be the only means of travel to a fantastic destination that the PCs must visit.

## 10. Visiting a Sacred Site

In order to consult with an oracle, remove a curse, or find a holy relic, the PCs must journey to a sacred site (e.g. a shrine or temple). The exact location of the site is usually a matter of conjecture.







# DESIGNING A DUNGEON

## 1. Choose the Setting

Decide on the basic form and structure of the dungeon (the table below may be used) and begin to consider ideas for the main rooms or areas.

### Dungeon Setting

#### d6 Setting

- 1 Crypt or tomb complex
- 2 Natural caverns
- 3 Settlement (e.g. stronghold, city)
- 4 Subterranean delving (e.g. mine)
- 5 Temple
- 6 Tower or fortification

## 2. Choose Monsters

Based on the selected adventure scenario and dungeon setting, decide what types of monsters inhabit the dungeon, choosing from any monster books that are available, creating new monsters specially for the dungeon, or tailoring standard monsters to the location.

## 3. Map the Dungeon

**Overall shape:** The structure of the rooms and connecting passages will be determined by the dungeon setting (e.g. rough cavern walls, carefully laid-out defensive structures, etc.).

**Mapping scale:** Typically, dungeon maps are drawn on graph paper with a scale of 10' per square. (Larger or smaller scales may be used as appropriate.)

**Numbering:** Give each area (e.g. room or cave) of the dungeon a number, so that the area on the map can easily be cross-referenced with the description of its contents (see step 4).

## 4. Stock the Dungeon

Make notes describing each area on the map that was given a number. Monsters, treasures, and areas that play an important role in the adventure should be noted first. Areas of less importance may then be stocked (using the guidelines to the right if desired).

**Important details:** Monsters (including the possibility of patrols in the area), traps, tricks, treasures, or special magical effects that are present should be noted.

**Secondary details:** Additional descriptive details for each area may also be noted: furnishings, everyday items, smells, sounds, lights, etc.

### Dungeon Levels

Dungeons often consist of a series of deeper and deeper floors—known as *levels*—accessible by stairways, trap doors, chutes, pits, etc. PCs enter the 1st level of a dungeon initially and may discover entrances to deeper levels.

### Danger and Reward

Generally, the level of danger and the amount of treasure in a dungeon should be suitable to the level of the PCs.

It is usual for lower levels of the dungeon to have greater risks and rewards. Normally, 1 HD monsters live in the 1st level of a dungeon, 2 HD monsters in the 2nd level, and so on.

### Unguarded Treasure

Treasure is usually guarded by monsters or traps, but sometimes an unguarded cache of loot may be found.

**Experienced players:** When designing dungeons for experienced players, the referee should consider placing only very few completely unguarded treasures.

**Deep dungeon levels:** The referee may wish to not place any unguarded treasures in the 9th or deeper dungeon levels.

## Random Room Stocking

### Random Dungeon Room Contents

d6	Contents	Chance of Treasure
1–2	Empty	1-in-6
3–4	Monster	3-in-6
5	Special	None
6	Trap	2-in-6

**Monsters:** May be selected by hand or rolled on an encounter table.

**Specials:** Weird or magical features of an area, including tricks or puzzles.

**Traps:** If treasure is present, the trap may be set so that it is triggered when the treasure is tampered with (a *treasure trap*). Otherwise, the trap may be triggered by simply entering the room or a certain area of it (a *room trap*).

**Treasure:** If a monster is in the room, roll the treasure type indicated in its description. Otherwise, the treasure depends on the dungeon level (see right).

### Example Room Traps

1. **Falling block:** Inflicts 1d10 damage (save versus petrification to avoid).
2. **Gas:** Poisonous gas fills the room (save versus poison or die).
3. **Mist:** Harmless; looks like poison gas.
4. **Pit:** Opens up beneath characters' feet, inflicting falling damage on any who fall in (see *Falling*, p10).
5. **Scything blade:** Swings from the ceiling, attacking for 1d8 damage.
6. **Slide:** Opens up beneath characters' feet, sending them to a lower level.

### Example Treasure Traps

1. **Darts:** 1d6 spring-loaded darts fire at the character, doing 1d4 damage each.
2. **Flash of light:** Causes blindness for 1d8 turns (save versus spells).
3. **Hidden monster:** e.g. a snake. Released when the treasure is disturbed.

4. **Illusion:** Typically of a monster. The monster has AC 9 [10] and vanishes if hit in combat. Its attacks do not inflict real damage: a PC who appears to die just falls unconscious for 1d4 turns.
5. **Spray:** A mysterious liquid covers the character. Monsters are attracted to the smell: the chance of wandering monsters is doubled for 1d6 hours.
6. **Sprung needle:** A needle coated with poison jabs out (save vs poison or die).

