

CLASSIC 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

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FANTASY ROLE PLAYING GAME

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There is treasure beneath the ground, hidden in dank caverns and colossal vaults carved out of the earth by the slaves of wizards and dragons. Treasure enough to build a kingdom or destroy one, to launch a man or woman of modest birth into the heights of power. To get this treasure, you must leave the safety of hearth and home,

cross wild and dangerous places and finally pierce the earth itself and delve deep into its mysteries. Most of the folk who seek this treasure die forgotten. A few carve out legends passed on by their lucky comrades. Fewer still live to tell their own tale and drag that treasure out of the underworld.

Will you be one of the lucky few?

I. INTRODUCTION

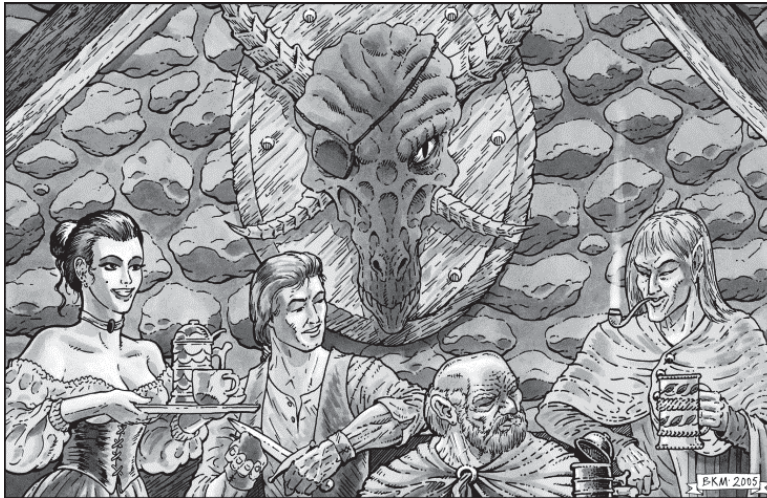
Bloody Basic is a role playing game set in a fantasy world of dwarves, demons, dragons, magic and treasure. It is a “basic” version of the more advanced *Blood & Treasure* RPG.

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

THE DICE

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

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



Four sided dice are abbreviated “d4”

Six sided dice are abbreviated as “d6”

Eight sided dice are abbreviated as “d8”

Ten sided dice are abbreviated as “d10”

Twelve sided dice are abbreviated as “d12”

Twenty sided dice are abbreviated as “d20”

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

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

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

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

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

II. MAKING A CHARACTER

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

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

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

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

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

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

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

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

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

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

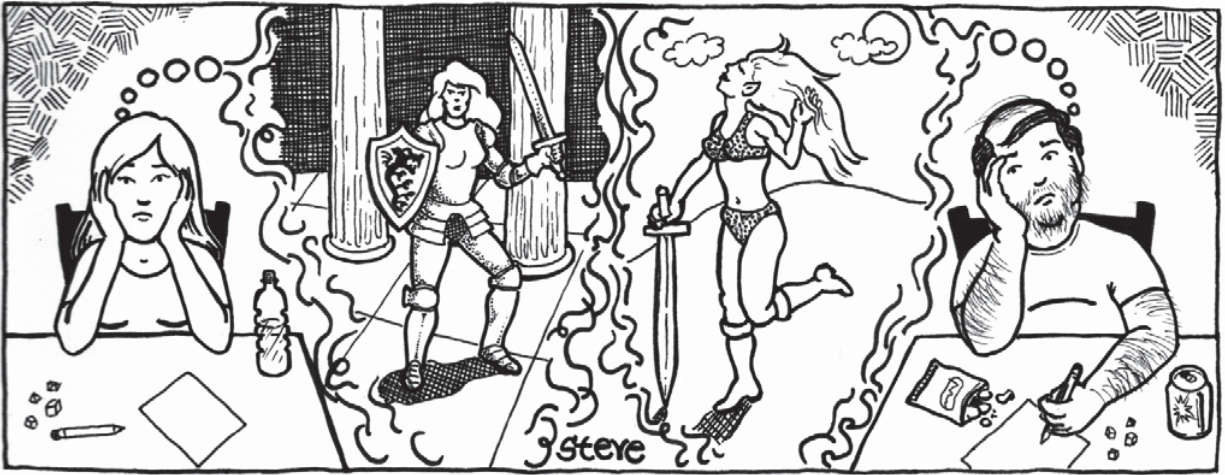
ATTACK BONUS – A character’s attack bonus is the number they add to dice rolls when trying to deal damage to or overcome an opponent in combat.

NAME: GRENDELYN					
CLASS:	Fighter	RACE:	Human	XP:	0
			LEVEL:	1 (Armsman)	
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: Extra attack against 0 HD opponents					
LANGUAGES: Common, Dwarf, Goblin					
EQUIPMENT					
Leather armor		Torches (10)			
Shield		Rope (50')			
Helm		Rations (week)			
Sword (1d8 damage)		Pole (10')			
Bow (1d6 damage)		Iron spikes			
Quiver of arrows (20)		Hammer			
Backpack		Flint and steel			
Tunic		Cloak			
Boots		Bedroll			
Woolen hose					
Gold:	7	Silver:	6	Copper:	0
Treasure: None (yet!)					

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

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

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



III. ABILITY SCORES

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

STRENGTH

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

INTELLIGENCE

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

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

WISDOM

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

DEXTERITY

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

CONSTITUTION

Roll three six-sided dice (3d6) and record the number next to Constitution. If the number you rolled was between 3 and 8, your

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

CHARISMA

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

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

IV. RACES

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

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

HUMANS

Humans should require no description, for 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 game's sub-classes.



DWARVES

Dwarves are stout, rugged people who dwell underground in mines or in fortresses. They stand about 4' in height and usually have craggy faces with large noses, bushy eyebrows and squinty eyes. For most dwarves, their beards are a matter of great pride. Dwarves tend to be loyal friends with a strong sense of right and wrong, but with a weakness for accumulating riches. Most dwarves are aligned with Law.

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

Dwarves can see in the dark up to 60'.

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

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

Dwarves can advance to 4th level as clerics, magic-users and thieves, and to 5th level as fighters. They can also choose to multi-class as fighter/thieves, advancing as high as 4th level.



ELVES

Elves are graceful creatures descended from the fairy folk. They have thin faces, pointed ears and vivid eyes. Their skin and hair color are often in harmony with the environment they call home, thus desert elves might have skin the color of sand and hair the color of a desert sunset. Elves stand about 5' tall.

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 ghouls' paralysis touch.

Elves can advance to 4th level as clerics, fighters and thieves, and to 5th level as magic-users. They can also choose to multi-class as fighter/magic-users, advancing as high as 4th level.

HALFLINGS

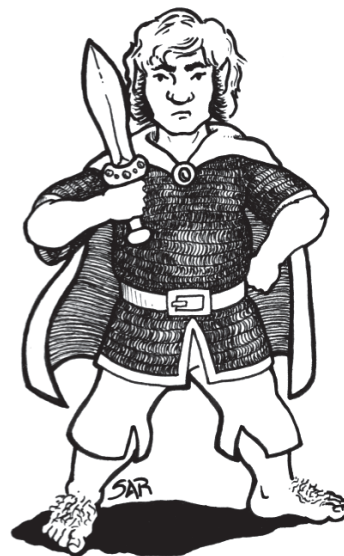
Halflings are small people who stand about 3' tall. When young they are slim and possess an unquenchable curiosity, but as they age they have a tendency to become staid and settled.

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

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

Halflings are known for their amazing luck. Once per day they can re-roll a missed saving throw. When throwing rocks or using slings, they enjoy a +1 bonus to hit their targets.

Halflings can advance to 4th level as clerics, fighters and magic-users, and to 5th level as thieves. They can also choose to multi-class as fighter/thieves, advancing as high as 4th level.



V. CLASSES

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

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

THE CLERIC CLASS

Clerics are servants of the celestial powers of Law and Good. They are warrior priests capable of fighting alongside fighters and casting spells like magic-users, including the very valuable healing spells. Clerics are expected to minister to the sick, protect the weak, and spread their faith to unbelievers.

