

MOTHER GOOSE EDITION

BLOODY BASIC

FANTASY ROLE PLAYING GAME

BY JOHN M. STATER



THIS IS THE BASIC VERSION OF THE BLOOD & TREASURE FANTASY ROLE PLAYING GAME. IT SERVES
AS AN INTRODUCTION TO THE BLOOD & TREASURE SYSTEM WITH A FAIRY TALE THEME

BLOODY BASIC

FANTASY ROLE PLAYING GAME

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Once upon a time, children sat in rapt attention while beloved mothers, fathers and grandparents told them fairy tales and nursery rhymes. These were tales of danger, risk, hard choices and fabulous rewards, in which children learned subtle lessons about the adult world in which they would one day dwell.

In this game, you take the roll of one of the brave souls that navigated the world of Mother Goose and the Brothers Grimm, daring all manner of dangers to seek your own fortunes, and perhaps rekindling your own sense of wonder along the way.

If your character manages to live happily ever after, that is.

I. INTRODUCTION

Bloody Basic is a role playing game set in a fantasy world of dwarves, demons, dragons, magic and treasure. It is a “basic” version of the more advanced *Blood & Treasure* RPG.

Bloody Basic is a “pen & paper” game that requires a group of players to sit around a table with pencils, pieces of paper and dice and interact with one another to make things happen. One of the players is declared the Referee, or Treasure Keeper (TK) and has the task of running the game. The other players take on the roles of fantasy characters delving into dungeons in search of treasure. Most games have four to six players, but it is possible to play with more or fewer players.

THE DICE

Dice are absolutely vital to a game of *Bloody Basic*. The game consists of several people weaving a tale of adventure and exploration. In order to keep the game from being a series of arguments over whether the actions in the game are successful or not, dice are used to determine how the events unfold.

The game uses the six-sided dice most people are familiar with and several other types of dice that generate different ranges of numbers. These dice can be purchased on the internet or in most gaming stores.



Four sided dice are abbreviated “d4”

Six sided dice are abbreviated as “d6”

Eight sided dice are abbreviated as “d8”

Ten sided dice are abbreviated as “d10”

Twelve sided dice are abbreviated as “d12”

Twenty sided dice are abbreviated as “d20”

When the game calls for a certain dice to be rolled, it uses these abbreviations and precedes them with the number of dice to be rolled. If the game needs you to roll one twenty sided dice, it asks you to roll “1d20”. If the game needs you to roll three six sided dice, it asks you to roll “3d6”.

There are three additional types of “dice” that are sometimes called for in the game. None of these dice technically exist, but other dice can be used for such rolls.

Two sided dice are abbreviated d2. A two sided dice can be simulated by flipping a coin (you must agree in advance whether heads or tails count as 1 or 2) or rolling a d6 and treating a roll of 1 to 3 as “1” and 4 to 6 as “2”.

Three sided dice are abbreviated d3. A three sided dice can be simulated by rolling a d6 and treating a roll of 1 to 2 as “1”, a roll of 3 to 4 as “2” and a roll of 5 to 6 as “3”.

Percentile dice are abbreviated d100 or d%. To simulate a one hundred sided dice, roll two d10. The first dice counts as the ten’s place, the second as the one’s place. Thus, if the first dice was a “7” and the second dice was a “5”, the roll would be considered a “75”. If a “0” is rolled for the one’s place, it is counted as a “0”. If a “0” is rolled for the ten’s place, it is considered a “10”. A roll of “0” and “0” is “100”.

II. MAKING A CHARACTER

For players of *Bloody Basic*, the character they play is their window to the world. Characters can be male or female, young or old, and one of several different races and classes. Some aspects of a character are rolled randomly, and thus are outside the control of the player. Other aspects are chosen by the player. Before you create a character, you need to understand the following game-related terms.

TREASURE KEEPER – The referee for the game is referred to as the Treasure Keeper, or TK.

CHARACTER – A character is a person or creature either controlled by a player (a “player character”, or PC) or by the referee (a “non-player character”, or NPC).

ABILITY SCORE – An ability score reflects a character’s potency in six different measures, three physical and three mental. Determining ability scores is the first step in creating a character.

RACE – A character’s race, human or otherwise, sets various benefits and limitations that will have an impact on the character during play. After ability scores are rolled, a player chooses his character’s race.

CLASS – A character’s class is their profession. Class determines how good a character is at combat, whether they can cast magic spells and what kinds of tasks they are trained in. After a character’s race has been decided, a class is chosen.

EXPERIENCE POINTS – Experience points (XP) are a numerical measure of a character’s deeds. XP are earned by overcoming challenges such as monsters and traps, and claiming treasures.

LEVEL – The more XP a character earns, the higher their level. Just as an ability score measures how strong or weak a character is, their level measures how accomplished they are at their chosen profession. Most characters begin at 1st level.

HIT DICE – A character earns a Hit Dice (HD) at each level. A HD is a dice rolled to determine a character’s hit points (see below). The more skilled a class is at fighting, the larger their HD. Fighters roll the largest HD, a d8, while magicians roll the smallest, a d4.

HIT POINTS – Hit points (hp) are a measure of one’s ability to survive danger. When hit points are reduced to 0, a character may die, be knocked unconscious or subdued.

ATTACK BONUS – A character’s attack bonus is the number they add to dice rolls when trying to deal damage to or overcome an opponent in combat.

NAME: ELMER			
CLASS:	Knave	RACE:	Little Pig
		XP:	0
		LEVEL:	1 (Scamp)
STR:	8 (weak)	Hit Points:	3
INT:	10	Armor Class:	13
WIS:	10	Movement:	30'
DEX:	13 (nimble)	Melee Attack:	-1
CON:	11	Missile Attack:	+1
CHA:	9	Encumbrance:	14 (carrying 15)
SPECIAL ABILITIES: Backstab, knave skills			
LANGUAGES: Common, Dwarf, Goblin			
EQUIPMENT			
Leather armor		Hammer	
Dagger (1d4 damage)		Flint and steel	
Sling (1d4 damage)		Bedroll	
Bullets (20)		Knave's tools	
Backpack			
Cloak			
Torches (10)			
Rope (50')			
Rations (week)			
Iron spikes (10)			
Gold:	40	Silver:	8
		Copper:	4
Treasure: None (yet!)			

SAVING THROWS – A saving throw is a dice roll in which a player rolls a twenty-sided dice (1d20) and attempts to roll a number equal to or higher than their saving throw value. There are two times saving throws are used in the game. The first kind is used to see if a character can escape danger or destruction from traps, magic spells and other hazards. The second is used when a character attempts a non-combat task and is called a Task Check. When the rules permit you to re-roll a saving throw, you may only attempt the re-roll once.

ARMOR CLASS – A character’s Armor Class (AC) is a target number that an attacker must overcome with his or her attack roll to inflict damage. Armor Class starts at 10 and increases due to a high dexterity score, wearing armor and/or carrying a shield.

TASKS – Tasks are non-combat actions that some character classes have as skills. A character that is skilled in a task gets better at performing that task as they gain levels. A character with a knack in a task is better at doing it than most, but does not improve over time.

III. ABILITY SCORES

Each character is defined by six ability scores: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma. These scores represent the character's mental and physical faculties and can apply a bonus or penalty to the actions they attempt over the course of a game.

STRENGTH

Roll three six-sided dice (3d6) and record the number next to Strength. If the number you rolled was between 3 and 8, your character is **weak**. You must deduct one from the roll when you roll dice to attack with a melee weapon, roll dice to determine damage from a successful melee attack, or roll dice when performing a Strength task. If the number you rolled was between 13 and 18, your character is **strong**. You add one to the roll when you roll dice to attack with a melee weapon, roll dice to determine damage from a successful attack, or roll dice when performing a Strength task associated. If you rolled a number between 9 and 12, your character has average strength and neither adds nor subtracts when rolling dice as above.

INTELLIGENCE

Roll three six-sided dice (3d6) and record the number next to Intelligence. If the number you rolled was between 3 and 8, your character is **simple**. You must deduct one from the roll when you roll dice when performing a Knowledge task. If the number you rolled was between 13 and 18, your character is **smart**. You add one to the roll when you roll dice when performing a Knowledge task. If you rolled a number between 9 and 12, your character has average intelligence and neither adds nor subtracts when rolling dice as described above.

Simple characters know one language. Average characters know 3 languages. Smart characters know 6 languages.

WISDOM

Roll three six-sided dice (3d6) and record the number next to Wisdom. If the number you rolled was between 3 and 8, your character is **foolish**. You must deduct one from the roll when you roll dice to make a Will saving throw, or roll dice when performing a Perception task. If the number you rolled was between 13 and 18, your character is **wise**. You add one to the roll when you roll dice to make a Will saving throw, or roll dice when performing a Perception task. If you rolled a number between 9 and 12, your character has average wisdom and neither adds nor subtracts when rolling dice as above.

DEXTERITY

Roll three six-sided dice (3d6) and record the number next to Dexterity. If the number you rolled was between 3 and 8, your character is **clumsy**. You must deduct one from your Armor Class, and the roll when you roll dice to attack with a missile weapon, roll a Reflex saving throw, or roll dice when performing an Agility task. If the number you rolled was between 13 and 18, your character is **nimble**. You add one to your Armor Class, and the roll when you roll dice to attack with a missile weapon, roll a Reflex saving throw, or roll dice when performing an Agility task. If you rolled a number between 9 and 12, your character has average dexterity and neither adds nor subtracts when rolling dice as above.

CONSTITUTION

Roll three six-sided dice (3d6) and record the number next to Constitution. If the number you rolled was between 3 and 8, your character is **frail**. You must deduct one from the roll when you roll dice for Hit Points, roll dice for a Fortitude saving throw, or roll dice when performing an Endurance task. If the number you rolled was between 13 and 18, your character is **tough**. You add one to the roll when you roll dice for Hit Points, roll dice for a Fortitude saving throw, or roll dice when performing an Endurance task. If you rolled a number between 9 and 12, your character has average constitution and neither adds nor subtracts when rolling dice as described above.

CHARISMA

Roll three six-sided dice (3d6) and record the number next to Charisma. If the number you rolled was between 3 and 8, your character is **repulsive**. You must deduct one from the roll when you roll dice when performing a Charisma task. If the number you rolled was between 13 and 18, your character is **charming**. You add one to the roll when performing a Charisma task. If you rolled a number between 9 and 12, your character has average charisma and neither adds nor subtracts when rolling dice as above.

Now that you have a sketch of your character's basic physical and mental abilities, you get to choose your character's race (human, dwarf, animal or sprite) and then class (i.e. profession).

IV. RACES

Characters in *Bloody Basic* can be of one of four different races. Each race has a unique perspective and different special abilities and limitations that it brings to the game.

Some races can “multi-class”. This means advancing in two classes at the same time. Multi-class characters divide their XP evenly between their two classes. When they gain a new level in one class, they roll hit points for that class and divide the result by two, adding this to their total. They can use all the special abilities of their classes, the best saving throw of either class, the least restrictive weapon restrictions of their classes, and the most restrictive armor restrictions of their classes.

HUMANS

Humans should require no description, for fairy tale humans and real humans are not terribly different.

Humans have a movement rate of 30' per round.

Humans can advance as far as possible in any class, and are permitted to take levels in the game's sub-classes.

DWARVES

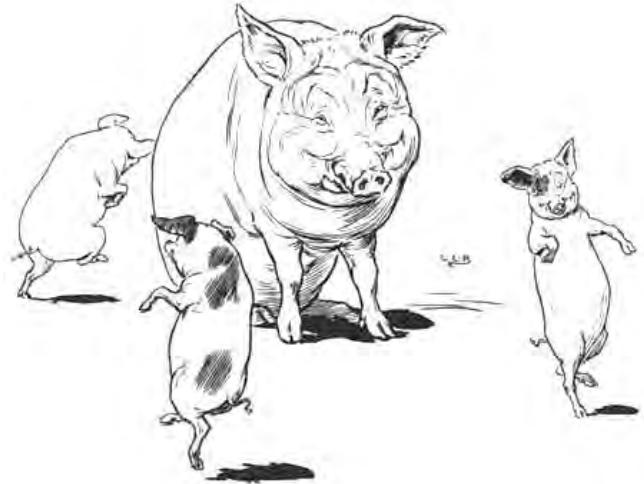
Dwarves are stout, rugged people who dwell in mines or woodland cottages. They stand about 4' in height and usually have craggy faces with large noses, bushy eyebrows and squinty eyes. Dwarves are protective of their real names, and are thus usually known by a nickname inspired by a dominant physical feature or personality trait.

Dwarves have a movement rate of 20' per round. They adjust their constitution score up by one point, and adjust their charisma score down one point.

Dwarves can see in the dark up to 60'.

Dwarves get a +3 bonus to save vs. poison and magic spells.

Dwarves always note unusual stonework such as sliding walls,



stonework traps, new construction, unsafe stone surfaces and shaky stone ceilings. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

Dwarves can advance to 4th level as magicians and knaves, and to 5th level as fighters. They can also choose to multi-class as fighter/knives, advancing as high as 4th level.

LITTLE PIGS

Little pigs are intelligent swine capable of walking on their hind legs and manipulating objects with their fore-hooves. They stand anywhere from 2 to 3 feet in height, and often (though not always) wear clothing. Little pigs are known for their fearlessness.

Little pigs have a movement rate of 20' per round. They adjust their dexterity scores up by one point and adjust their strength scores down by one point.

Little pigs can see in the dark to a range of 30'.

Little pigs are known for their fearlessness, and enjoy a +2 bonus on saving throws against fear ... though this fearlessness sometimes gets them into trouble.

Little pigs are weak and many larger animals find them very tasty, which means they have to use their wits to survive. To this end, they have a knack at moving silently and at setting traps. Their trap setting ability also gives them a knack at finding and removing traps set by others. Little pig knaves get a +1 bonus to their task checks in these areas.

Little pigs can advance to 4th level as fighters and magicians, and to 5th level as knaves. They can also choose to multi-class as fighter/knives, advancing as high as 4th level.



SPRITES

Sprites are small, graceful fairies with of butterfly wings and sparkling, brilliant eyes. They are capricious and often arrogant, but most of them detest wickedness and attack it on sight. Sprites are about 2 to 3' tall. They are effectively immortal, and thus can only die by violence.

Sprites have a movement rate of 30' per round, and they can fly at a speed of 50'. Sprites can fly about as high as the tallest trees. They adjust their intelligence scores up by one point, and adjust their constitution scores down by one point.

Sprites can see in the dark to a range of 60'.

Sprites are capable of detecting evil (as the spell *detect evil*) at will, and once per day they can make themselves invisible for as many rounds as they have levels.

Sprites can advance to 4th level as fighters and knaves and to 5th level as magicians. They can also choose to multi-class as knave/magicians, advancing as high as 4th level.

V. CLASSES

After a character's ability scores have been rolled and recorded, and their race has been chosen, it is time for the player to choose their character's class.

A class is something like a profession, and determines how well the character fights, how well they avoid certain dangers, and any special abilities they might have.

THE CURTAL FRIAR CLASS

Curtal friars are men with tonsured scalps, healthy paunches (to demonstrate the great abundance of the Lord), simple robes (usually with a coat of mail beneath it) and wield a club or mace in the name of the Lord. As servants of the Lord, they are

expected to minister to the sick, protect the weak, and spread their faith to unbelievers.

Because they are representatives of goodness, curtal friars are expected to heal goodly creatures for no repayment. They can heal selfish creatures for a donation to their church. Healing evil creatures is frowned upon by their superiors.

REQUIREMENTS & RESTRICTIONS – Curtal friars must have a Wisdom score of 9 or higher. They are not permitted to use sharp weapons like swords and daggers, but can use any sort of armor. Curtal friars can use magic armor, weapons, potions, scrolls, wands, staves and wondrous items.

SPECIAL ABILITIES – Curtal friars have two special abilities, the ability to turn monsters and cast divine spells.

Turning monsters means to present a crucifix and cause them to recoil in fear or be destroyed. When attempting to turn monsters, a curtal friar must present his crucifix and utter a holy chant. The curtal friar's player then rolls 1d20 and compares his roll to the



table below, based on the curtal friar's level and the type of monster they are attempting to turn.

