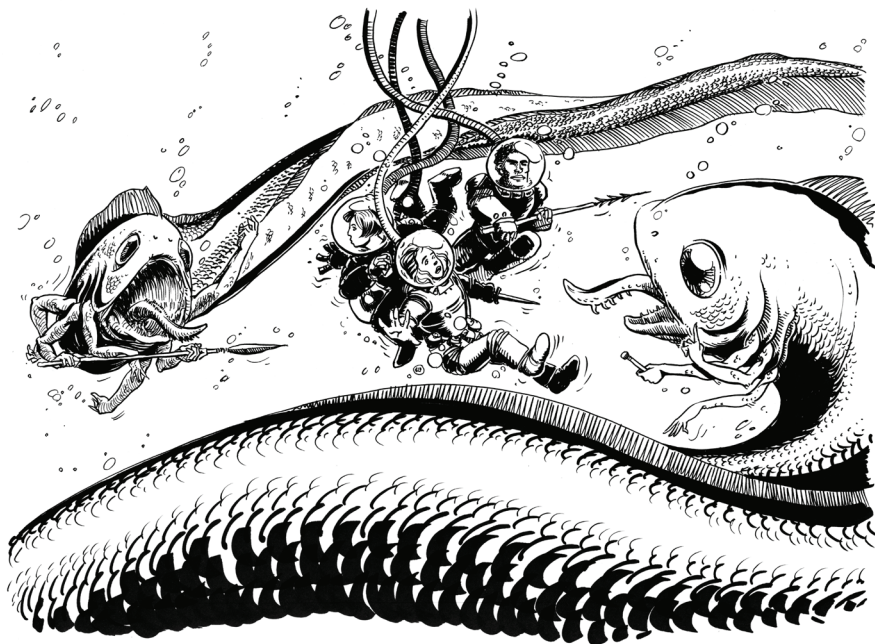# B/X ESSENTIALS

Classes and Equipment

Necrotic Gnome Productions

B/X ESSENTIALS
Classes and Equipment

Compilation, editing, writing, and layout by

Gavin Norman

Thanks to Alistair Caunt, Keith Hann, and Eric Nieudan for most excellent rules pedantry and precision proofreading.

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Foreword

In the foreword to **B/X Essentials: Core Rules**, I mentioned my desire for a clean, combined expression of the core Basic/Expert rules separated from the "accoutrements"—the assumed standard character classes, equipment, spells, monsters, and so on. This desire led to the creation of the first **B/X Essentials** book, enabling the easy use of these traditional rules in campaign settings bearing potentially very little resemblance to the standards of Tolkien-derived high fantasy.

This book, however, is for those groups who *do* wish to use the classic character classes and equipment lists in their games.

As with the **Core Rules** book, my primary goal in writing this book has been to present a streamlined rendition of the Basic/Expert rules, optimised for easy reference. To this end, information that is scattered throughout the original rule books has been carefully collated. For example, all the information pertaining to each character class is presented in one place, on a single page or spread. (This includes the attack and saving throw charts.) No more page-flipping is required to get an overview of a character's abilities.

During the research and writing of this book, I noticed (indeed, for the first time!) that there are ambiguities, omissions, and even contradictions in several areas of the original Expert rules. The rules for water vessels and stronghold construction are especially bad, in this regard. As one of the aims of the **B/X Essentials** line is the presentation of a clarified rule set, I did not feel comfortable simply presenting these ambiguous and contradictory rules "as-is". The rules you will find in this book thus contain my own slight reworkings, in an attempt to resolve the problems present in the original books. While I have made a great effort to update these rules in a sensible and consistent way, cleaving as closely as possible to the original rules, other interpretations and untanglings of the original rules are certainly possible.

So, in these pages, you will find the following information:

1. **Character creation.** A two-page description of the complete procedure for creating a character.
2. **Ability scores.** Descriptions of the six ability scores and their modifiers, duplicated from **B/X Essentials: Core Rules**, for convenience when creating characters.
3. **Character classes.** Descriptions of the seven standard character classes, with all pertinent information compiled onto one or two pages per class.
4. **Alignment and languages.** Two pages detailing the threefold alignment system of the Basic/Expert rules and the languages used by characters and monsters in the game.
5. **Character advancement, money, and wealth.** Issues around level advancement, currency, and character wealth, discussed on two pages.
6. **Equipment.** The standard adventuring equipment, weapons, and armour presented on a two-page spread, along with all required combat stats (including weights, for use with the optional encumbrance rules).
7. **Land and water transportation.** Discussion of various modes of transport, along with prices and relevant combat information.
8. **Mercenaries and specialists.** Listings of the different kinds of hirelings that player characters may wish to employ.
9. **Castles and strongholds.** Procedures and price lists for use by high-level characters who wish to found their own domain.

Again, it is my hope that this book will play some small part in the furtherance of this timeless and beloved game and prove useful as a reference for those already familiar with its charms.

Gavin Norman, Autumn 2017, Berlin.

Character Creation

1. Roll Ability Scores

Character ability scores are determined by rolling randomly. Roll 3d6 for your character's Charisma, Constitution, Dexterity, Intelligence, Strength, and Wisdom. See *Ability Scores, p6*.

Sub-Par Characters

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

2. Choose a Class

Select a class for your character from those available (see *Character Classes, p8*), bearing in mind the minimum ability score requirements of some classes.

3. Adjust Ability Scores

Optionally, the prime requisite(s) of your character (determined by the chosen class) may be raised by lowering other (non-prime requisite) ability scores. For every two points by which an ability score is reduced, one point may be added to your prime requisite. The following restrictions apply:

- Only Intelligence, Strength, and Wisdom may be lowered in this way.
- No score may be lowered below 9.
- Thieves may not lower Strength.

4. Note Ability Score Modifiers

Now that your character's ability scores are fixed, make a note of any associated bonuses or penalties, consulting the charts in *Ability Scores, p6*.

5. Note Attack Values

The level progression chart for your character's class lists the modified attack roll needed to hit an opponent with Armour Class 0. The attack roll you need to hit opponents of other AC ratings can be calculated from this value. It is usual to pre-calculate the modified attack values required to hit AC 0-9 and record them in a matrix (see below).

6. Note Saving Throws and Class Abilities

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

Attack Value Matrix

The level progression chart for your character's class lists the modified attack roll needed to hit an opponent with Armour Class 0. The attack roll you need to hit opponents of other AC ratings can be calculated from this value by subtracting the target AC from the value to hit AC 0.

For example, a character who needs a 17 to hit AC 0 could hit AC 5 on a roll of 12 or greater (17 - 5 = 12).

It is usual to pre-calculate the modified attack values required to hit AC 0-9 and record them in a matrix. 1st level characters need to roll a 19 to hit AC 0, resulting in an attack matrix like this:

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

7. Roll Hit Points

Determine your character's hit points by rolling the die type appropriate to the chosen class. Modifiers for high or low Constitution apply (see *Ability Scores, p6*). Your character always starts with at least 1 hit point, regardless of CON modifier.

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

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

8. Choose Alignment

Decide whether your character is Lawful, Neutral, or Chaotic (see *Alignment, p20*) and note this on your character sheet.

9. Note Known Languages

Every character begins play knowing one or more languages, determined by the character's class. Characters with high Intelligence may also choose additional languages. See *Languages, p21* for a list of possibilities.

10. Buy Equipment

Your character starts play with 3d6 × 10 gold pieces (see *Money and Wealth, p23*). You may spend as much of this money as you wish to equip your character for adventure, consulting the lists in *Equipment (p24)*, *Land Transportation (p27)*, and *Water Transportation (p28)*.

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

11. Note Armour Class

Now that you know what kind of armour your character has, record your character's Armour Class value (see *Armour* in *Equipment, p24*), applying any adjustment for high or low Dexterity (see *Ability Scores, p6*).

12. Name Character

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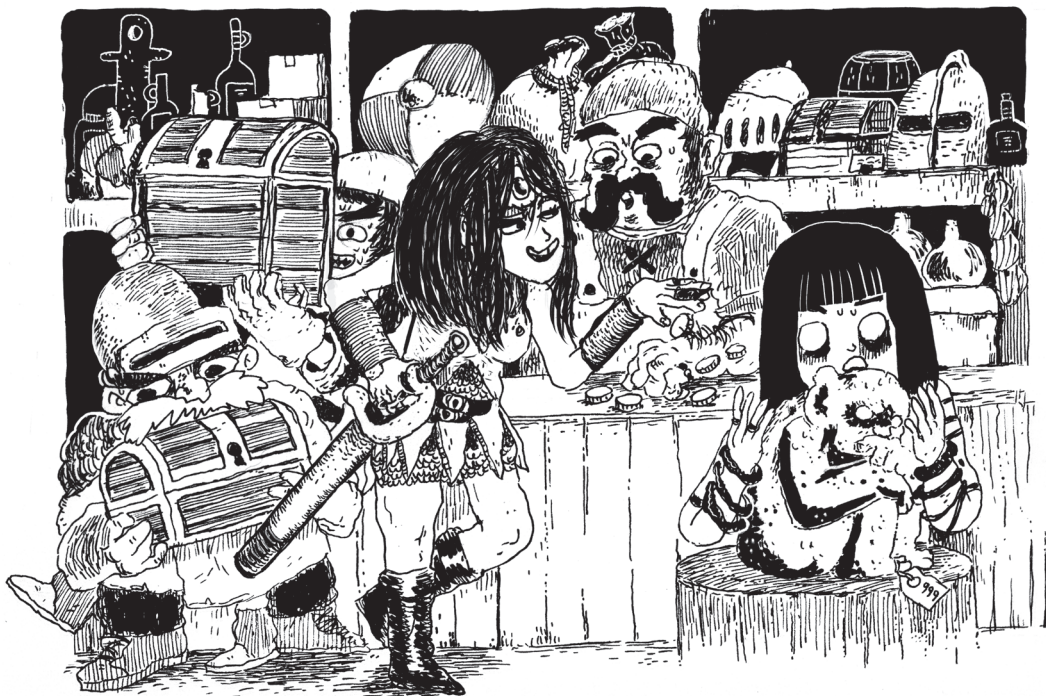
Ability Scores

Charisma

Charisma (CHA) measures a character's force of personality, persuasiveness, personal magnetism, physical attractiveness, and ability to lead. This ability has an influence on how NPCs or monsters will respond to a character in an encounter. Charisma also determines the number of retainers a character may have and their morale.

- **Reaction adjustment** applies when hiring retainers and when interacting with monsters (see **Encounters** in **B/X Essentials: Core Rules, p11**).
- **Max # of retainers** and **retainer morale** determine the number of **Retainers** (see **B/X Essentials: Core Rules, p18**) a character may have in his or her pay at any one time and their loyalty to the character.

