

OLD-SCHOOL ESSENTIALS

CLASSIC FANTASY



Referee's Screen

COMBAT

Sequence Per Combat Round (10s)

1. **Declare spells and melee movement**
2. **Initiative:** Each side rolls 1d6.
3. **Winning side acts:**
 - a. **Monster morale**
 - b. **Movement**
 - c. **Missile attacks**
 - d. **Spell casting**
 - e. **Melee attacks**
4. **Other sides act:** In initiative order.

Initiative: Each Side Rolls 1d6

Result: Highest acts first.

Ties: Either roll again or resolve actions on both sides simultaneously.

Slow weapons: Always act last in round.

Morale and Loyalty: Roll 2d6

Result: Higher than morale score: monster surrenders or flees.

Two successes: If two morale checks succeed, the monster makes no more checks.

Morale scores of 2 or 12: Score of 2: Never fights (unless cornered). Score of 12: Never checks morale.

Monsters: Check morale when first death on their side or half of their side killed or incapacitated.

Retainers: Check loyalty when confronted with extraordinary danger.

Movement

Outside of melee: Move up to encounter movement rate.

Fighting withdrawal: Move backwards from melee at up to half encounter move.

Retreat: Flee from melee at full encounter move. Cannot attack, opponent gains +2 bonus to hit and ignores shield AC bonus.

Spell casting: No movement allowed.

Moving and attacking: May be combined in a single round.

Monster Attacks

Hit Dice	THACO	Attack Roll to Hit AC													
		-3	-2	-1	0	1	2	3	4	5	6	7	8	9	
NH	20 [-1]	20	20	20	20	19	18	17	16	15	14	13	12	11	
Up to 1	19 [0]	20	20	20	19	18	17	16	15	14	13	12	11	10	
1+ to 2	18 [+1]	20	20	19	18	17	16	15	14	13	12	11	10	9	
2+ to 3	17 [+2]	20	19	18	17	16	15	14	13	12	11	10	9	8	
3+ to 4	16 [+3]	19	18	17	16	15	14	13	12	11	10	9	8	7	
4+ to 5	15 [+4]	18	17	16	15	14	13	12	11	10	9	8	7	6	
5+ to 6	14 [+5]	17	16	15	14	13	12	11	10	9	8	7	6	5	
6+ to 7	13 [+6]	16	15	14	13	12	11	10	9	8	7	6	5	4	
7+ to 9	12 [+7]	15	14	13	12	11	10	9	8	7	6	5	4	3	
9+ to 11	11 [+8]	14	13	12	11	10	9	8	7	6	5	4	3	2	
11+ to 13	10 [+9]	13	12	11	10	9	8	7	6	5	4	3	2	2	
13+ to 15	9 [+10]	12	11	10	9	8	7	6	5	4	3	2	2	2	
15+ to 17	8 [+11]	11	10	9	8	7	6	5	4	3	2	2	2	2	
17+ to 19	7 [+12]	10	9	8	7	6	5	4	3	2	2	2	2	2	
19+ to 21	6 [+13]	9	8	7	6	5	4	3	2	2	2	2	2	2	
21+ or more	5 [+14]	8	7	6	5	4	3	2	2	2	2	2	2	2	

Attack Rolls: Roll 1d20

Ranges: Melee within 5', missile beyond 5'.

Melee modifiers: STR modifies attack rolls.

Missile modifiers: DEX modifies attack rolls. +1 at short range, -1 at long range.

1s and 20s: 1s always miss, 20s always hit.

Damage

PC attacks: 1d6 (optional rule: by weapon). STR modifies damage of melee attacks.

Monster attacks: Indicated in description.

Minimum damage: At least 1.

Death: At 0 hit points or less.

Spell Casting

Sole action: No move or other action.

Disrupting: If caster is hit or fails a save, the spell being cast is lost.

Concentration: Broken by performing other action or being distracted (e.g. attacked).

Situational Modifiers

Attacks from behind: Ignore shield AC.

Blind characters: Cannot attack.

Cover vs missiles: Total cover: impossible to hit. Partial cover: -1 to -4 penalty to hit.

Invulnerable monsters: May optionally be hit by other invulnerable monsters or monsters with 5 HD or greater.