MONSTER	CURTAL FRIAR LEVEL					
	1	2	3	4	5	6
Pixie	10	7	4	3	2	1
Revenants	13	10	7	4	3	2
Imp	16	13	10	7	4	3
Changeling	19	16	13	10	7	4
Ghost	20	19	16	13	10	7
Troll	-	20	19	16	13	10

When a turning attempt is made, a d20 should be rolled and the Turning Monster table consulted for the result. If the number on the die is equal to or greater than the number shown on the table, all monsters of the targeted type flee for 3d6 rounds, or cower helplessly if they cannot flee. If the table indicates "1", the monster is automatically turned.

Curtal friar spells represent the answering of a friar's prayers by the Lord and His agents. Curtal friar spells are focused on defense, divination and healing.

To cast a spell, a curtal friar must first prepare his spells during his morning prayers. The player writes down the spells the curtal friar wants to cast for the day. Spells are divided into three different levels; the higher the level, the more powerful the spell. A curtal friar can cast a certain number of spells of each level each day based on their class level.

CURTAL FRIAR LEVEL	SPELLS PER SPELL LEVEL PER DAY		
	1ST	2ND	3RD
1	1	-	-
2	2	-	-
3	2	1	-
4	3	2	-
5	3	2	1
6	3	2	2

Once spells are prepared, a curtal friar can cast them at any time for the remainder of the day. Each prepared spell can be cast only once. Each spell requires the curtal friar to present his crucifix and chant in Latin. Casting the spell can be done during a combat round. Spells that have a negative effect on their target allow that target to make a saving throw, usually a Will saving throw, to resist the effect.

At sixth level, a curtal friar gains a retainer. The retainer is a loyal companion under the control of the curtal friar's player. The retainer is rolled randomly on the retainer table in Section VI. The

TK should roll ability scores for the retainer and assign them a name. The retainer shares the curtal friar's alignment. The curtal friar must pay for his retainer's room and board. Retainers receive 25% of the experience points earned by the curtal friar.

MAIDEN SUBCLASS

Maidens are girls with a Charisma of 13 or higher with abilities similar to a curtal friar's. Maidens are born with such natural grace and sweetness that they are beloved by Mother Nature. Maidens must be aligned with Hearts. They must remain pure of thought and deed, else they lose their special abilities.

Maidens cannot use armor, and can use only use clubs, slings and staves in combat. A maiden's ability to turn monsters is replaced by the ability to calm and charm monsters. The mechanics work on any sort of living animal or monster, with 1-2 HD monsters being the equivalent of pixies, 3-4 HD monsters being the equivalent of revenants, 5-6 HD monsters being the equivalent of imps, 7-8 HD monsters being the equivalent of changelings, 9-10 HD monsters being the equivalent of ghosts, and 11-12 HD monsters being the equivalent of trolls. The monster being charmed receives no saving throw. The effect is the same as the *charm person* spell of a magician. The maiden casts spells as a curtal friar, but requires no holy symbol.

FIRST LEVEL CURTAL FRIAR SPELLS

1. CURE LIGHT WOUNDS – The recipient of the spell is instantly cured of 1d6 hit points of damage. The reverse, *inflict light wounds*, instantly deals 1d6 points of damage. In either case, the target/recipient of the spell must be touched by the caster.
2. DETECT EVIL – The curtal friar can detect the presence of evil creatures and magic within 60' for one hour.
3. DETECT MAGIC – The curtal friar can detect magic spells, magic items or other magical effects within 60' for one hour.
4. LIGHT – The curtal friar's crucifix glows with light as bright as the light of a lantern for two hours.
5. PROTECTION FROM EVIL – While under the protection of this spell, a person cannot be touched by a demon, devil or undead unless they attack the creature first or the monsters passes a Will saving throw. In addition, they can re-roll failed saving throws against magic from evil creatures. The spell lasts for 2 hours.
6. PURIFY FOOD & DRINK – This spell removes all poison, disease and other contaminants from food and drink.

SECOND LEVEL CURTAL FRIAR SPELLS

1. **BLESS** – The recipient of this spell receives a +1 bonus to attack rolls and to saving throws against fear effects for one hour.
2. **CHARM ANIMAL** – The target of this spell must be an animal. They regard the curtal friar as a friend until the spell is dispelled unless they pass a Will saving throw.
3. **FIND TRAPS** – The curtal friar can detect the presence of traps, both magical and mundane, within 60’.
4. **HOLD PERSON** – The target of this spell is unable to move for 90 minutes unless they pass a Will saving throw.
5. **SILENCE** – The curtal friar casts this spell on a person or object. All sound within 15 feet of that person or object is negated for 2 hours.
6. **SPEAK WITH ANIMALS** – For one hour the curtal friar can understand and speak with animals and magical beasts.

THIRD LEVEL CURTAL FRIAR SPELLS

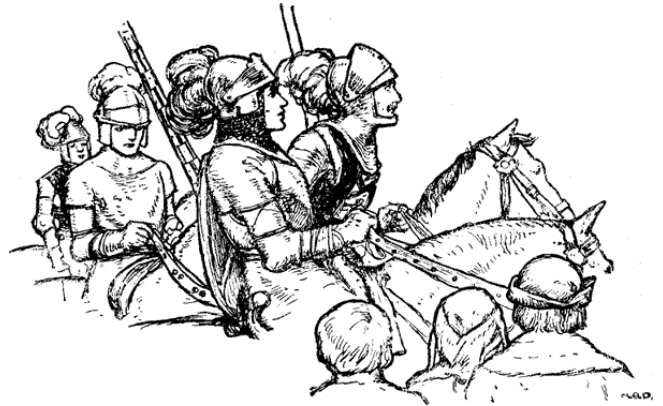
1. **CONTINUAL LIGHT** – This spell is cast on objects, making them glow (as the *light* spell) permanently.
2. **CURE DISEASE** – The curtal friar eradicates disease in the recipient of this spell. Any effects of the disease that the afflicted creature has already suffered are not reversed. The reverse of this spell infects people the cultist touches.
3. **CURE SERIOUS WOUNDS** – The recipient of the spell is instantly cured of 3d6 hit points of damage. The reverse, *inflict serious wounds*, instantly deals 3d6 points of damage. In either case, the target/recipient of the spell must be touched by the caster.
3. **LOCATE OBJECT** – This spell points the caster in the direction of the nonliving object he seeks, so long as it is within 500’.
4. **PRAYER** – This spell creates a zone 20’ in radius around the friar in which his enemies suffer a -1 penalty to saving throws. The spell lasts for one round.
5. **REMOVE CURSE** – This spell removes one curse from the recipient of the spell.
6. **SPEAK WITH DEAD** – The curtal friar can ask a nearby corpse three questions, and it will answer to the best of its ability.

CURTAL FRIAR ADVANCEMENT TABLE

XP	LEVEL	HIT POINTS	ATTACK BONUS	TITLE
0	1	1d6	+0	Beadle
2,000	2	2d6	+1	Almoner
4,000	3	3d6	+1	Chanter
8,000	4	4d6	+2	Friar
16,000	5	5d6	+3	Prester
32,000	6	6d6	+3	Vidame

CURTAL FRIAR SAVING THROWS

LEVEL	FORTITUDE	REFLEXES	WILL
1st to 2nd	13	15	13
3rd to 4th	12	14	12
5th to 6th	11	13	11



THE FIGHTER CLASS

The fighter is perhaps the most basic class in the game and an ideal choice for new players. Fighters are men and women trained in combat from a young age. While any sort of historical warrior can be portrayed using the fighter class, most fighters gravitate towards being heavily armored knights.

REQUIREMENTS & RESTRICTIONS – Fighters must have a Strength score of 9 or higher. Fighters can be of any alignment, and they can use any weapon and wear any armor. Fighters can use magic armor, weapons, swords, potions and wondrous items.

SPECIAL ABILITIES – Fighters make two attacks each round against monsters with 0 Hit Dice.

At fifth level, fighters can attack twice per round (see Combat below) against opponents with any number of hit dice.

At sixth level, a fighter gains a retainer. The retainer is a loyal companion under the control of the fighter’s player. The retainer

is rolled randomly on the retainer table at the end of this section. The TK should roll ability scores for the retainer and assign them a name and alignment. The fighter must pay for his retainer's room and board. Retainers receive 25% of the experience points earned by the fighter.

PRINCE CHARMING SUBCLASS

Fighters with a Wisdom and Charisma score of 13 or higher can opt to be a prince charming. A prince charming is a paragon of chivalry who protects the weak and punishes the wicked. A prince charming must serve a king or queen of Hearts or Diamonds, and may never waver in their dedication to this alignment. If ever they do, they lose their status as a prince charming and become normal fighters forever more.

A prince charming does not gain the extra attacks of a fighter. Instead, he is always under the effects of a *protection from evil* spell and inflicts double damage against dragons. A third level prince charming's kiss dispels any magical effect.

WOODSMAN SUBCLASS

A fighter with a Constitution score of 13 or higher can opt to be a woodsman. A woodsman dwells on the fringes of civilization, and thus often encounters wild animals and monsters. Woodsmen do not get the extra attacks of fighters and they cannot use armor heavier than leather. They inflict double damage against animals, magical beasts and plants, and can climb sheer surfaces as well as knaves, and they can follow tracks. At third level, woodsmen deal double damage against giants and monstrous humanoids.

FIGHTER ADVANCEMENT TABLE

XP	LEVEL	HIT POINTS	ATTACK BONUS	TITLE
0	1	1d8	+1	Armsman
2,000	2	2d8	+2	Warrior
4,000	3	3d8	+3	Champion
8,000	4	4d8	+4	Gladiator
16,000	5	5d8	+5	Swashbuckler
32,000	6	6d8	+5	Grogard

FIGHTER SAVING THROWS

LEVEL	FORTITUDE	REFLEXES	WILL
1st to 2nd	13	15	15
3rd to 4th	12	14	14
5th to 6th	11	13	13

THE MAGICIAN CLASS

Magicians are wise men and women that can cast magic spells. They are fairly weak combatants, but their magical might more than makes up for any physical shortcomings of the class.

REQUIREMENTS & RESTRICTIONS – Magicians must have an Intelligence score of 9 or higher. Magicians cannot use armor of any kind, and can only fight with clubs, daggers, slings and staves. Magicians can use magic weapons, potions, scrolls, wands, staves and wondrous items.

SPECIAL ABILITIES – Magicians can cast magic spells. The process of casting magic spells is not dissimilar from the process of curtal friars casting their spells. The magician must wave a magic wand, say some magic words, and then the spell goes off.

Like a friar, a magician must prepare his spells in the morning, committing them to his memory. As with friars, magicians can prepare and cast a limited number of spells per level. Once a magician casts a spell, the spell is erased from his mind.

Unlike curtal friars, who can prepare any spell on their list with prayer alone, magicians can only prepare spells they have learned and copied into their spellbooks. The one exception to this is the *read magic* spell, which magicians can prepare from memory. At first level, a magician begins the game with three first level magician spells in their spellbook.

MAGICIAN LEVEL	SPELLS PER SPELL LEVEL PER DAY		
	1ST	2ND	3RD
1	1	-	-
2	2	-	-
3	2	1	-
4	3	2	-
5	3	2	1
6	3	3	2

At sixth level, a magician gains a retainer. The retainer is a loyal companion under the control of the magician's player. The retainer is rolled randomly on the retainer table at the end of this section. The TK should roll ability scores for the retainer and assign them a name and alignment. The magician must pay for his retainer's room and board. Retainers receive 25% of the experience points earned by the magician.

FIRST LEVEL MAGICIAN SPELLS

1. **AUDIBLE GLAMER** – You create an illusory sound that lasts for ten minutes. You can produce as much sound as four people.
2. **CAUSE FEAR** – One target flees in terror for 1d4 rounds. Creatures with six or more hit dice or levels are unaffected.
3. **CHARM PERSON** – The target of this spell must be a human, demi-human or humanoid. If they fail a Will saving throw, they regard the magician as a trusted friend until the spell is dispelled.
4. **COMPREHEND LANGUAGES** – For one hour, the magician can comprehend all languages, whether they are spoken or written. Unfortunately, he cannot speak these languages.
5. **DETECT MAGIC** – As the curtal friar spell of the same name.
6. **DIMINUTION** – This spell causes an animal or person to shrink to half its normal height. The creature suffers a -2 penalty to all attacks and damage. This lasts for one day.
7. **ENLARGE** – One person or animal doubles in size, giving them 1d6 extra hit points and a +1 bonus to all attacks and damage. This lasts for one minute.
8. **FOOL'S GOLD** – 2d6 copper or silver coins turn to gold for one hour plus 10 minutes per magician level.
9. **HOLD PORTAL** – The magician can cause one door or lid to be stuck fast and impossible to open for one hour.
10. **JUMP** – The subject can leap three times as far as normal for one minute. Especially useful for clearing giant candlesticks.
11. **LIGHT** – As the curtal friar spell of the same name.
12. **MAGE HAND** – You point your finger at an object weighing up to five pounds and can lift it and move it at will from a distance. You can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.
13. **MAGIC MISSILE** – The magician conjures a missile of pure force that he can direct at any target within normal arrow range. The missile deals 1d4+1 points of damage. A sixth level magician can conjure two such missiles at a time.
14. **PROTECTION FROM EVIL** – As the curtal friar spell of the same name, except that it lasts for one hour instead of two.
15. **RAY OF ENFEEBLEMENT** – A ray 30 feet in length hits one target, reducing their strength score to 3. In the case of monsters, they fight as if they had 0 hit dice. The effect lasts for one minute.



16. **READ MAGIC** – This spell allows the magician to read magic spells in spellbooks and scrolls.
17. **SHIELD** – This spell conjures an animated shield that grants the magician a one point bonus to Armor Class for ten minutes.
18. **SLEEP** – This spell puts enemies into an enchanted slumber for one hour. The victims do not receive a saving throw. A total of 2d8 hit dice or levels of victims is put asleep by the spell, starting with the victims nearest the caster, and affecting lower hit dice or level victims before higher hit dice or level victims.
19. **UNSEEN SERVANT** – An invisible servant performs simple tasks for you for one hour. It cannot attack, and can only lift about 20 pounds or drag 100 pounds.
20. **VENTRILLOQUISM** – The magician's voice or any sound that they can normally make vocally seems to issue from someplace nearby. The spell lasts for 10 minutes.

SECOND LEVEL MAGICIAN SPELLS

1. **ALTERATION** – You change your appearance. You can make small changes in your height and weight and can dictate your general appearance and change the appearance of your clothing.
2. **CONTINUAL LIGHT** – As the curtal friar spell of the same name.
3. **DARKNESS** – Creates a field of darkness 15' in radius around an object touched. The darkness lasts for one hour.
4. **DETECT EVIL** – As the curtal friar spell of the same name.

5. DETECT INVISIBILITY – The magician can detect the presence and location of invisible creatures within 30’.

6. E.S.P. – The magician can read the minds of humans, demi-humans and humanoids within 30’.

7. GUST OF WIND – You create a 50 mph blast of wind that extends up to 60 feet and lasts for one round. The wind extinguishes candles, torches and other unprotected flames and imposes a -2 penalty to missile weapon attacks.

8. IDIOCY – A target you touch has its intelligence reduced to 6 for one hour. Spellcasters lose the ability to cast spells.

9. INVISIBILITY – The recipient becomes completely invisible, though she can still be heard. They become visible if they attack.

10. KNOCK – The magician causes a door to open, even if the door is locked or *held* or *wizard locked* by another magician.

11. LEVITATE – You can levitate up and down at a rate of 20’ per round for 10 minutes per level.

12. LOCATE OBJECT – As curtal friar spell of same name.

13. MAGIC MOUTH – You enchant an item so that, when certain conditions are met, a mouth forms on it and speaks a message up to 30 words long. Once the message is spoken, the spell is discharged.

14. PHANTASMAL FORCE – This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within a range of 500’ of you. The phantasm lasts for one day.

