

Bluish Basics



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Version: 1.0f, June 2nd, 2021

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Character Creation

To create a character, the character's ability scores must be generated. Based on those scores, the player must choose which class the character will be, calculate starting money and purchase their equipment.

Abilities

The referee (or at his or her option the player) should roll 3d6 six times, applying the results to the following ability scores in the order given: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma. The player may then swap two scores if they want to.

Ability Values

When the ability score is 6 or lower, it is considered **Low**, and has an ability modifier value of -1 .

Ability scores between 7 and 12 are considered **Average**, and have no associated modifier value.

When the ability score is 13, 14 or 15, it is considered **High**, and has an ability modifier value of $+1$.

When the ability score is 16 or higher, it is considered **Exceptional**, and has an ability modifier value of $+2$.

Whenever it is stated that an ability modifies a roll, it means that the roll is changed by the ability modifier value. Subtract 1 from the roll if the ability is **Low**, add 1 to the roll if it's **High**, and add 2 to the roll if the ability is **Exceptional**.

Strength

Strength represents the ability to do things that demand physical effort, and is an important ability for **Fighters**.

Strength influences the chance to successfully deal damage in melee combat, as it modifies the to hit roll when the character performs a melee attack.

Strength modifies all Strength checks.

Intelligence

Intelligence represents general knowledge, memory, learning, and creating ability, and is an important ability for **Magic-Users**.

It modifies the number of languages a character may know and all Intelligence checks.

Wisdom

Wisdom represents a character's willpower, common sense, and perception, and is an important ability for **Clerics**.

While Intelligence represents one's ability to analyze information, Wisdom represents being in tune with and aware of one's surroundings.

It modifies all saves against magic and all Wisdom checks.

Constitution

Constitution indicates the character's general state of health, as well as his or her resistance to poison and disease.

It modifies the amount of hit points a character starts with, the amount of hit points a character gains at second and third level, as well as all Constitution checks.

Dexterity

Dexterity represents hand-eye coordination, precision, dodging ability, and gymnastic potential, and is an important ability for **Thieves**.

It influences the chance to successfully deal damage in missile combat, as it modifies the to hit roll when the character performs a ranged attack.

Dexterity modifies all Dexterity checks.

Charisma

Charisma represents charm, confidence, and leadership ability.

It modifies the morale of all hirelings the character may employ, and the reactions of monsters or non-player characters to the player character.

Charisma modifies all Charisma checks.

Starting Money

Each character begins play with a guaranteed 40 gold pieces. The referee (or optionally the player) then rolls 1d12 and multiplies the result by 10 to arrive at the number of additional gold pieces the character gets. Equipment available is listed in the following section. Characters are assumed to start with normal clothing at no cost, but must purchase all other items with their starting money.

Languages

Most humans will know the Common tongue. All other creatures which can speak will have their own languages, though some will know enough Common to make themselves understood.

The number of languages a character will know is modified by his or her Intelligence.

Characters with **Low** Intelligence can speak Common, but cannot read nor write.

Characters with **Average** Intelligence can speak, read and write Common.

Characters with **High** Intelligence know Common and one other language.

Characters with **Exceptional** Intelligence know Common and two other languages.

Classes

There are four classes of characters available: Fighters, Clerics, Magic-Users, and Thieves. Each has an ability requirement. You cannot be a Fighter with **Low** Strength, a Cleric with **Low** Wisdom, a Magic-User with **Low** Intelligence or a Thief with **Low** Dexterity,

Fighter

Fighters may use any weapons and wear any armor. They have no magical capabilities, but may employ all sorts of magic weapons and armor and a limited number of other types of magic items.

When making attack rolls, Fighters add their level to the roll.

Third level Fighters add +1 to all their damage rolls due to their combat experience.

Fighters with **Exceptional** Strength add +1 to all their damage rolls. Combined with the experience bonus mentioned before, this means that at third level, those Fighters add +2 to all their damage rolls.

Fighters need 20 experience points to reach second level, and an additional 40 experience points to reach third level.



