

## BASIC EQUIPMENT AND COSTS

### Weapons and Armor

Item	Cost	Item	Cost	Item	Cost
Dagger	1	Pole Arm	7	Sling Stones, 20	5
Hand Axe	2	Halberd	7	Silver Tipped	+10
Mace	5	Lance	4	Leather or Padded Armor	15
Short Sword	5	Short Bow	15	Studded Leather	20
Long Sword	7	Long Bow	40	Chain or Scale Mail	30
Two-Handed Sword	15	Composite Bow	50	Plate Mail	50
Battle Axe	7	Light Crossbow	15	Shield	10
Morning Star	6	Heavy Crossbow	25	Barding	150
Flail	5	Sling	1		
Spear	3	Arrows/Quarrels, 20	10		

### Transportation

Item	Cost
Mule	20
Draft Horse	30
Light Horse	40
Medium War Horse	100
Heavy War Horse	200
Saddle and Tack	25
Saddle Bags	10
Cart	100
Wagon	200
Raft	40
Small Boat	100

### Miscellanea

Item	Cost	Item	Cost
Rope, 50'	1	Holy Symbol, silver	25
Pole, 10'	1	Holy water, 1 vial	25
Small Sack	1	Wine, qt., poor	3
Large Sack	1	Wine, qt., avg.	5
Backpack	3	Wine, qt. fine	10
Water/wine skin	1	Iron Rations, wk.	5
6 Torches	1	Meal, bread and porridge	1
Lantern	10	Meal, hearty stew	3
Flask of Oil	1	Meal, good mutton and sides	5
5 stakes & mallet	5	Ale or mead, pt.	1
Mirror	2	Lodgings, basic, 1 night	2
Holy Symbol, wood	2	Lodgings, full accommodation (inc. meals), 1 night	10

# SPELLCRAFT & SWORDPLAY

## Reference Tables

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## BACKGROUND SKILLS (3d6)

- 3 Bowyer/Fletcher
- 4 Blacksmith
- 5 Entertainer (Type)
- 6 Leatherworker
- 7 Cobbler or Tailor (Choose)
- 8 Rat Catcher
- 9 Healer/Herbalist or Chirurgeon  
(choose)
- 10 Historian
- 11 Astronomer/Astrologist
- 12 Sailor/Fisherman
- 13 Merchant/Trader
- 14 Hunter/Trapper/Forester
- 15 Mason or Carpenter (choose)
- 16 Farmer
- 17 Inn keeper/Brewer
- 18 Miner

## ABILITY TABLE 1: CHECK MODIFIERS

Score	Modifier
<b>3-4</b>	-3
<b>5-8</b>	-2
<b>9-10</b>	-1
<b>11-12</b>	NONE
<b>13-15</b>	+1
<b>16-17</b>	+2
<b>18</b>	+3
<b>19-20</b>	+3*
<b>21-22</b>	+4*
<b>23</b>	+5*

\*Exceptional Strength

## ABILITY TABLE 3: INTELLIGENCE

Score	Max Spells/Lvl	Max Level
<b>3</b>	2	4
<b>4</b>	3	4
<b>5</b>	3	4
<b>6</b>	4	4
<b>7-8</b>	4	5
<b>9-11</b>	5	5
<b>12</b>	5	6
<b>13-14</b>	8	7
<b>15-16</b>	10	8
<b>17</b>	10	8
<b>18</b>	All	9

## ABILITY TABLE 2: STRENGTH

Score	Portals**	Weight
<b>3</b>	0	-100
<b>4</b>	1	-100
<b>5</b>	1	-50
<b>6</b>	1	-50
<b>7-8</b>	1-2	-25
<b>9-11</b>	1-2	NORM
<b>12</b>	1-2	NORM
<b>13-14</b>	1-3	+50
<b>15-16</b>	1-3	+100
<b>17</b>	1-4	+150
<b>18</b>	1-5	+300
<b>19</b>	1-5	+300
<b>20</b>	1-5	+500
<b>21</b>	1-6(1)	+600
<b>22</b>	1-6(1)	+700
<b>23</b>	1-6(1-2)	+900
<b>24</b>	1-6(1-3)	+1000