15. PYROTECHNICS – You create fireworks or blinding smoke from a normal fire. This lasts for up to one hour.

16. RESIST ENERGY – For one hour, the recipient of this spell suffers half damage from one energy type, chosen when the spell is cast: Acid, cold, electricity or fire.

17. ROPE TRICK – By casting this spell and tossing a rope into the air, you create a portal into a pocket dimension where you and up to three others can rest for up to one hour plus ten minutes per magician level. If the rope is not dragged into the pocket dimension, it might be stolen and its inhabitants trapped forever.

18. SPIDER CLIMB – For 30 minutes, the recipient of this spell can walk on walls and ceilings.

19. STRENGTH – The recipient of this spell becomes strong for one hour.

20. WIZARD LOCK – As hold portal, but permanent until dispelled.

THIRD LEVEL MAGICIAN SPELLS

1. BESTOW CURSE – One target that you touch is cursed, suffering a -4 penalty to all attacks, saving throws and task checks or having one ability score reduced to 6 until the curse is lifted. Curses can be lifted by the curtal friar’s *remove curse* spell, or by some means invented by the Treasure Keeper.

2. CLAIRAUDIENCE – With this spell, you can hear through solid stone and other obstacles within a range of 60 ft. The spell’s effect cannot pass through even a thin sheet of lead. The spell can be cast through a *crystal ball*. This spell lasts for two hours.

3. CLAIRVOYANCE – With this spell, you can see through solid stone and other obstacles within a range of 60 ft. The spell’s effect cannot pass through even a thin sheet of lead. This spell lasts for two hours.

4. CONFUSION – All opponents within 15 feet become confused and incapable of any action other than drooling, wandering aimlessly or giggling for one minute.

5. DARKVISION – For one day you can see up to 60’ through complete darkness, as a dwarf.

6. DISPEL MAGIC – This spell nullifies spells and other magical effects for up to 10 minutes. When dispelling an effect cast by another magician or a friar, you must roll 1d20, add your level, and exceed an amount equal to 10 plus the other caster’s level.

7. FLY – For 1d6 x 10 minutes the recipient of this spell can fly at a movement rate of 60’, or 30’ if encumbered.

8. GASEOUS FORM – The recipient of this spell and all its gear become an invisible gas for ten minutes. They cannot attack or cast spells, but can fly at a speed of 10’.

9. HASTE – For 30 minutes, one recipient for every level you have moves at double his or her normal movement rate, and can make two attacks per round.

10. HOLD PERSON – As the curtal friar spell of the same name.

11. INVISIBILITY SPHERE – As *invisibility*, but it affects all of your allies within 10’ of you. Allies who leave the invisibility sphere lose their invisibility.

12. LIGHTNING BOLT – This spell allows you to throw a 150’ long bolt of lightning. All within 10’ of the lightning bolt suffer 1d6 points of electricity damage for each of your levels. A successful Reflex saving throw cuts this damage in half.

13. **MAGIC CIRCLE AGAINST EVIL** – As *protection from evil*, but it affects an area 10' in radius around you.

14. **PROTECTION FROM NORMAL MISSILES** – For two hours, you are immune to arrows, bolts, bullets and similar missiles.

15. **SLOW** – In a 60' radius area around you, as many as 24 creatures failing a Will saving throw can only move at half speed and attack every other round.

16. **SPECTRAL FORCE** – This spell works like *phantasmal force*, except that sound, smells and thermal properties can be added to the illusion. It lasts for up to ten minutes.

17. **SUGGESTION** – You make a hypnotic suggestion to the victim of this spell. If the victim fails a Will saving throw, he carries out the suggestion as best as he can for up to one week. A command to kill himself will only be carried out 1% of the time.

18. **SUMMON MONSTER** – You summon from the ether one monster with one hit dice (i.e. 1d6 hit points), or two monsters with zero hit dice (i.e. 1d4 hit points).

19. **TONGUES** – The recipient of this spell can speak the language of any intelligent creature for up to one hour.

20. **WATER BREATHING** – The recipient of the spell is able to breathe underwater for two hours.

MAGICIAN ADVANCEMENT

XP	LEVEL	HIT POINTS	ATTACK BONUS	TITLE
0	1	1d4	+0	Adept
2,500	2	2d4	+0	Medium
5,000	3	3d4	+1	Invoker
10,000	4	4d4	+1	Mage
20,000	5	5d4	+1	Spellbinder
40,000	6	6d4	+2	Grammarian

MAGICIAN SAVING THROWS

LEVEL	FORTITUDE	REFLEXES	WILL
1st to 2nd	15	15	13
3rd to 4th	14	14	12
5th to 6th	13	13	11



THE KNAVE CLASS

Knives are sneaky characters of common ancestry that are quite useful in dungeons, where they are capable of disarming traps, scouting ahead and opening locks. Knives are not powerful combatants, but they can backstab for extra damage if they manage to surprise a victim. There is, of course, a 1% chance that a knife is actually the child of a king or queen who was hidden with a peasant family to avoid a terrible curse.

REQUIREMENTS & RESTRICTIONS – Knives must have a Dexterity score of 9 or higher. They can belong to any alignment. Knives can only use leather armor and cannot use shields. They can use most weapons, but may not use greatswords, battleaxes or pole arms. Knives can use magic armor, weapons, potions and wondrous items.

SPECIAL ABILITIES – When a knife surprise attacks a person from behind, he doubles his damage (i.e. rolls damage twice). At sixth level, a knife inflicts triple damage with a backstab attack.

Ask & Solve Riddle – Knives are quite good at riddles, both solving them and confusing their foes with them.

Climb Beanstalk – Knives can attempt to climb beanstalks and other tricky things, including surfaces that have no apparent hand and foot holds.

Find & Remove Traps – Knives can find hidden traps, and remove them safely with a set of knives' tools. Little pig knives enjoy an extra +1 bonus to find and remove traps.

Hide in Shadows — Knaves can attempt to hide with nothing to obscure them but the shadows.

Listen at Door — Knaves can attempt to hear conversations and other noises clearly on the other side of a door.

Move Silently — When a knave moves silently, they move without making any sound whatsoever, and thus there is no chance that someone will hear them. Little pig knaves enjoy an extra +1 bonus to move silently.

Open Locks — Knaves can use their knaves' tools to pick locks, and use their keen hearing and nimble fingers to crack safes.

Steal Tarts — Knaves can attempt to steal small items, such as tarts, keys or coins, without any chance of their victims knowing they have been robbed. In addition, a knave can use this skill to palm small objects and perform other acts of legerdemain.

Use of these skills is resolved as per a skilled task check (see Task Checks for more information).

Each naughty or wicked act of a knave carries with it a cumulative 1% chance that they are given a conscience in the form of a talking cricket or something of the like who attempts to guide them into a more law-abiding and honorable way of life. This conscience can be a help to them on their adventures, though they are not capable of fighting on the knave's behalf. A knave whose conscience is killed suffers a curse (per the magician spell *bestow curse*) that can only be lifted by a heroic act.

JACK SUBCLASS

A knave with a Wisdom score of 13 or higher can opt to be a jack. A jack is a brave lad (a female jack would be called a jill) skilled at slaying large monsters. The jack relies not so much on a strong arm and sword, though they are certainly handy, but on trickery to lure these monsters to their doom. Jacks can use armor up to chainmail and all weapons. They retain the skills of a knave, but lose the knave's backstab ability. A jack's Armor Class is two points higher against large monsters.

PIED PIPER SUBCLASS

A knave with a Charisma and Intelligence of 13 or higher can opt to be a pied piper. A piper is a musician with magical abilities. When playing her instrument, a piper can hypnotize an audience of people or monsters. The members of the audience must pass a Will saving throw or stare fascinated at the piper's performance, ignoring everything else but mortal danger (such as physical attacks or fires). A sixth level pied piper can cast spells as a first level magician. Piper's lose the knave's backstab ability.

KNAVE ADVANCEMENT TABLE

XP	LEVEL	HIT POINTS	ATTACK BONUS	TITLE
0	1	1d6	+0	Scamp
1,500	2	2d6	+1	Varlet
3,000	3	3d6	+1	Villain
6,000	4	4d6	+2	Dodger
12,000	5	5d6	+3	Rapscallion
24,000	6	6d6	+3	Desperado

KNAVE SAVING THROWS

LEVEL	FORTITUDE	REFLEXES	WILL
1st to 2nd	15	13	15
3rd to 4th	14	12	14
5th to 6th	13	11	13

VI. RETAINERS

Retainers are loyal sidekicks gained by sixth level characters. When a character reaches sixth level, their player should roll on the table below to determine what retainer they attract.

D20	RETAINER
1	Baby Bear (see monsters)
2	Brave Soldier (2nd level fighter, chainmail, pole arm)
3	Clever Merchant (2nd level knave, dagger, bag of 1d6 gp)
4	Craft Cat (see Talking Animals in monster section)
5	Cunning Man (2nd level magician, club, spellbook)
6	Disguised Noble (2nd level fighter, chainmail, sword)
7	Elderly Scholar (2nd level magician, staff, spellbook)
8	Fairy Godmother (4th level sprite magician; 1 in 6 chance of appearing when called upon by her charge)
9	Fat Friar (2nd level curtal friar, chainmail, mace, holy symbol)
10	Keen Falcon (see Talking Animals in monster section)
11	Lovely Damsel (2nd level maiden, gown, sable slippers)
12	Loyal Hound (see Talking Animals in monster section)
13	Pesky Pixie (see monsters)
14	Rugged Huntsman (2nd level woodsman, leather armor, bow, axe)
15	Salty Sailor (2nd level fighter, crossbow, axe)
16	Shifty Lad (2nd level knave, dagger)
17	Valiant Tailor (2nd level jack, leather armor, sword)
18	Wandering Troubadour (2nd level minstrel, lute, dagger)
19	Wicked Step-Sister (2nd level knave, club, terrible personality)
20	Wise Woman (2nd level magician, dagger, spellbook)

VII. EQUIPMENT

MONEY

Money comes in three denominations – gold pieces (gp), silver pieces (sp) and copper pieces (cp). One gold piece is worth ten silver pieces, and one silver piece is worth 10 copper pieces. Naturally, that means one gold piece is worth 100 copper pieces.

Characters begin the game with 10 gp per point of Charisma.

ENCUMBRANCE

Characters adventuring into mysterious, dangerous places will want to carry all the gear they might possibly need, but they are limited by the weight of this gear.

Weight in *Bloody Basic* is simplified (of course), with each item in the game being assigned one of three weight classes – light, medium or heavy. For our purposes, a medium object weighs as much as three light objects, and a heavy object weighs as much as six light objects. 100 coins count as a single light item.

A normal character can carry 24 light objects without being encumbered.

A weak character can carry 14 light items without being encumbered.

A strong character can carry 34 light items without being encumbered.

An encumbered character's movement rate is reduced by 10.

ARMOR

A character's Armor Class (AC) is based on the armor they wear. If the character is clumsy, one point is deducted from their AC. If the character is nimble, one point is added to their AC.

ARMOR	AC	WEIGHT	COST
None	10	-	-
Leather	12	L	10 gp
Chainmail	15	M	150 gp
Plate mail	17	H	1,500 gp
Helm	+1	L	7 gp
Shield	+1	L	7 gp

Shields and helms increase a character's AC by one point.

WEAPONS

When faced with a horde of goblins or a rampaging dragon, a weapon can be a character's best friend.

Melee weapons are weapons used in hand-to-hand combat.

Missile weapons are weapons that strike from a distance.

MELEE WEAPON	DAMAGE	WEIGHT	COST
Axe	1d6	L	6 gp
Battleaxe	1d8	M	10 gp
Club	1d4	L	1 sp
Dagger	1d4	L	2 gp
Flail	1d4+1	M	8 gp
Greatsword	1d10	H	50 gp
Lance	1d6+1	M	5 gp
Mace	1d4+1	M	5 gp
Morning star	2d4	M	8 gp
Pole arm	1d10	H	10 gp
Spear	1d8	M	2 gp
Staff	1d6	M	2 sp
Sword	1d8	M	15 gp
War hammer	1d4+1	M	12 gp

MISSILE WEAPON	RANGE	DAMAGE	WEIGHT	COST
Axe	30'	1d6	L	6 gp
Blunderbuss	120'	1d8+1	H	50 gp
Bow	200'	1d6	M	30 gp
Crossbow	300'	1d6+1	H	50 gp
Dagger	40'	1d4	L	2 gp
Dart	60'	1d4	L	5 sp
Javelin	90'	1d6	L	1 gp
Sling	150'	1d4	L	1 cp

Bows, crossbows and slings require ammunition. Bows shoot arrows, crossbows shoot bolts and slings throw bullets. In a pinch, smooth river stones can be used as sling ammunition.

MISSILE WEAPON	WEIGHT	COST
Arrows, quiver of 20	L	1 gp
Bolts, case of 10	L	2 gp
Bullets, sack of 20	L	1 sp

ADVENTURE GEAR

Since not every danger in a dungeon can be solved with fighting, exploration requires more than just armor and weapons.

ITEM	WEIGHT	COST
Acid (Flask)	L	10 gp
Ale (mug)	L	4 cp
Antitoxin (Vial)	-	50 gp
Backpack	L	2 gp
Barding (AC 15)	H	600 gp
Bedroll	L	1 sp
Boots	L	1 gp
Camel	-	15 gp
Candles (10)	L	1 sp
Chain (10')	L	30 gp
Chalk	-	1 cp
Cloak	L	1 gp
Crowbar	L	2 gp
Dog, Guard	-	25 gp
Fishing Gear	L	5 gp
Flask	L	3 cp
Flint & Steel	-	1 gp
Gown	L	1 gp
Grappling Hook	L	1 gp
Hammer	L	5 sp
Hat with Feather	L	1 gp
Holy Symbol, Wood	-	1 gp
Holy Symbol, Silver	L	25 gp
Holy Water (Flask)	L	25 gp
Horse, Riding	-	75 gp
Horse, War	-	400 gp
Hose, Woolen	L	5 sp
Ink (Vial)	-	8 gp
Iron Spikes (10)	L	1 gp
Knaves' Tools	L	30 gp
Lantern	L	1 sp
Lock	L	40 gp
Manacles	L	15 gp
Map Case	L	1 gp
Mirror, Small	L	10 gp
Mule	-	8 gp
Oil (Flask)	L	1 sp
Paper (10 sheets)	-	4 gp

Poison (Flask)	L	100 gp
Pole (10')	M	2 sp
Pouch, Belt	L	1 gp
Quill	-	1 sp
Rations (Week)	L	35 sp
Riding Gear	M	12 gp
Robe	L	1 gp
Rope (50')	M	1 gp
Sack	-	1 sp
Sandals	-	1 cp
Sledge	M	1 gp
Spade	M	2 gp
Spellbook (Blank)	L	15 gp
Tent	M	10 gp
Torches (10)	L	1 sp
Treasure Map*	-	10 gp
Trousers	L	5 sp
Tunic	L	5 sp
Wagon	-	35 gp
Waterskin	L	1 gp
Whetstone	-	2 cp
Wine (Bottle)	L	10 gp

* There is only a 1% chance that a treasure map is genuine.

HENCHMEN

Henchmen are people hired by adventurers to accompany them into the dungeon. Henchmen expect to be paid a salary. Henchmen do not earn a share of experience points or treasure, and they do not advance in level.

The number of henchmen a character can hire for an adventure depends on the character's charisma. A character with average charisma can hire three henchmen. A repulsive character can hire only one henchman. A charming character can hire five henchmen.

Guides – Guides work as scouts, hunters and trappers. They are skilled at guiding people through the wilderness and tracking monsters and animals. Guides fight as warriors (1d6 hit points, +1 bonus to attack) and can wear leather armor and fight with light and medium weapons. Guides earn a wage of 5 gp per day.

Men-At-Arms – Men-at-arms are soldiers and mercenaries. They fight as warriors (1d6 hit points, +1 bonus to attack). Men-at-arms come in the following varieties:

Archers – Archers wear leather armor (AC 12) and fight with axe and bow. Archers earn 1 gp per day. Elf archers attack with bows with a +2 attack bonus, and earn 2 gp per day.