Because clerics are representatives of the Lawful alignment, they are expected to heal Lawful creatures for no repayment. They can heal Neutral creatures for a donation to their temple. Healing Chaotic creatures is frowned upon by their temple.

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

SPECIAL ABILITIES – Clerics have two special abilities, the ability to turn undead creatures and cast cleric spells.

“Turning” undead means to present a holy symbol and cause them to recoil in fear or be destroyed. When attempting to turn undead, a cleric must present his holy symbol and utter a holy chant. The cleric’s player then rolls 1d20 and compares his roll to the table below, based on the cleric’s level and the type of undead creature the cleric is attempting to turn.

UNDEAD	CLERIC LEVEL					
	1	2	3	4	5	6
Skeleton	10	7	4	3	2	D
Zombie	13	10	7	4	3	2
Ghoul	16	13	10	7	4	3
Wight	19	16	13	10	7	4
Wraith	20	19	16	13	10	7
Spectre	-	20	19	16	13	10
Mummy	-	-	20	19	16	13
Vampire	-	-	-	20	19	16

When a turning attempt is made, a d20 should be rolled and the Turning Undead table consulted for the result. If the number on the die is equal to or greater than the number shown on the table, all undead creatures of the targeted type flee for 3d6 rounds, or cower helplessly if they cannot flee. If the table indicates “D”, the undead creature is automatically destroyed and crumbles to dust.

Cleric spells represent the answering of a cleric’s prayers by the deity or deities they worship. Cleric spells are focused on defense,

divination and healing, and are generally not as useful in offense as are magic-user spells.

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

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

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

At sixth level, a cleric gains a retainer. The retainer is a loyal companion under the control of the cleric’s player. The retainer is rolled randomly on the retainer table in Section VI. The TK should roll ability scores for the retainer and assign them a name. The retainer shares the cleric’s alignment. The cleric must pay for his retainer’s room and board. Retainers receive 25% of the experience points earned by the cleric.

FIRST LEVEL CLERIC SPELLS

- CURE LIGHT WOUNDS** – The recipient of the spell is instantly cured of 1d6 hit points of damage. The reverse, *inflict light wounds*, instantly deals 1d6 points of damage. In either case, the target/recipient of the spell must be touched by the caster.
- DETECT EVIL** – The cleric can detect the presence of Chaotic creatures and magic within 60’ for one hour.
- DETECT MAGIC** – The cleric can detect magic spells, magic items or other magical effects within 60’ for one hour.
- LIGHT** – The cleric’s holy symbol glows with light as bright as the light of a lantern for two hours.

5. **PROTECTION FROM EVIL** – While under the protection of this spell, a person cannot be touched by a demon, devil or undead unless they attack the creature first or the monsters passes a Will saving throw. In addition, they can re-roll failed saving throws against magic from Chaotic creatures. The spell lasts for 2 hours.

6. **PURIFY FOOD & DRINK** – This spell removes all poison, disease and other contaminants from food and drink.

SECOND LEVEL CLERIC SPELLS

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

2. **CHARM ANIMAL** – The target of this spell must be an animal. They regard the cleric as a friend until the spell is dispelled unless they pass a Will saving throw.

3. **FIND TRAPS** – The cleric can detect the presence of traps, both magical and mundane, within 60’.

4. **HOLD PERSON** – The target of this spell is unable to move for 90 minutes unless they pass a Will saving throw.

5. **SILENCE** – The cleric casts this spell on a person or object. All sound within 15’ of that person or object is negated for 2 hours.

6. **SPEAK WITH ANIMALS** – For one hour the cleric can understand

and speak with animals and magical beasts.

THIRD LEVEL CLERIC SPELLS

1. **CONTINUAL LIGHT** – This spell is cast on objects, making them glow (as the *light* spell) permanently.

2. **CURE DISEASE** – The cleric eradicates disease in the recipient of this spell. Any effects of the disease that the afflicted creature has already suffered are not reversed. The reverse of this spell infects people the cultist touches.

3. **CURE SERIOUS WOUNDS** – The recipient of the spell is instantly cured of 3d6 hit points of damage. The reverse, *inflict serious wounds*, instantly deals 3d6 points of damage. In either case, the target/recipient of the spell must be touched by the caster.

3. **LOCATE OBJECT** – This spell points the caster in the direction of the nonliving object he seeks, so long as it is within 500’.

4. **PRAYER** – This spell creates a zone 20’ in radius around the cleric in which his enemies suffer a -1 penalty to saving throws. The spell lasts for one round.

5. **REMOVE CURSE** – This spell removes one curse from the recipient of the spell.

6. **SPEAK WITH DEAD** – The cleric can ask a nearby corpse three questions, and it will answer to the best of its ability.

DRUID SUBCLASS

Clerics with a Constitution of 13 or higher can opt to be a druid. Druids are Neutral clerics that worship nature deities and spirits, acting as intermediaries between them and mortals. Druids cannot use armor heavier than leather, and can only use clubs, slings and staves in combat.

Druids do not have the ability to turn undead. Instead, they can re-roll failed saving throws against acid, cold, fire and electricity attacks. A sixth level druid can change her shape into any form of animal with as many or fewer Hit Dice as the druid has levels. The druid can change into an animal and back into a human once per day.

CULTIST SUBCLASS

A cleric who wishes to be Chaotic must become a cultist. Cultists have the same restrictions and requirements as clerics.

Where clerics turn undead, cultists can control undead. The process is the same, but a successful roll allows the cultist to control the undead for 24 hours. Instead of destroying undead, a



“D” indicates that the cultist can automatically control the undead without rolling a dice. The cultist can control a number of Hit Dice of undead equal to twice his class level.

Cultists can cast the same spells as clerics, but cast many of them in reversed form. Cleric spells that heal damage or cure disease instead cause damage and disease. Cleric spells that detect evil or protect from evil instead detect good and protect against creatures of the Lawful alignment.

CLERIC ADVANCEMENT TABLE

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

CLERIC SAVING THROWS

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

THE FIGHTER CLASS

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

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

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

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

At sixth level, a fighter gains a retainer. The retainer is a loyal companion under the control of the fighter’s player. The retainer is rolled randomly on the retainer table at the end of this section. The TK should roll ability scores for the retainer and assign them a name and alignment. The fighter must pay for his retainer’s



room and board. Retainers receive 25% of the experience points earned by the fighter.

BARBARIAN SUBCLASS

A fighter with a Constitution of 13 or higher can opt to be a barbarian. Barbarians are wild and woolly warriors from the wilderness. They eschew the civilized ways of normal fighters. Barbarians do not gain the extra attacks of a fighter and they cannot use armor heavier than chainmail. Barbarians can go berserk in one combat per day per level. While berserk, the barbarian deducts two from her Armor Class, but scores double damage with successful melee attacks. In addition, barbarians can climb sheer surfaces and move silently as thieves.

PALADIN SUBCLASS

Fighters with a Wisdom and Charisma score of 13 or higher can opt to be a paladin. Paladins are paragons of chivalry that protect the weak and punish the wicked. Paladins must be Lawful in alignment, and may never waver in their dedication to this alignment. If ever they do, they lose their status as paladins and become normal fighters forever more.

Paladins do not gain the extra attacks of fighters. Paladins can *detect evil* at will (as the cleric spell) and are always under the effects of *protection from evil* (also as the cleric spell). A third level paladin can turn undead as well as a first level cleric. A sixth level paladin can cast spells as a first level cleric.

RANGER SUBCLASS

A fighter with a Wisdom score of 13 or higher can opt to be a ranger. A ranger is a wilderness warrior who protects settlements on the fringe of civilization from the monsters of the wilderness. Rangers must be Lawful in alignment. Rangers do not get the extra attacks of fighters and they cannot use armor heavier than chainmail. Rangers inflict double damage against Chaotic humanoids and giants. Rangers can climb sheer surfaces, hide in shadows and move silently as well as thieves. At sixth level, rangers cast spells as well as first level magic-users.

