

CHARACTER EXPERIENCE POINT/LEVEL PROGRESSION

CLERICS

Level	XP	HD/d6	Spells					
			1	2	3	4	5	
1	0	1d6	—	—	—	—	—	—
2	1,500	2d6	1	—	—	—	—	—
3	3,000	3d6	2	—	—	—	—	—
4	6,000	4d6	2	1	—	—	—	—
5	12,000	5d6	2	2	—	—	—	—
6	25,000	6d6	2	2	1	1	—	—
7	50,000	7d6	2	2	2	1	1	—
8	100,000	8d6	3	3	2	2	1	—
9	200,000	9d6	3	3	3	2	2	—
10	300,000	9d6+1*	4	4	3	3	2	—
11	400,000	9d6+2*	4	4	4	3	3	—
12	500,000	9d6+3*	5	5	4	4	3	—
13	600,000	9d6+4*	5	5	5	4	4	—
14	700,000	9d6+5*	6	5	5	5	4	—

THIEVES

Level	XP	HD/d4
1	0	1d4
2	1,200	2d4
3	2,400	3d4
4	4,800	4d4
5	9,600	5d4
6	20,000	6d4
7	40,000	7d4
8	80,000	8d4
9	160,000	9d4
10	280,000	9d4+2*
11	400,000	9d4+4*
12	520,000	9d4+6*
13	640,000	9d4+8*
14	760,000	9d4+10*

FIGHTERS

Level	XP	HD/d8
1	0	1d8
2	2,000	2d8
3	4,000	3d8
4	8,000	4d8
5	16,000	5d8
6	32,000	6d8
7	64,000	7d8
8	120,000	8d8
9	240,000	9d8
10	360,000	9d8+2*
11	480,000	9d8+4*
12	600,000	9d8+6*
13	720,000	9d8+8*
14	840,000	9d8+10*

DWARVES

Level	XP	HD/d8
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,800	4d8
5	17,000	5d8
6	35,000	6d8
7	70,000	7d8
8	140,000	8d8
9	270,000	9d8
10	400,000	9d8+3*
11	530,000	9d8+6*
12	660,000+	9d8+9*

HALFLINGS

Level	XP	HD/d6
1	0	1d6
2	2,000	2d6
3	4,000	3d6
4	8,000	4d6
5	16,000	5d6
6	32,000	6d6
7	64,000	7d6
8	120,000+	8d6

ELVES

Level	XP	HD/d6	Spells					
			1	2	3	4	5	6
1	0	1d6	1	—	—	—	—	—
2	4,000	2d6	2	—	—	—	—	—
3	8,000	3d6	2	1	—	—	—	—
4	16,000	4d6	2	2	—	—	—	—
5	32,000	5d6	2	2	1	—	—	—
6	64,000	6d6	2	2	2	—	—	—
7	120,000	7d6	3	2	2	1	—	—
8	250,000	8d6	3	3	2	2	—	—
9	400,000	9d6	3	3	3	2	1	—
10	600,000+	9d6+2*	3	3	3	3	2	—



ABILITY BONUSES/PENALTIES

STRENGTH

Score	Melee "to hit"	Melee Damage	Forcing Doors
3	-3	-3	-3
4-5	-2	-2	-2
6-8	-1	-1	-1
9-12	—	—	—
13-15	+1	+1	+1
16-17	+2	+2	+2
18	+3	+3	+3

INTELLIGENCE

Language/Speech
broken speech; cannot read/write
cannot read/write common
writes with difficulty
reads/writes native language
reads/writes native +1 language
reads/writes native +2 languages
reads/writes native +3 languages

WISDOM

Magic-based Saves
-3
-2
-1
—
+1
+2
+3

DEXTERITY

Score	Missile "to hit"	AC Adjust.	Initiative Adjust.†
3	-3	+3	-2
4-5	-2	+2	-1
6-8	-1	+1	-1
9-12	—	—	—
13-15	+1	-1	+1
16-17	+2	-2	+1
18	+3	-3	+2

CONSTITUTION

hp Adjust. (per HD)

CHARISMA

Reaction Adjust.	Max.# Retainers	Retainer Morale
-2	1	4
-1	2	5
-1	3	6
—	4	7
+1	5	8
+1	6	9
+2	7	10

* Adjustments from Constitution no longer apply.