Crossbowman – Crossbowmen wear chainmail armor (AC 15) and carry crossbow and axe. They earn 2 gp per day.

Footman – Footmen wear chainmail armor and carry a shield (AC 16), and fight with a spear and dagger. Footmen earn 5 gp per day. Dwarf footmen wear plate mail (AC 18) and earn 10 gp per day.

Halberdier – Halberdiers wear leather armor (AC 12) and carry pole arms and daggers. Halberdiers earn 5 gp per day.

Horseman – Horsemen wear chainmail and carry a shield (AC 16). They fight with lance and sword, and ride war horses. Horsemen earn 10 gp per day.

Slinger – Slingers wear leather armor (AC 12) and fight with dagger and sling. They earn 5 sp per day.

Rogues – Rogues are members of the criminal underworld. Rogues are rarely trustworthy. They have the skills of a first level knave. Rogues fight as normal humans (1d4 hit points, no attack bonus). They cannot wear armor and can only fight with daggers and clubs. Rogues earn a wage of 5 gp per day.

Sage – A sage is a wizened old man or woman who has spent their life in the pursuit of knowledge. Sages are literate in at least six languages, and can cast one first level magician spell per day. Sages fight as normal humans (1d4 hit points, no attack bonus) and cannot wear armor. They can only fight with daggers and clubs. A sage earns a wage of 10 gp per day.

Torch Bearer – A torch bearer is a normal human being who is hired to carry torches and basically serve as human pack animals. Torch bearers fight as normal humans (1d4 hit points, no attack bonus) and cannot wear armor. They can only fight with daggers and clubs. Torch bearers earn a wage of 1 sp per day.

VIII. ALIGNMENT

Alignment is an abstract definition of a character's moral code and potential moral failings. There are four alignments: Hearts, Diamonds, Spades and Clubs.

Hearts: A character of hearts is pledged to the ideal of Love. He or she gets a +1 bonus to hit when defending this ideal (i.e. defending a loved one), but must pass a save vs. magic when confronted with the temptation of Lust.



Diamonds: A character of diamonds is pledged to the ideals of Truth and Beauty. He or she gets a +1 to hit when defending beauty or seeking out the truth, but must pass a save vs. magic when confronted with the temptations of Envy and Avarice.

Spades: A character of spades is pledged to the ideal of Judgment. He or she gets a +1 bonus to hit when fighting against outlaws and other evils, but must pass a save vs. magic when confronted with the temptation of Vengeance.

Clubs: A character of clubs is pledged to the ideal of Mirth and Merriment. He or she gets a +1 bonus when fighting spoil sports and bullies, but must pass a save vs. magic when confronted with the temptation of Cruelty.



IX. RULES OF PLAY

TIME

To measure time within the game, we use minutes, hours, days and weeks, just as one normally would, but we also use rounds and turns. A round represents about 10 seconds, so there are 6 rounds per minute. A turn is 10 minutes long.

Rounds are used in combat. Minutes and turns are used in dungeon exploration, while hours and days are used in wilderness exploration.

MOVEMENT

Movement is measured in feet (') per round. The average person can move 30' per round while walking normally. A person who is carefully exploring moves as a rate of 10' per round. A person that is running can move up to 120' per round for one round, and 60' per round for up to one turn.

TIME SPAN	EXPLORATION	WALKING	RUNNING
Round	10'	30'	120'
Minute	60'	180'	720'
Turn	600'	1,800'	7,200'

Small characters, like dwarves and little pigs, have a normal walking speed of 20' per round, instead of 30' per round. Their exploration movement rate is the same as for larger folk, since they do not need to creep around more slowly just because their normal walking speed is slower than that of larger folk. Movement for these folks looks like this:

TIME SPAN	EXPLORATION	WALKING	RUNNING
Round	10'	20'	80'
Minute	60'	120'	480'
Turn	600'	1,200'	4,800'

Long distance running (i.e. running for one hour or more) is only possible by making a successful Fortitude saving throw.

LIGHT

Humans cannot see in the dark, and thus need to bring a light source into dungeons. Demi-humans and monsters can usually see up to 60' in the dark by sensing minor variations in temperature (i.e. infrared vision).

LIGHT SOURCE	RADIUS	DURATION
Candle	5 ft.	1 hour
Lamp	15 ft.	6 hours
Lantern	30 ft.	6 hours
Torch	20 ft.	1 hour

Lighting something with flint and tinder takes 1d4 rounds. Lighting one object from another object takes only one round.

SAVING THROWS

Saving throws are the way your character avoids dangers outside, and sometimes inside, combat. There are three types of saving throws: Fortitude, Reflex and Will.

Fortitude saving throws are made against things that attack your physical body, usually from within, like poison, disease and pain.

Reflex saving throws are made to duck, dodge or avoid things like magic rays, dragon breath or traps.

Will saving throws are made against magical forces, especially those that attack your mind.

To pass a saving throw, you must roll 1d20 and try to roll equal to or higher than your character's saving throw value.

Frail characters deduct one from their Fortitude saving throw rolls, while tough characters add one to their Fortitude roll.

Clumsy characters deduct one from their Reflex saving throw rolls, while nimble characters add one to their Reflex roll.

Foolish characters deduct one from their Will saving throw rolls, while wise characters add one to their Will roll.

TASKS

Characters often need to accomplish tasks that have nothing to do with combat. When a player decides his or her character is going to do something, the best policy is to assume it succeeds unless it is difficult, a matter of life or death (i.e. it is dramatic) or when it is being attempted under pressure.

If a character is attempting a task in which they are unskilled, the player rolls 1d20 and tries to roll an 18 or higher.

If a character is attempting a task for which they have a knack (for example – an elf searching for a secret door), the player rolls 1d20 and tries to roll a 15 or higher.



If a character is attempting a task in which they are skilled (for example – a knave attempting to pick pockets), they player attempts a task check. The type of task check depends on the task being attempted. Skilled task checks are a modified version of saving throws.

AGILITY TASKS – Agility tasks use a character’s Reflex saving throw. A clumsy character subtracts one from his roll, while a nimble character adds one to his roll. Agility tasks include balancing, climbing sheer surfaces, escaping bonds, hiding in shadows, moving silently, opening locks, picking pockets, and removing traps.

CHARISMA TASKS – Charisma tasks use a character’s Will saving throw. A repulsive character subtracts one from his roll, while a charming character adds one to his roll. Charisma tasks include collecting rumors, bluffing people, disguising oneself and intimidation or entertaining people.

ENDURANCE TASKS – Endurance tasks use a character’s Fortitude saving throw. A frail character subtracts one from his roll, while a tough character adds one to his roll. Endurance tasks include ignoring pain and concentration.

KNOWLEDGE TASKS – Knowledge tasks use a character’s Will saving throw. A simple character subtracts one from his roll, while a smart character adds one to his roll. Knowledge tasks include identifying plants and animals, translating ancient languages, and finding traps.

PERCEPTION TASKS – Perception tasks use a character’s Will saving throw. A foolish character subtracts one from his roll, while a wise character adds one to his roll. Perception tasks include finding secret doors and listening at doors.

STRENGTH TASKS – Strength tasks use a character’s Fortitude saving throw. A weak character subtracts one from his roll, while a strong character adds one to his roll. Strength tasks include bending bars, breaking down doors, jumping and swimming.

COMBAT

Combat begins with rolling initiative. Initiative determines which character or monster, or which side, goes first in combat.

Initiative can be handled in two ways: Individual or Group.

For group initiative, each side in the combat rolls 1d6. The side that rolls highest goes first in combat. On a tie, all actions occur simultaneously.

For individual initiative, each character and monster rolls 1d10, with the highest roller going first, then the second-highest roller, and so on, until each character and monster has had a turn.

The following modifiers can be used with individual initiative:

ACTION/CONDITION	MODIFIER
Clumsy	-1 to initiative
Nimble	+1 to initiative
Encumbered	-1 to initiative
Cast Spell	-1 to initiative for first level spells, -2 for second level spells, -3 for third level spells
Light Weapons	+1 to initiative
Heavy Weapons	-1 to initiative
Haste	+1 to initiative
Slow	-1 to initiative

Once the order of combat has been determined, each member of a group or each individual combatant can take their turn. On a creature’s turn, they can make a normal move and take an action, make a double move and take no action, or just stand around doing nothing.

An action, in this context, includes casting a spell, attacking with a weapon, or performing some other action, like climbing a wall or picking a lock.

To make an attack, roll 1d20 and add the attacker's attack bonus. If making a melee attack, add one to the roll if the character is strong, and subtract one from the roll if the character is weak. If making a missile attack, add one to the roll if the character is nimble, and subtract one from the roll if the character is clumsy. Any advantage to an attack, such as high ground or using a longer melee weapon or your opponent being prone on the ground, gives you a +1 bonus to hit.

If the total attack roll is equal to or greater than the target's Armor Class, the attack is successful. On a successful attack, the attacker rolls damage dice, and the damage is deducted from the target's hit point total. When the target's hit points are reduced to 0, the attacker can choose whether they are killed, knocked unconscious, or subdued and become prisoners.

When attempting a special maneuver, such as grappling, pushing people out of your way, tripping people or throwing dust in their eyes, you make a normal attack, but your opponent can make an appropriate saving throw determined by the TK, who adjudicates the effects of the attack if it succeeds.

Some characters like to attack with two melee weapons, e.g. a sword in one hand and a dagger in the other. When attempting this tricky maneuver, a character can only use two light weapons, or one medium weapon and one light weapon. Doing this allows the character to make one extra attack with a light weapon, but all attacks made by the character in the round suffer a -2 penalty.

HEALING

Aside from magical healing, characters heal one hit point per night of rest, one hit point per level per full day of rest, and one ability score point per full day of rest.

RETREAT

Adventurers can retreat from combat at normal speed. This is called a fighting withdrawal. If the monsters appear to be winning handily, they will probably follow up and press the attack. Otherwise, they may be content to allow the adventurers to retreat.

A full retreat is made at running speed. Running from combat permits the other side a free set of attacks.

When half a group of monsters are reduced to 0 hit points, a single monster loses half its hit points, or a leader type is killed, the monsters must make a morale check to remain in combat.

Non-intelligent monsters, like skeletons, oozes, constructs and some plants, which have no sense of self preservation, never have to make morale checks – they always fight to the death. Berserkers also always fight to the death.

Monsters with basic animal intelligence have a 5 in 6 chance of making a fighting retreat. If they are pressed, they go into full retreat and run away.

Monsters with human-level intelligence have a 5 in 6 chance of making a fighting retreat if they appear to be outnumbered or are flanked or in some other bad tactical situation. If they still have the upper hand, they have a 3 in 6 chance of retreat. If they are defending their homes or something equally important to them, they have a 1 in 6 chance of retreating. Once monsters choose to stand and fight, they need make no further morale checks until losing another half of their numbers or hit points, or losing a leader. Pressing an attack against intelligent monsters in a fighting retreat forces them to make another morale check to avoid making a full, running retreat.

CONDITION	CHANCE OF RETREAT
Non-Intelligent	0
Animal Intelligence	5 in 6
Intelligent, losing	5 in 6
Intelligent, winning	3 in 6
Intelligent, defending home	1 in 6

DISEASE AND POISON

Disease deducts 1d6 points of Constitution per day from its victim until the victim reaches zero points of Constitution and dies or is cured by magic. Each day, the victim of disease can attempt a Fortitude saving throw to resist this damage. If the victim passes two of these saving throws in a row, they have fought off the disease and suffer no more ill effects.

A creature that is poisoned must pass a Fortitude saving throw or suffers 1d6 points of damage per round. If two of these saving throws in a row are passed, the poison ceases causing damage.

X. DUNGEONS AND WILDERNESS

DESIGNING DUNGEONS

A sample dungeon map can be seen on this page. Drawing a dungeon is a simple exercise in creativity. Find a piece of graph paper and a pencil, and begin drawing rooms and corridors. Add doors, some locked and others not, stairs or shafts to lower levels, and other features to make the place interesting.

Once the map is drawn, stock the rooms. The following table can be used as a guide:

D20	ROOM CONTENTS
1-4	Empty
5	Unguarded treasure (roll individual treasure)
6-7	Monster
8-11	Monster with treasure
12-13	Trap
14-18	Trap guarding treasure
19	Monster and trap guarding treasure
20	Wondrous object

Traditionally, a dungeon becomes more dangerous as one delves deeper into it. The first level of a dungeon should be a challenge for first level adventurers, while the sixth level of a dungeon should be a challenge for sixth level parties.

Wondrous objects include teleportation portals, pools of magical liquids, weird wall carvings that give clues to beat the dungeon, magical statues that talk or curse adventurers, etc.

When adventurers delve into a dungeon and then leave to replenish supplies and hit points, there is a 1 in 6 chance that a room that has been cleared of monsters will have new occupants. Dungeons are magical places, and doors will close and lock, and

traps reset, by themselves an hour after being opened/triggered.

WANDERING MONSTERS

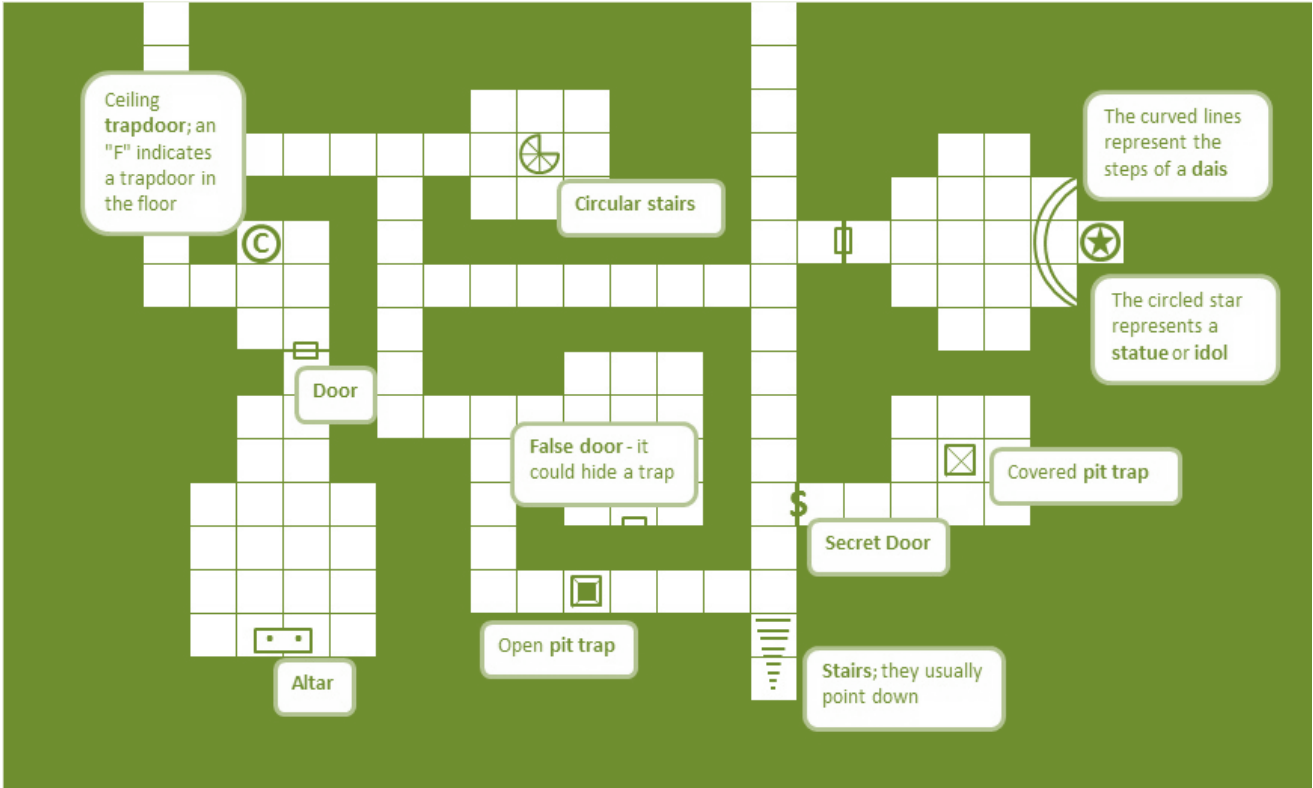
A dungeon is meant to be a place full of danger. Monsters do not just stay put in their rooms. Sometimes, they hunt the corridors for prey, while other times they are just moving from one location to another. These are termed “wandering monsters”.