FIGHTER ADVANCEMENT TABLE

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

FIGHTER SAVING THROWS

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

THE MAGIC-USER CLASS

Magic-users are spell casters that can access the widest variety of 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 – Magic-users must have an Intelligence score of 9 or higher. They can belong to any alignment faction. Magic-users cannot use armor of any kind, and can only fight with clubs, daggers, slings and staves. Magic-users can use magic weapons, potions, scrolls, wands, staves and wondrous items.

SPECIAL ABILITIES – Magic-users can cast magic spells. The process of casting magic spells is not dissimilar from the process of clerics casting cleric spells. The magic-user must wave her hands, say some magic words, and then the spell goes off.

Like a cleric, a magic-user must prepare his spells in the morning, committing them to his memory. As with clerics, magic-users can

prepare and cast a limited number of spells per level. Once a magic-user casts a spell, the spell is erased from his mind.

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

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

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

FIRST LEVEL MAGIC-USER SPELLS

1. **AUDIBLE GLAMER** – You create an illusory sound that lasts for ten minutes. You can produce as much sound as four people.
2. **CHARM PERSON** – The target of this spell must be a human, dwarf, elf or halfling. If they fail a Will saving throw, they regard the magic-user as a trusted friend until the spell is dispelled.
3. **COMPREHEND LANGUAGES** – For one hour, the magic-user can comprehend all languages, whether they are spoken or written. Unfortunately, he cannot speak these languages.
4. **DETECT MAGIC** – As the cleric spell of the same name.
5. **HOLD PORTAL** – The magic-user can cause one door or lid to be stuck fast and impossible to open for one hour.
6. **LIGHT** – As the cleric spell of the same name.
7. **MAGIC MISSILE** – The magic-user conjures a missile of pure force that he can direct at any target within normal arrow range. The missile deals 1d4+1 points of damage. A sixth level magic-user can conjure two such missiles at a time.

8. PROTECTION FROM EVIL – As the cleric spell of the same name, except that it lasts for one hour instead of two.

9. READ MAGIC – This spell allows the magic-user to read magic spells in spellbooks and scrolls.

10. SHIELD – This spell conjures an invisible shield of force that grants the magic-user a one point bonus to Armor Class. The spell lasts for ten minutes.

11. SLEEP – This spell puts enemies into an enchanted slumber for one hour. The victims do not receive a saving throw. A total of 2d8 hit dice or levels of victims is put asleep by the spell, starting with the victims nearest the caster, and affecting lower hit dice or level victims before higher hit dice or level victims.

12. VENTRILLOQUISM – The magic-user's voice or any sound that they can normally make vocally seems to issue from someplace nearby. The spell lasts for 10 minutes.

SECOND LEVEL MAGIC-USER SPELLS

1. ACID ARROW – You shoot a magic arrow of acid up to 500'. This requires a missile attack roll. If it hits, the arrow inflicts 2d4 points of acid damage and another 2d4 points of acid damage each round thereafter for 1d6 rounds or until the acid is washed off.

2. CONTINUAL LIGHT – As the cleric spell of the same name.

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

4. DETECT EVIL – As the cleric spell of the same name.

5. DETECT INVISIBILITY – The magic-user can detect the presence and location of invisible creatures within 30'.

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

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

8. KNOCK – The magic-user causes a door to open, even if the door is locked or *held* or *wizard locked* by another magic-user.

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

10. LOCATE OBJECT – As cleric spell of same name.

11. MAGIC MOUTH – You enchant an item so that, when certain conditions are met, a mouth forms on it and speaks a message up

to 30 words long. Once the message is spoken, the spell is discharged.

12. MIRROR IMAGE – For one hour, this spell creates 1d4 images of the magic-user 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.

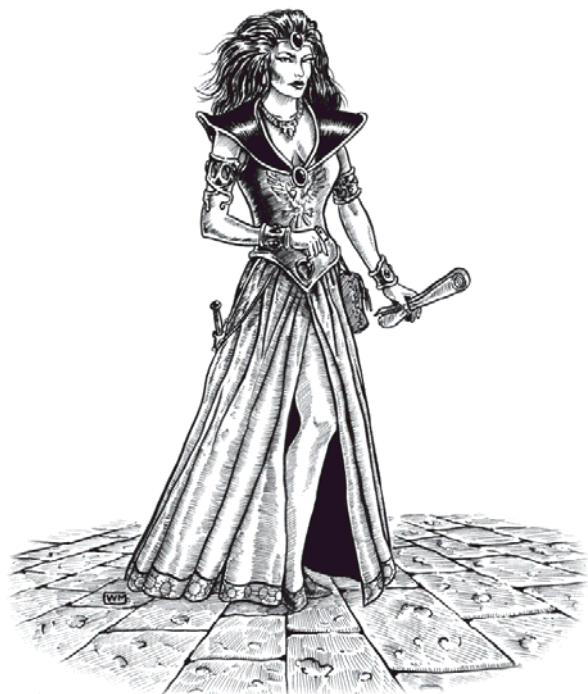
13. PHANTASMAL FORCE – This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within a range of 500' of you.

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

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

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

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



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

19. **WEB** – Fibrous, sticky webs fill an area up to 10' x 10' x 10'. It is extremely 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.

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

THIRD LEVEL MAGIC-USER SPELLS

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

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

3. **DARKVISION** – For one day you can see up to 60' through complete darkness, as a dwarf or elf.

4. **DISPEL MAGIC** – This spell nullifies spells and other magical effects for up to 10 minutes. When dispelling an effect cast by another magic-user or a cleric, you must roll 1d20, add your level, and exceed an amount equal to 10 plus the other caster's level.

5. **EXPLOSIVE RUNES** – This spell creates runes that, when read, explode into a 20' radius ball of fire that inflicts 5d6 points of fire damage (Reflex saving throw for half damage).

6. **FIREBALL** – This spell 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.

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

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

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

10. **HOLD PERSON** – As the cleric spell of the same name.

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

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

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

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

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

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

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

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

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

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

MAGIC-USER ADVANCEMENT

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

MAGIC-USER SAVING THROWS

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

THE THIEF CLASS

Thieves are sneaky characters that are quite useful in dungeons, where they are capable of disarming traps, scouting ahead and opening locks. Thieves are not powerful combatants, but they can backstab for extra damage if they manage to surprise a victim.

REQUIREMENTS & RESTRICTIONS – Thieves must have a Dexterity score of 9 or higher. They cannot belong to the Lawful alignment, and so must be Neutral or Chaotic. Thieves can only use leather armor and cannot use 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:

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

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 thieves' 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 and alignment. The thief must pay for his retainer's room and board. Retainers receive 25% of the experience points earned by the thief.

ASSASSIN SUBCLASS

A thief with an intelligence of 13 or higher can opt to be an assassin. An assassin must be Chaotic in alignment. Assassins lose the ability to find & remove traps and pick pockets, but gain a more potent backstab. An assassin's backstab deals double damage from first to third level, and triple damage from fourth to sixth level. An assassin can choose to forgo extra damage from his backstab and instead force the target to pass a Fortitude saving throw or be knocked unconscious for one hour.

BARD SUBCLASS

A thief with a Charisma and Intelligence of 13 or higher can opt to be a bard. Bards cannot be Chaotic in alignment. A bard is a

musician with magical abilities. When playing her instrument, a bard can hypnotize an audience. The members of the audience must pass a Will saving throw or stare fascinated at the bard's performance, ignoring everything else but mortal danger (such as physical attacks or fires). A sixth level bard can cast spells as a first level magic-user. Bard's lose the thief's backstab ability.

