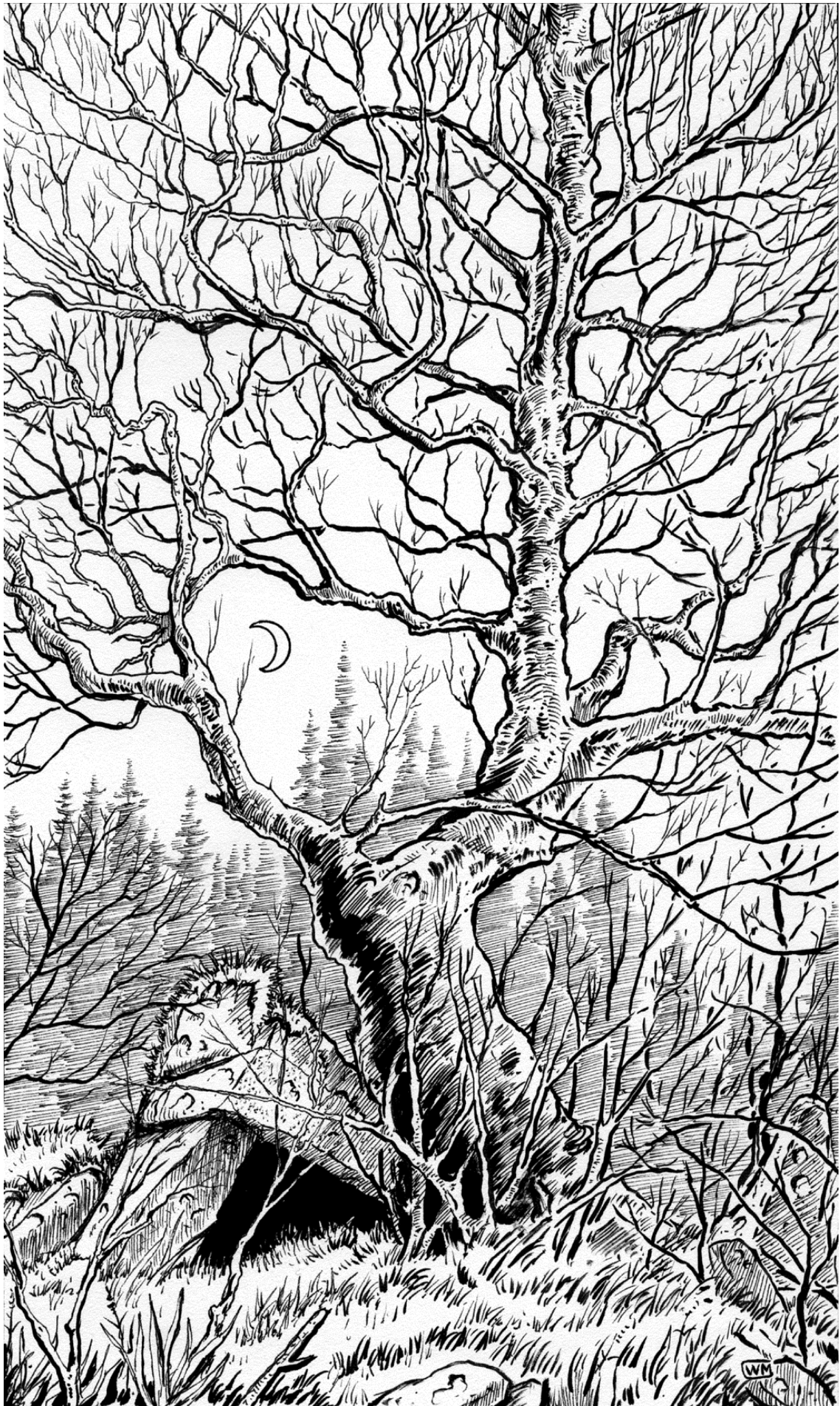