Once each turn or hour (the time increment is determined by the TK), roll 1d6. On a roll of “1”, a wandering monster has come upon the adventurers. The TK should now roll 1d6 for both the adventurers and the monster. A roll of “1” indicates that the group is surprised. A surprised group automatically loses initiative in the first round of combat. If both sides are surprised, there is no modifier to initiative.

When the adventurers meet the monsters, the TK should roll a reaction check to see what the monsters are thinking.

2D6	REACTION
2-4	Hostile – will attack immediately
4-9	Neutral – willing to negotiate
10-12	Friendly – will propose alliance or trade

Wicked monsters deduct one from their reaction check, while goodly monsters add one to their reaction check.



The reaction roll gives you the monster's current state of mind. If the monsters are not hostile, and they are intelligent and speak a language known by the adventurers, a spokesperson can be appointed to communicate with the monsters. The spokesperson can attempt a Charisma task check to improve their mood. If successful, re-roll the reaction check and add two to the roll.

If the monsters turn out to be friendly, let the scene unfold through the role playing of the players. If the monsters are hostile, use the combat rules to resolve the situation. Wandering monsters never carry more than individual treasure.

In dungeons or wilderness areas, the TK should develop a random table of wandering monsters common to the area.

TRAPS

Traps have been a hallmark of dungeons ever since archaeologists first delved into the tomb of King Tut.

Traps can be found by attempting a Perception task. Knaves are skilled at these Perception tasks.

Once a trap has been found, adventurers can attempt to remove it by attempting an Agility Task. Knaves are skilled at these Agility tasks. If an attempt to remove a trap is unsuccessful, the trap is triggered and the would-be trap remover must pass a Reflex saving throw or be hit full force by the trap.

Some sample traps include:

PITS – Pits are usually covered by trap doors. Falling into a pit inflicts 1d6 points of damage per 10' fallen. Pits can be filled with spikes (+1d8 damage), acid (+1d6 acid damage) or even guardian monsters or additional traps.

FUSILLADES – A fusillade consists of dozens of darts shot out of a wall, ceiling or floor. The victim is struck by 1d8 darts (1d4 damage). The darts may be poisoned.

NEEDLES – Poisoned needles can be secreted in locks to jab people trying to pick the lock.

COLLAPSING STAIRS – Stairs might be rigged to collapse underneath people, turning into a chute that delivers them into a very uncomfortable place, somewhat like a pit.

SCYTHING BLADES – A blade swings out at a person, inflicting 1d10 points of damage if they fail a Reflex saving throw.

CRUSHING STONES – Heavy stones might be balanced above doorways, or ceilings might be rigged to collapse. These traps

deal anywhere from 2d6 to 6d6 points of damage, and might leave people buried under the rubble.

JETS OF FIRE – A cone of fire deals 3d6 points of fire damage.

SHOCK PLATE – An electrified metal plate deals 2d6 points of electricity damage.

EXPLOSIVE RUNES – As the magician spell. The type of damage can be modified by the Treasure Keeper.

WILDERNESS

The wilderness is the mostly uninhabited land outside of civilization. Most of the best dungeons to plunder are located outside of civilization, across many miles of wilderness. For this reason, adventurers must often travel across wilderness.

Rate of movement depends on the transportation:

BEAST	MILES PER DAY	ENCUMBERED	DRAUGHT
Donkey or Mule	16	90 lb	900 lb
Camel	20	300 lb	1,000 lb
Elephant	18	600 lb	8,000 lb
Griffon	6 foot, 18 wing	300 lb	800 lb
Horse	16	200 lb	350 lb
Human	12	-	-
Llama	15	65 lb	325 lb
Ox	5	100 lb	500 lb
Sled Dog	10	20 lb	100 lb

If the terrain is rough and broken, halve the mileage. If traveling through mountains, divide them by three.

In hot places, you must double normal water intake or lose 1 hit point per day.

In cold places, you must double normal food intake and wear warm clothes or lose 1 hit point per day.

When traveling through wilderness, there is a 1 in 6 chance per day of experiencing some form of danger. Usually, this involves an encounter with monsters, but it could also involve things like quicksand, poison gases, earthquakes and the like. Be creative – the point is to give the players a challenge to overcome.

When encountering humanoids in the wilderness, civilized humanoids are usually found in patrols of 3d6 warriors dispatched from a nearby settlement.

Barbaric humanoids are found either in patrols or lairs. Barbaric humanoid lairs number 20 to 80 warriors and three times as

many non-combatants. Barbaric humanoid lairs are governed by a chief and 1d4 sub-chiefs (maximum hit points). A lair might include a shaman (2 in 6 chance, curtal friar, roll 1d4 for level) or witch doctor (2 in 6 chance, magician, roll 1d4 for level).

CIVILIZATION

When adventurers are not trekking across wilderness or delving into dungeons, they need a place to rest and prepare for their next adventure. This is where civilization comes in.

Settlements come in three basic sizes: Villages, towns and cities.

Villages are collections of cottages and hovels protected by lords or ladies in castles. Villages have populations of 10 to 60 families (roll 1d6 x 10). They are surrounded by agricultural land, mines and coasts that permit fishing. Human villages might be found anywhere. Dwarf villages are always in mountains or highlands. The lord of the village employs 1d6 x 10 men-at-arms to defend it, with a sergeant to assist the lord. Most common items can be purchased in villages, but armor and weapons usually cannot. The lord's armorer can repair items. Village shrines are tended by first level curtal friars, and there is a 1 in 6 chance that the lord employs a first level magician.

Towns are much larger settlements, surrounded by walls and defended by a duke or duchess in a citadel. Towns have 100 to 600 families (roll 1d6 x 100), and are usually positioned in fertile regions, or on trade routes (i.e. highways, rivers or sea ports). Most towns are surrounded by three or more villages that help supply food and other raw materials to the town people. Towns are defended by 1d6 x 100 men-at-arms, with one sergeant per 10 men-at-arms and one captain to assist the lord. Towns are almost always composed of humans – demi-humans rarely gather in large enough numbers to create full towns. Any item can be purchased in a town. Town churches are tended by third level curtal friars, and each town has at least one magician (roll 1d6 to determine the magician's level), usually as court mage. There is a chance that a town will have a guild of knaves (1d6 x 10 first level knaves commanded by a sixth level knave) or an evil cult (1d6 x 10 worshipers and a third level evil magician).

Cities are massive settlements that are always located at the nexus of multiple trade routes. Cities have 1,000 to 6,000 families (roll 1d6 x 1,000), and are always in fertile regions. Cities are surrounded by three or more towns and many villages. Cities are surrounded by tall walls, many towers and one two or more citadels commanded by lords or ladies. The city is ruled by a king or queen. It is defended by 1d6 x 1,000 men-at-arms, with one sergeant per 10 and one captain per 100. Any mundane item can be purchased in a city, and there may be a black market for magic items. City temples (or cathedrals or monasteries) are tended by

a sixth level curtal friar. Kings always have a sixth level magician as their court mage, and cities often contain schools of magicians. Every city has at least one guild of knaves (see town above), and they might have a guild of assassins and a college of bards. Every city has at least one evil cult as powerful as its holy temple, or perhaps multiple smaller evil cults (see town above).

XI. MONSTERS

In *Bloody Basic*, a "monster" is defined as any opponent of the player characters. Under this definition, human beings and elves and dwarves can be considered monsters.

Monsters are primarily defined by their type and their size, and some monsters have extra special abilities as well.

There are ten monster types in the game: Animals, Dragons, Elementals, Fey, Giants, Humanoids, Monsters, Outsiders, Plants and Undead. You can think of monster types as being something like character classes. Humanoids are more like player characters than monsters, and are not defined as much by size as by fighting skill and strength.

Monsters come in five size ranges: Tiny (up to 1' long or tall), Small (2' to 4' long or tall), Medium (5' to 9' long or tall), Large (10' to 21' long or tall) and Huge (22' or more).

Monsters have three other main statistics: Hit Dice, Armor Class and Attacks. A monster's Hit Dice are the number of d6 the TK rolls to determine the monster's hit points. It is also the monster's attack bonus (i.e. a 5 Hit Dice monster has an attack bonus of +5). A monster's Armor Class works in the same way as a character's Armor Class. A monster's attacks are the number of attacks it can make each round, against the same or different targets. The damage caused by these attacks is noted.

When creating monsters, simply assign the monster a type and size, choose an Armor Class, determine the monster's attacks and then give it any special abilities you think make sense.

Monsters that can fly or swim do so at double their normal movement rate. Monsters that can climb or burrow do so at their normal movement rate.

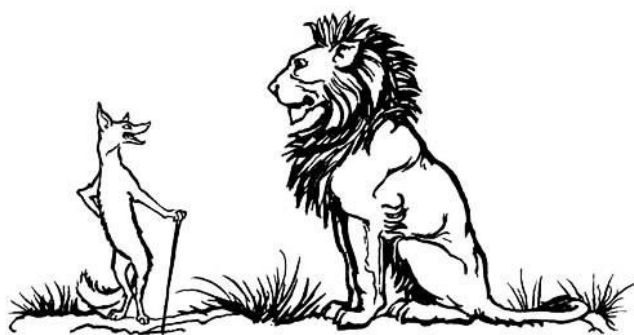
Some common special attacks are poison, disease, the ability to cast magic spells (either specific spells cast a specific number of times per day, or simply casting spells as a magician or friar), petrification (i.e. turning to stone), breath weapons, the ability to drain levels or ability score points (permanent unless recovered through extreme magical means involving quests), and paralysis. Monsters that can only be harmed by magical weapons can literally not be damaged by normal weapons – they either pass through it harmlessly or bounce off its hide. Special attacks

always permit a saving throw to negate them or, if they cause damage like dragon breath, to cut the damage they inflict in half.

Monsters are assigned challenge levels to help TKs gauge how dangerous the monster is. An encounter between a group of adventurers and monsters of the same or slightly lower level is considered a balanced encounter (i.e. either side has an even chance of winning the encounter). A single monster two or three levels above the level of the adventurers is also considered a balanced encounter. When designing an adventure, TKs want to throw in many encounters where the adventurers have the upper hand, a few balanced encounters, and maybe one or two encounters where the monsters have the advantage. Not every monster has to be attacked – adventurers should avoid combat as much as possible, relying instead on their wits to stay alive.

A monster's challenge level (CL) determines its XP value (i.e. how many experience points the adventurers will divide between them for defeating the monster).

CL	XP	CL	XP
0	50	7	1,200
1	100	8	1,500
2	200	9	1,800
3	300	10	2,200
4	500	11	2,600
5	700	12	3,000
6	900	13	3,500



ANIMALS

Animals are the normal beasts that walk the world today or in the past, as well as giant versions of these creatures. Most animals can see in the dark to a range of 30'. Animals in a fairy tale have a 4 in 6 chance of being intelligent and capable of speech. Talking animals have a 3 in 6 chance of being capable of bipedal locomotion and manipulation of objects with their forelimbs.

SIZE	HD	MV	FORT	REF	WILL	CL
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Tiny	0	30	16	13	19	0
Small	1	30	14	13	18	1
Medium	3	40	12	12	17	3
Large	7	40	9	10	15	7

BEAR, BABY (SMALL ANIMAL) – Baby bears might be young and small, but they're not to be trifled with – especially when the condition of their property is at stake. They have AC 15 and attack with two claws (1d6) and a bite (1d8). Small creatures that are struck by both of a baby bear's claw attacks are hugged for an extra 1d4-1 points of damage.

BEAR, MAMA (MEDIUM ANIMAL) – Mama bears may not be as large as papa bears, but they are no less fierce, especially when their young are threatened. They have AC 16 and attack with two claws (2d4) and a bite (2d6). Creatures struck by both of a mama bear's claw attacks are hugged for an extra 1d4 points of damage.

BEAR, PAPA (LARGE ANIMAL) – Papa bears are the largest of the bears. They have AC 17 and attack with two claws (2d6) and a bite (2d8). Creatures struck by both of a papa bear's claw attacks are hugged for an extra 1d6 points of damage.

BILLY GOAT GRUFF (LARGE ANIMAL) – Billy goats gruff are large specimens of intelligent goat. They are neither wicked nor kind, just don't attempt to bar their way. They have AC 13 and attack with a head butt (1d8 damage). They deal double damage when they charge an opponent and make a successful attack.

CONSTRUCTOR SNAKE (MEDIUM ANIMAL) – The constructors include boa constructors and anacondas. They have AC 15 and attack with a bite (1d4 damage). Bitten creatures must pass a Reflex saving throw or be constricted for 1d4 damage per round until the snake is killed or removed with a successful attack or a Strength task check. Constructors can swim and climb.

DOG (SMALL ANIMAL) – Dogs have AC 15 and attack with their bite (1d4 damage).

FALCON (TINY ANIMAL) – Falcons have AC 14 and attack with two claws (1d4 damage) and bite (1d4 damage). They have a fly speed of 80 and a land speed of 10.

FOX (SMALL ANIMAL) – Foxes have AC 15 and attack with their bite (1d4+1 damage).

GIANT ANT (MEDIUM ANIMAL) – Giant ants have AC 17 and attack with a stinging bite (2d4 damage). Giant ants can climb walls and ceilings. They are notorious for hoarding food and not sharing it with shiftless lay-a-bouts when winter comes.

GIANT SPIDER (MEDIUM ANIMAL) – Giant spiders have AC 14 and attack with a poison bite (1d6 damage). Giant spiders can climb walls and ceilings (waterspouts can give them trouble).

GIANT VIPER (LARGE ANIMAL) – Giant vipers covers all poisonous snakes. They have AC 15 and attack with a poisonous bite (1d6).

LEOPARD (MEDIUM ANIMAL) – Leopards have AC 15 and attack with two claws (1d4 damage) and bite (1d6 damage).

LION (LARGE ANIMAL) – Lions have AC 15 and attack with two claws (1d6 damage) and bite (1d8 damage).

OX (LARGE ANIMAL) – Oxen have AC 13 and attack with their horns (1d8 damage).

PUSSY CAT (TINY ANIMAL) – Pussy cats have AC 14 and attack with their claws and teeth (1 point of damage).

RAT SWARM (TINY ANIMALS) – We all remember the tale of the Pied Piper, and thus know that great swarms of rats have a definite place in Fairyland. Many fairy tales were born during the plague years of Europe, and thus rat swarms in Fairyland always carry that disease with their bite. Rat swarms cover about 10 square feet. They have AC 15 and attack with numerous bites and scratches (1d4 damage). Creatures bitten by rats must pass a Fortitude saving throw or come down with a disease (strength, dexterity and constitution halved for 1d6 days).

RIDING HORSE (LARGE ANIMAL) – Riding horses have AC 13 and attack with two hooves (1d4 damage).

SWINE – LITTLE PIG (SMALL ANIMAL) – Little pigs are often sent out to find their fortunes by their mama sows. They have AC 12 and attack with a bite (1d4 damage).

SWINE – SOW (MEDIUM ANIMAL) – Sows are smaller than boars, but are very ferocious when protecting their little pigs. They have AC 14 and attack with a bite (1d6 damage).

SWINE – BOAR (LARGE ANIMAL) – Boars are the largest swine, and are not to be trifled with. They have AC 16 and attack with their tusks (1d8 damage). They are ferocious animals that will not give up once they are engaged in combat until they are killed.

WAR HORSE (LARGE ANIMAL) – War horses are horses trained for combat. They have AC 14 and attack with two hooves (1d6 damage) and a bite (1d4 damage).

WOLF (MEDIUM ANIMAL) – Wolves have AC 14 and attack with a bite (1d6 damage).