THIEF ADVANCEMENT TABLE

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

THIEF SAVING THROWS

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

VI. RETAINERS

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

D20	RETAINER
1	Brave Soldier (2nd level fighter, chainmail, pole arm)
2	Cunning Man (2nd level magic-user, club, spellbook)
3	Devout Pilgrim (2nd level cleric, leather armor, staff, holy symbol)
4	Disguised Noble (2nd level fighter, chainmail, sword)
5	Elderly Scholar (2nd level magic-user, staff, spellbook)
6	Feisty Friar (2nd level cleric, chainmail, mace, holy symbol)
7	Old Prospector (2nd level thief, pick and mule)
8	Patient Picaro (2nd level thief, dagger)
9	Rakish Swordsman (2nd level fighter, sword, dagger)
10	Romantic Minstrel (2nd level bard, lute, dagger)
11	Rugged Huntsman (2nd level ranger, leather armor, bow, axe)
12	Salty Sailor (2nd level fighter, crossbow, axe)
13	Savage Berserker (2nd level barbarian, battleaxe)
14	Sneaky Spy (2nd level assassin, dagger)
15	Street Urchin (2nd level thief, dagger)
16	Tribal Shaman (2nd level druid, staff, sling, wooden holy symbol)

- 17 Valiant Templar (2nd level paladin, chainmail, shield, sword)
- 18 Wide-Eyed Farmer (2nd level barbarian, bow, spear)
- 19 Wild Nomad (2nd level barbarian, leather armor, bow, sword, war horse)
- 20 Wise Woman (2nd level magic-user, dagger, spellbook)

VII. EQUIPMENT

MONEY

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

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

ENCUMBRANCE

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

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

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

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

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

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

ARMOR

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

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

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

WEAPONS

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

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

Missile weapons are weapons that strike from a distance.

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

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

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

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

ADVENTURE GEAR

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

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

Lock	L	40 gp
Manacles	L	15 gp
Map Case	L	1 gp
Mirror, Small	L	10 gp
Mule	-	8 gp
Oil (Flask)	L	1 sp
Paper (10 sheets)	-	4 gp
Poison (Flask)	L	100 gp
Pole (10')	M	2 sp
Pouch, Belt	L	1 gp
Quill	-	1 sp
Rations (Week)	L	35 sp
Riding Gear	M	12 gp
Robe	L	1 gp
Rope (50')	M	1 gp
Sack	-	1 sp
Sandals	-	1 cp
Sledge	M	1 gp
Spade	M	2 gp
Spellbook (Blank)	L	15 gp
Tent	M	10 gp
Thieves' Tools	L	30 gp
Torches (10)	L	1 sp
Treasure Map*	-	10 gp
Trousers	L	5 sp
Tunic	L	5 sp
Wagon	-	35 gp
Waterskin	L	1 gp
Whetstone	-	2 cp
Wine (Bottle)	L	10 gp

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

HENCHMEN

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

The number of henchmen a character can hire for an adventure depends on the character's charisma. A character with average

charisma can hire three henchmen. A repulsive character can hire only one henchman. A charming character can hire five henchmen.

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

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

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

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

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

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

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

Slinger – Slingers wear leather armor (AC 12) and fight with dagger and sling. They earn 5 sp per day. Halfling slingers attack with slings with a +2 bonus, and earn 1 gp per day.

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

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

Torch Bearer – A torch bearer is a normal human being who is hired to carry torches and basically serve as human pack animals.

Torch bearers fight as normal humans (1d4 hit points, no attack bonus) and cannot wear armor. They can only fight with daggers and clubs. Torch bearers earn a wage of 1 sp per day.

VIII. ALIGNMENT

Alignment is an abstract definition of a character's moral code. There are three alignments: Lawful, Chaotic and Neutral.

Lawful characters believe in honesty and mercy. They do not kill helpless prisoners and may not use poison or acid in combat, as this is not considered honorable. Clerics will heal Lawfuls for free.

Chaotic characters put themselves and their desires ahead of all others. They are willing to lie, cheat and steal to get what they want out of life. Chaotic characters have no qualms about killing helpless prisoners and they can use poison and acid in combat. Clerics will heal Chaotics for a 50% portion of their treasure.

Neutral characters do not choose sides in the alignment wars. They are generally trustworthy, but are primarily interested in themselves. Neutral characters can kill helpless prisoners if they feel that their lives will be in danger if they do not, and while they cannot use poison in combat, they can use acid. Clerics will heal Neutral characters for a 10% share of their treasure.

Members of an alignment have a secret "alignment language" of phrases and signs to identify themselves to other true believers.

IX. RULES OF PLAY

TIME

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

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

MOVEMENT

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

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

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

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

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

LIGHT

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

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

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

SAVING THROWS

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

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

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

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

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

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

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

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

TASKS

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

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

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

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

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

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

KNOWLEDGE TASKS – Knowledge tasks use a character's Will saving throw. An stupid character subtracts one from his roll,

while a smart character adds one to his roll. Knowledge tasks include identifying plants and animals, translating ancient languages, and finding traps.

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

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

COMBAT

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

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

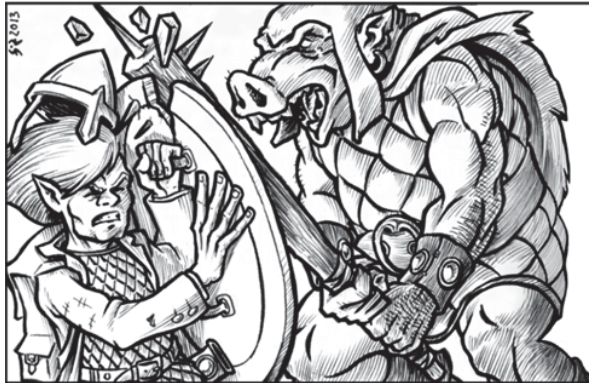
For group initiative, each side in the combat rolls 1d6. The side that rolls highest goes first in combat. On a tie, all actions occur simultaneously.

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

The following modifiers can be used with individual initiative:

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

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



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

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

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

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

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

HEALING

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

RETREAT

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

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

When half a group of monsters are reduced to 0 hit points, a single monster loses half its hit points, or a leader type is killed, the monsters must make a morale check to remain in combat. Non-intelligent monsters, like skeletons, oozes, constructs and some plants, which have no sense of self preservation, never have to make morale checks – they always fight to the death. Berserkers also always fight to the death.

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

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

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

DISEASE AND POISON

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

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

X. DUNGEONS AND WILDERNESS

DESIGNING DUNGEONS

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

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

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

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

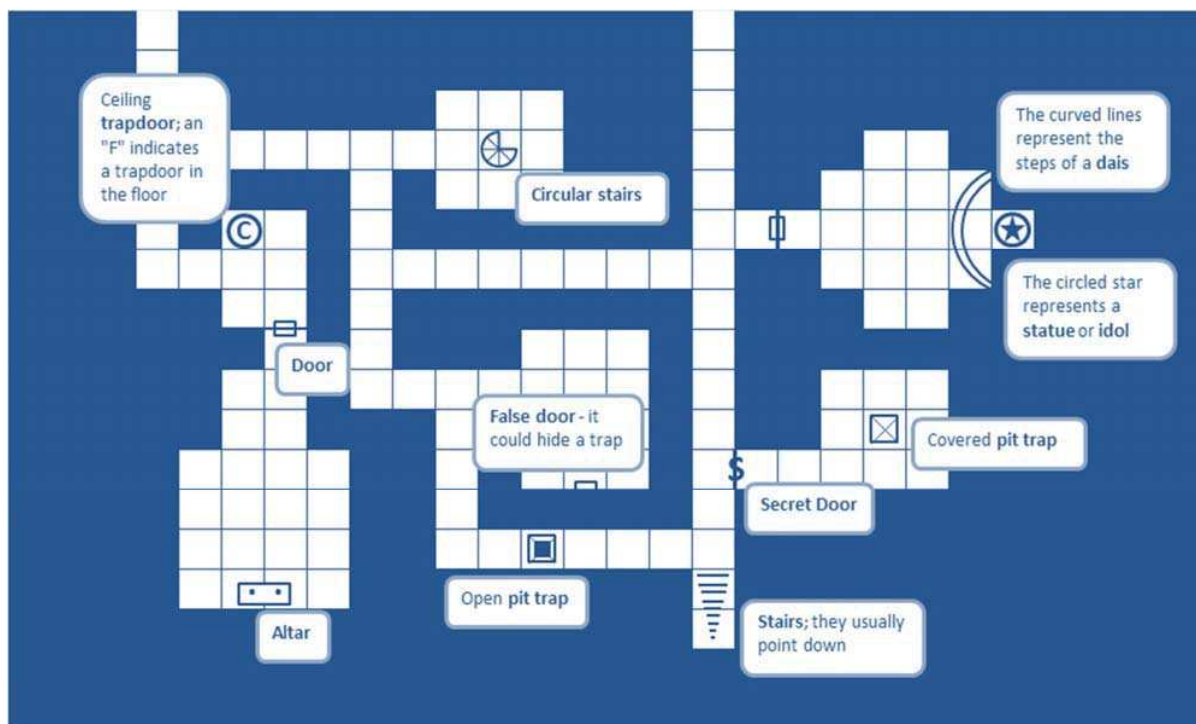
Wondrous objects include teleportation portals, pools of magical liquids, weird wall carvings that give clues to beat the dungeon, magical statues that talk or curse adventurers, etc.

