

CONTEMPORARY EDITION

BLOODY BASIC

FANTASY ROLE PLAYING GAME

BY JOHN M. STATER



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

BLOODY BASIC

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 sorcerers 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: LAROODA							
CLASS:	Fighter	RACE:	Drakkar	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, you 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, you 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, automaton, drakkar or gnome) 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.



AUTOMATON

Automatons are mechanical creatures composed of metal, wood and leather, with a small spark of life residing deep in their breasts. This spark of life makes them sentient beings, not simple programmed constructs.

Automatons have a movement rate of 30’ per round. They adjust their constitution scores up by one point and adjust their charisma scores down by one point.

Automatons can see in the dark to a range of 60’.

Automatons are not affected by poison or disease. They cannot heal on their own, though, and if they are not healed by magic must rely on repairs from blacksmiths. A day’s work by a blacksmith repairs 1d6 points of damage on an automaton.

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



DRAKKAR

Drakkars are lizardmen with dragon ancestry. They are slightly larger than lizardmen, and have hides in the common dragon colors – red, white, blue, black and green.

Drakkars have a movement rate of 30’ per round. They adjust their constitution score up by one point, and adjust their charisma score down one point.

Drakkars can see in the dark up to 60’.

Drakkars have thick scales that give them a natural +1 bonus to their Armor Class.

Drakkars are resistant to one form of damage, based upon the color of their scales. This resistance grants them a +3 bonus to saving throws against that damage. Black and green drakkars are resistant to acid, blue drakkars are resistant to electricity, gold and red drakkars to fire, and white drakkars to cold.

In addition, drakkars can, instead of making a weapon attack in melee combat, make a bite attack for 1d4 points of damage, +1 point of the same kind of energy damage they can resist (i.e. cold damage for white drakkars and fire damage for red drakkars).

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



GNOME

Gnomes are small humanoids related to dwarves. They have pointed ears and whimsical personalities. Gnomes are cunning and tricky, and have a natural proclivity for illusions.

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

Gnomes can see in the dark to a range of 60'. They have a knack for listening at doors.

Gnomes can cast the *phantasmal force* spell once per day. They have a +3 bonus to save vs. magical and mundane illusions.

Gnomes can advance to 4th level as clerics, fighters and thieves, and to 5th level as sorcerers. They can also choose to multi-class as sorcerer/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 sorcerers, 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 (see below), 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.

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
Shadow	16	13	10	7	4	3
Allip	19	16	13	10	7	4
Ghost	20	19	16	13	10	7
Banshee	-	20	19	16	13	10
Bodak	-	-	20	19	16	13
Vampire	-	-	-	20	19	16
Devourer	-	-	-	-	20	19

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 sorcerer 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

1. CURE LIGHT WOUNDS – The recipient of the spell is instantly cured of 1d6 hit points of damage. The reverse, *inflict light wounds*, instantly deals 1d6 points of damage. In either case, the target/recipient of the spell must be touched by the caster.
2. DEATHWATCH – You know the life status of all creatures within 30': Dead, fragile (3 or fewer hp), undead or neither alive nor dead, such as with constructs. The spell lasts one hour.
3. DETECT EVIL – The cleric can detect the presence of Chaotic creatures and magic within 60' for one hour.
4. DETECT MAGIC – The cleric can detect magic spells, magic



items or other magical effects within 60' for one hour.

5. **LIGHT** – The cleric's holy symbol glows with light as bright as the light of a lantern for two hours.

6. **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.

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

8. **SHIELD OF FAITH** – This spell increases the recipient's AC by 2 points. It lasts for one minute.

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. **MAKE WHOLE** – This spell repairs broken objects, making them as good as new. It does not restore the abilities of broken magic items, nor does it repair items that have been reduced to ashes, dust or disintegrated. On constructs, including automatons, it heals 2d6 hit points.

6. **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.

7. **SOUND BURST** – You create an explosion of sound up to 30' away. All creatures within 10' of the explosion suffer 1d8 points of sonic damage and must pass a Fortitude saving throw or be stunned for one round.

8. **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. **SEARING LIGHT** – The cleric shoots a 150' long ray of light at a single target. The spell requires a missile attack roll to hit. The light deals 1d4 damage per cleric level to most creatures, but 1d6 damage per cleric level to undead creatures and 1d8 points of damage per cleric level to undead that are vulnerable to bright light, like vampires and allips. Constructs and inanimate objects suffer only 1d3 damage per cleric level from this spell. Damage from this spell can be halved by passing a Reflex saving throw.

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

8. **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 or less).

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 immediately 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 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.



ARCANE ARCHER SUBCLASS

A fighter with a Dexterity and Intelligence of 13 or higher can opt to be an arcane archer. An arcane archer has mystical powers with a bow. Arcane archers only get the extra attacks of fighters when using a bow, and they cannot use armor heavier than chainmail. In return, first level arcane archers can enchant three arrows per day, turning them into +1 arrows (see Magic Items below). At third level, they can make +2 arrows, and at fifth level +3 arrows. At sixth level, arcane archers can surround their arrows in fire, electricity, cold or acid, inflicting an +1d6 damage.

MONK SUBCLASS

A fighter with a Constitution and Wisdom of 13 or higher can opt to be a monk. Monks are masters of kung-fu. They cannot use

armor, and eschew the collection of wealth. Monks get a bonus to Armor Class equal to their attack bonus. They deal 1d4 points of damage with their unarmed attacks at first level. This increases to 1d6 at fourth level, and the monk gains the ability to damage monsters normally only damaged by magic weapons. Once per day, the monk can use a stunning attack. The monk's player must declare he is attempting this attack before he makes an attack roll. If the attack is successful, the victim must pass a Fortitude saving throw or lose a turn. A sixth level monk is immune to disease and *slow* spells and can feign death for one hour per day.

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	Groggnard

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 SORCERER CLASS

Sorcerers are spell casters that can access the widest variety of spells in the game. Sorcerers are born with their magic powers, and often regarded as freaks in their home villages, driving them to strike out on their own in search of adventure.

REQUIREMENTS & RESTRICTIONS – Sorcerers must have a Charisma score of 9 or higher. They can belong to any alignment faction. Sorcerers cannot use armor of any kind, and can only fight with clubs, daggers, slings and staves. They can use magic weapons, potions, scrolls, wands, staves and wondrous items.

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

A sorcerer knows a limited number of spells. As they advance in level, they discover new powers (i.e. gain new spells). Unlike clerics, who must prepare spells each day, sorcerers can cast any

spell they know. Like clerics, though, they are limited to a certain number of spells per spell level per day.

SORCERER	SPELLS PER SPELL LEVEL KNOWN		
LEVEL	1ST	2ND	3RD
1	2	-	-
2	2	-	-
3	3	-	-
4	3	1	-
5	4	2	-
6	4	2	1

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

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

FIRST LEVEL SORCERER 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 sorcerer as a trusted friend until the spell is dispelled.
3. COMPREHEND LANGUAGES – For one hour, the sorcerer 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 sorcerer 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 sorcerer 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 sorcerer 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 sorcerer to read magic spells in spellbooks and scrolls.

10. SHIELD – This spell conjures an invisible shield of force that grants the sorcerer 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. VENTRILOQUISM – The sorcerer's voice or any sound that they can normally make vocally seems to issue from someplace nearby. The spell lasts for 10 minutes.



