

# Basic Fantasy Charts & Tables

## Player Character creation

### Character creation steps

- 1) Roll 3d6 for each ability score
- 2) Write down the ability score bonus or penalty for each score
- 3) Choose a race / Write down the special abilities of your race
- 4) Choose a class / Write down the special abilities of your class
- 5) Write down the experience points needed to advance to second level
- 6) Roll the hit die for your class, adding your Constitution bonus or penalty
- 7) Roll for your starting money (3d6 X 10 gold pieces)
- 8) Purchase equipment for your character (apply weapon and armor restrictions for your class and race)
- 9) Write down your Armor Class adding your Dexterity bonus or penalty
- 10) Write down your attack bonus
- 11) Write down your saving throws numbers (adjust the figures by your race bonus or penalty)

### Character Creation Options

- ◆ Allow the player to "move" points from one Ability Score to another, at a rate of -2 to one score for each +1 added to the other. The maximum score is still 18 (or the racial maximum if lower), and the player should not be allowed to lower any score below 9.
- ◆ Let the player exchange any two Ability Scores, once per character.
- ◆ Let the player arrange the six Ability Score values as he or she wishes.

| Character Abilities (3d6) |                                                                                                                                                                     |
|---------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Ability                   | Affects                                                                                                                                                             |
| Strength (STR)            | <ul style="list-style-type: none"> <li>• Melee attack rolls.</li> <li>• Damage rolls when using a melee weapon or a thrown weapon (including slings)</li> </ul>     |
| Dexterity (DEX)           | <ul style="list-style-type: none"> <li>• Ranged attack rolls (bows, crossbows, throwing axes)</li> <li>• Armor Class (AC)</li> <li>• Initiative die roll</li> </ul> |
| Constitution (CON)        | <ul style="list-style-type: none"> <li>• Hit Die</li> <li>• Some saving throws vs. poison</li> </ul>                                                                |
| Intelligence (INT)        | <ul style="list-style-type: none"> <li>• Number of languages the character knows</li> <li>• Some saving throws vs. illusion</li> </ul>                              |
| Wisdom (WIS)              | <ul style="list-style-type: none"> <li>• Some saving throws vs. magical attacks</li> </ul>                                                                          |
| Charisma (CHA)            | <ul style="list-style-type: none"> <li>• Reaction rolls</li> <li>• Number of retainers a character may hire</li> </ul>                                              |

| Ability Bonus/Penalty |                 |
|-----------------------|-----------------|
| Ability Score         | Bonus / Penalty |
| 3                     | -3              |
| 4-5                   | -2              |
| 6-8                   | -1              |
| 9-12                  | 0               |
| 13-15                 | +1              |
| 16-17                 | +2              |
| 18                    | +3              |

| Optional Skill Rolls |        |
|----------------------|--------|
| Level                | Target |
| NM or 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      |

Roll 1D20 + Ability Bonus/Penalty + Situational Bonus/Penalty >= Target number

## Race notes

|                                | Dwarves                                                                                                                                                                         | Humans                                                                                              |
|--------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
| <b>Classes Allowed</b>         | Cleric / Fighter / Thief                                                                                                                                                        | ANY                                                                                                 |
| <b>Min Ability Restriction</b> | CON>=9                                                                                                                                                                          | -                                                                                                   |
| <b>Max Ability Restriction</b> | CHA<=17                                                                                                                                                                         | -                                                                                                   |
| <b>Hit Dice</b>                | ANY                                                                                                                                                                             | ANY                                                                                                 |
| <b>Weapon Restrictions</b>     | <u>Must</u><br>• Use Medium weapons one-handed and some Large weapons (<4' in length) in two hands<br><br><u>Not Allowed</u><br>• Two-handed swords<br>• Polearms<br>• Longbows | <u>Must</u><br>• Use large weapons with both hands, but may use Small or Medium weapons in one hand |
| <b>Special Abilities</b>       | • Darkvision (60' range)<br>• Detect (1-2 on 1d6)<br>- Slanting passages       - Shifting walls<br>- Traps                    - New construction                                | + 10% to all experience points earned                                                               |
| <b>Saving Throws Bonus</b>     | • +4 vs. Death Ray or Poison<br>• +4 vs. Magic Wands<br>• +4 vs. Paralysis or Petrify<br>• +3 vs. Dragon Breath<br>• +4 vs. Spells                                              | NONE                                                                                                |

  

|                                | Halflings                                                                                                                                                                                                                        | Elves                                                                                                                                                                                             |
|--------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Classes Allowed</b>         | Cleric / Fighter / Thief                                                                                                                                                                                                         | ANY<br>(also Fighter + Magic User)                                                                                                                                                                |
| <b>Min Ability Restriction</b> | DEX>=9                                                                                                                                                                                                                           | INT>=9                                                                                                                                                                                            |
| <b>Max Ability Restriction</b> | STR<=17                                                                                                                                                                                                                          | CON<=17                                                                                                                                                                                           |
| <b>Hit Dice</b>                | Maximum D6                                                                                                                                                                                                                       | Maximum D6                                                                                                                                                                                        |
| <b>Weapon Restrictions</b>     | <u>Must</u><br>• Use Medium weapons with both hands<br><br><u>Not Allowed</u><br>• Large weapons                                                                                                                                 | <u>Must</u><br>• Use large weapons with both hands, but may use Small or Medium weapons in one hand                                                                                               |
| <b>Special Abilities</b>       | • +1 attack bonus on ranged weapons<br>• +2 bonus to AC when attacked in melee by creatures larger than man-sized<br>• +1 to initiative die rolls<br>• 10% chance to be detected outdoors<br>• 30% chance to be detected indoors | • Darkvision (60' range)<br>• Detect (1-2 on 1d6)<br>- Secret doors (1 on 1d6 with a cursory look)<br>• Immune to the paralyzing attack of ghouls<br>• Range reduction by one for surprise checks |
| <b>Saving Throws Bonus</b>     | • +4 vs. Death Ray or Poison<br>• +4 vs. Magic Wands<br>• +4 vs. Paralysis or Petrify<br>• +3 vs. Dragon Breath<br>• +4 vs. Spells                                                                                               | • +2 vs. Magic Wands<br>• +1 vs. Paralysis or Petrify<br>• +2 vs. Spells                                                                                                                          |

## Class advancement tables

## Cleric

| Level | Exp.<br>Points | Hit Dice | Spells |   |   |   |   |   |
|-------|----------------|----------|--------|---|---|---|---|---|
|       |                |          | 1      | 2 | 3 | 4 | 5 | 6 |
| 1     | 0              | 1d6      | -      | - | - | - | - | - |
| 2     | 1,500          | 2d6      | 1      | - | - | - | - | - |
| 3     | 3,000          | 3d6      | 2      | - | - | - | - | - |
| 4     | 6,000          | 4d6      | 2      | 1 | - | - | - | - |
| 5     | 12,000         | 5d6      | 2      | 2 | - | - | - | - |
| 6     | 24,000         | 6d6      | 2      | 2 | 1 | - | - | - |
| 7     | 48,000         | 7d6      | 3      | 2 | 2 | - | - | - |
| 8     | 90,000         | 8d6      | 3      | 2 | 2 | 1 | - | - |
| 9     | 180,000        | 9d6      | 3      | 3 | 2 | 2 | - | - |
| 10    | 270,000        | 9d6+1    | 3      | 3 | 2 | 2 | 1 | - |
| 11    | 360,000        | 9d6+2    | 4      | 3 | 3 | 2 | 2 | - |
| 12    | 450,000        | 9d6+3    | 4      | 4 | 3 | 2 | 2 | 1 |
| 13    | 540,000        | 9d6+4    | 4      | 4 | 3 | 3 | 2 | 2 |
| 14    | 630,000        | 9d6+5    | 4      | 4 | 4 | 3 | 2 | 2 |
| 15    | 720,000        | 9d6+6    | 4      | 4 | 4 | 3 | 3 | 2 |
| 16    | 810,000        | 9d6+7    | 5      | 4 | 4 | 3 | 3 | 2 |
| 17    | 900,000        | 9d6+8    | 5      | 5 | 4 | 3 | 3 | 2 |
| 18    | 990,000        | 9d6+9    | 5      | 5 | 4 | 4 | 3 | 3 |
| 19    | 1,080,000      | 9d6+10   | 6      | 5 | 4 | 4 | 3 | 3 |
| 20    | 1,170,000      | 9d6+11   | 6      | 5 | 5 | 4 | 3 | 3 |

