

| Thief Level | Open Locks | Remove Traps | Pick Pockets | Move Silently | Climb Walls | Hide | Listen |
|-------------|------------|--------------|--------------|---------------|-------------|------|--------|
| 1           | 25         | 20           | 30           | 25            | 80          | 10   | 30     |
| 2           | 30         | 25           | 35           | 30            | 81          | 15   | 34     |
| 3           | 35         | 30           | 40           | 35            | 82          | 20   | 38     |
| 4           | 40         | 35           | 45           | 40            | 83          | 25   | 42     |
| 5           | 45         | 40           | 50           | 45            | 84          | 30   | 46     |
| 6           | 50         | 45           | 55           | 50            | 85          | 35   | 50     |
| 7           | 55         | 50           | 60           | 55            | 86          | 40   | 54     |
| 8           | 60         | 55           | 65           | 60            | 87          | 45   | 58     |
| 9           | 65         | 60           | 70           | 65            | 88          | 50   | 62     |
| 10          | 68         | 63           | 74           | 68            | 89          | 53   | 65     |
| 11          | 71         | 66           | 78           | 71            | 90          | 56   | 68     |
| 12          | 74         | 69           | 82           | 74            | 91          | 59   | 71     |
| 13          | 77         | 72           | 86           | 77            | 92          | 62   | 74     |
| 14          | 80         | 75           | 90           | 80            | 93          | 65   | 77     |
| 15          | 83         | 78           | 94           | 83            | 94          | 68   | 80     |
| 16          | 84         | 79           | 95           | 85            | 95          | 69   | 83     |
| 17          | 85         | 80           | 96           | 87            | 96          | 70   | 86     |
| 18          | 86         | 81           | 97           | 89            | 97          | 71   | 89     |
| 19          | 87         | 82           | 98           | 91            | 98          | 72   | 92     |
| 20          | 88         | 83           | 99           | 93            | 99          | 73   | 95     |

| Cleric Level | Skeleton | Zombie | Ghoul | Wight | Wraith | Mummy | Spectre | Vampire |
|--------------|----------|--------|-------|-------|--------|-------|---------|---------|
| 1            | 13       | 17     | 19    | No    | No     | No    | No      | No      |
| 2            | 11       | 15     | 18    | 20    | No     | No    | No      | No      |
| 3            | 9        | 13     | 17    | 19    | No     | No    | No      | No      |
| 4            | 7        | 11     | 15    | 18    | 20     | No    | No      | No      |
| 5            | 5        | 9      | 13    | 17    | 19     | No    | No      | No      |
| 6            | 3        | 7      | 11    | 15    | 18     | 20    | No      | No      |
| 7            | 2        | 5      | 9     | 13    | 17     | 19    | No      | No      |
| 8            | T        | 3      | 7     | 11    | 15     | 18    | 20      | No      |
| 9            | T        | 2      | 5     | 9     | 13     | 17    | 19      | No      |
| 10           | T        | T      | 3     | 7     | 11     | 15    | 18      | 20      |
| 11           | D        | T      | 2     | 5     | 9      | 13    | 17      | 19      |
| 12           | D        | T      | T     | 3     | 7      | 11    | 15      | 18      |
| 13           | D        | D      | T     | 2     | 5      | 9     | 13      | 17      |
| 14           | D        | D      | T     | T     | 3      | 7     | 11      | 15      |
| 15           | D        | D      | D     | T     | 2      | 5     | 9       | 13      |
| 16           | D        | D      | D     | T     | T      | 3     | 7       | 11      |
| 17           | D        | D      | D     | D     | T      | 2     | 5       | 9       |
| 18           | D        | D      | D     | D     | T      | T     | 3       | 7       |
| 19           | D        | D      | D     | D     | D      | T     | 2       | 5       |
| 20           | D        | D      | D     | D     | D      | T     | T       | 3       |

#### Thief Saving Throws

| Level | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells |
|-------|---------------------|-------------|----------------------|---------------|--------|
| 1     | 13                  | 14          | 13                   | 16            | 15     |
| 2-3   | 12                  | 14          | 12                   | 15            | 14     |
| 4-5   | 11                  | 13          | 12                   | 14            | 13     |
| 6-7   | 11                  | 13          | 11                   | 13            | 13     |
| 8-9   | 10                  | 12          | 11                   | 12            | 12     |
| 10-11 | 9                   | 12          | 10                   | 11            | 11     |
| 12-13 | 9                   | 10          | 10                   | 10            | 11     |
| 14-15 | 8                   | 10          | 9                    | 9             | 10     |
| 16-17 | 7                   | 9           | 9                    | 8             | 9      |
| 18-19 | 7                   | 9           | 8                    | 7             | 9      |
| 20    | 6                   | 8           | 8                    | 6             | 8      |