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

11. MIRROR IMAGE – For one hour, this spell creates 1d4 images of the sorcerer 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.

12. 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.

13. 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.

14. SCORCHING RAY – The sorcerer shoots a fiery ray 30' long at a single target. You must make a ranged attack to hit them. The ray deals 4d6 points of damage (Reflex save for half damage).

15. SPECTRAL HAND – For one minute, a ghostly hand of the sorcerer's life essence forms and follows your commands. You lose 1d4 hit points while the hand is manifested, and can use it to deliver touch spells within 150'. The hand lasts for one minute.

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

17. STOMP – The sorcerer stomps his foot and creates a shock wave. All creatures within 20' must pass a Reflex saving throw or fall to the ground and suffer 1d4 points of damage.

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.

SECOND LEVEL SORCERER SPELLS

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

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

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

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

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

6. GHOUL TOUCH – The sorcerer's touch paralyzes creatures for 1d6+2 rounds.

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

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

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

THIRD LEVEL SORCERER SPELLS

1. CLAIRAUDIENCE – With this spell, you can hear through solid stone and other obstacles within a range of 60'. 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'. 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 drakkar or tiefling.

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

5. 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.

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

7. 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'.

8. 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.

9. HOLD PERSON – As the cleric spell of the same name.

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

11. 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.

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

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

14. SLOW – In a 60-foot 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.

15. 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.

16. 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.

17. SUMMON MONSTER – You summon a monster with one hit dice (i.e. 1d6 hit points), or two with zero hit dice (i.e. 1d4 hp).

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

19. VAMPIRIC TOUCH – The sorcerer's touch deals 1d4 points of damage per sorcerer level. The sorcerer gains a number of hit points equal to the damage she inflicts. These temporary hit points disappear one hour later.

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

WARLOCK SUBCLASS

A sorcerer with a Strength and Charisma of 13 or higher can opt to be a warlock. A warlock is a more potent warrior than a sorcerer, but retains the ability to cast spells. Warlocks can wear leather armor and use all weapons and shields. In return, they lose the ability to cast one spell of each spell level per day.

SORCERER ADVANCEMENT

XP	LEVEL	HIT POINTS	ATTACK BONUS	TITLE
0	1	1d4	+0	Prodigy
2,500	2	2d4	+0	Curiosity
5,000	3	3d4	+1	Freak
10,000	4	4d4	+1	Spectacle
20,000	5	5d4	+1	Wysard
40,000	6	6d4	+2	Wonder Worker

SORCERER 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.

SHADOWDANCER SUBCLASS

A thief with a Charisma of 13 or higher can opt to be a shadowdancer. A shadowdancer does not just hide in shadows, she merges with them. Shadowdancers can see up to 30' in complete darkness (unless they can see further because of their race). When a shadowdancer successfully hides in shadows, she can jump from that shadow to other shadows within sight.

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	Clever Tinker (2nd level thief, dagger and tools)
3	Cunning Man (2nd level sorcerer, club, spellbook)
4	Dashing Archer (2nd level arcane archer, leather, bow, dagger)
5	Devout Pilgrim (2nd level cleric, leather armor, staff, holy symbol)
6	Disguised Noble (2nd level fighter, chainmail, sword)
7	Drunken Boxer (2nd level monk, staff)
8	Elderly Scholar (2nd level sorcerer, staff, spellbook)
9	Feisty Friar (2nd level cleric, chainmail, mace, holy symbol)
10	Greedy Sellsword (2nd level fighter, chainmail, shield, sword)
11	Mysterious Ninja (2nd level shadowdancer, Nunchaku, shuriken)
12	Patient Picaro (2nd level thief, dagger)
13	Rakish Swordsman (2nd level fighter, sword, dagger)
14	Salty Sailor (2nd level fighter, crossbow, axe)
15	Sneaky Spy (2nd level assassin, dagger)
16	Street Urchin (2nd level thief, dagger)
17	Tribal Shaman (2nd level druid, staff, sling, wooden holy symbol)
18	Vampire Hunter (2nd level cleric, chainmail, mace, holy water)
19	Warrior-Mage (2nd level warlock, leather armor, sword, dagger)
20	Wise Woman (2nd level sorcerer, dagger, spellbook)

VII. FEATS

Characters are people cut from heroic cloth. They are separated from normal folk by their ability to succeed where others would fail and to survive myriad dangers that would fell lesser people. To this end, during each session of play, a player may choose one of the following heroic feats for his or her character to use during that session. Feats must be chosen before play begins, and can only be used once during the game session. Your feat should be chosen secretly and written on the back of your character sheet, so that you can reveal it when you choose to use it.

AGILE – You automatically pass an Agility task check.

ALERTNESS – You and your friends ignore surprise.

BLIND-FIGHT – You can fight without penalty during one combat despite being unable to see.

BULL RUSH – You automatically push an opponent out of your way, so long as they are no more than one size larger than you.

CHARGE – When you charge at running speed into a combat, you score double damage against your target if you hit them.

CLEAVE – You gain a free attack against a nearby opponent after reducing another opponent to zero hit points.

DEFLECT ARROW – When an arrow, bolt or other missile weapon would end your life, you may attempt a Reflex saving throw. If successful, you deflect the missile and suffer no damage.

DIEHARD – When a melee attack would reduce you to 0 hit points, you can attempt a Fortitude saving throw to retain 1 hit point for one additional round, and then drop to 0 hit points.

DISARM – You automatically disarm an opponent.

DODGE – During one combat, you can designate one opponent and gain a +2 bonus to AC against them for the entire combat.

ENDURANCE – You automatically pass an Endurance task check.

ENARGE SPELL – You can double the range of a spell.

EXPERTISE – You can take a penalty of as much as -5 on one attack roll and apply the same number as a bonus to AC.

EXTEND SPELL – You can double the duration of one spell.

FAR SHOT – You can increase a missile weapon's range by 150%.

GRAPPLE – You automatically grapple and hold one opponent. The opponent has a normal chance to attack and break the hold in the following rounds.

GREAT FORTITUDE – You automatically pass a Fortitude save.

IMPROVED INITIATIVE – You (or your side) automatically win initiative for one combat.

IMPROVED TURNING – You make one turn undead attempt as though you were one level higher.

IRON WILL – You automatically pass a Will saving throw.

KNOWLEDGE – You automatically pass a Knowledge task check.

LIGHTNING REFLEXES – You automatically pass a Reflex save.

MANYSHOT – You may shoot two missiles at a single opponent within 30' without penalty.

MAXIMIZE SPELL – You maximize damage from one spell.

MIGHTY – You automatically pass a Strength task check.

PERCEPTIVE – You automatically pass a Perception task check.

PERSUASIVE – You automatically pass a Charisma task check.

POINT BLANK SHOT – You automatically hit an opponent within 30' with a missile attack.

POWER ATTACK – You can take a penalty of as much as -5 on one melee attack roll and apply the same number as a bonus to damage from that attack if it hits.

PRECISE SHOT – You can fire into a melee with a missile weapon with no chance of hitting an ally.

RAPID SHOT – You can make two attacks during a round with a missile weapon.

RUN – You can run at quintuple your normal movement rate for one round, or two rounds if you are tough.