## Magic-User

| Level | Exp.<br>Points | Hit Dice | Spells |   |   |   |   |   |
|-------|----------------|----------|--------|---|---|---|---|---|
|       |                |          | 1      | 2 | 3 | 4 | 5 | 6 |
| 1     | 0              | 1d4      | 1      | - | - | - | - | - |
| 2     | 2,500          | 2d4      | 2      | - | - | - | - | - |
| 3     | 5,000          | 3d4      | 2      | 1 | - | - | - | - |
| 4     | 10,000         | 4d4      | 2      | 2 | - | - | - | - |
| 5     | 20,000         | 5d4      | 2      | 2 | 1 | - | - | - |
| 6     | 40,000         | 6d4      | 3      | 2 | 2 | - | - | - |
| 7     | 80,000         | 7d4      | 3      | 2 | 2 | 1 | - | - |
| 8     | 150,000        | 8d4      | 3      | 3 | 2 | 2 | - | - |
| 9     | 300,000        | 9d4      | 3      | 3 | 2 | 2 | 1 | - |
| 10    | 450,000        | 9d4+1    | 4      | 3 | 3 | 2 | 2 | - |
| 11    | 600,000        | 9d4+2    | 4      | 4 | 3 | 2 | 2 | 1 |
| 12    | 750,000        | 9d4+3    | 4      | 4 | 3 | 3 | 2 | 2 |
| 13    | 900,000        | 9d4+4    | 4      | 4 | 4 | 3 | 2 | 2 |
| 14    | 1,050,000      | 9d4+5    | 4      | 4 | 4 | 3 | 3 | 2 |
| 15    | 1,200,000      | 9d4+6    | 5      | 4 | 4 | 3 | 3 | 2 |
| 16    | 1,350,000      | 9d4+7    | 5      | 5 | 4 | 3 | 3 | 2 |
| 17    | 1,500,000      | 9d4+8    | 5      | 5 | 4 | 4 | 3 | 3 |
| 18    | 1,650,000      | 9d4+9    | 6      | 5 | 4 | 4 | 3 | 3 |
| 19    | 1,800,000      | 9d4+10   | 6      | 5 | 5 | 4 | 3 | 3 |
| 20    | 1,950,000      | 9d4+11   | 6      | 5 | 5 | 4 | 4 | 3 |

## Fighter

| Level | Exp.<br>Points | Hit Dice |
|-------|----------------|----------|
| 1     | 0              | 1d8      |
| 2     | 2,000          | 2d8      |
| 3     | 4,000          | 3d8      |
| 4     | 8,000          | 4d8      |
| 5     | 16,000         | 5d8      |
| 6     | 32,000         | 6d8      |
| 7     | 64,000         | 7d8      |
| 8     | 120,000        | 8d8      |
| 9     | 240,000        | 9d8      |
| 10    | 360,000        | 9d8+2    |
| 11    | 480,000        | 9d8+4    |
| 12    | 600,000        | 9d8+6    |
| 13    | 720,000        | 9d8+8    |
| 14    | 840,000        | 9d8+10   |
| 15    | 960,000        | 9d8+12   |
| 16    | 1,080,000      | 9d8+14   |
| 17    | 1,200,000      | 9d8+16   |
| 18    | 1,320,000      | 9d8+18   |
| 19    | 1,440,000      | 9d8+20   |
| 20    | 1,560,000      | 9d8+22   |

## Thief

| Level | Exp.<br>Points | Hit Dice |
|-------|----------------|----------|
| 1     | 0              | 1d4      |
| 2     | 1,250          | 2d4      |
| 3     | 2,500          | 3d4      |
| 4     | 5,000          | 4d4      |
| 5     | 10,000         | 5d4      |
| 6     | 20,000         | 6d4      |
| 7     | 40,000         | 7d4      |
| 8     | 75,000         | 8d4      |
| 9     | 150,000        | 9d4      |
| 10    | 225,000        | 9d4+2    |
| 11    | 300,000        | 9d4+4    |
| 12    | 375,000        | 9d4+6    |
| 13    | 450,000        | 9d4+8    |
| 14    | 525,000        | 9d4+10   |
| 15    | 600,000        | 9d4+12   |
| 16    | 675,000        | 9d4+14   |
| 17    | 750,000        | 9d4+16   |
| 18    | 825,000        | 9d4+18   |
| 19    | 900,000        | 9d4+20   |
| 20    | 975,000        | 9d4+22   |

## Class notes

|                            | Cleric                                                                                | Thief                                                                                                            | Magic User                                     | Fighter |
|----------------------------|---------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------|------------------------------------------------|---------|
| <b>Prime Req. (&gt;=9)</b> | WIS                                                                                   | DEX                                                                                                              | INT                                            | STR     |
| <b>Armor</b>               | ANY                                                                                   | Leather armor*                                                                                                   | NO                                             | ANY     |
| <b>Weapons</b>             | <u>Blunt weapons</u><br>• Warhammer • Club<br>• Mace • Quarterstaff<br>• Maul • Sling | ANY                                                                                                              | • Dagger<br>• Walking staff<br>• Cudgel        | ANY     |
| <b>Shield</b>              | ANY                                                                                   | NO*                                                                                                              | NO                                             | ANY     |
| <b>Special Abilities</b>   | • Turn Undead<br>• Cast spells of divine nature                                       | • Open Locks • Climb Walls<br>• Remove Traps • Hide<br>• Pick Pockets • Listen<br>• Move Silently • Sneak Attack | • Read Magic<br>• Cast spells of arcane nature | -       |

\* Metal armor and shields interfere with stealthy activities

## Saving throws, thieves and clerics special abilities

## Cleric

| 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     |

## Magic-User

| 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      |

## Fighter

| Level | Death Ray or Poison | Magic Wands | Paralysis or Petrify | Dragon Breath | Spells |
|-------|---------------------|-------------|----------------------|---------------|--------|
| 0-1   | 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     |

## Thief

| 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      |

\* Poison saving throws are always adjusted by the Constitution bonus of the character.

\* Saving throws against illusions (such as phantasmal force) are always adjusted by the character's Intelligence.

**Thieves special abilities**

| Thief Level | Open Locks | Rem. Traps | Pick Pock | Move Silent | 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     |

**Sneak Attack**

- +4 attack bonus and does double damage if it is successful. The opponent should not be aware where the Thief is (may require a Move Silently or Hide roll).
- Can't be performed on the same opponent twice in any given combat
- Can also be performed bare-handed and with the "flat of the blade" (+0 attack bonus and does normal damage). In both cases subduing damage is done.

**Turn Undead**

- Roll 1d20 >= Target number. If the roll is a success 2d6 hit dice of undead monsters are affected; surplus hit dice are lost
- T = undead is automatically affected (no roll needed)
- D = undead will be damaged. 1d8 damage per level of the Cleric (roll once and apply the same damage to all undead monsters affected)

**Clerics vs. Undead Table**

| 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       |

**Magic-User Spells****First Level**

|    |                       |
|----|-----------------------|
| 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**

|    |                  |
|----|------------------|
| 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**

|    |                                  |
|----|----------------------------------|
| 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**

|    |                       |
|----|-----------------------|
| 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**

|    |                   |
|----|-------------------|
| 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**

|    |                   |
|----|-------------------|
| 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      |

**Clerical Spells****First Level**

|   |                       |
|---|-----------------------|
| 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**

|   |                    |
|---|--------------------|
| 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**

|   |                   |
|---|-------------------|
| 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**

|   |                                  |
|---|----------------------------------|
| 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**

|   |               |
|---|---------------|
| 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**

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

\* Some spells are reversible; such spells are shown with an asterisk after the name

## Equipment, weapon and movement

## General Equipment

| 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  | *      |

\* These items weigh little individually. Ten of these items weigh one pound.