Constitution

Constitution (CON) represents a character's health and stamina. A Constitution bonus increases a character's hit points, making this ability important for all classes.

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

Dexterity

Dexterity (DEX) measures hand-eye coordination, agility, reflexes, and balance. This ability is important for combat-oriented classes, as it affects Armour Class, and for characters who focus on missile combat.

- **Standard adjustment** is applied to attack rolls (but not damage rolls) made with a ranged weapon and modifies the character's Armour Class (a bonus lowers AC, a penalty raises it).
- **Initiative adjustment** modifies the character's initiative roll, if the optional rule for individual initiative is used (see **Basic Combat Procedure** in **B/X Essentials: Core Rules, p22**).

Intelligence

Intelligence (INT) determines how well a character learns, remembers, and reasons.

- **Language ability** denotes the character's ability to speak, read, and write in his or her native language and others.
- **Bonus languages** determines the number of additional languages the character can choose during character creation (see **Languages, p21**).

Strength

Strength (STR) rates a character's brawn, muscle, and physical power. This ability is especially important for characters who focus on melee combat.

- **Standard adjustment** is applied to attack and damage rolls with melee weapons and to attempts to force open a stuck door (see **Doors** in **B/X Essentials: Core Rules, p10**).

Wisdom

Wisdom (WIS) encompasses a character's willpower, common sense, perception, and intuition. While Intelligence represents one's ability to analyse information, Wisdom represents being in tune with and aware of one's surroundings.

- **Standard adjustment** is applied to **Saving Throws** (see **B/X Essentials: Core Rules, p19**) versus magical effects. This does not normally include saves against breath attacks, but may apply to any other saving throw category.

Prime Requisite

Each character class has one or more prime requisites, that is, an ability score or scores of especial importance to characters of that class. A character's score in his or her class' prime requisite(s) affects how quickly the character is able to gain XP.

- **XP Adjustment** is applied to all experience points awarded to the character, unless otherwise noted in the description of the class.

Standard Adjustments

Ability	Standard Adjustment
3	−3
4-5	−2
6-8	−1
9-12	None
13-15	+1
16-17	+2
18	+3

Prime Requisite Adjustments

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

The Standard Adjustment is used for CON modifiers to hit points, DEX modifiers to missile fire and AC, STR modifiers to melee attacks/damage and forcing doors, and WIS modifiers to magic saves.

Dexterity Adjustments

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

Charisma Adjustments

CHA	Reaction Adjustment	Max # of Retainers	Retainer Morale
3	−2	1	4
4-5	−1	2	5
6-8	−1	3	6
9-12	None	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

Intelligence Adjustments

INT	Language Ability	Bonus Languages
3	Unable to read or write, broken speech	0
4-5	Unable to read or write	0
6-8	Can write simple words	0
9-12	Can read and write native languages	0
13-15	Can read and write native languages	1
16-17	Can read and write native languages	2
18	Can read and write native languages	3

Character Classes

Cleric

Requirements: None
Prime Requisite: WIS
Hit Dice: 1d6
Maximum Level: 14
Allowed Armour: Any, including shields
Allowed Weapons: Any blunt weapons
Languages: Alignment language, Common

Clerics are humans who have sworn to serve a deity. They conduct their lives in a way to further the will of their deity and channel the power of their deity. Clerics are trained for combat; they should be thought of as fighting holy crusaders, not as passive priests.

Holy Symbol: A cleric must carry a holy symbol (see ***Equipment, p24***).

Deity Disfavour: If a cleric ever falls from favour, due to violating the beliefs or strictures of his or her deity or clergy, penalties (determined by the referee) may be imposed upon the cleric. These may include penalties to attack (-1) or even a reduction in spells.

Abilities

Combat: Clerics can use any form of armour, but strict holy doctrine prevents their use of weapons that have a sharp edge. Thus, only the following weapons from the standard lists in ***Equipment (p24)*** may be used: club, mace, sling, staff, warhammer.

Magical Research: A cleric of any level may spend time and money to research new spells associated with his or her deity. When a cleric reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in ***B/X Essentials: Core Rules, p31***.

Spell Casting: From 2nd level, a cleric may pray to receive spells from his or her deity. The power and number of spells available to a cleric are determined by the character's experience level. The rules for divine spell casting are found in ***B/X Essentials: Core Rules, p28***. The list of spells available to clerics is found in ***B/X Essentials: Cleric and Magic-User Spells***.

Turning the Undead: Clerics are able to call upon the name and power of their deity to repel or even destroy undead. This ability is known as *turning the undead*. The chart opposite lists a dash, a "T", a "D", or a number corresponding to the Hit Dice of an undead creature and the level of the cleric:

- A **dash** means an automatic failure.
- A **number** indicates that the player must roll that number or higher on 2d6 in order to successfully turn the undead.
- A **"T"** means that the turning automatically succeeds for this type of undead.
- A **"D"** means that the turning automatically succeeds for this type of undead and that the monsters are destroyed, not simply caused to flee.

If the turning attempt succeeds, the player rolls 2d6 to determine the number of Hit Dice of undead affected (either turned or destroyed). No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful turning. Turned undead will leave the area, if possible, and will not harm or make contact with the cleric.

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

Using Magic Items: As spell casters, clerics can use magic scrolls of spells on their spell list. There are also items (e.g. some staves) that only clerics can use.

Reaching 9th Level

Once attaining 9th level, a cleric may establish or build a stronghold. So long as the cleric is currently in favour with his or her god, a stronghold may be bought or built at half the normal price, due to divine intervention.

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

Cleric Level Progression

Level	XP	HD	AC0	Saving Throws					Spells per Day				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19	11	12	14	16	15	-	-	-	-	-
2	1,500	2d6	19	11	12	14	16	15	1	-	-	-	-
3	3,000	3d6	19	11	12	14	16	15	2	-	-	-	-
4	6,000	4d6	19	11	12	14	16	15	2	1	-	-	-
5	12,000	5d6	17	9	10	12	14	12	2	2	-	-	-
6	25,000	6d6	17	9	10	12	14	12	2	2	1	1	-
7	50,000	7d6	17	9	10	12	14	12	2	2	2	1	1
8	100,000	8d6	17	9	10	12	14	12	3	3	2	2	1
9	200,000	9d6	14	6	7	9	11	9	3	3	3	2	2
10	300,000	9d6+1*	14	6	7	9	11	9	4	4	3	3	2
11	400,000	9d6+2*	14	6	7	9	11	9	4	4	4	3	3
12	500,000	9d6+3*	14	6	7	9	11	9	5	5	4	4	3
13	600,000	9d6+4*	12	3	5	7	8	7	5	5	5	4	4
14	700,000	9d6+5*	12	3	5	7	8	7	6	5	5	5	4

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Turning the Undead

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

* 2 Hit Dice monsters with a special ability (e.g. paralysing touch, immunity to normal weapons, etc.) are more difficult to turn, as indicated by this column of the chart. Such monsters will have an asterisk next to their HD rating, in the monster description.

Dwarf

Requirements: Minimum CON 9
Prime Requisite: STR
Hit Dice: 1d8
Maximum Level: 12
Allowed Armour: Any, including shields
Allowed Weapons: Small or normal sized (see below)
Languages: Alignment language, Common, dwarvish, gnome, goblin, kobold

Dwarves are stout, bearded demi-humans who average a height of approximately 4 feet and weigh about 150 pounds. Dwarves live underground and value precious metals, fine craftsmanship, and stones. Perhaps not surprisingly, they have skin, hair, and eye colours in earth tones. Dwarves have a reputation for having surly attitudes and are particularly gruff with elves. Dwarves are particularly hardy people and have a strong resistance to magic, as reflected in their saving throws.

Abilities

Combat: Dwarves may use any type of armour, however, due to their short height, may only use small or normal sized weapons. This means that dwarves cannot use longbows or two-handed swords.

Detect Construction Tricks: From their experience underground, dwarves have a 2-in-6 chance of detecting false walls, hidden construction, or sloping passages. A dwarf must be actively searching for these abilities to function.

Detect Traps: Due to their expertise with construction, dwarves have a 2-in-6 chance of detecting non-magical traps, when searching (see **Searching** in **B/X Essentials: Core Rules, p19**).

Infravision: Due to their habit of living underground in great mines, dwarves have the ability to see in the dark with infravision up to 60' (see **Light, Vision, and Visibility** in **B/X Essentials: Core Rules, p16**).

Listening at Doors: Dwarves have a 2-in-6 chance of hearing noises (see **Doors**, **B/X Essentials: Core Rules, p10**).

Reaching 9th Level

When a dwarf reaches level 9, he or she has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character's clan will be attracted to live under his or her roof. Dwarves from other clans will also come and live nearby to be ruled by the character. A dwarf ruler is able to hire dwarven soldiers or mercenaries, but may only hire members of other races for other tasks, such as human alchemists or elves for spell casting.
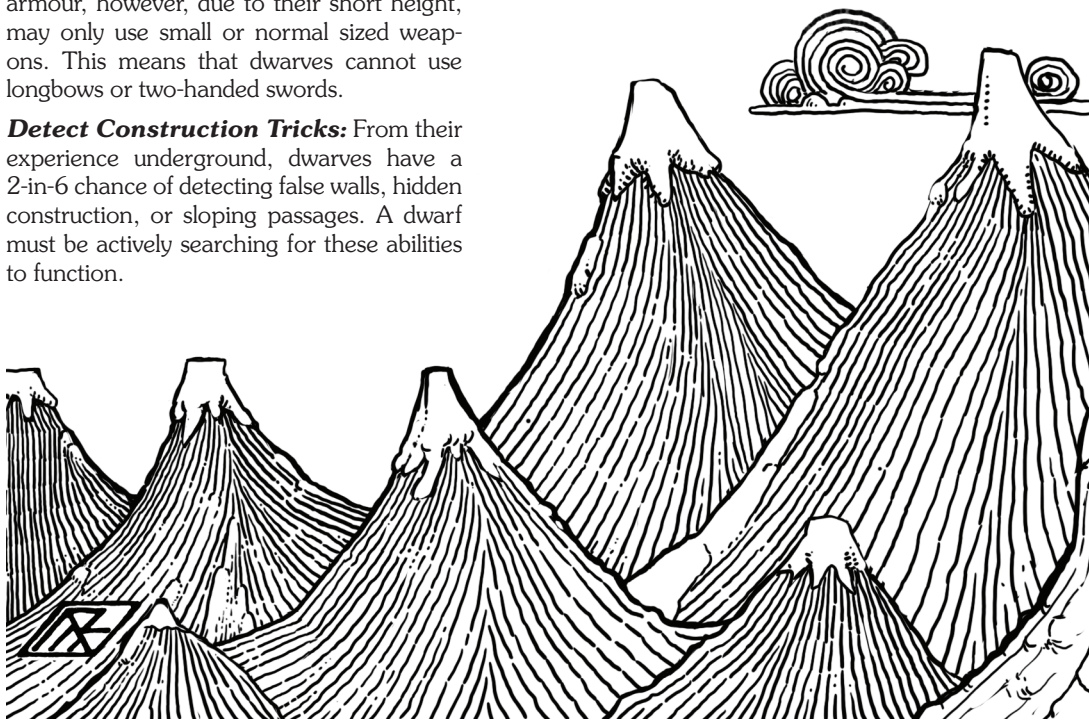
Dwarf Level Progression

| Level | XP | HD | AC0 | Saving Throws | | | | |
				D	W	P	B	S
1	0	1d8	19	8	9	10	13	12
2	2,200	2d8	19	8	9	10	13	12
3	4,400	3d8	19	8	9	10	13	12
4	8,800	4d8	17	6	7	8	10	10
5	17,000	5d8	17	6	7	8	10	10
6	35,000	6d8	17	6	7	8	10	10
7	70,000	7d8	14	4	5	6	7	8
8	140,000	8d8	14	4	5	6	7	8
9	270,000	9d8	14	4	5	6	7	8
10	400,000	9d8+3*	12	2	3	4	4	6
11	530,000	9d8+6*	12	2	3	4	4	6
12	660,000	9d8+9*	12	2	3	4	4	6

