

WEIRD FANTASY 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 WEIRD FANTASY THEME

BLOODY BASIC

FANTASY ROLE PLAYING GAME

WRITTEN BY

John M. Stater

EDITED BY

Tanner Yea
David Jenks

COVER ILLUSTRATION

Sidney Sime

INTERIOR ILLUSTRATIONS

Aubrey Beardsley
Mahlon Blaine
Dwight A Boyce
Claude Fayette Bragdon
Harry Clarke
Boris Dalgov
Sidney Sime

Silhouette of potions by Telecanter

Cartography (page 23) by Dyson Logos

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Weird fantasy is a cornerstone of fantasy role-playing games, influencing the earliest games and lending them their unique flavor. Born from the Romantic Movement and symbolism, weird fantasy was a reaction to the modern world in which the authors lived. Weird fantasy was lush and decadent and yearned for meaning and release. It consisted of simple stories set in ornate worlds, and reveled in obscure, flowery and archaic text. The weird fantasy author and his characters were like tourists drinking in exotic places that existed only in their dreams. It has in its genes both pseudo-historical romances, Orientalism and fairy tales, though not fairy tales fit for children. The fairy tales that parented weird fantasy were never stripped of their violence or their erotic overtones.

Weird fantasy is both steeped in meaning and bereft of it. It is quiet and noisy and ridiculous and sublime ... and makes an excellent place for players to explore and indulge their sense of wonder. Weird fantasy characters seek escape from the tedium and constrictions of the industrial age. They are errant knights, burglars, wise women, mystery priests and magicians. They are bent on one last grand adventure, one chance to crack open the bones of drudgery and suck out the marrow of life, one final opportunity to live deeply and truly and transform the mundane into the beautiful ... are you?

I. INTRODUCTION

Bloody Basic is a role playing game set in a fantasy world of 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 donjons 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"

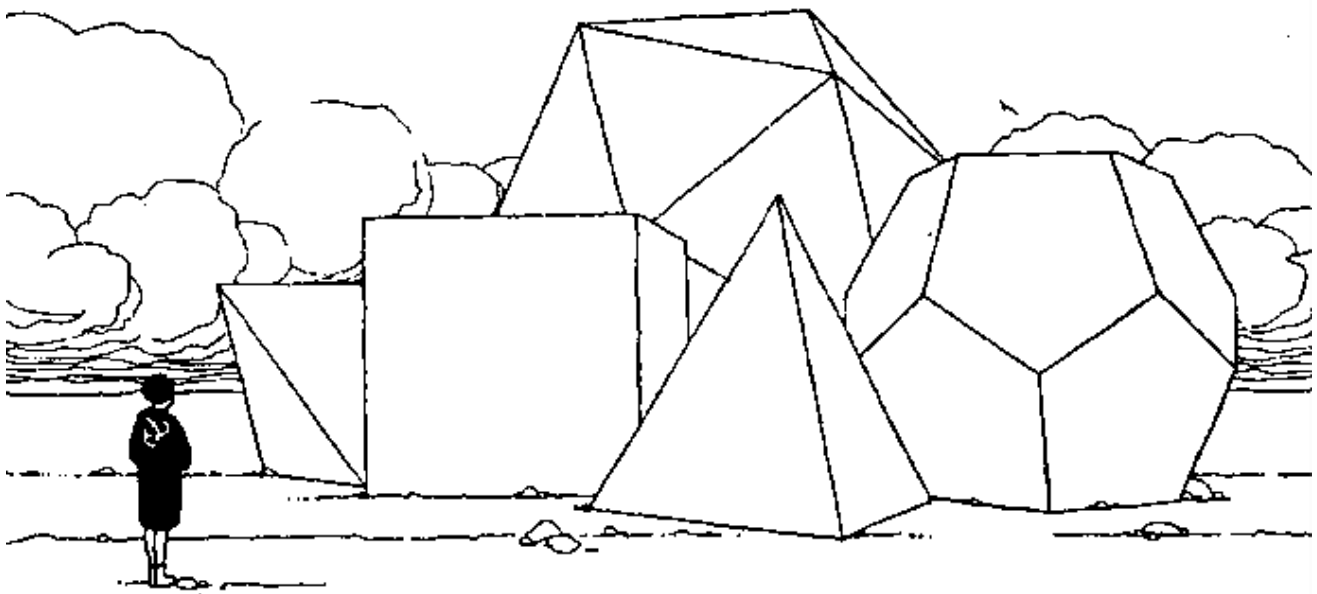
Six sided dice are abbreviated as "d6"

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". 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 – Class is a character's 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. Puissants roll the largest HD, a d8, while magi roll the smallest, a d4.

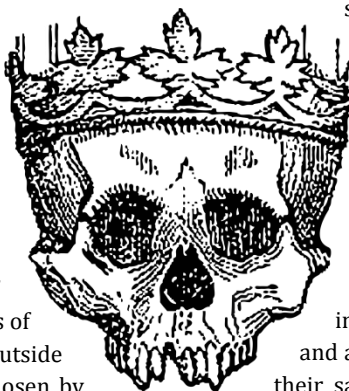
HIT POINTS – Hit points (hp) are a measure of one's ability to survive danger. When hit points are reduced to 0, a character may die, be knocked unconscious or subdued.

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.

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 (Str)

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 **effete**. 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 **mighty**. 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 (Int)

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 a **mooncalf**. 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 **canny**. 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.

Mooncalves know one language. Average characters know 3 languages. Canny characters know 6 languages.

Wisdom (Wis)

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 **sophic**. 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.

NAME: Oswidune			
CLASS: Puissant	RACE: Human	XP: 0	LEVEL: 1 (Blade)
STR: 13 (Strong)	Hit Points: 5	Fortitude: 12	
INT: 10	Armor Class: 14	Reflex: 15	
WIS: 8 (Foolish)	Movement: 30'	Will: 16	
DEX: 10	Melee Attack: +2		
CON: 11	Missile Attack: +1		
CHA: 9	Encumbrance: 28		
SPECIAL ABILITIES: Combat Feats (one first level feat per day)			
LANGUAGES: Common, elven, gibbelin			
EQUIPMENT			
Cuir boille	Torches (10)		
Kite shield	Rope (50')		
Sallet helm	Rations (week)		
Longsword (1d8 damage)	Pole (10')		
Sling (1d4 damage)	Iron spikes		
Bullets (20)	Hammer		
Backpack	Flint and steel		
Tunic	Cloak		
Boots	Bedroll		
Hose			
Platinum: Gold: 1 Electrum:			
Silver: 5	Copper: 9		
Treasure: None (yet!)			

Dexterity (Dex)

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 **oafish**. 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, 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 (Con)

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 **stalwart**. 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 (Cha)

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 **vile**. 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, elf, grotesque or satyr) and then class.

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 weird fantasy humans and real humans are not terribly different. Of course, in a fantasy world, "human" can be extended to creatures that look inhuman (strange colors of skin, bony protrusions), but which are essentially human beings.

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 various sub-classes in the game.

Elves

Elves are graceful fairy creatures with thin faces, pointed ears and vivid eyes. Soulless, they have neither mercy nor compassion for others, and exist only to please themselves. Elves look much like humans, though their ears are slightly pointed, and they are usually quite beautiful. Elves are ageless when they reach maturity, but can be killed by injury, poison and disease.



Elves have a movement rate of 40' per round. They adjust their Dexterity scores up by one point, and adjust their Constitution scores down by one point.

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

Elves have a knack for finding secret doors. They need only pass within 5' of such things to have a chance to notice them, even if they were not actively looking.

Elves are immune to a ghoul's paralysis touch.

Elves can advance to 4th level as idolators, puissants and thieves, and to 5th level as magi. They can also choose to multi-class as magus/puissants, advancing up to 4th level.

Grotesques

Men and women of monstrous mien, a grotesque's bizarre visage is said to hide a bestial nature and a soul steeped in vice. Grotesques are humanoid creatures with one or more exaggerated or bestial features. Most are eccentric loners, and their lack of charisma drives many to become bitter and misanthropic. The exact physical description of a grotesque depends on the character's player, but their odd features must never contribute a palpable bonus during play.

Grotesques have a movement rate of 30' per round. They adjust their Strength score up by one point, and adjust their Charisma score down one point.

Grotesques can cast the orison *malison* once per day. They enjoy a +2 bonus on saving throws against fear.

Grotesques are often slaves to their passions. When confronted with temptations of an illicit nature, grotesques must pass a Will saving throws to resist the impulse.

Grotesques can advance in any class, as do humans.

Satyr

Satyr are bestial creatures with the upper bodies of humans or elves, and the lower bodies of goats, deer or other such animals. Their half-bestial appearance is matched by a half-bestial personality, for there are known to be wild and uninhibited.

Satyr have a movement rate of 30' per round. They adjust their Constitution score up by one point, and adjust their Wisdom score down one point.

Satyr can see in the dark up to 60'.

They can use the horns on their heads to gain an extra head butt attack each round that inflicts 1d4 points of damage.

Satyr enjoy a +2 bonus to saving throws against the special abilities of magical beasts and the fey.

Satyr can advance to 4th level as idolators, magi and puissants, and to 5th level as thieves. They can also choose to multi-class as magus/thieves, advancing up to 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 Idolator Class

Idolators expound on the divine mysteries of the universe for the betterment or chastisement of their fellow men. Servants of gods and goddesses, they call upon the ultramundane and trade their obeisance for divine favors.

Idolators must observe any number of taboos placed upon them by their masters (see below).

REQUIREMENTS & RESTRICTIONS – Idolators must have a Wisdom score of 9 or higher. They are permitted to use light and medium weapons, and can use shields and wear aketons, brigandines and maile in combat. Idolators can use allowable magic armor and weapons, potions, scrolls, wands, staves and wondrous items.

SPECIAL ABILITIES – Idolators have two special abilities, the ability to shun their enemies and to cast orisons.

“Shunning” means to present an idol and cause the idolator's enemies to recoil in fear or be even more terribly impacted, depending on the creature's type. When attempting to shun, an idolator must present an idol and utter a holy chant. The idolator's player then rolls 1d20 and compares his roll to the table below, based on the idolator's level and the hit dice of the creature type they are attempting to shun.

HD	Idolator Level					
	1	2	3	4	5	6
1	10	7	4	3	2	D
2	13	10	7	4	3	2
3	16	13	10	7	4	3
4	19	16	13	10	7	4
5-6	20	19	16	13	10	7
7-8	-	20	19	16	13	10
9-10	-	-	20	19	16	13
11-12	-	-	-	20	19	16

When a shunning attempt is made, a d20 should be rolled and the table above consulted for the result. If the number on the die is equal to or greater than the number shown on the table, all creatures of the targeted type flee for 3d6 rounds, or cower helplessly if they cannot flee.

If the table indicates “D”, the creature is affect as follows:

Aberrations and the undead crumble into dust.

Animals, fey, humanoids, magical beast and monstrous humanoids must serve the idolator loyally for 24 hours.

Constructs are made inanimate; this is permanent for non-sentient constructs, and lasts for 24 hours for sentient constructs.

Demons, Devil and Elementals are forced back to their home dimension, and are barred from returning for a year and a day.

Dragons are subdued, as humanoids above, but only until the dragon feels it can get the best of its master and destroy them.

An idolator can shun once per day per level.

Idolator orisons represent their knowledge of the divine mysteries. All idolators are schooled in a variety of mystery cults, and by accepting random taboos they can curry enough favor from the deities behind those mysteries to get their prayers to those deities answered.

There are nine mystery cults that can be prayed to in exchange for access to their special cult orisons. There is no limit to the number of mysteries to which the idolator can gain access, but for each one he must accept a different taboo. These taboos are rolled on the following table:

d10	Taboo or Dictum
1	Foreswear the use of animals for any purpose
2	Foreswear any contact with the opposite sex
3	Foreswear speech, except when casting orisons
4	Foreswear killing and the use of edged weapons
5	Foreswear the taking or holding of wealth
6	Foreswear eating and drinking (including potions)
7	Foreswear generosity (no possession may be shared)
8	Foreswear mercy (all who oppose you must die)
9	Sacrifice all material wealth found that day (destroy or cast away so that none may retrieve it)
10	Sacrifice the first sentient being you come across (not including your compatriots) with a sacrificial dagger

The breaking of a taboo means that no orisons from its associated cult may be cast for the remainder of the day, and for each orison of that cult already cast, the idolator suffers 1d4 points of damage per orison level. Thus, if an idolator casts a third level orison and then breaks the taboo associated with it, he suffers 3d4 points of damage.

The following divine mysteries may be followed by Idolators: The All-Seeing Eye (ASE), Azoth (AZO), Cromm (CRM), The Great God Pan (PAN), Hastur the Shepherd (HAS), Isis the Queen (ISS), Mitra the Bull (MTR), Nodens the Traveler (NOD), The Worm Ouroboros (OUR) and The Sepulchral God (SEP). The cult associated with an orison is given in parentheses after the name of the orison.

First Level Orisons

1. BLESS (MTR) – The recipient of this orison receives a +1 bonus to attack rolls and to saving throws against fear effects for one hour.

2. ENTANGLE (PAN) – Plants in a 40-foot radius tangle your enemies, holding them fast unless they pass a Strength task check to break free from the vegetation.

3. FORFEND (NOD) – While under the protection of this orison, a person cannot be touched by a demon, devil or undead unless they attack the creature first or the monster passes a Will save. In addition, they can re-roll failed saving throws against magic from evil creatures. The orison lasts for 2 hours.

4. GUIDANCE (OUR) – A creature touched by the idolator gains divine insight in the form of a +1 bonus to one attack or one saving throw. The orison lasts until this bonus is used.

5. ILLUMINATE (AZO) – The idolator's idol glows with light as bright as a lantern for two hours.

6. MALISON (CRM) – The target of this orison receives a -1 penalty to attack rolls and to saving throws against fear effects for one hour.

7. MORDACIOUS TOUCH (SEP) – The target of the orison instantly suffers 1d6 hit points of damage. The target of the orison must be touched by the caster.

8. PURIFY FOOD & DRINK (HAS) – This orison removes all poison, disease and other contaminants from food and drink.

9. REVEAL DWEOMERS (ASE) – You detect magic spells, items and similar effects within a 60' range for one hour.

10. UNCTIOUS TOUCH (ISS) – The recipient of the orison is instantly cured of 1d6 hit points of damage. The recipient of the orison must be touched by the caster.

Second Level Orisons

1. AUGURY (OUR) – You learn whether an action you might take in the next hour will have a "good" or "bad" result, with a 75% chance of this information being correct.

2. BANISH PESTILENCE (ISS) – The idolator eradicates disease in the recipient of this orison. Any effects of the disease already suffered are not reversed. The reverse of this orison infects people the cultist touches with disease (q.v.).

3. CHANT (MTR) – As long as you chant, you and your allies gain a +1 bonus on attack rolls, weapon damage rolls and

saving throws while your foes take a –1 penalty on the same. Any interruption ends this orison.

4. ENCHANT BEAST (HAS) – The target of this orison must be an animal. If they fail a Will saving throw they regard the idolator as a friend until the orison is dispelled.

5. FIND TRAPS (ASE) – The idolator can detect the presence of traps, both magical and mundane, within 60’.

6. IMMOBILIZE (CRM) – The humanoid target of this orison is unable to move for 90 minutes unless they pass a Will save.

7. MADNESS (PAN) – For one minute, a creature you touch goes completely insane. They may take no actions that require conscious thought, and have a 1 in 6 chance of fleeing.

8. QUIETUS (SEP) – You touch a living creature with only 1 hit point left and it dies if it fails a Fortitude saving throw. If it dies, you gain 1d6 hit points that last for 10 minutes.

9. REMOVE PARALYSIS (NOD) – The recipient of this orison has all paralyzing effects removed from them.

10. SILENCE (AZO) – You cast this orison on a person or object. All sound within 15’ of that person or object is negated for 2 hours.

Third Level Orisons

1. ANIMATE DEAD (SEP) – This orison creates 1d6 skeletons from bones or 1d4 zombies from dead bodies. These undead are under the idolator’s command and they last until destroyed. An idolator cannot have more than 12 HD worth of undead under his control at any one time.