\*Score on 1d6 needed for success. Parenthetical numbers indicate chance to open magically held portals

## MORALE MODIFIERS

<b>Human:</b>	+2
<b>Elf:</b>	+4
<b>Dwarf:</b>	+5
<b>Halfling:</b>	+6

## ABILITY TABLE 4: CHARISMA

Score	Max Hirelings
<b>3-4</b>	1
<b>5-8</b>	2
<b>9-10</b>	3
<b>11-12</b>	4
<b>13-15</b>	5
<b>16-17</b>	6
<b>18</b>	10

## ABILITY CHECK DIFFICULTY

<b>Basic</b>	+6
<b>Simple</b>	+4
<b>Easy</b>	+2
<b>Normal/Moderate</b>	No Modifier
<b>Difficult</b>	-2
<b>Very Difficult</b>	-4
<b>Heroic</b>	-6
<b>Super-Heroic</b>	-8
<b>Unimaginable</b>	-10

**ADVANCEMENT TABLE 1: WARRIOR**

Level	Hit Dice	Attacks	XP Needed
1	1+3	1+1	0
2	2+3	2+2	2000
3	3+3	3+2	4000
4	4+3	4+3	8000
5	5+5	5+4	16000
6	6+5	6+4	32000
7	7+5	7+4	65000
8	8+5	7+5	125000
9	9+7	7+6	250000
10	10+7	8+6	500000

**ADVANCEMENT TABLE 2: WIZARDS**

Level	Hit Dice	Attacks	Spells Memorized by Level 1 2 3 4 5 6	XP Needed
1	1-1*	1-1	1	0
2	1	1	1 1	2500
3	1+2	1+1	2 1	5000
4	2+2	2+1	2 2 1	10000
5	2+4	2+2	3 2 2	20000
6	3+4	3+2	3 3 2 1	40000
7	3+6	3+3	4 3 3 1	80000
8	4+6	4+3	4 4 3 2 1	150000
9	4+8	4+4	5 4 4 2 1	300000
10	5+8	5+4	5 5 4 3 2 1	550000

\*Minimum 1 hit point

**ADVANCEMENT TABLE 3: PRIESTS**

Level	Hit Dice	Attacks	Spells Granted by Level 1 2 3 4 5	XP Needed
1	1	1	NIL	0
2	2	1+1	1	2000
3	3	2+1	1 1	4000
4	3+2	3+1	2 1	8000
5	4	3+2	2 2 1	16000
6	5	4+2	3 2 2	32000
7	6	5+2	3 3 2 1	65000
8	6+4	5+3	4 3 3 1	125000
9	7	6+3	4 4 3 2 1	250000
10	8	7+3	5 4 4 2 1	500000

**ADVANCEMENT TABLE 4: THIEF**

Level	Hit Dice	Attacks	Locks	Traps	Pilfer	Stealth	Noise	XP Required
1	1	1	+2	+1	+3	+2	+2	0
2	2	1+1	+2	+2	+3	+3	+2	1500
3	2+2	2+1	+3	+3	+4	+4	+2	3000
4	3	2+2	+3	+4	+4	+5	+3	6000
5	4	3+2	+4	+4	+5	+5	+3	10000
6	4+4	3+3	+4	+5	+5	+6	+3	20000
7	5	4+3	+5	+5	+6	+6	+4	40000
8	6	4+4	+5	+6	+6	+7	+4	80000
9	6+6	5+4	+6	+6	+7	+7	+4	150000
10	7	5+5	+6	+7	+7	+8	+5	300000

## WIZARD TABLE 1: SPELL CASTING

Spell Level	Wizard level (Immediate/Delayed)									
	1	2	3	4	5	6	7	8	9	10
1	11/9	10/8	9/7	8/7	7/5	6/4	5/3	4/2	3/2	2
2	-	11/9	10/8	9/7	8/7	7/5	6/4	5/3	4/2	3/2
3	-	-	-	11/9	10/8	9/7	8/7	7/5	6/4	5/3
4	-	-	-	-	-	11/9	10/8	9/7	8/7	7/5
5	-	-	-	-	-	-	-	11/9	10/8	9/7
6	-	-	-	-	-	-	-	-	-	11/9