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell
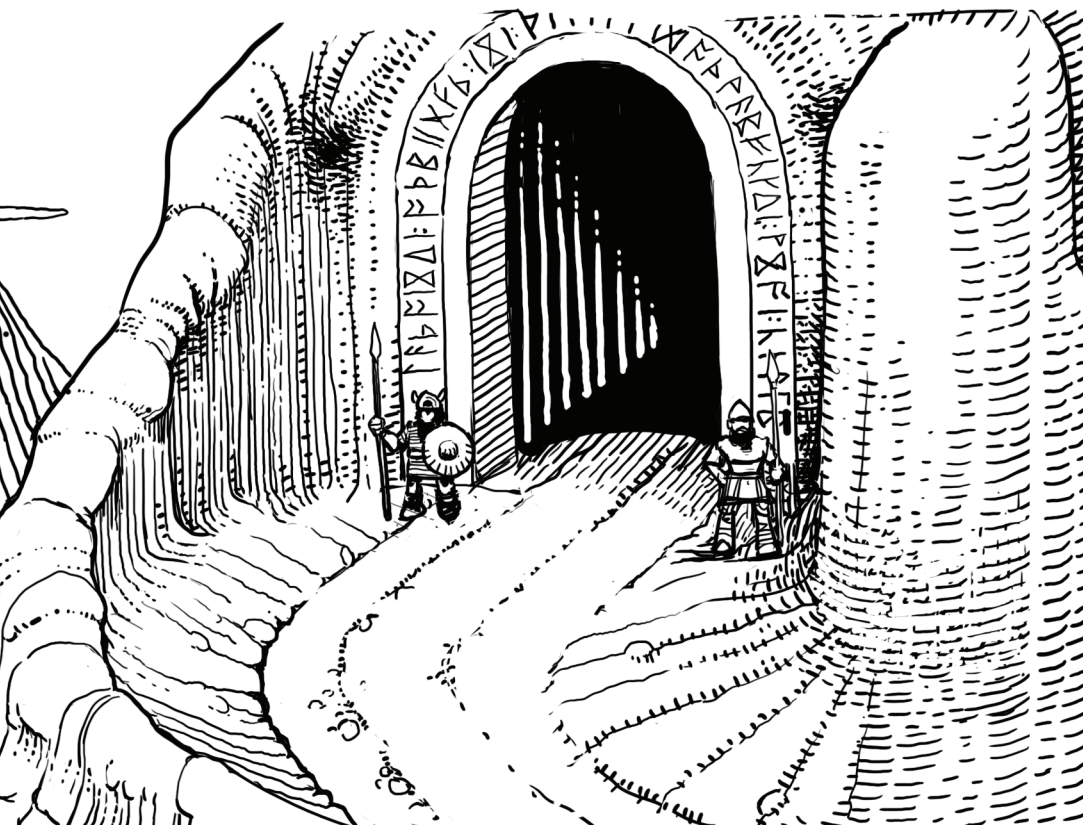
Elf

Requirements: Minimum INT 9
Prime Requisite: INT and STR
Hit Dice: 1d6
Maximum Level: 10
Allowed Armour: Any, including shields
Allowed Weapons: Any
Languages: Alignment language, Common, elvish, gnoll, hobgoblin, orcish

Elves are slender, fey demi-humans with pointed ears. They are very diverse in appearance, much like humans, and there are said to be different kinds of elves in distant locations. They typically weigh about 120 pounds and are between 5 and 5½ feet tall. Though a peaceful people who enjoy good, light food and play, elves are very talented fighters and users of magic.

Prime Requisites: An elf must have at least 13 in both prime requisites in order to get the +5% bonus to experience. An elf with an INT of at least 16 and a STR of at least 13 receives a +10% XP bonus.

Abilities

Combat: Elves are able to use all forms of weapon and armour.

Detect Secret Doors: Elves have keen eyes that allow them, when actively searching, to detect hidden and secret doors with a 2-in-6 chance (see ***Searching*** in ***B/X Essentials: Core Rules, p19***).

Immunity to Ghoul Paralysis: Elves are completely unaffected by the paralysis ghouls can inflict.

Infravision: Elves have infravision to 60' (see ***Light, Vision, and Visibility*** in ***B/X Essentials: Core Rules, p16***).

Listening at Doors: Elves have a 2-in-6 chance of hearing noises (see ***Doors***, ***B/X Essentials: Core Rules, p10***).

Magical Research: An elf of any level may spend time and money to research new spells to add to his or her spell book. When an elf reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in the ***Magic*** section of ***B/X Essentials: Core Rules, p31***.

Spell Casting: Elves carry spell books that hold the formulae for arcane spells written on their pages. An elf can only memorize a certain number of spells at any given time. The level progression chart (opposite) shows both the number of spells in the elf's spell book and the number he or she may memorize, determined by the character's experience level. Thus, a 1st level elf has one spell in his or her spell book, selected by the referee (who may allow the player to choose). The rules for arcane spell casting and spell books are described in the ***Magic*** section of ***B/X Essentials: Core Rules, p28***. The list of spells available to elves is provided in ***B/X Essentials: Cleric and Magic-User Spells*** (elves have the same spell selection as magic-users).

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

Reaching 9th Level

An elf can establish a stronghold in a natural setting, such as a forest or glen, upon reaching 9th level. Rather than impose upon nature, this keep must blend seamlessly with it. Even if the stronghold is not constructed of stone, the cost is the same due to the quality and artistry of elven craft. Because of the elven connection to nature, all ordinary animals within 5 miles of the stronghold will be kind and helpful to the elves. This helpfulness includes the ability to warn of dangers and pass information or even messages to others nearby. However, in exchange, an elven ruler must always defend the animals within his or her territory. Elven rulers can hire members of other races in the capacity of retainers or specialists, but only soldiers of elven stock may be hired.
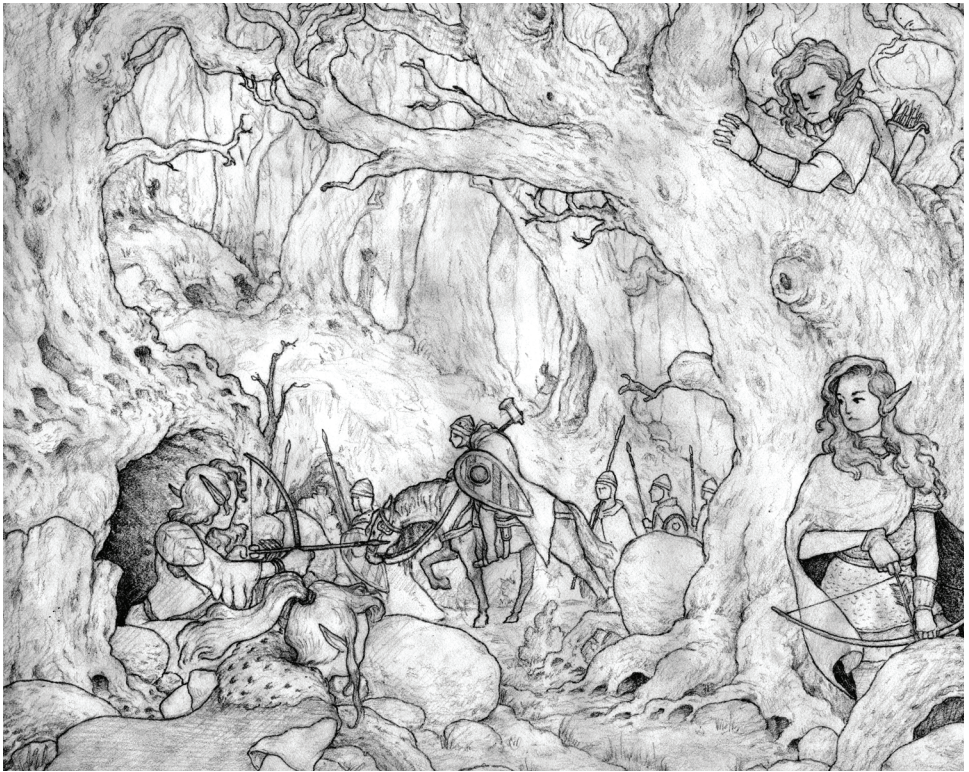
Elf Level Progression

Level	XP	HD	AC0	Saving Throws					Spells				
				D	W	P	B	S	1	2	3	4	5
1	0	1d6	19	12	13	13	15	15	1	-	-	-	-
2	4,000	2d6	19	12	13	13	15	15	2	-	-	-	-
3	8,000	3d6	19	12	13	13	15	15	2	1	-	-	-
4	16,000	4d6	17	10	11	11	13	12	2	2	-	-	-
5	32,000	5d6	17	10	11	11	13	12	2	2	1	-	-
6	64,000	6d6	17	10	11	11	13	12	2	2	2	-	-
7	120,000	7d6	14	8	9	9	10	10	3	2	2	1	-
8	250,000	8d6	14	8	9	9	10	10	3	3	2	2	-
9	400,000	9d6	14	8	9	9	10	10	3	3	3	2	1
10	600,000	9d6+2*	12	6	7	8	8	8	3	3	3	3	2

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Fighter

Requirements: None
Prime Requisite: STR
Hit Dice: 1d8
Maximum Level: 14
Allowed Armour: Any, including shields
Allowed Weapons: Any
Languages: Alignment language, Common

Fighters are humans who dedicate themselves to mastering the arts of combat and war. In a group of adventurers, fighters are often particularly burdened because they are tougher and must take the lead to defend other characters.

Abilities

Combat: Fighters can use all forms of weapon and armour.