SPELL FOCUS – You can force an opponent to re-roll a successful saving throw against a spell you throw.

STUNNING FIST – You can stun an opponent for one round with a successful unarmed attack.

SUNDER – You automatically break a weapon or item held by an opponent, so long as it is not magical.

SWING – When you attack an opponent by swinging on a rope into them, you score double damage if you hit them.

TRIP – You automatically trip an opponent.

TWO-WEAPON FIGHTING – During one combat you can fight with two weapons at no penalty.

WEAPON FOCUS – During one combat, you gain a +1 bonus to hit and damage with one chosen weapon.

WHIRLWIND ATTACK – For one round, you can attack every opponent within reach of your melee weapon. For each opponent beyond the first being attacked, all attacks suffer a -1 penalty to hit.

VIII. 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
Spikes	-	-	50 gp

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

Spiked armor costs 50 gp extra, but allows you to deal +1 damage when wrestling and with unarmed attacks.

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
Dagger, Punching	1d3+1	L	2 gp
Flail	1d4+1	M	8 gp
Greatsword	1d10	H	50 gp
Lance	1d6+1	M	5 gp

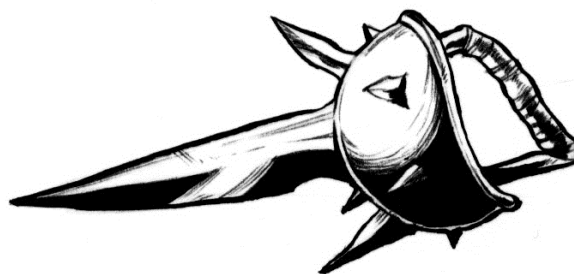
Mace	1d4+1	M	5 gp
Morning star	2d4	M	8 gp
Nunchaku	1d6	L	2 gp
Pole arm	1d10	H	10 gp
Spear	1d8	M	2 gp
Spiked Chain	1d8	H	25 gp
Staff	1d6	M	2 sp
Sword	1d8	M	15 gp
War hammer	1d4+1	M	12 gp

Spiked chains can be used to make two attacks per round, as though one were fighting with two weapons. In this case, the weapon deals 1d8 points of damage with the first attack, and 1d4 points of damage with the second attack.

MISSILE WEAPON	RANGE	DAMAGE	WEIGHT	COST
Axe	30'	1d6	L	6 gp
Bolas	30'	1d4	L	5 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
Shuriken (10)	30'	1d3	L	1 sp
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
Alchemist Fire (Flask)	L	20 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
Everburning Torch	L	110 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
Smokestick	L	20 gp
Spade	M	2 gp
Spellbook (Blank)	L	15 gp
Sunrod	L	2 gp
Tent	M	10 gp
Thieves' Tools	L	30 gp
Thunderstone	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.

Acid, alchemist's fire and thunderstones can be thrown in combat up to 10'. If they hit something hard, they shatter and deal 1d6 points of damage to any creature within 5'. In addition, thunderstones deafen opponents who fail a Fortitude save.

Everburning torches are just as they sound – magical torches that never extinguish. Smokesticks create a thick cloud (10' cubed) of smoke when they are ignited. Sunrods are metal rods one foot long that, when struck against something hard, glow as per a *light* spell for six hours.

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.

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. Automaton footmen wear plate mail (AC 18) and earn 10 gp per day.

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

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

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

Rogues – Rogues are members of the criminal underworld. Rogues are 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 sorcerer 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.



IX. 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.

X. 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 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 gnomes, 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, 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. A 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.

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.

XI. 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.

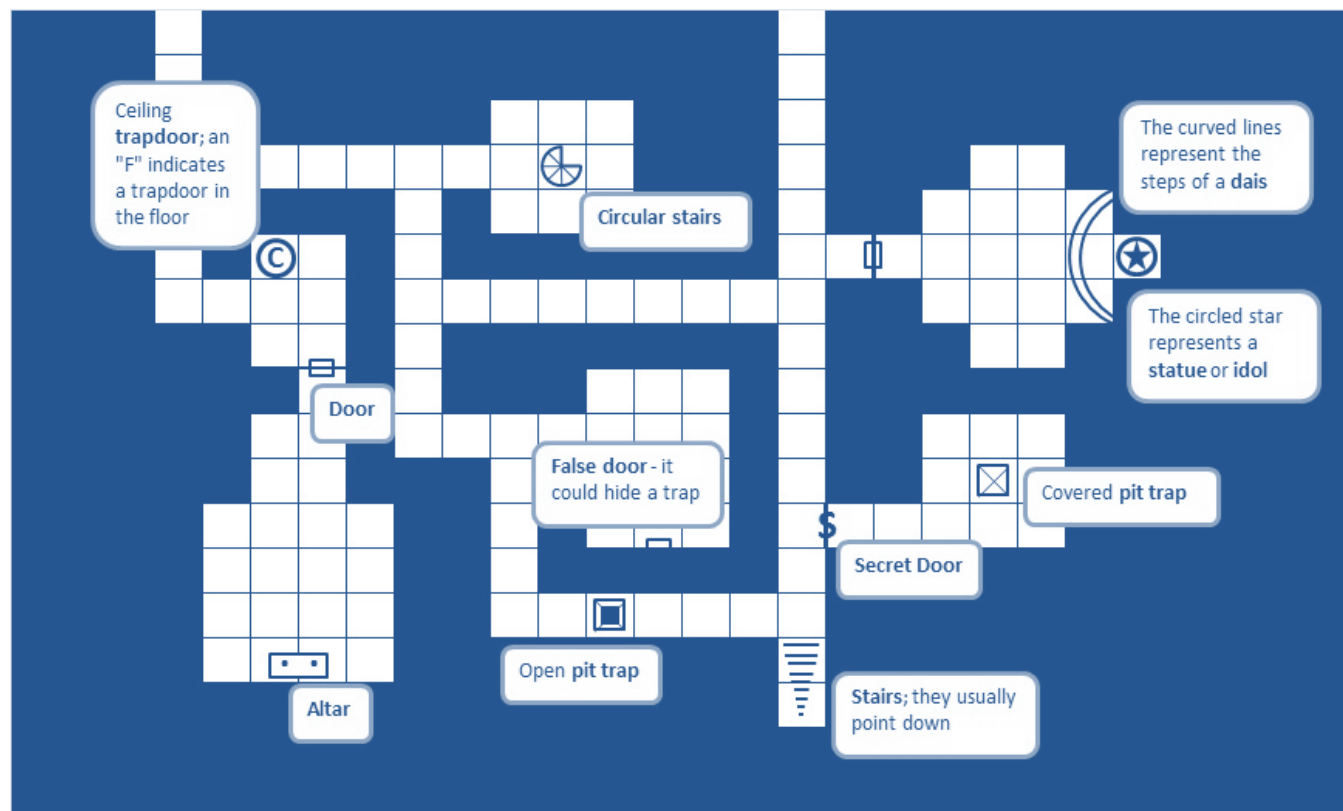
Once a trap has been found, adventurers can attempt to remove it by attempting an Agility Task. Thieves are skilled at these Agility tasks. If an attempt to remove a trap is unsuccessful, the trap is triggered and the would-be trap remover must pass a Reflex saving throw or be hit full force by the trap.

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 sorcerer 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, sorcerer, 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. 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 sorcerer.

