

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

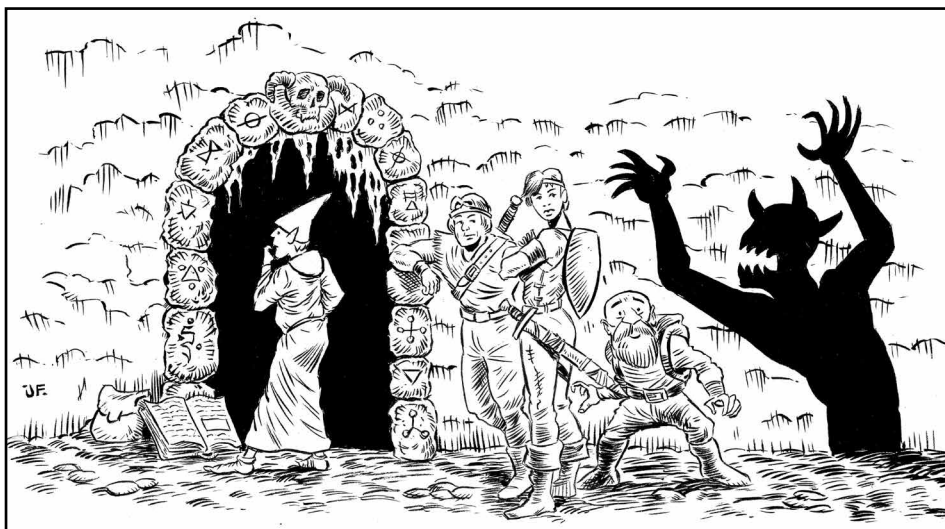


Characters

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INTRODUCTION

This is the first book in the *Old-School Essentials Classic Game Set*, introducing the game and providing everything needed to create and equip characters ready for fantastic adventure!

Part 1: Introduction

Gives a quick introduction to fantasy gaming and *Old-School Essentials*, including an explanation of basic game terminology and a description of the notation for making dice rolls.

Part 2: Player Characters

Outlines the steps involved in creating a character and gives an overview of the various game statistics that describe characters.

Part 3: Character Classes

Lists the seven types of character that players can choose from.

Part 4: Advancement

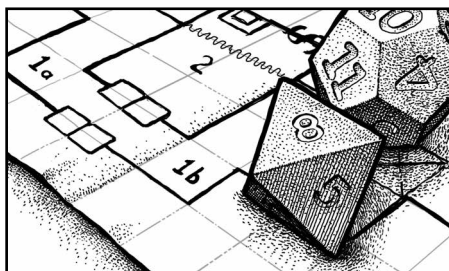
Details how characters who survive dangerous adventures can advance in power, including rules for gaining wealth and special titles.

Part 5: Equipment

Lists the most common adventuring equipment, weapons, and armour required by characters.

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 6: Vehicles, and Mounts

Provides a wide selection of mounts, land vehicles, and ships for characters to purchase.

Part 7: Hired Help

Lists the various kinds of retainers, mercenaries, and specialists that characters may wish to hire, along with guidelines for their pay rates.

Part 8: Strongholds

Provides rules for constructing a stronghold and managing a domain—the ultimate goal of many characters!

ABOUT THIS GAME

What is *Old-School Essentials*?

- ▶ A role-playing game of *fantastic adventure*, where players work together to overcome fearsome monsters, sinister plots, and deadly traps in search of wealth, power, and glory.
- ▶ An *old-school* role-playing game, styled after the beloved games of the 1970s and 1980s.
- ▶ A relatively *rules-light* game, where the rules are kept simple in order to let imagination and fast-paced action take the spotlight.
- ▶ A *streamlined* rules set, with the books carefully structured for maximum usability during play.
- ▶ A *modular* game that can be easily expanded for play in many different fantastic genres and game worlds.

House Rules

None of the rules presented in this book (or other *Old-School Essentials* books) are to be taken as “gospel”. If the players and referee wish, any rule may be expanded, altered, or removed. Such tweaks to the rules are known as *house rules*—many groups end up with their own unique way of playing, tailored to their particular tastes.

That said, the rules have been carefully designed and very thoroughly battle tested. Many groups will be perfectly happy with the rules as written.

Beginning players: Are advised to play with the rules as written for some time, before starting to change anything.

New to Role-Playing Games?

This book explains the rules of the game in an easy to learn way. The rules, however, do not demonstrate how a role-playing game (RPG) actually works in practice. Some recommendations for those who have no experience whatsoever of RPGs:

- ▶ By far the easiest way to learn what RPGs are about and how they work is to simply *dive in and play!* If you have friends who already play, just ask to join them for a game or two.
- ▶ The next best way to learn is to *watch other people* playing. There are many live streams and YouTube channels online.

New to Old-School Games?

Newer RPGs (i.e. post-2000) tend to work from a different set of design principles and have somewhat different play expectations than old-school games.

Old-School Play Style

Players who are familiar with newer RPGs but not with the old-school style of play may find the following documents useful (both can be found online):

- ▶ *Principia Apocrypha*, by Ben Milton, Steven Lumpkin, and David Perry.
- ▶ *Quick Primer for Old School Gaming*, by Matthew Finch.

Ascending Armour Class

Players who are used to an Armour Class system where higher scores are better are advised to use the optional rule for Ascending Armour Class (*p9*).

A Note on Rulings

In an old-school game such as *Old-School Essentials*, the rules are not intended to cover all possible eventualities. The referee must be ready to apply judgement to resolve any unexpected situations which arise.

CLASSIC FANTASY GAMING

This book presents all the rules required to run *Old-School Essentials* games in classic fantasy settings. The most fundamental elements of such settings are as follows.

Peril and Adventure

Players take on the role of people who are drawn to confront danger in search of wealth, ancient secrets, and wonder. These bold individuals are known as *adventurers* and are the focus of the game. The danger and reward of adventure are most commonly found in two types of locations: *wilderness* and *dungeons*.

Wilderness

Forbidden forests as old as the world, swamps haunted by the spirits of ancient tribes, wild mountain ranges, the uncharted reaches of the high seas. Any outdoor space where peril and adventure can be met is classified as wilderness.

Dungeons

Forsaken ruins hiding long-forgotten treasures, primal caverns where strange beasts dwell, subterranean cities of alien splendour and unimaginable wealth. Any indoor or subterranean space where peril and adventure can be met is classified as a dungeon.

The Fantastic

The rules assume a setting where PCs come into contact with the fantastic, otherworldly, weird, and wonderful.

Treasure

Hoardings of long-forgotten gold, fabled objects of great magical power, artefacts crafted by the gods themselves. The promise of attaining treasures such as these—either for their fabulous material value or for their fantastic powers—is the lure that pulls many an adventurer into perilous realms.

Monsters

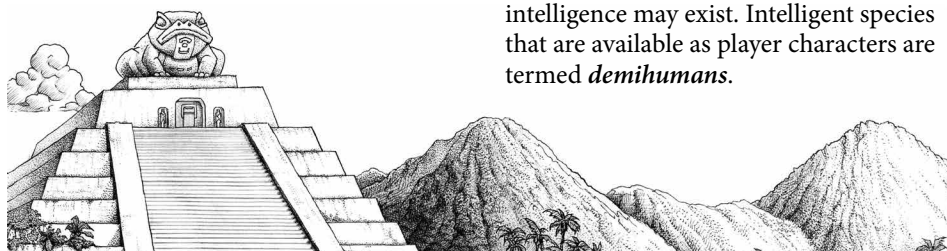
Terrible creatures older than time, fearsome mythical beasts, chimeric biological experiments, bands of monstrous beastmen, beings from otherworldly dimensions. Such inhuman creatures lurk in the wilderness and in dungeons, guarding wondrous treasures.

Magic

Forbidden practices of dark sorcery, rituals to invoke the gods, monsters summoned from weird dimensions, sites of eldritch power, objects bound with occult energies. Magic is a powerful tool that may be wielded by player characters, but also by their enemies!

Sentient Species

Fairies malevolent and kind, dwarves in subterranean kingdoms, bestial humanoids, mutants twisted by magic. While humans are typically the most widespread species in the game, other humanoids of equal (or perhaps greater!) intelligence may exist. Intelligent species that are available as player characters are termed *demihumans*.



TERMINOLOGY

Basic Game Terminology

Referee

Also known as the *Game Master*. The person who designs the game world and runs game sessions for the other players, arbitrating the rules and determining the reactions of people and creatures encountered.

Players

Every other participant in the game. Each player usually runs a single character.

Player Character (PC)

The imagined character played by a player.

Party

The group of PCs who go on adventures together.

Adventure

A series of one or more game sessions during which the party explores a specific location or engages with a particular plot.

Campaign

A series of adventures, usually involving a consistent set of PCs and a consistent game world.

Non-Player Character (NPC)

Any other character encountered by the PCs during the game. All NPCs are played by the referee.

Monster

Any creature encountered by the party during an adventure. All monsters are played by the referee.

Dice Rolling Notation

Similar to many other RPGs, *Old-School Essentials* uses polyhedral dice, each referred to by the number of sides it has:

- ▶ **d4**: A four-sided die.
- ▶ **d6**: A normal six-sided die.
- ▶ **d8**: An eight-sided die.
- ▶ **d10**: A ten-sided die.
- ▶ **d12**: A twelve-sided die.
- ▶ **d20**: A twenty-sided die.

Multi-Dice Rolls

In situations where multiple dice should be rolled and the results summed, the number of dice is noted before the “d”. For example, “3d6” indicates that three six-sided dice should be rolled and the results added together.

Modifiers

Flat modifiers to the roll are applied after the results of all dice have been summed. For example, “3d6+2” indicates that three six-sided dice should be rolled, the results added together, then 2 added on top.

“Natural” Rolls

The rules occasionally refer to the “natural” result of rolling dice (e.g. “a natural 20”). This means the number rolled on the die, before any modifiers are applied.