Paralysed characters: Can be automatically hit (just roll damage).

Spacing: Normally at most 2-3 characters can fight side-by-side in a 10' wide passage.

Subduing intelligent foes: Subdual damage noted separately. 0 hp = surrender.

Unarmed attacks: 1d2 + STR damage.

Unstable surfaces: Spells cannot be cast. -4 penalty to missile attacks.

Water: Attack and damage penalty. Most missile weapons do not work underwater.

CHECKS AND SAVES

Ability Checks: Roll 1d20

Result: Lower or equal = success.

Difficulty: -4 (easy) to +4 (very difficult).

1s and 20s: 1s always pass, 20s always fail.

Saving Throws: Roll 1d20

Result: Higher or equal = save succeeds.

Monster Saving Throws

HD	D	W	P	B	S
NH	14	15	16	17	18
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	10	12
10-12	6	7	8	8	10
13-15	4	5	6	5	8
16-18	2	3	4	3	6
19-21	2	2	2	2	4
22 or more	2	2	2	2	2

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

MOVEMENT

Movement Rates

Base	Encounter	Overland
240'	80'	48 miles
180'	60'	36 miles
150'	50'	30 miles
120'	40'	24 miles
90'	30'	18 miles
60'	20'	12 miles
30'	10'	6 miles

Climbing: DEX check in difficult or tense situations. 1d6 damage per 10' fallen.

Swimming: Half normal speed. Chance of drowning determined by referee.

DUNGEONS

Sequence Per Dungeon Turn (10min)

1. Wandering monsters
2. Party decides course of actions
3. **Description:** The referee describes what happens.
4. **End of turn:** Update time records, checking light, spell durations, rest.

Darkness

Torches and lanterns: 30' radius light.

Infravision: Non-human monsters: 60'.

Surprise: Light sources negate surprise.

Doors

Listening: Base 1-in-6 chance of success.

Shutting: Doors may close after PCs pass.

Stuck: Chance of forcing depends on STR. Failed attempt alerts monsters.

Movement

Exploring the unknown: Characters move their base movement rate per turn.

In familiar areas: Referee may allow a faster movement rate.

Resting

Frequency of rest: One turn every hour.

Penalty: -1 to hit and damage rolls.

Searching: 1-in-6 Chance

Area: Particular 10' × 10' area.

Time: Searching takes one turn.

Traps

Chance of triggering: 2-in-6 chance when PC makes action that could trigger.

Types: Room trap, treasure trap. PCs can find room traps by searching.

Wandering Monsters

Chance: Typically 1-in-6 every 2 turns.

WILDERNESS

Sequence Per Wilderness Day

1. Party decide course of travel
2. Losing direction
3. **Weather:** When waterborne.
4. Wandering monsters
5. **Description:** The referee describes regions passed through and sites of interest, asking players for their actions.
6. **End of day:** Update time records, checking rations, spell durations, rest.

Finding Food

Foraging: Performed alongside travel. 1-in-6 chance of food for 1d6 humans.

Hunting: Sole activity of day. 1-in-6 chance of encountering animals.

Losing Direction: Roll 1d6

Clear, grasslands: 1-in-6.

Barren, hills, mountains, woods: 2-in-6.

Desert, jungle, swamp: 3-in-6.

Coastal waters: 2-in-6.

Sea: 2-in-6 with navigator, 6-in-6 without.

Movement

Miles per day: Movement rate divided by 5.

Broken, desert, forest, hills: 33% slower.

Jungle, mountains, swamp: 50% slower.

Maintained roads: 50% faster.

Forced march: 50% faster, rest 1 day after.

Resting

Frequency of rest: One day out of seven.

Penalty: -1 to hit and damage rolls.

Wandering Monsters

Frequency: Typically rolled once per day.

City, clear, grasslands, settled: 1-in-6.

Barren, desert, forest, hills: 2-in-6.

Jungle, mountains, swamp: 3-in-6.

ENCOUNTERS

Encounter Sequence

1. Surprise
2. Determine encounter distance
3. **Initiative:** Unsurprised sides only.
4. **Actions:** Any sides that are not surprised decide how they will respond to the encounter. The encounter is played out accordingly.
5. **Conclusion:** One turn has passed.