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 sorcerer (roll 1d6 to determine the sorcerer'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 sorcerer 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. Every city has at least one chaos cult as powerful as its Lawful temple, or perhaps multiple smaller chaos cults (see town above).

XII. 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

CHAOS BEAST (MEDIUM ABERRATION) – Chaos beasts have ever-changing forms, but always appear as bundles of tentacles punctuated by random hands, feet and faces. They have AC 16 and make two attacks each round (1d4 damage). Creatures damaged must pass a Fortitude saving throw or lose their physical stability – they become soft and misshapen, unable to hold weapons or items, and losing their minds. Each round, they lose one point of Wisdom; at 0 Wisdom they become chaos beasts permanently. Victims can make a new Fortitude saving throw each round to regain their senses and their bodies. Lost points of wisdom return at a rate of one per day. Spells fails against chaos beasts 20% of the time.

CHOKER (SMALL ABERRATION) – Chokers are humanoid-shaped creatures with rubbery skin and long tentacle fingers. They have AC 17 and attack with their strangling hands (1d4 damage). Victims of a successful attack are choked for 1d4 damage until the choker's hold is broken with an attack or Strength task check. Chokers can climb walls and ceilings.

CHUUL (LARGE ABERRATION) – Chuuls are a horrible mix of crustacean, insect, and serpent. They lurk submerged or partially submerged, awaiting intelligent prey to devour. Chuul can swim. They have AC 20 and attack with two pincers (2d6 damage). Creatures struck by the pincers must pass a Reflex save or be grabbed and dragged to its paralytic tentacles (Fortitude save or paralyzed) and bitten for 1d8 damage per round. Chuul are immune to poison.

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 save 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.

DESTRACHAN (LARGE ABERRATION) – Destrachans look like bipedal dinosaurs with large, toothless mouths and beady eyes. Destrachans can use echolocation like a bat to detect enemies. They have AC 18 and attack with two claws (1d6 damage). They can make themselves immune to sounds. Three times per day it can emit a sonic blast in a 30' radius or a cone 80' long and 40' wide at the base. This sonic blast deals 4d6 damage.

ETHEREAL FILCHER (MEDIUM ABERRATION) – These bizarre creatures have four long arms with long, bony fingers. They can become ethereal at will, and use this ability to pop in behind adventurers and pick their pockets (as a fifth level thief). They try to avoid combat as much as possible. Filchers have AC 17 and bite for 1d4 damage in combat.

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

GRICK (MEDIUM ABERRATION) – These monsters have worm or snake bodies with jagged beaks surrounded by four barbed tentacles. They have AC 16 and attack with four tentacles (1d4 damage) and a bite (1d3 damage). They can climb. Gricks can only be damaged by magic weapons and spells.

NEH-THALGGU (HUGE ABERRATION) – Neh-thalggus resemble centipedes covered in spiny armor with tentacles flanking their heads. They are naturally incorporeal creatures. They can communicate telepathically to a range of 100'. Neh-thalggu have AC 20 and attack with ten tentacles (1d10 damage) and a bite (2d12 damage). Creatures struck by the tentacles lose one point



of strength, dexterity and constitution. Lost ability points return at the rate of one per day. Once per combat, a neh-thalggu can extract a brain from a victim (Fortitude save negates) through extra-dimensional means. If the saving throw succeeds, the victim suffers 5d6 damage and is stunned for two rounds. If the saving throw is not successful, the victim dies and the neh-thalggu gains its memories. If the victim was a sorcerer, the neh-thalggu also gains her spell-casting ability for one hour. Neh-thalggu can only be damaged by magic weapons and spells. Spells fail against them 50% of the time. Neh-thalggu can teleport at will.

WALKING SLIME (MEDIUM ABERRATION) – Walking slimes look like humanoids composed of slime. They have AC 11 and attack with slams (1d6 damage). If the monster's attack roll was a 15 or higher, the victim must pass a Fortitude saving throw or transform into a walking slime six rounds unless a *remove curse* spell is cast on them. They are immune to acid and electricity.

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

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 constructors include boa constructors and anacondas. They have AC 15 and attack with a bite (1d4 damage). Bitten creatures must pass a

Reflex save or be constricted for 1d4 damage per round until the snake is killed or removed with a successful attack or a Strength task check. Constructors can swim and climb.

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

ANAXIM (LARGE CONSTRUCT) – These constructs of pure Law look like bronze humanoids with four arms and four legs. They have AC 23 and attack with four weapons (2d6) or a lightning bolt (60' long; 8d6 damage) or sonic blast (cone 60' long and 30' wide at base; 8d6 damage). Anaxim can only be damaged by magic weapons and spells. Spells fail against them 50% of the time, and they suffer half damage from cold and fire. Anaxim are immune to illusions and invisibility, and can cast dispel magic and invisibility at will. In addition, they can become ethereal. They regenerate 1d4 hit points per round.

ANIMATED OBJECT (CONSTRUCT) – Animated objects can be any size. They have whatever special abilities their shape suggests.

AUTOMATON (MEDIUM CONSTRUCT) – Automatons are humanoid creatures composed of metal, wood and leather. Unlike most constructs, they are intelligent beings with souls. Automatons have AC 16 and attack with their fists (1d4 damage) and weapons. They suffer only half damage from electricity.

DRAGOLEM (LARGE CONSTRUCT) – These constructs are fashioned in the shape of dragons. They might be made of metal, carved from wood or constructed from dragon bones. They have AC 17 and attack with two claws (1d6 damage) and bite (2d10 damage). Three times per day, they can expel a poisonous cloud (20' x 20' x 20'). Like dragons, they are immune to *sleep* spells, damage from fire and cold, mind-altering spells, and can make a Will saving throw to detect invisibility. Dragolems are immune to spells and they can fly. They can only be damaged by magic weapons and spells.

RETRIEVER (HUGE CONSTRUCT) – Retrievers are mechanical spiders used by demons, devils and other powerful ne'er-do-wells to track people down for elimination. They have AC 20 and attack with four claws (2d8 damage), a bite (1d8 damage) and an eye ray. They have four types of rays to choose from: Laser Ray (6d6 damage; Reflex save halves), Freeze Ray (6d6 damage; Reflex save halves), Lightning Bolt (6d6 damage; Reflex save halves) and a Petrification Ray (Fortitude saving throw or turned to stone). Retrievers are immune to electricity and regenerate 1d4 hit points per round.

SHIELD GUARDIAN (LARGE CONSTRUCT) – These constructs are created by sorcerers to serve as their personal bodyguards. They have AC 21 and attack with two slams (1d8 damage). The creator of a shield guardian wears a magical amulet that allows him to control the construct with his mind. In combat, a shield guardian can absorb half the damage suffered by its controller. They can store one spell that their creator casts into them, and the use that spell when they are commanded to do so.

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

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 save for half damage). Black dragons are immune to acid damage. They have a 5% chance of casting spells as a first level sorcerer.