Percentile Rolls (d100)

A hundred-sided die (d100, sometimes noted as d%) can be mimicked using two d10s: the first treated as “tens” and the second treated as “ones”. For example, a roll of 2 and 3 would be 23. If two 0s are rolled, the result counts as 100.

X-in-6 Rolls

Some rules specify an X-in-6 chance of success (e.g. 2-in-6, 3-in-6, etc.). This indicates that 1d6 should be rolled and the result compared against the specified chance. If the roll is less than or equal to the chance of success, the check succeeds.

COMPATIBILITY

The old-school gaming scene is sitting on a secret: a huge number of games, despite having different brand names on their covers, are highly compatible! This cross-compatibility between many games means that a great wealth of adventures, campaign settings, and rules supplements can be used with *Old-School Essentials*.

The Basic/Expert Rules

Old-School Essentials is 100% compatible with the 1981 edition of the world's most popular fantasy RPG, commonly known as the Basic/Expert edition (B/X for short). Any material published for the Basic/Expert rules can be used directly with *Old-School Essentials*. Decades of adventure are at your fingertips!

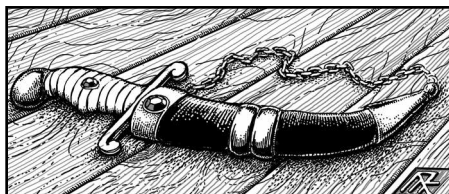
Heritage

The material presented in the *Old-School Essentials Classic Game Set* represents a 100% faithful restatement of the rules, character options, spells, monsters, and treasures from the classic Basic/Expert game.

It is worth noting that *errors* in the original Basic/Expert rules have not been slavishly reproduced—an effort has been made to correct obvious mistakes.

With the aim of increasing the playability of the game, areas of ambiguity or contradiction in the Basic/Expert core rules have also been clarified in *Old-School Essentials*, while attempting to cleave as closely as possible to the apparent intent of the original rules.

For those with a passion for rules archaeology, a document detailing the clarifications that were made can be downloaded from necroticgnome.com.



Other Basic/Expert Games

Over the last decade, a large number of old-school adventure games have been published, many of which—like *Old-School Essentials*—are also closely compatible with the Basic/Expert rules. Material published for any game that is designed to be compatible with the Basic/Expert rules is easy to use with *Old-School Essentials*.

Other Editions

Additionally, material published for all 20th century editions of the world's most popular fantasy RPG (for example, the classic Advanced edition from the 1970s) is also largely compatible with *Old-School Essentials*.

The rules of other editions do differ somewhat from the Basic/Expert rules, so some amount of adaptation work may be required in order to use these materials with *Old-School Essentials*. This is not recommended for beginning players, but for those who are familiar with the rules, such adaptation is not complicated.

Adaptation Guidelines

Concrete guidelines are beyond the scope of this introduction. However, a guide to adapting other, similar rules sets for use with this one is available as a free download from necroticgnome.com for those who want more information on this topic.

PLAYER CHARACTERS

GAME STATISTICS

Player characters are described, in game terms, by a set of statistics that define their abilities, strengths, and weaknesses in the game world.

Ability Scores

The basic physical and mental strengths and weaknesses of the character. There are 6 ability scores: *Strength* (abbreviated STR), *Intelligence* (INT), *Wisdom* (WIS), *Dexterity* (DEX), *Constitution* (CON), and *Charisma* (CHA). A character is ranked in each ability score by a number between 3–18. (3 being the worst score possible and 18 the best.)

Class

An adventuring profession to which the character belongs. A character's class defines their main abilities. See *Character Classes*, p18.

Race

A character may be human or one of a number of demihuman species. Unless a demihuman class is selected, the character is assumed to be human.

Level

The character's experience as an adventurer is denoted by their experience level. Characters typically start play at 1st level (the lowest level of adventurer) and can increase in level through successful adventuring. As a character goes up in level, they gain more powerful abilities, as defined by their class.

Experience Points (XP)

The character's advancement in the game is tracked by the accumulation of experience points. Experience points are awarded by the referee after a successful adventure. When the character has accumulated a certain number of experience points, the character's level increases. Each class specifies the number of experience points required to achieve each experience level.

Prime Requisite

The ability score (or scores) that are the most important to the character's class. The character's score in these abilities can affect the rate at which the character accumulates experience points.

Alignment

The character (and every other creature in the game world) is aligned with one of three cosmic principles: Law, Neutrality, or Chaos (see *Alignment*, p14). This alignment determines how certain magic influences the character and should be used by the player as a guideline for role-playing the character.

Hit Points (hp)

The character's ability to avoid dying. The character has a *maximum hit point total* and a *current hit point total*, which are tracked separately. When a character is harmed, their current hit point total is reduced. If this number reaches 0, the character is dead! Rest or healing can restore lost hit points (see *Damage, Healing, and Death* in *Classic Fantasy: Adventures*), but never above the character's maximum hit point total (this is only increased when the character increases in level).

Hit Dice (HD)

The number of dice used to determine the character's maximum hit point total. The character's level determines the number of Hit Dice and their class determines the type of dice rolled (i.e. d4, d6, d8). (Some classes also gain a flat bonus to hit points at certain levels.)

Armour Class (AC)

The character's ability to avoid damage in combat. AC is determined by the character's armour and their Dexterity score. Lower Armour Class scores are better, so bonuses decrease the character's AC and penalties increase it.

Dual format: The equivalent ascending AC is listed in square brackets, for groups using the optional rule for Ascending AC.

Unarmoured AC: An unarmoured character has AC 9 [10].

Attack Roll "to Hit AC 0" (THAC0)

The character's ability to hit foes in combat, determined by their class and level. The THAC0 score indicates which row of the attack matrix to use when attacking (see *Combat Tables* in *Classic Fantasy: Adventures*). Lower THAC0 scores are better.

Dual format: The equivalent attack bonus is listed in square brackets, for groups using the optional rule for Ascending AC.

Attacking: The procedure for making attack rolls is described under *Combat* in *Classic Fantasy: Adventures*.

Saving Throw Values

The character's ability to avoid certain dangerous or detrimental effects. There are five saving throw categories: death (or poison), wands, paralysis (or petrification), breath attacks, spells (or magic rods or staves). The character's saving throw values are determined by class and level. See *Saving Throws* in *Classic Fantasy: Adventures* for full details.

Ascending AC (Optional Rule)

Some groups are more familiar with an Armour Class system where higher scores are better. This system is known as Ascending Armour Class (abbreviated AAC) and works as follows:

► **Armour Class:** When using AAC, higher scores are better. Bonuses to Armour Class increase the AAC score and penalties decrease it.

► **Attack rolls:** When using AAC, the procedure for resolving attack rolls involves the use of an attack bonus instead of a THAC0 score and attack matrix.

Note: Using Ascending Armour Class results in very slightly different attack probabilities than when using the traditional approach of descending AC with an attack matrix.

Movement Rate

The speed at which the character can move when exploring, travelling, or during combat. Every character has a *base movement rate* and an *encounter movement rate* (noted in parentheses). The encounter movement rate is one third of the base movement rate. The default movement rate for characters is 120' (40')—a base movement rate of 120' and an encounter movement rate of 40'.

► **Overland:** The number of miles a character can travel in a day in the wilderness is determined by dividing their base movement rate by five.

► **Exploration:** When exploring unknown areas of a dungeon, characters can move their base movement rate in feet per turn (10 minutes).

Class Abilities

Finally, the character's class denotes a set of special abilities that the character may use, including the ability to use certain types of armour and weapons and to speak one or more languages.

CREATING A CHARACTER

To create a character, you'll first need a character sheet—a sheet of paper on which to record all information about the new character.

A selection of different character sheet PDFs is available at necroticgnome.com. These may be downloaded and printed for use in your games.

1. Roll Ability Scores

Roll 3d6 for each of your character's ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma. See *Ability Scores*, p12.

Sub-Par Characters

If you roll a character with very poor ability scores—for example an 8 or less in every score or an extremely low rating in more than one ability—the referee may allow you to discard the character and start again.

2. Choose a Class

Select one of the classes available (see *Character Classes*, p18), bearing in mind the minimum ability score requirements of some classes. The chosen class determines your character's race—unless a demihuman class is selected, the character is human.

3. Adjust Ability Scores

If you wish, you may raise your character's prime requisite(s) by lowering other (non-prime requisite) ability scores. For every 2 points by which an ability score is lowered, 1 point may be added to a prime requisite. The following restrictions apply:

- ▶ Only Strength, Intelligence, and Wisdom may be lowered in this way.
- ▶ No score may be lowered below 9.
- ▶ Some character classes may have additional constraints.

4. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties (see overleaf).

5. Note Attack Values

The level progression chart for your character's class lists your THAC0 score. This indicates your chance of hitting opponents in combat, as determined by the *Character Attack Matrix*, p33.

For quick reference, it is convenient to look up the values in the attack matrix row for your character's THAC0 (determined by class and level) and record them on your character sheet. 1st level characters have a THAC0 of 19 [0], resulting in the attack values shown below.

Ascending AC (Optional Rule)

If using the optional rule for Ascending AC (p9), record your attack bonus on your character sheet, instead of the attack matrix quick reference.

1st Level PC Attack Values

Attack Roll	10	11	12	13	14	15	16	17	18	19
AC Hit	9	8	7	6	5	4	3	2	1	0

6. Note Saving Throws and Class Abilities

Record any special abilities possessed by your character as a result of their class, as well as your character's saving throws. If your character has a spell book, ask your referee which spells are recorded in it. The referee may allow you to choose.

7. Roll Hit Points

Determine your character's hit points by rolling the die type appropriate to the chosen class. Modifiers for high or low Constitution apply (see *Ability Scores*, p12). Your character always starts with at least 1 hit point, regardless of CON modifier.