2. DANSE EMPYREAL (NOD) – For 1d6 x 10 minutes the subject of this orison can fly at a movement rate of 60’, or a movement rate of 30’ if encumbered.

3. DRAUGHTS AND ALIMENTS (HAS) – This spell creates a one-day supply of food and drinking water for 24 men (or, for game purposes, horses).

4. GREATER UNCTIOUS TOUCH (ISS) – The recipient of the orison is instantly cured of 3d6 hit points of damage. The target of the orison must be touched by the caster.

5. LANTHORN (AZO) – This orison is cast on objects, making them glow (as the *illuminate* orison) permanently.

6. LOCATE OBJECT (ASE) – This orison points the caster in the direction of the nonliving object he seeks, so long as it is within 500 feet.

7. NECROMANCY (OUR) – The idolator can ask a nearby corpse three questions and it will answer as best it can.

8. RAGE (PAN) – One creature you touch goes into a berserk rage, gaining one additional attack per round for 1 minute.

9. REMOVE CURSE (MTR) – This orison removes one curse from the recipient of the orison.

10. RUINOUS BLAST (CRM) – You smite the enemies of your faith in a 10-ft. radius burst. The orison deals 1 point of damage per level to each creature you brand a heretic and cause it to be blinded for 1 round (Will save to negate).

Idolator Level	Orisons per Day per Orison Level		
	1st	2nd	3rd
1	3	-	-
2	4	-	-
3	5	-	-
4	6	3	-
5	6	4	-
6	6	5	3

At sixth level, an idolator gains a retainer. The retainer is a loyal companion under the control of the idolator’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 idolator must pay for his retainer’s room and board. Retainers receive 25% of the experience points earned by the idolator.

XP	Level	Hit Points	Attack Bonus	Title
0	1	1d6	+0	Neophyte
2,000	2	2d6	+1	Initiate
4,000	3	3d6	+1	Thaumaturge
8,000	4	4d6	+2	Priest
16,000	5	5d6	+3	Mystic
32,000	6	6d6	+3	Idolator

Level	Fortitude	Reflexes	Will
1st to 2nd	13	15	13
3rd to 4th	12	14	12
5th to 6th	11	13	11

The Magus Class

Magi are mystics that can access the widest variety of magic spells in the game. They are scholars and thus fairly weak combatants, but their magical might more than makes up for any physical shortcomings of the class.

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

SPECIAL ABILITIES – Magi can cast cantraps. The process of casting a cantrap is not dissimilar from the process of idolators casting orisons. The magus must wave her hands, say some magic words, and then the cantrap goes off.

A magus must prepare his cantraps in the morning, committing them to his memory. Magi can prepare and cast a limited number of cantraps per level. Once a magus casts a cantrap, it is erased from his mind and cannot be used again until it is prepared again.

Magi can only prepare cantraps they have learned and copied into their grimoires. The one exception to this is the *read magic* cantrap, which magi can prepare from memory. At first level, a magus begins the game with three first level cantraps in her grimoire.

Magus Level	Cantraps per Level per Cantrap Level		
	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 magus gains a retainer. The retainer is a loyal companion under the control of the magus' 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 personality. The magus must pay for his retainer's room and board. Retainers receive 25% of the experience points earned by the magus.

First Level Cantraps

1. **AUDIBLE GLAMER** – You create an illusory sound that lasts for ten minutes. You can produce as much sound as 4 people.



2. **COLOR SPRAY** – A vivid dash of colors springs from your hand. Creatures with 2 HD or less are knocked unconscious for 2d4 damage. Creatures with 3 or 4 HD are blinded for 1d4 rounds. Creatures with 5 or more HD are stunned for 1 round. A Will saving throw negates these effects.

3. **ELDRITCH BOLTS** – The magus conjures a missile of pure force that he can direct at any target within 200'. The missile deals 1d4+1 points of damage. A sixth level magus can conjure two such missiles at a time.

4. **HOLD PORTAL** – The magus can cause one door or lid to be stuck fast and impossible to open for one hour.

5. **KALINOTH'S ABJURATION** – As the orison *forfend*, except that it lasts for one hour instead of two.

6. **KEN GIBBERISH** – For one hour, the magus can understand all languages, whether they are spoken or written.

7. **ILLUMINATE** – As the orison of the same name, except it is the magus' pointer finger that glows.

8. **PRITHIAN'S JUVENILE LUST** – The humanoid target of this cantrap develops a terrible crush on the spellcaster, and does their best to stay in his or her good graces. A Will saving throw negates the effect. The spell lasts until dispelled.

9. READ MAGIC – This cantrap allows the magus to read magic spells in spellbooks and scrolls.

10. REVEAL DWEOMERS – As the orison of the same name.

11. SIGIL OF DEFLECTION – By tracing a sigil on her palm, the magus projects an invisible shield of force that grants a +1 bonus to Armor Class. The cantrap lasts for ten minutes.

12. SLUMBER – This cantrap 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 cantrap, starting with the victims nearest the caster, and affecting lower hit dice or level victims before higher hit dice or level victims.

Second Level Cantraps

1. ALARUM – Sounds an alarm when evil approaches within 30 feet of the magus.

2. ATTERCOP'S EJECTION – Fibrous, sticky webs burst from the magus' mouth and fill an area up to 10' x 10' x 10'. It is difficult to get through the mass of strands, taking one turn if torch, sword or flaming sword is used, and creatures larger than a horse can break through in 2 turns (see Combat below). Humans take longer to break through, perhaps 3-4 turns or longer. The webs last for 8 hours and then disintegrate. The web can be dodged with a successful Reflex saving throw.

3. CONTINUAL LIGHT – As orison of the same name.

4. DETECT INVISIBILITY – The magus can detect the presence and location of invisible creatures within 30'.

5. E.S.P. – The magus can read the minds of humans, demi-humans and humanoids within 30' for 10 minutes.

6. HIDEOUS LAUGHTER – This cantrap afflicts the target with uncontrollable laughter. The subject can take no actions while infected with the manic laughter for 10 minutes.

7. HYPNOTIC PATTERN – The magus weaves a pattern of color into the air that hypnotizes all within 120 feet that fail a Will saving throw. Hypnotized creatures stand still and pay rapt attention to the magus, ignoring everything but danger.

8. INVISIBILITY – The recipient becomes unseeable, though she can still be heard. They become visible if they attack.

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

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

11. LOCATE OBJECT – As orison of same name.

12. MALAGRUGROUS TAUNT – You force humanoids of 2 HD or less within the sound of your voice to make a morale check.

13. MIRROR IMAGE – For one hour, this cantrap creates 1d4 images of the magus that mimic his movements. Attackers cannot tell the real from the unreal without attacking and hitting them. When a mirror image is hit, it disappears.

14. PHANTASMAL FORCE – This cantrap 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 as long as it stays within 500' of you.

15. PHANTOM STEED – You conjure a large, quasi-real, palfrey. The steed can be ridden only by you or by the one person designated by you. It has a saddle, bit and bridle. It does not fight, but animals shun it and refuse to attack it. A phantom steed has the stats of a light warhorse.

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

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

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

19. UMBRAL FIELD – Creates a field of darkness 15' in radius around an object touched. The darkness lasts for one hour.

20. WIZARD LOCK – As *hold portal*, but permanent until the cantrap is dispelled.

Third Level Cantraps

1. AMPHIBIOS – The recipient of the cantrap is able to breathe underwater for two hours.

2. BALDAK'S ENVAPOREMENT – The recipient of this cantrap and all its gear become an invisible gas for ten minutes. They cannot attack or cast cantraps, but can fly at a speed of 10'.

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

4. CUMBERSOME CURSE – 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.

5. DANSE EMPYREAL – For 1d6 x 10 minutes the subject of this cantrap can fly at a movement rate of 60', or a movement rate of 30' if encumbered.

6. DISPEL MAGIC – This cantrap nullifies magical effects for up to 10 minutes. When dispelling an effect cast by another magus or an idolator, you must roll 1d20, add your level, and exceed an amount equal to 10 plus the original caster's level.

7. FRECK – 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.

8. FULMINATE – This cantrap allows you to throw a 150' long bolt of lightning. All within 10' of the bolt suffer 1d6 points of electricity damage for each of your levels. A successful Reflex save cuts this damage in half.

9. GRIMALKIN'S EYES – For one day you can see up to 60' through complete darkness, as a dwarf or elf.

10. IGNEOUS METEOR – This cantrap allows you to throw a ball of fire up to 500' away. The ball explodes on your command, filling a 20' radius area with fire and inflicting 1d6 points of damage for every level you possess. A successful Reflex saving throw cuts this damage in half.

11. IMMOBILIZE – As the orison of the same name.

12. MAGIC CIRCLE – As *Kalinoth's abjuration*, but it affects an area 10' in radius around you.

13. MENSONN'S TURBULENT CANTO – For two hours, you are immune to arrows, bolts, bullets and similar missiles.

14. NOISOME POTTER – This cantrap creates a cloud of nauseating vapors. All within the cloud must pass a Fortitude save each round or be sickened and unable to do anything but crawl about (move 5' per round) gasping and vomiting.

15. PIRION'S SPATIAL TRANSPOSITION – The magus can teleport himself, an object, or another person to the stated location, as long as it is within the spell's range.

16. SEPIA SNAKE SIGIL – When you cast this cantrap, a small symbol appears in the text of one written work such as a book, scroll, or map. When anyone reads the text, the sepia snake springs into being and strikes the reader. If the reader fails a Reflex save, they are surrounded by a shimmering amber field and are immobilized until released or after 1 week. While trapped, time does not pass for the subject.

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

18. SUGGESTION – You make a hypnotic suggestion to the victim of this cantrap. 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 commit suicide is carried out 1% of the time.

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

20. TONGUES – The recipient of this cantrap can speak the language of any intelligent creature for up to one hour.

XP	Level	Hit Points	Attack Bonus	Title
0	1	1d4	+0	Initiate
2,500	2	2d4	+0	Neophyte
5,000	3	3d4	+1	Philosopher
10,000	4	4d4	+1	Adept
20,000	5	5d4	+1	Magister
40,000	6	6d4	+2	Magus

Level	Fortitude	Reflexes	Will
1st to 2nd	15	15	13
3rd to 4th	14	14	12
5th to 6th	13	13	11

The Puissant Class

The puissant is a master of fence, trained to dominate utterly the field of battle. While any sort of historical warrior can be portrayed using the puissant class, most puissants gravitate towards being heavily armored knights.

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

SPECIAL ABILITIES – Puissants have the ability to perform feats of combat excellence while fighting. A puissant's combat feats are not unlike a magi's cantraps. A puissant can perform a limited number of feats per day, based on the puissant's level and the level of difficulty of the feat. Like magi, puissants know only a limited number of feats, beginning with three first level feats at first level. A puissant learns a new feat each time they advance in level. They might also learn additional feats from other puissants.

At sixth level, a puissant gains a retainer. The retainer is a loyal companion under the control of the puissant'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. The puissant must pay for his retainer's room and board. Retainers receive 25% of the experience points earned by the puissant.

Puissant	Feats per Level per Feat Level		
	1st	2nd	3rd
1	1	-	-
2	2	-	-
3	2	1	-
4	3	2	-
5	3	2	1
6	3	3	2

First Level Puissant Feats

1. ARTFUL DODGE – You avoid one enemy attack this round, provided you are capable of moving.
2. CLEAVE – If you slay an opponent this round, you get an extra attack against another opponent within reach.
3. CRITICAL HIT – One successful attack you make this round does an extra 1d6 points of damage.
4. FAR SHOT – You double the range of a missile attack.
5. FIGHT BLIND – You can make one attack while blind without suffering any penalty on the attack.
6. GUARDS & WARDS – You accept a penalty to hit, and gain a bonus equal to that penalty to your own Armor Class.
7. IRON FIST – You may deal 1d4 points of damage with an

unarmed strike this round.

8. POWER ATTACK – You accept a penalty to hit, and if your attack is successful gain an equivalent bonus to damage.
9. QUICK – You add +1 to your initiative roll next round.
10. SHIELD BASH – You may attack with a shield at no penalty, scoring 1d4 points of damage if successful.
11. SWORD & DAGGER – You may attack with two weapons you are holding this round. One weapon can be of medium weight, the other must be light. The light weapon attacks at a penalty of -4 to your attack roll.
12. WEAPON FOCUS – Choose one weapon. For the remainder of this combat, you gain a +1 bonus to hit with that weapon.

Second Level Puissant Feats

1. BULL RUSH – Any opponent you successfully attack this round is also knocked out of your way (up to 5 feet).
2. DEFLECT ARROWS – For one minute you can negate hits on you from missile weapons with a successful Reflex save.
3. DISARM – Any opponent you successful attack this round is also disarmed of their weapon or any other item they are holding.
4. FEINT – Any opponent you successful attack this round is fooled into moving into an awkward position, and is denied an attack on their next turn (whether this round or the next).
5. GRAPPLE – Any opponent you successfully attack with an unarmed strike this round is also held and pinned by you. This pin is maintained until they make a successful attack roll against you.
6. STUNNING FIST – Any opponent you successfully attack



with your unarmed strike is dazed for 1d4 rounds. While dazed, they may not move or attack, but can defend themselves.

7. **SUNDER** – Any opponent you attack this round also has their weapon, shield or some other item they are holding sundered in twain. Fragile items are broken instantly. Wooden items have a 2 in 6 chance of surviving. Metal items have a 4 in 6 chance.

8. **TRIP** – Any opponent you successfully attack this round is also knocked prone to the ground.

Third Level Puissant Feats

1. **GREAT CLEAVE** – As long as you keep slaying opponents, you keep gaining extra attacks against new opponents that are within reach.

2. **SHOT ON THE RUN** – You may make a full run and still shoot or throw missiles without any penalty to your attacks.

3. **SNATCH ARROWS** – As deflect arrows, but you actually catch the missiles and may immediately, out of turn, throw them back at your attackers (if they are within range).

4. **SPRING ATTACK** – You may make a move, attack, and then make a second move.

5. **WHIRLWIND ATTACK** – You make one attack against every opponent within reach of your weapon. A penalty equal to the total number of attacks you are making is applied to each and every one of these attacks. Attacking five people, therefore, results in a -5 penalty to each of those five attacks.

The Rake Subclass

Puissants with a Dexterity score of 13 or higher can choose to become rakes. Rakes are both masters of swordsmanship and terrible libertines. Rakes may not wear more than an aketon or gambeson. In exchange, the rake gains the climb sheer surfaces, hide in shadows, move silently and pick pocket skills of a thief (see below), and the thief's backstab ability as a third level feat.

XP	Level	Hit Points	Attack Bonus	Title
0	1	1d8	+1	Blade
2,000	2	2d8	+2	Dueler
4,000	3	3d8	+3	Fencer
8,000	4	4d8	+4	Swordsmen
16,000	5	5d8	+5	Maestro
32,000	6	6d8	+5	Bravazzo

Level	Fortitude	Reflexes	Will
1st to 2nd	13	15	15
3rd to 4th	12	14	14
5th to 6th	11	13	13

THE THIEF CLASS

Thieves are men and women of an unreliable, villainous cast, who focus their attentions on knavery and pilferage, rather than the magical arts of the magus or the physical sciences of the puissant. Thieves are not powerful combatants, but they are quite good at stabbing people in the back.

REQUIREMENTS & RESTRICTIONS – Thieves must have a Dexterity score of 9 or higher. They can use aketon and brigandine, but not shields. They can use most weapons, but may not use greatswords, battleaxes or pole arms. Thieves can use magic armor, weapons, potions and wondrous items.

SPECIAL ABILITIES – Thieves can backstab their opponents and use many special skills.

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

Thieves have the following specialized skills:

Appraise Jewel — Thieves can appraise the value of a jewel to within 10% of its actual value.

Climb Sheer Surfaces — Thieves can attempt to climb surfaces that have no apparent hand and foot holds.

Concoct Poison — Thieves can concoct a sleeping draught. It takes one day and 10 gp to produce enough for one person, and is as effective as the *slumber* cantrap.