\*\* These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

## Missile Weapon Ranges

| 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        |

\* Missile weapon ranges are given in feet. In the wilderness, substitute yards for feet

## Weapons

| Weapon                    | Cost  | Size | Weight | Dmg. |
|---------------------------|-------|------|--------|------|
| <b>Axes</b>               |       |      |        |      |
| Hand Axe                  | 4 gp  | S    | 5      | 1d6  |
| Battle Axe                | 7 gp  | M    | 7      | 1d8  |
| Great Axe                 | 14 gp | L    | 15     | 1d10 |
| <b>Bows</b>               |       |      |        |      |
| Shortbow                  | 25 gp | M    | 2      |      |
| Shortbow Arrow            | 1 sp  |      | 0.1    | 1d6  |
| Silver*Shortbow Arrow     | 2 gp  |      | 0.1    | 1d6  |
| Longbow                   | 60 gp | L    | 3      |      |
| Longbow Arrow             | 2 sp  |      | 0.1    | 1d8  |
| Silver*Longbow Arrow      | 4 gp  |      | 0.1    | 1d8  |
| Light Crossbow            | 30 gp | M    | 7      |      |
| Light Quarrel             | 2 sp  |      | 0.1    | 1d6  |
| Silver*Light Quarrel      | 5 gp  |      | 0.1    | 1d6  |
| Heavy Crossbow            | 50 gp | L    | 14     |      |
| Heavy Quarrel             | 4 sp  |      | 0.1    | 1d8  |
| Silver*Heavy Quarrel      | 10 gp |      | 0.1    | 1d8  |
| <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  |

\* Silver tip or blade, for use against lycanthropes.

## Armor and Shields

| 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 |

## CHARTS & TABLES

## BASIC FANTASY RPG

### Land Transportation

| Vehicle | Length x width* | Weight | Cargo     | Movement   | Hardness / HP | Cost (gp) |
|---------|-----------------|--------|-----------|------------|---------------|-----------|
| Chariot | 15' x 6'        | 300    | 750 lbs   | 120' (10') | 10 / 10       | 400       |
| Coach   | 30' x 8'        | 1,000  | 2,000 lbs | 60' (15')  | 6 / 12        | 1,500     |
| Wagon   | 35' x 8'        | 2,000  | 4,000 lbs | 40' (20')  | 6 / 16        | 500       |

\*Includes hitched horses or mules.

### Water Transportation

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

### Siege Engines

| 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'            |

### Beasts of Burden

| 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      |
| Horseshoes & shoeing | 1 gp   | 10     |
| Saddle, Pack         | 5 gp   | 15     |
| Saddle, Riding       | 10 gp  | 35     |
| Saddlebags, pair     | 4 gp   | 7      |

\* Due to their small stature, Dwarves and Halflings must ride ponies rather than horses.

### Monetary values

|                       |   |                       |
|-----------------------|---|-----------------------|
| 1 platinum piece (pp) | = | 5 gold pieces (gp)    |
| 1 gold piece (gp)     | = | 10 silver pieces (sp) |
| 1 electrum piece (ep) | = | 5 silver pieces (sp)  |
| 1 silver piece (sp)   | = | 10 copper pieces (cp) |

### Time

| Normal Game Turns | Combat Rounds     |
|-------------------|-------------------|
| 10 minutes long   | 10 seconds long * |

\* 60 combat rounds per game turn

### Scale

| Dungeon | Outdoors |
|---------|----------|
| Feet    | Yards *  |

\* Area of effect measurements (for spells, for instance) normally remain in feet

### Movement and Encumbrance

| Armor Type                   | Lightly Loaded | Heavily Loaded |
|------------------------------|----------------|----------------|
| No Armor or Magic Leather    | 40'            | 30'            |
| Leather Armor or Magic Metal | 30'            | 20'            |
| Metal Armor                  | 20'            | 10'            |

### Load

| Strength     | Dwarf, Elf, Human |            | Halfling   |            |
|--------------|-------------------|------------|------------|------------|
|              | Light Load        | Heavy Load | Light Load | Heavy Load |
| <b>3</b>     | 25                | 60         | 20         | 40         |
| <b>4-5</b>   | 35                | 90         | 30         | 60         |
| <b>6-8</b>   | 50                | 120        | 40         | 80         |
| <b>9-12</b>  | 60                | 150        | 50         | 100        |
| <b>13-15</b> | 65                | 165        | 55         | 110        |
| <b>16-17</b> | 70                | 180        | 60         | 120        |
| <b>18</b>    | 80                | 195        | 65         | 130        |



**Wilderness Movement Rates**

| 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                                     |

- Based on 8 hour day of travel through open, clear terrain
- Forced march: 12 hours per day, add 50% to the distance traveled (1d6 damage, save vs. Death Ray)
- Waterborne Travel: 12 hour day of travel (ships may travel 24 hours per day)
- Traveling by air: overland movement rates are doubled, and all terrain effects are ignored

**Overland Travel**

| Terrain                  | Adjustment |
|--------------------------|------------|
| Jungle, Mountains, Swamp | x1/3       |
| Desert, Forest, Hills    | x1/2       |
| Clear, Plains, Trail     | x2/3       |
| Road (Paved)             | x1         |

**Wind Direction**

| 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 |

**Wind Conditions Adjustment**

| 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      |

**Retainers\***

| 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    |

\* Roll 2d6 and adds the player character's Charisma bonus and any adjustments

**Monster XP Table**

| 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                   |

**Opening Doors**

| Door Type        | Roll Range / Dice              |
|------------------|--------------------------------|
| Stuck door       | 1 ÷ (1+Strength bonus) on 1d6  |
| Locked doors     | 1 ÷ (1+Strength bonus) on 1d10 |
| Metal bars doors | 1 ÷ (1+Strength bonus) on 1d20 |

**Detection**

| Item Type         | Dwarves                               | Elves                                  | Others                                |
|-------------------|---------------------------------------|----------------------------------------|---------------------------------------|
| Traps*            | 1-2 on 1d6                            | 1 on 1d6                               | 1 on 1d6                              |
| Shifting walls    | 1-2 on 1d6                            | -                                      | -                                     |
| New construction  | 1-2 on 1d6                            | -                                      | -                                     |
| Slanting passages | 1-2 on 1d6                            | -                                      | -                                     |
| Secret doors*     | • 1 on 1d6<br>• 1-2 on 1d6 if INT>=15 | • 1-2 on 1d6<br>• 1 on 1d6 with a look | • 1 on 1d6<br>• 1-2 on 1d6 if INT>=15 |

\* It takes at least a turn per 10' square area for searching

## Encounter

### Encounter Sequence

|                  |                                                                                                                                                                     |
|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                  | <ul style="list-style-type: none"> <li>• Normal: 1-2 on 1d6</li> <li>• Ambush: 1-4 on 1d6</li> <li>• Deafened: 1-3 on 1d6</li> <li>• Blinded: 1-4 on 1d6</li> </ul> |
| Surprise check*  |                                                                                                                                                                     |
| Initiative rolls | Roll 1d6 + Dex mod. High numbers act first (-1 penalty if deafened, -2 if blinded)                                                                                  |
| Monster reaction | Roll 2d6 + Cha mod of the leader                                                                                                                                    |

\* For Elves reduce the range by 1

### Reaction Roll Table

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

### Morale Checks

|      |                                                                                                                                                                                                                  |
|------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| How  | Roll 2d6 <= Monster morale score                                                                                                                                                                                 |
| When | <ul style="list-style-type: none"> <li>• During first encounter</li> <li>• When the monster party is reduced to half strength (by numbers if more than one monster, or by hit points for one monster)</li> </ul> |

### Typical Actions

|                     |                                                             |
|---------------------|-------------------------------------------------------------|
| Standard attack     | Move (encounter movement distance) + melee or ranged attack |
| Run                 | Move (2 X encounter movement distance)                      |
| Charge*             | Move (2 X encounter movement distance) + attack (+2 bonus)  |
| Parting shot        | Free attack (+2 bonus) vs. opponents turning from the fight |
| Fighting withdrawal | Move back (half normal walking movement) + melee attack     |

\* -2 penalty to Armor Class for the round

### Attack bonus / penalty

|                                |                                                   |
|--------------------------------|---------------------------------------------------|
| Attacking From Behind          | +2 (do not combine with the Sneak Attack ability) |
| Flat of the blade attack       | -4 (do half subduing damage)                      |
| Punch                          | +0 (1d3 points of subduing damage)                |
| Kick                           | -2 (1d4 points of subduing damage)                |
| Attacker/Defender is invisible | +4 / -4                                           |
| Attacker/Defender is blinded   | -4 / +4                                           |
| Defender is pinned             | +4                                                |

### Missile fire

| Target distance                   | Attack bonus / penalty |
|-----------------------------------|------------------------|
| <= 5'                             | -5 *                   |
| > 5' AND <= Short range           | +1                     |
| > Short range AND <= Medium range | 0                      |
| > Medium range AND <= Long range  | -2                     |
| > Long range                      | Cannot be attacked     |

\* If the attacker is behind the target creature and undetected, or that creature is distracted apply +1 bonus (+3 total bonus if attacking from behind)

### Cover and Concealment Penalty

| Target is | Covered | Concealed |
|-----------|---------|-----------|
| 25%       | -2      | -1        |
| 50%       | -4      | -2        |
| 75%       | -6      | -3        |
| 90%       | -8      | -4        |

### Grenade-Like Missiles Miss Table

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

- Roll 1d10 and consult the diagram to determine where the missile hit. Treat each number as representing a 10' square area
- Missiles that Miss: GM roll attacks against each targets (no more than three). These attack rolls are made with the shooter's normal attack bonus, just as if he or she intended to attack the target.