When adventurers delve into a dungeon and then leave to replenish supplies and hit points, there is a 1 in 6 chance that a room that has been cleared of monsters will have new occupants. Dungeons are magical places, and doors will close and lock, and traps reset, by themselves an hour after being opened/triggered.

WANDERING MONSTERS

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

Once each turn or hour (the time increment is determined by the TK), roll 1d6. On a roll of “1”, a wandering monster has come upon the adventurers. The TK should now roll 1d6 for both the adventurers and the monster. A roll of “1” indicates that the group is surprised. A surprised group automatically loses initiative in the first round of combat. If both sides are surprised, there is



no modifier to initiative.

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

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

Chaotic monsters deduct one from their reaction check, while Lawful 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 the rubble.

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

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

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



WILDERNESS

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

Rate of movement depends on the transportation:

BEAST	MILES PER DAY	ENCUMBERED	DRAUGHT
Donkey or Mule	16	90 lb	900 lb
Camel	20	300 lb	1,000 lb
Elephant	18	600 lb	8,000 lb
Griffon	6 foot, 18 wing	300 lb	800 lb
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
Pegasus	16 foot, 32 wing	200 lb	300 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, cleric, roll 1d4 for level) or witch doctor (2 in 6 chance, magic-user, roll 1d4 for level).

CIVILIZATION

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

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

Villages are collections of cottages and hovels protected by lords or ladies in castles. Villages have populations of 10 to 60 families (roll 1d6 x 10). They are surrounded by agricultural land, mines and coasts that permit fishing. Human villages might be found anywhere. Dwarf villages are always in mountains or highlands. Elf villages are always in woodlands. Halfling villages are usually in pleasant valleys. 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 clerics, and there is a 1 in 6 chance that the lord employs a first level magic-user.

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 clerics, and each town has at least one magic-user (roll 1d6 to determine the magic-user'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 cultist).

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

Every city has at least one guild of thieves (see town above), and they might have a guild of assassins and a college of bards. Every city has at least one chaos cult as powerful as its Lawful temple, or perhaps multiple smaller chaos cults (see town above).

XI. MONSTERS

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

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

There are 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 sorcerer or cleric), 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’. Aberrations are always Chaotic in alignment.

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

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.



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 person (as the spell, Will saving throw to negate), Confuse (victim spends 1d6 rounds doing nothing, Will saving throw to negate), 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 hold person, Fortitude saving throw to negate), Petrify (turn to stone, Fortitude saving throw to negate), or Sleep (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 AC 15.

MIND EATER (MEDIUM ABERRATION) – Mind eaters are alien beings with humanoid bodies and squid-like heads. Mind eaters 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 spells as third level magic-users.

OTYUGH (LARGE ABERRATION) – Otyughs are great, blobby creatures standing on four stubby legs. They have AC 17 and attack with two tentacles (1d6 damage) sticking from their sides and a large mouth (1d4 damage). Victims of a bite attack must pass a Fortitude saving throw or be infected with disease.

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 fail against ropers 25% of the time.

ANIMALS

Animals are the normal beasts that walk the world today or in the past, as well as giant versions of these creatures. Most animals can see in the dark to a range of 30'. Animals have no alignment.

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

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

CAVE BEAR (LARGE ANIMAL) – Cave bears are giant prehistoric bears. They have AC 17 and attack with two claws (2d6) and a bite (2d8). Creatures struck by both of a cave bear's claw attacks are hugged for an extra 1d6 points of damage.

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 Strength task check. Constrictors can swim and climb.

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

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

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

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

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).

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

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

SMILODON (LARGE ANIMAL) – Smilodons have AC 17 and attack with two claws (1d10 damage) and bite (2d8 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 (i.e. cure spells), but can be repaired. Constructs are usually Neutral in alignment.

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

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

FLESH GOLEM (LARGE CONSTRUCT) – Flesh golems look like the monsters created by Victor Frankenstein. They are created by magic-users to serve as guardians. A flesh golem has AC 18 and attacks with two fists (2d8 damage). Flesh golems begin a combat under the control of their creators, but each round they fight there is a 1 in 6 chance they go berserk and turn on their creators. Flesh golems 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 and heal them instead of damage them.

HOMUNCULUS (TINY CONSTRUCT) – A homunculus is a miniature servant created by a magic-user 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.

IRON COBRA (SMALL CONSTRUCT) – Iron cobras are mechanical snakes with a single dose of poison in their fangs. Iron cobras have AC 18 and a poisonous bite attack (1d4 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.

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 Chaotic, but they have different aims – demons want to destroy all 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 can cast spells as first level magic-users.

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 magic-users. 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 magic-users. 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 magic-users. 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 magic-users. 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.

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.

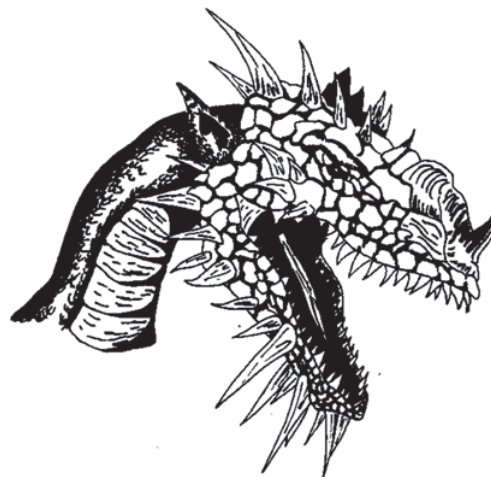
LEMURE (MEDIUM DEVIL) – Lemures look like miserable humans with sagging, pale skin. Lemures are mindless creatures that obey the commands of devils. They cannot be fooled by illusions or controlled with charms and suggestions. Lemures have AC 14 and attack with two claws (1d4 damage). Unlike most devils, 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 with a 100% chance of success. Pit fiends cast spells as sixth level clerics.

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 spells at will: *Charm person*, *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 effects.

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

All dragons have wings and can fly.

Black, blue, green, red and white dragons are Chaotic, while gold dragons are Lawful.

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!

BLACK DRAGON – Black dragons live in swamps. They have AC 17 and attack with two claws (1d6 damage) and bite (1d8 damage). Three times per day they can breathe a 60' line of acid at a single foe, dealing damage equal to the dragon's current hit points (Reflex saving throw for half damage). Black dragons are immune

to acid damage. They have a 5% chance of casting spells as a first level magic-user.

BLUE DRAGON – Blue dragons live in deserts. They have AC 18 and attack with two claws (1d6 damage) and bite (1d8 damage). Three times per day they can breathe a 60' line of electricity at a single foe, dealing damage equal to the dragon's current hit points (Reflex saving throw for half damage). Blue dragons are immune to electricity damage. They have a 15% chance of casting spells as a third level magic-user.

GOLD DRAGON – Gold dragons live under water. They have AC 19 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 to all within the cone (Reflex saving throw for half damage) or a cone of gas that forces those within it to pass a Fortitude saving throw or become weak. Gold dragons are immune to fire damage. They have a 25% chance of casting spells as a fifth level magic-user.

GREEN DRAGON – Green dragons live in the woods. They have AC 17 and attack with two claws (1d6 damage) and a bite (1d8). Three times per day they can breathe a cone of acid gas (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. Green dragons are immune to acid damage. They have a 10% chance of casting spells as a second level magic-user.

RED DRAGON – Red dragons live in mountains. 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. Red dragons are immune to fire damage. They have a 20% chance of casting spells as a fourth level magic-user.