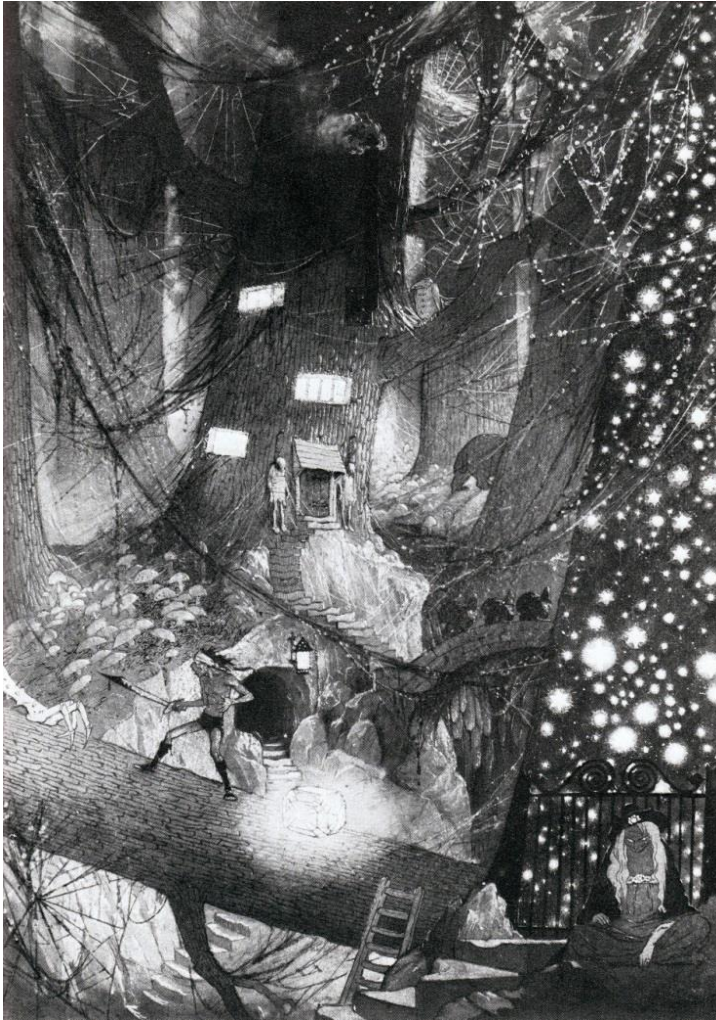
Find & Remove Traps — Thieves can find hidden traps, and remove them safely with a set of thieves' tools.

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

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

Move Silently — When a thief moves silently, they move without making any sound whatsoever, and thus there is no chance that someone will hear them.

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



Pick Pockets — Thieves can attempt to pick pockets without any chance of their victims knowing they have been robbed. In addition, a thief 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).

At sixth level, a thief gains a retainer. The retainer is a loyal companion under the control of the thief'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. The thief must pay for his retainer's room and board. Retainers receive 25% of the experience points earned by the thief.

The Demimonde Subclass

Thieves with Charisma scores of 15 or higher can choose to become demimondes. Demimondes and demimondaines are hedonistic aristocrats. Unbound by morality, religion or tradition, they live for beauty. The men are dandies, the women vain, and they treat all they meet as little more than their servants. Demimondes only earn experience points for treasure if they spend that treasure on hedonistic pursuits (see VIII. Wonder below), gaining 2 XP per gold piece spent. Their cold attitudes permit them a saving throw to avoid Wisdom or Constitution loss when they gain an epiphany.

Demimondes lose the thief's skill at climbing sheer surfaces and finding and removing traps. In their place, they gain a retainer at 4th level and 6th level. They also begin the game with double the normal amount of money.

The Odalisque Subclass

Thieves with a Charisma of 13 or higher and a Dexterity of 13 or higher may become odalisques. The odalisque (a man is called a rakka) is a seductive dancer. Usually slaves, an adventuring odalisque may be an escaped slave, a free concubine or they may be accompanying their master or mistress, who is a fellow adventurer. Odalisques lose the back stab ability of the normal thief, but they can hypnotize an audience with their dancing. The members of the audience must pass a Will saving throw or stare fascinated at the odalisque's performance, ignoring everything else but mortal danger. A sixth level odalisque can cast cantraps as a first level magus.

XP	LEVEL	HIT POINTS	ATTACK BONUS	TITLE
0	1	1d6	+0	Clipper
1,500	2	2d6	+1	Pilferer
3,000	3	3d6	+1	Cad
6,000	4	4d6	+2	Burglar
12,000	5	5d6	+3	Robber
24,000	6	6d6	+3	Thief

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 sidekick they attract.

d20	Retainer
1	Aimless Rambler (2nd level traveler, dagger)
2	Alluring Bayadere (2nd level odalisque, seven veils, dagger)
3	Ardent Pikebearer (2nd level puissant, haubergeon, pole arm)
4	Audacious Myrmidon (2nd level puissant, haubergeon, spear)
5	Base Anchorite (2nd level idolator, staff, idols)
6	Cantankerous Tinker (1 HD armorer, tools, dagger)
7	Cunning Fakir (2nd level magus, staff, grimoire)
8	Elegant Eunuch (2nd level demimonde, dagger)
9	Furious Virago (2 HD cannibal, battleaxe)
10	Gallant Cavalier (2nd level puissant, haubergeon, kite shield, lance, sword)
11	Haughty Courtier (2nd level demimonde, gambeson, sword)
12	Malevolent Assassin (2nd level thief, dagger)
13	Oafish Poltroon (2nd level thief, club)
14	Pensive Trouvere (2nd level thief, lute, dagger)
15	Sardonic Rake (2nd level rake, sword, dagger)
16	Saturnine Savant (2nd level magus, club, grimoire)
17	Steadfast Archer (2nd level puissant, brigandine, bow, dagger)
18	Sullen Thrall (2nd level thief, club)
19	Wily Picaroon (2nd level thief, dagger)
20	Zealous Proselyte (2nd level idolator, mace, idol)

VII. EQUIPMENT & MONEY

Money comes in five denominations – platinum pieces (pp), gold pieces (gp), electrum pieces (ep), silver pieces (sp) and copper pieces (cp). One platinum piece is worth ten gold pieces, one gold piece is worth five electrum pieces, one electrum piece is worth two silver pieces, and one silver piece is worth 10 copper pieces. 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.

An effete character (i.e. Strength 8 or lower) can carry 14 light items without being encumbered.

A mighty character (i.e. Strength 13 or higher) 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 their dexterity score and the armor they wear. If the character is oafish, one point is deducted from their AC. If the character is nimble, one point is added to their Armor Class.

Armor	AC	Weight	Cost
None	10	-	-
Aketon	11	L	5 gp
Brigandine	12	L	10 gp
Cuir boille	13	L	30 gp
Byrnie of maille	14	M	75 gp
Haubergeon of maille	15	M	150 gp
Maille and plate	16	H	500 gp
Plate armor	17	H	1,500 gp
Helm			
Sallet, morion, casque	+1	L	7 gp
Basinet, heaume, barbute	+2	L	15 gp
Shield			
Buckler, targe	+1	L	7 gp
Heater, kite, Hungarian	+2	M	15 gp
Pavise	+3	H	30 gp

Armor can be modified with decorations. These decorations do not improve the armor's protective value, but they do add to the character's prestige (see below).

Decoration	Cost
Ailette	5 gp
Blueing	+50%
Crest – Horns, Wings	5 gp
Crest – Feather	10 gp
Damascening	+100%
Etching	+10%
Gilding	+100%
Niello	+50%
Pomme	
Latten	1 gp
Silver	10 gp
Gold	100 gp

An **aillette** is a leather wing attached to one's shoulder armor, and upon which one's arms are emblazoned.

Crests are attached to helms. Horns and wings are usually made of leather. **Pommes** are round objects made of hollow metal that are affixed to the top of a helm.

Blueing is a technique whereby armor is given a blueish tint. **Damascening** means the inlaying other metals into the surface of armor. **Gilding** means the application of gold leaf to armor, while **niello** is the application of black inlay. These decorations increase the cost of the armor by a percentage.

Weapons

When faced with a horde of greedy gnoles or a rampaging wyvern, 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
Broadsword	2d4	M	14 gp
Cinquedea	1d3+1	L	3 gp
Club	1d4	L	1 sp
Cutlass	1d6+1	M	12 gp
Dagger (dirk, poniard)	1d4	L	2 gp
Estoc (tuck)	1d8+1	M	20 gp
Flail	1d4+1	M	8 gp
Flambard	1d6+2	M	18 gp
Greatsword	1d10	H	50 gp
Holy water sprinkler	1d8	M	10 gp
Lance	1d6+1	M	5 gp
Longsword	1d8	M	15 gp
Mace	1d4+1	M	5 gp
Morning star	2d4	M	8 gp
Pole arm	1d10	H	10 gp
Rapier (backsword)	1d6	M	10 gp
Scimitar (tulwar)	1d8	M	15 gp
Spear	1d8	M	2 gp
Staff	1d6	M	2 sp
Warhammer	1d4+1	M	12 gp

Missile Weapon	Range	Damage	Weight	Cost
Axe	30'	1d6	L	6 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
Musket	150'	1d10+1	H	150 gp
Pistol	60'	1d6	L	100 gp
Sling	150'	1d4	L	1 cp

Missile weapons require ammunition. Bows shoot arrows, crossbows shoot bolts, and muskets, pistols and slings throw bullets. In a pinch, smooth stones can be used with slings.

Missiles	Weight	Cost
Arrows, quiver of 20	L	1 gp
Bolts, case of 10	L	2 gp
Bullets, sack of 20	L	1 sp

Vestments

Weird fantasy has a strong aesthetic sense, and weird fantasy characters must take their wardrobe as seriously as they take their armor and weapons if they are to be respected.

Clothing	Weight	Cost
Bliaut	L	10 gp
Caftan	L	4 gp
Cap, conical or Phrygian	-	1 gp
Cape	-	2 gp
Caul (cowl)	L	10 gp
Chaperon	-	1 gp
Chiton	L	3 gp
Coif	-	1 gp
Cloak	L	4 gp
Codpiece	-	1 gp
Corset or bodice	L	50 gp
Cotehardie	L	3 gp
Doublet	L	20 gp
Farthingale	L	40 gp
Girdle (belt)	L	5 gp
Gloves	L	8 gp
Gown or robes	L	10 gp
Hat	-	2 gp
Hood, French or gable	-	1 gp
Hose	L	3 gp
Houppelande	L	5 gp
Jerkin, leather	L	10 gp
Kirtle, slashed	L	5 gp
Mantle	-	2 gp
Nether-hose	-	2 gp
Ruffles (neck)	L	4 gp
Skirt	L	3 gp
Stomacher	-	2 gp
Surcoat, tunic	L	4 gp
Tabard	L	3 gp
Tarboosh, fez, turban	-	1 gp
Veil	-	1 gp
Wimple	-	1 gp

The values above assume that the item is made of a common material, such as linen or wool. More expensive fabrics multiply the cost of the item, as follow:

Footwear	Weight	Cost
Boots	L	1 gp
Buskins	-	1 gp
Caligae	L	1 gp
Chopine	L	2 gp
Pampootie, moccasin	-	5 sp
Pattyns, clogges, galoches	-	5 sp
Poulaines	-	1 gp
Sabots	L	1 gp
Sandals	-	1 cp
Slippers	-	5 sp

Fabric / Decoration	Cost
Bokeram	x 2
Bombast (fustian)	x 2
Brocade	x 4
Cloth-of-gold	x 5
Cloth-of-silver	x 4
Cotton, hemp or jute	x 2
Fur lining	x 3
Pearls or small gems	x 3
Silk	x 3
Silk, damask	x 4
Silk, samite and cloth-of-gold	x 6
Silk embroidery	x 2
Velvet	x 4

If multiple decorations apply, add the multipliers together and then multiply the cost of the garment once. A normal cloak, for example, costs 4 gp. A cloak made of velvet would cost quadruple this, of 16 gp. A velvet cloak embroidered with pearls and with a fur lining would cost 4 gp multiplied by 4 (for the velvet) + 3 (for the pearls) + 3 for the fur lining, or 10. The fancy cloak would therefore cost 40 gp.



Adventure Gear

Since not every danger in a donjon 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
Camel	-	15 gp
Candles (10)	L	1 sp
Chain (10')	L	30 gp
Chalk	-	1 cp
Crowbar	L	2 gp
Dog, Guard	-	25 gp
Fishing Gear	L	5 gp
Flask	L	3 cp
Flint & Steel	-	1 gp
Grappling Hook	L	1 gp
Grimoire (Blank)	L	15 gp
Hammer	L	5 sp
Holy Water (Flask)	L	25 gp
Horse, Riding	-	75 gp
Horse, War	-	400 gp
Idol, Wood	-	1 gp
Idol Symbol, Silver	L	25 gp
Ink (Vial)	-	8 gp
Iron Spikes (10)	L	1 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
Plague mask	L	3 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
Rope (50')	M	1 gp
Sack	-	1 sp
Sledge	M	1 gp
Spade	M	2 gp
Tent	M	10 gp
Thieves' Tools	L	30 gp
Torches (10)	L	1 sp
Treasure Map*	-	10 gp
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 donjon. Henchmen expect to be paid a salary. Hench-men 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 vile character can hire only one henchman. A charming character can hire five henchmen.

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

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 an aketon 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 brigandine and casque (AC 13) 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/day.

Arblaster – Arblasters wear byrnie of maille and sallets (AC 15) and carry crossbow and axe. They earn 2 gp per day.

Footman – Footmen wear haubergeon and sallet and carry a heater shield (AC 18), and fight with a spear and dagger. Footmen earn a wage of 5 gp per day.

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

Horseman – Horsemen wear haubergeons and bascinets and carry a kite shield (AC 19). They fight with lance and longsword, and ride war horses. Horsemen earn 10 gp per day.

Slinger – Slingers wear aketons (AC 11) and fight with dagger and sling. They earn 5 sp 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 magus cantrap 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 a human pack animal. 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 1 sp per day.

VIII. WONDER

The characters of weird fantasy are often visitors to the worlds they explore, not natives. They may enter these wonder worlds via a hole in the hedge, in an opium haze or simply by falling into a deep slumber on a haunted hillside. They seek an escape from humdrum reality and the moral and ethical strictures that bind them therein. Bohemian dreamers, truth and beauty are their food and drink, and the indulging of their aesthetic senses and deepest, often darkest, passions makes their escape from the real more permanent, allowing them to “go native” in the fantasy worlds in which they find themselves.

Weird fantasy characters earn XP by overcoming obstacles. In the case of monsters, experience points are earned based upon the challenge level of the monster. These challenge levels are spelled out in the monster section. Experience is also earned by seizing treasure, through any means necessary. Treasure is worth one experience point per gold piece of value. Magical treasures are reward enough, and elicit no experience points unless they are sold, in which case they are worth as many XP as the item is sold for in gold pieces.

Non-monster obstacles are worth experience points equal to their own challenge levels. Here, the Treasure Keeper must use his or her best judgment as to the challenge level of the obstacle. In general, assume that a relatively non-dangerous and easy, though quite vital, obstacle has a challenge level slightly lower than the level of the characters facing it. Obstacles that present a true challenge, or obstacles which are easy to overcome but dangerous, should be assigned a challenge level roughly equal to the level of the characters facing it. Seemingly impossible and highly dangerous obstacles should be assigned challenge levels higher than the level of the characters facing them.

In addition to these rewards of experience points, adventurers in weird fantasy worlds are also rewarded when they permit themselves to face the bizarre and alien, and when they allow themselves to drink deeply from the cup of freedom.

Under the following situations, experience points may be rewarded by the Treasure Keeper as he or she sees fit.

