

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

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

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

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

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

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

DM Screen

By: Scott Abraham



Basic Fantasy



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

Fighter Saving Throws

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

Thief Saving Throws

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

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

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

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

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

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

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

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

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

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

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

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



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



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

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



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

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

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

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

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

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



First Level Clerical Spells

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

Second Level Clerical Spells

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

Third Level Clerical Spells

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

Fourth Level Clerical Spells

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

Fifth Level Clerical Spells

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

Sixth Level Clerical Spells

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



First Level Magic-User Spells

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

Fourth Level Magic-User Spells

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

Second Level Magic-User Spells

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

Fifth Level Magic-User Spells

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

Third Level Magic-User Spells

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

Sixth Level Magic-User Spells

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