Re-Rolling 1s and 2s (Optional Rule)

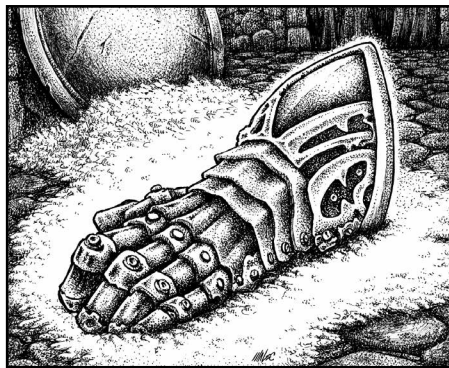
If your roll for hit points comes up 1 or 2 (before applying any CON modifier), the referee may allow you to re-roll. This is in order to increase the survivability of 1st level PCs.

8. Choose Alignment

Decide whether your character is Lawful, Neutral, or Chaotic (see *Alignment*, p14) and note this on your character sheet.

9. Note Known Languages

Your character's native languages are listed in the class description. This always includes the common tongue and the character's alignment language—see *Languages*, p15. Characters with high INT may also choose additional languages from the list of languages available in the setting.



10. Buy Equipment

Your character starts play with $3d6 \times 10$ gold pieces (see *Wealth*, p34). You may spend as much of this money as you wish to equip your character for adventure, consulting the equipment lists under *Equipment*, p36.

Remember: Your chosen class may restrict your use of some equipment (e.g. weapons and armour).

11. Note Armour Class

Your character's Armour Class is determined by two factors:

- **Armour:** The armour worn determines your character's base AC. See the equipment lists under *Equipment*, p36.
- **Dexterity:** See *Ability Scores*, p12.

Unarmoured AC

If your character has no armour, their base AC is 9 [10].

12. Note Level and XP

Your character begins play at 1st level with 0 XP.

13. Name Character

Finally, choose a name for your character. You are now ready for adventure!

ABILITY SCORES

A character's score in each ability determines whether they have any bonuses or penalties associated with various actions in the game. The tables opposite list the modifiers associated with each ability score, with the effects described below.

Strength (STR)

Brawn, muscle, and physical power.

- **Melee:** Is applied to attack and damage rolls with melee weapons.
- **Open doors:** The chance of success with attempts to force open a stuck door (see *Doors* under *Dungeon Adventuring* in *Classic Fantasy: Adventures*).

Intelligence (INT)

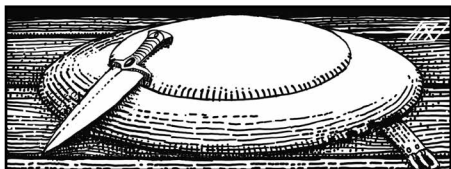
Learning, memory, and reasoning.

- **Spoken languages:** Denotes the number of languages the character can speak.
- **Literacy:** Indicates the character's ability to read and write their native languages.

Wisdom (WIS)

Willpower, common sense, perception, and intuition.

- **Magic saves:** Is applied to saving throws (see *Saving Throws* in *Classic Fantasy: Adventures*) versus magical effects. This does not normally include saves against breath attacks, but may apply to any other saving throw category.



Dexterity (DEX)

Agility, reflexes, speed, and balance.

- **AC:** Modifies the character's AC (a bonus lowers AC, a penalty raises it).
- **Missile:** Applied to attack rolls (but not damage rolls) with ranged weapons.
- **Initiative:** Modifies the character's initiative roll, if the optional rule for individual initiative is used (see *Combat* in *Classic Fantasy: Adventures*).

Constitution (CON)

Health, stamina, and endurance.

- **Hit points:** Applies when rolling a character's hit points (i.e. at 1st level and every time a level is gained thereafter). A character always gains at least 1 hit point per Hit Die, regardless of CON modifier.

Charisma (CHA)

Force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead.

- **NPC reactions:** Applies when hiring retainers or interacting with monsters.
- **Max # of retainers:** Determines the number of retainers a character may have at any one time.
- **Retainer loyalty:** Determines retainers' loyalty to the character.

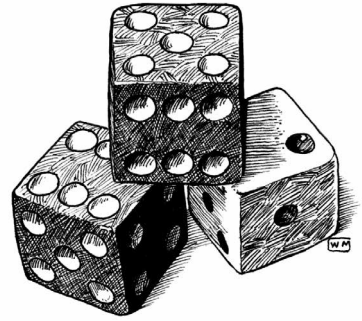
Prime Requisite

Each character class has one or more prime requisites—ability scores of special importance to that class' function. A character's score in their prime requisites affects how quickly they gain XP.

- **XP modifier:** Applied to all XP awarded to characters with a single prime requisite. The modifiers for classes with multiple prime requisites are noted in the class description.

Strength Modifiers

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



Intelligence Modifiers

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

Wisdom Modifiers

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

Dexterity Modifiers

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

Constitution Modifiers

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

Charisma Modifiers

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

Prime Requisite Modifiers

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

ALIGNMENT

All beings, whether PCs, NPCs, or monsters, adhere to one of three philosophies or spheres of behaviour, known as alignments. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when creating a character.

Law: Lawful beings believe in truth and justice. To this end, they will follow laws and believe all things must adhere to order. Lawful beings also believe in sacrifice to a greater good and will choose the good of a larger group over the good of an individual.

Neutrality: Neutral beings believe in a balance between the ideas of Law and Chaos and, in their actions, tend to do what will serve themselves. They might commit good or evil acts in order to further their own ends and generally will not put others' needs ahead of their own.

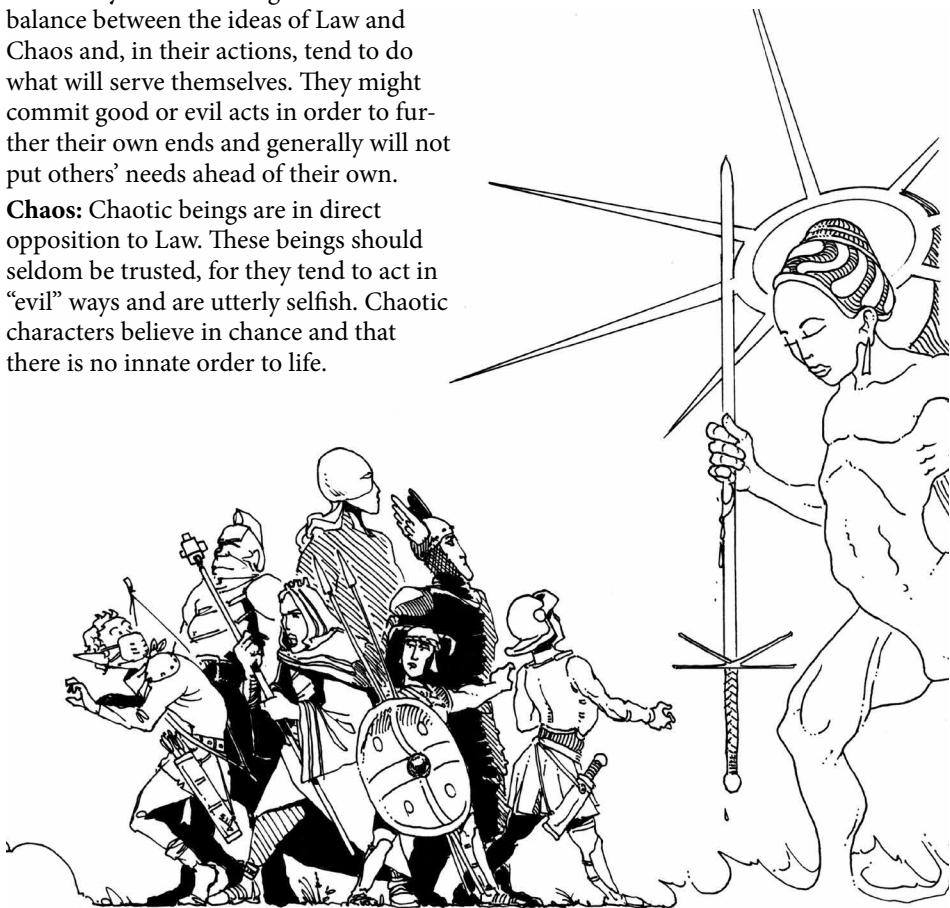
Chaos: Chaotic beings are in direct opposition to Law. These beings should seldom be trusted, for they tend to act in "evil" ways and are utterly selfish. Chaotic characters believe in chance and that there is no innate order to life.

Revealing Alignment

The player must inform the referee of their character's alignment, but does not have to tell other players.

Role-Playing Alignment

When determining the character's actions, players should do their best to adhere to their chosen alignment. The referee will take note when a character's behaviour deviates too much from the norm of the chosen alignment and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalised, as the referee sees fit.



LANGUAGES

The native languages spoken by a player character are determined by the character's class. These typically include the common tongue and an alignment language. Characters with high INT may learn additional languages (see *Ability Scores*, p12).

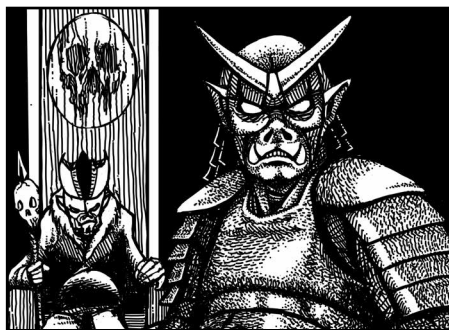
The Common Tongue

The common tongue (sometimes simply called *Common*) is a language which is widespread among intelligent species. All player character races—as well as many monsters—are able to speak Common.

In some settings, the referee may rule that different cultures in the campaign world have different languages, in which case a particular language must be chosen instead of Common.

Alignment Languages

All intelligent beings know a secret, unwritten language of gestures, signs, and code words associated with their alignment. This secret language allows beings of the same alignment to communicate. Beings of another alignment will recognise when an alignment language is being used, but will not understand. It is not possible to learn another alignment language except by changing alignment, in which case the former language is forgotten.