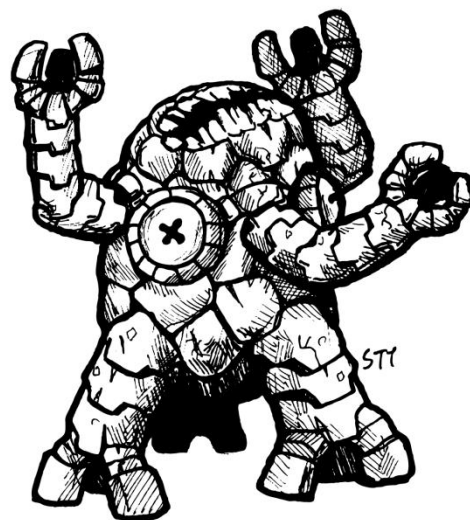
BLUE DRAGON – Blue dragons live in deserts. They have AC 18 and attack with two claws (1d6 damage) and bite (1d8 damage). Three times per day they can breathe a 60' line of electricity at a single foe, dealing damage equal to the dragon's current hit points (Reflex save for half damage). Blue dragons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

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 save 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 sorcerer.

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 save 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 sorcerer.

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 save 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 sorcerer.

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 sorcerers.



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

AERIAL SERVANT (MEDIUM AIR ELEMENTAL) – These creatures are usually summoned into the world by powerful clerics. They are naturally invisible. Aerial servants have AC 19 and attack with two slams (2d8 damage). They are only damaged by magic weapons and spells. Twice per day they can release a blast of wind to a range of 80' that deals 4d8 damage and forces victims to pass a Fortitude saving throw or be knocked down.

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 become whirlwinds, sucking all within 20' who fail a Fortitude saving throw into themselves and dealing automatic slam damage each round for a number of rounds equal to the air elemental's hit dice. Air elementals are immune to electricity.

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

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

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

SALAMANDER (MEDIUM FIRE ELEMENTAL) – Salamanders look like humanoids with the lower bodies of serpents. They have burning red skin. Salamanders have AC 18 and attack with spear (1d8 damage + 1d6 fire damage) and tail slap (2d6 damage + 1d6 fire damage). They are immune to fire, but suffer double damage from cold attacks.

EARTH & WATER ELEMENTALS

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

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

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

EARTH MEPHIT (SMALL EARTH ELEMENTAL) – Mephits appear as winged imps. They have AC 16 and attack with two claws (1d4 damage). Twice per day they can breathe a cone (10' long, 5' wide) of rock shards that deals 1d8 points of damage. Once per day they can enlarge themselves, as the *giant-size potion*. When touching earth, they regenerate 1d4 hit points per round.

ICEMAN (LARGE WATER ELEMENTAL) – Icemen are humanoids composed of solid ice. They have AC 17 and attack with two slams (1d8 damage + 1d6 cold damage). Creatures struck by them must pass a Fortitude saving throw or have their extremities numbed, slowing them (per the spell *slow*). They can burrow through snow and ice as easily as a fish swims through water.

THOQUA (MEDIUM EARTH ELEMENTAL) – Thoqqas look like worms composed of red-hot rock. They have AC 18 and attack with a slam (1d6 damage + 2d6 fire damage). They can burrow through solid rock. Creatures struck by them must pass a Reflex saving throw or catch on fire. They are immune to fire and suffer double damage from cold.

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

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 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. Water elementals are immune to cold.

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



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

HOARY HUNTER (MEDIUM FEY) – Hoary hunters appear as tall men with pallid skin and long, white beards. They ride white stallions through the air, bringing with them chill winds. Hoary hunters have AC 20 and attack with +2 *swords* (1d8 damage). A blow that would defeat the hoary hunter's opponent instead transports them body and soul into a diamond on the sword's hilt. When killed, a hoary hunter is transported back to the fey realm from whence it came. Hoary hunters can only be damaged by magic weapons and spells. Spells fail against them 25% of the time. They are immune to cold damage, but suffer double damage from fire. They can cast *hold person* at will and *dispel magic* 3/day. Their steeds fight as war horses that can fly.

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 save 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.

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*.

SIDHE (MEDIUM FEY) – The sidhe are the progenitors of the elves, and look like tall elves with brilliant eyes, golden skin and shimmering hair. They have AC 20 and attack with two energy swords (1d10 damage) that they manifest from their own life-force. Their gazes work like *charm person* spells. Sidhe are immune to poison and disease. Spells fail against them 30% of the time. They regenerate 1d4 hit points per round. They can cast *dispel magic*, *ESP*, *invisibility*, *speak with plants* and *water breathing* at will. Once per day they can cast *cure light wounds*.

GIANTS

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

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
Ettin	10	30	7	10	10	10
Athach	14	50	3	7	9	16

ATHACH (HUGE GIANT) – These hulking, misshapen giants have two normal arms and a third arm jutting from their chests. They have AC 19 and attack with three clubs (3d6 damage) and a poisonous bite (2d6 damage) or three rocks (2d6 damage).

ETTIN (LARGE GIANT) – Ettins are two-headed giants. They have AC 18 and attack with two morning stars (2d6 damage) or a javelin (1d8 damage).

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.

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 a range of 60'.

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



BARBARIC HUMANOIDS

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
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).

DRAKKAR (SERGEANT) – Drakkars are humanoid reptiles with dragon blood in their veins. They have scale colors like those of true dragons. Unlike most barbaric humanoids, they are Neutral rather than Chaotic. Drakkars have thick skin and carry shields, spears and axes (AC 13). Drakkar leaders fight as bugbears. They gain the same special abilities as drakkar characters.

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 three-foot 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.

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 a +3 bonus to save vs. poison and magic. 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 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 sorcerers, and can cast spells even when wearing armor.

HALFLING – Halflings dwell in fertile highlands. Halflings 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

ARROWHAWK (MEDIUM MAGICAL BEAST) – Arrowhawks are also called thunderbirds. They have AC 20 and attack with a bite (1d8 damage) or a lightning bolt (50' range, 2d8 damage). They are immune to electricity and poison.

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.

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).

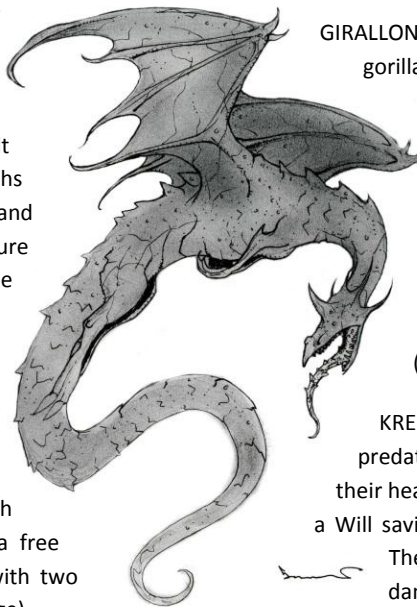
CARCASS SCAVENGER (LARGE MAGICAL BEAST) – Carcass scavengers look like giant grubs with multifaceted eyes, small legs and long feelers covered with poisonous filaments. Creatures touched by the filaments must pass a Fortitude saving throw or be paralyzed and then swallowed whole and digested. Carcass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

DIGESTER (MEDIUM MAGICAL BEAST) – These sickening reptilian creatures have tube-shaped snouts and long tongues. They have AC 17 and attack with two claws (1d8 damage). They spray a cone of acid (20' long, 10' wide at base) that deals 4d6 damage or they

can vomit on an adjacent creature for 8d6 acid damage. Digesters are immune to acid.