WHITE DRAGON – White dragons live in frigid places. They have AC 16 and attack with two claws (1d6 damage) and bite (1d8 damage). Three times per day they can breathe a cone of freezing cold (30' long, 15' wide at base), dealing damage equal to the dragon's current hit points (Reflex save for half damage) to all within the cone. White dragons are immune to cold damage. They have a 10% chance to cast spells as 2nd level magic-users.

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. Most are Neutral.



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.

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 magic-users.

EFREETI (LARGE ELEMENTAL) – Efreet are the genies of fire. Unlike the Neutral djinn, the efreet are Chaotic. They have AC 18 and attack with two slams (2d6 damage) or a falchion (2d6).

Twice per round, they can change a creature's size (per a *potion of diminution* or *potion of giant-size*). Efreet are immune to fire but suffer double damage from cold. They can cast spells as a third level magic-user.

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.



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.

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.

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'. Most fey creatures are Lawful or Neutral in alignment.

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

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

DRYAD (MEDIUM FEY) – Dryads look like beautiful women. They dwell within trees, and their lives are interconnected with the lives of their home trees. Dryads have AC 17 and attack with a dagger (1d4 damage). If taken more than 300 yards away from their trees, or if their trees are cut down, they sicken and die in 4d6 hours. Dryads can merge with their trees where they heal 1d6 hp per round. They cast spells as 2nd level magic-users.

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

NYMPH (MEDIUM FEY) – These Lawful 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 clerics.

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

SATYR (MEDIUM FEY) – Satyrs look like bearded elves with goat legs. They are wild and jovial. Satyrs have AC 15 and attack with a

headbutt (1d6 damage) and either bow (1d6 damage) or sword (1d8 damage). Satyrs use panpipes to cast *charm person* or *sleep*.

SIREN (MEDIUM FEY) – Sirens are beautiful nymphs of the sea. Sirens are Chaotic. 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 clerics.

GIANTS

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

GIANT	HD	MV	FORT	REF	WILL	CL
Ogre	4	40	10	14	15	4
Ogre Mage	5	40	10	13	12	6
Troll	6	30	9	12	13	7
Hill	8	30	8	11	12	8
Stone	9	30	8	11	11	9
Frost	10	30	7	10	10	11
Fire	11	30	7	10	10	12

FIRE GIANT – Fire giants are stocky brutes that stand 12' tall. They have AC 16 and attack with greatswords (5d6 damage) or by throwing boulders (2d10 damage). Fire giants are immune to fire but suffer double damage from cold.

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

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

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 – darkness and invisibility; Once per day – charm person, gaseous form and sleep. Once per day, an ogre



mage can throw a cone of cold (60' long, 30' wide at the base) that deals 5d6 points of cold damage.

STONE GIANT – Stone giants are 12' tall with grey skin and dour faces. They have AC 20 and attack with club (3d6 damage) or boulders (3d10 damage). Stone giants are Neutral.

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

HUMANOIDS

Humanoids include humans and demi-humans (elves, dwarves, halflings) and goblinoids (orcs, goblins, hobgoblins, etc.). Humanoids other than humans usually can see in the dark to 60'.

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

BARBARIC HUMANOID

HUMANOID	HD	MV	FORT	REF	WILL	CL
Kobold	1d3 hp	20	16	13	16	0
Goblin	1d4 hp	30	13	16	16	0
Orc	1	30	13	15	15	1
Hobgoblin	1+1 hp	30	13	15	15	1

HUMANOID	HD	MV	FORT	REF	WILL	CL
Berserker	1+1 hp	30	13	15	15	2
Gnoll	2	30	12	15	15	2
Lizardman	2	30	12	15	15	2
Bugbear	3	30	12	14	14	3

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

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

GNOLL – Gnolls are large goblins with hyena faces and hairy bodies. They are lazy and cruel, and make slaves of weaker peoples to save themselves from physical labor. Gnolls wear leather armor and carry shields, bows and swords (AC 13). Gnoll leaders fight as well as bugbears.

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). Some ride into battle on worgs. Goblin leaders fight as well as orcs.

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

KOBOLD – Kobolds are the smallest of the goblinoids, standing just two to three feet tall. They have scaly skin and dog-like faces.



Kobolds wear leather armor and carry shields, slings and daggers (AC 13). Kobold leaders fight as well as goblins.

LIZARDMAN (SERGEANT) – Lizardmen are humanoid reptiles, with long tails and snouts filled with sharp teeth. Unlike most barbaric humanoids, they are Neutral rather than Chaotic. Most dwell in marshes. Lizardmen have thick skin and carry shields, spears and axes (AC 12). Lizardman leaders fight as well as bugbears. They are capable of swimming and holding their breath for 10 minutes.

ORC (WARRIOR) – Orcs are human-sized goblinoids with green skin and pig faces. They often serve as mercenaries in the armies of evil lords and wizards. Orc archers wear leather armor (AC 12) and carry crossbows and axes. Orc warriors wear leather armor and carry shields, helms, spears and axes (AC 14). Orc leaders fight as well as gnolls.

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

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

ELF – Elves live in woodlands. Elves have the special abilities presented in the race section, and they are known to be nimble. Elf archers wear chainmail (AC 16) and carry helm, bow and sword. Elf archers receive a +1 bonus to damage with their bows. Elf warriors wear chainmail and carry shield, helm, spear and dagger (AC 17). Elf knights wear chainmail and carry shield, helm, lance and sword (AC 17). Elf leaders have a 1 in 6 chance of casting spells as first level magic-users, and can cast spells even when wearing armor.

HALFLING – Halflings dwell in fertile highlands. Halflings have the special abilities presented in the race section and they are known

to be nimble. Because of their small size, warriors fight as commoners, elites as warriors, sergeants as elites and leaders as sergeants. Halfling warriors wear leather armor (AC 13) and carry dagger and sling. Halfling warriors receive a +1 bonus to damage with their slings. Halfling elites wear chainmail and carry shield, helm, spear and dagger (AC 17) and ride guard dogs.

HUMAN – Humans have no special abilities. Human archers wear leather armor (AC 12) and carry bow and axe. Human warriors (also called men-at-arms) wear chainmail and carry shield, helm, spear and dagger (AC 17). Human elites wear plate mail and carry shield, helm, lance and sword (AC 19) and ride war horses. Human nomads fight as elites and wear leather armor, carry shields, bows, swords 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'. Magical beasts are usually Neutral.

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 damage).

BEHIR (HUGE MAGICAL BEAST) – These huge monsters look like armored centipedes with heads like beetles. They can slither like snakes or crawl on their legs. Behirs can expel a lightning bolt (20' range, 7d6 damage) from their mouths once every 10 rounds. They have AC 19 and attack with a bite (2d4). A bitten creature must pass a Fortitude saving throw or be swallowed whole and must make a Fortitude saving throw to survive.

BLINK DOG (SMALL MAGICAL BEAST) – Blink dogs are intelligent canines that can shift in and out of the material plane, giving them the appearance of blinking in and out. While blinking, successful attacks and spells cast against them fail 50% of the time. Blink dogs have AC 16 and attack with a bite (1d6 damage). Blink dogs are Lawful in alignment.

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).

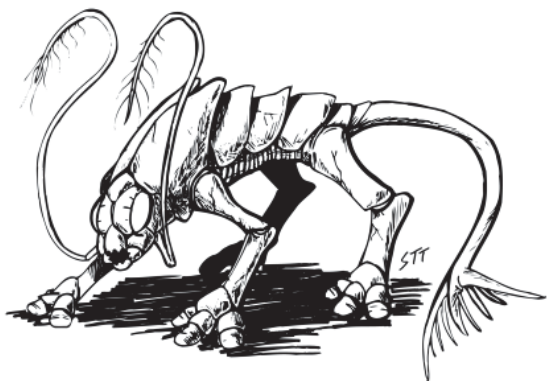
CARCASS SCAVENGER (LARGE MAGICAL BEAST) – Carcass scavengers look like giant grubs with multifaceted eyes, small legs and long feelers covered with poisonous filaments. Creatures touched by the filaments must pass a Fortitude saving throw or be paralyzed and then swallowed whole and digested. Carcass scavengers have AC 13.