### Example Specials

1. **Alarms:** Entry alarm that attracts nearby guardians.
2. **Animating objects:** Inanimate objects that attack if disturbed.
3. **Falling blocks:** Stone block falls to prevent passage.
4. **Illusions:** Illusionary passages, doors, or stairways.
5. **Shifting architecture:** Doors lock and the room rotates, rises, or falls.
6. **Strange waters:** Pool or fountain with weird, magical effects.
7. **Teleports:** Magical portal or teleporter to another area of the dungeon.
8. **Trapdoors:** Leading to a hidden area.
9. **Voices:** Walls or architectural features speak or moan (e.g. a talking statue).

### Treasure in Empty / Trapped Rooms

**Level 1:** 1d6 × 100sp; 50%: 1d6 × 10gp; 5%: 1d6 gems; 2%: 1d6 pieces of jewellery; 2%: 1 magic item.

**Level 2–3:** 1d12 × 100sp; 50%: 1d6 × 100gp; 10%: 1d6 gems; 5%: 1d6 pieces of jewellery; 8%: 1 magic item.

**Level 4–5:** 1d6 × 1,000sp; 1d6 × 200gp; 20%: 1d6 gems; 10%: 1d6 pieces of jewellery; 10%: 1 magic item.

**Level 6–7:** 1d6 × 2,000sp; 1d6 × 500gp; 30%: 1d6 gems; 15%: 1d6 pieces of jewellery; 15%: 1 magic item.

**Level 8–9:** 1d6 × 5,000sp; 1d6 × 1,000gp; 40%: 1d12 gems; 20%: 1d12 pieces of jewellery; 20%: 1 magic item.

# DESIGNING A WILDERNESS

## 1. Choose the Setting

**Basic geography:** Decide on the basic geography and climate of the region to be described: whether it primarily consists of mountains, forest, desert, etc. The size of the region should also be determined.

**Milieu:** At this stage, the nature of the milieu being detailed should also be considered: the general level of technology, availability of magic, presence of different monsters and intelligent races, and so on.

**New campaigns:** When starting a new campaign, it is recommended to begin by detailing a small, self-contained area that can be expanded upon over time.

## 2. Map the Region

**Major terrain features:** Using graph or hex paper, create a map of the wilderness area, marking on the major terrain features such as mountain ranges, rivers, seas, lakes, islands, forests, swamps, and so on. Real world maps may serve as inspiration as to the natural structure and relationship of terrain features.

**Scale:** Typically, a large scale map (24 miles per hex) is drawn first, followed by smaller scale maps (6 miles per hex) of certain areas, adding more detail.

## 3. Locate Human Realms

Mark the areas that are controlled by humans, bearing in mind the needs of human civilisation (rivers, farmland, etc.).

**Government:** Also note the ruler of each human-controlled area: a petty lord, a mighty king, a league of merchants, etc.

**Base town (see step 5):** Is typically placed in one of these regions.

## 4. Locate Non-Human Realms

Mark regions that are controlled by other intelligent species that exist in the setting (e.g. demihumans, monstrous races, and so on), taking their preferred environment and way of life into account.

**Nomads:** Some intelligent species may keep domains with well-defined boundaries while others may move around—hunting or raiding—within a more vaguely defined area.

**Monsters:** The territories of significant, non-intelligent monsters may also be marked on the map at this stage.

## 5. Place the Base Town

Locate a base town for player characters on the map, typically close to a river or road near the centre of the map. This is where play will begin. The guidelines to the right may be used to help flesh out the base town.

## 6. Place Dungeons

Place one or more dungeons on the map, somewhere in the vicinity of the base town.

**Distance:** Dungeons are normally located around a day's journey from the base town—close enough that travel between the town and the dungeon is convenient, but not so close that the town is plagued by monsters from the dungeon.

## 7. Create Regional Encounter Tables

**Standard tables:** The standard encounter tables in *Classic Fantasy: Monsters* may be suited to some areas.

**Custom tables:** For other areas, the referee may prefer to create new tables, with a selection of monsters customised to the area. Special encounter tables should take account of the intelligent and monstrous species marked on the map.