## THIEF TABLE 1: RACIAL BONUSES

Type	Open Locks	Remove Traps	Pick Pockets	Stealth	Hear Noise
Dwarf	+2	+1	-1	-1	+2
Elf	NIL	NIL	+1	+1	+2
Halfling	+1	+1	+1	+2	+1

## THIEF TABLE 2: POISON

Poison Class	Damage/Turn	Turns	Cost	Time
0	3d6*	1d6	200 GP	4 weeks
1	1d6	1	125 GP	2 weeks
2	1d6	1d6	200 GP	2 weeks
3	2d6	1d6	300 GP	3 weeks
4	3d6	2d6	500 GP	5 weeks

\*Damage is temporary/subdual and results in unconsciousness

## Armor Type and AC

Armor Worn	AC
None	1
Padded or Leather	2
Shield Only	3
Padded/Leather + Shield or Studded Leather	4
Chain, Lorica Segmentata, Scale Mail or Studded + Shield	5
Chain/Lorica/Scale + Shield	6
Plate and mail	7
Plate + Shield / Field Plate*	8
Horse Barding	7

\*Adding a shield to Field Plate imparts a -1 to enemy attacks.

## Melee Attack Matrix by Weapon

Weapon	Armor Class*							
	1	2	3	4	5	6	7	8
Battle Axe	9	9	9	9	8	8	10	11
Dagger	7	8	9	9	10	11	13	13
Flail	8	8	8	8	7	8	7	8
Fist or Foot, Human-sized or smaller	7	9	8	-	-	-	-	-
Hand Axe	8	8	9	8	11	11	12	13
Long Sword	8	9	9	10	9	8	11	12
Mace/Club	9	9	9	10	9	9	8	9
Heavy Mace/War Hammer	8	8	8	9	8	8	9	8
Morning Star	7	7	8	8	7	8	9	9
Mounted Lance	6	6	6	6	7	8	9	10
Pole Arm/Halberd**	9	9	9	8	7	7	6	9
Short Sword	7	8	8	9	8	9	10	11
Spear**	9	9	10	10	11	11	12	12
Staff	8	9	9	11	10	10	9	8
Two-Handed Sword	7	7	7	7	6	6	7	8

\*Unarmored Horse is AC4. \*\*Treat as mounted lance against opponents on horseback or set against a charge.

## Ranged Attack Matrix by Weapon

Weapon (Range C/M/L)**	Armor Class							
	1	2	3	4	5	6	7	8
Thrown/Sling (STR)***	8/9/0	8/9/0	9/0/1	0/1/2	1/2-	2/3/-	3/-/-	3/-/-
Spear (Thrown) (STR)***	9/0/1	9/0/1	0/1/2	0/1/2	1/2/-	1/2/-	2/3/-	2/3/-
Short Bow (5/10/15)	6/7/8	6/7/8	6/7/8	7/8/9	8/9/0	9/0/1	1/2-	1/2-
Long Bow (7/14/21)	5/6/7	5/6/7	5/6/7	6/7/8	7/8/9	8/9/0	0/1/2	1/2-
Composite Bow (8/16/24)	5/6/7	5/6/7	5/6/7	7/8/9	8/9/0	0/1/2	1/2-	2--
Lt Crossbow (6/12/18)	5/6/7	6/7/8	6/7/8	7/8/9	8/9/0	0/1-	1/2-	2/2/-
Hvy Crossbow (8/16/24)	4/5/6	5/6/7	5/6/7	6/7/8	7/8/9	8/9/0	9/0/1	0/1/2

\*0=10 1=11 2=12 3=13 \*\*Range=tens of feet, or inches if using minis. \*\*\*Sling or thrown range = Str in feet at max rng, half Str at med rng, and quarter Str at close range. Slings +1 to hit.