† If using optional individual initiative.

SPECIAL ABILITIES BY CLASS

Class	Armor	Shield	Weapons	Infra-vision	Other Notes
Cleric	any	any	any non-edged	—	cleric spells; turning
Dwarf	any	any	any but long bow or two-handed sword	60'	2-in-6 chance to detect traps, shifting walls, slanting passages, new construction; speaks: common, dwarvish, gnomish, kobold, goblin
Elf	any	any	any	60'	2-in-6 chance to find secret doors; MU spells; cannot be paralyzed by ghouls; speaks: common, elvish, orc, hobgoblin, groll
Fighter	any	any	any	—	
Halfling	any	any	any but long bow or two-handed sword	—	2-in-6 undetected in shadows/with cover; 90% undetected in underbrush/cover; -2 AC vs. larger than man-sized; +1 "to hit" vs. larger than man-sized; +1 "to hit" with missiles; +1 initiative (if using optional individual initiative)
MU	none	none	dagger only	—	MU spells
Thief	leather	none	any	—	+4 on attacks from behind; thieves' abilities

MONSTER REACTIONS

2d6	Reaction
2	attacks immediately
3-5	hostile/potential attack
6-8	wary/uncertain/confused
9-11	indifferent/leaves
12	amicable/friendly

HD	Base	w/*	w/**
0+	5	6	7
1	10	13	16
1+	15	19	23
2	20	25	30
2+	25	35	45
3	35	50	65
3+	50	75	100
4	75	125	175
4+	125	200	275
5	175	300	425
5+	225	400	575
6	275	500	725
6+	350	650	950
7/7+	450	850	1,250
8/8+	650	1,200	1,750
9-10+	900	1,600	2,300
11-12+	1,100	1,900	2,700
13-16+	1,350	2,300	3,250
17-20+	2,000	3,150	4,300
21+	2,500	4,500	6,500
per HD over 21	+250	+500	+750

CLERICS' TURNING

Undead Type	Cleric's Level													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14+
skeleton	7	T	T	D	D	D	D	D	D	D	D	D	D	D
zombie	9	7	T	T	D	D	D	D	D	D	D	D	D	D
ghoul	11	9	7	T	T	D	D	D	D	D	D	D	D	D
wight	—	11	9	7	T	T	D	D	D	D	D	D	D	D
wraith	—	—	11	9	7	T	T	D	D	D	D	D	D	D
mummy	—	—	—	11	9	7	T	T	D	D	D	D	D	D
spectre	—	—	—	—	11	9	7	T	T	D	D	D	D	D
vampire	—	—	—	—	—	11	9	7	T	T	D	D	D	D

Number = target or greater needed on 2d6 for cleric to successfully turn.
T = undead automatically turned. D = undead dispelled (destroyed/disintegrated) automatically.
On successful turn: roll 2d6 to determine total number of HD of undead affected; weakest undead are affected first; affects at least 1 creature.

THIEVES' SKILLS & ABILITIES

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

† Check every 100'. * Picking pockets is automatic for targets 10 or more levels/HD below the thief. For all others, the chance of success is reduced by 5% per level of victim above 5th. There is always a 1% chance of failure (00 on d%), even when chance of success is 100% or greater.

COMBAT SEQUENCE

A. Roll for initiative* (1d6).

B. Side w/ highest initiative acts first.

(Simultaneous action by phase, if initiative ties):

1. Morale Checks (Monsters/NPCs)

After side's first death or if half the side incapacitated.