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 Chaotic and stupid. Chimeras have AC 19 and attack with two bites (2d10 damage), horns (1d6 damage) and two claws (1d6 damage). 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 save.

DRAGONNE (LARGE MAGICAL BEAST) – Dragonne's look like crosses between gold dragons and lions. They have leonine heads and are covered with gold scales. A dragonne has AC 18 and attacks with two claws (2d4 damage) and bite (2d6 damage). Once per day they can roar that forces all within 120' to pass a Will saving throw or become weak for one hour.

GORGON (LARGE MAGICAL BEAST) – Gorgons look like bulls covered in bronze scales. Gorgons have AC 19 and attack with



their horns (1d8 damage). Victims of a horn attack must pass a Reflex saving throw or be trampled for another 1d8 damage. Once per day they can breathe a cone of gas (60' long, 30' wide at the base) that turns people to stone.

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).

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

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 can cast *ventriloquism* at will, *charm person*, *mirror image*, *spectral force* and *suggestion* three times per day and *sleep* once. Lamias are Chaotic in alignment.

MANTICORE (LARGE MAGICAL BEAST) – Manticores have the tiger bodies, bat wings, and heads shaped like bearded men. Their tails are tipped with six spikes. Manticores 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). Manticores are Chaotic in alignment.

OWLBEAR (LARGE MAGICAL BEAST) – Owlbears have the bodies of bears and the heads of giant owls. They have AC 15 and attack with 2 claws (1d6 damage) and bite (1d8 damage). Like bears, they can hug with their claws.

PURPLE WORM (HUGE MAGICAL BEAST) – Purple worms are massive worms with dark, purple 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 saving throw or be swallowed whole. Purple worms can swim and they can burrow through solid rock.

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).

STIRGE (TINY MAGICAL BEAST) – These tiny monsters look like bats with long beaks like mosquitoes. Stirges have AC 16 and attack with their beaks to drain blood. A victim of blood drain takes 1d4 hit point damage and loses one point of constitution. A stirge that sucks three points of constitution flies away.

UNICORN (LARGE MAGICAL BEAST) – Unicorns are Lawful monsters that dwell in woodlands. 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 spells as third level clerics.

WINTER WOLF (LARGE MAGICAL BEAST) – Winter wolves look like giant white wolves. They have AC 15 and attack with a bite (1d8 damage plus 1d6 cold damage). They are immune to cold and suffer double damage from fire. Three times per day they can breathe a cone of cold (15' long, 10' wide at base) that deals 4d6 points of damage. Winter wolves are Chaotic.

WORG (MEDIUM MAGICAL BEAST) – Worgs are evil, intelligent wolves. They have AC 14 and attack with a bite (1d6 damage). Worgs are Chaotic in alignment.

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'. Most monstrous humanoids are Chaotic in alignment.

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. Centaurs are Neutral.

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.

ETTERCAP (MEDIUM MONSTROUS HUMANOID) – Ettercaps are Chaotic spider people. They have AC 14 and attack with two claws (1d3 damage) and poisonous bite (1d8 damage). Eight times per day they can throw a web spell.

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.

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 weak for one hour. Spells fail against them 25% of the time. Green hags cast spells as fourth level magic-users. 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.

MEDUSA (MEDIUM MONSTROUS HUMANOID) – Medusas 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 medusa’s gaze turns people to stone if they fail a Fortitude save.

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.

WEREBEAR (LARGE MONSTROUS HUMANOID) – Werebears are Lawful humans or demi-humans that can turn into bears or into humanoid bears. They can be harmed by normal weapons, but can only be killed by silver or magic weapons and spells. Werebears have AC 17 and attack with two claws (1d8 damage) and bite (1d8 damage) or with a bite (1d8) and battleaxe. Victims of the claw attacks can be hugged, as with a bear.



WERERAT (SMALL MONSTROUS HUMANOID) – Wererats are Chaotic humans or demi-humans that can turn into giant rats or into humanoid rats. They can be harmed by normal weapons, but can only be killed by silver or magic weapons and spells. Wererats have AC 16 and attack with a diseased bite (1d6) and sword.

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

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. Oozes are immune to poison, sleep effects, paralysis, polymorph and stunning attacks. Oozes eat and breathe, but they do not sleep. Oozes are Neutral in alignment.

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

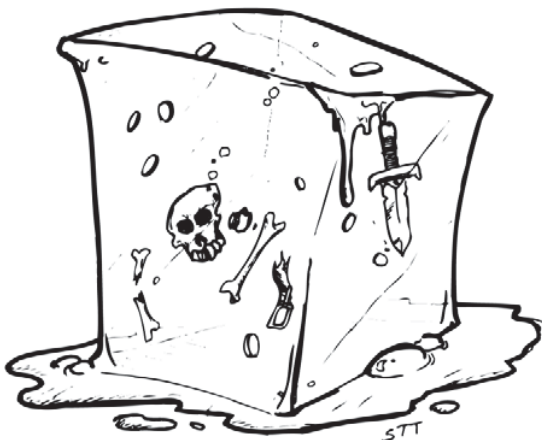
instead divide it into two identical monsters one size smaller with half the hit points of the original.

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 (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 the monster is killed.

MUSHROOM MAN (SMALL PLANT) – These little creatures look like two 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 vaguely 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 dungeons. Shriekers have AC 8 and no attacks. Their noise attracts wandering monsters.

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

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

cure wounds spells and healed by their reverse. The undead do not breathe, eat (except ghouls and vampires) or sleep. Undead creatures are subject to clerical turning.

The undead are Chaotic in alignment.

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
Ghoul	3	30	14	14	12	4
Wight	4	30	14	14	11	6
Wraith	5	60	13	12	10	7
Spectre	7	40	12	12	9	9
Mummy	8	20	11	11	10	9
Vampire	10	30	10	10	7	12

GHOUL – Ghouls look like grey-skinned, corpse-like humanoids 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 spells as a third level cultist.

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 need 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 holy symbols 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 take *gaseous form* 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 vampires can cast spells as though they were third level sorcerers.

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 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.

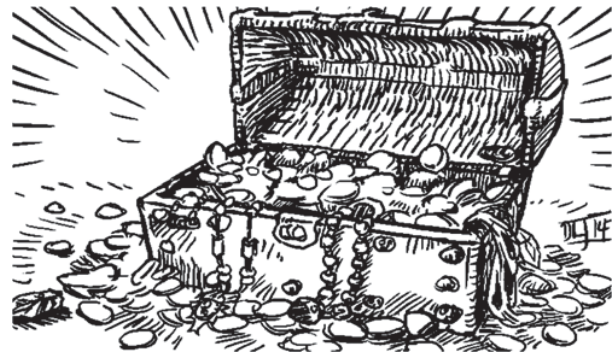
For every 50 XP a monster is worth, make one roll on the Individual Treasure Table. For every 500 XP a group of monsters or a powerful individual monster is worth, make one roll on the Hoard Treasure Table.

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 fancy stone (see below)
93-94	A light object (see below)
95-96	A treasure map
97	A vial of acid
98	A vial of poison
99	A vial of holy water
100	A potion (roll on potion table below)

HOARD TREASURE TABLE

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



FANCY STONES, GEMS AND JEWELS

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

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

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

OBJECTS

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

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

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

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

Heavy objects include statues and thrones.

POTIONS

Potions are magic spells put into liquid form. The most sought after are the potions of healing, especially by Chaotics, 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, or 4 in 6 for halflings, but carries a 10% chance of activating the potion.

D%	POTION
01-05	Darkvision – This potion works as the magic-user spell.
06-10	Diminution – This potion shrinks a person and their equipment to one-tenth their normal size, but allows them to retain their normal strength.
11-15	ESP – This potion works as the magic-user spell.
16-17	Etherealness – This potion turns people ethereal, like a ghost, for one minute. While ethereal, they may walk through walls and can only be harmed by silver and magic weapons. If a person solidifies while within matter, they are killed instantly.
18-20	Extra Healing – This potion heals 3d6 points of damage.
21-25	Gaseous Form – This potion works as the magic-user spell.
26-30	Giant-Size – This potion causes a creature and its equipment to double in size. This grants a +2 bonus to hit and damage.
31-35	Healing – This potion heals 1d6 points of damage.

