

Equipment Availability by Market Class						
Price	Class I	Class II	Class III	Class IV	Class V	Class VI
1gp or less	1,700	585	260	65	30	10
2gp-10gp	100	30	15	5	1	1
11-100gp	15	5	2	1	25%	10%
101-1,000gp	7	2	1	25%	10%	5%
1,001-10,000gp	2	1	25%	10%	5%	1%
10,001gp or more	10%	5%	2%	NA	NA	NA

Pa/Lea|Stu/Hi|ChSh|Sca/Brea/Ri|Ha|Cha|Spl|Pla

TiAoE c(x/5), c(Cone/10), c(Line/30) ±1d3

1 Eye|Arm|Leg

4 Horrible Scar

7 Minor Scar

11 Broken Bone

/ Swollen Eye

(11: limp, 12: ribs)

15 Internal Injury

18 Festering Wound

(DMG p 272)

Old school!

AC 19-AC (AD&D: 20-AC) cap 22

Trained mod HD/2+2 cap 12

AV HD/2+12 cap 22

AV 30 - THACO cap 22

Save DC HD/2+8

Bad stat 0 / 10 / 14

3e, 3.5e, PF1

AC (AC+touch AC)/2 cap 22

Prof +3 (regardless of level)

AV mod + 13 cap 22

Save DC mod + 10

(For PF2 just subtract level from everything and call it a day)

Clæch, Nytai, Serattas, Kin'hina, Nyidra, Quagha, Onach, Mucij, Torust, Xanati, Wajdi, Perris, Achasang, Hotine, Lilaty, Cliathnal, Ronar, Burkinas, Radsach, Lamuho, Digod, Shyeng, Elmveshat, Engtor, Ves'risi, Ray'ene, Tuinn, Ing'on, Uosoesto, Chedany, Onorm, Ildmoso, Cerrt, Ildirad, Onyi, Nyvor, Sabri, Iacha, Fell, Ireeng, Ch'anen, Yankah, Tiph, Tiapolves, Neyntque, Luhon, Achiti, Trailt, Ghaksam, Ybany, Polrd, Estine, Bassaam, Osorma, Rynint, Eld'emy, Rayhia, Oarde, Roth'qua, Iatorm, Chebano, Ristai, Jalaal, Trend, Swyircha, Hyleboyi, Ranash, Taelma, Slerd, Iunti, Ranendaw, Dizib, Iblori, Earo, Eburo, Muroja, Burtor, Rakther, Morhinel, Warir, Denortia, Rakrad, Rhiw, Bline, Ondela, Tiauper, Lorelmunt, Tanche, N'rakelm, Atyach, Shetasche, Uburu, Soendel, Achdar, Rilohire, Comene, Alepol, Eikelpol, Ormendi, Rilcha, Blekin, Blekin, Maytita, Samgari, Cinuho, Aldhon, Jaabir, Cerangmas, Athuwim, Ardash, Kimrad, Efir, Ateust, Polel-qua, Rild, Estvhat, Nucady, Salaah, Thineser, Chratasdyn, Sedesy, Echpol, Undumough, Vernal, Pol, Terilen, Kienad, Draios, Orm-danel, Orleru, Cerright, Danight, Zoun, Im'ere, Ale'ess, Zhylorale, Orm'turi, Ardler, Nelen, Vorert, Noinaper, Boatei, Chetor, Rakold, Osacky, Isser, Hatessos, Atque, Aengu, Raran, Ton'esso, Iburi, Vergar, Emz, Muneeff, Athfver, Bel'om, Zuid, Cheos, Ruipdel, Ackturash, Peprirah, Belskel, Umsay, Altenn, Oseri, Rynes'e, Tinotai, Erundi, Emech, Ibane, Endnd, Zezulu, Oskelo, Madigi, Orm'turiTiph, Atiae, Dan'wor, Dirafe, Nduom, Tasegar, Tawiah, Aleshlye, Lor'dene, Unyo, Kerur, Uskgar, Cotuti, Zybery, Tinaugh, Urnver, Ashroder, Thermage, Tankelild, Delshy, Swailter, Aughold, Saqr, Cylut, Ad'ora, Sloor, Banray, Hinskelaw, Enaiee, Lerwor, Vonrod, Yawi, Thranal, Ridlkim, Endhat, Athech, Ineald, Irche, Dexos, Narato, Hydosata, Arbel, Leitny, Undon, Zhest, Rhayl, Ryneom, Gadymy, Taist, Tayf, Faesstin, Lacaba, Rakl, Oughorm, Ghadra, Coach, Engl, Ormbel, Ia'ryn, Pygit, Enthdena, Bantaso, Kaut, Lyeok, Anim, Noyuso, Risulath, Rahos, Ormpere, Inest, Snyos, Rodtiapol, Urn'ite, Savor, Dan'eld, Busóiah, Eddyndhin, Jomyve, Rancerryn, Inghor, Isem, Endtutat, Omperray, Adina, Inapol-ech, Urnden, Iabur, Inaraya, Kynira, Oldom, Oldard, Chear, Tasper, Broon, Kyereme, Salyd, Drina, Sophsul, Daneves, Danide, Ciwar, Onoz, Kalinei, Draess, Untpol, Ightyar, Bedídiáko, Yarúei, Lathusk, Uskech, Ray'unde, Threcusk-sam, Zuitnys, Woubray, Keleras, Burtur, Tas'as, Um'tai, Tasdar, Ightash, Umet, Angph, l'anath, Tia'ech, Aduma, Zyrog, Ar'ust, Warell, Ghasamqua, Loria, On'ari, Ildugh, Tanurn, Omsay, Tasmos, Ormaroth, Kinemu, Agecha