Morale of 2 always flees.

Morale of 12 = fight to death.

Otherwise, roll 2d6 ± adjustments.

Rolls over morale = retreat, or fighting withdrawal, or surrender.

2. Movement

Spellcasters may not move and cast spells during the same round.

Fighting Withdrawal* is backward at ½ normal.

Retreat* is faster than ½ movement; those in retreat cannot attack; opponents strike at +2 on next attack; shields ineffective.

3. Missile Fire**

4. Magic Spells**

5. Melee/HTH Combat

C. Side w/ next highest initiative acts.

ORDER OF EVENTS GAME TURN

1. Check for Wandering Monsters.

Every 2 turns, GM rolls 1d6.

1 = wandering monster(s).

2. Party moves/enters room/listens/searches.

Force Door: 1-2 on 1d6

Find Secret Doors (takes 1 turn):

Elves: 1-2 on 1d6

All others: 1 on 1d6

Listen at Door:

Thieves: by level

Other humans: 1 on 1d6

Demi-humans: 1-2 on 1d6

Search for Non-magical Trap

(takes 1 turn for each target area):

Dwarves: 1-2 on 1d6 finds trap

Thieves: by level

All others: 1 on 1d6 finds trap

Trigger Trap: 1-2 on 1d6

3. No monsters = Turn ends; Monsters = GM determines type and number.

4. GM rolls for monster distance (2d6 × 10 feet).

5. GM rolls for surprise (1d6 for each party).

Result of 1 or 2 (for either) = surprised.

Both surprised: neither side acts during first round of encounter.

One side surprised: only surprising side acts during first round.

Neither side surprised: roll for initiative.*

6. GM rolls 2d6 for Monster Reaction.

7. Party & Monster Reactions.

E.g., fight/talk/evade/wait.

8. End of Turn.

Check: remaining hp, marching order, spell durations, light sources, time in dungeon, encumbrance.

ORDER OF EVENTS GAME DAY

1. Party decides day's direction of travel.

2. GM checks to see if party will become lost (1d6 by terrain).

1 Clear, Grasslands

1-2 Barren, Hills, Mountains, Ocean, Woods

1-3 Desert, Jungle, Swamp

3. Check for Wandering Monsters.

At least once per day and/or night, GM rolls 1d6 (by terrain).

No more than 3 or 4 checks per day.

6 City, Clear, Grasslands, Inhabited

5-6 Aerial, Barren, Desert, Hills, Ocean, River, Woods

4-6 Jungle, Mountain, Swamp,

4. No monsters = Day ends; Monsters = GM determines type, number, and situation.

5. GM rolls for monster distance (4d6 × 10 yards).

6. GM rolls for surprise (same as Game Turn with following exceptions):

If any side surprised, encounter distance is 1d4 × 10 yards.

Three or more surprising may encircle the other party.

7. Determine who has Initiative to act first in the encounter round*.

8. GM rolls 2d6 for Monster Reaction.

9. Party & Monsters Reactions.

E.g., fight/talk/evade/wait.

10. End of Turn.

Check: remaining hp, marching order, spell durations.



SAVING THROWS

CLERICS

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Spells/ Staves/ Rods
1-4	11	14	16	12	15
5-8	9	12	14	10	12
9-12	6	9	11	7	9
13-16	3	7	8	5	7

DWARVES/HALFLINGS*

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Spells/ Staves/ Rods
1-3	8	10	13	9	12
4-6	6	8	10	7	10
7-9	4	6	7	5	8
10-12	2	4	4	3	6

* Halflings are limited to 10th level.