- Communion with a strange idol (involving meditating before it for 24 hours with no food or drink)
- Setting eyes upon a wondrous, senses-shattering vista for the first time
- Any rank indulgence of a corporeal nature, whether gorging oneself on food, drinking to ridiculous excess, abuse of narcotics or opiates, physical dalliances of an entirely inappropriate nature, etc.
- Commit a shocking breach of Victorian etiquette and revel in the satisfaction of ultimate freedom
- The discovering or recovery of ancient knowledge or terrible secrets not meant for the eyes or ears of man
- A personal revelation of great significance (the TK must adjudicate this)
- Bearing witness to any manner of mind-bending horror (again, as adjudicated by the TK)
- Falling in love with a non-human native of the fantasy world

When a character has one of these experiences, they have an epiphany that draws them more tightly into the embrace of the dream realms and simultaneously damages their body or soul. The aforementioned corporeal indulgences and breaking of Victorian etiquette are not as mind-expanding as the other experiences listed, and only result in an epiphany one time out of six (i.e. roll 1 on 1d6), but they always result in the loss of a point of Constitution (for physical indulgences) or the loss of a point of Wisdom (for radical breaches of etiquette).

3d6	Epiphany
3	Gain access to an invocation (treat this as a spell scroll in one's mind that any character can use one time before the knowledge is lost)
4	A bestial fury is born within the character, permitting them to go berserk in one combat of their choosing (berserk characters gain one extra attack per round during the fight, but are left fatigued thereafter)
5-6	Learn a language native to this world (this can be in excess of the normal number of languages the character can know)
7-9	Regain one Wisdom or Constitution point that was lost due to previous epiphanies
10-13	Gain a bonus of 1,000 XP times the character's current level
14-15	Recall a knack (see tasks) from one's real life or a past incarnation
16	Gain insight into the nature of the universe, resulting in a +1 bonus to save against fear and magic (this epiphany can be gained multiple times, but the save bonus cannot exceed +3)
17	A friendly daemon whispers a secret in your ear (you learn one important secret about a person, place or thing which you can recall at a time of your choosing)
18	Initiated into a mystery cult (choose a random cult; you may cast the first level orison of this cult once per day, but must obey a taboo that is rolled each day to do so)

The dark side of epiphanies is that they wear down on an adventurer's body and soul. If the experience has a physical factor, the adventurer loses one point of Constitution. If the experience is wholly mental, the adventurer loses one point of Wisdom. A character left with less than 3 points of Constitution becomes a feeble wreck of a man or woman, and must retire from adventuring. A character left with less than 3 points of Wisdom goes mad, and, again, must be retired from adventuring (although they could survive as a villainous NPC under the control of the Treasure Keeper).

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 donjon 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 creatures 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 donjons. 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 stalwart characters add one to their Fortitude roll.

Oafish 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 sophic 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 thief attempting to pick pockets), the 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. An oafish 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 vile 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.

Royalty, aristocrats and gentlemen have much sway over the masses, so dressing to the nines can help grease the wheels of society. Characters are rated for their "glamor", and are accorded a bonus to Charisma task rolls based on the value of the clothes and jewelry that they wear.

Class	Value of Accoutrements	Modifier
Pauper	0 to 9 gp	-1 penalty
Bourgeoisie	10 to 99 gp	no modifier
Gentleman	100 to 499 gp	+1 bonus
Aristocrat	500 gp to 999 gp	+2 bonus
Royalty	1,000 gp or more	+3 bonus

Be forewarned, though, that aristocrats and royalty are jealous of their prestige and position, and will not hesitate to destroy those who would poach them. Characters that are not of noble or royal rank who wear clothing that would make them appear to be in these ranks may be arrested under the various and sundry sumptuary laws of whatever place they are in.

ENDURANCE TASKS – Endurance tasks use a character's Fortitude saving throw. A frail character subtracts one from his roll, while a stalwart 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 mooncalf character subtracts one from his roll, while a canny 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 sophic 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. An effete character subtracts one from his roll, while a mighty 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:

Condition	Modifier
Oafish	-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
Freck	+1 to initiative
Cumbersome curse	-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 mighty, and subtract one from the roll if the character is effete. 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 oafish. 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 to negate it. The saving throw type is 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

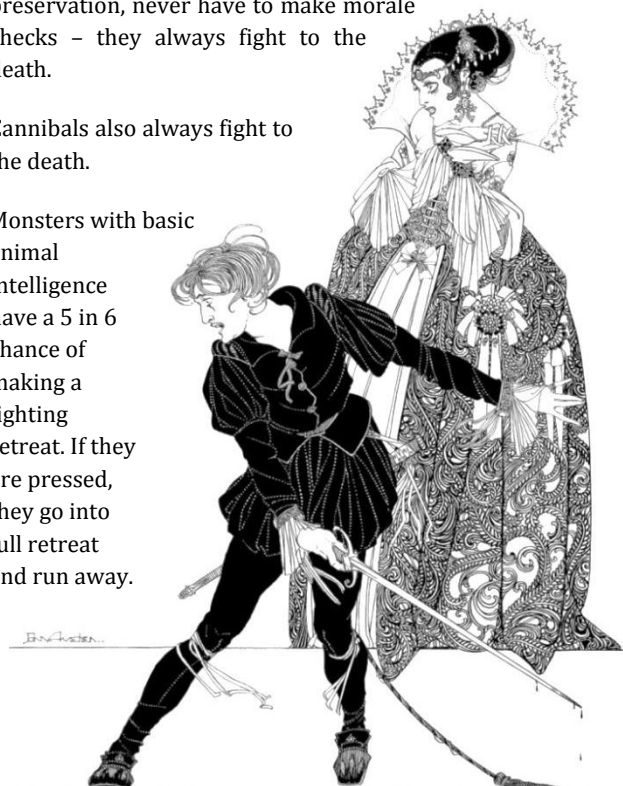
Adventurers can retreat from combat at normal speed. This is called a fighting withdrawal. If the monsters appear to be winning handily, they will probably follow up and press the attack. Otherwise, they may be content to allow the adventurers to retreat.

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.

Cannibals 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 running retreat.

Intelligence / 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. DONJONS AND WILDERNESS

A donjon is a complex, usually underground, often vast, where people go to face the unknown (in the form of monsters, traps and puzzles) to gain enlightenment (in the form of treasure). Donjons may be composed of stone, wood and metal, but they are, in a way, living things. In donjons, doors close on their own, traps once defeated reset themselves, and sometimes the very walls collapse to reveal previously undiscovered areas.

Designing Donjons

A sample donjon map can be seen on the next page. Drawing a donjon is a simple exercise. 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 donjon becomes more dangerous as one delves deeper into it. The first level of a donjon should be a challenge for first level adventurers, while the sixth level of a donjon 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 donjon, magical statues that talk or curse adventurers, etc.

When adventurers delve into a donjon 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. Donjons are magical places, and doors will close and lock, and traps reset, by themselves an hour after being opened/triggered.

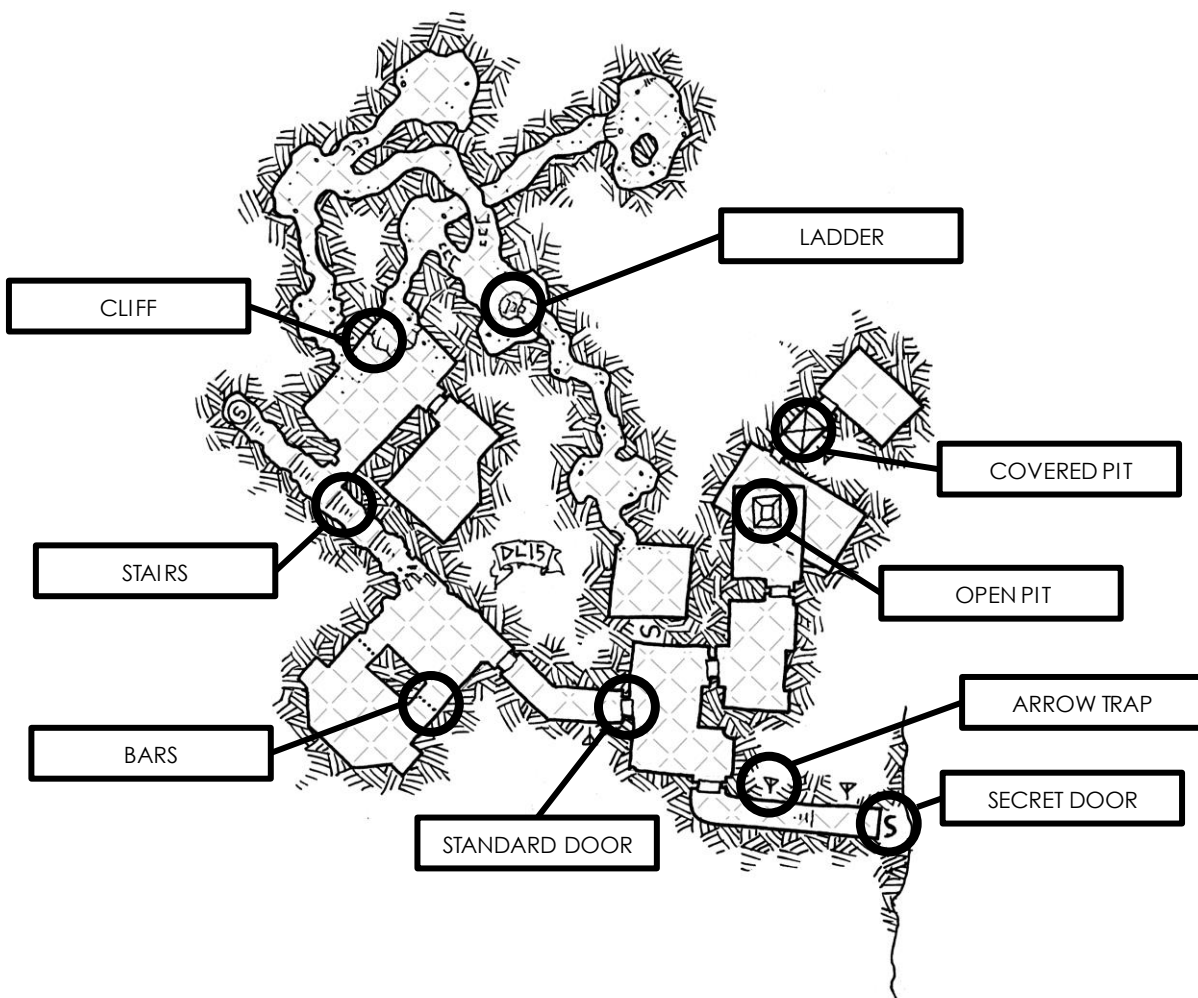
Wandering Monsters

A donjon 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



Evil and savage monsters deduct one from their reaction check, while good 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 King Tut's tomb.

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

Once a trap has been found, adventurers can attempt to remove it by attempting an Agility Task. Thieves 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 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.

SEPIA SNAKE SIGIL – As the magus cantrap. 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
Hippogriff	16 foot, 32 wing	300 lb	900 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, idolator, roll 1d4 for level) or witch doctor (2 in 6 chance, magus, 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. 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 idolators, and there is a 1 in 6 chance that the lord employs a first level magus.

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 idolators, and each town has at least one magus (roll 1d6 to determine the magus's level), usually as court mage. There is a chance that a town will have a guild of thieves (1d6 x 10 first level thieves commanded by a sixth level thief) or a chaos cult (1d6 x 10 worshipers and a third level idolator).

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 sixth level idolators. Kings always have a sixth level magus as their court mage, and cities often contain schools of magicians. Every city has at least one guild of thieves (see town above), and one chaos cult.

XI. MONSTERS

In *Bloody Basic*, a "monster" is defined as any opponent of the player characters. Under this definition, human beings can be considered monsters (and in weird fantasy, they often are).

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

There are twelve monster types in the game: Aberrations, Animals, Demons & Devils, Dragons, Elementals, Fey, Giants, Humanoids, Monsters, Oozes, 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.

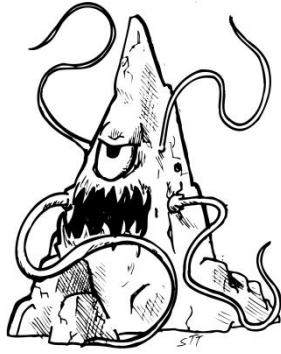
Monsters that can fly or swim do so at double their normal movement rate. Monsters that can climb or burrow do so at their normal movement rate.

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 magus or idolator), 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



Aberrations

Aberrations are monsters that often defy description. They are unearthly creatures with alien minds and thought processes. Aberrations can see in the dark to a range of 60'.

Size	HD	MV	Fort	Ref	Will	CL
Small	2	20	16	15	12	3
Medium	6	30	12	12	10	7
Large	8	40	10	11	9	9
Huge	10	50	7	10	8	11

CHAOS BEAST (MEDIUM ABBERATION) - Chaos beasts have mutable, ever-changing forms. A chaos beast's dimensions vary, but it always appears as a bundle of rubbery tentacles punctuated by hands, feet, claws and faces. Their touch causes flesh to soften and bend unless they pass a Fortitude save. This is horribly painful, and until a new Fortitude save is passed the character cannot perform any actions. Chaos beasts have AC 16 and attack with 2 tentacles (1d4 damage). They have a 20% chance to resist magic spells.

DARKMANTLE (SMALL ABERRATION) - Darkmantles look like cone-shaped squids, their bodies ringed by short tentacles. They attach themselves to ceilings and then glide from them to land on peoples' heads to suffocate them. Darkmantles have AC 17 and can fly as well as crawl. They have one slam attack (1d4 damage), and victims of this attack must pass a Reflex saving throw or have their head enveloped for 1d4 damage per round. The monster can be removed by killing it (though attacks against an enveloping darkmantle deal half as much damage to the victim as to the monster) or by prying it loose with a Strength task check.

ETHEREAL MARAUDER (MEDIUM ABERRATION) - These are squat beasts with violet skin, two thick legs, no arms, heads that mostly consist of toothy maws, and whip-like tails. They have AC 14 and attack with a bite for 1d6 damage. Ethereal marauders can become ethereal at will, and use this ability to ambush prey.

EVIL EYE (LARGE ABERRATION) - An evil eye looks like a large eyeball with a tail of whip-like nerves trailing behind it. The monster attacks with two lashes (1d6 damage), which can also be used to grab things as though they were prehensile. Evil eyes can also project 100' long rays from their eyes, once per round. Evil eyes have the following rays: Charm (as *Prithian's juvenile lust*), Confuse (as *madness spell*), Death (4d6 damage, Fortitude saving throw to halve damage), Enervate (lose level, Fortitude saving throw to negate), Immolate (6d6 fire damage, Reflex saving throw to halve damage), Paralyze (as *immobilize*, Fortitude saving throw to negate), Petrify (turn to stone, Fortitude saving throw to negate), or Slumber (as spell, Will saving throw to negate). Evil eyes suffer half damage from acid, electricity and fire. Spells fail against evil eyes 25% of the time.

GIBBERING MOUTHER (MEDIUM ABERRATION) - Gibbering mouters are almost beyond description. They are gloopy, amorphous blobs of flesh covered in eyes and fanged mouths. Gibbering mouters have AC 19 and attack with six bites (1 point of damage) and can spit acid 30' (1d4 points of damage), Reflex saving throw or struck blind). Gibbering mouters are always gibbering, hence the name, and this cacophony of voices forces all creatures within 60' of the monster to pass a Will saving throw or be stunned with confusion for the round.

MIMIC (LARGE ABERRATION) - Mimics are bizarre creatures that can assume the form of almost any non-animate object, such as chairs or treasure chests. In this form it is very difficult to spot that an item is a mimic. When their prey approaches, they attack with two pseudopods (1d8 damage). Mimics are covered with a sticky adhesive, so any creature or item (including weapons) that touches a mimic becomes stuck and can only be removed with a Strength task check. Mimics have Armor Class 15.

MIND EATER (MEDIUM ABERRATION) - Mind eaters are alien beings with humanoid bodies and squid-like heads. They survive by consuming brains. Mind eaters have AC 14 and attack with four tentacles (2d4 damage). A creature hit by two or more tentacles must pass a Reflex saving throw or be grabbed by them and pulled close for a bite (1d3 damage). A victim bitten and held has three rounds before a tentacle snakes into their heads and yanks out their brain. Mind eaters can communicate telepathically with creatures up to 100' away. They can also project a cone of psychic static that forces all within a cone (60' long x 30' wide) to pass a Will saving throw or be stunned into inaction for 1d6 rounds.