FLAIL SNAIL (LARGE MAGICAL BEAST) – These large, carbon-based mollusks have four heads, each shaped like a morning star and as hard as steel. They have AC 18 and attack with four tentacle slams (1d8 damage). Flail snails are immune to fire and poison. Spells cast at them either fail or rebound back at the caster (roll d6, 1-4 fails, 5-6 rebounds).

FROST WORM (HUGE MAGICAL BEAST) – Frost worms are massive worms covered in horny carapaces the color of freshly fallen snow. They have AC 18 and attack with bite (2d8 damage + 1d8 cold damage). They can burrow through ice and snow. The intense cold of a frost worm deals 1 point of cold damage to all creatures within 10' of them. They can emit a weird trill that forces creatures to pass a Will save or stand motionless. Frost worms can breathe a cone of cold (30' long, 15' wide at base) that deals 10d6 cold damage. When killed, a frost worm's body explodes, dealing 10d6 damage to all within 100'. They are immune to cold and suffer double damage from fire.



GIRALLON (LARGE MAGICAL BEAST) – Girallons are tall gorilla-like monsters with four arms. They have AC 16 and attack with four claws (1d6 damage) and bite (1d8 damage). They can climb.

GRAY RENDER (LARGE MAGICAL BEAST) – These monsters look like hairless grey gorillas with eight black spider eyes. They bond with an area and its creatures and protect them. Gray renders have AC 19 and attack with two claws (1d6) and bite (2d6).

KRENSHAR (MEDIUM MAGICAL BEAST) – These magical predatory cats are capable of pulling the skin back from their heads to expose their skulls, frightening those who fail a Will saving throw (per the turn undead attack of clerics). They have AC 15 and attack with two claws (1d4 damage) and bite (1d6 damage).

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.

PHASE SPIDER (LARGE MAGICAL BEAST) – Phase spiders are giant spiders that can turn ethereal. They have AC 15 and attack with a poisonous bite (1d6 damage). They can climb.

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 save or be swallowed whole. Purple worms can swim and burrow through solid rock.

SHOCKER LIZARD (SMALL MAGICAL BEAST) – These giant lizards can generate electricity in their skin. They have AC 16 and attack with a bite (1d4 damage) and can climb and swim. Once per round they can generate a shock to a single target within 5', dealing 2d8 damage (Reflex save for half). They are immune to electricity damage.

YRTHAK (HUGE MAGICAL BEAST) – These monsters resemble eyeless pteranodons. They sense movement magically. Yrthaks have AC 18 and attack with two claws (1d6 damage) and bite (2d8 damage) or a sonic blast (120' long, 6d6 damage). They suffer double damage from sound attacks.

MONSTROUS HUMANOIDS

Monstrous humanoids are humanoids with magical or supernatural powers and usually a monstrous appearance. Monstrous humanoids 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

BAT MONSTER (LARGE MONSTROUS HUMANOID) – Bat monsters are large humanoid bats. They have AC 13 and attack with two claws (1d6 damage) and bite (2d6 damage). Bat monsters can fly, and can use echolocation to locate enemies in the dark. Their shrieks force those within 10' to pass a Fortitude saving throw or be struck deaf for one hour.

CRABMAN (MEDIUM MONSTROUS HUMANOID) – These giant bipedal crabs have AC 15 and attack with two pincers (1d4 damage). Crabmen can swim.

DOPPELGANGER (MEDIUM MONSTROUS HUMANOID) – The ultimate identity thieves, doppelgangers can assume the shape of any beings they have encountered. They are capable of using E.S.P. 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 *charm* spells.

GLOOM (MEDIUM MONSTROUS HUMANOID) – Grooms are humanoid creatures with featureless faces and black skin that seems to absorb light. Their skin feels rubbery. Grooms have AC 19 and attack with a +1 *dagger* (1d4+1 damage). Their gaze causes terror, forcing those who fail a Will saving throw to flee in

panic. Grooms can backstab for triple damage. They are always perfectly silent. Grooms can move through shadows in the same way as shadowdancers. Grooms can only be damaged by magic weapons and spells. They can see perfectly in the dark. Spells fail against them 30% of the time.

SCORPIONFOLK (LARGE MONSTROUS HUMANOID) – Scorpionfolk look like gray scorpion-centaurs. They have two pairs of arms, one ending in vicious pincers, the other in humanoid hands. They have AC 16 and attack with two claws (1d6 damage), a sting (1d8 damage) and a lance (2d6 damage). Spells fail against scorpionfolk 30% of the time. They suffer half damage from fire.

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 with silver or magic weapons. Wererats have AC 16 and attack with a diseased bite (1d6 damage) 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 with silver or magic weapons. Werewolves have AC 16 and attack with a two claws (1d4) and bite (1d6).

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.

OUTSIDERS

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

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

CHAIN DEVIL (MEDIUM OUTSIDER) – These monsters look like humanoids wrapped in chains, as a mummy is wrapped in cloth. They have AC 19 and attack with two 10' long chains (2d4 damage). Chain devils can only be damaged by silver or magic weapon and by spells, which fail 20% of the time. They are immune to cold and poison. Chain devils can animate and control up to four chains within 20', giving them up to four extra attacks. Chain devils are Chaotic in alignment.

GHAELE (MEDIUM OUTSIDER) – Ghaele look like angelic elves. They are tall and graceful, with thin, soft faces and large, expressive eyes. A ghaele can take the form of an incorporeal globe of light, 5' in diameter. They have AC 22 and attack with a +2 *greatsword* (1d10+2) or two light rays (300' range, 4d6



damage). In humanoid form, their gaze slays Chaotic creatures with five or fewer hit dice or levels unless a Will save is passed. In globe form, it can fly and can become ethereal. In either form, they are only damaged by magic weapons and spells. Ghaele are always surrounded by a *protection from evil* effect. They are immune to electricity and petrification, and spells fail against them 25% of the time. Ghaele are Lawful.

HOWLER (LARGE OUTSIDER) – Howlers look like lions covered in porcupine-like quills. They have AC 17 and attack with a bite (2d6 damage) and 1d4 quills per round (1d6 damage). Creatures hit by the quills must pass a Reflex save or have a quill break off in them; the effect of this is as the *slow* spell. Anyone who hears the howl of a howler must succeed on a Will saving throw or lose one point of Wisdom for 24 hours. Howlers are Neutral.

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. Imps are Chaotic in alignment.

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). Quasits are Chaotic in alignment.

RAST (MEDIUM OUTSIDER) – These weird predators look like a combination of spider and bat. They have large heads and up to fifteen clawed legs. A rast has AC 15 and attacks with four claws (1d4 damage) and bite (1d8 damage). A rast's gaze paralyzes targets for 1d6 rounds unless they pass a Fortitude save. Creatures bitten must pass a Fortitude save or lose 1d6 hit points to blood drain. Rats can fly. They are immune to fire, but suffer double damage from cold. Rasts are Chaotic in alignment.

RAVID (MEDIUM OUTSIDER) – Ravids look like flying serpents with bearded dragon heads and a single clawed leg sprouting from behind its head. Ravids have AC 22 and attack with a tail (1d6 damage) and claw (1d4 damage). Victims of a ravid's attack feel an unpleasant tingle; undead suffer an extra 2d6 damage. Once per round, a random object within 20' of the ravid animates (see Animated Object undead Constructs above). These objects defend the ravid. Ravids are immune to electricity. Ravids are Neutral in alignment.