Other Languages

Many demihuman and intelligent monster species have their own language, which player characters may be able to learn. The following languages are common and may be chosen by player characters with high Intelligence (at the referee's discretion).

Other Languages

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





DENMARK

CHARACTER CLASSES

CLERIC

Requirements: None

Prime requisite: WIS

Hit Dice: 1d6

Maximum level: 14

Armour: Any, including shields

Weapons: Any blunt weapons

Languages: Alignment, Common

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

Combat

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

Divine Magic

See *Classic Fantasy: Magic* for full details on divine magic.

Holy symbol: A cleric must carry a holy symbol (see *Equipment*, p36).

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

Magical research: A cleric of any level may spend time and money on magical research. This allows them to create new spells or other magical effects associated with their deity. When a cleric reaches 9th level, they are also able to create magic items.

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

Using magic items: As spell casters, clerics can use magic scrolls of spells on their spell list. They can also use items that may only be used by divine spell casters (e.g. some magic staves).

Turning the Undead

Clerics can invoke the power of their deity to repel undead monsters encountered. To turn the undead, the player rolls 2d6. The referee then consults the table opposite, comparing the roll against the HD of the type of undead monsters targeted.

Successful Turning

If the turning attempt succeeds, the player must roll 2d6 again to determine the number of HD affected (turned or destroyed).

Turned undead: Will leave the area, if possible, and will not harm or make contact with the cleric.

Destroyed undead (result of D): Are instantly and permanently annihilated.

Excess: Rolled Hit Dice that are not sufficient to affect a monster are wasted.

Minimum effect: At least one undead monster will always be affected on a successful turning.

Mixed groups: If turn undead is used against a mixed group of undead monsters of different types, those with the lowest HD are affected first.

Cleric Level Progression

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

* Modifiers from CON no longer apply.

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Turning Table Results

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

After Reaching 9th Level

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

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

Turning the Undead

Hit Dice of Monster Type†

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

* 2 HD monsters with a special ability (i.e. with an asterisk next to their HD rating, in the monster description).

† At the referee's option, the table may be expanded to include more powerful types of undead monsters.

DWARF

Demihuman Class

Requirements: Minimum CON 9

Prime requisite: STR

Hit Dice: 1d8

Maximum level: 12

Armour: Any, including shields

Weapons: Small or normal sized

Languages: Alignment, Common, Dwarvish, Gnomish, Goblin, Kobold

Dwarves are stout, bearded demihumans, about 4' tall and weighing about 150 pounds. Dwarves typically live underground and love fine craftsmanship, gold, hearty food, and strong drink. They have skin, hair, and eye colours in earth tones. Dwarves are known for their stubbornness and practicality. They are a hardy people and have a strong resistance to magic, as reflected in their saving throws.

Combat

Dwarves can use all types of armour. Due to their short height, dwarves can only use small or normal sized weapons. They cannot use longbows or two-handed swords.

Detect Construction Tricks

As expert miners, dwarves have a 2-in-6 chance of being able to detect new construction, sliding walls, or sloping passages when searching.

Detect Room Traps

Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical room traps when searching (see *Dungeon Adventuring* in *Classic Fantasy: Adventures*).

Infravision

Dwarves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Classic Fantasy: Adventures*).

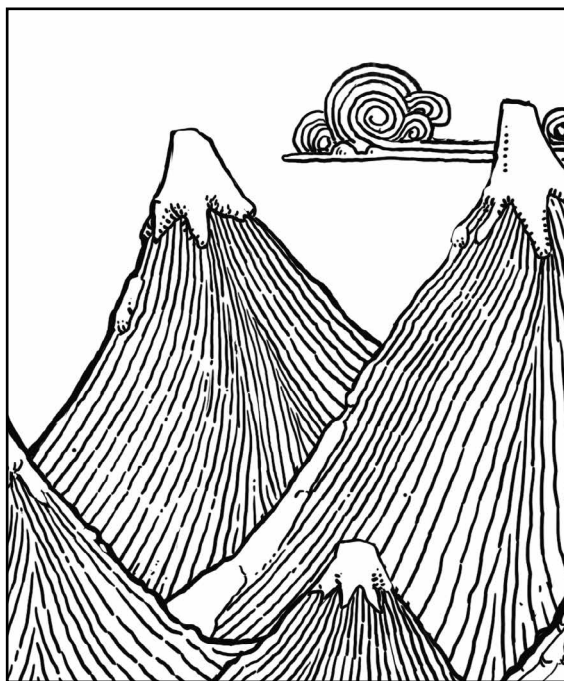
Listening at Doors

Dwarves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Classic Fantasy: Adventures*).

After Reaching 9th Level

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

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



Dwarf Level Progression

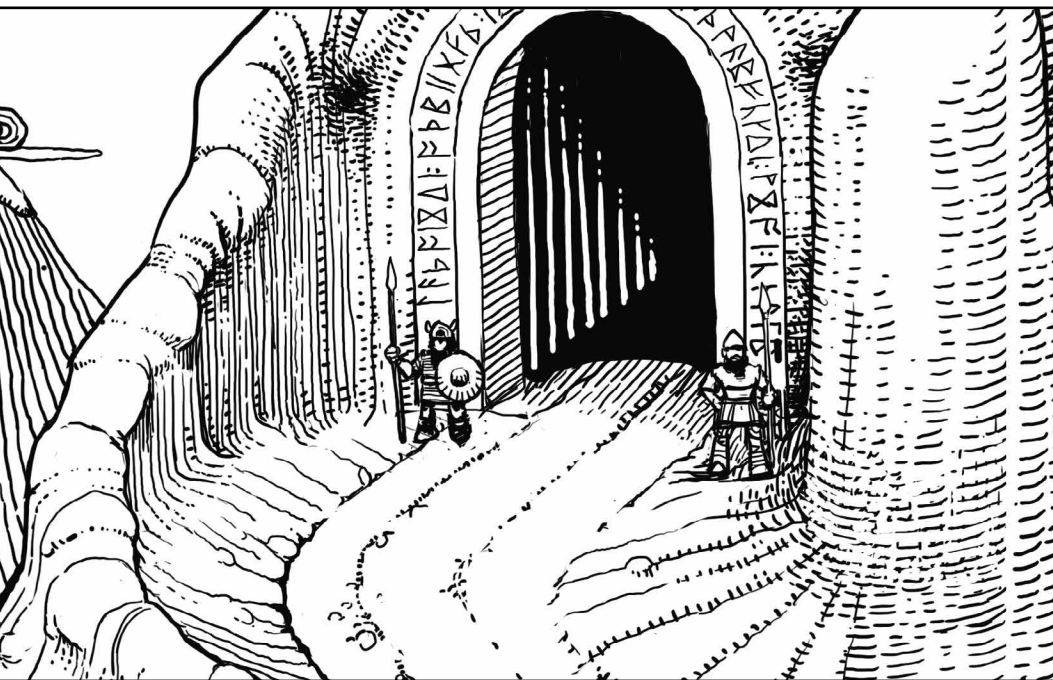
Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d8	19 [0]	8	9	10	13	12
2	2,200	2d8	19 [0]	8	9	10	13	12
3	4,400	3d8	19 [0]	8	9	10	13	12
4	8,800	4d8	17 [+2]	6	7	8	10	10
5	17,000	5d8	17 [+2]	6	7	8	10	10
6	35,000	6d8	17 [+2]	6	7	8	10	10
7	70,000	7d8	14 [+5]	4	5	6	7	8
8	140,000	8d8	14 [+5]	4	5	6	7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

* Modifiers from CON no longer apply.

D: Death / poisoning; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.



Elf

Demihuman Class

Requirements: Minimum INT 9

Prime requisite: INT and STR

Hit Dice: 1d6

Maximum level: 10

Armour: Any, including shields

Weapons: Any

Languages: Alignment, Common, Elvish, Gnoll, Hobgoblin, Orcish

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

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

Arcane Magic

See *Classic Fantasy: Magic* for full details on arcane magic.

Magical research: An elf of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When an elf reaches 9th level, they are also able to create magic items.

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

Using magic items: As spell casters, elves are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).

Combat

Elves can use all types of weapons and armour.

Detect Secret Doors

Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see *Dungeon Adventuring* in *Classic Fantasy: Adventures*).

Immunity to Ghoul Paralysis

Elves are completely unaffected by the paralysis that ghouls can inflict.

Infravision

Elves have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Classic Fantasy: Adventures*).

Listening at Doors

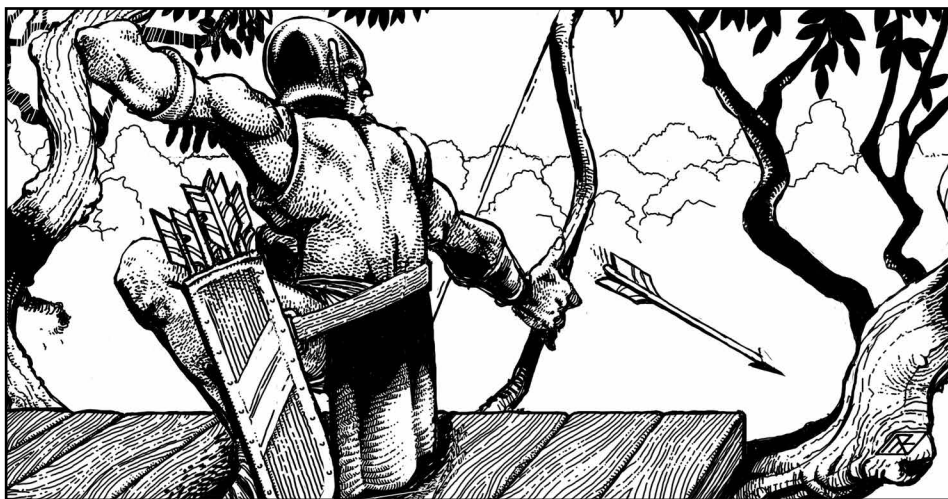
Elves have a 2-in-6 chance of hearing noises (see *Dungeon Adventuring* in *Classic Fantasy: Adventures*).