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

Reaching 9th Level

Upon achieving 9th level, a fighter may be granted a title such as Baron or Baroness. The land under the fighter's control is then known as a Barony.

Fighter Level Progression

Level	XP	HD	AC0	Saving Throws				
				D	W	P	B	S
1	0	1d8	19	12	13	14	15	16
2	2,000	2d8	19	12	13	14	15	16
3	4,000	3d8	19	12	13	14	15	16
4	8,000	4d8	17	10	11	12	13	14
5	16,000	5d8	17	10	11	12	13	14
6	32,000	6d8	17	10	11	12	13	14
7	64,000	7d8	14	8	9	10	10	12
8	120,000	8d8	14	8	9	10	10	12
9	240,000	9d8	14	8	9	10	10	12
10	360,000	9d8+2*	12	6	7	8	8	10
11	480,000	9d8+4*	12	6	7	8	8	10
12	600,000	9d8+6*	12	6	7	8	8	10
13	720,000	9d8+8*	10	4	5	6	5	8
14	840,000	9d8+10*	10	4	5	6	5	8

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Halfling

Requirements: Minimum CON 9,
  minimum DEX 9
Prime Requisite: DEX and STR
Hit Dice: 1d6
Maximum Level: 8
Allowed Armour: Any appropriate to
  size, including shields
Allowed Weapons: Appropriate to size
  (see below)
Languages: Alignment language,
  Common, halfling

Halflings are small, rotund demi-humans with furry feet and curly hair. They weigh about 60 pounds and only attain a height of around 3 feet. They are as diverse in appearance as humans. Halflings are gentle-natured and value relaxation, good food, and good drink. They love comfort and will spend their riches on the most extravagant items.

Prime Requisites: A halfling must have at least 13 in one or the other prime requisite in order to get a +5% to experience. The character must have a STR and DEX of 13 or higher to get a +10% bonus.

Abilities

Combat: Halflings may use any type of armour, though it must be tailored to their small size. Similarly, they may use any weapon which is appropriate to their stature. They cannot use longbows or two-handed swords.

Defensive Bonus: Because they are so small, halflings have a lower Armour Class (-2 bonus) when attacked by creatures greater than human sized.

Hiding: Halflings have an uncanny ability to disappear from sight:

- In bushes or other outdoor cover, a halfling can hide with 90% ability.
- In dungeons, a halfling can also hide in shadows or behind other forms of cover, so long as he or she remains silent and motionless. The chance of success is 2-in-6.

Initiative Bonus (optional rule): If using the optional rule for individual initiative (see **Basic Combat Procedure** in **B/X Essentials: Core Rules, p22**), halflings get a bonus of +1 to initiative rolls.

Listening at Doors: Halflings have a 2-in-6 chance of hearing noises (see **Doors, B/X Essentials: Core Rules, p10**).

Missile Attack Bonus: Halflings' keen coordination grants them +1 on any missile attacks.

Stronghold: Any time a halfling wishes (and has sufficient money), he or she can build a stronghold. These strongholds will be in serene, beautiful valleys and halflings will come from great distances to settle there. The character becomes the leader of the people (called the sheriff) and must rule them wisely and well.

Halfling Level Progression

Level	XP	HD	AC0	Saving Throws				
				D	W	P	B	S
1	0	1d6	19	8	9	10	13	12
2	2,000	2d6	19	8	9	10	13	12
3	4,000	3d6	19	8	9	10	13	12
4	8,000	4d6	17	6	7	8	10	10
5	16,000	5d6	17	6	7	8	10	10
6	32,000	6d6	17	6	7	8	10	10
7	64,000	7d6	14	4	5	6	7	8
8	120,000	8d6	14	4	5	6	7	8

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Magic-User

Requirements: None
Prime Requisite: INT
Hit Dice: 1d4
Maximum Level: 14
Allowed Armour: None
Allowed Weapons: Dagger only
Languages: Alignment language, Common

Sometimes called wizards, warlocks, or witches, magic-users are humans who study arcane secrets and cast spells. Magic-users are able to cast a greater number of increasingly powerful spells as they advance in level.

Abilities

Combat: Magic-users may only use daggers and are unable to use shields or wear any kind of armour. For this reason, magic-users are weak at low levels and, in an adventuring group, should be protected.

Magical Research: A magic-user of any level may spend time and money to research new spells to add to his or her spell book. When a magic-user reaches 9th level, he or she is also able to create magic items and research other magical effects. These rules are detailed in the **Magic** section of **B/X Essentials: Core Rules, p31**.

Spell Casting: Magic-users carry spell books that hold the written formulae for arcane spells. A magic-user can only memorize a certain number of spells at any given time. The level progression chart (opposite) shows both the number of spells in the magic-user's spell book and the number he or she may memorize, determined by the character's experience level. Thus, a 1st level magic-user has one spell in his or her spell book, selected by the referee (who may allow the player to choose). The rules for arcane spell casting and spell books are described in the **Magic** section of **B/X Essentials: Core Rules, p28**. The list of spells available to magic-users is provided in **B/X Essentials: Cleric and Magic-User Spells**.

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

Reaching 11th Level

A magic-user may build a stronghold, often a great tower, when he or she reaches level 11. 1d6 apprentices of levels 1-3 will then arrive to study under the magic-user.
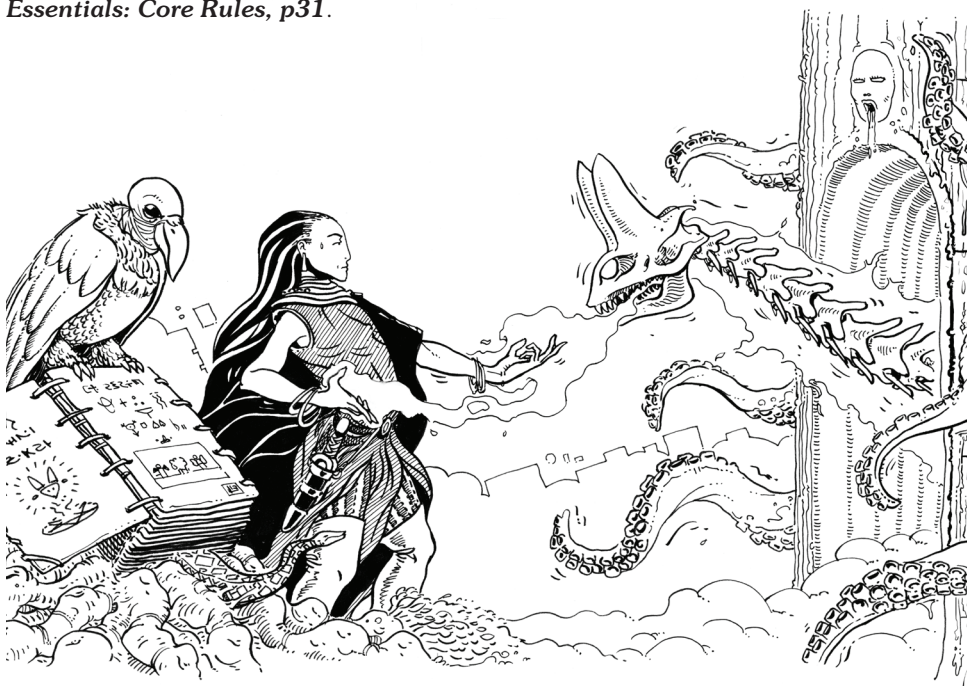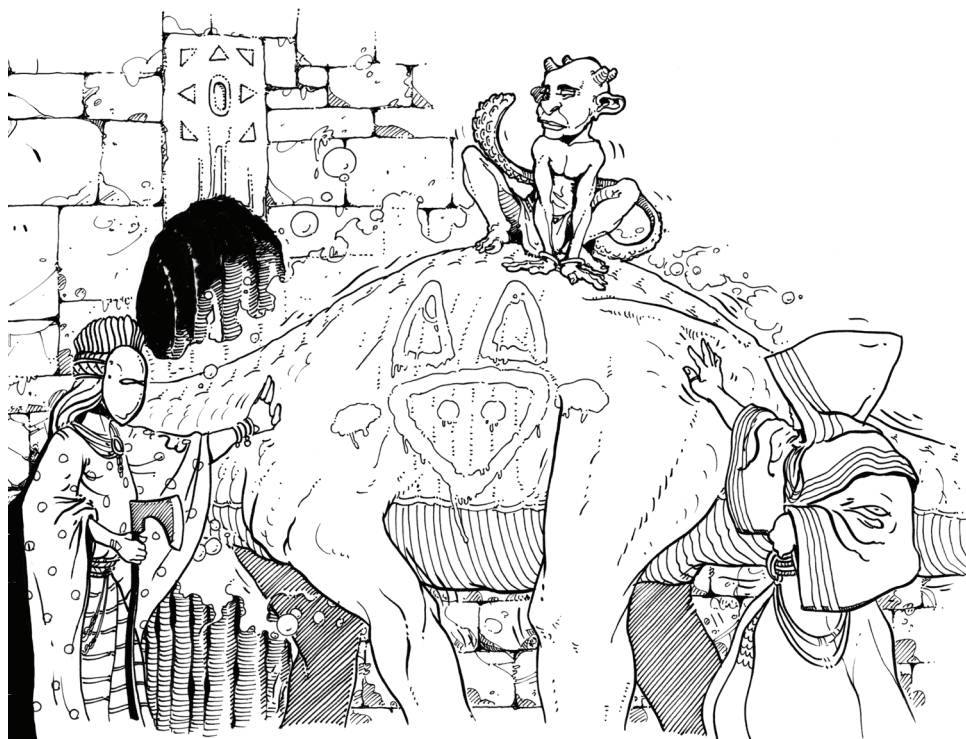
Magic-User Level Progression

| Level | XP | HD | AC0 | Saving Throws | | | | | Spells | | | | | |
				D	W	P	B	S	1	2	3	4	5	6
1	0	1d4	19	13	14	13	16	15	1	-	-	-	-	-
2	2,500	2d4	19	13	14	13	16	15	2	-	-	-	-	-
3	5,000	3d4	19	13	14	13	16	15	2	1	-	-	-	-
4	10,000	4d4	19	13	14	13	16	15	2	2	-	-	-	-
5	20,000	5d4	19	13	14	13	16	15	2	2	1	-	-	-
6	40,000	6d4	17	11	12	11	14	12	2	2	2	-	-	-
7	80,000	7d4	17	11	12	11	14	12	3	2	2	1	-	-
8	150,000	8d4	17	11	12	11	14	12	3	3	2	2	-	-
9	300,000	9d4	17	11	12	11	14	12	3	3	3	2	1	-
10	450,000	9d4+1*	17	11	12	11	14	12	3	3	3	3	2	-
11	600,000	9d4+2*	14	8	9	8	11	8	4	3	3	3	2	1
12	750,000	9d4+3*	14	8	9	8	11	8	4	4	3	3	3	2
13	900,000	9d4+4*	14	8	9	8	11	8	4	4	4	3	3	3
14	1,050,000	9d4+5*	14	8	9	8	11	8	4	4	4	4	3	3

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Thief

Requirements: None
Prime Requisite: DEX
Hit Dice: 1d4
Maximum Level: 14
Allowed Armour: Leather, no shields
Allowed Weapons: Any
Languages: Alignment language, Common

Thieves are humans who live by their wits and skills of deception and intrigue. Their range of unique skills makes them very handy companions in adventures. However, thieves are sometimes are not as trustworthy as other characters.