NAGA (LARGE ABERRATION) - Nagas look like giant snakes with the heads of human females. Nagas have AC 15 and attack with a poisonous bite (2d6 damage). Nagas can swim. They cast cantraps as third level magi.

ROPER (LARGE ABERRATION) – Ropers are bizarre creatures that look something like stalagmites when they are still. When they sense prey nearby, they open their single large eyes and whip out their long tendrils. Ropers have AC 21 and attack with their six 50' long tendrils. Creatures struck by these tendrils are grabbed and dragged 10' per round towards the monster. When they are dragged close enough, the monster attacks with its bite (2d6 damage). Ropers are immune to electricity, but suffer double damage from fire. Spells fails against ropers 25% of the time.

WILL-O-WISP (SMALL ABERRATION) – These beings look like floating lights. They lurk in woodlands and swamps, luring people into the wilderness to be killed. Will-o-wisps speak with ghostly voices when they must speak. They are immune to magic and can extinguish their glow to become invisible. Will-o-wisps attack with a shock that deals 2d8 damage with a range of 10 feet. Will-o-wisps have AC 18 due to small size and great speed.

WORM THAT WALKS (MEDIUM ABERRATION) – These creatures are colonies of intelligent worms that mass together into humanoid form. They hide their true nature by wearing robes and masks. The worm that walks has AC 20 and attacks with staves (1d6 damage) or by engulfing their opponents with a grapple attack. Victims of a grapple suffer 3d6 damage per round while they are suffocated by the worms. They can disincorporate and slither away when threatened. Spells fail against them 25% of the time. A worm that walks can cast cantraps as a fifth level magus.

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'.

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

ARCHAEOPTERYX (SMALL ANIMAL) – These black feathered dinosaurs were among the first to fly. They have long snouts with many sharp teeth that bite for 1d4 damage.

CARNIVOROUS APE (MEDIUM ANIMAL) – Carnivorous apes look like especially fierce gorillas, sometimes with white fur. They have AC 14 and attack with 2 claws (1d6) and bite (1d6).

CONSTRUCTOR SNAKE (MEDIUM ANIMAL) – The constrictors include boa constrictors 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 Str task check. Constrictors can swim and climb.

GIANT ANT (MEDIUM ANIMAL) – Giant ants have AC 17 and attack with a stinging bite (2d4 damage). Giant ants can climb walls and ceilings.

GIANT CENTIPEDE (SMALL ANIMAL) – Giant centipedes have AC 14 and attack with a poisonous bite (1d3 damage). They can climb walls and ceilings.

GIANT LIZARD – (MEDIUM ANIMAL) – Giant lizards have AC 15 and attack with a bite (1d8 damage).

GIANT RAT (SMALL ANIMAL) – Giant rats have AC 13 and attack with a diseased bite (1d4 damage). Giant rats can climb.

GIANT SCORPION (LARGE ANIMAL) – Giant scorpions have AC 16 and attack with two claws (1d6) and a poison sting (1d6).

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).

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

LEOPARD (MEDIUM ANIMAL) – Leopards have AC 15 and attack with 2 claws (1d4) and bite (1d6).

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

WAR HORSE (LARGE ANIMAL) – Warhorses 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, 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 OBJECT (CONSTRUCT) – Animated objects can be any size. They have whatever special abilities their shape suggests. Cloth objects have AC 10, wooden AC 12, soft metal AC 14 and tough metal AC 16.

COLOSSUS (HUGE CONSTRUCT) – A colossus is made from multiple dead bodies by necromancers. A colossus has AC 18 and attacks with two fists (3d6 damage). Colossi begin combat under the control of their creator, but each round they fight there is a 1 in 6 chance they go berserk and turn on their creator. Colossi are immune to magic spells, though spells that deal fire damage slow them down (they may move or attack each round, but not both) and spells that deal electricity damage end this slowing effect and heal them instead of damage them.

GOLEM (LARGE CONSTRUCT) – Golems are humanoid figures composed of fired clay. They are created by idolators to serve as guardians. Golems have AC 20 and attack with two fists (2d10 damage). Creatures who suffer damage from a golem's fists cannot be healed naturally, and healing spells are half-strength against these wounds. A golem may double its movement rate and attacks for three rounds. They are immune to all magic spells.

HOMUNCULUS (TINY CONSTRUCT) – A homunculus is a miniature servant created by a magus from her own blood. The creatures have a mind link with their creators. A homunculus has an AC 14 and attacks with a poisonous bite (1d4 damage). If a homunculus is killed, its master suffers 2d6 points of damage.

LIVING IRON STATUE (MEDIUM CONSTRUCT) – When these living statues are struck with non-magical metal weapons, the weapons stick fast to them, requiring a Strength task check to remove them. Lodged weapons cannot be removed until the statue is destroyed. A living iron statue has AC 18 and attack with their two fists (1d8 damage).

LIVING STONE STATUE (MEDIUM CONSTRUCT) – These statues are composed of stone, but can move like human beings because they are filled with lava. They have AC 16 and attack with their two fists (1d8 damage) or with two lava sprays from their hands (2d6 fire damage). Their lava sprays have a range of 5'. This attack can be done once per combat. They are immune to fire.

MECHANICAL MAN (MEDIUM CONSTRUCT) – Mechanical men look like metal humanoids. They have AC 16 and attack with their fists (1d4 damage) or with a weapon.

SIMULACRA (MEDIUM CONSTRUCT) – Simulacra are duplicates of human beings created from shadow-stuff. They are created by powerful magi. A simulacra looks exactly like its double and has all of its knowledge, though it is completely under the control of its maker.

UMBRAL BLOT (MEDIUM CONSTRUCT) – These monsters look like spherical voids. Anything that comes into contact with them disintegrates immediately. Creatures can attempt a Fortitude saving throw to avoid disintegration, but still suffer 5d6 damage. Umbral blots can become ethereal and teleport at will. Spells fail against them 50% of the time. They regenerate 1d4 hit points per round. They suffer only half damage from acid, cold, electricity and fire. Umbral blots have AC 25.

Demons & Devils

Demons and devils are creatures that come from beyond the material world. Demons and devils 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.

Demons and devils are both evil, but they have different aims – demons want to destroy Creation, while devils want to rule it.

Demons are immune to electricity damage and poison, and they can communicate telepathically up to a range of 100'. Demons rely on fear and terror to get what they want.

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.

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

CLASS I DEMON (LARGE DEMON) – These demons look like vulture-headed humanoids with wings that allow them to fly. Class I demons have AC 20 and attack with two claws (2d8) and bite (1d8). Once per day, they can screech, forcing all non-demons within 30' to pass a Fortitude saving throw or be stunned for one round. Spells fail against them 25% of the time. Once per day they can summon another class I demon with a 35% chance of success. Class I demons cast spells as first level magi.

CLASS II DEMON (LARGE DEMON) – These monsters look like bloated toad men. Class II demons have AC 21 and attack with two claws (1d8 damage) and a bite (4d6 damage). Class II demons give off a wretched smell that forces folks within 10' to pass a Fortitude saving throw or become nauseous until they succeed at a new Fortitude save, which they can attempt each round. Spells fail against them 25% of the time. Class II demons cast spells as second level magi. Once per day, they can attempt to summon another class II demon with a 35% chance of success.

CLASS III DEMON (HUGE DEMON) – These tall, dog-faced demons have two extra arms tipped with pincers jutting from their chests. Class III demons have AC 23 and attack with two pincers (2d10 damage), two claws (1d6 damage) and a bite (1d8 damage). Spells fail against them 30% of the time. Class III demons cast spells as third level magi. Once per month they can fulfill a wish for a mortal, but will charge a high price if the wish is not evil in nature. Once per day, a class III demon can attempt to summon another of its kind with a 20% chance of success.

CLASS IV DEMON (HUGE DEMON) – These monsters are large demons with toothy maws, small horns and bat wings. Despite the wings looking too small, they allow them to fly. Class IV demons have AC 23 and attack with two claws (1d8 damage) and a bite (2d8 damage). Spells fail against them 35% of the time. Class IV demons cast spells as fourth level magi. Once per day, a class IV demon can attempt to summon another of its kind with a 20% chance of success. Three times per day, a class IV demon can create a nimbus of unholy light that dazes all within 60' who fail a Will saving throw.

CLASS V DEMON (LARGE DEMON) – These monsters have the upper bodies of beautiful women and the lower bodies of giant snakes. They have six arms, and in each hand hold a sword. Class V demons have AC 24 and attack with six swords (2d10 damage) and a tail (4d6 damage). Spells fail against them 40% of the time. Class V demons cast spells as fifth level magi. Once per day, a class V demon can attempt to summon another of its kind with a 20% chance of success.

ERINYES (MEDIUM DEVIL) – These female devils have crimson skin and the wings of vultures. Erinyes have AC 21 and attack with a longbow (2d6 damage, half of it from fire) or longsword (1d8) or they entangle with magic ropes. Spells fail against them 20% of the time. Once per day, they can summon another erinyes with a 50% chance of success. They can cast spells as third level cultists.

ICE DEVIL (LARGE DEVIL) – Ice devils are tall, gaunt creatures that seem to radiate a physical and spiritual chill. Ice devils have AC 25 and attack with 2 claws (2d6 damage), a bite (2d6 damage) and their tail (3d6 damage) or spear (2d8 damage).

Ice devils can only be struck for damage by magic weapons and spells. They radiate cold in a 10-foot radius that causes fear to those who fail a Will save. A creature hit by its tail and spear must pass a Fortitude save or be slowed to half speed and only attack once every other round. Ice devils can attempt to summon another ice devil once per day with a 20% chance of success. They cast spells as 5th level magic-users. They are immune to cold and poison, regenerate 1 hit point per round (unless damage by silver), and have a 35% chance to resist magic spells.

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.

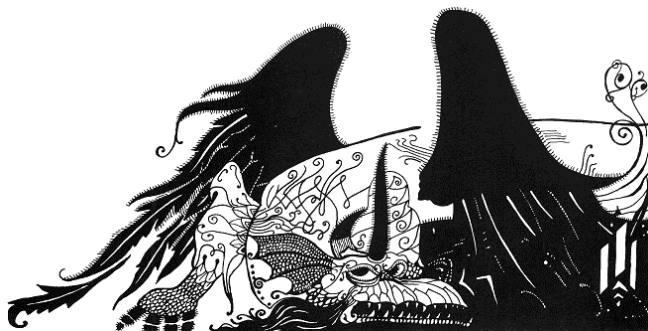
LEMURE (MEDIUM DEVIL) – Lemures look like miserable humans with sagging, pale skin. Lemures are mindless creatures that obey the commands of devils. They cannot be fooled by illusions or controlled with charms and suggestions. Lemures have AC 14 and attack with two claws (1d4 damage). Unlike most devils, they can be harmed by non-magical weapons.

PIT FIEND (LARGE DEVIL) – Pit fiends are towering devils created from fallen angels. They are covered with red scales, have large black horns on their heads, large bat wings, and mouths filled with fangs and two large tusks that jut from their lower jaws. Pit fiends have AC 28 and attack with two claws (2d10), two wings (2d6), and a poisonous, diseased bite (4d6). Pit fiends radiate a 20' aura of fear (Will saving throw or run away screaming). Spells fail against them 45% of the time. Once per day they can summon an erinyes, imp or lemure. Pit fiends cast spells as sixth level magi.

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).

SUCCUBUS (MEDIUM DEMON) – A succubus can assume the form of a beautiful man or woman of any race, but their natural form is that of a shapely female humanoid with small fangs and horns. Succubi have AC 19 and attack with two claws (1d6). By luring a mortal into a kiss, a succubus drains

one level from them. Succubi can use the following cantraps at will: *Prithian's juvenile lust*, *ESP*, *tongues* and *suggestion*. In addition, they can teleport (any range) once per day, and become ethereal (i.e. ghost-like) once per day. Spells fail against them 15% of the time. Once per day, they can summon another succubus with a 35% chance of success.



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.

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 to damage rolls.

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!

AMPHISBAENA (MEDIUM DRAGON) – Amphisbaenas are dragons with sinuous bodies and two heads, one on either end of the body. They have AC 17 and attack with two bites (1d6 + paralyzing poison) and two claws (1d6 damage). Amphisbaenas are only surprised on a roll of 1 on 1d8. Three times per day, they can spit a bolt of lightning, always from both heads simultaneously, that deals 4d6 points of damage (Reflex save for half damage) and forces creatures who suffer damage to pass a Will saving throw or have their personalities switched between their bodies. They are immune to electricity and sleep.

DRAGON (SIZE VARIES) – Dragons guard great treasures in underground vaults. They 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 magus.

WYVERN (MEDIUM DRAGON) – Wyverns are draconic monsters with no fore legs. They only have hind legs and wings. They attack with a bite (2d8 damage), two claws (2d6 damage) and a poisonous sting. They have AC 18.

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

AIR ELEMENTAL – Air elementals appear as tornadoes with glowing eyes floating within. They have AC 18 and attack with a slam (1d6 damage). Once per day they can blow like whirlwinds, sucking all within 20' who fail a Fortitude saving throw into themselves and dealing automatic slam damage each round for a number of rounds equal to the air elemental's hit dice. Air elementals are immune to electricity.

AIR MEPHIT (SMALL AIR ELEMENTAL) – Mephits appear as small, winged imps. They have AC 16 and attack with two claws (1d4 damage). Twice per day they can breathe a cone (10' long, 5' wide) of dust and grit that deals 1d4 damage and blinds those who fail a Fortitude saving throw. When exposed to moving air, they regenerate 1d4 hit points per round.

DJINNI (LARGE ELEMENTAL) – 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 magi.

EFREETI (LARGE ELEMENTAL) – Efreet are the 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 cantraps as a third level magus.

FIRE ELEMENTALS – Fire elementals appear as walls of flame with glowing eyes floating within. They have AC 16 and attack with a slam (2d6 damage). Creatures damaged by a fire elemental's attack must pass a Reflex save or catch on fire, suffering 1d6 damage each round until extinguished. They are immune to fire.

FIRE MEPHIT (SMALL FIRE ELEMENTAL) – Mephits appear as small, winged imps. They have AC 16 and attack with two claws (1d4 damage). Twice per day they can breathe a cone (10' long, 5' wide) of fire that deals 1d8 damage. When exposed to fire, they regenerate 1d4 hit points per round.

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

EARTH ELEMENTAL – Earth elementals appear as humanoids composed of rock and soil. They have AC 18 and attack with a slam (1d8 damage). Earth elementals can move through solid rock, stone and soil as easily as a fish swims through water. Earth elementals are immune to acid.

EARTH MEPHIT (SMALL EARTH ELEMENTAL) – Mephits appear as winged imps. They have AC 16 and attack with two claws (1d4 damage). Twice per day they can breathe a cone (10' long, 5' wide) of rock shards that deals 1d8 points of damage. Once per day they can enlarge themselves into large

monsters (use stats above). When touching earth, they regenerate 1d4 hit points per round.

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 *Prithian's juvenile lust*. Undines charm handsome men, for only by marrying can an undine gain a soul.

WATER ELEMENTAL – Water elementals appear as living waves with glowing eyes floating within. They have AC 16 and attack with a slam (1d8 damage). They cannot stray more than 180' from the body of water they were conjured in. Once per day they can turn into a whirlpool, sucking in all within 20' who fail a Fortitude saving throw, and dealing automatic slam damage each round for a number of rounds equal to the air elemental's hit dice to those unfortunates. Water elementals are immune to cold.

WATER MEPHIT (SMALL WATER ELEMENTAL) – Mephits appear as small, winged imps. They have AC 16 and attack with two claws (1d4 damage). Twice per day they can breathe a cone (10' long, 5' wide) of acidic liquid that deals 1d8 damage. When exposed to water, they regenerate 1d4 hit points per round.