Elf Level Progression

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

* Modifiers from CON no longer apply.

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



After Reaching 9th Level

An elf may construct a stronghold in the depths of the forest, blending in with the natural environment of a site of great beauty, for example: in the treetops, beside a serene valley, or hidden behind a waterfall. Whatever material it is made of, the construction costs as much as similar work in stone, due to the exquisite quality of craftsmanship involved.

Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves. They may warn of intruders, carry messages and news, and so on. In exchange for this friendship, the elf must protect the animals from harm.

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

FIGHTER

Requirements: None

Prime requisite: STR

Hit Dice: 1d8

Maximum level: 14

Armour: Any, including shields

Weapons: Any

Languages: Alignment, Common

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

Combat

Fighters can use all types of weapons and armour.

Stronghold

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

After Reaching 9th Level

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



Fighter Level Progression

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

* Modifiers from CON no longer apply.

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



HALFLING

Demihuman Class

Requirements: Minimum CON 9, minimum DEX 9

Prime requisite: DEX and STR

Hit Dice: 1d6

Maximum level: 8

Armour: Any appropriate to size, including shields

Weapons: Any appropriate to size

Languages: Alignment, Common, Halfling

Halflings are small, rotund demihumans with furry feet and curly hair. They weigh about 60 pounds and are around 3' tall. Halflings are a friendly and welcoming folk. Above all, they love the comforts of home and are not known for their bravery. Halflings who gain treasure through adventuring will often use their wealth in pursuit of a quiet, comfortable life.

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

Combat

Halflings can use all types of armour, but it must be tailored to their small size. Similarly, they can use any weapon appropriate to their stature (as determined by the referee). They cannot use long-bows or two-handed swords.



Defensive Bonus

Due to their small size, halflings gain a +2 bonus to Armour Class when attacked by large opponents (greater than human-sized).

Hiding

Halflings have an uncanny ability to disappear from sight:

- ▶ In woods or undergrowth, a halfling can hide with a 90% chance of success.
- ▶ In dungeons, a halfling can hide in shadows or behind other forms of cover. The chance of success is 2-in-6. Hiding requires the halfling to be motionless.

Halfling Level Progression

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

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Initiative Bonus (Optional Rule)

If using the optional rule for individual initiative (see **Combat** in *Classic Fantasy: Adventures*), halflings get a bonus of +1 to initiative rolls.

Listening at Doors

Halflings have a 2-in-6 chance of hearing noises (see **Dungeon Adventuring** in *Classic Fantasy: Adventures*).

Missile Attack Bonus

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

Stronghold

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



MAGIC-USER

Requirements: None

Prime requisite: INT

Hit Dice: 1d4

Maximum level: 14

Armour: None

Weapons: Dagger

Languages: Alignment, Common

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

Arcane Magic

See *Classic Fantasy: Magic* for full details on arcane magic.

Magical research: A magic-user of any level may spend time and money on magical research. This allows them to add new spells to their spell book and to research other magical effects. When a magic-user reaches 9th level, they are also able to create magic items.

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

Using magic items: As spell casters, magic-users are able to use magic scrolls of spells on their spell list. They can also use items that may only be used by arcane spell casters (e.g. magic wands).



Combat

Magic-users can only use daggers and are unable to use shields or wear any kind of armour. This makes them very vulnerable in combat.

After Reaching 11th Level

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



Magic-User Level Progression

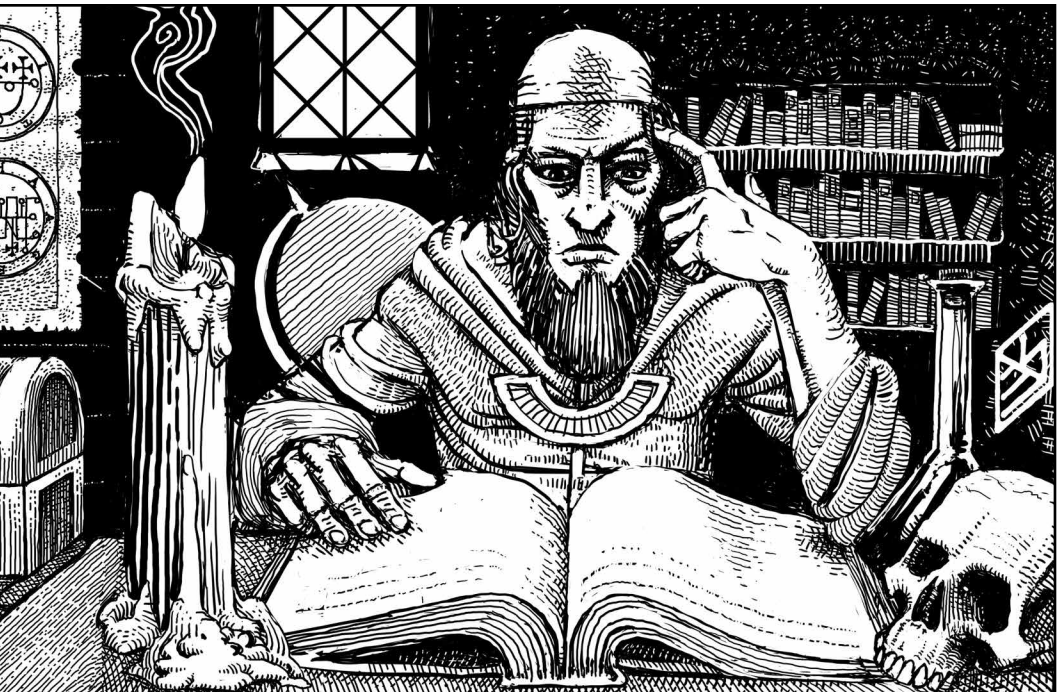
Level	XP	HD	THACO	Saving Throws					Spells					
				D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19 [0]	13	14	13	16	15	1	–	–	–	–	–
2	2,500	2d4	19 [0]	13	14	13	16	15	2	–	–	–	–	–
3	5,000	3d4	19 [0]	13	14	13	16	15	2	1	–	–	–	–
4	10,000	4d4	19 [0]	13	14	13	16	15	2	2	–	–	–	–
5	20,000	5d4	19 [0]	13	14	13	16	15	2	2	1	–	–	–
6	40,000	6d4	17 [+2]	11	12	11	14	12	2	2	2	–	–	–
7	80,000	7d4	17 [+2]	11	12	11	14	12	3	2	2	1	–	–
8	150,000	8d4	17 [+2]	11	12	11	14	12	3	3	2	2	–	–
9	300,000	9d4	17 [+2]	11	12	11	14	12	3	3	3	2	1	–
10	450,000	9d4+1*	17 [+2]	11	12	11	14	12	3	3	3	3	2	–
11	600,000	9d4+2*	14 [+5]	8	9	8	11	8	4	3	3	3	2	1
12	750,000	9d4+3*	14 [+5]	8	9	8	11	8	4	4	3	3	3	2
13	900,000	9d4+4*	14 [+5]	8	9	8	11	8	4	4	4	3	3	3
14	1,050,000	9d4+5*	14 [+5]	8	9	8	11	8	4	4	4	4	3	3

* Modifiers from CON no longer apply.

D: Death / poison; W: Wands;

P: Paralysis / petrify; B: Breath attacks;

S: Spells / rods / staves.



THIEF

Requirements: None

Prime requisite: DEX

Hit Dice: 1d4

Maximum level: 14

Armour: Leather, no shields

Weapons: Any

Languages: Alignment, Common

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

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

Back-Stab

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

Combat

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

Read Languages

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

Scroll Use

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

Thief Skills

Thieves can use the following skills, with the chance of success shown opposite:

► **Climb sheer surfaces (CS):** A roll is required for each 100' to be climbed. If the roll fails, the thief falls at the halfway point, suffering falling damage.

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

► **Hear noise (HN):** In a quiet environment (e.g. not in combat), a thief may attempt to listen at a door or to hear the sounds of something (e.g. a wandering monster) approaching.

► **Hide in shadows (HS):** Requires the thief to be motionless—attacking or moving while hiding is not possible.

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

► **Open locks (OL):** Requires thieves' tools (see *Equipment*, p36). A thief can only try this skill once per lock. If the roll fails, the thief may not try the same lock again before gaining an experience level.

► **Pick pockets (PP):** For victims above 5th level, the thief's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under *Encounters* in *Classic Fantasy: Adventures*).

After Reaching 9th Level

A thief can establish a thief den, attracting 2d6 apprentices of 1st level. These thieves will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful thief might use these followers to start a Thieves' Guild.

Thief Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d4	19 [0]	13	14	13	16	15
2	1,200	2d4	19 [0]	13	14	13	16	15
3	2,400	3d4	19 [0]	13	14	13	16	15
4	4,800	4d4	19 [0]	13	14	13	16	15
5	9,600	5d4	17 [+2]	12	13	11	14	13
6	20,000	6d4	17 [+2]	12	13	11	14	13
7	40,000	7d4	17 [+2]	12	13	11	14	13
8	80,000	8d4	17 [+2]	12	13	11	14	13
9	160,000	9d4	14 [+5]	10	11	9	12	10
10	280,000	9d4+2*	14 [+5]	10	11	9	12	10
11	400,000	9d4+4*	14 [+5]	10	11	9	12	10
12	520,000	9d4+6*	14 [+5]	10	11	9	12	10
13	640,000	9d4+8*	12 [+7]	8	9	7	10	8
14	760,000	9d4+10*	12 [+7]	8	9	7	10	8

* Modifiers from CON no longer apply.

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

Thief Skills Chance of Success

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

Rolling Skill Checks

Hear noise: Is rolled on 1d6. If the roll is within the listed range of numbers, the skill succeeds.