Abilities

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

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

Read Languages: A thief of 4th level or higher can read non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular piece of writing again until he or she reaches a higher level of experience.

Scroll Use: A thief of 10th level or higher can cast spells from arcane scrolls with 90% accuracy. A failed roll means the spell does not function as expected and creates an unusual or deleterious effect.

Thief Skills: Thieves have the following skills, which improve as the character gains levels (see the chart opposite). Note that dice rolls for these abilities are usually made by the referee, because a thief is not always aware that he or she has failed!

- **Climb Sheer Surfaces:** Thieves are adept at scaling sheer surfaces, including walls or steep cliffs. A skill roll is required for each 100 feet to be climbed. If the roll fails, the thief falls a distance equal to half the attempted distance, taking 1d6 points of damage per 10 feet.

- **Find or Remove Traps:** A thief may only try one time to find or remove a trap in an area. Note that these are separate skills, for a thief must find a trap before he or she can remove it!

- **Hear Noise:** Thieves can attempt to listen for noises in a cave or hallway, at a door, or in other locations, but the thief must be quiet and in a quiet environment. Unlike the other thief abilities, this ability is rolled using 1d6.

- **Hide in Shadows:** A thief will always think he or she is successful in this skill and will not know otherwise until others react to his or her presence. A thief must remain motionless when hiding.

- **Move Silently:** When successful, others will not hear the movements of a thief. However, the thief always thinks he or she is moving silently and will only know otherwise by others' reaction.

- **Pick Locks:** A thief is skilled in picking locks, but needs thieves' tools to do so (see *Equipment, p24*). He or she can only try to pick a lock one time and, if the roll fails, may not try the same lock again before gaining an experience level.

- **Pick Pockets:** This skill is the bread and butter of non-adventuring thieves; it is a quick (if perilous) source of income. If the victim is above 5th level, the thief's roll is penalised by 5% for every level above 5th. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means the intended target notices the thieving attempt. The referee will then roll 2d6 on the reaction table (see *Encounters* in *B/X Essentials: Core Rules, p11*) to determine the target's reaction.

Reaching 9th Level

When a thief attains level 9, he or she can establish a thief den. 2d6 thief apprentices of 1st level will come to work with the character. These thieves will serve the character with some reliability; however, should any be arrested or killed, the character will not be able to attract more followers of this type to replace them. A successful thief might use these followers to start a Thieves' Guild.

Thief Level Progression

Level	XP	HD	AC0	D	W	P	B	S
				Saving Throws				
1	0	1d4	19	13	14	13	16	15
2	1,200	2d4	19	13	14	13	16	15
3	2,400	3d4	19	13	14	13	16	15
4	4,800	4d4	19	13	14	13	16	15
5	9,600	5d4	17	12	13	11	14	13
6	20,000	6d4	17	12	13	11	14	13
7	40,000	7d4	17	12	13	11	14	13
8	80,000	8d4	17	12	13	11	14	13
9	160,000	9d4	14	10	11	9	12	10
10	280,000	9d4+2*	14	10	11	9	12	10
11	400,000	9d4+4*	14	10	11	9	12	10
12	520,000	9d4+6*	14	10	11	9	12	10
13	640,000	9d4+8*	12	8	9	7	10	8
14	760,000	9d4+10*	12	8	9	7	10	8

* Modifiers from CON no longer apply

AC0: Modified attack roll needed to hit AC 0

Saves: D=death/poison; W=wand; P=paralysis/petrify; B=dragon breath; S=rod/staff/spell

Thief Skills

Level	Climb Sheer Surfaces	Find or Remove Traps	Hear Noise	Hide in Shadows	Move Silently	Pick Locks	Pick Pockets
1	87%	10%	2-in-6	10%	20%	15%	20%
2	88%	15%	2-in-6	15%	25%	20%	25%
3	89%	20%	3-in-6	20%	30%	25%	30%
4	90%	25%	3-in-6	25%	35%	30%	35%
5	91%	30%	3-in-6	30%	40%	35%	40%
6	92%	40%	3-in-6	36%	45%	45%	45%
7	93%	50%	4-in-6	45%	55%	55%	55%
8	94%	60%	4-in-6	55%	65%	65%	65%
9	95%	70%	4-in-6	65%	75%	75%	75%
10	96%	80%	4-in-6	75%	85%	85%	85%
11	97%	90%	5-in-6	85%	95%	95%	95%
12	98%	95%	5-in-6	90%	96%	96%	105%
13	99%	97%	5-in-6	95%	98%	97%	115%
14	99%	99%	5-in-6	99%	99%	99%	125%

Alignment

All beings, whether player characters, NPCs, or monsters, adhere to one of three philosophies or spheres of behaviour, known as *alignments*. These spheres are Law, Neutrality, and Chaos. A player must choose one of these paths when his or her character is created.

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

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

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

Player Characters

The player must inform the referee of his or her character's alignment, but does not have to tell other players. When determining the character's actions, players should do their best to adhere to their chosen alignment. The referee will take note when behaviour deviates too much and may assign a new alignment more appropriate to actual character actions. Deviation from alignment may also be penalised, as the referee sees fit.
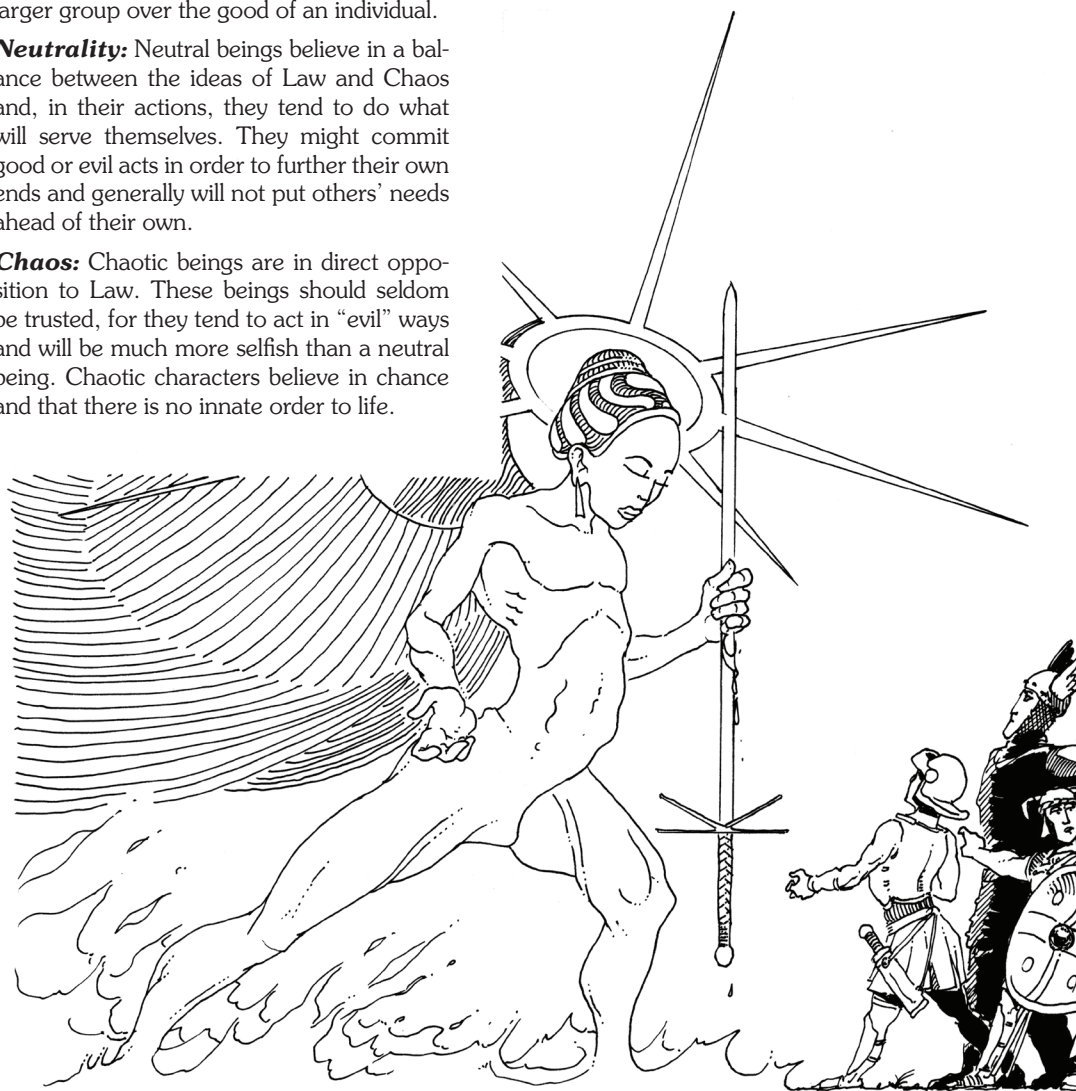
Languages

The Common Tongue

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

It is assumed that the common tongue is a language common to all humans and used by other intelligent races. However, the referee may rule that different human cultures in the campaign world have different languages, in which case a particular human language must be chosen instead of Common.

Alignment Languages

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

Monster Languages

20% of intelligent monsters speak Common (unless the monster description states otherwise). Many intelligent monster species also have their own tongue.

Player Character Languages

All PCs know the common tongue and their alignment language. Some classes grant further languages, as noted in the class descriptions, and characters with high Intelligence receive additional languages, chosen at the referee's discretion. The following list of languages may be used:

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

Character Advancement

Parties of Mixed Levels

As new player characters join play (either due to the death of old characters or due to new players joining the group), the experience levels of the characters in the party may begin to diverge. It is recommended that characters more than four levels apart should adventure separately, as challenges which are suitable for higher level characters will be too dangerous for those of lower level. The opposite is also true: low-level adventures will not provide an interesting challenge to characters of higher level.

Level Titles (Optional Rule)

In some campaigns, characters are not merely referred to by their numerical experience level (e.g. "2nd level magic-user"), but also gain the right to bear certain titles as they advance in level. Such titles may be granted by the guilds, colleges, or temples that PCs are associates of.