BLINDED can't see, att+def disad. **CHARMED** can't attack or harm charmer, charmer adv check. **DEAFENED** can't hear. **FRIGHTENED** att+check disad while LoS, can't move closer. **GRAPPLED** speed 0 + cf for ending condish. **INCAPACITATED** no actions/reactions. **INVISIBLE** can't be seen, heavily obscured for purps of hiding, still makes noise, att+def adv. **PARALYZED** incap, fails strex saves, def disad, 5'-hits are crits. **PETRIFIED** non-magical gear also becomes stone, weightx10, no aging, incap, can't move, speak or be aware, def disad, fails strex saves, resistant to all damage, cf for poison/disease. **POISONED** disad att+checks. **PRONE** crawl or stand up (costs half movement), att disad, 5'-def disad, range-def adv. **RESTRAINED** speed 0, att+def disad, dex save disad. **STUNNED** incap, can't move, faltering speech, strex save disad, def disad. **UNCONSCIOUS** incap, can't move, speak, or be aware, drops items, prone, fails strex saves, 5'-hits are crits. **EXHAUSTION 1** disad checks. **2** speed halved. **3** disad attacks and saves. **4** hp max halved. **5** speed 0. **6** death.

TRAP DAMAGE [1, 2, 4, 10, 18, 24][[setback/dangerous/deadly]+tier] d10

FALLING DAMAGE [1, 1d4, 1d6, 1d8, 1d10, 1d12, 1d20, 1d50, 1d00][ten feet fallen] × 1d6

DISTANCES

Arctic, desert, farmland, or grassland 6d6

Forest, swamp, or woodland 2d8

Hills, or wasteland 2d10

Jungle 2d6

Mountains 4d10

/6 for volleys (can get zero), ×10 for feet.

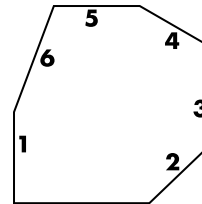
Dungeon always 1 volley.

Talking or whispering is audible within 1 volley.

When shouting loudly, 1d6 volleys.

One hand: 2 volleys.

Two hands: 8 more (w/ disad)



CLIMBING

1 ← rope

PEACE&QUIET: AUTO 1 2

MONK RUN 1 2 3

CLIMBING SPEED 1 2 3

SECOND STORY WORK

EXP: 1 2 3 4

REQ: 5 6 (sans expertise)

STR DC 20. Study for a turn → 10.

Enc (when not P&Q on 1 2) +5 to DC

Enc (3 4 5 6) autofails

SAVE DC 12. Same rez for all six cats.

CLIMBING ON COLOSSUS

Climber's strex vs dex at first, vs str to stay on.

JUMPING

Long str score, high 3+str mod.

Half unless run 10' first.

SUFFOCATING

Hold breath: max(1+con m, 30s)

Out of breath: max(con, 1) rounds

CONCENTRATION

DC max(10, half damage)

ZOMBIE-fighting PC rolls 1d20+full damage

vs DC 20 when not radiant or crit. Or Z@1HP.