CONSTRUCTS

A construct is an animated object or artificially constructed creature. Constructs are immune to mind-affecting effects, poison, sleep effects, paralysis, stunning and disease. They do not need to eat, sleep or breathe. Constructs cannot be healed with traditional healing magic (i.e. cure spells), but can be repaired.

SIZE	HD	MV	FORT	REF	WILL	CL
Tiny	1	20	18	15	15	2
Small	2	20	16	15	15	3
Medium	4	30	14	14	14	5
Large	9	30	10	11	11	10

ANIMATED PUPPET (SMALL CONSTRUCT) – Puppets are sometimes brought to life in response to a fervent prayer. They are notorious liars. Animated puppets have AC 14 and attack with their fists (1d4 damage).

ANIMATED SILVERWARE (TINY CONSTRUCT) – When animals aren't talking in Fairy Tale Land, dishes and spoons are running away with one another. One can imagine the surprise of a party when it wanders into an "empty" dining room, only to be set upon by the fine china. Most animated forks, knives and spoons are made of silver. Animated silverware has AC 13 and attack with a slap, poke or stab (1 point of damage).

GINGERBREAD MAN (MEDIUM CONSTRUCT) – Gingerbread men are sometimes concocted by wicked witches, and sometimes created accidentally by bakers. They are quick and enjoy taunting others, but sometimes laid low by their over-confidence, and the fact that having a head made of dough doesn't lend itself to great intelligence. They have AC 16 and attack with their tasty fists (1d4 damage). Gingerbread men have a land speed of 60.

WOODEN SOLDIER (MEDIUM CONSTRUCT) – Wooden soldiers are built by tinker elves and animated by martial spirits. They look like 6-foot tall soldiers carved of wood and painted in gay colors. Wooden soldiers carry wooden weapons. They are immune to magic spells, but fire spells deal double damage to them. Patrols of wooden soldiers are sometimes led by Nutcracker Princes (8 HD, AC 18, save as large constructs). They have AC 16 and attack with their wooden weapons (1d6 damage).

DRAGONS

Dragons are reptilian horrors that walk on four legs and have wings and a host of special abilities. They can see in the dark to a range of 120' and are immune to sleep and paralysis effects.

Dragons come in all sizes, their size indicating their age. Damage values indicated below are for medium-sized dragons. For each size smaller, a tiny dragon deducts two from damage rolls, and a small dragon deducts one from damage rolls. A large dragon adds one to damage rolls, and a huge dragon adds two.

All dragons have wings and can fly.

SIZE	HD	MV	FORT	REF	WILL	CL
Tiny	3	40	13	12	13	4
Small	6	40	11	10	10	7
Medium	9	50	9	8	9	10
Large	12	50	6	6	6	13
Huge	15	60	3	5	5	16!

Dragons have AC 18 and attack with two claws (1d6 damage) and bite (1d8 damage). Three times per day they can breathe a cone of fire (30' long, 15' wide at base), dealing damage equal to the dragon's current hit points (Reflex saving throw for half damage) to all within the cone. Dragons are immune to fire damage. They have a 20% chance of casting spells as a fourth level magician.

ELEMENTALS

Elementals are bizarre entities formed from the basic building blocks of the fantasy universe: Air, earth, fire and water. Elementals are immune to poison, sleep effects, disease and paralysis. Elementals can see in the dark to a range of 60'. Elementals do not eat, sleep or breathe. Elementals can only be damaged by magic weapons and spells.

AIR AND FIRE ELEMENTALS

Air and fire elementals come in all sizes. Tiny elementals deduct two from their damage rolls, and small elementals deduct one. Large elementals add one to their damage rolls and huge elementals add two.

SIZE	HD	MV	FORT	REF	WILL	CL
Tiny	1	20	18	13	16	3
Small	3	20	15	12	15	5
Medium	5	30	13	11	14	7
Large	7	30	11	10	13	9
Huge	9	40	8	9	12	11

SALAMANDER (MEDIUM ELEMENTALS) – Salamanders look like reptiles covered in an oily sheen that is set ablaze. They have AC 18 and attack with a bite (1d6 damage) and tail slap (2d6 damage). Any hit by a salamander inflicts an additional 1d6 points of fire damage. Salamanders are immune to fire and suffer

double damage from cold. They suffer only half damage from non-magical weapons.

SYLPH (MEDIUM ELEMENTAL) – Sylphs are gentle wind spirits. They look like beautiful, slight women, and are capable of flight. Sylphs have AC 10 and attack with daggers (1d4 damage). They can turn *invisible* at will, and once per week they can summon a medium-sized air elemental. They cast spells as third level friars.

EARTH & WATER ELEMENTALS

Earth and water elementals come in all sizes. Tiny elementals deduct two from their damage rolls, and small elementals deduct one. Large elementals add one to their damage rolls and huge elementals add two.

SIZE	HD	MV	FORT	REF	WILL	CL
Tiny	1	20	16	15	16	3
Small	3	20	13	14	15	5
Medium	5	30	11	13	14	7
Large	7	30	9	12	13	9
Huge	9	40	6	11	12	11

GNOME (SMALL ELEMENTAL) – Gnomes look like small men made of stone. Gnomes have AC 15 and attack with a slam (1d4 damage). Gnomes can move through solid rock, stone and soil as easily as a fish swims through water. They are immune to acid.

UNDINE (MEDIUM ELEMENTAL) – Undines look like beautiful women who dwell in pools, rivers, lakes and the sea. They have AC 17 and attack with a slam (1d4 damage). Undines are immune to cold, but suffer double damage from fire. Their gaze acts as a *charm person* spell. Undines seek to charm handsome men, for only by marrying can an undine gain a soul.





FEY

The fey are magical beings that are tied to nature. Fey creatures have supernatural powers and the ability to cast magic spells. The fey can see in the dark to a range of 60'.

SIZE	HD	MV	FORT	REF	WILL	CL
Tiny	1d4 hp	20	19	13	13	1
Small	1	20	16	13	13	2
Medium	4	30	14	11	11	5

BROWNIE (TINY FEY) – These timid fey are goodly creatures. They look like little humans with pointed ears, and always dress in browns. Brownies have AC 17 and attack with daggers (1d3 damage). Spells fail against them 25% of the time. Brownies cast spells as second level magicians.

FAIRY (MEDIUM FEY) – Fairy is a blanket term for all the fair folk (including sprites, brownies, leprechauns, goblins, etc.), but in this case it refers to the beautiful, elfin women of fairy tales. Fairies can fly with gossamer wings (speed 40), and cast spells as fourth level magicians. Among the more famous of fairies is the Fairy with Turquoise Hair (who serves the court of Hearts), Morgan Le Fey (who serves the court of Spades) and Titania (who serves the court of Diamonds). Fairies have AC 17 and attack with daggers (1d4 damage). A person that gazes at a fairy must pass a Fortitude save or be blinded by its beauty unless the fairy suppresses this power. The gaze of an angry fairy forces a victim to pass a Will save or be stunned into inaction for 2d4 rounds. Elder fairies are called fairy godmothers. They are often assigned to protect the young and innocent.

GRIG (TINY FEY) – Grigs are heroic fairies that look like tiny elves with the hindquarters of grasshoppers. This allows them to leap as far as 60 feet. They can also fly at a speed of 40. Grigs have AC 18 and attack with tiny swords or bows (1d4 damage). Grigs can turn invisible and command plants to entangle people (treat as an attack from a 1 HD monster). They can cause fires to explode into showers of sparks, like fireworks and are expert ventriloquists. Finally, one grig in each band of monsters carries a fiddle. When the grig plays his fiddle, all who hear it must pass a Will saving throw or be compelled to dance until they drop or until the grig stops playing the fiddle.

LEPRECHAUN (SMALL FEY) – Leprechauns are fairy cobblers, and members of the “fey proletariat”, as it were. As in popular myth, they hide their gold in pots that can only be found by following rainbows, but those who steal a leprechaun treasure will find themselves hunted for all their days by the vengeful fey and their kin. Unfortunately, 1 in 20 of these pots only contains brightly dyed foodstuffs. Leprechauns might be capable of granting three wishes to those who catch them. If this rule is used, allow the leprechaun to roll their initiative on 2d4, and double their movement rate. Leprechauns have AC 17 and attack with small hammers (1d4 damage).

NIXIE (SMALL FEY) – Nixies are water fey who look like children with webbed hands and feet. 75% of nixies are wicked. They have AC 14 and attack with tridents (1d6 damage). Three times per day a nixie can cast *charm person*. Magic spells fail against them 5% of the time.

PIXIE (SMALL FEY) – These goodly fey are 2' tall humanoids with pointed ears and dragonfly wings. Pixies have AC 16 and attack with tiny swords or bows (1d4 damage). Their arrows can steal memories or cause people to fall asleep (Will saving throw to negate). Spells fail against them 5% of the time. Pixies cast spells as third level magicians.

SATYR (MEDIUM FEY) – Satyrs look like bearded elves with goat legs. They are wild and jovial. Satyrs are not completely wicked, but they push the boundaries of polite behavior and have a significant difficulty restraining themselves around females (Will saving throw). Satyrs have AC 15 and attack with a head-butt (1d6 damage) and either bow (1d6 damage) or sword (1d8 damage). Satyrs use pan pipes to cast *charm person* or *sleep*.



GIANTS

Giants are humanoids grown to unnatural size. They can see in the dark to a range of 60'. Most giants are evil man-eaters.

GIANT	HD	MV	FORT	REF	WILL	CL
Ettin	10	30	7	10	10	10
Ogre	4	40	10	14	15	4
Green Knight	5	40	10	13	12	6
Troll	6	30	9	12	13	7
Cloud Giant	12	40	4	9	9	13
Hill Giant	8	30	8	11	12	8
Mountain Giant	10	30	7	10	10	11

CLOUD GIANT (HUGE GIANT) – These huge giants dwell in cloud castles. They are known for their ability to sense the presence of human beings by scenting their blood. Cloud giants are not particularly intelligent, but they can levitate once per day and can raise an obscuring bank of fog once per day. Cloud giants have AC 17 and attack with a morningstar (6d6 damage) or by hurling boulders (2d12 damage).

ETTIN (LARGE GIANT) – Ettins are giants with two or three heads. An ettin's heads have independent brains, and they can be tricked into arguing with one another. Ettins have AC 18 and attack with two clubs (2d6 damage).

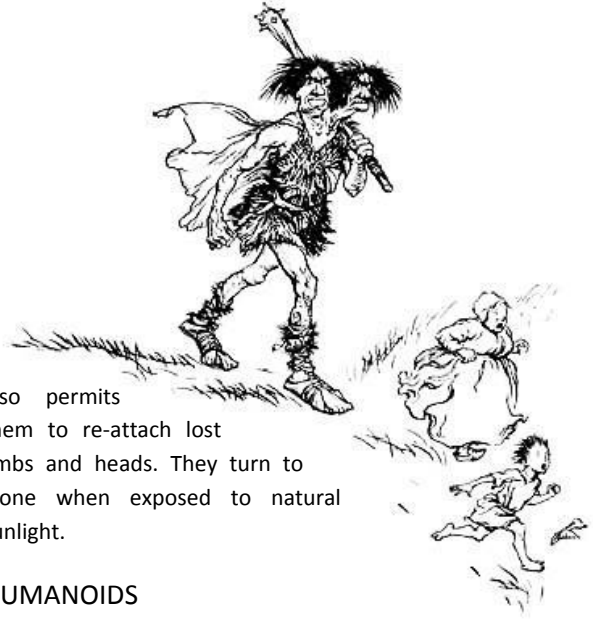
GREEN KNIGHT – These monsters are more intelligent and magical versions of the ogre. They have AC 18 and attack with fists (1d8 damage) or sword (2d6 damage). Spells fail against green knights 10% of the time. They can regenerate 1d6 hit points per round. They can fly (magically) and cast the following spells: At will – *darkness* and *invisibility*; once per day – *charm person*, *gaseous form* and *sleep*. Once per day, a green knight can throw a cone of cold (60' long, 30' wide at the base) that deals 5d6 points of cold damage.

HILL GIANT – Hill giants look like giant cavemen. They have AC 15 and attack with clubs (2d8 damage) or boulders (2d8 damage).

MOUNTAIN GIANT (HUGE GIANT) – Mountain giants look like massive hill giants. They have AC 15 and attack with tree trunk clubs (4d8 damage) or boulders (2d12 damage).

OGRE – These brutish humanoids stand 10' tall. They have AC 16 and attack with fists (1d6 damage) or clubs (2d4 damage).

TROLL – Trolls are green-skinned giants with shaggy hair. They stand 9' tall. Trolls have AC 16 and attack with two claws (1d6 damage) and a bite (1d6). Trolls regenerate damage not caused by fire or acid at a rate of 1d6 hit points per round. This ability



also permits them to re-attach lost limbs and heads. They turn to stone when exposed to natural sunlight.

HUMANOIDS

Humanoids include humans, dwarves and goblinoids (goblins, hobgoblins, bugaboos, etc.) and other such creatures. Humanoids other than humans usually can see in the dark to 60'.

All humanoids are either small or medium in size, but there are differences in their combat ability so they are treated individually here rather than by size.

BARBARIC HUMANOIDS

HUMANOID	HD	MV	FORT	REF	WILL	CL
Kobold	0	20	16	13	16	0
Goblin	0	30	13	16	16	0
Mermaid	1	5	15	13	15	1
Robber	1	30	13	15	15	1
Hobgoblin	1+1 hp	30	13	15	15	1
Berserker	1+1 hp	30	13	15	15	2
Bogeyman	2	30	12	15	15	2
Bugaboo	3	30	12	14	14	3

BERSERKER – Berserkers are evil human warriors. They carry shields (AC 11) and battleaxes (1d8 damage). Once per day, a berserker can go berserk. This lasts for 1d6 rounds, during which they attack twice per round. Berserker leaders fight as gnolls.

BOGEYMAN – Bogeymen are savage looking humanoids that gather in Bogeyland, but sometimes make incursions into happier places. They often fight with firebrands (1d4 points of damage, Reflex save or catch on fire). Bogeymen have thick skin and fur (AC 13), and if not fighting with a firebrand they carry bows and swords. Bogeyman leaders fight as well as bugaboos.

BUGABOOS – Bugaboos are hulking, hairy goblins with wide, toothy mouths and pointed ears. Despite their size, they are quite nimble and they are strong. Bugaboos have thick skin and wear bits and pieces of scavenged armor (AC 14). They carry morning stars and javelins into battle. Their leaders fight as well as ogres (see Giants above).

GOBLIN – Goblins are 3’ tall terrors with brilliantly hued skin (green, blue, scarlet, etc.) and fangs. Goblins are as thick as flies on the borders of Fairyland, and loom large in many legends. When encountered in their lair, there is a 1 in 20 chance that adventurers have stumbled upon a goblin market, where fey of all kind trade wondrous goods and might even trade with the adventurers, if they dare. Goblins wear leather armor and carry shields, helms, bows and axes (AC 14). Some ride into battle on worgs. Goblin leaders fight as well as hobgoblins.

HOBGOBLIN – Hobgoblins are human-sized goblins with orange or crimson skin. They are smarter than other humanoids, and fight much as the civilized races (i.e. using strategy and tactics). Hobgoblins wear chainmail and they carry shields, helms, spears and crossbows (AC 17). Their leaders fight as well as bogeymen.

KOBOLD – Kobolds are the smallest of the goblinoids, standing just two to three feet tall. They have scaly skin and dog-like faces. Kobolds wear leather armor and carry shields, slings and daggers (AC 13). Kobold leaders fight as well as goblins.

MERMAID – Mermaids may not be down-right evil, but they are often vain, selfish and unconcerned with the welfare of human beings. Of course, some mermaids fall in love with humans and die for their trouble. Mermaids have AC 11 and attack with their fists (1d3 damage) or with tail slaps (1d6 damage). They swim at a speed of 50.

ROBBER – Robbers are evil men who dwell in the wilderness. They may form small gangs (3d6 individuals) who waylay travelers through woodlands, or they might form larger bodies (up to 40!) who have their lairs in secret caves and attack entire villages for the purpose of plunder. Robbers wear leather armor



and carry bows and daggers (AC 12).