#### Fighter Saving Throws

| Level | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells |
|-------|---------------------|-------------|----------------------|---------------|--------|
| 1     | 12                  | 13          | 14                   | 15            | 17     |
| 2-3   | 11                  | 12          | 14                   | 15            | 16     |
| 4-5   | 11                  | 11          | 13                   | 14            | 15     |
| 6-7   | 10                  | 11          | 12                   | 14            | 15     |
| 8-9   | 9                   | 10          | 12                   | 13            | 14     |
| 10-11 | 9                   | 9           | 11                   | 12            | 13     |
| 12-13 | 8                   | 9           | 10                   | 12            | 13     |
| 14-15 | 7                   | 8           | 10                   | 11            | 12     |
| 16-17 | 7                   | 7           | 9                    | 10            | 11     |
| 18-19 | 6                   | 7           | 8                    | 10            | 11     |
| 20    | 5                   | 6           | 8                    | 9             | 10     |

#### Ability Score

#### Bonus/Penalty

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

#### Cleric Saving Throws

| Level | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells |
|-------|---------------------|-------------|----------------------|---------------|--------|
| 1     | 11                  | 12          | 14                   | 16            | 15     |
| 2-3   | 10                  | 11          | 13                   | 15            | 14     |
| 4-5   | 9                   | 10          | 13                   | 15            | 14     |
| 6-7   | 9                   | 10          | 12                   | 14            | 13     |
| 8-9   | 8                   | 9           | 12                   | 14            | 13     |
| 10-11 | 8                   | 9           | 11                   | 13            | 12     |
| 12-13 | 7                   | 8           | 11                   | 13            | 12     |
| 14-15 | 7                   | 8           | 10                   | 12            | 11     |
| 16-17 | 6                   | 7           | 10                   | 12            | 11     |
| 18-19 | 6                   | 7           | 9                    | 11            | 10     |
| 20    | 5                   | 6           | 9                    | 11            | 10     |

## DM Screen

By: Scott Abraham

#### Ability Roll Target

| Level | Target |
|-------|--------|
| 0-1   | 17     |
| 2-3   | 16     |
| 4-5   | 15     |
| 6-7   | 14     |
| 8-9   | 13     |
| 10-11 | 12     |
| 12-13 | 11     |
| 14-15 | 10     |
| 16-17 | 9      |
| 18-19 | 8      |
| 20    | 7      |

#### Magic User Saving Throws

| Level | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells |
|-------|---------------------|-------------|----------------------|---------------|--------|
| 1     | 13                  | 14          | 13                   | 16            | 15     |
| 2-3   | 13                  | 14          | 13                   | 15            | 14     |
| 4-5   | 12                  | 13          | 12                   | 15            | 13     |
| 6-7   | 12                  | 12          | 11                   | 14            | 13     |
| 8-9   | 11                  | 11          | 10                   | 14            | 12     |
| 10-11 | 11                  | 10          | 9                    | 13            | 11     |
| 12-13 | 10                  | 10          | 9                    | 13            | 11     |
| 14-15 | 10                  | 9           | 8                    | 12            | 10     |
| 16-17 | 9                   | 8           | 7                    | 12            | 9      |
| 18-19 | 9                   | 7           | 6                    | 11            | 9      |
| 20    | 8                   | 6           | 5                    | 11            | 8      |

| First Level Clerical Spells |                       |
|-----------------------------|-----------------------|
| 1                           | Cure Light Wounds*    |
| 2                           | Detect Evil           |
| 3                           | Detect Magic          |
| 4                           | Light*                |
| 5                           | Protection from Evil  |
| 6                           | Purify Food and Water |
| 7                           | Remove Fear*          |
| 8                           | Resist Cold           |

| Second Level Clerical Spells |                    |
|------------------------------|--------------------|
| 1                            | Bless*             |
| 2                            | Charm Animal       |
| 3                            | Find Traps         |
| 4                            | Hold Person*       |
| 5                            | Resist Fire        |
| 6                            | Silence 15' radius |
| 7                            | Speak with Animals |
| 8                            | Spiritual Hammer   |