NORMAL LIGHT

(you need bright to climb)

Candle 5/5 ten turns

Light spell 20/20 ten turns

Torch 20/20 ten turns

Lamp 15/30 sixty turns

Bullseye 60/60 sixty turns

Hooded 30/30 sixty turns

(0/5 with hood down)

VEINS LAMPS

(dim is fine for climbing)

Whl: 30/5

Cnd: 10/5

Crb: 35/5

Lum: 25/5

Æ: 5/5, 30 in infra

Ani: 5/5 (or 15/15)

Sq: 25/5

Drg: 30/5

(the seven fish wants

¼ lb food **each**, hourly)

Fulg: 20/5

Fung: 15/5

LoD: 10/5

Sca: 5/5→20/5

Mon: 40/5

UvB: 35/5

Arch: []

BfS: 5-50...??

PL: 30/20

Dem: 40/5

Gh: 14/5

LJ: 35/5

CLASS HATRED

- Fighter
- Barbarian
- Paladin
- Cleric
- Ranger
- Multiclass
- Bard
- Druid
- Sorcerer
- Warlock
- Wizard
- Monk
- Rogue
- Hin/hobbit

3/20
1 3
2 3d, 6a
3 8, 8a, 1
4 14a, 5, 2, 4a
5 15a, 6, 8a, 6a, 4a
6 8d, 4d, 9a, 7a, 5a, 3a
7 9d, 13a, 5, 8a, 2, 5a, 3a
8 17a, 14a, 11a, 9a, 7a, 6a, 1, 3a
9 15, 6d, 7, 5, 8a, 7a, 5a, 4a, 3a
10 16, 15a, 8, 3d, 4, 3, 1d, 5a, 4a, 3a
11 12d, 12, 5d, 11a, 5, 8a, 7a, 6a, 5a, 4a, 2a
12 17, 13, 14a, 7, 5, 2d, 3, 2, 6a, 1, 4a, 2a

1/12
12 13, 8, 3d, 2d, 3, 2, 5a, 1, 4a, 3a, 3a, 2a
11 12, 4d, 5, 8a, 7a, 6a, 5a, 4a, 3a, 3a, 2a
10 7d, 7, 9a, 3, 2, 5a, 1, 4a, 3a, 2a
9 11, 11a, 4, 7a, 6a, 5a, 4a, 3a, 2a
8 10, 3d, 8a, 2, 5a, 4a, 3a, 2a
7 9, 5, 3, 6a, 1, 3a, 2a
6 8, 9a, 7a, 5a, 4a, 2a
5 7, 8a, 6a, 4a, 3a
4 6, 7a, 5a, 3a
3 5, 6a, 3a
2 8a, 4a
1 6a

4/20 (1/5)
1 4
2 4d, 2
3 14a, 9a, 6a
4 12, 11a, 3, 5a
5 13, 8, 9a, 7a, 1
6 15, 9, 3d, 8a, 1d, 4a
7 11d, 11, 7, 9a, 3, 6a, 4a
8 12d, 12, 8, 3d, 2d, 7a, 5a, 3a
9 13d, 13, 9, 7, 5, 8a, 2, 5a, 3a
10 18, 14, 6d, 4d, 3d, 2d, 7a, 6a, 1, 3a
11 14d, 15, 15a, 13a, 11a, 5, 8a, 7a, 6a, 1, 3a
12 15d, 11d, 12, 9, 7, 3d, 4, 3, 2, 5a, 4a, 3a

5/20 (1/4)
12 16d, 13d, 17a, 7d, 9, 7, 5, 4, 3, 1d, 5a, 3a
11 16d, 12d, 9d, 6d, 8, 6, 9a, 8a, 2, 5a, 3a
10 15d, 16, 8d, 14a, 7, 5, 2d, 7a, 5a, 4a
9 15d, 15, 7d, 13a, 6, 9a, 7a, 6a, 4a
8 18, 14, 6d, 7, 5, 3, 6a, 4a
7 13d, 8d, 5d, 6, 2d, 2, 1
6 18a, 15a, 4d, 9a, 7a, 1
5 15, 14a, 3d, 3, 5a
4 9d, 8, 2d, 6a
3 7d, 3d, 2
2 5d, 3
1 5