XORN (MEDIUM EARTH ELEMENTAL) – These barrel-shaped monsters have giant mouth atop their bodies, three stubby legs, three clawed arms and three massive eyes. They have AC 21 and attack with a bite (4d6 damage) and three claws (1d4 damage). They can burrow through earth and stone. Xorns eat gemstones, and can smell them up to 20' away. Xorns cannot be back-stabbed. They are immune to cold and fire, suffer half damage from electricity and all but bludgeoning weapons.

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

HAMADRYAD (MEDIUM FEY) – Hamadryads look like beautiful women. They dwell within oak trees, and their lives are interconnected with the lives of their home trees. Hamadryads have AC 17 and attack with a dagger (1d4 damage). If taken more than 300 yards away from their oak trees, or if their trees are cut down, they sicken and die in 4d6

hours. Hamadryads can merge with their trees where they heal 1d6 hp per round. They cast cantraps as 2nd level magi. Hamadryads are irresistible to the lusty satyrs.

NYMPH (MEDIUM FEY) – These fey creatures look like incredibly beautiful women. Nymphs have AC 17 and attack with daggers (1d4 damage). A person that looks at a nymph must pass a Fortitude saving throw or be blinded permanently unless the nymph suppresses this power. The gaze of an angry nymph forces a victim to pass a Will saving throw or be stunned into inaction for 2d4 rounds. Nymphs cast spells as sixth level idolators from the following cults: Hastur the Shepard, Isis the Queen and Nodens the Traveler.

SATYR (MEDIUM FEY) – Satyrs look like bearded elves with goat legs. They are wild and jovial. Satyrs have AC 15 and attack with a head-butt (1d6 damage) and either bow (1d6 damage) or sword (1d8 damage). Satyrs use panpipes to cast *Prithian's juvenile lust* or *slumber*. They find hamadryads and nymphs irresistible.

SIREN (MEDIUM FEY) – Sirens are beautiful, wicked nymphs of the sea. They sit on rocks and use their songs to charm men into driving their ships into the rocks. Sirens have AC 13 and attack with two poisonous claws (1d4 damage).

SYLPH (MEDIUM FEY) – Sylphs are gentle fey of the wind and air. 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 idolators from the following mysteries: Hastur the Shepard, Isis the Queen and the Great God Pan.

Giants

Giants are humanoids grown to unnatural size. They can see in the dark to a range of 60'.

Giant	HD	MV	Fort	Ref	Will	CL
Ogre	4	40	10	14	15	4
Ogre Mage	5	40	10	13	12	6
Anakim	8	30	8	11	12	8
Jotun	10	30	7	10	10	11

ANAKIM – The anakim are the descendants of fallen angels that had congress with human women. They stand about 13' tall and have jet black skin, glowing golden or silver eyes, fanged mouths (1d4 damage) and clawed hands (2 attacks, 1d4 damage each). Anakim are terribly intelligent and are capable casting cantraps as fourth level magi.

JOTUNS – Jotuns look like Vikings that stand 15' tall. They have AC 15 and attack with battleaxes (4d6 damage) or by throwing boulders (2d10 damage). Jotuns are immune to cold but suffer double damage from fire.

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

OGRE MAGE – These monsters are more intelligent and magical versions of the ogre. They are also called oni. They have AC 18 and attack with fists (1d8 damage) or sword (2d6 damage). Spells fail against ogre magi 10% of the time. Ogre magi can regenerate 1d6 hit points per round. They can fly (magically) and cast the following spells: At will – *umbral field* and *invisibility*; once per day – *Prithian's juvenile lust*, *Baldak's envaporemment* and *slumber*. Once per day, an ogre mage can expel a *cone of cold* (60' long, 30' wide) that deals 5d6 points of cold damage.

Humanoids

The humanoid category is divided into the savage humanoids, like goblins and lizardmen and the civilized humanoids, like humans and elves. Humanoids other than humans can see in the dark to a distance of 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.

Humanoid	HD	MV	Fort	Ref	Will	CL
Goblin	1d4 hp	30	13	16	16	0
Swine-thing	1	30	13	15	15	1
Cannibal	1+1 hp	30	13	15	15	2
Gnole	2	30	12	15	15	2
Lizardman	2	30	12	15	15	2
Gibbelin	3	30	12	14	14	3

CANNIBAL (MEDIUM HUMANOID) – Cannibals are evil human warriors. They carry shields (AC 11) and battleaxes (1d8 damage). Once per day, a cannibal can go berserk. This lasts for 1d6 rounds, during which they attack twice per round.

GIBBELIN (MEDIUM HUMANOID) – Gibbelins are hulking goblins with featureless faces and a vegetable quality to their flesh. They use treasure to lure adventurers into their larders. Gibbelins have thick skin and wear bits and pieces of scavenged armor (AC 14). They carry morning stars and javelins into battle. Gibbelin leaders fight as well as ogres.

GNOLE – Gnole are large goblins with grotesque faces that suggest bestial scavengers. They make their living as robbers.

Gnoles wear leather armor and carry shields, bows and swords (AC 13). Gnole leaders fight as well as gibbelins.

GOBLIN – Goblins are 3' tall terrors with brilliantly hued skin (green, blue, scarlet, etc.) and fangs. Goblins wear leather armor and carry shields, helms, bows and axes (AC 14). Goblin leaders fight as well as swine-things.

LIZARDMAN – Lizardmen are humanoid reptiles, with long tails and snouts filled with sharp teeth. Most dwell in marshes. Lizardmen have thick skin and carry shields, spears and axes (AC 12). Lizardman leaders fight as well as gibbelins. They are capable of swimming and holding their breath for 10 minutes.

SWINE-THINGS – Swine-things are humanoids with pallid, corpse-like skin and the heads of pigs. They have an unholy aura about them, and crawl into the world from places beyond the ken of mankind to terrorize and possibly kidnap human beings. Swine-things have thick skin, and may wear scraps of armor (AC 14) and they attack with their fists (1d4) or weapons. Their leaders are larger than normal swine-things and they give off a faint, phosphorescent glow. Swine-thing leaders can cast a *hypnotic pattern* spell once per day.

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	1d4 hp	30	13	16	16	0
Warrior	1	30	13	15	15	1
Elite	1+1 hp	30	13	15	15	1
Sergeant	2	30	12	15	15	2
Leader	3	30	12	14	14	3

DERVISH – Dervishes are mystic humans known for whirling in circles. Dervishes fight as elites. Once per battle, they can use the puissant feat whirlwind attack. They cast spells as first level idolators from any three cults. Dervishes wear no armor, and fight with staves or scimitars.

DWARF – Dwarves are ugly little men who dwell underground. Most wear brigandine (AC 12) and carry mining tools (like picks and hammers) and poniards or cutlasses for defense. Dwarves fight as warriors. They are known to be avaricious and greedy for their precious metals and stones. A dwarf has a

1 in 6 chance of casting cantraps as a first level magus, and can cast cantraps even in armor.

ELF – Elves live in woodlands. Elves have the special abilities presented in the race section, and they are known to be nimble. Wood elves fight as warriors and wear brigandine (AC 14) and carry bow and longsword. Hill elves are more aristocratic. They fight as elites and dwell in hidden hill forts (elf-hills) and wear maille haubergeons and carry targes, heaumes, lance and sword (AC 18). Elves have a 1 in 6 chance of casting cantraps as first level magi, and can cast cantraps even when wearing armor.

HOB – Hobs are little folk who labor on farms or in households. Because of their small size, they fight as commoners. They rarely have armor, and usually carry simple tools that can maybe be used as weapons, such as butcher knives, rolling pins or frying pans.

HUMAN – Humans have no special abilities. Human archers wear brigandine (AC 12) and carry bow and axe. Human warriors (also called men-at-arms) wear maille byrnies and carry kite shields, sallets, spear and dagger (AC 17). Human elites wear maille and plate and carry Hungarian shields, basinets, lance and sword (AC 20) and ride war horses. Human nomads fight as elites and wear brigandine, carry bucklers, bows, scimitars and they ride war horses (AC 13).

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

BASILISK (MEDIUM MAGICAL BEAST) – Basilisks look like giant lizards. Their gaze turns people into stone (Reflex save to negate). Basilisks have AC 16 and attack with a bite (1d8).

BULETTE (HUGE MAGICAL BEAST) – Bulettes look like armored sharks with four stubby legs. They burrow underground and then erupt underneath their prey, surprising them and gaining a free attack. Bulettes have AC 20 and attack with two claws (2d6 damage) and a bite (2d10 damage).

CATOBLEPAS (LARGE MAGICAL BEAST) - These monsters look like giant warthogs, but they are so hideous that their appearance causes death to those who gaze upon them and fail a Fortitude saving throw. If the first glance doesn't kill, each round of viewing the beast can still paralyze the viewer for 1d6 rounds. They have AC 12 and attack with a bite (1d6).

CHIMERA (LARGE MAGICAL BEAST) - Chimeras are monsters with the fore-bodies of lions, the rear bodies of goats, and three heads - a dragon, a goat and a lion. They are wicked and quite stupid. Chimeras have AC 19 and attack with two bites (2d10 damage), horns (1d6 damage) and two claws (1d6). A chimera's dragon head can breathe a cone of fire (30' long, 15' wide at base) three times per day for 3d8 damage.

COCKATRICE (SMALL MAGICAL BEAST) - Cockatrices look like reptilian roosters. They have AC 14 and attack with a bite (1d4 damage) that turns people to stone if they fail a Fortitude saving throw.

DÔL (HUGE MAGICAL BEAST) - Dôls are massive worms with grey flesh, mouths filled with jagged, plate-like teeth (2d10 damage) and tails that end in poisonous stingers (2d6 damage). Victims of a bite attack must pass a Reflex save or be swallowed whole. Dôls can swim and burrow through rock.

GRIFFON (LARGE MAGICAL BEAST) - 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).

HIPPOGRIFF (LARGE MAGICAL BEAST) - Hippogriffs are weird creatures with the fore-bodies and heads of giant eagles and the rear bodies of horses. Voracious omnivores, hippogriffs hunt humanoids as readily as any other meal. They have AC 15 and attack with two hooves (1d4 damage) and a bite (1d8 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.

LAMIA (LARGE MAGICAL BEAST) - Lamias have the bodies of lions and the torsos, arms and heads of beautiful women. They have AC 18 and attack with two claws (1d4 damage). Victims of a claw attack must pass a Will saving throw or lose one point of Wisdom. Lamias are master ventriloquists, and can

cast *Prithian's juvenile lust*, *mirror image*, *spectral force* and *suggestion* three times per day and *slumber* once.

MANTICHORE (LARGE MAGICAL BEAST) - Mantichores have the tiger bodies, bat wings, and heads shaped like bearded men. Their tails are tipped with six spikes. Mantichores have AC 17 and attack with two claws (2d4 damage) and a bite (1d8 damage) or they can shoot up to six tail spikes up to 180' (1d8 damage).

ROC (HUGE MAGICAL BEAST) - Rocs are enormous birds. Rocs have an AC 17 and attacks with two talons (2d8) and one bite (2d8). They fly at a speed of 80.

RUST MONSTER (MEDIUM MAGICAL BEAST) - Rust monsters resemble rust-red beetles with moth-like antennae. They are mostly inoffensive creatures, but highly feared because any metal object touched by their antennae crumbles into dust, which they consume. Rust monsters have AC 18 and attack with their antennae and a bite (1d4 damage).

SPHINX (LARGE MAGICAL BEAST) - Sphinxes have the body of a lion with the upper torso of a human female springing from the lion's chest. They are winged, intelligent, and casually cruel. Sphinxes have AC 20 and attack with two claws (1d6). If both of their claw attacks strike the same target, the sphinx strangles them for another 1d6 points of damage. They can cast cantraps as a 4th level magus, and can draw a mystic symbol in the air that forces those who see it to pass a Will saving throw or either become panicked, suffer intense pain (2d6 damage), act as though charmed, go completely mad (Wisdom score 2) or drop dead, as the sphinx desires. The symbol lasts for 1 week.

UNICORN (LARGE MAGICAL BEAST) - Unicorns dwell in woodlands. They look hybrids of goat, horse and antelope, with a single pearly horn (called an alicorn) on their foreheads. Unicorns 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 orisons as third level idolators from the following cults: All-Seeing Eye, Hastur the Shepard and Nodens the Traveler.

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

CENTAUR (MEDIUM MONSTROUS HUMANOID) – Centaurs are wild and savage warriors. They have AC 14 and attack with two hooves (1d6 damage) and a club or bow.

DERRO (SMALL MONSTROUS HUMANOID) - Derro are abominable little humanoids about the size of a dwarf, though not so large of frame, with white skin, white hair and pupil-less black eyes. They are afflicted by a form of racial madness, which most often manifests as delusions of grandeur coupled with an overpowering urge to inflict torment on other creatures. They have AC 19 and attack with poisoned weapons. When fighting in light, they suffer a -2 penalty to hit. They can cast *audible glamor* and *umbral field* at will.

DOPPELGANGER (MEDIUM MONSTROUS HUMANOID) – The ultimate identity thieves, doppelgangers can assume the shape of any being it has encountered. They are capable of using ESP at all times, and use this ability to better impersonate people. Doppelgangers 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.

GLOOM (MEDIUM MONSTROUS HUMANOID) – Glooms are humanoid creatures with featureless faces and black skin that seems to absorb light. Their skin feels rubbery. Glooms have AC 19 and attack with a *+1 dagger* (1d4+1 damage). Their gaze causes terror, forcing those who fail a Will saving throw to flee in panic. Glooms can backstab for triple damage. They are always perfectly silent. Glooms can disappear into one shadow and emerge from another within 120'. Glooms can only be damaged by magic weapons and spells. They can see perfectly in the dark. Spells fail against them 30% of the time.

GORGON (MEDIUM MONSTROUS HUMANOID) – Gorgons look like human females with snakes in place of hair. They have AC 15 and attack with their poison snakes and a bow or sword. The gorgon's gaze turns people to stone if they fail a Fortitude saving throw.

GREEN HAG (LARGE MONSTROUS HUMANOID) – Green hags are tall female humanoids with green skin and hair. They have AC 22 and attack with two claws (1d4 damage). Creatures who meet their gaze must pass a Will saving throw or become effete for one hour. Spells fail against them 25% of the time. Green hags cast spells as fourth level magi. Since green hags dwell in rivers and lakes, they can swim.

HARPY (MEDIUM MONSTROUS HUMANOID) – Harpies look like hideous human females with the wings and legs of birds. Harpies have AC 13 and attack with two talons (1d3 damage) and a club or bow. When they sing, all within 300' must pass a Will saving throw or be captivated and stop attacking. Captivated creatures approach and allow them one free round of attacks.

MINOTAUR (LARGE MONSTROUS HUMANOID) – Minotaurs look like hulking, muscular humanoids with the heads of bulls. Minotaurs have AC 14 and attack with battleaxe, their horns (1d8 damage) and bite (1d6 damage). They are always capable of finding their way through mazes.

OPHIDIAN (MEDIUM MONSTROUS HUMANOID) – Ophidians are wicked snake men who might have predated humanity on Earth. They have AC 7 and attack with a bite (1d4 damage) and weapon (1d6 damage). Bitten creatures must pass a Fortitude saving throw or slowly turn into an ophidian over the course of a month. Ophidians cast cantraps as 6th level magi.

RAKSHASA (MEDIUM MONSTROUS HUMANOID) - Rakshasas are terrible ogres with fearsome fangs, broad, hairy shoulders and reversed hands (i.e. palms where the backs of the hands should be). They have AC 20 (and can only be harmed by spells and magic weapons) and attack with two claws (1d4 damage) and a bite (1d6 damage). They can assume any humanoid form, and cast cantraps as 6th level magi.

LOUP GAROU (MEDIUM MONSTROUS HUMANOID) – Loup garous are humans that can turn into wolves or into wolf-human hybrids. 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).

Oozes

Oozes are protoplasmic beings that creep and slink along the ground, wall or ceiling. As mindless creatures, they are immune to all mind-affecting effects. They are also immune to poison, sleep effects, paralysis, polymorph and stunning attacks. Oozes eat and breathe, but they do not sleep.