| Third Level Clerical Spells |                   |
|-----------------------------|-------------------|
| 1                           | Continual Light*  |
| 2                           | Cure Blindness    |
| 3                           | Cure Disease*     |
| 4                           | Growth of Animals |
| 5                           | Locate Object     |
| 6                           | Remove Curse*     |
| 7                           | Speak with Dead   |
| 8                           | Striking          |

| Fourth Level Clerical Spells |                                 |
|------------------------------|---------------------------------|
| 1                            | Animate Dead                    |
| 2                            | Create Water                    |
| 3                            | Cure Serious Wounds*            |
| 4                            | Dispel Magic                    |
| 5                            | Neutralize Poison*              |
| 6                            | Protection from Evil 10' radius |
| 7                            | Speak with Plants               |
| 8                            | Sticks to Snakes                |

| Fifth Level Clerical Spells |               |
|-----------------------------|---------------|
| 1                           | Commune       |
| 2                           | Create Food   |
| 3                           | Dispel Evil   |
| 4                           | Insect Plague |
| 5                           | Quest*        |
| 6                           | Raise Dead*   |
| 7                           | True Seeing   |
| 8                           | Wall of Fire  |

| Sixth Level Clerical Spells |                     |
|-----------------------------|---------------------|
| 1                           | Animate Objects     |
| 2                           | Blade Barrier       |
| 3                           | Find the Path       |
| 4                           | Heal                |
| 5                           | Regenerate          |
| 6                           | Restoration         |
| 7                           | Speak with Monsters |
| 8                           | Word of Recall      |

| First Level Magic-User Spells |                      |
|-------------------------------|----------------------|
| 1                             | Charm Person         |
| 2                             | Detect Magic         |
| 3                             | Floating Disc        |
| 4                             | Hold Portal          |
| 5                             | Light*               |
| 6                             | Magic Missile        |
| 7                             | Magic Mouth          |
| 8                             | Protection from Evil |
| 9                             | Read Languages       |
| 10                            | Shield               |
| 11                            | Sleep                |
| 12                            | Ventriloquism        |

| Second Level Magic-User Spells |                  |
|--------------------------------|------------------|
| 1                              | Continual Light* |
| 2                              | Detect Evil      |
| 3                              | Detect Invisible |
| 4                              | ESP              |
| 5                              | Invisibility     |
| 6                              | Knock            |
| 7                              | Levitate         |
| 8                              | Locate Object    |
| 9                              | Mirror Image     |
| 10                             | Phantasmal Force |
| 11                             | Web              |
| 12                             | Wizard Lock      |

| Third Level Magic-User Spells |                                 |
|-------------------------------|---------------------------------|
| 1                             | Clairvoyance                    |
| 2                             | Darkvision                      |
| 3                             | Dispel Magic                    |
| 4                             | Fireball                        |
| 5                             | Fly                             |
| 6                             | Haste*                          |
| 7                             | Hold Person*                    |
| 8                             | Invisibility 10' radius         |
| 9                             | Lightning Bolt                  |
| 10                            | Protection from Evil 10' radius |
| 11                            | Protection from Normal Missiles |
| 12                            | Water Breathing                 |

| Fourth Level Magic-User Spells |                       |
|--------------------------------|-----------------------|
| 1                              | Charm Monster         |
| 2                              | Confusion             |
| 3                              | Dimension Door        |
| 4                              | Growth of Plants*     |
| 5                              | Hallucinatory Terrain |
| 6                              | Ice Storm             |
| 7                              | Massmorph             |
| 8                              | Polymorph Other       |
| 9                              | Polymorph Self        |
| 10                             | Remove Curse*         |
| 11                             | Wall of Fire          |
| 12                             | Wizard Eye            |

| Fifth Level Magic-User Spells |                   |
|-------------------------------|-------------------|
| 1                             | Animate Dead      |
| 2                             | Cloudkill         |
| 3                             | Conjure Elemental |
| 4                             | Feeblemind        |
| 5                             | Hold Monster*     |
| 6                             | Magic Jar         |
| 7                             | Passwall          |
| 8                             | Telekinesis       |
| 9                             | Teleport          |
| 10                            | Wall of Stone     |

| Sixth Level Magic-User Spells |                   |
|-------------------------------|-------------------|
| 1                             | Anti-Magic Shell  |
| 2                             | Death Spell       |
| 3                             | Disintegrate      |
| 4                             | Flesh to Stone*   |
| 5                             | Geas*             |
| 6                             | Invisible Stalker |
| 7                             | Lower Water       |
| 8                             | Projected Image   |
| 9                             | Reincarnate       |
| 10                            | Wall of Iron      |