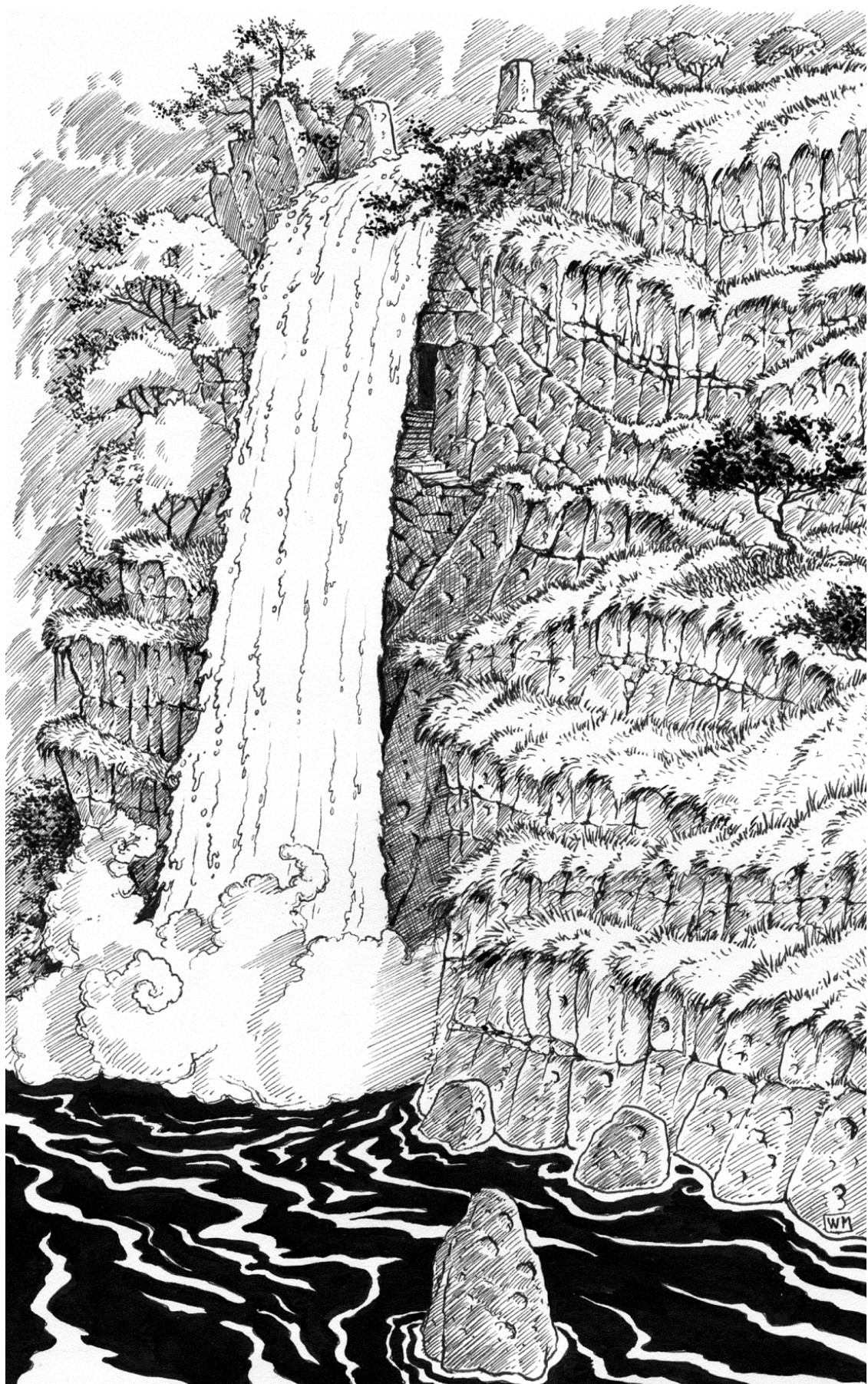