ELVES

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Spells/ Staves/ Rods
1-3	12	13	15	13	15
4-6	10	11	13	11	12
7-9	8	9	10	9	10
10	6	8	8	7	8

FIGHTERS

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Spells/ Staves/ Rods
NM	14	16	17	15	18
1-3	12	14	15	13	16
4-6	10	12	13	11	14
7-9	8	10	10	9	12
10-12	6	8	8	7	10
13-15	4	6	5	5	8

MAGIC-USERS

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Spells/ Staves/ Rods
1-5	13	13	16	14	15
6-10	11	11	14	12	12
11-15	8	8	11	9	8

THIEVES

Level	Poison/ Death	Petrify/ Paralyze	Breath Attacks	Magic Wands	Spells/ Staves/ Rods
1-4	13	13	16	14	15
5-8	12	11	14	13	13
9-12	10	9	12	11	10
13-16	8	7	10	9	8

* Some actions must be declared prior to initiative roll (e.g., defensive movement, spellcasting, spell being cast).

** If support is unstable, missiles are at -4 and spellcasting is impossible.

CHARACTER ATTACK TABLE

CHARACTER CLASS & LEVEL

CHARACTER CLASS & LEVEL			Defender's AC															
F/D/E/H	C/T	MU	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
NM	-	-	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	20
1-3	1-4	1-5	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20
4-6	5-8	6-10	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
7-9	9-12	11-15	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
10-12	13-16	16-20	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
13-15	17-20	21-25	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
16-18	21-24		2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
19-21			2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12

MONSTER ATTACK TABLE

Monster HD	Defender's AC																
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	
1 or less	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	20	
1+ thru 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	
2+ thru 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	
3+ thru 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	
4+ thru 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	
5+ thru 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
6+ thru 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	
7+ thru 9	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
9+ thru 11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	
11+ thru 13	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
13+ thru 15	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	
15+ thru 17	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	
17+ thru 19	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	
19+ thru 21	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	
21+ & over	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	

VARIABLE WEAPON DAMAGE

Weapon	Damage	Weapon	Damage	Weapon	Damage	Weapon	Damage
arrow	1d6	javelin	1d4	sword, short	1d6	torch	1d4
axe, battle	1d8	lance	1d6††	sword, normal	1d8	trident	1d6
axe, hand	1d6	mace	1d6	sword, two-handed	1d10	unarmed (fists)	1d2
bolt/quarrel	1d6	oil, burning (flask)	1d8*				
club	1d4	pole arm	1d10				
dagger	1d4	sling stone	1d4				
hammer, war	1d6	spear	1d6†				
holy water (vial)	1d8†	staff	1d4				

† Affects undead only; 2 round duration.

†† Mounted charge from 20 yards or more doubles damage (2d6).

* Burns 1 individual for 2 rounds, or burns 3' diameter on ground for 1 turn.

† Damage doubled when set to receive charge (2d6).

MISSILE FIRE RANGES

Minimum missile fire distance: 5'.
S,M,L = "to hit" modifier based on missile's travel distance (up to distance indicated).

Weapon	S +1	M ±0	L -1
axe, hand	10'	20'	30'
bow, long	70'	140'	210'
bow, short	50'	100'	150'
crossbow	80'	160'	240'
dagger	10'	20'	30'
holy water/oil	10'	30'	50'
javelin	30'	60'	90'
sling stone	40'	80'	160'
spear	20'	40'	60'
trident	10'	20'	30'

ARMOR CLASS BY ARMOR TYPE

Armor	AC
padded armor	8
leather armor	7
scale mail	6
chain mail	5
banded mail	4
plate mail	3
shield	(-1)

Barding (Horses)	AC
leather barding	7
chain or splint barding	5
plate barding	3

MOVEMENT & ENCUMBRANCE

DUNGEON MOVEMENT/TIME

The following actions require 1 turn:

- search a 10'x10' area
- search an item for traps (thieves)
- search a specific area for traps or secret doors
- recover from combat

General Exploration/Mapping:

base movement rate; must rest 1 turn in 6, or all "to hit" and damage rolls at -1 until rested.

Encounter/Combat Movement:

base movement rate ÷ 3 (per round); sustainable for 1 turn (60 rounds) max.