| Monster Hit Dice | XP Value | Special Ability Bonus |
|------------------|----------|-----------------------|
| less than 1      | 10       | 3                     |
| 1                | 25       | 12                    |
| 2                | 75       | 25                    |
| 3                | 145      | 30                    |
| 4                | 240      | 40                    |
| 5                | 360      | 45                    |
| 6                | 500      | 55                    |
| 7                | 670      | 65                    |
| 8                | 875      | 70                    |
| 9                | 1,075    | 75                    |
| 10               | 1,300    | 90                    |
| 11               | 1,575    | 95                    |
| 12               | 1,875    | 100                   |
| 13               | 2,175    | 110                   |
| 14               | 2,500    | 115                   |
| 15               | 2,850    | 125                   |
| 16               | 3,250    | 135                   |
| 17               | 3,600    | 145                   |
| 18               | 4,000    | 160                   |
| 19               | 4,500    | 175                   |

**Hearing noise**  
 \* 2 in 6 for demihumans  
 \* 1 in 6 for humans  
 \* Thieves may use their HN skill instead

**Opening doors**  
 \* 2 in 6  
 \* Adjusted by Strength  
 \* Never less than 1 in 6  
 \* Never greater than 5 in 6

**Finding traps**  
 \* 2 in 6 for dwarfs  
 \* 1 in 6 for others  
 \* Thieves may use their F&RT skill instead

**Triggering traps**  
 \* 2 in 6  
 \* Damage usually automatic  
 \* Monsters may (at DM discretion) never trigger traps

**Finding secret doors**  
 \* 2 in 6 for elves  
 \* 1 in 6 for others

| Reaction Roll Table |                  |
|---------------------|------------------|
| Adjusted Die Roll   | Result           |
| 2 or less           | Immediate Attack |
| 3-7                 | Unfavorable      |
| 8-11                | Favorable        |
| 12 or more          | Very Favorable   |

| Retainer Hiring Table |                              |
|-----------------------|------------------------------|
| Adjusted Die Roll     | Result                       |
| 2 or less             | Refusal, -1 on further rolls |
| 3-5                   | Refusal                      |
| 6-8                   | Try again                    |
| 9-11                  | Acceptance                   |
| 12 or more            | Acceptance, +1 to Loyalty    |



| Weapon                    | Cost  | Size | Weight | Dmg. |
|---------------------------|-------|------|--------|------|
| <b>Axes</b>               |       |      |        |      |
| Great Axe                 | 14 gp | L    | 15     | 1d10 |
| Battle Axe                | 7 gp  | M    | 7      | 1d8  |
| Hand Axe                  | 4 gp  | S    | 5      | 1d6  |
| <b>Bows</b>               |       |      |        |      |
| Shortbow                  | 25 gp | M    | 2      | 1d6  |
| Shortbow Arrow            | 1 sp  |      | 0.1    |      |
| Silver* Shortbow Arrow    | 2 gp  |      | 0.1    |      |
| Longbow                   | 60 gp | L    | 3      | 1d8  |
| Longbow Arrow             | 2 sp  |      | 0.1    |      |
| Silver* Longbow Arrow     | 4 gp  |      | 0.1    |      |
| Light Crossbow            | 30 gp | M    | 7      | 1d6  |
| Light Quarrel             | 2 sp  |      | 0.1    |      |
| Silver* Light Quarrel     | 5 gp  |      | 0.1    |      |
| Heavy Crossbow            | 50 gp | L    | 14     | 1d8  |
| Heavy Quarrel             | 4 sp  |      | 0.1    |      |
| Silver* Heavy Quarrel     | 10 gp |      | 0.1    |      |
| <b>Daggers</b>            |       |      |        |      |
| Dagger                    | 2 gp  | S    | 1      | 1d4  |
| Silver* Dagger            | 25 gp | S    | 1      | 1d4  |
| <b>Swords</b>             |       |      |        |      |
| Shortsword                | 6 gp  | S    | 3      | 1d6  |
| Longsword/Scimitar        | 10 gp | M    | 4      | 1d8  |
| Two-Handed Sword          | 18 gp | L    | 10     | 1d10 |
| <b>Hammers and Maces</b>  |       |      |        |      |
| Warhammer                 | 4 gp  | S    | 6      | 1d6  |
| Mace                      | 6 gp  | M    | 10     | 1d8  |
| Maul                      | 10 gp | L    | 16     | 1d10 |
| <b>Other Weapons</b>      |       |      |        |      |
| Club/Cudgel/Walking Staff | 2 sp  | M    | 1      | 1d4  |
| Quarterstaff              | 2 gp  | L    | 4      | 1d6  |
| Pole Arm                  | 9 gp  | L    | 15     | 1d10 |
| Sling                     | 1 gp  | S    | 0.1    |      |
| Bullet                    | 1 sp  |      | 0.1    | 1d4  |
| Stone                     | n/a   |      | 0.1    | 1d3  |
| Spear                     | 5 gp  | M    | 5      |      |
| Thrown (one handed)       |       |      |        | 1d6  |
| Melee (one handed)        |       |      |        | 1d6  |
| Melee (two handed)        |       |      |        | 1d8  |