### Oil Grenade-Like Missiles

- Direct hit: 1d8 points of fire damage, plus in the next round an additional 1d8 points of damage, unless the character spends the round extinguishing the flames
- Splash Hit: 1d6 points of fire damage within 5 feet of the point of impact. A save vs. Death Ray is allowed to avoid this damage
- Effective for 10 rounds. Those attempting to cross the burning oil will receive 1d6 points of fire damage each round they are in it.

### Holy Water

- Direct hit: 1d8 points damage.
- Splash Hit: 1d6 points of fire damage within 5 feet of the point of impact.
- Effective for 1 round

**Attack Bonus Table**

| 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          |

\* On a hit roll a natural "1" is always a failure. A natural "20" is always a hit, if the opponent can be hit at all

## Monsters and mapping

### Monsters description notation

|             |                                                                                                                                                                                                                                                                                                                                                                                                               |
|-------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Name        | If an asterisk appears after the monster's name, it indicates that the monster is only able to be hit by special weapons (such as silver or magical weapons, or creatures affected only by fire, etc.)                                                                                                                                                                                                        |
| Armor Class | <ul style="list-style-type: none"> <li>If the monster wears armor, the first listed AC value is with that armor, and the second, in parentheses, is unarmored</li> <li>Some monsters are only able to be hit by silver(†) or magical weapons(‡)</li> </ul>                                                                                                                                                    |
| Hit Dice    | <ul style="list-style-type: none"> <li>Monsters always roll eight sided dice (d8) for hit points, unless noted otherwise</li> <li>* or **: Special Ability Bonus to experience points (each asterisk adds the special ability bonus once)</li> <li>If the monster's Attack Bonus is different than its number of Hit Dice the Attack Bonus will be listed in parentheses after the Hit Dice figure</li> </ul> |
| Movement    | A distance may appear in parentheses after a movement figure; this is the creature's turning distance. If a turning distance is not listed, assume 5'.                                                                                                                                                                                                                                                        |

### Common dungeon symbols

|        |             |             |                    |       |           |           |              |
|--------|-------------|-------------|--------------------|-------|-----------|-----------|--------------|
|        |             |             |                    |       |           |           |              |
| Door   | Double Door | Locked Door | Double Locked Door | Grate | Fireplace | Ladder    | Curtain Bars |
|        |             |             |                    |       |           |           |              |
| Statue | Secret Door | Pit         | Fountain           | Chest | Well      | Trapdoor  |              |
|        |             |             |                    |       |           |           |              |
| Stairs | Spiralstair | Bed         | False Door         | Altar | Throne    | Ctrapdoor | Pillar       |

## Treasure

To generate a random treasure, find the indicated treasure type assigned to monsters and read across; where a percentage chance is given, roll percentile dice to see if that sort of treasure is found. If so, roll the indicated dice to determine how much.

### Lair Treasures

| Type | 100's of Copper | 100's of Silver | 100's of Electrum | 100's of Gold | 100's of Platinum | Gems and Jewelry      | Magic Items                                      |
|------|-----------------|-----------------|-------------------|---------------|-------------------|-----------------------|--------------------------------------------------|
| A    | 50% 5d6         | 60% 5d6         | 40% 5d4           | 70% 10d6      | 50% 1d10          | 50% 6d6<br>50% 6d6    | 30% any 3                                        |
| B    | 75% 5d10        | 50% 5d6         | 50% 5d4           | 50% 3d6       | None              | 25% 1d6<br>25% 1d6    | 10% 1 weapon or armor                            |
| C    | 60% 6d6         | 60% 5d4         | 30% 2d6           | None          | None              | 25% 1d4<br>25% 1d4    | 15% any 1d2                                      |
| D    | 30% 4d6         | 45% 6d6         | None              | 90% 5d8       | None              | 30% 1d8<br>30% 1d8    | 20% any 1d2 + 1 potion                           |
| E    | 30% 2d8         | 60% 6d10        | 50% 3d8           | 50% 4d10      | None              | 10% 1d10<br>10% 1d10  | 30% any 1d4 + 1 scroll                           |
| F    | None            | 40% 3d8         | 50% 4d8           | 85% 6d10      | 70% 2d8           | 20% 2d12<br>10% 1d12  | 35% any 1d4 except weapons + 1 potion + 1 scroll |
| G    | None            | None            | None              | 90% 4d6x10    | 75% 5d8           | 25% 3d6<br>25% 1d10   | 50% any 1d4 + 1 scroll                           |
| H    | 75% 8d10        | 75% 6d10x10     | 75% 3d10x10       | 75% 5d8x10    | 75% 9d8           | 50% 1d100<br>50% 10d4 | 20% any 1d4 + 1 potion + 1 scroll                |
| I    | None            | None            | None              | None          | 80% 3d10          | 50% 2d6<br>50% 2d6    | 15% any 1                                        |
| J    | 45% 3d8         | 45% 1d8         | None              | None          | None              | None<br>None          | None                                             |
| K    | None            | 90% 2d10        | 35% 1d8           | None          | None              | None<br>None          | None                                             |
| L    | None            | None            | None              | None          | None              | 50% 1d4<br>None       | None                                             |
| M    | None            | None            | None              | 90% 4d10      | 90% 2d8x10        | 55% 5d4<br>45% 2d6    | None                                             |
| N    | None            | None            | None              | None          | None              | None<br>None          | 40% 2d4 potions                                  |
| O    | None            | None            | None              | None          | None              | None<br>None          | 50% 1d4 scrolls                                  |

### Individual Treasures

| Type | Pieces of Copper | Pieces of Silver | Pieces of Electrum | Pieces of Gold | Pieces of Platinum | Gems and Jewelry   | Magic Items |
|------|------------------|------------------|--------------------|----------------|--------------------|--------------------|-------------|
| P    | 3d8              | None             | None               | None           | None               | None<br>None       | None        |
| Q    | None             | 3d6              | None               | None           | None               | None<br>None       | None        |
| R    | None             | None             | 2d6                | None           | None               | None<br>None       | None        |
| S    | None             | None             | None               | 2d4            | None               | None<br>None       | None        |
| T    | None             | None             | None               | None           | 1d6                | None<br>None       | None        |
| U    | 50% 1d20         | 50% 1d20         | None               | 25% 1d20       | None               | 5% 1d4<br>5% 1d4   | 2% Any 1    |
| V    | None             | 25% 1d20         | 25% 1d20           | 50% 1d20       | 25% 1d20           | 10% 1d4<br>10% 1d4 | 5% Any 1    |

## Unguarded Treasures

| Level* | 100's of Copper | 100's of Silver | 100's of Electrum | 100's of Gold | 100's of Platinum | Gems and Jewelry   | Magic Items |
|--------|-----------------|-----------------|-------------------|---------------|-------------------|--------------------|-------------|
| 1      | 75% 1d8         | 50% 1d6         | 25% 1d4           | 7% 1d4        | 1% 1d4            | 7% 1d4<br>3% 1d4   | 2% Any 1    |
| 2      | 50% 1d10        | 50% 1d8         | 25% 1d6           | 20% 1d6       | 2% 1d4            | 10% 1d6<br>7% 1d4  | 5% Any 1    |
| 3      | 30% 2d6         | 50% 1d10        | 25% 1d8           | 50% 1d6       | 4% 1d4            | 15% 1d6<br>7% 1d6  | 8% Any 1    |
| 4-5    | 20% 3d6         | 50% 2d6         | 25% 1d10          | 50% 2d6       | 8% 1d4            | 20% 1d8<br>10% 1d6 | 12% Any 1   |
| 6-7    | 15% 4d6         | 50% 3d6         | 25% 1d12          | 70% 2d8       | 15% 1d4           | 30% 1d8<br>15% 1d6 | 16% Any 1   |
| 8+     | 10% 5d6         | 50% 5d6         | 25% 2d8           | 75% 4d6       | 30% 1d4           | 40% 1d8<br>30% 1d8 | 20% Any 1   |