SHADOW MASTIFF (MEDIUM OUTSIDER) – Shadow mastiffs look like large dogs composed of shadow. They have AC 14 and attack with a bite (1d6 damage). Creatures who hear their howl or bark must succeed on a Will save or flee in panic. They can disappear into shadow perfectly. Shadow mastiffs are Chaotic.

XILL (MEDIUM OUTSIDER) – Xill are extra-dimensional brutes with crimson carapaces and four arms. Xill have AC 19 and attack with two claws (1d4 damage) and two weapons (1d8 damage). They can slip between the folds of space to surprise opponents, moving through the etheric plane. They attempt to grab opponents and drag them back into a sub-dimension to kill and devour them. Victims of their claws must pass a Reflex save or be bitten and paralyzed. Spells fail against them 10% of the time. The xill are Chaotic in alignment.

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 save or be constricted for 1d8 damage per round until the monster is killed.

MUSHROOM MAN (SMALL PLANT) – These little creatures look like two to three-foot 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.

PHANTOM FUNGUS (MEDIUM PLANT) – This creature looks like a greenish-brown mass with a cluster of nodules atop the main mass and four stumpy legs to support it. The cluster of nodules serves as the monster's sensory organs. They have AC 19 and attack with a bite (1d6 damage). Phantom fungi are always invisible, even when attacking; this is already figured into the creature's Armor Class. They become visible one minute after they are killed.

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.

TENDRICULOS (HUGE PLANT) – A tendriculos looks like a mass of plant-life. They have AC 16 and attack with two tendrils (1d6 damage) and a bite (2d10 damage). Bitten creatures must pass a Reflex save or be swallowed whole and paralyzed for 3d6 rounds. Tendriculos regenerate 1d4 hit points per round.

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

UNDEAD

The undead category includes corpses re-animated by dark magic and the spirits of deceased creatures that still haunt the world. Undead are immune to illusions and mind-affecting effects, poison, sleep effects, paralysis, disease, stunning attacks and death effects. They are also immune to ability damage and drain and to energy damage and drain. The undead are damaged by *cure wounds* spells and healed by their reverse. The undead do

not breathe, eat (except ghouls and vampires) or sleep. 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
Shadow	3	40	14	14	13	5
Allip	4	30	14	14	11	6
Ghost	6	30	12	12	10	8
Banshee	7	30	12	12	9	9
Bodak	9	20	11	11	10	11
Vampire	10	30	10	10	7	12
Devourer	12	30	8	9	6	14

ALLIP (MEDIUM UNDEAD) – Allips are the ghostly remains of people who committed suicide. They have AC 15 and attack with a strike that permanently reduces a person's Wisdom score by 1d4. Each time this happens, an allip regains 1d6 lost hit points. Allips can only be damaged by silver and by magic weapons and spells. Allips constantly mutter, creating a hypnotic effect. Creatures within 60' must pass a Will save or be stunned into inactivity for 2d4 rounds by this hypnosis.

BANSHEE (MEDIUM UNDEAD) – Banshees are the evil spirits of female elves that have died in the wilderness alone. They can sense living creatures within 5 miles. Banshees have AC 17 and attack with a strike (1d8 damage). Seeing a banshee forces a creature – even undead creatures – to pass a Will save or flee in panic. Because they are ghostly, they can only be damaged by silver or magic weapons or spells. Characters hit by a banshee must pass a saving throw or lose one point of strength for one hour. Banshees are immune to cold and electricity. Spells fail against them 15% of the time.

BODAK (MEDIUM UNDEAD) – These are the undead remains of creatures killed by the touch of absolute evil. They fear sunlight. Bodaks have AC 19 and attack with a slam (1d8 damage). They can only be damaged by magic weapons and spells. A bodak's gaze forces any creature that meets it to pass a Fortitude saving throw or be poisoned. Creatures that die in this way rise as bodaks 24 hours later. Bodaks are immune to electricity.

DEVOURER (LARGE UNDEAD) – Devourers are undead with drawn faces that expose their teeth, long, bony claws and exposed ribs. They have AC 21 and attack with two claws (1d8 damage). Victims of their claws must pass a Fortitude saving throw or lose

one level. If slain by this attack, their essence, or soul, becomes trapped within the devourer's ribcage, looking like a small, shriveled version of itself in life. When the devourer has an essence trapped within its ribcage, it can use it to fuel its spellcasting. For every hit dice or level the trapped essence possessed in life, the devourer can cast one of the following spells: *Darkness*, *E.S.P.*, *ghoul touch*, *invisibility*, *spectral hand*, *suggestion*, *summon monster*, and *vampiric touch*.

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

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

SKELETON (MEDIUM UNDEAD) – 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.

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.

ZOMBIE (MEDIUM UNDEAD) – Zombies are shambling undead corpses that crave living flesh. Zombies have AC 11 and attack with their fists (1d6 damage) and a bite (1d4 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.

XIII. 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

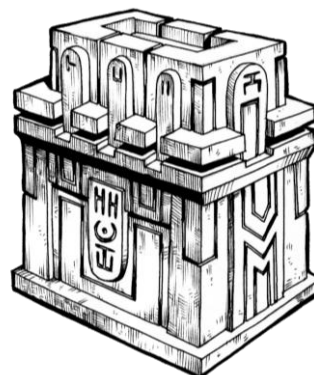
D%	TREASURE
01-20	A sack of silver pieces (1d10 x 10)
21-40	A sack of gold pieces (1d10 x 10)
41-50	A coffer of silver pieces (1d10 x 50)
51-65	A coffer of gold pieces (1d10 x 50)
66-75	A chest of silver pieces (1d10 x 100)
76-80	A chest of gold pieces (1d10 x 100)
81-83	1d6 fancy stones
84-86	1d6 light 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, but there is a 10% chance of activating the potion while tasting it.

D%	POTION
01-05	Darkvision – This potion works as the sorcerer 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	E.S.P. – This potion works as the sorcerer 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 sorcerer 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 sorcerer 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 sorcerer spell.
96-100	Strength – This potion works as the sorcerer 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 sorcerer spell
95-96	Second level cleric spell
97-98	Second level sorcerer spell
99	Third level cleric spell
100	Third level sorcerer spell

WANDS

Magic wands can only be used by sorcerers. Each wand holds a sorcerer 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 sorcerer 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.