| Weapon            | Short (+1) | Medium (0) | Long (-2) |
|-------------------|------------|------------|-----------|
| Longbow           | 70         | 140        | 210       |
| Shortbow          | 50         | 100        | 150       |
| Heavy Crossbow    | 80         | 160        | 240       |
| Light Crossbow    | 60         | 120        | 180       |
| Dagger            | 10         | 20         | 30        |
| Hammer            | 10         | 20         | 30        |
| Hand Axe          | 10         | 20         | 30        |
| Oil or Holy Water | 10         | 30         | 50        |
| Sling             | 30         | 60         | 90        |
| Spear             | 10         | 20         | 30        |

| Weapon        | Cost   | Rate of Fire | Attack Penalty | Damage | Short Range (+1) | Medium Range (+0) | Long Range (-2) |
|---------------|--------|--------------|----------------|--------|------------------|-------------------|-----------------|
| Ballista      | 100 gp | 1/4          | -3             | 2d8    | 50'              | 100'              | 150'            |
| Battering Ram | 200 gp | 1/3          | +0             | 2d8    | N/A              | N/A               | N/A             |
| Onager        | 300 gp | 1/6          | -6             | 2d12   | 100'             | 200'              | 300'            |
| Trebuchet     | 400 gp | 1/10         | -8             | 3d10   | N/A              | 300'              | 400'            |

|   |            |   |
|---|------------|---|
|   | (behind)   |   |
|   | 0          |   |
| 7 | 8          | 9 |
| 5 | Target     | 6 |
| 2 | 3          | 4 |
|   | 1          |   |
|   | (in front) |   |



| Armor Type    | Cost   | Weight | AC |
|---------------|--------|--------|----|
| No Armor      | 0 gp   | 0      | 11 |
| Leather Armor | 20 gp  | 15     | 13 |
| Chain Mail    | 60 gp  | 40     | 15 |
| Plate Mail    | 300 gp | 50     | 17 |
| Shield        | 7 gp   | 5      | +1 |



| Fighter Level | Cleric or Thief Level | Magic-User Level | Monster Hit Dice | Attack Bonus |
|---------------|-----------------------|------------------|------------------|--------------|
| NM            |                       |                  | less than 1      | +0           |
| 1             | 1-2                   | 1-3              | 1                | +1           |
| 2-3           | 3-4                   | 4-5              | 2                | +2           |
| 4             | 5-6                   | 6-8              | 3                | +3           |
| 5-6           | 7-8                   | 9-12             | 4                | +4           |
| 7             | 9-11                  | 13-15            | 5                | +5           |
| 8-10          | 12-14                 | 16-18            | 6                | +6           |
| 11-12         | 15-17                 | 19-20            | 7                | +7           |
| 13-15         | 18-20                 |                  | 8-9              | +8           |
| 16-17         |                       |                  | 10-11            | +9           |
| 18-20         |                       |                  | 12-13            | +10          |
|               |                       |                  | 14-15            | +11          |
|               |                       |                  | 16-19            | +12          |
|               |                       |                  | 20-23            | +13          |
|               |                       |                  | 24-27            | +14          |
|               |                       |                  | 28-31            | +15          |
|               |                       |                  | 32 or more       | +16          |

| Item                 | Cost   | Weight  |
|----------------------|--------|---------|
| Horse, Draft         | 120 gp |         |
| Horse, War           | 200 gp |         |
| Horse, Riding        | 75 gp  |         |
| Pony*                | 40 gp  |         |
| Pony, War*           | 80 gp  |         |
| Bit and bridle       | 15 sp  | 3 lbs.  |
| Horseshoes & shoeing | 1 gp   | 10 lbs. |
| Saddle, Pack         | 5 gp   | 15 lbs. |
| Saddle, Riding       | 10 gp  | 35 lbs. |
| Saddlebags, pair     | 4 gp   | 7 lbs.  |