Fighters start with 8 hit points. When they gain a level, they get an additional $1d6+1$ hit points.



Cleric



Spells Available

	Novice Spells	Adept Spells
Level 1	1	0
Level 2	2	0
Level 3	2	1

Clerics may wear any armor, but may only use blunt weapons. They have access to their own sorts of spells, granted by the god or gods worshipped by each.

When making attack rolls, Clerics add their level minus one to the roll.

Clerics have the ability to **Turn Undead**. If the number on a d12 roll equals or exceeds the number given on the below table, the attempt succeeds. **Turn Undead** rolls are modified by Wisdom.

	Level 1	Level 2	Level 3
Skeleton	7	T	T
Zombie	11	6	T
Ghoul	13	10	5
Wight	-	12	9
Wraith	-	13	11
Mummy	-	-	13

Clerics are allowed to cast a certain number of spells each day, as shown in the Spells Available table. Spells must be prepared as described in the Magic section (page 15).

Clerics need 15 experience points to reach second level, and an additional 30 experience points to reach third level.

Clerics start with 6 hit points. When they gain a level, they get an additional 1d6 hit points.

Magic-User



Spells Available

	Novice Spells	Adept Spells
Level 1	2	0
Level 2	3	1
Level 3	4	2

Magic-Users may not wear armor, nor use weapons other than daggers or staffs. They may employ any magic items other than magic weapons and armor prohibited to them.

When making attack rolls, Magic-Users don't add their level to the roll.

Magic-Users are allowed to cast a certain number of spells each day, as shown in the Spells Available table. Spells must be prepared as described in the Magic section (page 15).

Magic-Users with **Exceptional** Intelligence are allowed to cast one additional Novice spell per day.

Magic-Users need 25 experience points to reach second level, and an additional 50 experience points to reach third level.

Magic-Users start with 4 hit points. When they gain a level, they get an additional $1d6-1$ hit points (a minimum of one).

Thief



Thief Skills

	OL	RT	PP	MS	HS
Level 1	11	12	10	11	10
Level 2	8	10	8	8	6
Level 3	5	8	6	5	3

Thieves may use any weapon, but may not employ shields nor wear any armor other than leather.

When making attack rolls, Thieves don't add their level to the roll.

Thieves have several special skills. They can **Open Locks** (OL), **Remove Traps** (RT), **Pick Pockets** (PP), **Move Silently** (MS) and **Hide in Shadows** (HS). A d12 roll modified by Dexterity is needed to use any of those skills. If the result is equal to or higher than the value listed in the Thief Skills table, the attempt is successful. If the attempt fails, that character can make no further attempts.

Thieves excel at backstab attacks. When the victim is unaware of the thief, or distracted and the Thief has succeeded in **Move Silently** or **Hide in Shadows**, the Thief attacks with a bonus of +4 on the roll to hit, and makes an extra damage roll for each level he or she has.

The Thief must be armed with an appropriate stabbing weapon. The referee may require both **Move Silently** (MS) and **Hide in Shadows** to be successful.

Thieves need 15 experience points to reach second level, and an additional 30 experience points to reach third level.

Thieves start with 4 hit points. When they gain a level, they get an additional 1d6-1 hit points (a minimum of one).

Money, Equipment, Services

Units of Money

The most common coin is the gold piece (abbreviated **gp**). A gold piece is worth 10 silver pieces (**sp**). Each silver piece is worth 10 copper pieces (**cp**).

Units of Weight

For simplicity's sake, weight is measured in slots. One slot is equal to 250 coins, or two weapons, or five smaller items.

Heavy armor occupies three slots, Medium armor occupies two slots, and Light armor occupies just one slot.

Characters are normally able to carry up to 10 slots. That number is modified by their Strength. Thus, a character with **Low** Strength can only carry 9 slots, while a character with **Exceptional** Strength can carry up to 12 slots.

Encumbrance

A character is **Encumbered** when they have less than 7 available slots. A character is **Heavily Encumbered** when they have 3 or less available slots.

Encumbrance affects the character's movement, as described in the Movement section (page 11).