Running: base movement rate in rounds; no mapping; limited to ½ turn (30 rounds); all "to hit" and damage rolls at -2, and all opponents strike with +2 "to hit" until party has rested 3 full turns.

Evasion: automatic if evading side has faster movement rating (than pursuer) and combat has not begun; otherwise, see Pursuit.

Pursuit: hostile monsters (per reaction roll) will pursue (Running) as long as quarry is in sight; 3-in-6 chance intelligent monsters will stop to gather dropped treasure, or that unintelligent monsters will stop to eat dropped/thrown food.

Defensive Movement: backward movement at ½ normal movement = Fighting Withdrawal; faster than ½ normal = Retreat (those in retreat cannot attack; opponents strike at +2 on next attack and ignore AC modifications from shields).

OUTDOOR/WILDERNESS MOVEMENT

All distances and ranges are in yards, not feet (except areas-of-effect).

Distance Traveled in One Day:

base movement rate (of slowest party member) ÷ 5 in miles (not feet); must rest 1 day per 6 days traveled, or all "to hit" and damage rolls at -1.

Mapping: at normal movement can only capture general hex terrain, and obvious signs of civilization.

Forced March: 1 day of travel at 1½x normal daily distance; requires 1 full day of rest immediately after.

Travel by Air: allows twice normal daily distance; ignores terrain effects.

Evasion: automatic if party has surprise; otherwise, compare party sizes on table at right to determine the percent-chance to evade.

Pursuit: if evasion fails, quarry must fight or flee at Running speed in random direction; if not caught by faster pursuers (50% chance), party may attempt to evade again.

Foraging: 1-in-6 chance to gather food (berries, nuts, small game) while traveling, to feed 1-6 men for 1 day.

Hunting: 1-in-6 chance to encounter wild game if hunting in one locale for one entire (non-recuperative) day.

MOVEMENT MODIFIERS BY TERRAIN TYPE

clear, city, grasslands, trail	as normal
broken, desert, forest, hills	2/3 normal
jungle, mountains, swamp	1/2 normal
road	3/2 normal

CHANCE OF BECOMING LOST BY TERRAIN TYPE

Roll 1d6 for each day traveled.
"Off-course" direction at discretion of GM.

clear, grasslands	1 on 1d6
ocean, woods, mountain, hills, barren lands	1-2 on 1d6
desert, jungle, swamp	1-3 on 1d6

EVASION TABLE

Pursuer's Party Size(s)	Size of Evading Party				Chance to Evade
	1-4	5-12	13-24	25+	
-	-	-	-	1-10	10%
-	-	-	1-6	11-30	25%
-	1-3	7-16	31+	-	35%
1	4-8	17+	-	-	50%
2-3	9+	-	-	-	70%
4+	-	-	-	-	90%

ITEM ENCUMBRANCE TABLE*

Weapon	Wt.	Weapon	Wt.	Misc.	Wt.
axe, battle	50	spear	30	miscellaneous equipment & provisions	80
axe, hand	30	sword, short	30		
bow w/ 20 arrows	30	sword, normal	60		
crossbow w/ 30 quarrels	50	sword, two-handed	150	Treasure	Wt.
club	50	trident	25	coin (any type)	1
dagger	10			gems/stones	1
hammer, war	30	Armor	Wt.	jewelry (1 piece)	10
javelin	20	chain	400	potion	10
lance	180	banded	450	rod	20
mace	30	leather	200	scroll	1
polearm	150	padded	150	staff	40
sling w/ 30 stones	20	plate	500	wand	10
		scale	300		
		shield	100		

*All weights in coins;
1 lb. = 10 coins.

BEAST OF BURDEN ENCUMBRANCE

Left of slash = maximum encumbrance in coins. Right of slash = maximum movement rate when encumbered up to that degree.