| Vehicle | Length x width* | Weight    | Cargo     | Movement | Hardness / HP | Cost (gp) |
|---------|-----------------|-----------|-----------|----------|---------------|-----------|
| Chariot | 15' x 6'        | 300 lbs   | 750 lbs   | 120' (B) | 10 / 10       | 400       |
| Coach   | 30' x 8'        | 1,000 lbs | 2,000 lbs | 60' (C)  | 6 / 12        | 1,500     |
| Wagon   | 35' x 8'        | 2,000 lbs | 4,000 lbs | 40' (D)  | 6 / 16        | 500       |

| Vehicle       | Length x Width | Cargo    | Crew | Movement | Miles/Day | Hardness / HP | Cost (gp) |
|---------------|----------------|----------|------|----------|-----------|---------------|-----------|
| Canoe         | 15' x 4'       | 1/2 ton  | 1    | 40' (A)  | 30        | 4 / 4         | 50        |
| Caravel       | 55' x 15'      | 75 tons  | 10   | 20' (E)  | 45        | 8 / 75        | 10,000    |
| Carrack       | 60' x 20'      | 135 tons | 20   | 30' (F)  | 50        | 10 / 120      | 20,000    |
| Galley, Small | 100' x 15'     | 210 tons | 90   | 20' (D)  | 40 / 25   | 8 / 75        | 15,000    |
| Galley, Large | 120' x 20'     | 375 tons | 160  | 30' (E)  | 45 / 25   | 10 / 120      | 30,000    |
| Raft/Barge    | per 10' x 10'  | 1 ton    | 2    | 40' (B)  | 20        | 6 / 12        | 100       |
| Riverboat     | 50' x 20'      | 50 tons  | 10   | 20' (D)  | 30        | 8 / 30        | 3,500     |
| Rowboat       | 15' x 6'       | 1 ton    | 1    | 30' (B)  | 25        | 6 / 8         | 600       |
| Sailboat      | 40' x 8'       | 5 tons   | 1    | 40' (C)  | 40        | 7 / 20        | 2,000     |

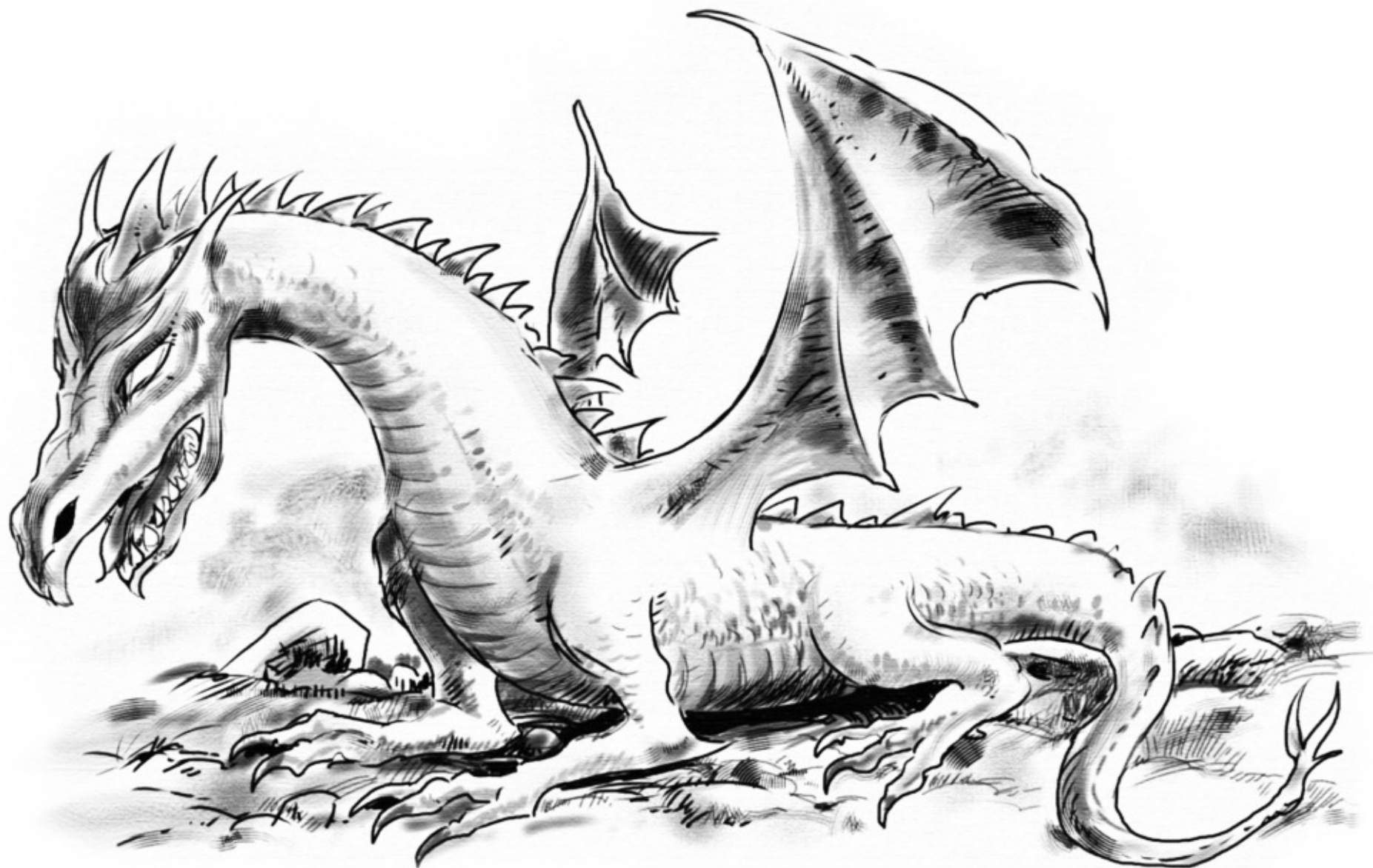
| d~    | Wind Conditions   | Sailing |
|-------|-------------------|---------|
| 01-05 | Becalmed          | x0      |
| 06-13 | Very Light Breeze | x1/3    |
| 14-25 | Light Breeze      | x1/2    |
| 26-40 | Moderate Breeze   | x2/3    |
| 41-70 | Average Winds     | x1      |
| 71-85 | Strong Winds      | x1 1/3  |
| 86-96 | Very Strong Winds | x1 1/2  |
| 97-00 | Gale              | x2      |