Level titles often vary greatly between campaign worlds, but the following lists may be used as inspiration:

Cleric: Acolyte, Adept, Priest(ess), Vicar, Curate, Elder, Bishop, Lama, Matriarch (Patriarch).

Dwarf: As fighter (e.g. Dwarven Veteran, Dwarven Warrior, etc).

Elf: As fighter *and* magic-user (e.g. Medium/Veteran, Seer/Warrior, etc).

Fighter: Veteran, Warrior, Swordmaster, Hero, Swashbuckler, Myrmidon, Champion, Superhero, Lord (Lady).

Halfling: As fighter (e.g. Halfling Veteran, Halfling Warrior, etc).

Magic-User: Medium, Seer, Conjurer, Magician, Enchanter (Enchantress), Witch (Warlock), Sorcerer (Sorceress), Necromancer, Wizard.

Thief: Apprentice, Footpad, Robber, Burglar, Cutpurse, Sharper, Pilferer, Thief, Master Thief.

High Level Play (Optional Rule)

Human character classes are listed as having a maximum level of 14. This range of levels presents the best play experience, in terms of challenge and reward. Some groups, however, may wish to continue play into the extremely high levels beyond. In this case, human characters may continue advancing to a maximum of 36th level. This must be carefully considered, as PCs of some classes will be left behind, due to their strict level limits. If the referee allows continued play into higher levels, the following guidelines may be used. Additionally, other rule books are available which detail high level play.

Note that however far a character's ability to hit in combat advances, the minimum modified roll required to hit is never less than 2.

Clerics require an additional 100,000 XP per level beyond 14th and gain 1 hit point per level gained. Their chance to hit in combat improves by 2 every 4 levels. Spells of higher levels become available as the character advances.

Fighters require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Their chance to hit in combat improves by 2 every 3 levels. Fighters of 15th level may make two attacks per round. This increases to three attacks per round at 20th level and four per round at 25th level.

Magic-users require an additional 150,000 XP per level beyond 14th and gain 1 hit point per level gained. Their chance to hit in combat improves by 2 every 5 levels. Spells of higher levels become available as the character advances.

Thieves require an additional 120,000 XP per level beyond 14th and gain 2 hit points per level gained. Their chance to hit in combat improves by 2 every 4 levels. Additional skills become available to high level thieves, including the ability to climb upside down or horizontally, voice skills such as mimicry and ventriloquism, and other skills of deception.

Money and Wealth

Coinage

The most common coin is the gold piece (gp). Coins made of other types of precious metals—platinum, electrum, silver, and copper—are also used. Platinum is more valuable than gold: a platinum piece (pp) is worth 10 gold pieces. Coins of the other metals are less valuable than gold: a gold piece is worth 2 electrum pieces (ep), 10 silver pieces (sp), or 100 copper pieces (cp).

Starting Money

Player characters begin play with 3d6 × 10 gold pieces.

Inheritance

Faced with the possibility of character death, players may take efforts to ensure the amassed wealth of their PCs is not simply lost if the PC dies. The referee may allow players to create a will for their characters, to leave treasure behind for an heir.

- Any treasure left as an inheritance will be taxed at 10%. (A player might try to leave money to an heir through clandestine means, such as burying it and leaving a map behind, but this is more risky.)

- A character's heir must be a new, 1st level character.

- A player is only allowed to leave a character inheritance one time.

Coin Conversion Rates

	1 pp	1 gp	1 ep	1 sp	1 cp
Value in pp	1	1/10	1/20	1/100	1/1,000
Value in gp	10	1	1/2	1/10	1/100
Value in ep	20	2	1	1/5	1/50
Value in sp	100	10	5	1	1/10
Value in cp	1,000	100	50	10	1

Equipment

Adventuring Gear

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

Armour

Armour	AC	Cost (gp)	Weight (Coins)
Leather	7	20	200
Chain mail	5	40	400
Plate mail	3	60	500
Shield	-1 bonus	10	100

Weight (Coins): The weight of armour is only tracked with encumbrance option 2 (see **B/X Essentials: Core Rules, p12**).

Weapons

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

Weight (Coins): The weight of weapons is only tracked with encumbrance option 2 (see **B/X Essentials: Core Rules, p12**).

* Includes weight of ammunition/container.

† Not defined in the traditional Basic/Expert rules; value extrapolated from similar items.

Ammunition

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

Weapon Combat Stats

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

Damage: Die rolled when using the optional rule for variable weapon damage (**B/X Essentials: Core Rules, p23**).

† Not defined in the traditional Basic/Expert rules; value extrapolated from similar items.

Qualities

Blunt: May be used by clerics.

Brace: When braced against the ground, doubles damage against charging monsters.

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

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

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

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

Splash weapon: On a successful missile attack, the container smashes and the target is doused in the liquid. Damage is inflicted over two rounds, as the liquid drips off.

Two-handed: The character cannot use a shield and always acts last in each combat round (see **Basic Combat Procedure** in **B/X Essentials: Core Rules, p22**).

Descriptions

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

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

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

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

Holy symbol: A divine spell caster is required to own a holy symbol of his or her deity, often worn as a necklace. These symbols will be different for each religion.

Holy water: Water that has been blessed by a holy person. It is used in some religious rituals and is a formidable weapon against the undead. A vial of holy water must be thrown at an undead monster to harm it (see **Weapon Combat Stats, p25**). Holy water cannot retain its power if it is stored in any other container than the special vials it is placed in when blessed.

Iron spikes: May be used for wedging doors open or shut (see **Doors** in **B/X Essentials: Core Rules, p10**), as an anchor to attach a rope to, and many other purposes.

Lantern: Lanterns can be closed to hide the light. They burn one oil flask for each four hours, or 24 turns, and have an effective light radius of 30 feet.

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

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

- To inflict damage, an oil flask must be either lit on fire and thrown (see **Weapon Combat Stats, p25**) or poured on the ground and lit.
- Oil that is poured on the ground can cover a diameter of 3 feet and burns for a full turn, inflicting damage on any character or monster moving through the pool.
- Fire from oil does not harm monsters that have a natural flame attack.

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

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

Rations, standard: Fresh, unpreserved food.

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

Sack, large: Can hold up to 600 coins.

Sack, small: Can hold up to 200 coins.

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

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

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

Torch: A torch burns for 1 hour (6 turns), clearly illuminating a 30' radius. Torches may also be used in combat (see **Weapon Combat Stats, p25**).

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

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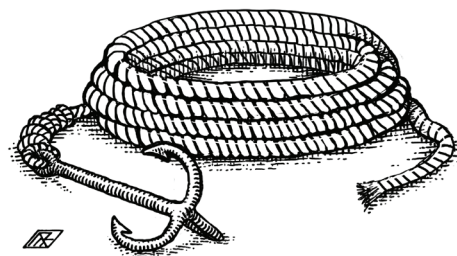
Other Equipment

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

Land Transportation

Animals of Burden

Animal	Cost (gp)	Miles per Day	Movement Rate	Max Encumbrance (Coins)
Camel	100	30	150' (50')	6,000
Horse (draft)	40	18	90' (30')	9,000
Horse (riding)	75	48	240' (80')	6,000
Horse (war)	250	24	120' (40')	8,000
Mule	30	24	120' (40')	4,000

Tack and Harness

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

Movement Rate: Distance moved in one exploration turn; per-round encounter movement rate in parentheses.

Max Encumbrance (Coins): Burdens of up to half the listed maximum do not affect movement rate; greater burdens (up to the maximum listed encumbrance) reduce movement to half speed.

Vehicles

Vehicle	Cost (gp)	Miles per Day	Movement Rate	Max Load (Coins)
Cart	100	12	60' (20')	4,000 / 8,000
Wagon	200	12	60' (20')	15,000 / 25,000

Movement Rate: Distance moved in one exploration turn; per-round encounter movement rate in parentheses.

Max Load (Coins): The maximum load of a vehicle depends on the number of animals pulling it. See descriptions.

Descriptions

(Full descriptions and stats for animals are found in B/X Essentials: Monsters.)

Barding: Armour constructed of leather and plates of metal. Provides the animal with an AC of 5 and weighs 600 coins.

Camel: AC 7, HD 2, 1 × hoof (1d4) + 1 × bite (1), Ml 7, SA Fighter 1.

Cart: A two-wheeled vehicle. Pulled by a single draft horse or two mules, a cart may be loaded with up to 4,000 coins of weight. Pulled by two draft horses or four mules, it may carry up to 8,000 coins. When travelling through difficult terrain (e.g. desert, forest, mountains, swamp), can only travel on maintained roads.

Horse, draft: AC 7, HD 3, no attacks, Ml 6, SA Fighter 2.

Horse, riding: AC 7, HD 2, 2 × hoof (1d4), Ml 7, SA Fighter 1.

Horse, war: AC 7, HD 3, 2 × hoof (1d6), Ml 9, SA Fighter 2.

Mule: AC 7, HD 2, 1 × kick (1d4) or 1 × bite (1d3), Ml 8, SA Normal Human.

Saddle bags: Hold up to 300 coins weight.

Wagon: A four-wheeled, open vehicle. Pulled by two draft horse or four mules, a wagon may be loaded with up to 15,000 coins of weight. Pulled by four draft horses or eight mules, it may carry up to 25,000 coins. When travelling through difficult terrain (e.g. desert, forest, mountains, swamp), can only travel on maintained roads.

Water Transportation

Seaworthy Vessels

Vessel	Cost (gp)	Maximum Cargo (Coins)	Usage	Length	Beam	Draft
Lifeboat	1,000	15,000	Any	20'	4'-5'	1'-2'
Longship	15,000	40,000	Any	60'-80'	10'-15'	2'-3'
Sailing ship (large)	20,000	300,000	Coastal waters, open seas	100'-150'	25'-30'	10'-12'
Sailing ship (small)	5,000	100,000	Coastal waters, open seas	60'-80'	20'-30'	5'-8'
Troop transport (large)	26,600	300,000	Coastal waters, open seas	100'-150'	25'-30'	10'-12'
Troop transport (small)	6,600	100,000	Coastal waters, open seas	60'-80'	20'-30'	5'-8'
Warship (large)	26,600	300,000	Coastal waters, open seas	100'-150'	25'-30'	10'-12'
Warship (small)	6,600	100,000	Coastal waters, open seas	60'-80'	20'-30'	5'-8'
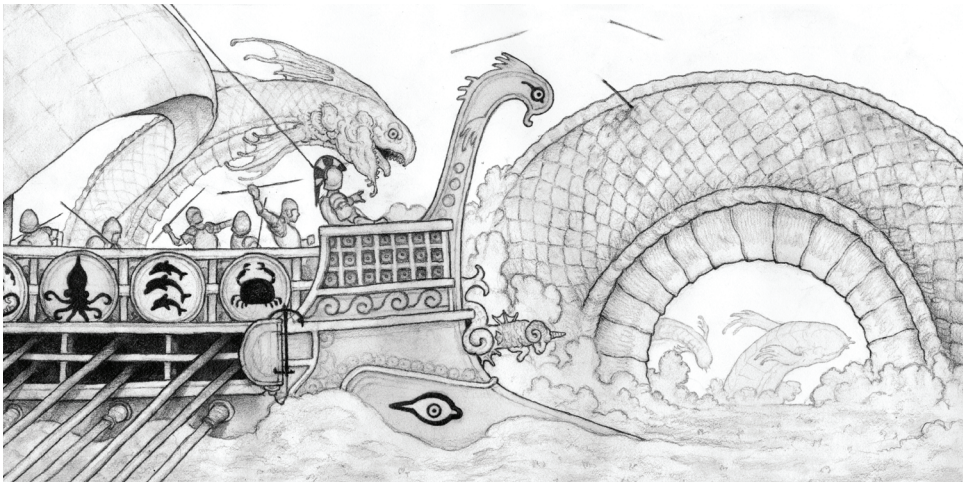
The vessels described in this section span various historical periods from ancient galleys to medieval sailing ships. Vessels are propelled by rowing or sailing, with some able to use either means. The necessary crew and the resulting speeds are given on the following pages. The pay rates for crew are given in **Specialists, p36**.