Surprise: Each Side Rolls 1d6

Result: 1 or 2 = surprised.

Encounter Distance

Dungeon: 2d6 × 10 feet.

Wilderness or waterborne: 4d6 × 10 yards (1d4 × 10 yards with surprise).

Initiative: Each Side Rolls 1d6

Result: Highest acts first.

Ties: Either roll again or resolve actions on both sides simultaneously.

Slow weapons: Always act last in round.

Monster Reactions: Roll 2d6

CHA modifier: Of interacting PC applies.

Monster Reaction Roll

2d6	Result
2 or less	Hostile, attacks
3-5	Unfriendly, may attack
6-8	Neutral, uncertain
9-11	Indifferent, uninterested
12 or more	Friendly, helpful

Conclusion

1 turn passes: Rest, regroup, bind wounds.

DOWNTIME

Buying Equipment

Availability: Depends on location.

Magical Research

Spells: Per spell level: 2 weeks + 1,000gp.

Items duplicating spells: Per spell level per charge: 1 week + 500gp.

Other items: Referee decides time and cost.

Other research: Ref. decides time and cost.

Chance of failure: 15% or higher.

Hiring Retainers: Roll 2d6

Locating: Taverns or posting notices.

CHA modifier: Of hiring PC applies.

Generosity: -2 to +2, based on offer.

Bad reputation: -1 or -2.

Retainer Hiring Reactions

2d6	Result
2 or less	Ill will (-1 to further rolls)
3-5	Offer refused
6-8	Roll again
9-11	Offer accepted
12 or more	Offer accepted, +1 loyalty

Hiring Specialists or Mercenaries

Locating: Taverns or posting notices.

Availability: Depends on residents in area.

Pay rate: Depends on type.

Learning Arcane Spells from a Mentor

When: Upon gaining a level.

Number of spells: Spells in spell book increased to match the number that can be memorized per day.

Time: About one week.

Resting

Healing: 1d3hp per day of complete rest.

CLASS ABILITIES

Cleric

Combat: Blunt weapons, all armour, shields.

Divine magic: Pray for spells.

Turning the undead: See table to the right.

Dwarf

Combat: Small/normal-sized weapons, all armour, shields.

Detect construction tricks: 2-in-6.

Detect room traps: 2-in-6.

Infravision: 60'.

Listening at doors: 2-in-6.

Elf

Arcane magic: Memorize from spell book.

Combat: All weapons, all armour, shields.

Detect secret doors: 2-in-6.

Immune to ghoul paralysis.

Infravision: 60'.

Listening at doors: 2-in-6.

Fighter

Combat: All weapons, all armour, shields.

Halfling

Combat: Weapons appropriate to size, all armour (tailored to size), shields.

Defensive bonus: +2 AC vs large creatures.

Hiding: 90% in woods, 2-in-6 in dungeons.

Listening at doors: 2-in-6.

Missile weapons: +1 bonus to attack.

Magic-User

Arcane magic: Memorize from spell book.

Combat: Dagger, no armour.

Thief

Back-stab: +4 to attack and 2 × damage.

Combat: All weapons, leather armour.

Read languages: 80% chance from 4th level.

Scroll use: 90% chance from 10th level.

Thief skills: See table to the right.

Cleric Spell Progression

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

Magic-User and Elf Spell Progression

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

THACO by Class and Level

Demi-H Fighter	Cleric Thief	Magic- User	THACO
1–3	1–4	1–5	19 [0]
4–6	5–8	6–10	17 [+2]
7–9	9–12	11–14	14 [+5]
10–12	13–14	–	12 [+7]
13–14	–	–	10 [+9]

Clerics Turning the Undead: Roll 2d6

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

–: Unaffected; **Number:** Turned if roll is higher or equal; **T:** Turned; **D:** Destroyed.

Successful turning: 2d6 HD of undead (at least 1 monster) are affected.

Thief Skills Chance of Success

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

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

Player knowledge: The referee should roll for hide in shadows and move silently, as the thief always believes the attempt to be successful. If the roll fails, the referee knows the thief has been noticed.