Animal Type	Maximum Load for Full Movement	Maximum Load for Half Movement
camel	3,000 / 150'(50')	6,000 / 75'(25')
elephant	6,000 / 120'(40')	12,000 / 60'(20')
horse, draft	4,500 / 90'(30')	9,000 / 45'(15')
horse, heavy (war)	4,000 / 120'(40')	8,000 / 60'(20')
horse, medium (war)	3,500 / 180'(60')	7,000 / 90'(30')
horse, light (riding)	3,000 / 240'(80')	6,000 / 120'(40')
mule	2,000 / 120'(40')	4,000 / 60'(20')
ox	4,500 / 90'(30')	9,000 / 45'(15')



AIRBORNE MOUNTS

HD	May Lift...
3 or more*	halfling or smaller
6 or more	human or smaller
12 or more	horse or smaller
24 or more	elephant or smaller

*Due to their bodily structure, a hippogriff or pegasus may carry a human (or smaller) and their gear.


ENCUMBERED CHARACTER MOVEMENT

CHARACTER ENCUMBRANCE

By Coin Load	By Armor Type & Treasure Carried	Turn	Encounter	Running
up to 400 coins	unarmored (no treasure)	120'	40'/rd.	120'/rd.
401 to 600 coins	unarmored & carrying treasure or leather armor	90'	30'/rd.	90'/rd.
601 to 800 coins	leather armor & carrying treasure or metal armor	60'	20'/rd.	60'/rd.
801 to 1600 coins	metal armor & carrying treasure	30'	10'/rd.	30'/rd.

MOVEMENT

COST OF WEAPONS & EQUIPMENT

WEAPONS				ARMOR		TOOLS/EQUIPMENT			
arrows (20)	5	javelin	1	padded armor	10	block & tackle	5	pole, wood (10' long)	1
arrow, silver-tipped (1)	5	lance	5	leather armor	20	crowbar	10	parchment (3 sq. ft.)	5
axe, battle	7	mace	5	scale mail	30	flask (empty, 1 qt.)	1	rations, iron (1 wk.)	15
axe, hand	4	pole arm	7	chain mail	40	garlic	5	rations, std. (1 wk.)	5
bow, long	40	sling	1	banded mail	50	grappling hook	25	rope (50')	1
bow, short	25	sling stones (30)	1	plate mail	60	hammer, small	2	shovel	3
crossbow	30	spear	3	shield	10	holy symbol	25	spikes, iron (12)	1
crossbow quarrels (30)	10	staff	2		BEASTS OF BURDEN	holy water (1 vial)	25	stakes, wooden (3)	1
club	3	sword, short	7			ink & quills	10	thieves' tools	25
dagger	3	sword, normal	10			lantern	10	tinder box (flint/steel)	3
dagger, silver	30	sword, two-handed	15			mallet	2	torches (6)	1
hammer, war	5	trident	5	camel	100	mirror, steel small	5	water/wine skin	1
FEED, STABLING, TACK & TRANSPORT				elephant	400	oil (1 flask)	2	wine (1 qt.)	1
				horse, draft	40	pick (axe)	5	wolfsbane (1 bunch)	10
				horse, heavy (war)	250	backpack, leather	5	holds 400 coins	
				horse, med. (war)	175	chest, wooden large	5	holds 1,000 coins	
saddle & bridle	25	stabling (1 day)	1	horse, light (riding)	75	sack, small	1	holds 200 coins	
barding, leather	40	feed (1 week)	1	mule	30	sack, large	2	holds 600 coins	
barding, chain	150	saddle bags	5	ox	20	saddle bags	5	holds 300 coins	
barding, splint	150	cart (2-wheeled)	100						
barding, plate	500	wagon (4-wheeled)	200						

TREASURE TYPES

Number to left of slash represents range of number that must be rolled on 1d20 to result in presence of indicated type (e.g., 1-5=25% chance). Number to right of slash indicates dice to be rolled to produce result of specified type (as indicated in header of column) if present.