CIVILIZED HUMANOIDS

The civilized races are divided into five categories. Commoners include all healthy, adult non-combatants. Warriors are trained to fight. Elites are veteran warriors. Sergeants usually lead groups of 10 warriors. Leaders lead larger groups of warriors. More powerful warriors and other types should be modeled using the character classes.

SIZE	HD	MV	FORT	REF	WILL	CL
Commoner	0	30	13	16	16	0
Archer	1	30	13	15	15	1
Dwarf	1	30	13	15	15	1
Elf	1	30	15	13	15	1
Man-at-Arms	1	30	13	15	15	1
Sergeant	2	30	12	15	15	2
Knight	3	30	12	14	14	3
Sorcerer	4	30	14	14	10	5

DWARF – Dwarves live in the mountains. Dwarves have the special abilities presented in the race section and they are known to be tough. Dwarf archers wear chainmail and carry helm, crossbow and axe (AC 16). Dwarf warriors wear plate mail and carry shield, helm, war hammer and dagger (AC 19).

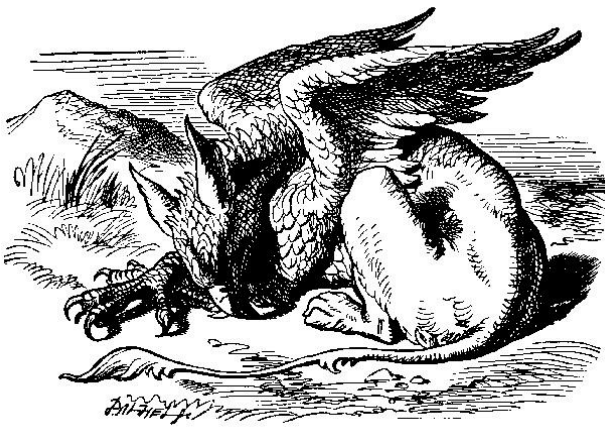
ELF – Elves live in woodlands. Elves have the special abilities presented in the race section, and they are known to be nimble. Elf archers wear chainmail (AC 16) and carry helm, bow and sword. Elf archers receive a +1 bonus to damage with their bows. Elf warriors wear chainmail and carry shield, helm, spear and dagger (AC 17). Elf knights wear chainmail and carry shield, helm, lance and sword (AC 17). Elf leaders have a 1 in 6 chance of



casting spells as first level magicians, and can cast spells even when wearing armor.

HUMAN – Humans have no special abilities. Human commoners do not wear armor and they wield clubs in combat. Archers wear leather armor (AC 12) and carry bow and axe. Men-at-arms and sergeants wear chainmail and carry shield, helm, spear and dagger (AC 17). Knights wear plate mail and carry shield, helm, lance and sword (AC 19) and ride war horses.

SORCERER – Sorcerers are powerful practitioners of the magical arts. They do not wear armor, and use only simple weapons with daggers and staves being the most common. Sorcerers need not be evil, but many, drunk with their own power, become wicked. Sorcerers cast spells as 6th level magicians. Once per day, they can change the shape of another creature (Will save permitted).



MAGICAL BEASTS

Magical beasts are monsters drawn from folklore and fairy tales. They are usually hybrids of different animals. Magical beasts are often more intelligent than animals and almost always have wondrous powers at their disposal. Magical beasts can see in the dark to a range of 60'.

SIZE	HD	MV	FORT	REF	WILL	CL
Tiny	1	20	16	13	16	2
Small	2	20	13	12	16	3
Medium	4	30	11	11	15	5
Large	8	30	9	9	12	9
Huge	12	40	4	7	12	13

BIG BAD WOLF (LARGE MAGICAL BEAST) – Big bad wolves look like giant wolves. Big Bad Wolves have a bad reputation in Fairy Tale Land, and a well-deserved one. They are a particular menace to little pigs, old women and girls in red cloaks, but are happy to

attack anything they think they can swallow. They have AC 15 and attack with a bite (1d8 damage). Three times per day they can breathe a cone of gusting wind. Structures in the path of this wind must pass a saving throw or be knocked over; straw buildings save on a 1 in 6, wooden buildings save on a 2 in 6 and brick buildings save on a 3 in 6. Creatures in the path of this wind must pass a Fortitude saving throw or be knocked over and suffer 1d6 points of damage.

FLYING MONKEY (SMALL MAGICAL BEAST) – Flying monkeys usually serve wicked witches and sorcerers. They have AC 13 and attack with their fists (1d4 damage) and bite (1d4 damage).

GIANT EAGLE (LARGE MAGICAL BEAST) – Giant eagles are majestic creatures. They have AC 15 and attack with two claws (1d6) and a bite (1d8). They have a fly speed of 80 and a land speed of 10.

GIANT OWL (LARGE MAGICAL BEAST) – Giant owls are very wise, and very dangerous if you happen to be a mouse. They have AC 15 and attack with two claws (1d6) and a bite (1d8). They have a fly speed of 70 and a land speed of 10.

GRIFFON (LARGE MAGICAL BEAST) – Griffons reside in the mountains of Fairyland, preening their feathers and grooming their tawny fur in the sun. They are creatures of terrible nobility, and are not to be trifled with by inexperienced adventurers. The greatest princes might make them their mounts, if they can be subdued. Griffons have the body of lions and the heads and wings of giant eagles. They have AC 17 and attack with two claws (1d4 damage) and a bite (2d6 damage).

HYDRA (HUGE MAGICAL BEAST) – Hydras are reptiles with five to twelve serpentine necks and heads. Hydras have AC 17 and attack with as many bites as they have heads (1d10 damage). Hydras can only be killed by removing all of their heads permanently or slaying the body. Chopping off a hydra's head (this is a special maneuver; the hydra can make a Reflex saving throw to resist it) causes two new heads to grow back to replace it. A head can only be removed permanently by cutting it off and then immediately burning the stump with fire.

RED BULL (LARGE MAGICAL BEAST) – Red bulls are two-headed, fire-breathing bulls. They are just as cantankerous as normal bulls, if not more so. Red bulls have AC 19 and attack with two gores (1d6 damage). They can breathe a cone of fire (30' long, 15' wide at base) three times per day for 3d8 damage.

ROC (HUGE MAGICAL BEAST) – Rocs are giant birds that can carry away elephants. They make an appearance now and again in Fairyland, swooping in from balmy seas beyond the mountains of

Jinnistan on their way to visit the east wind. Rocs have AC 17 and attack with two talons (2d8 damage) and a bite (2d8).

SPHINX (LARGE MAGICAL BEAST) – A sphinx looks like a predatory cat with the head of a beautiful woman. They are murderous creatures that permit their prey to live if they can correctly answer a riddle. They have AC 20 and attack with two claws (1d6 damage). If both of a sphinx's claw attacks strike the same opponent, they strangle them for an additional 1d6 damage. A sphinx can cast the following spells: *3/day-clairaudience, clairvoyance, detect invisibility, detect magic, read magic; 1/day-comprehend languages, dispel magic, locate object, remove curse.*

UNICORN (LARGE MAGICAL BEAST) – Unicorns dwell in woodlands. They have AC 18 and attack with two hooves (1d4 damage) and horn (1d8 damage). A touch of their horns cures poison. Unicorns are immune to poison and charm. They cast spells as third level curtal friars.

MONSTROUS HUMANOIDS

Monstrous humanoids are humanoids with magical or supernatural powers and usually a monstrous appearance. Monstrous humanoids all can see in the dark to a range of 60'.

SIZE	HD	MV	FORT	REF	WILL	CL
Small	1	20	16	13	13	2
Medium	5	30	13	11	11	6
Large	8	30	10	9	9	9

BEAST (LARGE MONSTROUS HUMANOID) – Beasts are humans that have been changed into monstrous beastmen. They can be harmed by normal weapons, but can only be killed by silver or magic weapons and spells. Beasts have AC 17 and attack with two claws (1d8 damage) and bite (1d8 damage) or with a bite (1d8) and weapon. They can be changed back into humans by the power of true love, or other means determined by the TK.

CHANGELING (MEDIUM MONSTROUS HUMANOID) – Changelings are the issue of wicked fairies. When a fairy steals a human child to raise as their own, they leave a changeling in its place. Changelings are wicked and ill-mannered, and grow up to become spies and assassins. Changelings can assume the shape of any being it has encountered, and they are capable of reading minds. They use this ability to better impersonate people. Changelings are AC 15 and attack with their fists (1d3 damage). They are immune to sleep and charms.

GARGOYLE (MEDIUM MONSTROUS HUMANOID) – Gargoyles are subterranean monsters that can hold so still as to look like stone statues. They have AC 16 and attack with two claws (1d4

damage), a bite (1d6 damage) and their horns (1d6 damage). Gargoyles can only be damaged by magic weapons and spells. Their wings allow them to fly.

HAGS (LARGE MONSTROUS HUMANOID) – Hags are evil fey that looks like ugly women. They have AC 22 and attack with two claws (1d4 damage). Creatures who meet their gaze must pass a Will saving throw or become weak for one hour. Spells fail against them 25% of the time. Hags cast spells as 4th level magicians.



WEREWOLF (MEDIUM MONSTROUS HUMANOID) – Werewolves are evil humans or demi-humans that can turn into wolves or into humanoid wolves. They can be harmed by normal weapons, but can only be killed by silver or magic weapons and spells. Werewolves have AC 16 and attack with a two claws (1d4 damage) and bite (1d6 damage).

YELLOW DWARF (SMALL MONSTROUS HUMANOID) – The yellow dwarves are cruel tricksters who often fall in love with princesses, doing their utmost to force them into marriage. They are dogged and determined, and never let a slight go unrevenged. Yellow dwarves have sallow skin and stringy orange-yellow hair. They are usually armed with short swords or hand axes. They have AC 14 and attack with daggers (1d4 damage). Yellow dwarves can turn into ogres (fight as Large Monstrous Humanoids, dealing 1d8 damage with their attacks) and once per day they can turn invisible for 10 rounds.

OUTSIDERS

Outsiders are entities that come from beyond the mortal, material world. Outsiders breathe, but do not eat or sleep, unless they wish to. They can see in the dark to a range of 60' and can only be damaged by magic weapons and spells.

SIZE	HD	MV	FORT	REF	WILL	CL
Tiny	3	30	15	12	11	5
Small	4	30	12	11	10	6
Medium	6	40	10	10	9	8
Large	9	40	8	9	8	11
Huge	11	40	5	8	7	13



DEVIL (MEDIUM OUTSIDER) – Devils are evil creatures from the Netherworld who pop into the Fairy Tale Land to tempt the foolish. They appear either as beautiful temptresses with vestigial fangs or as thin, sophisticated men with red skin, pointed black beards, small horns and a tail that ends with a point. Although they often appear unarmed, a devil can summon a trident to hit or her hand instantly when threatened. They can also unfurl bat wings when they find flight a necessity. Devils have a fly speed of 40. Devils are immune to fire damage and poison, and they can communicate telepathically up to a range of 100'. Devils rely on temptation and manipulation to get what they want. They have AC 20 and attack with their tridents (1d8 damage) and tail (1d4 damage and paralysis poison). Devils can teleport, disappearing in a puff of sulfurous smoke.

DJINNI (LARGE OUTSIDER) – Djinn are the genies of air. Djinn have AC 16 and attack with two slams (1d8 damage) or with a scimitar (2d6 damage). Once per day, they can take the form of a whirlwind, like an air elemental. Djinn are immune to electricity and can fly. They cast spells as third level magicians.

EFREETI (LARGE OUTSIDER) – Efreet are the wicked genies of fire. They have AC 18 and attack with two slams (2d6 damage) or a falchion (2d6). Twice per round, they can change a creature's size (per a *potion of diminution* or *potion of giant-size*). Efreet are immune to fire but suffer double damage from cold. They can cast spells as a third level magician.

IMP (TINY DEVIL) – Imps are tiny devils with red skin, fanged, grinning mouths and tiny black horns. They are cowards who love causing pain and trouble. Imps have AC 20 and attack with a poisonous sting (1d4 damage). Unlike most devils, they can be struck with non-magical weapons. Imps can assume the forms of giant spiders, ravens, giant rats and boars. Imps can cast *detect magic* and *invisibility* (self) at will, and *suggestion* once per day.

QUASIT (TINY DEMON) – Quasits are ugly little demons with cat-like heads and purple scales. They can assume the form of a bat, cat, toad or giant centipede to spy. A quasit has AC 18 and attacks with two claws (1d4 damage) and bite (1d4 damage). A quasit's claw attacks are poisonous. Unlike most demons, quasits can be harmed with non-magical weapons. Each round, a quasit that is still alive regenerates (i.e. heals itself) one hit point. Quasits can use the following spells at will: *Detect good*, *detect magic*, and *invisibility* (self only).

PLANTS

Plant monsters are plants with the ability to attack and sometimes crawl. Some are mindless, others are quite intelligent. Most plant monsters can see in the dark to a range of 30'. Plants breathe and eat, but do not sleep. They are immune to poison, sleep effects, paralysis, polymorph and stunning attacks.

SIZE	HD	MV	FORT	REF	WILL	CL
Small	1	20	14	15	16	2
Medium	2	30	12	15	16	3
Large	5	30	10	13	13	6
Huge	7	40	7	12	12	8

MUSHROOM MAN (SMALL PLANT) – These little creatures look like 2' to 3' tall mushrooms with wrinkled faces, stubby legs and arms. Mushroom men have AC 14 and attack with fists (1d4 damage) or spears. When killed, they release 1d6 spores which grow into new mushroom men in one turn. They suffer only half damage from fire (and smell delicious while simmering).

TREANT (HUGE PLANT) – Treants look like trees with human faces and legs and arms. They have AC 19 and two slam attacks (2d8 damage). They can animate two trees within 180'. These trees fight as treants. They suffer double damage from fire and half damage from blunt and piercing weapons.

UNDEAD

The undead category includes corpses re-animated by dark magic and the spirits of deceased creatures that still haunt the world. Undead are immune to illusions and mind-affecting effects, poison, sleep effects, paralysis, disease, stunning attacks and death effects. They are also immune to ability damage and drain and to energy damage and drain. The undead are damaged by *cure wounds* spells and healed by their reverse. The undead do not breathe, eat (except ghouls and vampires) or sleep.

SIZE	HD	MV	FORT	REF	WILL	CL
Revenant	2	20	15	15	15	2
Ghost	5	60	13	12	10	7

GHOST – Ghosts are incorporeal creatures that either look like transparent humans or like human figures shrouded by sheets. They have AC 15 and attack with a ghostly strike (1d4 damage). As incorporeal creatures, they can only be damaged by silver or magic weapons and spells. Victims of their strike must pass a Fortitude saving throw or lose 1d6 points of constitution. Victims drained of all their constitution die of fright. Lost constitution points return at the rate of one per day.

REVENANT – Revenants are animated corpses. Revenants have AC 11 and attack with their fists (1d6 damage). They are stiff and slow, and thus can either move or attack each round, but not both. They suffer half damage from bludgeoning weapons.



XII. EXPERIENCE AND TREASURE

Adventurers are after two things above all else: Experience and treasure. Experience is measured in Experience Points (XP). The more XP a character has, the higher their level and thus the more powerful they are. The more treasure a character has, the more and better equipment they can buy. Most adventurers seek to one day establish a stronghold of their own in the wilderness, and this naturally requires a large sum of money.

XP are earned by killing monsters and finding treasure. The XP value of a monster is given in the Monster section above. When a monster is defeated, its XP value is divided between all the characters actively involved in the fight.

Treasure is worth one XP per gold piece of value. One gold piece, therefore, is worth one XP, while it requires 10 silver pieces or 100 copper pieces to equal one XP.



TREASURE

There are two types of treasure: Individual and Hoards. An individual treasure is found on individual, low-level monsters (i.e. Challenge Level 0 to 3). Hoards are guarded by large groups of low-level monsters, or by individual powerful monsters.

For every 50 XP a monster is worth, make one roll on the Individual Treasure Table. For every 500 XP a group of monsters or a powerful individual monster is worth, make one roll on the Hoard Treasure Table.