Cleric Saving Throws

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

Dwarf and Halfling Saving Throws

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

Elf Saving Throws

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

Fighter Saving Throws

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

Magic-User Saving Throws

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

Thief Saving Throws

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

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

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

Backpack: 400 coin capacity.

Iron spikes: May be used to wedge doors.

Lantern: Burns 1 oil flask per 4 hours.

Oil: Can be pooled and ignited. Burns for 1 turn, 3' diameter. 1d8 damage on passing.

Rope: Supports the weight of 3 humans.

Sack (small): 200 coin capacity.

Sack (large): 600 coin capacity.

Tinder box: 2-in-6 success per round.

Torch: Burns for 1 hour.

Waterskin: Holds 2 pints.

Weapons		
Weapon	Cost (gp)	Weight (Coins)
Battle axe	7	50
Club	3	50
Crossbow	30	50
Dagger	3	10
Hand axe	4	30
Javelin	1	20
Lance	5	120
Long bow	40	30
Mace	5	30
Polearm	7	150
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

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

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

Unarmoured: AC 9 [11], movement rate 120' (40'), with treasure 90' (30').

Leather: Light armour: movement rate 90' (30'), with treasure 60' (20').

Chainmail, plate: Heavy armour: movement rate 60' (20'), with treasure 30' (10').

Melee Weapon Combat Stats		
Weapon	Dmg	Qualities
Battle axe	1d8	Slow, 2-handed
Club	1d4	Blunt
Dagger	1d4	
Hand axe	1d6	
Lance	1d6	Charge
Mace	1d6	Blunt
Polearm	1d10	Brace, Slow, 2-hand.
Short sword	1d6	
Spear	1d6	Brace
Staff	1d4	Blunt, Slow, 2-hand.
Sword	1d8	
Torch	1d4	
2-h sword	1d10	Slow, 2-handed
Warhammer	1d6	Blunt

Blunt: May be used by clerics.

Brace: 2 × damage vs charging monsters.

Charge: 60' on horseback for 2 × damage.

Slow: Always loses initiative.

Missile Weapon Combat Stats				
Weapon	Dmg	S (+1)	M	L (-1)
Crossbow†	1d6	80'	160'	240'
Dagger	1d4	10'	20'	30'
Hand axe	1d6	10'	20'	30'
Holy water*	1d8	10'	30'	50'
Javelin	1d4	30'	60'	90'
Long bow	1d6	70'	140'	210'
Oil flask*	1d8	10'	30'	50'
Short bow	1d6	50'	100'	150'
Sling	1d4	40'	80'	160'
Spear	1d6	20'	40'	60'

† Always loses initiative; optionally requires a round to reload.

* Liquid deals damage over 2 rounds.

Coin Conversion Rates

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

LAND TRANSPORT

Animals of Burden			
Animal	Cost (gp)	Max Load (Coins)	Move Rate
Camel	100	6,000	150' (50')
Horse (draft)	40	9,000	90' (30')
Horse (riding)	75	6,000	240' (80')
Horse (war)	250	8,000	120' (40')
Mule	30	4,000	120' (40')

Encumbrance: Unencumbered at up to half maximum load. When encumbered, move at half normal movement rate.

Camel: AC 7 [12], HD 2, Att 1 × bite (1), 1 × hoof (1d4), SV (1), ML 7.

Draft horse: AC 7 [12], HD 3 Att None, SV (2), ML 6.

Mule: AC 7 [12], HD 2, Att 1 × kick (1d4) or 1 × bite (1d3), SV (NH), ML 8.

Riding horse: AC 7 [12], HD 2, Att 2 × hoof (1d4), SV (1), ML 7.

War horse: AC 7 [12], HD 3, Att 2 × hoof (1d6), SV (2), ML 9.

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

Saddle bags: 300 coin capacity.

Vehicles			
Vehicle	Cost (gp)	Max Load (Coins)	Move Rate
Cart	100	4,000	60' (20')
Wagon	200	15,000	60' (20')

Cart: Requires 1 draft horse or 2 mules. Carries up to 8,000 coins with 2 draft horses or 4 mules.

Wagon: Requires 2 draft horses or 4 mules. Carries up to 25,000 coins with 4 draft horses or 8 mules.

Difficult terrain: Can only travel on maintained roads in desert, forest, swamp, etc.









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