\* Dungeon levels

## Gems and Jewelry

Use the tables below to determine the base value and number found when gems are indicated in a treasure hoard. If the number generated in the main table above is small, roll for each gem; but if the number is large (10 or more, at the GM's option), after each roll for Type and Base Value, roll the indicated die to see how many such gems are in the hoard.

| d%    | Type         | Base Value in Gold Pieces | Number Found |
|-------|--------------|---------------------------|--------------|
| 01-20 | Ornamental   | 10                        | 1d10         |
| 21-45 | Semiprecious | 50                        | 1d8          |
| 46-75 | Fancy        | 100                       | 1d6          |
| 76-95 | Precious     | 500                       | 1d4          |
| 96-00 | Gem          | 1000                      | 1d2          |
|       | Jewel        | 5000                      | 1            |

The values of gems vary from the above for reasons of quality, size, etc. The GM may use the table below to adjust the values of the gems in the hoard, at his or her option. This is why there is no die result given in the table above for Jewel; on a roll of 12 on the table below, a Gem can become a Jewel.

| 2d6 | Value Adjustment      |
|-----|-----------------------|
| 2   | Next Lower Value Row  |
| 3   | 1/2                   |
| 4   | 3/4                   |
| 5-9 | Normal Value          |
| 10  | 1.5 Times             |
| 11  | 2 Times               |
| 12  | Next Higher Value Row |

Standard items of jewelry are valued at 2d8x100 gp value. The table below can be used to generate descriptions of the items themselves.

| d%    | Type          |
|-------|---------------|
| 01-06 | Anklet        |
| 07-12 | Belt          |
| 13-14 | Bowl          |
| 15-21 | Bracelet      |
| 22-27 | Brooch        |
| 28-32 | Buckle        |
| 33-37 | Chain         |
| 38-40 | Choker        |
| 41-42 | Circlet       |
| 43-47 | Clasp         |
| 48-51 | Comb          |
| 52    | Crown         |
| 53-55 | Cup           |
| 56-62 | Earring       |
| 63-65 | Flagon        |
| 66-68 | Goblet        |
| 69-73 | Knife         |
| 74-77 | Letter Opener |
| 78-80 | Locket        |
| 81-82 | Medal         |
| 83-89 | Necklace      |
| 90    | Plate         |
| 91-95 | Pin           |
| 96    | Sceptre       |
| 97-99 | Statuette     |
| 00    | Tiara         |

## CHARTS & TABLES

### Magic Item Generation

Determine the sort of item found by rolling on the following table:

| Any   | Weapon or Armor | Any Exc. Weapons | Type of Item        |
|-------|-----------------|------------------|---------------------|
| 01-25 | 01-70           |                  | Weapon              |
| 26-35 | 71-00           | 01-12            | Armor               |
| 36-55 |                 | 13-40            | Potion              |
| 56-85 |                 | 41-79            | Scroll              |
| 86-90 |                 | 80-86            | Ring                |
| 91-95 |                 | 87-93            | Wand, Staff, or Rod |
| 96-00 |                 | 94-00            | Miscellaneous Magic |

### Magic Weapons

First, roll d% on the following table to determine the weapon type:

| d%    | Weapon Type    | d%    | Weapon Type      |
|-------|----------------|-------|------------------|
| 01-02 | Great Axe      | 60-65 | Shortsword       |
| 03-09 | Battle Axe     | 66-79 | Longsword        |
| 10-11 | Hand Axe       | 80-81 | Scimitar         |
| 12-19 | Shortbow       | 82-83 | Two-Handed Sword |
| 20-27 | Shortbow Arrow | 84-86 | Warhammer        |
| 28-31 | Longbow        | 87-94 | Mace             |
| 32-35 | Longbow Arrow  | 95    | Maul             |
| 36-43 | Light Quarrel  | 96    | Pole Arm         |
| 44-47 | Heavy Quarrel  | 97    | Sling Bullet     |
| 48-59 | Dagger         | 98-00 | Spear            |

Next, roll on the Weapon Bonus tables. Follow the directions given if a roll on the Special Enemy or Special Ability tables are indicated; generally multiple rolls on the Special Ability table should be ignored when rolled.

| d% Roll |         |  | Weapon Bonus                 |
|---------|---------|--|------------------------------|
| Melee   | Missile |  | Bonus                        |
| 01-40   | 01-46   |  | +1                           |
| 41-50   | 47-58   |  | +2                           |
| 51-55   | 59-64   |  | +3                           |
| 56-57   |         |  | +4                           |
| 58      |         |  | +5                           |
| 59-75   | 65-82   |  | +1, +2 vs. Special Enemy     |
| 76-85   | 83-94   |  | +1, +3 vs. Special Enemy     |
| 86-95   |         |  | Roll Again + Special Ability |
| 96-98   | 95-98   |  | Cursed, -1*                  |
| 99-00   | 99-00   |  | Cursed, -2*                  |

\* If cursed weapons are rolled along with special abilities, ignore the special ability roll.

## BASIC FANTASY RPG

### 1d6 Special Enemy

|   |              |
|---|--------------|
| 1 | Dragons      |
| 2 | Enchanted    |
| 3 | Lycanthropes |
| 4 | Regenerators |
| 5 | Spell Users  |
| 6 | Undead       |

### 1d20 Special Ability

|       |                        |
|-------|------------------------|
| 01-09 | Casts Light on Command |
| 10-11 | Charm Person           |
| 12    | Drains Energy          |
| 13-16 | Flames on Command      |
| 17-19 | Locate Objects         |
| 20    | Wishes                 |

### Wands, Staves and Rods

| d%    | Type                          |
|-------|-------------------------------|
| 01-08 | Rod of Cancellation           |
| 09-13 | Snake Staff                   |
| 14-17 | Staff of Commanding           |
| 18-28 | Staff of Healing              |
| 29-30 | Staff of Power                |
| 31-34 | Staff of Striking             |
| 35    | Staff of Wizardry             |
| 36-40 | Wand of Cold                  |
| 41-45 | Wand of Enemy Detection       |
| 46-50 | Wand of Fear                  |
| 51-55 | Wand of Fireballs             |
| 56-60 | Wand of Illusion              |
| 61-65 | Wand of Lightning Bolts       |
| 66-73 | Wand of Magic Detection       |
| 74-79 | Wand of Paralyzation          |
| 80-84 | Wand of Polymorph             |
| 85-92 | Wand of Secret Door Detection |
| 93-00 | Wand of Trap Detection        |

### Rings

| d%    | Type             | d%    | Type          |
|-------|------------------|-------|---------------|
| 01-06 | Control Animal   | 71    | Protection +3 |
| 07-12 | Control Human    | 72-73 | Regeneration  |
| 13-19 | Control Plant    | 74-75 | Spell Storing |
| 20-30 | Delusion         | 76-81 | Spell Turning |
| 31-33 | Djinni Summoning | 82-83 | Telekinesis   |
| 34-44 | Fire Resistance  | 84-90 | Water Walking |
| 45-57 | Invisibility     | 91-97 | Weakness      |
| 58-66 | Protection +1    | 98    | Wishes        |
| 67-70 | Protection +2    | 99-00 | X-Ray Vision  |

### Magic Armor

Generate the type and bonus of each item of magic armor on the tables below.

| d%    | Armor Type    | d%    | Armor Bonus      |
|-------|---------------|-------|------------------|
| 01-09 | Leather Armor | 01-50 | +1               |
| 10-28 | Chain Mail    | 51-80 | +2               |
| 29-43 | Plate Mail    | 81-90 | +3               |
| 44-00 | Shield        | 91-95 | Cursed *         |
|       |               | 96-00 | Cursed, AC 11 ** |

\* If Cursed armor is rolled, roll again and reverse the bonus (e.g., -1 instead of +1).