Other skills: Are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hear noise, hide in shadows, and move silently on the player's behalf, as the thief does not immediately know if the attempt was successful. If a hide in shadows or move silently roll fails, the referee knows that the thief has been noticed and should determine enemies' actions appropriately.

ADVANCEMENT

EXPERIENCE

All characters who make it through an adventure alive receive experience points (XP), awarded by the referee (see *Awarding XP* in *Classic Fantasy: Adventures*). XP is gained from two sources: treasure recovered and monsters defeated.

Prime Requisite Modifiers

Characters receive an XP bonus or penalty based on their score in their class' prime requisites (see *Ability Scores*, p12). This modifier is applied to the grand total XP a particular character receives at the end of an adventure.

Levelling Up

When a character gains enough XP to reach the next experience level, the player should consult the description of the character's class and note any improvements in saving throws, attack probabilities, spells per day, and other class abilities. If the character's Hit Dice increase, a new Hit Die of the specified type should be rolled and the result added to the character's maximum hit point total.

Maximum XP in One Session

Characters cannot advance more than one level in one session. Any additional XP that would take a character two or more levels above their current level are lost, leaving the character at 1 XP below the total for the next level.

LEVEL TITLES

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

- **Cleric:** Acolyte, Adept, Priest(ess), Vicar, Curate, Elder, Bishop, Lama, Matriarch (Patriarch).
- **Dwarf:** Dwarven Veteran, Dwarven Warrior, Dwarven Swordmaster, Dwarven Hero, Dwarven Swashbuckler, Dwarven Myrmidon, Dwarven Champion, Dwarven Superhero, Dwarven Lord (Lady).
- **Elf:** Medium/Veteran, Seer/Warrior, Conjuror/Swordmaster, Magician/Hero, Enchanter (Enchantress)/Swashbuckler, Warlock (Witch)/Myrmidon, Sorcerer (Sorceress)/Champion, Necromancer/Superhero, Wizard/Lord (Lady).
- **Fighter:** Veteran, Warrior, Swordmaster, Hero, Swashbuckler, Myrmidon, Champion, Superhero, Lord (Lady).
- **Halfling:** Halfling Veteran, Halfling Warrior, Halfling Swordmaster, Halfling Hero, Halfling Swashbuckler, Halfling Myrmidon, Halfling Champion, Sheriff.
- **Magic-user:** Medium, Seer, Conjuror, Magician, Enchanter (Enchantress), Warlock (Witch), Sorcerer (Sorceress), Necromancer, Wizard.
- **Thief:** Apprentice, Footpad, Robber, Burglar, Cutpurse, Sharper, Pilferer, Thief, Master Thief.

High-Level Play (Optional Rule)

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

Clerics

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

Fighters

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

Magic-Users

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

Thieves

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

Character Attack Matrix

Class and Level						Attack Roll to Hit AC									
Fighter Demi-H	Cleric Thief	Magic- User	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
1-3	1-4	1-5	20	20	20	19	18	17	16	15	14	13	12	11	10
4-6	5-8	6-10	20	19	18	17	16	15	14	13	12	11	10	9	8
7-9	9-12	11-15	17	16	15	14	13	12	11	10	9	8	7	6	5
10-12	13-16	16-20	15	14	13	12	11	10	9	8	7	6	5	4	3
13-15	17-20	21-25	13	12	11	10	9	8	7	6	5	4	3	2	2
16-18	21-24	26-30	11	10	9	8	7	6	5	4	3	2	2	2	2
19-21	25-28	31-35	9	8	7	6	5	4	3	2	2	2	2	2	2
22-24	29-32	36	7	6	5	4	3	2	2	2	2	2	2	2	2
25-27	33-36	—	5	4	3	2	2	2	2	2	2	2	2	2	2
28-30	—	—	3	2	2	2	2	2	2	2	2	2	2	2	2
31-33	—	—	2	2	2	2	2	2	2	2	2	2	2	2	2
34-36	—	—	2	2	2	2	2	2	2	2	2	2	2	2	2

WEALTH

Successful characters accumulate wealth from the spoils of their adventures. Treasure may take many forms, but often the most useful form of treasure is money.



Money

The most common coin is the gold piece (gp). Coins made of other metals—platinum (pp), electrum (ep), silver (sp), and copper (cp)—are also used. The conversion rates of coins are shown below.

Starting Money

PCs begin play with $3d6 \times 10$ gold pieces.

Inheritance

Faced with the possibility of character death, players may wish to create a will for their characters, to leave wealth behind for an heir. If the referee allows this, the following stipulations apply:

- **Tax:** Any treasure left as an inheritance will be taxed at 10%.
- **Heir:** A character's heir must be a new 1st level character.
- **Once only:** A player may only leave a character inheritance once.

Domains

When characters have amassed sufficient wealth, they will often wish to construct a base or stronghold and possibly found a domain.

See *Strongholds*, p58 for full rules on building a stronghold and founding a domain.

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



MULLEN

EQUIPMENT

ADVENTURING GEAR

Adventuring Gear

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

Descriptions

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

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

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

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

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

Holy water: Water that has been blessed by a holy person. It is used in some religious rituals and inflicts damage on undead monsters (see *Weapon Combat Stats*, p39). Holy water does not retain its power if stored in any other container than the special vials it is blessed in.

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

Lantern: Can be closed to hide the light. Burns one oil flask every four hours (24 turns). Casts light in a 30' radius.

Mirror: Useful for looking around corners or for reflecting a gaze attack.



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

- ▶ **Throwing:** An oil flask may be lit on fire and thrown (see *Weapon Combat Stats*, p39).
- ▶ **Pools:** Oil that is poured on the ground and lit covers a diameter of 3 feet and burns for 1 turn, inflicting damage on any character or monster moving through the pool.
- ▶ **Immunity:** Burning oil does not harm monsters that have a natural flame attack.

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

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

Rations, standard: Fresh, unpreserved food.

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

Sack, large: Can hold up to 600 coins.

Sack, small: Can hold up to 200 coins.

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

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

Other Equipment

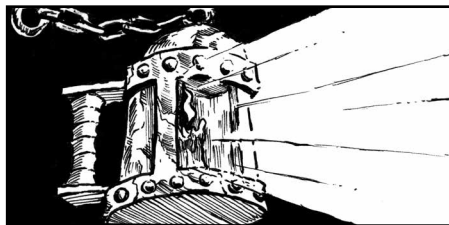
The items detailed in this section are those most commonly available for purchase. Should PCs wish to purchase items not on these lists, the referee may use the listed items as guidelines for determining the prices and characteristics of new items, including combat statistics (if appropriate).

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

Torch: A torch burns for 1 hour (6 turns), clearly illuminating a 30' radius. Torches may also be used in combat (see *Weapon Combat Stats*, p39).

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

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



WEAPONS AND ARMOUR

Weapons

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

Ammunition

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

Armour

Armour	AC	Cost (gp)	Weight (Coins)
Leather	7 [12]	20	200
Chainmail	5 [14]	40	400
Plate mail	3 [16]	60	500
Shield	+1 bonus	10	100

Encumbrance (Optional Rule)

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

Option 1: Basic Encumbrance
Leather armour counts as *light armour*, chainmail and plate mail count as *heavy armour*.

Option 2: Detailed Encumbrance
The listed weight of armour and weapons is tracked. The listed weight of missile weapons already includes the weight of the ammunition and its container.



Weapon Combat Stats

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

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

(see *Combat* in *Classic Fantasy: Adventures*).

Weapon Qualities

Blunt: May be used by clerics.

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

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

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

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

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

Slow: The character acts last in each combat round (see *Combat* in *Classic Fantasy: Adventures*).

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

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





VEHICLES AND MOUNTS

RULES FOR VEHICLES

Game Statistics

Hull Points (hp)

The vehicle's structural integrity and ability to keep moving when damaged. Analogous to a character's hit points. A vehicle that reaches 0 hull points is destroyed.

Armour Class (AC)

The vehicle's ability to resist damage from attacks.

Movement Rate

The speed at which the vehicle can move. Every vehicle has a *base movement rate* and an *encounter movement rate* (noted in parentheses). The encounter movement rate is one third of the base movement rate.

Cargo Capacity

The maximum load the vehicle can carry, measured in coins (see *Time, Weight, and Movement* in *Classic Fantasy: Adventures*).

Required Crew

The number of people or animals (e.g. sailors, oarsmen, horses) required for the vehicle's normal operation.

Passengers or Mercenaries

Some vehicles have extra space aboard specifically intended to carry passengers or mercenaries (of any type, see *Mercenaries*, p54) in addition to the normal crew. If a vehicle's description does not mention this space for passengers, it is as-

sumed to only have space for the crew—the referee may rule that cargo hold space could be converted into additional living quarters.

Seaworthiness

Water vessels are divided into two categories, each behaving differently under different wind conditions (see *Waterborne Adventuring* in *Classic Fantasy: Adventures*). Seaworthy vessels are suitable for use on the high seas, away from coastal waters. Unseaworthy vessels are restricted to rivers, lakes, or coastal waters.

Damaging Vehicles

In combat, attacks and damage may be directed at vehicles in addition to characters and monsters.

Normal attacks: Unless noted in a vehicle's description, attacks with normal weapons (e.g. bows, swords, etc.) do not inflict hull damage.

Magical attacks: Damaging spells or magical attacks inflict one point of hull damage per five points of normal hit point damage the attack does.

Giant monsters: Can damage vehicles, inflicting one point of hull damage per five points of normal hit point damage the attack does.

Mounted weaponry: Some vehicles carry mounted weaponry specifically designed for vehicle-to-vehicle combat. Such weapons inflict hull damage directly. The rules for attacking with ship-mounted weapons are described in *Water Vessels*, p46.

Effects of Hull Damage

When a vehicle loses hull points, its movement rate is also affected. This may be due to structural damage influencing how the vehicle moves or, in the case of water vessels, due to taking on water.