Armor

	Armor Class	Price
Light	12	15gp
Medium	14	30gp
Heavy	16	60gp
Shield	+1	10gp

There are multiple armor types that fit each category.

Light: Padded, Leather, Studded Leather

Medium: Scale Mail, Chain, Breastplate

Heavy: Splint Mail, Plate

Weapons

	Damage	Price
Dagger	1d6-1	3gp
Staff	1d6-1	2gp
Sling	1d6-1	1gp
Spear	1d6	1gp
Hand Axe	1d6	3gp
Mace	1d6	5gp
Hammer	1d6	5gp
Short Sword	1d6	6gp
Bow	1d6	20gp
Broadsword	1d6+1	10gp
Battleaxe	1d6+1	7gp

Ammunition

	Quantity	Price
Arrows	20	5gp
Quiver	holds 20	5gp
Sling Bullets	20	1gp

Services, Food & Drink

	Price
Beer (pint)	1sp
Common wine (pitcher)	4sp
Fine wine (bottle)	5gp
Exquisite wine (bottle)	50gp
Soup (bowl)	1sp
Meal (with beer)	2sp
Fine meal (with fine wine)	2gp

Services, Lodging

	Price
One night, low class	1sp
One week, low class	6sp
One night, middle class	5sp
One week, middle class	3gp
Month of rent in a city	15gp
Stabling, one night	5sp

Services, Transportation

	Price per mile
Horse drawn wagon	1sp
Sea, passenger hold	1sp
Sea, shared cabin	5sp
Sea, private cabin	2gp

Retainers

Player characters may wish to employ retainers (also called henchmen) to assist them in their adventuring. Only the lowest levels of characters will be available for hire. The player character wishing to hire such allies must post notices, frequent public places where such characters gather, or even send messengers to the appropriate lands in order to find candidates. This type of activity will often cost money, at rates set by the referee.

Once one or more candidates are found, the player character must make an offer. In general, no less than 50 gold pieces must be offered, and Magic-Users might require an offer of a magic item to entice them into service. The offer must also include some regular rate of pay, or some fraction of the adventurer's treasure share.

After the offer is made, the referee makes a reaction roll (see page 11), modified by Charisma of the recruiter. A **Positive** result mean the offer was accepted. An **Uncertain** result allows the adventurer to increase his or her offer, thus gaining another roll. **Negative** results cannot normally be improved.

Game Rules

Ability Checks

Whenever a character attempts an action, and the outcome is uncertain, an ability check is made to resolve it. The ability check is a d12 roll, modified by an appropriate ability. A result of 7 or more means that the attempt was successful.

Experienced characters have a higher chance of succeeding at their attempts. Characters of second level succeed when the result is 6 or more. Characters of third level need only 5 or more to be successful.

Example: Hannah, a skilled second level Fighter with **High** Strength, tries to force open a blocked door. The referee calls for a Strength check of standard difficulty. Hannah rolls a d12, adds +1 to the roll because of her **High** Strength, and checks if the result is 6 or more.

Saving Throws

When it is uncertain if the character is able to avoid a certain outcome, an ability check is made too, but it's referred to as a saving throw, or a save, to signify that it's rolled to see if the character was successfully saved from a bad outcome.

Example: Ronan stepped on a pressure plate and activated an arrow trap. The referee calls for a Dexterity save to see if he's able to dodge the missile.

Ability Scope

The following are just some examples, and are not meant to be exhaustive.

Strength: Climbing, lifting, forcing something open, breaking free of a grip

Intelligence: Recalling information, finding it through research, resisting misinformation

Wisdom: Perception, intuition, common sense, resisting magic

Constitution: Holding breath, feats of endurance, resisting disease

Dexterity: Throwing objects, maintaining balance, dodging

Charisma: Persuasion, locution, intimidation, seduction, resisting persuasion

Character Advancement

At the end of each session every character gains a point of experience (XP) for a survived encounter. It may be overcoming opposition in combat, a successful negotiation, securing an alliance, sneaking past danger, or disarming a dangerous trap. The referee is free to decide what counts as a survived encounter, and may grant additional XP to a character based on other factors if he or she chooses to do so.