Type	Copper 1,000s of cp	Silver 1,000s of sp	Electrum 1,000s of ep	Gold 1,000s of gp	Platinum 1,000s of pp	Gems	Jewelry	Magic Items
A	1-5/1d6	1-6/1d6	1-4/1d4	1-7/2d6	1-5/1d2	1-10/6d6	1-10/6d6	1-6/any 3
B	1-10/1d8	1-5/1d6	1-5/1d4	1-5/1d3	—	1-5/1d6	1-5/1d6	1-2/1 sword, armor, misc. weapon
C	1-4/1d12	1-6/1d4	1-2/1d4	—	—	1-5/1d4	1-5/1d4	1-2/any 2
D	1-2/1d8	1-3/1d12	—	1-12/1d6	—	1-6/1d8	1-6/1d8	1-3/any 2, 1 potion
E	1/1d10	1-6/1d12	1-5/1d4	1-5/1d8	—	1-2/1d10	1-2/1d10	1-5/any 3, 1 scroll
F	—	1-2/2d10	1-4/1d8	1-9/1d12	1-6/1d3	1-4/2d12	1-2/1d12	1-6/any 3 [†] , 1 potion, 1 scroll
G	—	—	—	1-10/1d4×10	1-10/1d6	1-5/3d6	1-5/1d10	1-7/any 4, 1 scroll
H	1-5/3d8	1-10/d%	1-10/1d4×10	1-10/1d6×10	1-5/5d4	1-10/d%	1-10/1d4×10	1-3/any 4, 1 potion, 1 scroll
I	—	—	—	—	1-6/1d8	1-10/2d6	1-10/2d6	1-3/any 1
J	1-5/1d4	1-2/1d3	—	—	—	—	—	—
K	—	1-6/1d6	1-2/1d2	—	—	—	—	—
L	—	—	—	—	—	1-10/1d4	—	—
M	—	—	—	1-8/2d4	1-10/5d6	1-11/5d4	1-9/2d6	—
N	—	—	—	—	—	—	—	1-8/2d4: potions only
O	—	—	—	—	—	—	—	1-10/1d4: scrolls only

INDIVIDUALS' TREASURE TYPES

	pieces/indiv.	pieces/indiv.	pieces/indiv.	pieces/indiv.	pieces/indiv.			
P	3d8*	—	—	—	—	—	—	—
Q	—	3d6*	—	—	—	—	—	—
R	—	—	2d6*	—	—	—	—	—
S	—	—	—	2d4*	—	—	—	—
T	—	—	—	—	1d6*	—	—	—
U	1-2/d%	1-2/d%	—	1/d%	—	1/1d4	2%/1d4	1/any 1
V	—	1-2/d%	1/d%	1-2/d%	1/d%	1-2/1d4	1-2/1d4	1/any 1

GEM VALUE

Roll 1d20.

Result	Value
1-4	10 gp
5-9	50 gp
10-15	100 gp
16-19	500 gp
20	1,000 gp

[†] except swords or misc. weapon * 100% chance per individual **Coin Conversion:** 100 cp = 10 sp = 2 ep = 1 gp = 1/5 pp

RETAINERS & HIRELINGS

RECRUITMENT

1. PCs must first find interested NPCs, either by approaching them directly or by paying for notices to be posted.
2. GM decides the number of respondents (based upon population, rarity of skills requested, local demand, reputation of employer).
Retainers may never be of higher level than their employer, but may be of any class. Demi-human retainers are exceedingly rare.
3. If hiring retainers, GM decides what is fair compensation (e.g., guaranteed minimum and share of treasure).
If employing mercenaries or specialists, use the appropriate salary table below (salaries negotiable at GM's discretion).
PCs are expected to equip retainers and hirelings.