\*\* This armor has AC 11 but appears to be +1 when tested.

**Miscellaneous Magic Items**

| d%    | Type                                           |
|-------|------------------------------------------------|
| 01-04 | Amulet of Proof against Detection and Location |
| 05-06 | Bag of Devouring                               |
| 07-12 | Bag of Holding                                 |
| 13-17 | Boots of Levitation                            |
| 18-22 | Boots of Speed                                 |
| 23-27 | Boots of Traveling and Leaping                 |
| 28    | Bowl Commanding Water Elementals               |
| 29    | Brazier Commanding Fire Elementals             |
| 30-35 | Broom of Flying                                |
| 36    | Censer Commanding Air Elementals               |
| 37-39 | Cloak of Displacement                          |
| 40-43 | Crystal Ball                                   |
| 44-45 | Crystal Ball with Clairaudience                |
| 46    | Drums of Panic                                 |
| 47    | Efreeti Bottle                                 |
| 48-54 | Elven Boots                                    |
| 55-61 | Elven Cloak                                    |
| 62-63 | Flying Carpet                                  |
| 64-70 | Gauntlets of Ogre Power                        |
| 71-72 | Girdle of Giant Strength                       |
| 73-78 | Helm of Reading Languages and Magic            |
| 79    | Helm of Telepathy                              |
| 80    | Helm of Teleportation                          |
| 81    | Horn of Blasting                               |
| 82-90 | Medallion of ESP                               |
| 91    | Mirror of Life Trapping                        |
| 92-96 | Rope of Climbing                               |
| 97-99 | Scarab of Protection                           |
| 00    | Stone Commanding Earth Elementals              |

**Wands, Staves and Rods**

| d%    | Type                          |
|-------|-------------------------------|
| 01-08 | Rod of Cancellation           |
| 09-13 | Snake Staff                   |
| 14-17 | Staff of Commanding           |
| 18-28 | Staff of Healing              |
| 29-30 | Staff of Power                |
| 31-34 | Staff of Striking             |
| 35    | Staff of Wizardry             |
| 36-40 | Wand of Cold                  |
| 41-45 | Wand of Enemy Detection       |
| 46-50 | Wand of Fear                  |
| 51-55 | Wand of Fireballs             |
| 56-60 | Wand of Illusion              |
| 61-65 | Wand of Lightning Bolts       |
| 66-73 | Wand of Magic Detection       |
| 74-79 | Wand of Paralyzation          |
| 80-84 | Wand of Polymorph             |
| 85-92 | Wand of Secret Door Detection |
| 93-00 | Wand of Trap Detection        |

**Potions**

| d%    | Type            | d%    | Type             |
|-------|-----------------|-------|------------------|
| 01-03 | Clairaudience   | 48-51 | Gaseous Form     |
| 04-07 | Clairvoyance    | 52-55 | Giant Strength   |
| 08-10 | Control Animal  | 56-59 | Growth           |
| 11-13 | Control Dragon  | 60-63 | Healing          |
| 14-16 | Control Giant   | 64-68 | Heroism          |
| 17-19 | Control Human   | 69-72 | Invisibility     |
| 20-22 | Control Plant   | 73-76 | Invulnerability  |
| 23-25 | Control Undead  | 77-80 | Levitation       |
| 26-32 | Delusion        | 81-84 | Longevity        |
| 33-35 | Diminution      | 85-86 | Poison           |
| 36-39 | ESP             | 87-89 | Polymorph Self   |
| 40-43 | Fire Resistance | 90-97 | Speed            |
| 44-47 | Flying          | 98-00 | Treasure Finding |

**Scrolls**

| d%    | General Type                       |
|-------|------------------------------------|
| 01-03 | Cleric Spell Scroll (1 Spell)      |
| 04-06 | Cleric Spell Scroll (2 Spells)     |
| 07-08 | Cleric Spell Scroll (3 Spells)     |
| 09    | Cleric Spell Scroll (4 Spells)     |
| 10-15 | Magic-User Spell Scroll (1 Spell)  |
| 16-20 | Magic-User Spell Scroll (2 Spells) |
| 21-25 | Magic-User Spell Scroll (3 Spells) |
| 26-29 | Magic-User Spell Scroll (4 Spells) |
| 30-32 | Magic-User Spell Scroll (5 Spells) |
| 33-34 | Magic-User Spell Scroll (6 Spells) |

| d%    | General Type                       |
|-------|------------------------------------|
| 35    | Magic-User Spell Scroll (7 Spells) |
| 36-40 | Cursed Scroll                      |
| 41-46 | Protection from Elementals         |
| 47-56 | Protection from Lycanthropes       |
| 57-61 | Protection from Magic              |
| 62-75 | Protection from Undead             |
| 76-85 | Map to Treasure Type A             |
| 86-89 | Map to Treasure Type E             |
| 90-92 | Map to Treasure Type G             |
| 93-00 | Map to 1d4 Magic Items             |

## Encounters

### Dungeon Encounters

The Game Master should check once every 3 turns

\* Roll 1d6; on a roll of 1, an encounter occurs.

\* Roll 1d12 on the appropriate table.

| Die Roll | Level 1               | Level 2                   | Level 3               |
|----------|-----------------------|---------------------------|-----------------------|
| 1        | Bee, Giant            | Beetle, Giant Bombardier  | Ant, Giant            |
| 2        | Goblin                | Fly, Giant                | Ape, Carnivorous      |
| 3        | Green Slime*          | Ghoul                     | Beetle, Giant Tiger   |
| 4        | Kobold                | Gnoll                     | Bugbear               |
| 5        | NPC Party: Adventurer | Gray Ooze                 | Doppelganger          |
| 6        | NPC Party: Bandit     | Hobgoblin                 | Gargoyle*             |
| 7        | Orc                   | Lizard Man                | Gelatinous Cube       |
| 8        | Skeleton              | NPC Party: Adventurer     | Lycanthrope, Wererat* |
| 9        | Snake, Cobra          | Snake, Pit Viper          | Ogre                  |
| 10       | Spider, Giant Crab    | Spider, Giant Black Widow | Shadow*               |
| 11       | Stirge                | Troglodyte                | Tentacle Worm         |
| 12       | Wolf                  | Zombie                    | Wight*                |

| Die Roll | Level 4-5              | Level 6-7               | Level 8+               |
|----------|------------------------|-------------------------|------------------------|
| 1        | Bear, Cave             | Basilisk                | Black Pudding          |
| 2        | Caecilia, Giant        | Black Pudding           | Chimera                |
| 3        | Cockatrice             | Caecilia                | Giant, Hill            |
| 4        | Doppelganger           | Displacer               | Giant, Stone           |
| 5        | Gray Ooze              | Hydra                   | Hydra                  |
| 6        | Hellhound              | Lycanthrope, Weretiger* | Lycanthrope, Wereboar* |
| 7        | Lycanthrope, Werewolf* | Mummy*                  | Purple Worm            |
| 8        | Minotaur               | Owlbear                 | Salamander, Flame*     |
| 9        | Ochre Jelly*           | Rust Monster*           | Salamander, Frost*     |
| 10       | Owlbear                | Scorpion, Giant         | Vampire*               |
| 11       | Rust Monster*          | Spectre*                |                        |
| 12       | Wraith*                | Troll                   |                        |

### City, Town or Village Encounters (2d6)

| Die Roll | Day Encounter         | Night Encounter       |
|----------|-----------------------|-----------------------|
| 2        | Doppelganger          | Doppelganger          |
| 3        | Noble                 | Shadow*               |
| 4        | Thief                 | Press Gang            |
| 5        | Bully                 | Beggar                |
| 6        | City Watch            | Thief                 |
| 7        | Merchant              | Bully                 |
| 8        | Beggar                | Merchant              |
| 9        | Priest                | Giant Rat             |
| 10       | Mercenary             | City Watch            |
| 11       | Wizard                | Wizard                |
| 12       | Lycanthrope, Wererat* | Lycanthrope, Wererat* |



### Wilderness Encounters

Check about every four hours of game time (this translates nicely to three night checks and three daytime checks)

\* Roll 1d6; on a roll of 1, an encounter occurs.