Movement rate reduction: For every 10% a vehicle is reduced from its maximum hull points, its movement rate is reduced by an equal percentage. For example, if a vehicle loses 20% of its hull points, its movement rate is reduced by 20%.

Destruction

If a vehicle is reduced to 0 hull points:

- ▶ It will lose its structural integrity in 1d10 rounds (e.g. a water vessel sinks).
- ▶ Any mounted weaponry is no longer functional.

Repairs

In a workshop: Vehicle damage can be repaired by experienced technicians working in a suitable workshop or dock.

In the field: A vehicle's crew can repair up to half of any damage sustained. Remaining damage can only be repaired in a suitable workshop or dock.

Time: It takes five crew-members one turn to repair one hull point. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel.



Boarding

When the occupants of a vehicle wish to board another vehicle, the two vehicles must be brought alongside one another.

Forceful boarding: If the occupants of one vehicle wish to forcefully board the other vehicle, there is a 2-in-6 chance of being able to successfully manoeuvre the vehicle into a boarding position. The two vehicles may then be clamped together with grappling hooks.

Mutual boarding intent: If the occupants of both vehicles wish to board one another, their mutual intent makes the action succeed with no chance of failure.

Boarding characters: Characters who are in the act of boarding another vehicle suffer a -2 penalty to attack rolls and Armour Class for one round.

Rowed Water Vessels

Rowing Encounter Speeds

Some rowed vessels may have an increased encounter movement rate. This represents the great effort on the part of the oarsmen that may be exerted during combat. Such speeds cannot be maintained for long periods, thus the per turn and per day movement rates of such vessels are much slower.

Reduced Oarsmen

Having less than the required number of oarsmen reduces a vessel's speed.

Movement rate reduction: For every 10% reduction in the available rowing crew, the vessel's rowing speed is reduced by an equal percentage. For example, if 10% of the oarsmen are being used to repair hull damage, the vessel moves at 90% of its normal speed (i.e. 10% slower than normal).

ANIMALS OF BURDEN

Camel

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

AC 7 [12], **HD** 2 (9hp), **Att** 1 × bite (1), 1 × hoof (1d4), **THAC0** 18 [+1], **MV** 150' (50'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20

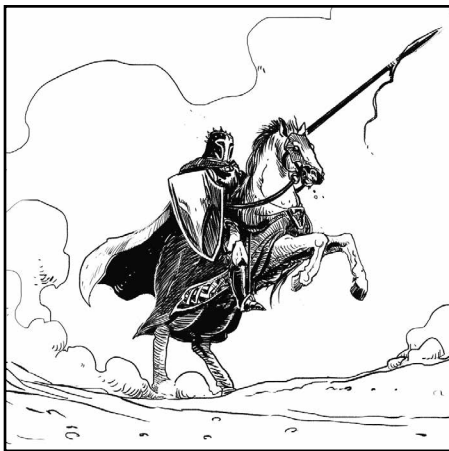
- **Ill-tempered:** Bite or kick creatures in their way, including owners.
- **Water:** After drinking well, can survive 2 weeks without water.
- **Desert travel:** Move at full speed through broken lands and deserts.

Draft Horse

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

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

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



Mule

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

AC 7 [12], **HD** 2 (9hp), **Att** 1 × kick (1d4) or 1 × bite (1d3), **THAC0** 18 [+1], **MV** 120' (40'), **SV** D14 W15 P16 B17 S18 (NH), **ML** 8, **AL** Neutral, **XP** 20

- **Tenacious:** Can be taken underground, if the referee allows it.
- **Defensive:** May attack if threatened, but cannot be trained to attack on command.

Riding Horse

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

AC 7 [12], **HD** 2 (9hp), **Att** 2 × hoof (1d4), **THAC0** 18 [+1], **MV** 240' (80'), **SV** D12 W13 P14 B15 S16 (1), **ML** 7, **AL** Neutral, **XP** 20

War Horse

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

AC 7 [12], **HD** 3 (13hp), **Att** 2 × hoof (1d6), **THAC0** 17 [+2], **MV** 120' (40'), **SV** D12 W13 P14 B15 S16 (2), **ML** 9, **AL** Neutral, **XP** 35

- **Charge:** When not in melee. Requires a clear run of at least 20 yards. Rider's lance inflicts double damage. Horse cannot attack when charging.
- **Melee:** When in melee, both rider and horse can attack.

Monster Stat Blocks

See *Game Statistics* in *Classic Fantasy: Monsters* for full details on the stat block format used for animals of burden.

Animals of Burden

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

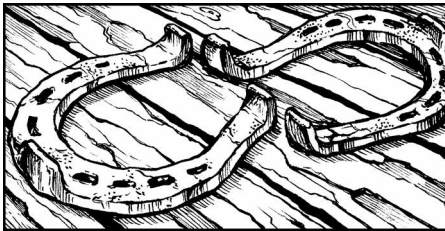
TACK AND HARNESS

Tack and Harness

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

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

Saddle bags: Hold up to 300 coins weight.



LAND VEHICLES

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

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

Required Animals

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

Difficult Terrain

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

Land Vehicles

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

WATER VESSELS

Seaworthy Vessels

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

Descriptions

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

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

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

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

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

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

Historical Periods

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

Unseaworthy Vessels

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

Descriptions

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

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

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

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

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

Vessel Dimensions

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

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

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

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

Vessel Movement and Crew

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

* Crew act as rowers, sailors, and fighters.

** May be piloted by unskilled characters.

Crew

Vessels are propelled by rowing or sailing, with some able to use either means. The necessary crew and the resulting speeds are given in the table above. The pay rates for crew are listed in *Specialists, p56*.

Ship Modifications

The following modifications may be made to an existing ship:

- **Warship:** A sailing ship may be converted into a warship or troop transport of the same size. The modification costs one-third of the ship's original cost.
- **Catapult:** A catapult may be added to a galley, longship, or warship.
- **Ram:** A ram may be added to a large or small galley (a war galley already comes with a ram fitted).

Rams

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

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

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

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

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

Vessel Combat Stats

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

* Crew act as rowers, sailors, and fighters.

Catapults

Fire either large rocks or flaming pitch.

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

Range: 150–300 yards.

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

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

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

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

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

Catapult Shot

Inflicts 3d6 hull damage against ships.

Catapult Shot, Pitch

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

Ship Weaponry

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





HIRED HELP

RETAINERS

Retainers are NPCs that are hired by characters to accompany them on an adventure.

Limit per PC: Each character is limited to a finite number of retainers, as indicated by the character's Charisma score (see *Ability Scores*, p12).

Duties: Retainers are not mindless slaves and, although they will usually share the party's risks, they will not willingly act as battle fodder. If abused in any way, retainers will typically warn others of this and the PCs will soon find it difficult to hire other retainers.

Class and Level

Retainers can be of any class (including normal humans—effectively of level 0), but must be of equal or lower level to the hiring PC.

Recruitment

Potential retainers may be located by frequenting drinking establishments or by paying to post notices of help wanted.

Applicants are recruited through negotiation, with the referee playing the roles of the NPCs a character attempts to hire. The PC should explain what the job entails and the wages paid.

Wages and Upkeep

The referee should determine the rate of pay desired by potential retainers, taking the following factors into account:

- **Skill level:** More experienced retainers will want a higher rate of pay, whereas those employed for unskilled tasks will have lower demands.
- **Competition:** Retainers may accept lower rates of pay if there are many applicants, but may demand higher rates if there is little competition for the job.

Standard Rate

Retainers will usually want a guaranteed fee (per day or per adventure) and a share of treasure recovered (at very least a half share). For example: a fee of 1gp per day plus a half share of treasure.

Upkeep

The hiring PC must also pay for the retainer's daily upkeep (food and lodgings) and for any new adventuring gear, weapons, or mounts the retainer requires.

Shares of Treasure

Fractional shares of treasure are calculated by dividing the treasure by the total number of shares. For example, a party consisting of 5 PCs (who receive full shares) plus one retainer (who is paid a half share) discover 2,750gp of treasure. The total is divided by 5.5 (five full shares plus one half share): 500gp. Thus, each PC gains 500gp and the retainer gains 250gp.

Applicant Reactions

Once an offer is made, the referee determines the potential retainer's reaction by rolling 2d6 on the table below, modified as follows:

- **Charisma:** The roll is modified by the hiring character's reaction modifier due to CHA (see *Ability Scores*, p12).
- **Generosity:** The referee may apply a bonus or penalty, depending on the attractiveness of the deal (+1 or +2 for generous offers, -1 or -2 for poor offers).
- **Reputation:** A penalty of -1 or -2 may be applied, if the hiring PC has a bad reputation.

Retainer Hiring Reactions

2d6	Result
2 or less	Ill will
3–5	Offer refused
6–8	Roll again
9–11	Offer accepted
12 or more	Offer accepted, +1 loyalty

Ill will: A -1 penalty applies to further hiring reaction rolls while recruiting in the same town or area.



Experience

Although retainers are played by the referee, they acquire experience in the same way PCs do, can advance in level, and are affected by all of the same class rules as PCs.

XP penalty: Because retainers follow instructions when on an adventure, thus not directly engaging in problem solving, XP they receive is penalised by -50%.

Normal humans: When a normal human (i.e. a retainer of level 0 with no character class) gains XP, they must choose an adventuring character class.

Loyalty

Retainers have a loyalty rating, determined by the hiring character's CHA (see *Ability Scores*, p12). This rating may be adjusted at the referee's discretion:

- **Bonuses:** A retainer's loyalty may be increased if the PC has been particularly good to the retainer (e.g. has repeatedly given additional treasure).
- **Penalties:** A retainer's loyalty may be reduced if the PC has been cruel or contrary to their word.

Loyalty Checks

To make a loyalty check, the referee rolls 2d6 and, if the result is lower than or equal to the retainer's loyalty rating, accounting for any adjustments, the roll has succeeded.