White Box



Fantastic Medieval Adventure Game





Attribute Bonus		
Attribute Roll	Description	Bonus
3-6	Below Average	-1
7-14	Average	0
15-18	Above Average	+1

Charisma Bonus		
Charisma	Hirelings (Max #)	Loyalty
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

Cleric Advancement									
Level	Exp. Points	Hit Dice	To Hit	Saving Throw	Spells				
					1	2	3	4	5
1	0	1	+0	15	-	-	-	-	-
2	1,500	2	+0	14	1	-	-	-	-
3	3,000	3	+0	13	2	-	-	-	-
4	6,000	3+1	+1	12	2	1	-	-	-
5	12,000	4	+1	11	2	2	1	-	-
6	24,000	5	+2	10	2	2	1	1	-
7	48,000	6	+2	9	2	2	2	1	1
8	96,000	6+1	+3	8	2	2	2	2	2
9	192,000	7	+4	7	3	3	3	2	2
10	384,000	8	+5	6	3	3	3	3	3

Fighter Advancement				
Level	Exp. Points	Hit Dice	To Hit	Saving Throw
1	0	1+1	+0	14
2	2,000	2	+1	13
3	4,000	3	+2	12
4	8,000	4	+2	11
5	16,000	5	+3	10
6	32,000	6	+4	9
7	64,000	7	+4	8
8	128,000	8	+5	7
9	256,000	9	+6	6
10	512,000	10	+6	5

Magic-User Advancement										
Level	Exp. Points	Hit Dice	To Hit	Saving Throw	Spells					
					1	2	3	4	5	6
1	0	1	+0	15	1	-	-	-	-	-
2	2,500	1+1	+0	14	2	-	-	-	-	-
3	5,000	2	+0	13	3	1	-	-	-	-
4	10,000	2+1	+0	12	4	2	-	-	-	-
5	20,000	3	+1	11	4	2	1	-	-	-
6	40,000	3+1	+1	10	4	2	2	-	-	-
7	80,000	4	+2	9	4	3	2	1	-	-
8	160,000	4+1	+2	8	4	3	3	2	-	-
9	320,000	5	+3	7	4	3	3	2	1	-
10	640,000	5+1	+3	6	4	4	3	2	2	-
11	-	6	+4	5	4	4	4	3	3	-
12	-	6+1	+4	4	4	4	4	4	4	1

Thief Advancement					
Level	Exp. Points	Hit Dice	To Hit	Saving Throw	Thievery
1	0	1	+0	14	2
2	1,250	1+1	+0	13	2
3	2,500	2	+0	12	2
4	5,000	2+1	+1	11	3
5	10,000	3	+1	10	3
6	20,000	3+1	+2	9	3
7	40,000	4	+2	8	4
8	80,000	4+1	+3	7	4
9	160,000	5	+4	6	4
10	320,000	5+1	+5	5	5

Elf Advancement							
Level	Exp. Points	Hit Dice	Hit Bonus	Saving Throw	Spells		
					1	2	3
1	0	1+1	+0	14	-	-	-
2	5,000	2	+1	13	1	-	-
3	10,000	2+1	+1	12	2	-	-
4	20,000	3	+1	11	2	1	-
5	40,000	3+1	+2	10	3	2	-
6	80,000	4	+2	9	4	2	-
7	160,000	4+1	+2	8	4	2	1
8	320,000	5	+2	7	4	2	2

Cleric and Thief Attack Rolls										
Cleric (Thief) Level	Target Armor Class or [Ascending Armor Class]									
	9	8	7	6	5	4	3	2	1	0
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]
1-3	10	11	12	13	14	15	16	17	18	19
4-5	9	10	11	12	13	14	15	16	17	18
6-7	8	9	10	11	12	13	14	15	16	17
8	7	8	9	10	11	12	13	14	15	16
9	6	7	8	9	10	11	12	13	14	15
10	5	6	7	8	9	10	11	12	13	14