1/6
1 8a
2 11a, 6a
3 13a, 2d, 5a
4 6d, 5, 7a, 1
5 12, 7, 2d, 1d, 4a
6 13, 8, 5, 3, 6a, 4a
7 17a, 9, 6, 2d, 7a, 5a, 3a
8 15, 6d, 7, 5, 3, 1d, 1, 3a
9 18a, 15a, 8, 3d, 2d, 7a, 6a, 1, 3a
10 12d, 12, 5d, 11a, 9a, 8a, 2, 5a, 4a, 3a
11 13d, 13, 14a, 7, 5, 2d, 3, 1d, 5a, 4a, 3a
12 13d, 9d, 6d, 8, 6, 9a, 8a, 7a, 6a, 5a, 4a, 3a

1/8
12 11d, 15a, 8, 6, 9a, 8a, 7a, 6a, 5a, 4a, 3a, 2a
11 15, 11, 4d, 5, 2d, 3, 2, 5a, 1, 3a, 2a
10 15, 14a, 7, 5, 8a, 7a, 6a, 1, 3a, 2a
9 14, 9, 6, 4, 7a, 6a, 5a, 4a, 2a
8 13, 8, 5, 8a, 2, 5a, 4a, 3a
7 12, 7, 9a, 7a, 6a, 1, 3a
6 11, 11a, 8a, 2, 1, 3a
5 14a, 5, 7a, 5a, 3a
4 13a, 2d, 6a, 4a
3 7, 7a, 1
2 5, 5a
1 7a

1/2
1 10
2 15, 7
3 13d, 7d, 5
4 15d, 17a, 9, 4
5 16d, 12d, 12, 4d, 8a
6 18d, 19a, 15, 6d, 11a, 3
7 18d, 19, 18a, 13, 9, 3d, 7a
8 19d, 16d, 13d, 15, 7d, 8, 5, 2
9 19d, 17d, 15d, 18a, 13, 6d, 7, 9a, 2
10 20, 18d, 16d, 13d, 15, 12, 9, 11a, 4, 6a
11 20, 19d, 17d, 14d, 18a, 9d, 11, 13a, 6, 2d, 6a
12 20, 19d, 18d, 19, 13d, 15, 8d, 10, 4d, 3d, 8a, 6a

1/10
12 17a, 14a, 11a, 5, 8a, 7a, 6a, 5a, 1, 4a, 3a, 2a
11 9d, 5d, 6, 9a, 3, 2, 6a, 1, 4a, 3a, 2a
10 13, 8, 3d, 2d, 7a, 6a, 5a, 4a, 3a, 2a
9 12, 4d, 5, 8a, 2, 5a, 1, 3a, 2a
8 15a, 7, 9a, 7a, 6a, 1, 3a, 2a
7 6d, 3d, 8a, 2, 5a, 4a, 2a
6 9, 5, 3, 6a, 4a, 3a
5 8, 4, 2, 1, 3a
4 7, 3, 5a, 3a
3 3d, 2, 4a
2 2d, 1
1 2

Dinars	10000	5000	1000	100
Magic	IX/X	VII/VII	V/VI	III/IV
1	120	90	60	30
2	240	180	120	60
3	720	540	360	180
4	1520	1140	760	380
5	2250	1500	750	
6	2700	1800	900	
7	3300	2200	1100	
8	4200	2800	1400	
9	4800	3200	1600	
10	6300	4200	2100	
11	3000	1500		
12	4000	2000		
13	4000	2000		
14	5000	2500		
15	6000	3000		
16	6000	3000		
17	4000			
18	4000			
19	5000			

Old school saves!
STRENGTH Stone & Paralysis
DEXTERITY Blast & Dragon Breath
CONSTITUTION Poison
INTELLIGENCE Devices
WISDOM Spells
CHARISMA Death Magic, Death Ray & Death

HEXES→TIME

SPEED	6 MILE	24 MILE
DS	18h	72h
20'	3h	12h
30'	2h	8h
40'	1h30m (3h→2)	6h
50'	1h12m (6h→5)	4h48m (24h→5)

HD	CR	XP	46	14	11,500
2	1/8	25	49	15	13,000
3	1/4	50	52	16	15,000
5	1/2	100	55	17	18,000
7	1	200	58	18	20,000
10	2	450	61	19	22,000
13	3	700	64	20	25,000
16	4	1,100	67	21	33,000
19	5	1,800	70	22	41,000
22	6	2,300	73	23	50,000
25	7	2,900	76	24	62,000
28	8	3,900	79	25	75,000
31	9	5,000	82	26	90,000
34	10	5,900	85	27	105,000
37	11	7,200	88	28	120,000
40	12	8,400	91	29	135,000
43	13	10,000	94	30	155,000