INDIVIDUAL TREASURE TABLE

D%	TREASURE
01-30	1d10 copper pieces
31-50	1d10 silver pieces
51-60	1d10 gold pieces
61-75	A sack of copper pieces (1d10 x 10)
76-85	A sack of silver pieces (1d10 x 10)
86-90	A sack of gold pieces (1d10 x 10)
91-92	A fancy stone (see below)
93-94	A light object (see below)
95-96	A treasure map
97	A vial of acid
98	A vial of poison
99	A vial of holy water
100	A potion (roll on potion table below)

HOARD TREASURE TABLE

D%	TREASURE
01-20	A sack of silver pieces (1d10 x 10)
21-40	A sack of gold pieces (1d10 x 10)
41-50	A coffer of silver pieces (1d10 x 50)
51-65	A coffer of gold pieces (1d10 x 50)
66-75	A chest of silver pieces (1d10 x 100)
76-80	A chest of gold pieces (1d10 x 100)
81-83	1d6 fancy stones
84-86	1d6 light objects
87-88	1d4 gems
89-90	1d4 medium objects
91	A jewel
92	A heavy object
93	1d6 potions
94	A scroll
95	A wand
96	A staff
97	A magic armor
98	A magic weapon
99	A magic sword
100	A wondrous item

FANCY STONES, GEMS AND JEWELS

Fancy stones are worth 10 gp, and include agates, amber, hematite, jade, jasper, jet, lapis lazuli, malachite, moonstone, obsidian, olivine, pearl, quartz, tiger's eye and turquoise.

Gems are worth 100 gp, and include alexandrite, aquamarine, aventurine, beryl, carnelian, chalcedony, chrysoberyl, chrysoprase, citrine, cymophane, fire opal, garnet, hyacinth, jacinth, jargoon, onyx, opal, peridot, rhodochrosite, sard, sardonyx, spinel, sunstone, topaz, tourmaline, zircon.

Jewels are worth 1,000 gp, and include amethyst, diamond, emerald, ruby and sapphire.

OBJECTS

Objects are items of value, such as jewelry and statues. The value of an item depends on its weight (light, medium or heavy) and the material from which it was made (copper, silver, gold, gems).

D%	MATERIAL	LIGHT	MEDIUM	HEAVY
01-40	Copper	1 gp	10 gp	50 gp
41-65	Copper + gems	5 gp	20 gp	75 gp
66-85	Silver	10 gp	100 gp	500 gp
86-95	Silver + gems	20 gp	250 gp	1,000 gp
96-99	Gold	100 gp	1,000 gp	5,000 gp
100	Gold + gems	250 gp	2,500 gp	10,000 gp

Light objects include most pieces of jewelry, like rings, bracelets and necklaces.

Medium objects include crowns, vases, boxes, and decanters.

Heavy objects include statues and thrones.

POTIONS

Potions are magic spells put into edible form. The most sought after are the potions of healing, and the most feared is the potion of poison, which means instant death. Characters can attempt to identify a potion by tasting it. This gives a 2 in 6 chance of success, but carries a 10% chance of activating the potion.



D%	POTION
01-05	Darkvision – This potion works as the magician spell.
06-10	Diminution – This potion shrinks a person and their equipment to one-tenth their normal size, but allows them to retain their normal strength.
11-15	ESP – This potion works as the magician spell.
16-17	Etherealness – This potion turns people ethereal, like a ghost, for one minute. While ethereal, they may walk through walls and can only be harmed by silver and magic weapons. If a person solidifies while within matter, they are killed instantly.
18-20	Extra Healing – This potion heals 3d6 points of damage.
21-25	Gaseous Form – This potion works as the magician spell.
26-30	Giant-Size – This potion causes a creature and its equipment to double in size. This grants a +2 bonus to hit and damage.
31-35	Healing – This potion heals 1d6 points of damage.
36-40	Health – This potion neutralizes poison and cures disease.
41-43	Invisibility – This potion works as the magician spell.
44-48	Invulnerability – This potion increases AC to 20.
49-53	Jumping – This potion allows the imbiber to jump 30' forwards, 20' backwards and 10' up.
54-58	Love – This potion causes the imbiber to fall in love with the first potential mate they see.
59-63	Magic Weapon (Oil) – This potion is drizzled on a weapon to turn it into a +1 magic weapon for one hour.
64-65	Poison – This poison causes instant death.
66-70	Polymorph Self – This potion allows you to change into any monster or into a duplicate of a person for one hour. While in this body, you retain your intelligence and class abilities, but gain the physical abilities of the other form.
71-75	Resist Acid – This potion works as the resist energy spell.
76-80	Resist Cold – This potion works as the resist energy spell.
81-85	Resist Electricity – This potion works as the resist energy spell.
86-90	Resist Fire – This potion works as the resist energy spell.
91-95	Spider Climb – This potion works as the magician spell.
96-100	Strength – This potion works as the magician spell.

SCROLLS

Scrolls come in two varieties – protection scrolls and spell scrolls. Protection scrolls can be activated by any character, simply by holding it aloft and speaking the power word written thereon. A protection scroll works essentially as a protection from evil spell, disallowing the creature type from making contact with the holder of the scroll for one hour unless attacked.

Spell scrolls can only be activated by characters who can normally cast the spell thereon. The character can either cast the spell directly from the scroll, or transfer the spell from the scroll into their spellbook.

Either form of scroll is destroyed once it is cast or transferred.

D%	SCROLL
01-07	Protection from Animals
08-14	Protection from Constructs
15-21	Protection from Demons and Devils
22-28	Protection from Djinn and Efreet
29-35	Protection from Dragons
36-42	Protection from Elementals
43-49	Protection from Fey
50-56	Protection from Giants
57-63	Protection from Magical Beasts
64-70	Protection from Monstrous Humanoids
71-77	Protection from Oozes
78-84	Protection from Undead
85-89	First level curtal friar spell
90-94	First level magician spell
95-96	Second level curtal friar spell
97-98	Second level magician spell
99	Third level curtal friar spell
100	Third level magician spell

WANDS

Magic wands can only be used by magicians. Each wand holds a magician or curtal friar spell, with most wands having 1d4+1 charges of that spell. Each time the wand is used to cast the spell, one charge is expended. Wands can be recharged by casting the same type of spell back into the wand. A wand can hold a maximum of 10 charges.

A magician does not need to know the spell in question to cast it with the wand, but he does have to know how to cast the spell to recharge the wand.

D%	WAND
01-30	First level curtal friar spell (TK's choice)
31-60	First level magician spell (TK's choice)
61-75	Second level curtal friar spell (TK's choice)
76-90	Second level magician spell (TK's choice)
91-95	Third level curtal friar spell (TK's choice)
96-100	Third level magician spell (TK's choice)

STAVES

Magic staves can only be used by curial friars or magicians. They hold multiple spells, and usually have 1d6+2 charges when found. The number of charges a spell costs is listed after the spell names below in parentheses. Like wands, staves can be recharged. Staves can hold a maximum of 12 charges.

D%	STAFF
01-10	Abjuration: <i>Dispel magic</i> (3), <i>protection from evil</i> (1), <i>shield</i> (1)
11-25	Beasts (Clr): <i>Animal charm</i> (2), <i>speak with animals</i> (2)
25-35	Divination: <i>Detect invisibility</i> (2), <i>detect magic</i> (1), <i>locate object</i> (3)
36-50	Enchantment : <i>Charm person</i> (1), <i>suggestion</i> (3)
51-55	Evocation: <i>Fireball</i> (3), <i>lightning bolt</i> (3), <i>pyrotechnics</i> (2)
56-60	Healing (Clr): <i>Cure light wounds</i> (1), <i>cure disease</i> (3), <i>cure serious wounds</i> (3)
61-70	Illusion: <i>Audible glamor</i> (1), <i>mirror image</i> (2), <i>phantasmal force</i> (2), <i>spectral force</i> (3)
71-80	Prophecy (Clr): <i>Detect evil</i> (1), <i>find traps</i> (2), <i>locate object</i> (3)
81-90	Utility: <i>Darkvision</i> (3), <i>light</i> (1), <i>knock</i> (2)
91-100	Virtue (Clr): <i>Protection from evil</i> (1), <i>bless</i> (2), <i>prayer</i> (3)

MAGIC ARMOR

Magic armor carries a magical enchantment of +1 to +3. The “plus” is added to the wearer’s Armor Class. Magical armor always sizes itself to its wearer.

D%	ARMOR
01-34	Helm +1 (total +2 bonus to AC)
36-64	Shield +1 (total +2 bonus to AC)
65-73	Leather +1 (AC 13)
74-79	Chainmail +1 (AC 16)
80-82	Plate mail +1 (AC 18)
83-88	Leather +2 (AC 14)
89-92	Chainmail +2 (AC 17)
93-94	Plate mail +2 (AC 19)
95-97	Leather +3 (AC 15)
98-99	Chainmail +3 (AC 18)
100	Plate mail +3 (AC 20)

MAGIC WEAPONS

Magic weapons carry a “+1 enchantment”, which simply means that the weapon grants its owner a +1 bonus to attack and damage. Magic weapons have a 10% chance of possessing special abilities (see Magic Swords below).

D%	MAGIC WEAPON	D%	MAGIC WEAPON
01-06	Axe	51-54	Javelin
07-11	Battleaxe	55-58	Lance
12-17	Bow	59-64	Mace
18-25	Club	65-70	Morning star
26-29	Crossbow	71-74	Pole arm
30-37	Dagger	75-79	Sling
38-40	Dart	80-87	Spear
41-46	Flail	88-93	Staff
47-50	Greatsword	94-100	War hammer

MAGIC SWORDS

Magic swords are like other magic weapons in that they grant the wielder a bonus to attack and damage, the bonus ranging from +1 to +3. In addition to this bonus, magic swords have other powers. Roll once on the table below to determine the sword’s bonus. Then roll again on the other table to determine the powers.

D%	BONUS
01-80	+1 to hit and damage
81-95	+2 to hit and damage
96-00	+3 to hit and damage

D%	POWER
01	Cursed, bonus actually acts as a penalty
02-04	Deals +1d6 damage against aquatic creatures (fishbane)
05-07	Deals +1d6 damage against devils (devilbane)
08-10	Deals +1d6 damage against dragons (dragonbane)
11-13	Deals +1d6 damage against elemental (elementalbane)
14-16	Deals +1d6 damage against fey (feybane)
17-20	Deals +1d6 damage against undead (undeadbane)
21-30	Detects evil three times per day (as spell)
31-40	Detect magic three times per day (as spell)
41-45	E.S.P. three times per day (as spell)
46-47	Flames on command (light as torch, +1d6 fire damage)
48-50	Strikes on its own for 3 rounds, using owner’s attack bonus
51-55	Levitates owner three times per day (as the spell)

56-60	Magic circle against evil three times per day
61-70	Protection from evil three times per day
71-85	Sheds light on command (as spell)
86-87	Shocks on command (+1d6 electricity damage)
88-98	No extra special ability
99-100	Roll twice on this table

WONDROUS ITEMS

This category covers magic items not yet covered in this section, from clothing to jewelry to crystal balls.

D%	MAGIC ITEM
01-08	Amulet of Protection (+1 to saving throws and AC)
09-16	Adder Stone (grants +2 to saving throws against disease)
17-24	Alicorn (detects poison and can be powdered and drank to neutralize poison)
25-26	Belt of Giant Strength (+3 to damage and attack)
27-28	Cap of Invisibility (as spell, three times per day)
29-30	Cloak of Invisibility (as spell, three times per day)
31	Crystal Ball (can see and hear any person, no matter how far away, once per day)
32	Efreeti Lamp (summons an efreeti once and then disappears; the efreeti serves unwillingly for one hour and then there is a 5% chance it turns on the one who summoned it)
33-36	Feathered Cloak (polymorph into any form of bird once per day)
37-40	Flying Carpet (as spell three times per day, holds 10 people)
41-44	Gauntlets of Ogre Strength (+2 to attack and damage)
45-52	Hand of Glory (torches and candles held in this amputated hand never extinguish and the hand can open any locked door)
53	Helm of Darkness (acts as a normal helm, and casts <i>darkness</i> on itself once per day; only the wearer can see in this darkness)
54-57	Horn of Plenty (produces food for 10 people once per day)
58-61	Pipes of the Sewer (summons a rat swarm once per day)
62	Ring of Djinni Summoning (summons a djinni once, then disappears; the djinni will do one service for up to one hour)
63-64	Ring of Exorcism (demons and devils must pass a Will saving throw or be sent back to their own realm one per day)
65-66	Ring of Invisibility (as spell, three times per day)
67-68	Ruby Slippers (teleport to a home base once per day)
69-70	Seven-league Boots (walk 20 miles in a step once per day)
71-78	Talisman of Luck (re-roll a saving throw once per day)
79-86	Talisman of Protection from Evil (as spell, three times per day)

87	Tarnhelm (<i>invisibility</i> three times per day and polymorph into an animal, giant or dragon with as many or fewer hit dice than you have levels once per day)
88-95	Toadstone (removes poisons and disease from liquids)
96-99	Wand of Metal and Mineral Detection (concentrate on a substance, operates like <i>detect magic</i> spell)
100	Winged Sandals (<i>fly</i> , as spell, once per day)

XIII. CONCLUSION

Bloody Basic is meant to be a quick, easy-to-learn game for simulating fantasy adventures. The main point of the game is to gather with friends and have fun. Always keep this point foremost on your minds. Do not let arguments ruin the game – it's just make-believe and not worth the trouble.

It is important for players to remember that the Treasure Keeper is the referee. He or she is there to make judgment calls, and those judgments need to be accepted. Likewise, the Treasure Keeper needs to remember that players love their characters, and are apt to argue when they think a ruling is unfair. Give the players a fair hearing and don't be afraid to give them the benefit of the doubt.

When you feel as though you are ready to move on to a more complex game with more options, you might want to check my *Blood & Treasure Complete* game.

HAVE FUN!



Ability Score	2, 3, 21	Jack	12
Alignment	15	Knave	11-12
Animal	22	Level	
Armor	13, 34	Challenge Level	22
Armor Class	2, 3, 13, 18, 21	Character Level	2
Attack Bonus	2, 18, 21	Dungeon Level	18
Charisma	3, 13, 17, 20	Spell Level	5, 8
Civilization	21	Light	6, 7, 9, 10, 16
Class	2, 4, 5	Little Pig	4, 23
Constitution	3, 18, 31	Magician	8-11
Endurance Tasks	17	Magical Beast	28-29
Construct	23, 33	Magic Item	32-35
Curtal Friar	5-7	Maiden	6
Demon	30, 33, 35	Melee Attack	3, 18
Devil	30, 33, 35	Missile Attack	18
Dexterity	3	Monster	21-31
Agility Tasks	17	Monstrous Humanoid	29
Dice	1	Movement	4, 16
Disease	7, 18, 33, 35	Pied Piper	12, 23
Dragon	23-24	Plant	30
Dungeon	18-20	Poison	6, 14, 18, 20, 33
Dwarf	4, 27, 29	Race	4
Elemental	24, 33, 34	Retainer	12
Elf	15, 27	Saving Throw	2, 3, 4, 17
Encumbrance	13	Spells	2, 6-7, 9-11, 17
Equipment	13	Strength	3, 17
Experience Point	2, 22, 31	Task Check	2, 12, 17
Fey	25, 33, 34	Time	16
Fighter	7-8	Traps	20
Giant	26	Treasure	31-35
Henchman	14	Treasure Keeper	2
Hit Dice	2, 21	Undead	31
Hit Points	2, 21	Wandering Monster	19-20
Human	4, 20, 28	Weapon	13, 34
Humanoid	26-28	Wilderness	20
Initiative	17, 19	Wisdom	3
Intelligence	3	Perception Tasks	17
Knowledge Tasks	17	Woodsman	8

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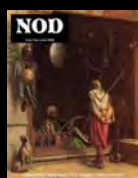
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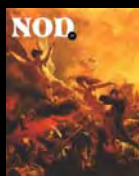
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