Fighter Attack Rolls										
Fighter Level	Target Armor Class or [Ascending Armor Class]									
	9	8	7	6	5	4	3	2	1	0
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]
1	10	11	12	13	14	15	16	17	18	19
2	9	10	11	12	13	14	15	16	17	18
3-4	8	9	10	11	12	13	14	15	16	17
5	7	8	9	10	11	12	13	14	15	16
6-7	6	7	8	9	10	11	12	13	14	15
8	5	6	7	8	9	10	11	12	13	14
9-10	4	5	6	7	8	9	10	11	12	13

Magic-User Attack Rolls										
Magic User Level	Target Armor Class or [Ascending Armor Class]									
	9	8	7	6	5	4	3	2	1	0
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]
1-4	10	11	12	13	14	15	16	17	18	19
5-6	9	10	11	12	13	14	15	16	17	18
7-8	8	9	10	11	12	13	14	15	16	17
9-10	7	8	9	10	11	12	13	14	15	16

White Box

Referee Screen and Quick Reference Tables for Adventures

Monster Attack Rolls										
HD	Target Armor Class or [Ascending Armor Class]									
	9	8	7	6	5	4	3	2	1	0
	[10]	[11]	[12]	[13]	[14]	[15]	[16]	[17]	[18]	[19]
< 1	10	11	12	13	14	15	16	17	18	19
1	9	10	11	12	13	14	15	16	17	18
2	8	9	10	11	12	13	14	15	16	17
3	7	8	9	10	11	12	13	14	15	16
4	6	7	8	9	10	11	12	13	14	15
5	5	6	7	8	9	10	11	12	13	14
6	4	5	6	7	8	9	10	11	12	13
7	3	4	5	6	7	8	9	10	11	12
8	2	3	4	5	6	7	8	9	10	11
9	1	2	3	4	5	6	7	8	9	10
10	1	1	2	3	4	5	6	7	8	9
11	1	1	1	2	3	4	5	6	7	8
12	1	1	1	1	2	3	4	5	6	7
13	1	1	1	1	1	2	3	4	5	6
14	1	1	1	1	1	1	2	3	4	5
15+	1	1	1	1	1	1	1	2	3	4

Turn Undead											
HD	Examples	Cleric Level									
		1	2	3	4	5	6	7	8	9	10
1	Skeleton	10	7	4	D	D	D	D	D	D	D
2	Zombie	13	10	7	4	D	D	D	D	D	D
3	Wight	15	13	10	7	4	D	D	D	D	D
4	Wraith	17	15	13	10	7	4	D	D	D	D
5		-	17	15	13	10	7	4	D	D	D
6	Mummy	-	-	17	15	13	10	7	4	D	D
7	Spectre	-	-	-	17	15	13	10	7	4	D
8	Vampire	-	-	-	-	17	15	13	10	7	4
9-11		-	-	-	-	-	17	15	13	10	7
12-18	Lich	-	-	-	-	-	-	17	15	13	10
Varies	Demon	-	-	-	-	-	-	-	17	15	13

Melee Weapons			
Weapon	Damage	Weight	Cost (gp)
Axe, battle*	1d6+1	15	7
Axe, hand‡	1d6	5	3
Club	1d6	10	-
Dagger	1d6-1	2	3
Flail	1d6	15	8
Mace	1d6	10	5
Morning Star	1d6	15	6
Polearm (bardiche, halberd, etc.)*	1d6+1	15	7
Spear†‡	1d6	10	2
Staff*	1d6	10	1
Sword, long	1d6	10	10
Sword, short	1d6-1	5	8
Sword, two-handed*	1d6+1	15	15
Warhammer	1d6	10	5