# DESIGNING A BASE TOWN

## 1. Determine Size

Decide how large the base town is and roughly how many inhabitants it has. The size of settlements generally depends on the level of technology available in the setting. For medieval or similar settings, the following may be used as a guide:

Town Size	Inhabitants
Village	50–999
Small Town	1,000–4,999
Large Town	5,000–14,999
City	15,000+



## 2. Note Services

Make some notes on the presence of the following services that adventurers may require:

- **Black market:** For selling treasure and contacting thieves or smugglers.
- **Guard:** A town militia or police force to keep the peace and protect the town. It may be useful to note whether the guards are open to bribery and how frequently they patrol various areas of the town.
- **Healing:** Some means for characters to cure their wounds (and possibly more advanced services such as curing diseases or even raising the dead). In settings where magical healing exists, such services may be available at a temple, church, or shrine.
- **Lodgings:** Rooms to rent, inns, etc.
- **Rumours:** Places where notices are posted and gossip spreads.

## 3. Detail Ruler

Decide how the town is ruled: whether by a local sheriff or mayor appointed by a lord, an elected council, a confederacy of merchants, etc. It is also possible that a high-level NPC adventurer (with attendant guards and magic) may rule the town.

## 4. Detail Other NPCs

Other important NPCs in the town should be noted, especially those associated with one of the services mentioned above or those who might wish to hire the PCs to undertake missions.

## 5. Create Rumours

A few local rumours may be noted, to provide hooks for the player characters to start exploring the local area and possibly find their way to one of the placed dungeons.

# AWARDING XP

All characters who return from an adventure alive receive experience points (XP). XP is gained from two sources: treasure recovered and monsters defeated.

## Recovered Treasure

Treasure that PCs bring back from an adventure is the primary means by which they gain XP—usually accounting for  $\frac{3}{4}$  or more of the total XP earned.

**Non-magical treasure:** Characters gain 1 XP per 1 gold piece (gp) value of the treasure.

**Magical treasure:** Does not grant XP.

## Defeated Monsters

All monsters defeated by the party (i.e. slain, outsmarted, captured, scared away, etc.) grant XP based on how powerful they are. See the table to the right.

**Base XP:** The XP value of a monster is determined by its Hit Dice.

**Bonus XP / ability:** A monster's XP value is increased for each special ability it has. Special abilities are indicated by asterisks following the monster's HD rating.

**Monsters with bonus hit points:** Monsters whose HD are notated as a number of dice plus a fixed hit point bonus (e.g. HD 4+2) are more powerful and are listed separately in the table. For example, a monster with 2 HD is worth 20 XP, but a monster with 2+2 HD is worth 25 XP.

**Higher HD monsters:** For each HD above 21, add 250 XP to the Base and Bonus amounts.

**Extraordinary peril bonus:** A monster defeated under especially dangerous circumstances may be treated as one Hit Dice category higher on the table.

## XP Awards for Defeated Monsters

Monster HD	Base XP	Bonus XP / Ability
Less than 1	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
7–7+	450	400
8–8+	650	550
9–10+	900	700
11–12+	1,100	800
13–16+	1,350	950
17–20+	2,000	1,150
21–21+	2,500	2,000

## Division of Experience

The XP awards for treasures recovered and monsters defeated are totalled and divided evenly between all characters who survived the adventure—this includes retainers (see *Hired Help* in *Classic Fantasy: Characters*).

Awarded XP is always divided evenly, irrespective of how the players decide to divide the treasure.

## Bonuses and Penalties

The referee may optionally grant XP bonuses to players who did particularly well. Likewise, players who did not do their share of the work may be penalised.



# OPEN GAME LICENSE

## DESIGNATION OF PRODUCT IDENTITY

All artwork, logos, and presentation are product identity. The names “Necrotic Gnome” and “Old-School Essentials” are product identity. All text in the following sections is product identity: Introduction.

## DESIGNATION OF OPEN GAME CONTENT

All text and tables not declared as product identity are Open Game Content.

### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark,

sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product

Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document © 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Modern System Reference Document © 2002-2004, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, Eric Cagle, David Noonan, Stan!, Christopher Perkins, Rodney Thompson, and JD Wiker, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard

Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wiker.

Castles & Crusades: Players Handbook, © 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Cave Cricket from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Crab, Monstrous from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Fly, Giant from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Golem, Wood from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Kamadan from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Nick Louth.

Rot Grub from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Clark Peterson, based on original material by Gary Gygax.

Labyrinth Lord™ © 2007-2009, Daniel Proctor. Author Daniel Proctor.

B/X Essentials: Core Rules © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Classes and Equipment © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Cleric and Magic-User Spells © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Monsters © 2017 Gavin Norman. Author Gavin Norman.

B/X Essentials: Adventures and Treasures © 2018 Gavin Norman. Author Gavin Norman.