SIZE	HD	MV	FORT	REF	WILL	CL
Small	1	10	16	16	15	2
Medium	3	20	14	14	14	4
Large	5	20	12	13	13	6
Huge	10	20	7	10	10	11

BLACK PUDDING (HUGE OOZE) – Black puddings look like black blobs that move slowly across the floor enveloping everything in their path. They excrete acid that dissolves

organic materials and metal, but does not affect stone. Black puddings have AC 8 and attacks with a slam (2d6 damage plus 2d6 acid damage). Slashing and piercing weapons deal no damage to a black pudding, but instead divide it into two identical monsters one size smaller with half the hit points of the original.

GELATINOUS CUBE (LARGE OOZE) – The gelatinous cube is a clear, gelatinous creature shaped like a cube. They move silently down corridors, filling them, and running into people who do not spot them (this requires a Perception task check). Gelatinous cubes have AC 9 and attack with a slam (1d6 damage plus 1d6 acid) that forces people to pass a Fortitude save or be paralyzed for one hour. Paralyzed creatures are enveloped and slowly digested.

GRAY OOZE (MEDIUM OOZE) – Gray oozes are just what they sound like. They excrete acid that dissolves organic materials and stone, but does not affect metal. Gray ooze has AC 10 and attacks with a slam (1d6 damage plus 1d6 acid).

GREEN SLIME (SMALL OOZE) – These small green slimes cling to ceilings and drip on people, turning their flesh into green slime. This deals 1d6 points of damage per round. The slime can only be removed by being scraped off (inflicts 1d4 damage to the slime's victim) or fire (which inflicts 1d6 damage to the slime's victim).

OCHRE JELLY (LARGE OOZE) – Ochre jellies are yellow-brown oozes. They excrete acid that dissolves flesh. Ochre jelly has AC 9 and attacks with a slam (2d4 damage plus 1d4 acid). Slashing and electricity attacks do no damage to ochre jellies, but instead divide it into two identical monsters one size smaller with half the hit points of the original.

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

ASSASSIN VINE (LARGE PLANT) – The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its

roots. They have AC 15 and attack with a slam (1d8 damage). Victims of the slam must pass a Reflex saving throw or be constricted for 1d8 damage per round until it is killed.

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.

SHAMBLING MOUND (LARGE PLANT) – Shambling mounds look like humanoid-shaped heaps of rotting vegetation, but are actually intelligent, carnivorous plants. They have AC 19 and attack with two slams (2d6 damage). They can hug like cave bears (q.v.). Shambling mounds are immune to electricity and they only suffer half damage from fire.

SHRIEKER (MEDIUM PLANT) – These large, stationary mushrooms emit a loud shriek in the presence of other creatures. They are mostly grown as living alarm systems in donjons. Shriekers have AC 8 and no attacks. Their noise attracts wandering monsters.

VIOLET FUNGUS (MEDIUM PLANT) – Violet fungi resemble the inoffensive shriekers, and often grow among them. Violet fungi have AC 13 and possess four poisonous tendrils with which they attack (1d6 damage).



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 *unctuous touch* spells and healed by *mordacious touch*. The undead do not breathe, eat (except ghouls and vampires) or sleep. Undead creatures are subject to an idolator's turning ability.

Since the undead are created from humanoids, they are also rated not by size but by their unholy power.

Size	HD	MV	Fort	Ref	Will	CL
Skeleton	1	30	15	15	14	1
Zombie	2	20	15	15	15	2
Corposant	3	60	14	14	12	4
Ghoul	3	30	14	14	12	4
Shadow	3	40	14	14	13	5
Ghast	4	30	14	14	11	5
Wight	4	30	14	14	11	6
Wraith	5	60	13	12	10	7
Ghost	6	30	12	12	10	8
Spectre	7	40	12	12	9	9
Mummy	8	20	11	11	10	9
Vampire	10	30	10	10	7	12

CORPOSANT – Corposants are weird undead monsters that appear as giant balls of flame. They attack by slamming into their opponents, dealing 1d4 damage from the slam, and 1d6 points of damage from the fire. Creatures struck must pass a Reflex saving throw or catch on fire, suffering 1d6 damage per round until they pass a Reflex saving throw to put the fire out. Creatures killed by a corposant's flame turn into smoldering skeletons under the corposant's control. They have AC 16.

GHAST – Ghosts are more powerful kin to ghouls. They look like ghouls with legs like the hind legs of a goat. They are surrounded by the stink of death and corruption. Creatures within 10 feet of a ghastr must pass a Fortitude saving throw or become fatigued for ten minutes (-1 to hit and save). They have AC 17 and attack with two claws (1d4 damage plus paralysis) and bite (1d8 damage).

GHOST – Ghosts are incorporeal spirits of the dead. They have AC 15 and attack by using telekinesis, hurling one object per round up to 30 feet and dealing 1d4 damage. As incorporeal monsters, they can only be damaged by silver weapons or magic weapons and spells. Ghosts can fly. A ghost can emit a moan that forces creatures who hear it to pass a Will saving throw or flee in panic. Once per round, a ghost can merge with a living creature. If the creature fails a Will saving throw, the ghost possesses and controls them for up to one minute. When destroyed, a ghost only disappears for 24 hours.

GHOUL – Ghouls look like grey-skinned, corpses with curled back lips and gnashing teeth. They are constantly hungry for the flesh of humans and demi-humans. Ghouls have AC 14 and attack with two claws (1d4 damage) and one bite (1d6 damage). Victims of the claw attacks must pass a Fortitude saving throw or be paralyzed for 1d4+1 rounds.

MUMMY – Mummies are undead humanoids wrapped in dirty bandages and sometimes wearing grave goods. Mummies have AC 19 and attack with a diseased slam (1d8 damage). Mummies spread the mummy rot disease, which can only be cured with *remove curse*. Mummies suffer double damage from fire. Some mummies are capable of casting orisons as a third level idolator from the following cults: All-Seeing Eye, Isis the Queen and the Sepulchral God.

SHADOW – Shadows are the animated souls of wicked people. They are difficult to spot in dark places. Shadows have AC 13 and attack with a strike that saps 1d6 points of a person's Strength for 24 hours. A creature whose Strength is reduced to 0 dies and rises as a shadow 1d4 rounds later. Shadows are only damaged by magic weapons and spells.

SKELETON – Skeletons are the undead remains of humanoids. They are sometimes dressed in scraps of armor and most carry weapons. Skeletons have AC 15 and attack with claws (1d4) or by weapon. Piercing weapons deal half damage to skeletons.

SPECTRE – Spectres are incorporeal, ghostly undead that look as they did when they were killed. Spectres have AC 15 and attack with a ghostly strike (1d8 damage). As incorporeal creatures, they can only be damaged by silver or magic weapons and spells. Creatures harmed by their ghostly strike must pass a Fortitude saving throw or lose one level. Creatures killed by spectres rise as new spectres under their creator's control in one turn.

VAMPIRE (MEDIUM UNDEAD) – Vampires should require no introduction. They have AC 15 and attack with bite (1d6 damage) and slam (1d6 damage). Vampires can only be damaged by silver or magic weapons and spells. Victims of the bite attack must pass a Fortitude saving throw or lose one point of Constitution. Victims of their slam attack must pass a Fortitude saving throw or lose one level. Vampires can be held at bay with idols and garlic, and they cannot cross rushing water. They suffer half damage from cold and electricity, but double damage from fire. At 0 hit points, vampires become gaseous (per *Baldak's envaporemment*) and retreat to their coffins. While in their coffins, they regenerate 1d6 hit points per hour. Vampires can fly and take gaseous form at will. Their gaze acts as a *suggestion* spell. Many can cast cantraps as though they were third level magi.

WRAITH – Wraiths are incorporeal creatures that look like ghosts with burning, hateful eyes. 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 by a wraith die and rise as wraiths under its

control one turn later. Lost Constitution points return at the rate of one point per day.

WIGHT – Wights look like twisted, pale versions of their living selves, and are often the undead remains of chieftains. They have AC 15 and attack with a slam (1d4 damage). Victims of a slam must pass a Fortitude saving throw or lose one level. Creatures that lose all their levels to a wight rise as a wight under its control one turn later.

ZOMBIE – Zombies are shambling undead corpses that may or may not crave brains. Zombies 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 bauble (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 baubles
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

Baubles, Gems and Jewels

Baubles 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 liquid 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	Grimalkin's Eyes – This potion works as the magus cantrap.
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 magus cantrap.
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 magus cantrap Baldak's envaporemment.
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 magus cantrap.
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 magus cantrap.
96-100	Strength – This potion grants a +1 bonus to hit in melee combat, +1 to melee damage and +1 to Strength tasks.

Scrolls

Scrolls can be activated by any character, simply by holding it aloft and speaking the words of power written thereon. A “protection scroll” works essentially as a *forfend* orison, disallowing the creature type from making contact with the holder of the scroll for one hour unless attacked.

“Spell scrolls” cast special spells normally unavailable to magic using characters. These spells cannot be transferred by magi into their grimoires.

Either form of scroll is destroyed once it is cast.

d%	Scroll
01-07	Protection from Aberrations
08-14	Protection from Constructs
15-21	Protection from Demons
22-28	Protection from Devils
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
85-87	Black Tentacles
88-89	Phantasmal Killer
90-91	Polymorph
92-93	Cloudkill
94-95	Geas
96	Gate
97	Imprison
98	Prismatic Sphere
99	Reincarnate
100	Teleport

BLACK TENTACLES – A field of rubbery black tentacles (10’ long) spring from the scroll. Every creature within a 20’ of the scroll is subject to a grapple attack (see Combat) from a monster with Hit Dice equal to the reader’s level. The tentacles inflict 2d6 points of damage per round. The tentacles are immune to all types of damage.

CLOUDKILL – A poisonous cloud 15 feet in radius moves at a rate of 6 feet per minute at the direction of the spell caster. It is heavier than air, but can be dispersed by a strong wind. Touching the cloud results in death (Fortitude save negates).

GATE – Opens a gate into another dimension or time, calling forth any entity the spell caster chooses. There is a 5% chance that a different entity passes through the gate. The summoned entity is not necessarily friendly to the spell’s caster.

GEAS – This spell forces the target to complete a task or forbids them from doing something. Failure to work towards the goal or obey the ban results in death. A *remove curse* orison ends the *geas*.

IMPRISON – A touched creature is entombed in suspended animation far below the surface of the earth. Magic must be used to find them, and freeing them requires *dispel magic*.

PHANTASMAL KILLER – You conjure the most fearsome creature a person can imagine in their mind. Only the target can see this creature, and they react as though it is real. If the creature touches them, they must pass a Fortitude save or die. If they pass the save, they still suffer 3d6 damage. The spell lasts one hour.

POLYMORPH – You turn yourself or a target into another type of creature. The target gains all the abilities of the creature, and retains its own intellect. The effect is permanent on others, and lasts 1 hour for you.

PRISMATIC SPHERE – You conjure a sphere of seven colors around yourself. Each layer of color must be destroyed to reach the person within. Each layer causes damage if touched, as follows: Red deals 2d6 fire damage and stops magic arrows and missiles, and is destroyed by cold damage; Orange deals 3d6 damage and stops all non-magical missiles, and is destroyed by electricity; Yellow causes 4d6 damage and blocks breath weapons, and is destroyed by a magic arrow; Green causes death to the touch and blocks detection spells from seeing within, and is destroyed by touching stone; Blue turns flesh to stone and blocks all idolator orisons, and is destroyed by touching silver; Indigo causes death and destroys the soul utterly and is destroyed by dispel magic; and Violet causes permanent insanity when touched and blocks all magi cantraps, and is destroyed by a *light* orison.

REINCARNATE – You reincarnate a dead body as a humanoid creature chosen at random by the TK.

TELEPORT – You and a circle of people (up to 10) move instantly to any spot in the world or in another dimension.

Wands

Magic wands can only be used by magi. Each wand holds a magus or idolator 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 magus 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 orison (TK's choice)
31-60	First level cantrap (TK's choice)
61-75	Second level orison (TK's choice)
76-90	Second level cantrap (TK's choice)
91-95	Third level orison (TK's choice)
96-100	Third level cantrap (TK's choice)

Staves

Magic staves can only be used by idolators or magi. 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>Kalinoth's abjuration</i> (1), <i>sigil of deflection</i> (1)
11-25	Beasts: <i>Enchant beast</i> (2), <i>immobilize</i> (3)
25-35	Divination: <i>Detect invisibility</i> (2), <i>detect magic</i> (1), <i>locate object</i> (3)
36-50	Enchantment: <i>Prithian's juvenile lust</i> (1), <i>suggestion</i> (3)
51-55	Evocation: <i>Igneous meteor</i> (3), <i>fulminate</i> (3), <i>pyrotechnics</i> (2)
56-60	Healing: <i>Unctious touch</i> (1), <i>banish pestilence</i> (3), <i>greater unctious touch</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: <i>Alarum</i> (1), <i>find traps</i> (2), <i>locate object</i> (3)
81-90	Utility: <i>Grimalkin's eyes</i> (3), <i>light</i> (1), <i>knock</i> (2)
91-00	Virtue: <i>Forfend</i> (1), <i>bless</i> (2), <i>chant</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	Aketon +1 (AC 13)
74-79	Haubergeon +1 (AC 16)
80-82	Maille and plate +1 (AC 18)
83-88	Aketon +2 (AC 14)
89-92	Haubergeon +2 (AC 17)
93-94	Maille and plate +2 (AC 19)
95-97	Aketon +3 (AC 15)
98-99	Haubergeon +3 (AC 18)
100	Maille and plate +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	Warhammer

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 demons (demonbane)
08-10	Deals +1d6 damage against devils (devilbane)
11-13	Deals +1d6 damage against dragons (dragonbane)
14-16	Deals +1d6 damage against elementals (elementalbane)
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 three times per day
61-70	Forfend 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

Wondrous Items

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

d%	Wondrous Item
01-03	Adder Stone (grants +2 to saving throws against disease)
04-05	Amulet of Protection (+1 to saving throws and AC)
06	Apparatus of Qualoosh (see below)
07-08	Chaos diamond (3/day, can make a person insane for 1 hour)
09-10	Cloak of etherealness (as <i>potion of etherealness</i> , up to 10 minutes per day)
11-12	Crystal Ball (can see and hear any person, no matter how far away, once per day)
13	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 its summoner)
14-15	Figurines of wondrous power (shaped like animal; transforms into that animal 1/day for 1 hour)

16-17	Flying Carpet (as <i>danse empyrean</i> three times per day, holds 10 people)
18-19	Girdle of masculinity/femininity (changes a person's sex, and grants an 18 charisma; permanent)
20-21	Gleaming Polyhedron (summon a random demon or devil, once per week)
22-23	Hand of Glory (torches and candles held in this amputated hand never extinguish and the hand can open any locked door)
24-25	Hand of the mage (mummified hand on golden necklace; permits telekinesis (moving up to 10 lb.) at will)
26-27	Horn of the tritons (once per day, calms rough waters or shuns aquatic creatures as 6th level <i>idolator</i>)
28-29	Incense of meditation (when lit and inhaled by a spellcaster for 8 hours of praying, maximizes all spell variables for spells they memorize that day; one use)
30-31	Ioun stones - Brilliant orange sphere (adds +1 to dexterity modifier)
32-33	Ioun stones - Clear prism (stores 2d6 spell levels)
34-35	Ioun stones - Deep red sphere (adds +1 to strength modifier)
36-37	Ioun stones - Incandescent blue sphere (add 1 level to spell ability)
38-39	Ioun stones - Pale green ellipsoid (adds +1 to wisdom modifier)
40-41	Ioun stones - Pale lavender spindle (sustains person without food and water)
42-43	Ioun stones - Pearly white prism (doubles natural rate of healing)
44-45	Ioun stones - Pink ellipsoid (adds +1 to constitution modifier)
46-47	Ioun stones - Pink and green ellipsoid (absorbs spells up to 2nd level, burned out after 3d6 spell levels have been absorbed)
48-49	Ioun stones - Scarlet and blue sphere (adds +1 to intelligence modifier)
50-51	Iron bands of binding (when thrown at creature, turns into iron bands and binds them tight until command is given; Reflex save negates)
52-53	Iron flask (forces demons, devils and elementals in when unstopped; can release them again same way; Will save negates)
54-55	Lantern of revealing (reveals all invisible things within 25')
56-57	Marvelous pigments (create physical objects by painting them; enough to make 10 heavy objects)
58-59	Masque of the red death (makes one immune to disease; causes disease 1/day as gaze attack)
60-61	Otherworldly Eyes (lenses that permit one to see invisible and ethereal creatures)
62-63	Pearl of the sirines (possessor can breathe water and swim at double land speed)