\* Roll 2d8 on the appropriate table.

| Die Roll | Desert or Barren         | Grassland           | Inhabited Territories |
|----------|--------------------------|---------------------|-----------------------|
| 2        | Dragon, Blue             | Dragon, Green       | Dragon, Gold          |
| 3        | Hellhound                | Troll               | Ghoul                 |
| 4        | Giant, Fire              | Fly, Giant          | Bugbear               |
| 5        | Purple Worm              | Scorpion, Giant     | Goblin                |
| 6        | Fly, Giant               | NPC Party: Bandit   | Centaur               |
| 7        | Scorpion, Giant          | Lion                | NPC Party: Bandit     |
| 8        | Camel                    | Boar, Wild          | NPC Party: Merchant   |
| 9        | Spider, Giant Tarantella | NPC Party: Merchant | NPC Party: Pilgrim    |
| 10       | NPC Party: Merchant      | Wolf                | NPC Party: Noble      |
| 11       | Hawk                     | Bee, Giant          | Dog                   |
| 12       | NPC Party: Bandit        | Gnoll               | Gargoyle*             |
| 13       | Ogre                     | Goblin              | Gnoll                 |
| 14       | Griffon                  | Blink Dog           | Ogre                  |
| 15       | Gnoll                    | Wolf, Dire          | Minotaur              |
| 16       | Dragon, Red              | Giant, Hill         | Vampire*              |

| Die Roll | Jungle                  | Mountains or Hills                      | Ocean                          |
|----------|-------------------------|-----------------------------------------|--------------------------------|
| 2        | Dragon, Green           | Dragon, White                           | Dragon, Sea                    |
| 3        | NPC Party: Bandit       | Roc (1d6: 1-3 Large, 4-5 Huge, 6 Giant) | Hydra                          |
| 4        | Goblin                  | Displacer                               | Whale, Sperm                   |
| 5        | Hobgoblin               | Lycanthrope, Werewolf*                  | Crocodile, Giant               |
| 6        | Centipede, Giant        | Mountain Lion                           | Crab, Giant                    |
| 7        | Snake, Giant Python     | Wolf                                    | Whale, Killer                  |
| 8        | Elephant                | Spider, Giant Crab                      | Octopus, Giant                 |
| 9        | Antelope                | Hawk                                    | Shark, Mako                    |
| 10       | Jaguar                  | Orc                                     | NPC Party: Merchant            |
| 11       | Stirge                  | Bat, Giant                              | NPC Party: Buccaneer (Pirate)  |
| 12       | Beetle, Giant Tiger     | Hawk, Giant                             | Shark, Bull                    |
| 13       | Caecilia, Giant         | Giant, Hill                             | Roc (1d8: 1-5 Huge, 6-8 Giant) |
| 14       | Shadow*                 | Chimera                                 | Shark, Great White             |
| 15       | NPC Party: Merchant     | Wolf, Dire                              | Mermaid                        |
| 16       | Lycanthrope, Weretiger* | Dragon, Red                             | Sea Serpent                    |

| Die Roll | River or Riverside   | Swamp                         | Woods or Forest       |
|----------|----------------------|-------------------------------|-----------------------|
| 2        | Dragon, Black        | Dragon, Black                 | Dragon, Green         |
| 3        | Fish, Giant Piranha  | Shadow*                       | Alicorn (see Unicorn) |
| 4        | Stirge               | Troll                         | Treant                |
| 5        | Fish, Giant Bass     | Lizard, Giant Draco           | Orc                   |
| 6        | NPC Party: Merchant  | Centipede, Giant              | Boar, Wild            |
| 7        | Lizardman            | Leech, Giant                  | Bear, Black           |
| 8        | Crocodile            | Lizardman                     | Hawk, Giant           |
| 9        | Frog, Giant          | Crocodile                     | Antelope              |
| 10       | Fish, Giant Catfish  | Stirge                        | Wolf                  |
| 11       | NPC Party: Buccaneer | Orc                           | Ogre                  |
| 12       | Troll                | Toad, Giant (see Frog, Giant) | Bear, Brown           |
| 13       | Jaguar               | Troglodyte                    | Wolf, Dire            |
| 14       | Nixie                | Blood Rose                    | Giant, Hill           |
| 15       | Water Termite, Giant | Hangman Tree                  | Owlbear               |
| 16       | Dragon, Green        | Basilisk                      | Unicorn               |

## Dice rolls &amp; Probability

## D20 Probability\*

| 1D20 | Prob%<br>D20(>=) | 1D20 | Prob%<br>D20(>=) |
|------|------------------|------|------------------|
| 1    | 100              | 11   | 50               |
| 2    | 95               | 12   | 45               |
| 3    | 90               | 13   | 40               |
| 4    | 85               | 14   | 35               |
| 5    | 80               | 15   | 30               |
| 6    | 75               | 16   | 25               |
| 7    | 70               | 17   | 20               |
| 8    | 65               | 18   | 15               |
| 9    | 60               | 19   | 10               |
| 10   | 55               | 20   | 5                |

\* Probability that on a d20 roll the result is above the listed number. Example: probability of rolling a 16 or higher on a d20 is 25%

## D6 / D20 Probability\*

| 1D6 | Prob%<br>D6(<=) / Prob%<br>D20(>=) | 1D20 |
|-----|------------------------------------|------|
| 1   | 17                                 | 18   |
| 2   | 33                                 | 14   |
| 3   | 50                                 | 11   |
| 4   | 67                                 | 8    |
| 5   | 83                                 | 4    |
| 6   | 100                                | 1    |

\* Probability that on a d6 roll the result is below the listed number. This probability is then the same that we have rolling a d20 and getting a result above the rightmost number. Example: probability of rolling 2 or 1 on a d6 is 33% which is more or less the same probability of getting a 14 or higher on a d20

## Multiple Dice Roll Statistics\*

| nd4 | Min | Ave | Max | nd6 | Min | Ave | Max | nd8 | Min | Ave | Max | nd10 | Min | Ave | Max |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|------|-----|-----|-----|
| 2   | 3   | 5   | 6   | 2   | 5   | 7   | 8   | 2   | 6   | 9   | 11  | 2    | 7   | 11  | 14  |
| 3   | 5   | 7   | 9   | 3   | 8   | 10  | 12  | 3   | 10  | 13  | 16  | 3    | 12  | 16  | 20  |
| 4   | 8   | 10  | 11  | 4   | 11  | 14  | 16  | 4   | 14  | 18  | 21  | 4    | 17  | 22  | 26  |
| 5   | 10  | 12  | 14  | 5   | 14  | 17  | 20  | 5   | 18  | 22  | 26  | 5    | 22  | 27  | 32  |
| 6   | 12  | 15  | 17  | 6   | 17  | 21  | 24  | 6   | 22  | 27  | 31  | 6    | 27  | 33  | 38  |
| 7   | 15  | 17  | 19  | 7   | 20  | 24  | 28  | 7   | 26  | 31  | 36  | 7    | 32  | 38  | 44  |
| 8   | 17  | 20  | 22  | 8   | 24  | 28  | 31  | 8   | 30  | 36  | 41  | 8    | 37  | 44  | 50  |
| 9   | 19  | 22  | 25  | 9   | 27  | 31  | 35  | 9   | 34  | 40  | 46  | 9    | 42  | 49  | 56  |
| 10  | 22  | 25  | 27  | 10  | 30  | 35  | 39  | 10  | 39  | 45  | 50  | 10   | 47  | 55  | 62  |
| 11  | 24  | 27  | 30  | 11  | 33  | 38  | 43  | 11  | 43  | 49  | 55  | 11   | 52  | 60  | 68  |
| 12  | 26  | 30  | 33  | 12  | 37  | 42  | 46  | 12  | 47  | 54  | 60  | 12   | 58  | 66  | 73  |
| 13  | 29  | 32  | 35  | 13  | 40  | 45  | 50  | 13  | 51  | 58  | 65  | 13   | 63  | 71  | 79  |
| 14  | 31  | 35  | 38  | 14  | 43  | 49  | 54  | 14  | 56  | 63  | 69  | 14   | 68  | 77  | 85  |
| 15  | 34  | 37  | 40  | 15  | 47  | 52  | 57  | 15  | 60  | 67  | 74  | 15   | 73  | 82  | 91  |
| 16  | 36  | 40  | 43  | 16  | 50  | 56  | 61  | 16  | 64  | 72  | 79  | 16   | 78  | 88  | 97  |
| 17  | 38  | 42  | 46  | 17  | 53  | 59  | 65  | 17  | 68  | 76  | 84  | 17   | 84  | 93  | 102 |
| 18  | 41  | 45  | 48  | 18  | 57  | 63  | 68  | 18  | 73  | 81  | 88  | 18   | 89  | 99  | 108 |
| 19  | 43  | 47  | 51  | 19  | 60  | 66  | 72  | 19  | 77  | 85  | 93  | 19   | 94  | 104 | 114 |
| 20  | 46  | 50  | 53  | 20  | 63  | 70  | 76  | 20  | 81  | 90  | 98  | 20   | 99  | 110 | 120 |
| 21  | 48  | 52  | 56  | 21  | 67  | 73  | 79  | 21  | 86  | 94  | 102 | 21   | 104 | 115 | 126 |
| 22  | 50  | 55  | 59  | 22  | 70  | 77  | 83  | 22  | 90  | 99  | 107 | 22   | 110 | 121 | 131 |
| 23  | 53  | 57  | 61  | 23  | 73  | 80  | 87  | 23  | 94  | 103 | 112 | 23   | 115 | 126 | 137 |
| 24  | 55  | 60  | 64  | 24  | 77  | 84  | 90  | 24  | 99  | 108 | 116 | 24   | 120 | 132 | 143 |
| 25  | 58  | 62  | 66  | 25  | 80  | 87  | 94  | 25  | 103 | 112 | 121 | 25   | 126 | 137 | 148 |