* Two-handed weapon

† Can be used as either a one-handed or two-handed weapon

‡ Can be used as either a melee or missile weapon

Adventuring Gear	
Item	Cost (gp)
Backpack (30 lb. capacity)	5
Bedroll	2
Belladonna, bunch	10
Bottle (wine), glass	1
Case (map or scroll)	3
Crowbar	5
Flint and Steel	5
Garlic (1 lb.)	10
Grappling Hook	5
Hammer	2
Helmet	10
Holy Symbol, wooden	2
Holy Symbol, silver	25
Holy Water, small vial	25
Lantern	10
Mirror (small), steel	5
Oil (lamp), 1 pint	2
Pole, 10 ft.	1
Rations, trail (day)	1
Rations, dried (day)	3
Rope (50 ft.), hemp	1
Rope (50 ft.), silk	5
Sack (15 lb. capacity)	1
Sack (30 lb. capacity)	2
Shovel	5
Spellbook (blank)	100
Spikes (12), iron	1
Stakes (12), wooden	1
Tent	20
Thieves' Tools	25
Torches (6)	1
Waterskin	1
Wolfsbane, bunch	10

Transportation	
Type	Cost (gp)
Armor, horse (barding)	320
Bags, saddle	10
Boat	100
Cart	80
Galley, large	30,000
Galley, small	10,000
Horse, draft	30
Horse, light riding	40
Mule	20
Raft	40
Saddle	25
Ship, sailing (large)	20,000
Ship, sailing (small)	5,000
Wagon, small	160
Warhorse, heavy	200
Warhorse, medium	100
Warship	40,000

Missile Weapons					
Weapon	Damage	Rate of Fire	Range	Weight	Cost (gp)
Arrows (20)	-	-	-	1	5
Arrow, silver	-	-	-	1	5
Axe, hand	1d6	1	10 ft.	10	3
Bolt, crossbow (30)	-	-	-	5	5
Bow, long	1d6	2	70 ft.	5	40
Bow, short	1d6-1	2	50 ft.	5	25
Case (30 bolts)	-	-	-	1	5
Crossbow, heavy	1d6+1	1/2	80 ft.	5	25
Crossbow, light	1d6-1	1	60 ft.	5	15
Pouch (20 stones)	-	-	-	1	1
Quiver (20 arrows)	-	-	-	1	5
Sling	-	1	30 ft.	1	2
Spear	1d6	1	20 ft.	10	2
Stones (20)	1d6	-	-	1	1

* Rate of Fire is the number of projectiles than can be fired per combat round
† There is a +2 “to-hit” bonus for missile weapons utilized at short range (x1), a +1 “to-hit” bonus at medium range (x2), and no bonus or penalty for long range (x3) attacks

Armor			
Armor	Effect on AC [AAC]	Weight (lb.)*	Cost
Chain mail	-4 [+4]	50	30
Leather	-2 [+2]	25	15
Plate mail	-6 [+6]	75	50
Shield	-1 [+1]	10	10

* At the Referee’s discretion, magical armor weighs either half of its normal weight or nothing at all

Movement Rate		
Weight Carried (lb.)	Elf/Human	Dwarf/Halfling
0-75	12	9
76-100	9	6
101-150	6	3
151-300	3	3

Movement Rate Adjustments	
Movement Type	Adjustment
Careful	Half of Movement Rate
Normal	Movement Rate
Running	Double Movement Rate
Combat	1/3 Movement Rate

Morale Check	
Roll	Morale
2 or less	Surrender
3-5	Flee
6-8	Hold
9-11	Fight for advantage
12	Attack!