When to Check Loyalty

Loyalty checks are made in two circumstances:

- **Peril:** Each time the retainer is exposed to a particularly perilous situation. If the roll fails, the retainer will likely flee.
- **After an adventure:** If the roll fails, the retainer will not work for the PC again.



MERCENARIES

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

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

Locating Mercenaries

Mercenaries can be located by posting notices of help wanted. The response will depend on the availability of suitable troops in the area and the offer made.

Wages

Outside of wartime: As listed opposite.

During wartime: All wages are doubled.

Upkeep

The monthly rate of pay includes food and basic gear. Most mercenaries already have weapons and armour when hired, though their employer may give them additional gear. Note that armourers are required to repair mercenaries' armour and weapons (see *Specialists*, p56).

Mercenaries

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

Archer

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

Archer, Mounted

Mounted on a riding horse. Equipped with a shortbow.

Crossbowman

Equipped with a crossbow and chainmail.

Crossbowman, Mounted

Mounted on a mule. Equipped with a crossbow.

Footman, Light

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

Footman, Heavy

Equipped with a sword, chainmail, and a shield.

Horseman, Light

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

Horseman, Medium

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

Horseman, Heavy

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

Longbowman

Equipped with a longbow, a sword, and chainmail.

Peasant

Unarmed.

Wolf Rider

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

SPECIALISTS

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

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

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

Locating Specialists

Specialists can be located by posting notices of help wanted. The response will depend on the availability of suitable specialists in the area and the offer made.

Wages and Upkeep

The monthly rate of pay includes food and basic gear.

Specialists

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

Alchemist

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

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



Animal Trainer

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

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

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

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

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

Armourer

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

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

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

Assistant Armourer

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

Blacksmith

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

Engineer

Engineers plan and oversee large construction projects such as building strongholds (see *Construction*, p58).

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

Speciality: Humans usually handle over-ground structures, while dwarves may be hired for underground construction.

Navigator

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

Oarsman

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

Sage

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

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

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

Sailor

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

Ship's Captain

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

Spy

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

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

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

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

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

STRONGHOLDS

CONSTRUCTION

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

1. **Permission:** It may be necessary to secure permission to build from an existing authority over the land. This may not be required if the land is uncharted wilderness.
2. **Clear land:** If the construction site is in the wilderness, all monsters in a 6-mile area (i.e. one hex on a typical small-scale wilderness map) must be killed or driven off.
3. **Design:** The player creates a plan for the stronghold and calculates the costs (see construction prices overleaf).
4. **Review:** The referee should review and approve the player's plans.
5. **Hire engineers:** For every 100,000gp cost of the stronghold, the PC must hire one engineer (see *Specialists*, p56).
6. **Construction:** Once the land has been cleared and construction materials delivered, construction may commence. The time required depends entirely on the stronghold's total price: one day of game time per 500gp.
7. **Prepare for settlers:** If the PC wishes to found a dominion and attract settlers, a wider area around the stronghold should be cleared of dangers.

Building in Towns

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

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

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



DOMAIN MANAGEMENT

Maintaining Cleared Lands

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

Settlers

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

Taxation

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



STRUCTURES

Structure Prices

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

Descriptions

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

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

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

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

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

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

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

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

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

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

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

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

Non-Standard Dimensions

Bastions

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

Castle Walls

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

Towers

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

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

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

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

Example Tower Cost Calculation

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

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

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

Interior Features

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

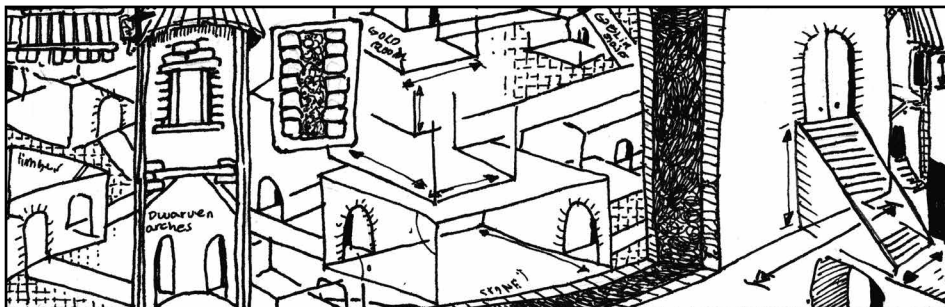
Simple Approach

For simplicity, the cost of a stronghold may be increased by 25% to account for interior details, including: reinforced doors, stone stairs, flagstone flooring,

tile roofing, windows or arrow slits, bars and shutters on windows, and standard furnishings.

Detailed Approach

If the group wishes to perform more detailed calculations or if additional features are desired, the table below may be consulted.



Structure Interior Features

Detail	Dimensions	Cost (gp)
Arrow slit	–	10
Door, iron	3' wide, 7' tall	50
Door, reinforced wood	3' wide, 7' tall	20
Door, stone	3' wide, 7' tall	50
Door, wood	3' wide, 7' tall	10
Floor, flagstones or tiles	10'×10' section	100
Floor, wood	10'×10' section	40
Roof, tiled	10'×10' section	100
Roof, wood	10'×10' section	40
Secret door or trapdoor	Normal	5 × normal
Shifting wall	10'×10' section	1,000
Stairs, stone	3' wide, 10' long section	60
Stairs, wooden	3' wide, 10' long section	20
Trapdoor, iron	4'×3'	120
Trapdoor, reinforced wood	4'×3'	40
Trapdoor, stone	4'×3'	120
Trapdoor, wood	4'×3'	20
Window	–	10
Window bars	–	10
Window shutters	–	5

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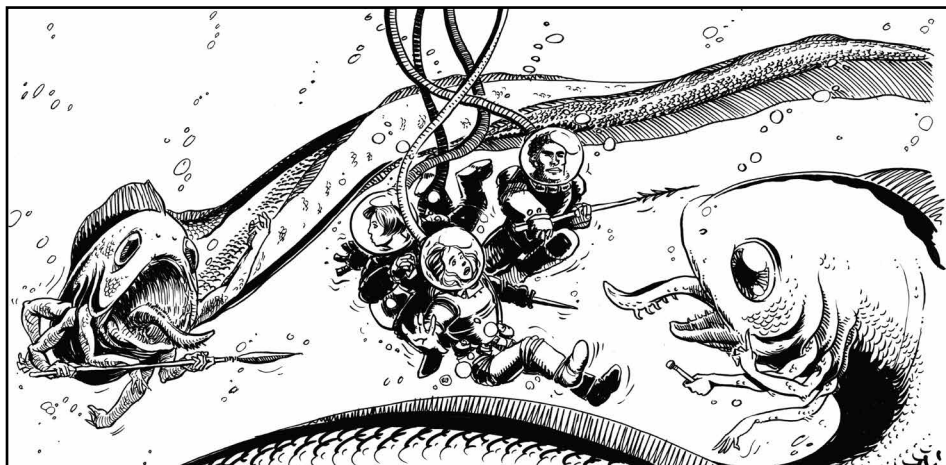
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OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY

Characters

Everything players need to create characters ready for fantastic adventure!

- ▶ **Introduction:** An introduction to fantasy gaming and to *Old-School Essentials*, including explanations of common game terminology.
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- ▶ **Essential equipment:** Full lists of adventuring gear, weapons, armour, vehicles, and mounts.
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NECROTIC
GNOME



EXALTED
FUNERAL

Clerics Turning the Undead

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

–: The turning fails.

Number: If the 2d6 turning roll is higher or equal, the turning attempt succeeds.

T: The turning succeeds.

D: The turning succeeds; the monsters are destroyed, not simply caused to flee.

Successful turning: 2d6 HD of undead are affected. At least one monster is always affected. Excess HD are wasted.

Thief Skills Chance of Success

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

Rolling skill checks: Hear noise is rolled on 1d6. All other skills are rolled on d%.

Player knowledge: The referee should roll for HN, HS, and MS, as the thief does not know if the attempt succeeds. If an HS or MS roll fails, the referee knows the thief has been noticed.

Character Attack Matrix

[illegible]

Cleric Saving Throws

Level	D	W	P	B	S
1–4	11	12	14	16	15
5–8	9	10	12	14	12
9–12	6	7	9	11	9
13–16	3	5	7	8	7

Dwarf and Halfling Saving Throws

Level	D	W	P	B	S
1–3	8	9	10	13	12
4–6	6	7	8	10	10
7–9	4	5	6	7	8
10–12	2	3	4	4	6

Elf Saving Throws

Level	D	W	P	B	S
1–3	12	13	13	15	15
4–6	10	11	11	13	12
7–9	8	9	9	10	10
10	6	7	8	8	8

Cleric Spell Progression

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

Fighter Saving Throws

Level	D	W	P	B	S
1–3	12	13	14	15	16
4–6	10	11	12	13	14
7–9	8	9	10	10	12
10–12	6	7	8	8	10
13–15	4	5	6	5	8

Magic-User Saving Throws

Level	D	W	P	B	S
1–5	13	14	13	16	15
6–10	11	12	11	14	12
11–15	8	9	8	11	8

Thief Saving Throws

Level	D	W	P	B	S
1–4	13	14	13	16	15
5–8	12	13	11	14	13
9–12	10	11	9	12	10
13–16	8	9	7	10	8

Magic-User and Elf Spell Progression

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

Adventuring Gear

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

Tack and Harness

Item	Cost (gp)
Barding (AC 5 [14])	150
Saddle and bridle	25
Saddle bags	5

Coin Conversion Rates

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

Weapons

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

Ammunition

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

Armour

Armour	AC	Cost (gp)	Weight (Coins)
Leather	7 [12]	20	200
Chainmail	5 [14]	40	400
Plate mail	3 [16]	60	500
Shield	+1 bonus	10	100

Weapon Combat Stats

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

Animals of Burden

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

Land Vehicles

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