Old-School Essentials Core Rules © 2018 Gavin Norman.

Old-School Essentials Classic Fantasy: Genre Rules © 2018 Gavin Norman.

Old-School Essentials Classic Fantasy: Cleric and Magic-User Spells © 2018 Gavin Norman.

Old-School Essentials Classic Fantasy: Monsters © 2018 Gavin Norman.

Old-School Essentials Classic Fantasy: Treasures © 2018 Gavin Norman.

Old-School Essentials Classic Fantasy: Rules Tome © 2019 Gavin Norman.

Old-School Essentials Classic Game Set: Classic Fantasy: Adventures © 2021 Gavin Norman.

END OF LICENSE

# INDEX OF TABLES

Attack Matrix	31	Random Dungeon Room Contents	41
Basic Encumbrance	7	Treasure Encumbrance in Coins	7
Detailed Encumbrance	7	Variable Wind Conditions	19
Dungeon Setting	40	Waterborne Evasion Chance	22
Mercenary Morale	29	Wilderness Evasion Base Chance	23
Monster Reaction Roll	21	XP Awards for Defeated Monsters	44
Monster Saving Throws	31		





# OLD-SCHOOL ESSENTIALS

## CLASSIC FANTASY

### Adventures

Full rules for designing and playing dungeon, wilderness, and waterborne adventures!

- **Exploration:** Rules and procedures for exploration, hazards, and challenges in perilous realms.
- **Encounters:** Rules for surprising enemies, monster reactions, combat, and running away.
- **Referee advice:** Advice on running games, making adjudications, and awarding experience points.
- **Designing adventures:** Step-by-step guidelines for creating adventures in dungeons, the wilderness, and the high seas.



NECROTIC  
GNOME



EXALTED  
FUNERAL

Classic Game Set v1.1



# ADVENTURING

## Ability Checks: Roll 1d20

**Result:** Lower or equal = success.  
**Difficulty:** -4 (easy) to +4 (very difficult).  
**1s and 20s:** 1s always pass, 20s always fail.

## Falling

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

## Healing

**Natural:** 1d3hp per day of complete rest  
**Magical:** Takes effect instantaneously.  
May be combined with natural healing.

## Hiring Retainers: Roll 2d6

**CHA modifier:** Of hiring PC applies.  
**Generosity:** -2 to +2, based on offer.  
**Bad reputation:** -1 or -2.

## Retainer Hiring Reactions

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

## Saving Throws: Roll 1d20

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

## Coin Conversion Rates

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

# ENCUMBRANCE

See p7

## Treasure Encumbrance in Coins

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

## Basic Encumbrance

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

## Detailed Encumbrance

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

# DUNGEONS

See *p12*

## Sequence Per Dungeon Turn (10m)

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

## Wandering Monsters

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

## Doors

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

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

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

## Movement

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

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

## Resting

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

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

## Searching: 1-in-6 Chance

**Area:** Particular 10' × 10' area.

**Time:** Searching takes one turn.

## Traps

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

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

# WILDERNESS

See *p16*

## Sequence Per Wilderness Day

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

## Losing Direction: Roll 1d6

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

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

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

## Wandering Monsters

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

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

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

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

## Finding Food

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

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

## Movement

**Miles/day:** Base movement rate ÷ 5.

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

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

**Maintained roads:** 50% faster.

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

## Resting

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

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

# ENCOUNTERS

See p20

## Encounter Sequence

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

## Surprise: Each Side Rolls 1d6

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

## Encounter Distance

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

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

## Initiative: Each Side Rolls 1d6

**Result:** Highest acts first.

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

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

## Monster Reactions: Roll 2d6

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

### Monster Reaction Roll

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

# COMBAT

See p26

## Sequence Per Combat Round (10s)

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

## Morale: Roll 2d6

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

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

**Morale scores of 2 or 12:** Never check morale. Score of 2: Never fights. Score of 12: Fights to the death.

## Movement in Melee

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

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

## Missile Attacks (>5' Away)

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

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

## Spell Casting

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

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

## Attacking: Roll 1d20

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

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

## Attack Matrix

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

## Monster Saving Throws

Hit Dice	Death	Wands	Paralysis	Breath	Spells
Normal Human	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8
16-18	2	3	4	3	6
19-21	2	2	2	2	4
22 or more	2	2	2	2	2

## Damage

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

**Melee:** STR modifies damage.

**Monsters:** Indicated in description.

**Minimum damage:** At least 1.

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

## Common Combat Situations

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

**Blind characters:** Cannot attack.

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

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