Loyalty	
Roll	Loyalty
3	Traitor
4-5	-2 on next loyalty check
6-8	-1 on next loyalty check
9-12	Average
13-15	+1 on next loyalty check
16-17	+2 on next loyalty check
18	Loyalist

Reaction Check	
Roll 2d6	Reaction
2 or less	Hostile
3-5	Negative
6-8	Uncertain
9-11	Positive
12	Enthusiastic

Getting Lost and Encounters							
Terrain	Open	Forest	River, Coast	Jungle, Swamp	Hills, Mountains	Desert	Settled
Lost	1	1 - 2	1	1 - 3	1 - 2	1 - 3	--
Encounter	1	1 - 2	1 - 2	1 - 3	1 - 3	1 - 2	1

Land Movement		
Transport	Move Rate	Hexes Per Day
Dwarf/Halfling	9	3/2
Human/Elf	12	2
Horse, draft	12	2
Horse, riding	24	4
Horse, war	18	3
Mule	12	2
Wagon	6	1

Water Movement		
Transport	Move Rate	Hexes Per Day
Boat	6	1
Galley, small	12	2
Galley, large	18	3
Ship, sailing (small)	18	3
Ship, sailing (large)	12	2
Warship	6	1

Air Movement		
Transport	Move Rate*	Hexes Per Day
Dragon, young	18	3
Dragon, adult	24	4
Dragon, luck	96	12
Flying Carpet	24	4
Griffon	30	5
Hippogriff	36	6
Pegasus	42	7
Roc	48	8

*Move rate is at low altitude. High altitude doubles the rate.



Seattle Hill Games

Monster List by Hit Die Equivalent

HDE 1
Beetle, giant fire
Dwarf
Elf
Gnome
Goblin
Hobgoblin
Human, bandit
Human, soldier
Kobold
Orc
Rat, giant
Skeleton
Stirge

HDE 2
Centipede, giant (small)
Elf, dark
Fairie Dragon
Gnoll
Human, berserker
Lizardman
Nymph
Zombie

HDE 3
Bugbear
Demon, imp
Dryad
Ghoul
Hippogriff
Human, sergeant-at-arms
Yellow mold

HDE 4
Blink dog
Centipede, giant (medium)
Demon, lemure
Harpy
Lycanthrope, wererat
Lycanthrope, werewolf
Ogre
Pegasus
Shadow
Worg

HDE 5
Centaur
Doppelganger
Gelatinous cube
Grey ooze
Hell hound
Nightsteed
Spider, giant
Unicorn
Wight

HDE 6
Centipede, giant (large)
Demon, succubus
Gargoyle
Hell hound
Hydra
Minotaur
Ochre, jelly
Wraith

HDE 7
Cockatrice
Dragon, white
Hell hound
Hydra
Mummy
Ogre mage
Sidhe
Treant

HDE 8
Basilisk
Dragon, black
Dragon, white
Griffon
Hell hound
Hydra
Lycanthrope, werebear
Manticore
Medusa
Salamander
Treant
Troll

HDE 9
Djinni
Dragon, black
Dragon, green
Dragon, white
Elemental, air
Elemental, earth
Elemental, fire
Elemental, water
Giant, hill
Golem, glass
Invisible stalker
Spectre
Treant
Vampire
Wyvern

HDE 10
Demon, baalroch
Dragon, black
Dragon, blue
Dragon, green
Giant, firbolg
Giant, stone
Golem, wood
Gorgon
Hydra
Treant
Vampire

HDE 11
Banshee
Black pudding
Chimera
Dragon, blue
Dragon, green
Dragon, red
Hydra
Treant
Vampire
Banshee
Black pudding

HDE 12
Death knight
Dragon, blue
Dragon, gold
Dragon, red
Efreeti
Giant, fire
Giant, frost
Golem, flesh
Hydra
Roc
Treant

HDE 13
Dragon, gold
Dragon, red
Elemental, air
Elemental, earth
Elemental, fire
Elemental, water
Giant, cloud
Hydra
Slug, giant

HDE 14
Dragon, gold

HDE 15
Kraken
Lich

HDE 16
Giant, storm
Golem, stone
Lich

HDE 17
Elemental, air
Elemental, earth
Elemental, fire
Elemental, water
Golem, iron
Purple worm
Lich

HDE 18-21
Lich

HDE 30
Sea serpent