Seaworthiness

Water vessels are divided into two broad categories: those which are suitable for use on the high seas and those which are restricted to rivers, lakes, or coastal waters.

Dimensions

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

Unseaworthy Vessels

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

† Not defined in the traditional Expert rules; value extrapolated from similar vessels.

High Winds

Unseaworthy vessels are designed for use in rivers, lakes, or coastal waters, not on the open seas. They are thus not built to withstand high winds (see *Water Travel* in *B/X Essentials: Core Rules, p21*). These vessels suffer as follows in extreme winds:

Near gale: With the optional variable wind conditions rule, a result of 11 indicates *near gale* conditions. Unseaworthy vessels have a 20% chance (increased from the usual 10% chance) of taking on water.

Gale: During *gale* conditions, unseaworthy vessels are affected as follows:

- There is an 80% chance of the vessel being overrun with water and sinking.
- Unseaworthy vessels with sails *cannot* move with the wind to avoid damage.
- If the vessel is in sight of land when the gale hits, it may attempt to beach. If the shore is relatively clear of physical dangers (rocks, cliffs, etc), this is automatically successful; otherwise there is a 2-in-6 chance of finding a safe harbour to weather the storm.
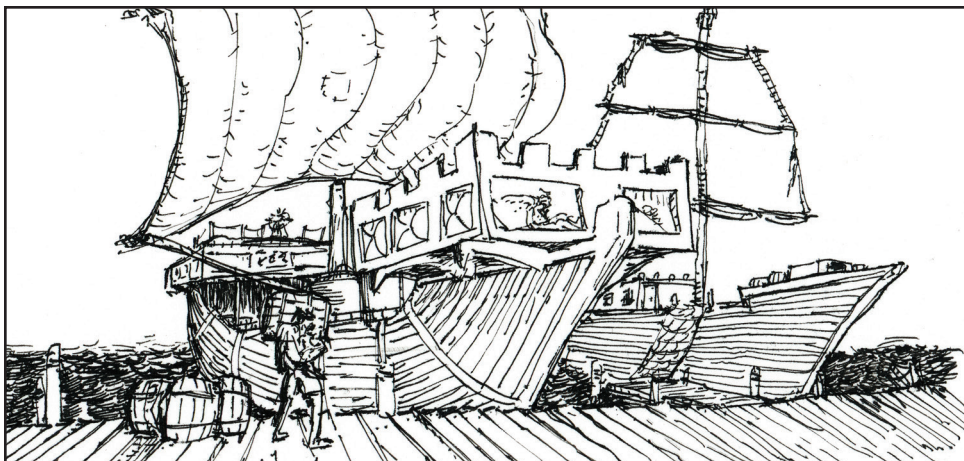
Vessel Descriptions

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Vessel Movement Rates and Crew

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

Movement Rate: Distance moved in one exploration turn; per-round encounter movement rate in parentheses.

* Crew may take on the roles of oarsmen, sailors, and fighters.

** Specialist crew not required. Unskilled characters (e.g. PCs) may pilot the vessel.

Rowed Movement

For rowed vessels, the encounter movement rate represents a great effort on the part of the oarsmen. Such speeds cannot be maintained for long periods, thus the movement rates per turn and per day are much slower.

Reduced Crew

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

Vessel Combat Stats

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

* Crew act as rowers, sailors, and fighters.

Mercenaries

Some vessels have space aboard for mercenaries in addition to the normal crew of sailors/oarsmen. These mercenaries are optional and may be of any type. (See **Mercenaries, p34**.)

Hull Points

In combat, attacks and damage may be directed at water vessels in addition to characters and monsters. A water vessel has a number of *hull points*. These are analogous to a creature's hit points. Normal attacks (bows, swords, etc.) do not inflict hull damage, but spells, magical attacks, and the attacks of giant sea monsters inflict one point of hull damage per five points of normal hit point damage the attack does.

Effects of Hull Damage

When a vessel loses hull points, its movement rate is also affected. This may be due to taking on water or because of structural damage influencing how the vessel passes through water. For every 10% a ship is reduced from its maximum hull points, its movement is reduced by an equal percentage. For example, if a ship loses 20% of its hull points, its movement is reduced by 20%.

When a vessel is reduced to 0 hull points, it will sink in 1d10 rounds. Any mounted weaponry is no longer functional.

Repairs

It takes five crew-members one turn to repair one hull point. This task requires full attention, so any crew involved in repair cannot take any other action during a turn repairing a vessel. Only half of all damage sustained to a ship can be repaired at sea by the crew, the remaining damage can only be repaired by facilities at a dock.

Ship Modifications

The following modifications may be made to an existing ship:

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

Ship Weaponry

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

Weaponry Descriptions

Catapult: Fires either large rocks or flaming pitch and may be operated by 2-4 crew. A catapult, along with twenty rounds of shot, weighs 10,000 coins. This must be subtracted from the ship's cargo allowance.

The range of attacks is 150-300 yards. Attack rolls may be modified for weather conditions, manoeuvrability, etc. Attacks are made as a fighter of level equal to the number of crew manning the catapult (minimum 2, maximum 4). The rate of fire also depends on the number of crew: every 5 rounds with four crew, every 8 rounds with three crew, or every 10 rounds with two crew.

Catapult shot: Inflicts 3d6 hull points of damage against ships.

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

Ram: War galleys have a ram built in. A ram may be added to a large or small galley. Attacks with a ram are made using the attack chart for 1st level fighters and occur at the same point in the combat sequence as missile fire. Attack rolls may be modified for weather conditions, manoeuvrability, etc. A ram can only be used against large targets (e.g. other ships or giant sea monsters); small individuals cannot be targeted.

- ***Large or war galley:*** Deals 1d6+5 × 10 hull points damage against ships and 6d6 hit points damage against monsters.
- ***Small galley:*** Deals 1d4+4 × 10 hull points damage against ships and 3d8 hit points damage against monsters.

Mercenaries

Mercenaries are typically hired as soldiers and will guard, patrol, and otherwise serve in wilderness settings, but only as part of a larger force, not an adventuring group.

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

Locating and Hiring

Mercenaries may be located by frequenting pubs or by posting notices of help wanted. There may also be guilds that can act as a contact point for recruiting mercenaries.

The most commonly found types of mercenary are listed in the following table, along with their monthly rates of pay.

Wages and Upkeep

The monthly rate of pay includes food and basic gear. Most mercenaries already have weapons and armour when hired, though their employer may equip them with additional gear. Note that armourers (see *Specialists, p36*) are required to repair mercenaries' armour and weapons.

Common Mercenary Types

Type	Weapons	AC	Base Morale	Wage per Month				
				Human	Dwarf	Elf	Orc	Goblin
Archer	Shortbow	6	8	5gp	-	10gp	3gp	2gp
Archer, mounted	Shortbow	9	9	15gp	-	30gp	-	-
Crossbowman	Crossbow	5	8	4gp	6gp	-	2gp	-
Crossbowman, mounted	Crossbow	9	9	-	15gp	-	-	-
Footman, light	Sword	6	8	2gp	-	4gp	1gp	5sp
Footman, heavy	Sword	4	8	3gp	5gp	6gp	15sp	-
Horseman, light	Lance	7	9	10gp	-	20gp	-	-
Horseman, med.	Lance	5	9	15gp	-	-	-	-
Horseman, heavy	Lance, sword	3	9	20gp	-	-	-	-
Longbowman	Longbow, sword	5	8	10gp	-	20gp	-	-
Peasant	None	9	6	1gp	-	-	-	-
Wolf rider	Spear	7	9	-	-	-	-	5gp

Wage per Month: This is the rate of pay out of wartime. In wartime, all wages are doubled.

AC: 9 = no armour; 7 = leather; 6 = leather + shield; 5 = chainmail; 4 = chainmail + shield; 3 = plate mail.

Morale

Like retainers, mercenaries have a morale rating. However, the morale rating of a group of mercenaries is determined solely by their type—it does not depend on the CHA of the hiring character.