36-40	Health – This potion neutralizes poison and cures disease.
41-43	Invisibility – This potion works as the magic-user spell.
44-48	Invulnerability – This potion increases AC to 20.
49-53	Jumping – This potion allows the imbiber to jump 30' forwards, 20' backwards and 10' up.
54-58	Love – This potion causes the imbiber to fall in love with the first potential mate they see.
59-63	Magic Weapon (Oil) – This potion is drizzled on a weapon to turn it into a +1 magic weapon for one hour.
64-65	Poison – This poison causes instant death.
66-70	Polymorph Self – This potion allows you to change into any monster or into a duplicate of a person for one hour. While in this body, you retain your intelligence and class abilities, but gain the physical abilities of the other form.
71-75	Resist Acid – This potion works as the resist energy spell.
76-80	Resist Cold – This potion works as the resist energy spell.
81-85	Resist Electricity – This potion works as the resist energy spell.
86-90	Resist Fire – This potion works as the resist energy spell.
91-95	Spider Climb – This potion works as the magic-user spell.
96-100	Strength – This potion works as the magic-user spell.

SCROLLS

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

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

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

D%	SCROLL
01-07	Protection from 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
85-89	First level cleric spell
90-94	First level magic-user spell
95-96	Second level cleric spell
97-98	Second level magic-user spell
99	Third level cleric spell
100	Third level magic-user spell

WANDS

Magic wands can only be used by magic-users. Each wand holds a magic-user or cleric 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 magic-user 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 cleric spell (TK's choice)
31-60	First level magic-user spell (TK's choice)
61-75	Second level cleric spell (TK's choice)
76-90	Second level magic-user spell (TK's choice)
91-95	Third level cleric spell (TK's choice)
96-100	Third level magic-user spell (TK's choice)

STAVES

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

D%	STAFF
01-10	Abjuration: <i>Dispel magic</i> (3), <i>protection from evil</i> (1), <i>shield</i> (1)
11-25	Beasts (Clr): <i>Animal charm</i> (2), <i>speak with animals</i> (2)
25-35	Divination: <i>Detect invisibility</i> (2), <i>detect magic</i> (1), <i>locate object</i> (3)
36-50	Enchantment : <i>Charm person</i> (1), <i>suggestion</i> (3)
51-55	Evocation: <i>Fireball</i> (3), <i>lightning bolt</i> (3), <i>pyrotechnics</i> (2)

56-60	Healing (Clr): <i>Cure light wounds</i> (1), <i>cure disease</i> (3), <i>cure serious wounds</i> (3)
61-70	Illusion: <i>Audible glamer</i> (1), <i>mirror image</i> (2), <i>phantasmal force</i> (2), <i>spectral force</i> (3)
71-80	Prophecy (Clr): <i>Detect evil</i> (1), <i>find traps</i> (2), <i>locate object</i> (3)
81-90	Utility: <i>Darkvision</i> (3), <i>light</i> (1), <i>knock</i> (2)
91-100	Virtue (Clr): <i>Protection from evil</i> (1), <i>bless</i> (2), <i>prayer</i> (3)

MAGIC ARMOR

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

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

MAGIC WEAPONS

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

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

MAGIC SWORDS

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

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

D%	POWER
01	Cursed, bonus actually acts as a penalty
02-04	Deals +1d6 damage against aquatic creatures (fishbane)
05-07	Deals +1d6 damage against 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 against evil three times per day
61-70	Protection from evil three times per day
71-85	Sheds light on command (as spell)
86-87	Shocks on command (+1d6 electricity damage)
88-98	No extra special ability
99-100	Roll twice on this table

29-30	Cloak of Invisibility (as spell, three times per day)
31	Crystal Ball (can see and hear any person, no matter how far away, once per day)
32	Efreeti Lamp (summons an efreeti once and then disappears; the efreeti serves unwillingly for one hour and then there is a 5% chance it turns on its summoner)
33-36	Feathered Cloak (polymorph into any form of bird once per day)
37-40	Flying Carpet (as spell three times per day, holds 10 people)
41-44	Folding Boat (folds to pocket size, holds 20 people)
45-48	Gauntlets of Ogre Strength (+2 to attack and damage)
49-56	Hand of Glory (torches and candles held in this amputated hand never extinguish and the hand can open any locked door)
57	Helm of Darkness (acts as a normal helm, and casts <i>darkness</i> on itself once per day; only the wearer can see in this darkness)
58-61	Horn of Plenty (produces food for 10 people once per day)
62	Ring of Djinni Summoning (summons a djinni once, then disappears; the djinni will do one service for up to one hour)
63-64	Ring of Exorcism (demons and devils must pass a Will saving throw or be sent back to their own realm one per day)
65-66	Ring of Invisibility (as spell, three times per day)
67-68	Ruby Slippers (teleport to a home base once per day)
69-70	Seven-league Boots (walk 20 miles in a step once per day)
71-78	Talisman of Luck (re-roll a saving throw once per day)
79-86	Talisman of Protection from Evil (as spell, three times per day)
87	Tarnhelm (<i>invisibility</i> three times per day and polymorph into an animal, giant or dragon with as many or fewer hit dice than you have levels once per day)
88-95	Toadstone (removes poisons and disease from liquids)
96-99	Wand of Metal and Mineral Detection (concentrate on a substance, operates like <i>detect magic</i> spell)
100	Winged Sandals (<i>fly</i> , as spell, once per day)

WONDERFUL ITEMS

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

D%	MAGIC ITEM
01-08	Amulet of Protection (+1 to saving throws and AC)
09-16	Adder Stone (grants +2 to saving throws against disease)
17-24	Alicorn (detects poison and can be powdered and drank to neutralize poison)
25-26	Belt of Giant Strength (+3 to damage and attack)
27-28	Cap of Invisibility (as spell, three times per day)

XIII. CONCLUSION

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

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

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

HAVE FUN!



Aberration	22, 23	Initiative	17, 19
Ability Score	2, 3, 22	Intelligence	3
Alignment	6, 16	Lawful	16
Animal	23	Level	
Armor	14, 38	Challenge Level	22
Armor Class	2, 3, 13, 18, 22	Character Level	2
Assassin	12	Dungeon Level	19
Attack Bonus	2, 15, 18	Spell Level	6, 9
Barbarian	8	Light	6, 7, 9, 10, 16
Bard	12	Magic-User	9, 10, 11, 12, 15
Chaotic	16	Magical Beast	31, 32
Charisma	17, 20	Magic Item	37 – 39
Civilization	21	Melee Attack	3, 18
Class	2, 5	Missile Attack	18
Cleric	6, 7, 8	Monster	11, 16, 18, 19, 20, 22
Constitution	3, 4, 18, 35	Monstrous Humanoid	33
Construct	18, 24	Movement	13, 16, 21
Cultist	7, 8, 21	Neutral	16
Demon	22, 25, 26	Ooze	33
Devil	22, 25, 26	Paladin	8
Dexterity	2, 3	Plant	34
Dice	1	Poison	4, 7, 15, 16, 18, 20
Disease	16, 18	Race	4
Dragon	26, 27	Ranger	9
Druid	7	Retainer	13
Dungeon	16, 19, 20	Saving Throw	2, 3, 4, 17
Dwarf	4, 15, 21, 30	Spells	6, 7, 9, 10, 11, 17
Elemental	27, 28, 29	Strength	3
Elf	5, 15, 21, 30	Task Check	2, 12, 17
Encumbrance	13	Thief	12, 13, 17
Equipment	13	Time	16
Experience Point	2, 22, 36	Traps	17, 20
Fey	28	Treasure	36 – 39
Fighter	8, 9	Treasure Keeper	2
Giant	29	Undead	7, 34, 35
Halfling	5, 15, 21, 30	Wandering Monster	19, 20
Henchman	15	Weapon	14, 38 – 39
Hit Dice	2	Wilderness	21
Hit Points	2, 4	Wisdom	3
Human	4, 21, 31		
Humanoid	29, 30, 31		

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