\* This is the expected range we get rolling n dice and summing the results. Example: after rolling 12d8 we can expect a result in a range between 47 and 60 being 54 the most probable result.

In statistical words Ave is the distribution average (rounded). Min/Max is average +/- spread (result rounded). Troll, a programming language for dice rolling (<http://www.diku.dk/hjemmesider/ansatte/torbenm/Troll/>), was used for calculations.

## Unit Conversions

| Feet | Meters | Inch | Cm    | Miles | Km     | Pound | Kg    | SQ feet | SQ m |
|------|--------|------|-------|-------|--------|-------|-------|---------|------|
| 1    | 0.3    | 1    | 2.54  | 1     | 1.6    | 1     | 0.5   | 1       | 0.1  |
| 2    | 0.6    | 2    | 5.08  | 2     | 3.2    | 2     | 0.9   | 2       | 0.2  |
| 3    | 0.9    | 3    | 7.62  | 3     | 4.8    | 3     | 1.4   | 3       | 0.3  |
| 4    | 1.2    | 4    | 10.16 | 4     | 6.4    | 4     | 1.8   | 4       | 0.37 |
| 5    | 1.5    | 5    | 12.7  | 5     | 8.0    | 5     | 2.3   | 5       | 0.46 |
| 6    | 1.8    | 6    | 15.24 | 6     | 9.7    | 6     | 2.7   | 6       | 0.56 |
| 7    | 2.1    | 7    | 17.78 | 7     | 11.3   | 7     | 3.2   | 7       | 0.65 |
| 8    | 2.4    | 8    | 20.32 | 8     | 12.9   | 8     | 3.6   | 8       | 0.74 |
| 9    | 2.7    | 9    | 22.86 | 9     | 14.5   | 9     | 4.1   | 9       | 0.84 |
| 10   | 3      | 10   | 25.4  | 10    | 16.1   | 10    | 4.5   | 10      | 0.9  |
| 15   | 4.5    | 15   | 38.1  | 15    | 24.1   | 15    | 6.8   | 15      | 1.4  |
| 20   | 6      | 20   | 50.8  | 20    | 32.2   | 20    | 9.1   | 20      | 1.9  |
| 25   | 7.5    | 25   | 63.5  | 25    | 40.2   | 25    | 11.3  | 25      | 2.3  |
| 30   | 9      | 30   | 76.2  | 30    | 48.3   | 30    | 13.6  | 30      | 2.8  |
| 35   | 10.5   | 35   | 88.9  | 35    | 56.3   | 35    | 15.9  | 35      | 3.3  |
| 40   | 12     | 40   | 101.6 | 40    | 64.4   | 40    | 18.1  | 40      | 3.7  |
| 45   | 13.5   | 45   | 114.3 | 45    | 72.4   | 45    | 20.4  | 45      | 4.2  |
| 50   | 15     | 50   | 127   | 50    | 80.5   | 50    | 22.7  | 50      | 4.6  |
| 55   | 16.5   | 55   | 139.7 | 55    | 88.5   | 55    | 24.9  | 55      | 5.1  |
| 60   | 18     | 60   | 152.4 | 60    | 96.6   | 60    | 27.2  | 60      | 5.6  |
| 65   | 19.5   | 65   | 165.1 | 65    | 104.6  | 65    | 29.4  | 65      | 6.0  |
| 70   | 21     | 70   | 177.8 | 70    | 112.7  | 70    | 31.7  | 70      | 6.5  |
| 75   | 22.5   | 75   | 190.5 | 75    | 120.7  | 75    | 34.0  | 75      | 7.0  |
| 80   | 24     | 80   | 203.2 | 80    | 128.7  | 80    | 36.2  | 80      | 7.4  |
| 85   | 25.5   | 85   | 215.9 | 85    | 136.8  | 85    | 38.5  | 85      | 7.9  |
| 90   | 27     | 90   | 228.6 | 90    | 144.8  | 90    | 40.8  | 90      | 8.4  |
| 95   | 28.5   | 95   | 241.3 | 95    | 152.9  | 95    | 43.0  | 95      | 8.8  |
| 100  | 30     | 100  | 254   | 100   | 160.9  | 100   | 45.3  | 100     | 9.3  |
| 125  | 37.5   | 125  | 317.5 | 125   | 201.2  | 125   | 56.6  | 125     | 11.6 |
| 150  | 45     | 150  | 381   | 150   | 241.4  | 150   | 68.0  | 150     | 13.9 |
| 175  | 52.5   | 175  | 444.5 | 175   | 281.6  | 175   | 79.3  | 175     | 16.3 |
| 200  | 60     | 200  | 508   | 200   | 321.9  | 200   | 90.6  | 200     | 18.6 |
| 225  | 67.5   | 225  | 571.5 | 225   | 362.1  | 225   | 101.9 | 225     | 20.9 |
| 250  | 75     | 250  | 635   | 250   | 402.3  | 250   | 113.3 | 250     | 23.2 |
| 275  | 82.5   | 275  | 698.5 | 275   | 442.6  | 275   | 124.6 | 275     | 25.5 |
| 300  | 90     | 300  | 762   | 300   | 482.8  | 300   | 135.9 | 300     | 27.9 |
| 350  | 105    | 350  | 889   | 350   | 563.3  | 350   | 158.6 | 350     | 32.5 |
| 400  | 120    | 400  | 1016  | 400   | 643.7  | 400   | 181.2 | 400     | 37.2 |
| 450  | 135    | 450  | 1143  | 450   | 724.2  | 450   | 203.9 | 450     | 41.8 |
| 500  | 150    | 500  | 1270  | 500   | 804.7  | 500   | 226.5 | 500     | 46.5 |
| 550  | 165    | 550  | 1397  | 550   | 885.1  | 550   | 249.2 | 550     | 51.1 |
| 600  | 180    | 600  | 1524  | 600   | 965.6  | 600   | 271.8 | 600     | 55.7 |
| 650  | 195    | 650  | 1651  | 650   | 1046.1 | 650   | 294.5 | 650     | 60.4 |
| 700  | 210    | 700  | 1778  | 700   | 1126.5 | 700   | 317.1 | 700     | 65.0 |
| 750  | 225    | 750  | 1905  | 750   | 1207.0 | 750   | 339.8 | 750     | 69.7 |
| 800  | 240    | 800  | 2032  | 800   | 1287.5 | 800   | 362.4 | 800     | 74.3 |
| 850  | 255    | 850  | 2159  | 850   | 1367.9 | 850   | 385.1 | 850     | 79.0 |
| 900  | 270    | 900  | 2286  | 900   | 1448.4 | 900   | 407.7 | 900     | 83.6 |
| 950  | 285    | 950  | 2413  | 950   | 1528.9 | 950   | 430.4 | 950     | 88.3 |

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