The table of common mercenary types to the left lists their basic morale rating, but the following chart may be used to calculate the morale of other types of mercenary:

Mercenary Type	Morale
Peasants, Militia	6
Barbarians	7
Soldiers, Men-at-arms	8
Mounted soldiers	+1
Elite soldiers	+1
Fanatic soldiers, Berserkers	+2

Modifiers

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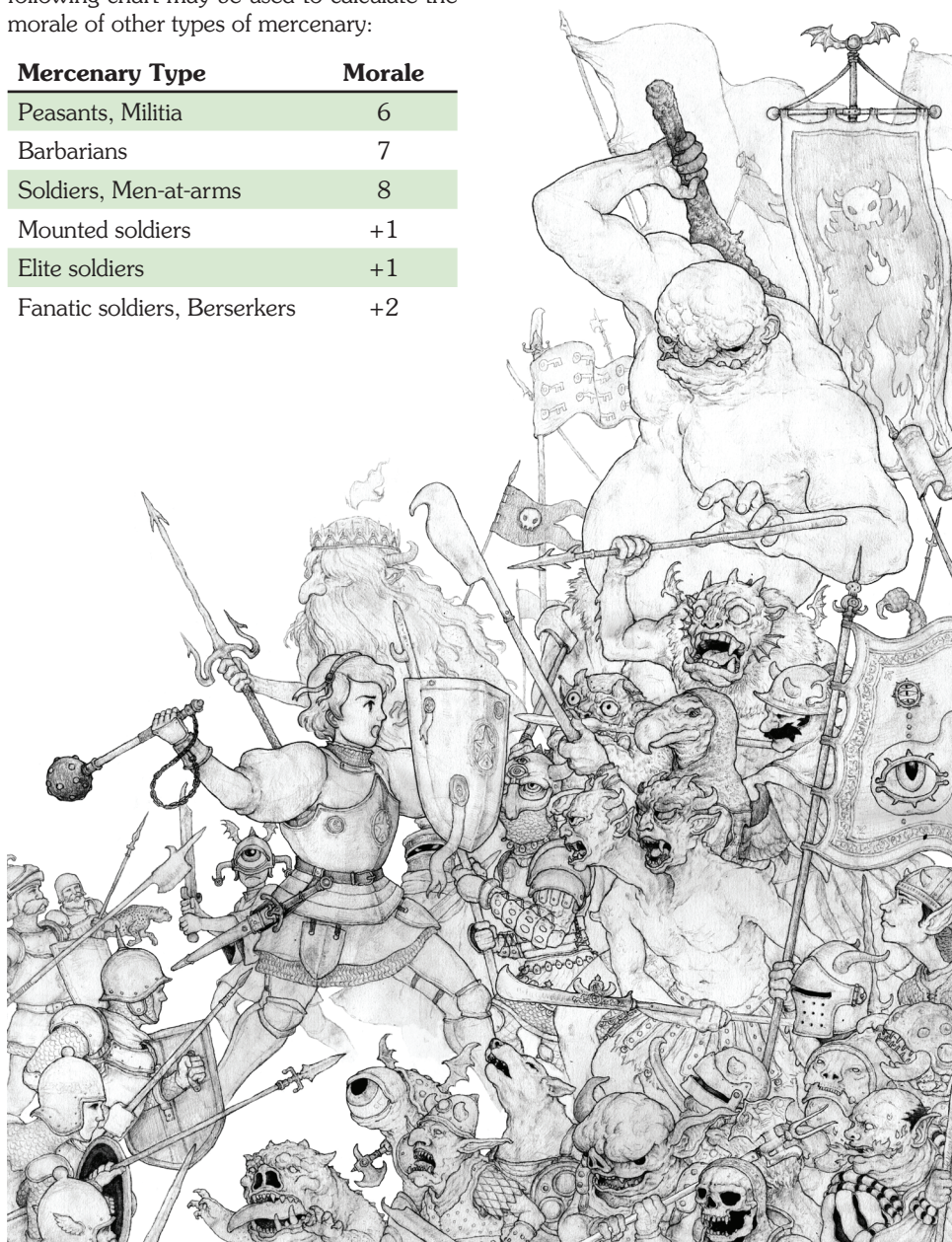
Specialists

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

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

Locating and Hiring

Specialists may be located by frequenting pubs or by posting notices of help wanted. There may also be guilds which can act as a contact point for recruiting specialists.

Wages and Upkeep

Several possible types of specialist are described below, along with their typical monthly pay rates. The monthly rate of pay includes food and basic gear. This list is not exhaustive and the referee may create additional types of specialist as needed.

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

† Not defined in the traditional Expert rules; value extrapolated from similar specialists.

Descriptions

Alchemist

Alchemists dedicate their expertise to creating potions and other concoctions. Based on a sample or recipe, an alchemist can produce a potion at twice the normal speed and for half the normal cost (see *Magical Research* in *B/X Essentials: Core Rules, p31*). An alchemist may also research new potions, but this takes twice as long and costs twice as much as normal.

Animal Trainer

All animal trainers are specialized in a particular kind of animal and can have up to six animals under their care at a time. Trainers are not required for small numbers of common animals like dogs, horses, or mules, but more exotic animals or larger numbers of normal animals require a specialized trainer.

The referee decides how long an animal must be trained, based on the nature of the training. It will take a minimum of one month to teach an animal the first new behaviour or trick. After this first month, an animal has become accustomed to the trainer and can be taught additional behaviours at twice the rate (two weeks per behaviour). If training is interrupted, all time already spent on that particular behaviour is lost and the animal becomes unable to learn further behaviours.

Armourer

An armourer may either:

- *Produce weapons and armour:* Per month, an armourer can make five weapons, three shields, or one complete suit of armour.
- *Maintain mercenaries' gear:* One armourer is required per 50 troops.

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

Assistant Armourer

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

Blacksmith

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

Engineer

Engineers plan and oversee large construction projects, such as building **Castles or Strongholds (p38)**. The number of engineers required for a construction project depends on the overall cost of the building: one engineer is needed per 100,000 gp value of the project. Human engineers usually handle large aboveground structures, while dwarves may be hired for underground construction.

Navigator

A navigator is a sailor who understands how to read charts and navigate based on instruments and the position of the stars. Any time a ship ventures beyond sight of a coastline, it becomes lost if a navigator is not aboard. (See **Losing Direction** in **B/X Essentials: Core Rules, p16**.)

Oarsman

Unskilled normal humans who man the oars of sea vessels. They are not trained for combat.

Sage

Sages are rare individuals who devote their lives to the study of an obscure and specific subject area (e.g. dragons, ancient history). A sage may be consulted for information in his or her specialist area. Characters may have to pay the monthly rate in addition to any other supplies the sage needs to research their question, as determined by the referee. If the information is particularly difficult to obtain, it will cost the characters extra. In addition, despite the special knowledge sages have, they are occasionally wrong when it comes to particularly obscure questions. The referee will decide what questions are obscure and the probability of achieving a wrong answer. If the characters receive a wrong answer, they may not realize it!

Sailor

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

Ship's Captain

A captain is required for any large ship, is skilled like a sailor, and has an intimate knowledge of the particular coasts he or she frequents.

Spy

A spy is hired to gather information about a specific person or group. The spy may be an outsider who tries to infiltrate or may be a traitor already connected with the person or group to be spied upon. Spies are often NPC thieves, but may be of any character class. The referee will determine the time required for the job and the probability of success in the mission, based on the circumstances. Spies may or may not be reliable and could stab the hiring character in the back (perhaps literally!).

Castles and Strongholds

Planning and Construction

The construction of a castle or stronghold has the following steps:

1. **Permission:** It is sometimes necessary to secure permission to build from an existing authority over the land. This may not be required if the land is wilderness and is uncharted.

2. **Clear land:** All monsters in the local area (one hex on a small-scale wilderness map—typically 6 miles across) must be killed or driven off.

3. **Design:** The player must create a plan for the stronghold and calculate the costs based on the price suggestions listed in this section. The plan should take account of the required thickness of the walls (see the dimensions of different structures, opposite).

4. **Review:** The referee should review and approve the player's plans.

5. **Hire engineers:** In addition to normal building costs, the character must hire at least one engineer per 100,000 gp cost of the stronghold.

6. **Construction:** Once the land has been cleared and construction materials delivered, construction may commence. The time required depends entirely on the stronghold's total price: one day of game time per 500 gp.

7. **Prepare for settlers:** When construction is complete, the character may wish to clear any monsters out of adjacent hexes, so as to provide a safe area for settlers.

Building in Towns

If a character has permission to build in an existing town or city, the costs are greatly reduced due to the proximity of materials and labour. Stone buildings cost 40% of the listed price and wooden buildings 20%. It is unlikely that the local ruler will grant permission for the construction of castles or fortifications by player characters in a town.

Maintaining Cleared Lands

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

Settlers and Taxation

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

The character can expect to gain money through taxes at a rate of 10 gp per settler per year. These taxes can be used to pay patrolling mercenaries or to further invest in infrastructure that encourages commerce.
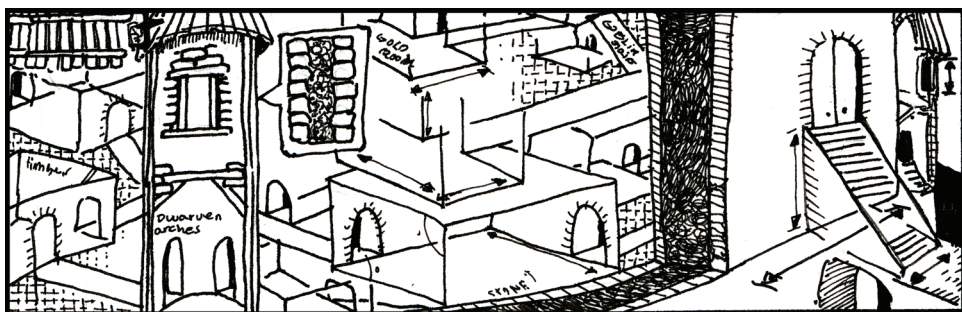
Standard Structures

Structure	Description	Dimensions	Cost
Barbican	Heavily fortified entry/exit point in a castle wall. Consists of two small towers, a gatehouse, and a drawbridge.	See small tower, gatehouse, drawbridge	37,000gp
Bastion	Semi-circular tower built against a castle wall.	30' base, 30' high, walls 5' thick	9,000gp
Civilian building, stone	Two levels; wooden stairs, doors, floors, and roof; attic.	Outer wall 120' long (e.g. 30'×40'), walls 1-2' thick	3,000gp
Civilian building, wood	Two levels; wooden stairs, doors, floors, and roof; attic.	Outer wall 120' long (e.g. 30'×40')	1,500gp
Drawbridge	Raisable wooden bridge crossing a moat. May be attached to a gatehouse.	10' long	500gp
Gatehouse	Fortified entry/exit point in a castle wall. Includes a portcullis.	30'×20' base, 20' high, walls 5' thick	6,500gp
Keep	Square, fortified building at the centre of a castle.	60' base, 80' high, walls 10' thick	75,000gp
Moat	Defensive ditch, optionally filled with water.	100' long, 20' wide, 10' deep	400gp
Subterranean passage	Typical dungeon passageway.	10'×10'×10'	500gp
Tower, large	Round tower, either freestanding or built into a castle wall.	30' base, 40' high, walls 5' thick	30,000gp
Tower, small	Round tower, either freestanding or built into a castle wall.	20' base, 30' high, walls 5' thick	15,000gp
Wall, castle	Stone wall with battlements.	100' long, 20' high, 10' thick	5,000gp

Non-Standard Dimensions

Bastion: Bastions of different dimensions to those listed above may be constructed. Use the guidelines for tower pricing, below, and divide by two.

Tower: Towers of different dimensions to those listed above may be constructed. The cost is determined as follows:

- The diameter of a tower's base determines the cost per 10' of height and the maximum height (twice the base diameter).
- Up to the base diameter, each 10' of height costs 200 gp × the base diameter in feet.
- *Above* the base diameter, each 10' of height costs 400 gp × the base diameter in feet.

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

Example Tower Cost Calculation

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

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

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

Interior Details

For simplicity, the cost of a stronghold may be increased by 25% to account for interior details, including: reinforced doors, stone stairs, flagstone flooring, tile roofing, windows or arrow slits, bars and shutters on windows, and standard furnishings.

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

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

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