| d12  | Wind Direction                            |
|------|-------------------------------------------|
| 1    | Northerly                                 |
| 2    | Northeasterly                             |
| 3    | Easterly                                  |
| 4    | Southeasterly                             |
| 5    | Southerly                                 |
| 6    | Southwesterly                             |
| 7    | Westerly                                  |
| 8    | Northwesterly                             |
| 9-12 | Prevailing wind direction for this locale |

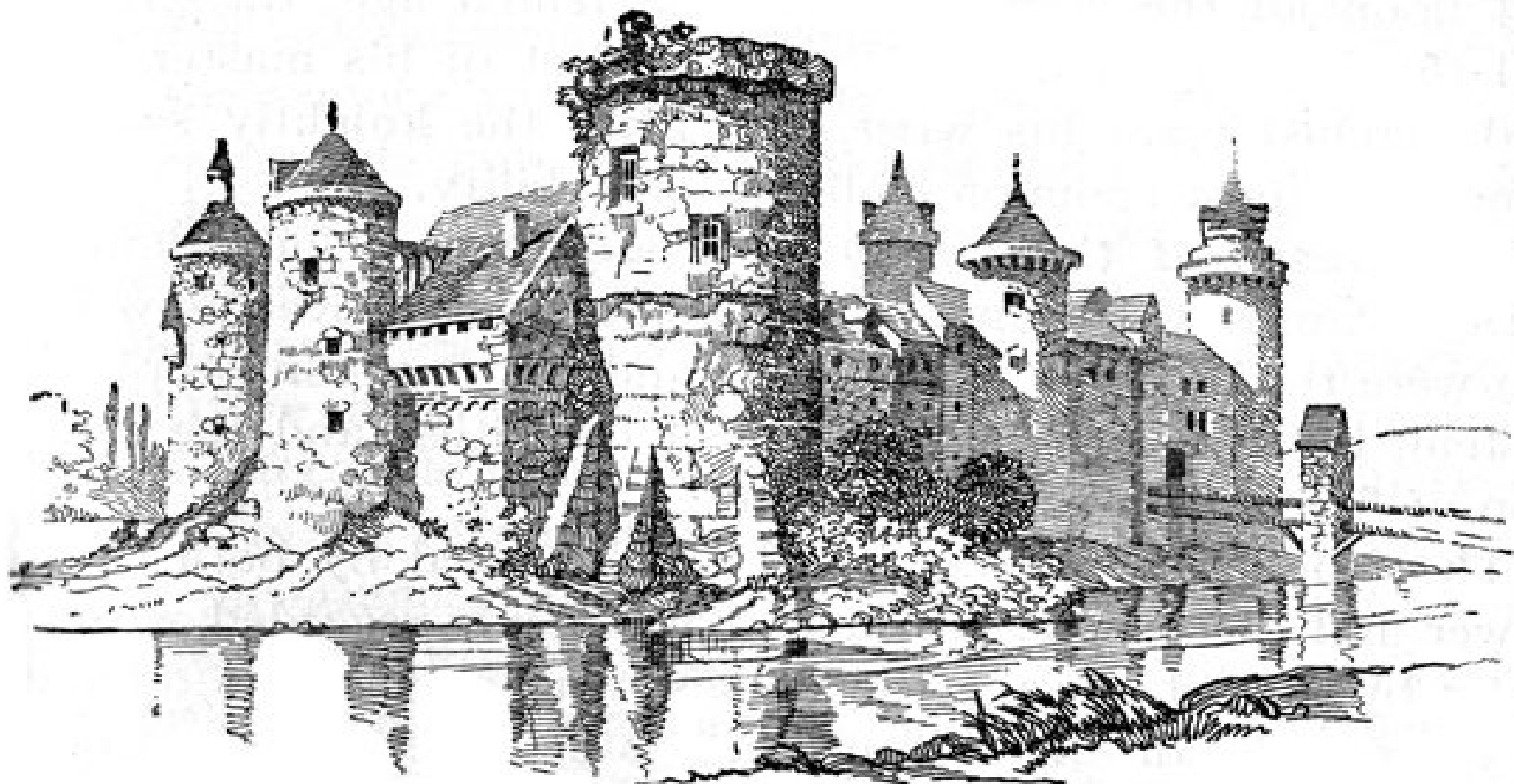
| Encounter Movement<br>(Feet per Round) | Wilderness Movement<br>(Miles per Day) |
|----------------------------------------|----------------------------------------|
| 10'                                    | 6                                      |
| 20'                                    | 12                                     |
| 30'                                    | 18                                     |
| 40'                                    | 24                                     |
| 50'                                    | 30                                     |
| 60'                                    | 36                                     |
| 70'                                    | 42                                     |
| 80'                                    | 48                                     |
| 90'                                    | 54                                     |
| 100'                                   | 60                                     |
| 110'                                   | 66                                     |
| 120'                                   | 72                                     |
| Terrain                                | Adjustment                             |
| Jungle, Mountains, Swamp               | x1/3                                   |