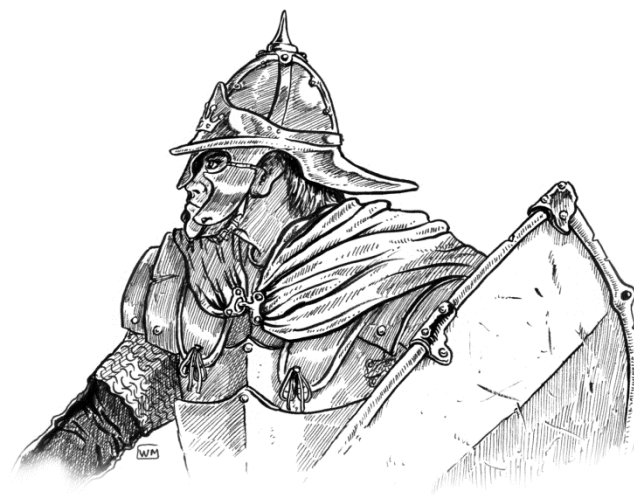
D%	WAND
01-30	First level cleric spell (TK's choice)
31-60	First level sorcerer spell (TK's choice)
61-75	Second level cleric spell (TK's choice)
76-90	Second level sorcerer spell (TK's choice)
91-95	Third level cleric spell (TK's choice)
96-100	Third level sorcerer spell (TK's choice)

STAVES

Magic staves can only be used by clerics or sorcerers. 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>Charm animal</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

WONDROUS ITEMS

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

D%	MAGIC ITEM
01-08	Amulet of Protection (+1 to saving throws and AC)
09-16	Adder Stone (grants +2 to save 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	Bowl of Commanding Water Elementals (when filled with water it summons a large water elemental that serves the bowl's owner for ten minutes)
28-29	Cap of Invisibility (as spell, three times per day)
30	Censer of Controlling Air Elementals (when filled with burning incense it summons a large air elemental that serves the censer's owner for ten minutes)
31-32	Cloak of Invisibility (as spell, three times per day)
33	Crystal Ball (can see and hear any person, no matter how far away, once per day)
34-37	Feathered Cloak (polymorph into any form of bird once per day)
38-41	Flying Carpet (as spell three times per day, holds 10 people)
42-45	Folding Boat (folds to pocket size, holds 20 people)
46-49	Gauntlets of Ogre Strength (+2 to attack and damage)
50-57	Hand of Glory (torches and candles held in this amputated hand never extinguish and the hand can open any locked door)
58	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)
59-62	Horn of Plenty (produces food for 10 people once per day)
63-64	Ring of Exorcism (demons and devils must save 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 save 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)

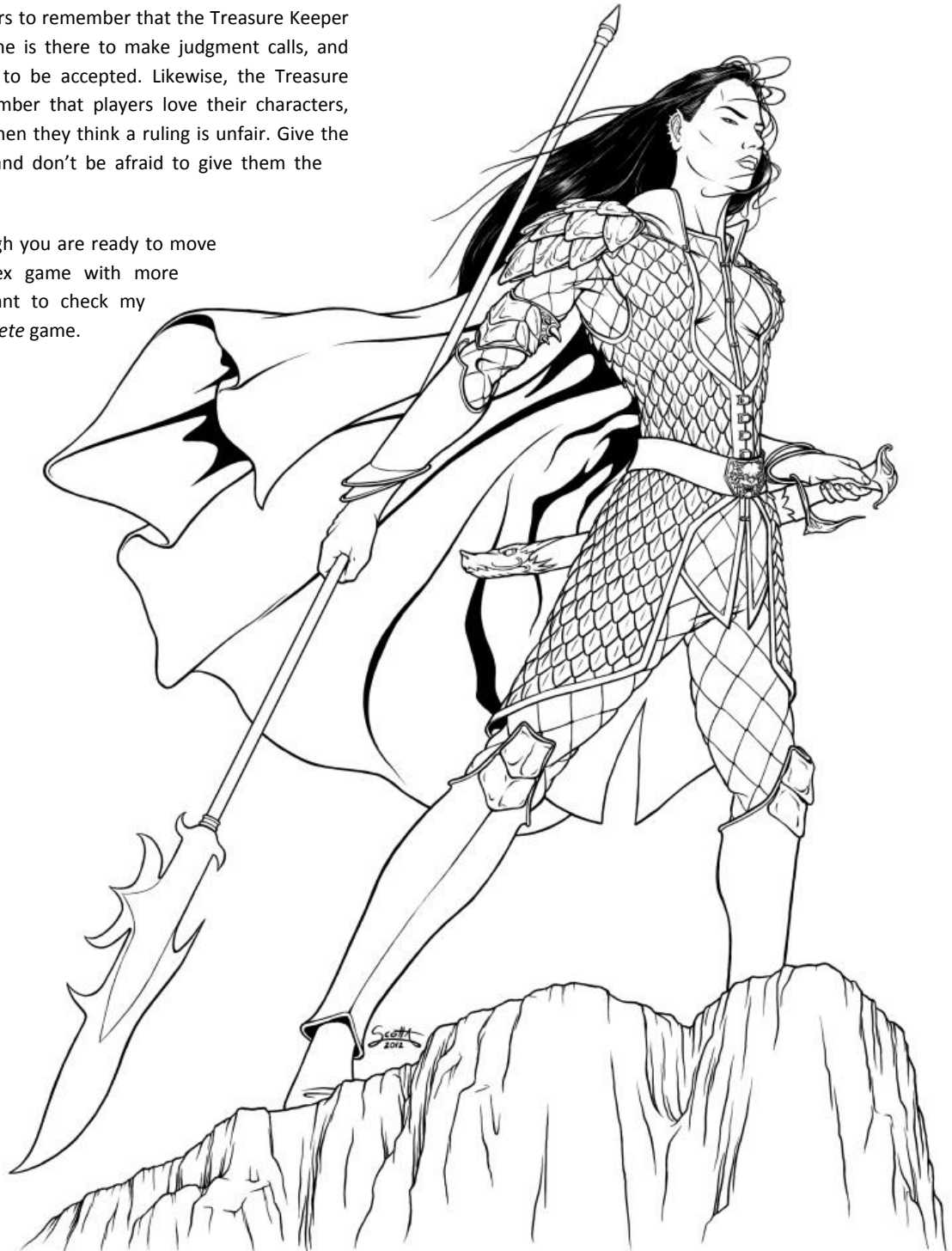
XIV. CONCLUSION

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

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

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

HAVE FUN!



Aberration	24	Level	
Ability Score	2, 3, 23	Challenge Level	23
Alignment	5, 17	Character Level	2
Animal	25	Dungeon Level	20
Arcane Archer	8	Spell Level	6
Armor	15, 39	Light	7, 9, 18
Armor Class	2, 3, 15, 19, 23	Magical Beast	32
Assassin	12	Magic Item	38-40
Attack Bonus	2, 19, 23	Melee Attack	3, 19
Automaton	4	Missile Attack	19
Chaotic	17	Monk	8
Charisma	3, 18	Monster	23-27
Civilization	22	Monstrous Humanoid	33
Class	2, 5	Movement	14, 18, 22
Cleric	5-8	Neutral	16
Constitution	13, 18	Ooze	33
Construct	26	Outsider	34
Cultist	8	Plant	35
Dexterity	3	Poison	16, 20, 21
Dice	1	Race	4
Disease	20	Retainer	13
Dragon	26	Saving Throw	2, 8, 9, 11, 13, 18
Drakkar	4	Shadowdancer	12
Druid	8	Sorcerer	9-11
Dungeon	20	Spells	6-7, 9-11, 19
Elemental	27	Strength	3
Encumbrance	14	Task Check	2, 12, 18
Equipment	14	Thief	12-13, 17
Experience Point	2, 23, 37	Time	17
Feat	13	Traps	18, 21
Fey	29	Treasure	37-40
Fighter	8	Treasure Keeper	2
Giant	30	Undead	6, 35
Gnome	5	Wandering Monster	20
Hit Dice	2	Warlock	11
Hit Points	2, 4	Weapon	15, 39-40
Human	4, 22, 30	Wilderness	22
Humanoid	30	Wisdom	3
Initiative	19		
Intelligence	3		
Lawful	16		

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