RETAINERS

1. PC must explain duties of job, and offer rate of pay.
2. For each respondent, roll 2d6 for retainer's reaction, negotiating offer if necessary. Roll may be adjusted up to +2 or down to -2 for good or poor offers, and/or employer's local reputation.

Result	Response
2 (or lower)	refused; subsequent offers suffer*
3-5	refused
6-8	renegotiate and roll again
9-11	accepted
12 (or higher)	accepted; +1 morale

* Subsequent reactions in location are at -1.
Hiring rolls at other locations not affected by this result.

Retainer Morale

Base morale per employer's Charisma.
Morale need not be checked during combat (unless the danger is extraordinary).
Morale should be checked after every adventure to determine loyalty. If roll fails, the retainer will not adventure with the employer again.

Retainer Experience

Retainers earn XP at half the normal rate of PCs.

MERCENARIES

Mercenary Type	Arms*	Armor*	Mount*	Cost in gp per Month by Race [†]				
				Dwarf	Elf	Goblin	Human	Orc
archer, longbow	long bow, sword	chain	—	—	20	—	10	—
archer, shortbow	short bow, sword	leather	—	—	10	2	5	3
crossbowman	crossbow	chain	—	6	—	—	4	2
footman, heavy	sword	chain, shield	—	5	6	—	3	1½
footman, light / marine	sword	leather, shield	—	—	4	½	2	1
non-fighter (peasant)	varies	—	—	—	—	—	1	—
horseman, archer	short bow	leather or chain	light (riding) horse	—	30	—	15	—
horseman, light	lance	leather	light (riding) horse	—	20	—	10	—
horseman, medium	lance	chain	medium (war) horse	—	—	—	15	—
horseman, heavy	lance, sword	plate	heavy (war) horse	—	—	—	20	—
mulerider	light crossbow	chain	mule	15	—	—	—	—
wolfrider	spear	leather	huge wolf	—	—	5	—	—

Typical Morale Ratings: barbarians ("horde")=7; men-at-arms=8; peasant militia=6; viking raiders=8.

Morale Adjustments: berserkers=+2; elite troops=+1; fanatics=+2; mounted men-at-arms=+1.

* These items must be provided in addition to monthly salary. † For hazardous (wartime) duty, costs are doubled.

SPECIALISTS

Specialist Type	Salary	Description
animal trainer	500 gp/mo.	required to train special animals (e.g., pegasi, hippogriffs, etc.); each trainer specializes in a specific type of animal, and may handle up to 6 at one time; time required for training at GM's discretion (varies by intelligence of animal and number of maneuvers taught)
armorer	100 gp/mo.	1 required per 50 men: general upkeep + produces 1 suit of armor, 3 shields, or 5 weapons per month; for every 3 assistants (1 must be a smith), output is doubled; 6 assistants maximum
smith	25 gp/mo.	1 required per stronghold; may care for up to 40 men or horses
artillerist	250 gp/mo.	1 required per siege artillery; more experienced artillerists are rare and demand a higher rate
engineer, siege	1,000 gp/mo.	required for proper construction and use of siege engines; 1 required for each 5 siege engines
engineer, sapper/miner	750 gp/mo.	1 required for each undermining excavation; dwarven engineers specialize in tunneling
engineer, architect	750 gp/mo.	1 required per 100,000 gp in construction costs
alchemist	1,000 gp/mo.	makes potions in half normal time and at half normal cost (of standard magic item production)
sage	2,000 gp/mo.	answers uncommon questions; time/chance to answer questions at GM's discretion
scribe	15 gp/mo.	specialize in languages/translation or mapmaking/copying
seaman	by type	rower=2 gp/mo.; sailor=10 gp/mo.; captain=250 gp/mo.; navigator=150 gp/mo.; ships without navigators are automatically lost once they are out of sight of land; number of rowers/sailors required by vessel type; all types fight as light footmen
spy	500+ gp/mission	length of mission and chances for success at GM's discretion; loyalty is always in question

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