| Desert, Forest, Hills                  | x1/2                                   |
| Clear, Plains, Trail                   | x2/3                                   |
| Road (Paved)                           | x1                                     |



| Item                       | Cost  | Weight |
|----------------------------|-------|--------|
| Backpack                   | 4 gp  | *      |
| Candles, 12                | 1 gp  | *      |
| Chalk, small bag of pieces | 2 gp  | *      |
| Clothing, common outfit    | 4 gp  | 1      |
| Glass bottle or vial       | 1 gp  | *      |
| Grappling Hook             | 2 gp  | 4      |
| Holy Symbol                | 25 gp | *      |
| Holy Water, per vial       | 10 gp | *      |
| Iron Spikes, 12            | 1 gp  | 1      |
| Ladder, 10 ft.             | 1 gp  | 20     |
| Lantern, Hooded            | 8 gp  | 2      |
| Map or scroll case         | 1 gp  | ½      |
| Mirror, small metal        | 7 gp  | *      |
| Oil (per flask)            | 1 gp  | 1      |
| Paper (per sheet)          | 1 gp  | **     |
| Pole, 10' wooden           | 1 gp  | 10     |
| Quiver or Bolt case        | 1 gp  | 1      |
| Rations, Dry, one week     | 10 gp | 14     |
| Rope, Hemp (per 50 ft.)    | 1 gp  | 5      |
| Rope, Silk (per 50 ft.)    | 10 gp | 2      |
| Sack, Large                | 1 gp  | *      |
| Sack, Small                | 5 sp  | *      |
| Tent, Large (ten men)      | 25 gp | 20     |
| Tent, Small (one man)      | 5 gp  | 10     |
| Thieves' picks and tools   | 25 gp | 1      |
| Tinderbox, flint and steel | 3 gp  | 1      |
| Torches, 6                 | 1 gp  | 1      |
| Whetstone                  | 1 gp  | 1      |
| Wineskin/Waterskin         | 1 gp  | 2      |
| Winter blanket             | 1 gp  | 3      |
| Writing ink (per vial)     | 8 gp  | *      |



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# Basic Fantasy



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