- 64-65 Pixie dust (permits one to fly at double normal speed, and to cross between dimensions)
- 66-67 Portable hole (can open into a hole 6' in diameter on any surface, leads into 10' cube of space which holds enough air for 10 minutes)
- 68-69 Restorative ointment (neutralizes poison, cures disease and heals 2d6 damage; 5 applications)
- 70-71 Ring of Exorcism (demons and devils must pass a Will saving throw or be sent back to their own realm one per day)
- 72-73 Ring of Invisibility (as spell, three times per day)
- 74-75 Robe of eyes (wearer can see in all directions at once)
- 76-77 Robe of scintillating colors (shifting colors can daze those who see it for 1d4+1 rounds, can be used three times per day)
- Robe of stars (wearer can enter the Astral Plane, and leave it anywhere in the world)
- 78-79 Scarab of protection (grants magic resistance 25%, and absorb up to three level drains, death effects and *mordacious touch* spells before crumbling to dust)
- 80-81 Silver Key (can open portals into other dimensions)
- 82-83 Spider Slippers (can walk on walls and ceilings for up to 10 minutes per day)
- 84-85 Strand of prayer beads (three beads, each capable of casting a third level idolator spell)
- 86-87 Talisman of Luck (re-roll a saving throw once per day)
- 88-89 Talisman of Protection (as forfend, 3 times per day)
- 90-94 Toadstone (removes poisons and disease from liquids)
- 95-96 Unguent of timelessness (any item coated treats 1 year as 1 day and gets +1 bonus to save; 8 applications)
- 97-98 Wand of wonder (casts a random magus spell each time it is used; roll 1d3 to determine the spell level, and roll randomly to determine which spell goes off)
- 99-00 Well of many worlds (as *portable hole*, but anything within is sent to a parallel world or alien planet)

APPARATUS OF QUALOOSH—This mechanical crab (a large construct) contains ten unlabeled levers: The device has AC 20 and two pincer attacks (2d6 damage). It has a speed of 20' per round on land and in the sea. Each lever must be tested. They do the following:

Lever	Function
1	Extend/retract legs and tail
2	Uncover/cover forward porthole
3	Uncover/cover side portholes
4	Extend/retract pincers and feelers
5	Snap pincers
6	Move forward/backward
7	Turn left/right
8	Open "eyes" with continual light inside/close "eyes"
9	Rise/sink in water
10	Open/close hatch

No lever may be operated more than once per round. However, since two characters can fit inside, the apparatus can move and attack in the same round. The device can function in water up to 900 feet deep. It holds enough air for a crew of two to survive 1d4+1 hours (twice as long for a single occupant).

XIII. THESAURUS

As has been mentioned previously in this tome, a major aspect of the weird fantasy of Lord Dunsany and Clark Ashton Smith was the opulent, often archaic, language. They to creating the correct atmosphere is to use a wide variety of words in your descriptions of things and people. You can call a gemstone blue, but there are many other fine words to use in its place. This section is intended as an aid to Treasure Keepers with vocabularies slightly smaller than those two authors.

BLACKS—Atramental, black as a shoe, black as a tinker's pot, black as jet, black as midnight, black as thunder, blue-black, charcoal, collied, dusky, ebon, fuliginous, inky, jet, murky, knighted, obsidian, onyx, piceous, pitch, raven, sable, scoriac, shadowy, slate, sloe, somber, sooty, starless, stygian, suggilated, swart, swarth, zibeline

BLUES—Aqua, azure, beryl, cerulean, ceil, cesious, chalybeous, cobalt, cyan, ecchymotic, gentian, glaucous, indigo, mazarine, opalescent, periwinkle, sapphire, teal, turquoise, ultramarine, watchet

BROWNS—Aithochrous, auburn, bay, beige, bistre, bole, bronze, brown as a berry, brunette, brunneous, buckskin, buff, burnt sienna, burnt umber, butterscotch, cacky, camel, caramel, castaneous, chamoisee, chestnut, chocolate, cocoa, coffee, cordovan, dapple, drab, fallow, fawn, fulvous, fuscous, glandaceous, hazel, henna, khaki, liver, mahogany, mousy, nut brown, nutmeg, ochre, pecan, raw umber, russet, rust, sepia, sienna, tan, taupe, umber, walnut, wenge, whity

CASTLES—Acropolis, alcazar, bastion, castellum, castrum, chateau, citadel, donjon, fasthold, fastness, fort, fortress, hold, keep, manor, mansion, palace, peel, redoubt, safehold, seat, stronghold, tower, villa

CITIES—Apple, borough, burg, capital, conurbation, metropolis, polis, port, urbs

DARK—Adumbral, aphotic atramentacious, crepuscular, dun, fuliginous, gloaming, murky, nebulous, nubilous, opaque, pitchy, stygian, subfuscous, tenebrific

DESERTS—Badland, barren, flats, lava bed, sand dunes, solitude, wasteland

FABRICS—Barathea, barkcloth, bedford cord, blackwork, bombast, bombazine, broadcloth, brocade, burlap, calico, cambric, camlet, camblet, canvas, cashmere, chintz, cloth of gold, cloth of silver, corduroy, coutil, damask, dowlas, drugget, felt, flannel, foulard, fustian, ghalamkar, gingham, grosgrain, grogram, haircloth, himroo, hodden, jamdani, kente cloth, khādī, linen, lockram, loden, mockado, muslin, nainsook, nankeen, nwentoma, oilskin, organza, papeline, percale, pongee, repp, samite, satin, saye, scarlet, scrim, songket, stuff, taffeta, toile, velure, velvet, wadmāl, wincey, zibeline

GREENS—Aquamarine, beryl, bice, celadon, chartreuse, cyan, emerald, harlequin, jade, kelly, malachite, moss, myrtle, olive, pea, peacock, pine, shamrock, teal, verdigris, vert, viridian

HIGHLANDS—Bergh, bluff, butte, cliff, climb, crag, dome, doun, down, downes, drift, dun, dune, elevation, eminence, escarpment, esker, fell, foothill, glob, headland, heap, height, hill, hilles, hillock, hillside, hilltop, holtes, howe, hulles, hummock, hump, knob, knoll, mesa, mound, mount, outcropping, palisade, peak, pike, precipice, prominence, promontory, protuberance, raise, range, ridge, rise, rolling land, shock, sierra, slope, stack, summit, tableland, talus, tor, upland, volcano

LAKES—Basin, inland sea, lagoon, lakelet, loch, mere, mouth, natatorium, pond, pool, reservoir, sluice, spring, tarn

MINERALS—Alabaster, alexandrite, amethyst, antimony, aquamarine, aventurine, banded agate, barite, beryl, carnelian, chalcedony, chalk, chrysoberyl, chrysoprase, cinnabar, citrine, coal, cobalt, copper, cymophane, diamond, electrum, emerald, fire opal, flint, garnet, gold, granite, hematite, hyacinth, iron, iron pyrite, jacinth, jade, jargoon, jasper, jet, lapis lazuli, lead, limestone, malachite, marble, mispickel, moonstone, moss agate, obsidian, olivine, onyx, opal, orpiment, peridot, platinum, porphyry, realgar, rock crystal, rose quartz, ruby, salt, sandstone, sapphire, sard, sardonyx, serpentine, silver,

slate, smoky quartz, soapstone, spinel, sunstone, tiger's eye, tin, topaz, tourmaline, travertine, zinc, zircon

OLD—Aged, ancient, antediluvian, antique, archaic, elder, hoary, prehistoric, prevenient, primal, primeval, primitive, primordial, proleptical, superannuated, timeworn, venerable

PLAINS—Bottomland, brush, bush, campo, expanse, field, flatland, grassland, heath, lea, llano, meadow, moor, pampas, pasture, prairie, range, savanna, scrub, steppe, sward, tundra

PURPLE—Amaranthine, amethyst, aubergine, cerise, fuchsia, gridelin, heliotrope, ianthine, iris, lavender, lilac, livid purple, magenta, mauve, Modena, mulberry, orchid, palatinate purple, periwinkle, perse, plum, pomegranate, puce, purple, tyrian purple, violaceous, violet, wisteria

REDS—Amaranth, auburn, buff, burgundy, carmine, carnelian, cerise, chestnut, claret, copper, coquelicot, coral, crimson, erubescence, ferruginous, flammulated, florid, fuchsia, ginger, gules, incarnadine, latericeous, lurid, magenta, maroon, mauve taupe, murrey, phenicous, puce, puniceous, roon, rose, rubicund, rubiginous, ruddy, rufescent, rufous, russet, sanguine, scarlet, sinopia, sorrel, titian, vermillion, vinaceous

RIVERS—Beck, branch, brook, brooklet, burn, canal, course, creek, crick, estuary, firth, fjord, flow, frith, inlet, ostiary, outlet, rill, rillet, rindle, rivulet, run, runnel, sike, spring, stream, streamlet, torrent, tributary, wash, watercourse

TEMPLES—Abbey, basilica, bethel, bishop's palace, cathedral, chancel, chantry, chapel, church, cloister, convent, conventicle, dagoba, deanery, dewal, dogobah, fane, fold, friary, glebe, holy place, house of [god], house of prayer, joss house, kiack, kiosk, kirk, Lambeth, manse, marabout, masjid, meetinghouse, ministry, minster, monastery, munster, nunnery, oratory, pagoda, pantheon, parsonage, priory, rectory, sacellum, sanctorium, sanctuary, sanctum, shrine, shul, stupa, tabernacle, tope, vicarage

TITLES—Altesse, archbishop, archduke/archduchess, archimandrite, baron/baroness, beorn, bishop, black knight, count/countess, dean, duke/duchess, earl/countess, edler, elder, emperor/empress, erfridder, gentle, grand duke/grand duchess, green knight, hierophant, infante/infant, king/queen, knight/dame, lord/lady, magnate, margrave/margravine, marquess/marchioness, marquis/marquise, metropolitan, nobile, panek, potent, potentate, prelate, prince/princess, ritter, thane, viscount/viscountess, white knight

VALLEYS—Basin, bottom, canyon, channel, chasm, cleft, coulee, dale, dell, depression, dingle, divide, glen, gorge, gulch, gully, hollow, lowland, notch, plain, ravine, rift, schism, swale, trough, vale

WHITES—Achromatic, alabaster, argent, auricomous, blanched, bloodless, bone white, candent, candid, canescent, chalky, cream, eburnean, eggshell, fair, frosted, ghastly, ghost white, hoary, immaculate, isabelline, ivory, leucous, lustrous, milky, pallid, pasty, pearl, seashell, silvery, snowy, vanilla, wan, waxen, white as a lily, white as driven snow, whitely

WOODLANDS—Boscage, brake, bush, chaparral, chase, clump, coppice, copse, covert, forest, grove, jungle, morass, orchard, shelter, spinney, stand, tangle, thicket, timberland, undergrowth, weald, wildwood

YELLOWWS—Amber, apricot, ash blond, aureate, aureclin, aurlent, beige, bisque, blond*, buff, canary, champagne, chrysal, citrine, cream, ecru, fallow, flavescent, flavous, flaxen, fulvid, galbus, gamboge, gold, goldenrod, honey, icterine, isabelle, ivory, jaundiced, jonquil, lemon, lutescent, maize, mustard, old gold, saffron, sallow, sunglow, tawny, urobilin, vanilla, xanthic

* Note: Men are blond, women are blonde

XIV. 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!

Idolator Orisons by Cult and Level

Cult	First Level	Second Level	Third Level
All-Seeing Eye (ASE)	Reveal dweomers	Find traps	Locate object
Azoth (AZO)	Illuminate	Silence	Lanthorn
Cromm (CRM)	Malison	Immobilize	Ruinous blast
Great God Pan (PAN)	Entangle	Madness	Rage
Hastur the Shepherd (HAS)	Purify food & drink	Enchant Beast	Draughts and aliments
Isis the Queen (ISS)	Unctious touch	Banish pestilence	Greater unctious touch
Mitra the Bull (MTR)	Bless	Chant	Remove curse
Nodens the Traveler (NOD)	Forfend	Remove paralysis	Danse empyreal
The Worm Ouroboros (OUR)	Guidance	Augury	Necromancy
The Sepulchral God (SEP)	Mordacious touch	Quietus	Animate dead

Magus Cantraps by Level

First Level	Second Level	Third Level
Audible glamer	Alarum	Amphibios
Color spray	Attercop's ejection	Baldak's envapement
Eldritch bodkins	Detect invisibility	Clairsentience
Hold portal	ESP	Cumbersome curse
Kalinoth's abjuration	Hideous laughter	Danse empyreal
Ken gibberish	Hypnotic pattern	Dispel magic
Illuminate	Invisibility	Freck
Prithian's juvenile lust	Knock	Fulminate
Read magic	Lanthorn	Grimalkin's eyes
Reveal dweomers	Levitate	Immobilize
Sigil of Deflection	Locate object	Igneous meteor
Slumber	Malagrugrous taunt	Magic circle
	Mirror image	Mensonn's turbulent canto
	Phantasmal force	Noisome pother
	Phantom steed	Pirion's spatial transposition
	Pyrotechnics	Sepia snake sigil
	Resist energy	Spectral force
	Spider climb	Suggestion
	Umbral field	Summon monster
	Wizard lock	Tongues

Aberration	6, 26	Light	6, 7, 8, 9, 19
Ability Score	2, 3, 21	Magical Beast	33
Animal	27	Magic Item	38 – 42
Armor	14, 41	Magus	8
Armor Class	2, 3, 14, 21, 25	First Level Spells	8
Attack Bonus	2, 21, 25	Second Level Spells	9
Charisma	4, 20	Third Level Spells	9
Civilization	24	Melee Attack	3, 15, 21
Class	2, 5	Missile Attack	3, 15, 21
Constitution	3, 22	Monster	18, 19, 20, 21, 22, 25
Construct	27	Monstrous Humanoid	34
Demimonde	13	Movement	14, 19, 24
Demon	28	Odalisque	13
Devil	28	Ooze	35
Dexterity	3	Plant	36
Dice	1	Poison	4, 12, 17, 20, 22, 24, 25
Disease	4, 22	Puissant	10
Dragon	30	First Level Feats	11
Dungeon	22	Second Level Feats	11
Elemental	30	Third Level Feats	12
Elf	4, 24, 33	Race	4
Encumbrance	14	Rake	12
Equipment	14	Retainer	13
Experience Point	2, 18, 25	Satyr	5, 32
Fey	31	Saving Throw	2, 19
Giant	32	Spells	6-7, 8-9, 18, 21, 24
Grotesque	4	Strength	3
Henchman	17	Task, Task Check	2, 13, 20, 23
Hit Dice	2	Thief	12, 20
Hit Points	2, 4	Time	19
Human	4, 24, 33	Traps	23
Humanoid	32	Treasure	38 – 42
Idolator	5	Treasure Keeper	2
First Level Spells	6	Undead	7, 36
Second Level Spells	6	Wandering Monster	22
Third Level Spells	7	Weapon	15, 41 – 42
Initiative	20	Wilderness	22
Intelligence	3	Wisdom	3
Level		Wonder	18
Challenge Level	25		
Character Level	2		
Dungeon Level	22		
Spell Level	6, 8		

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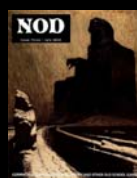
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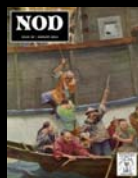
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