In addition, characters gain a point of XP for each 250 gold pieces that they manage to get out of the dungeon.

Units of Time

When not in combat, time is counted in turns of 10 minutes each. During combat the time scale shifts to rounds. A round is an amount of time necessary to complete the actions allowed, up to a minute at most. For the sake of simplicity, every ten rounds or fraction thereof should be considered a full turn.

Units of Distance

All distances are given in scale inches. One scale inch is equal to 10 feet in indoor or underground environments, and 10 yards in outdoor situations.

Movement

Outside of combat, characters move 12 scale inches per turn when unencumbered, 9 when **Encumbered**, 6 when **Heavily Encumbered**.

When in combat rounds, characters and creatures normally move up to one-third of this amount each combat round. This means 4 scale inches per turn when unencumbered, 3 when **Encumbered**, 2 when **Heavily Encumbered**.

When travelling, characters can make up to 24 miles in a day when unencumbered, 18 miles when **Encumbered**, 12 miles when **Heavily Encumbered**, assuming easy terrain and good weather. The group travels as slow as their slowest member.

Reaction Rolls

When people, or any intelligent creatures, meet for the first time, a reaction roll may be required. The referee should roll a d12 for the monster or non player character reaction. The reaction will be as follows.

1-3: Negative

4-9: Uncertain

10+: Positive

Reaction rolls are used when hiring retainers, meeting intelligent creatures, trying to bargain and in other circumstances, should the referee find them useful.

The referee may make adjustments to this roll as needed, for example if a bribe is offered or a credible threat is made.



Combat

Surprise

When potential combatants encounter each other unexpectedly, one or both sides might be surprised. The referee rolls a d12 for each side, with a result of 10 or more indicating surprise. Note the use of the word "unexpectedly;" creatures lying in ambush would not be subject to surprise, but may surprise their victims.

If one side is surprised and the other is not, members of the unsurprised side gain a full combat round in which they may take any usual actions immediately while the surprised group may take no actions at all.

Some monsters gain surprise more frequently than indicated here; when that's the case, the monster's description will include a modifier they add to the roll.

Combat Round

During a combat round, actions are taken according to the following sequence.

- Each side rolls for initiative, to see who acts first
- The side that won initiative acts first
 - Morale checks
 - Movement
 - Missile attacks
 - Spells
 - Melee attacks
- Other sides act in initiative order, with the side that rolled the lowest acting last



Initiative

Each round, each side in combat rolls a d12. Whichever side rolls highest acts first. In the case of a tie, player side acts first.

Morale

During combat, when a group of intelligent creatures might be worried about their tactical position, the referee should check the group's morale. The check is required in the following situations:

- the group just suffered a first death this combat
- the group was just reduced to half their numbers
- the group has a clear leader, and they were just killed

When a morale check is necessary, the referee rolls a d12 and refers to the results below.

1-3: Attempts to retreat

4-9: Continues to fight if winning,
attempts to retreat if losing

10+: Fights on

Unintelligent monsters do not roll morale checks, they merely fight until slain.

Movement

When in combat rounds, characters and creatures normally move up to one-third of their given movement rate in inches per turn each combat round. Characters or creatures who choose not to attack may instead run twice this amount, or two thirds of the normal movement rate per turn.

Attacks

The attacker rolls a twenty-sided die, and adds any modifiers which may apply. If the result is equal to or greater than the defender's Armor Class, the attack successfully deals damage.

Melee attacks are always modified by Strength. Missile attacks are always modified by Dexterity. Fighters and Clerics add their class bonus to all attack rolls, as listed in the class description.

Damage

If an attack roll is a success, damage will be done to the target, as listed in the weapon and monster descriptions.

The player rolls for damage and adds any modifiers. The resulting amount is deducted from the target's current hit points. A successful attack means that at least one point of damage will be dealt, regardless of the negative modifiers.

Death

When the current hit point total of a first level character or a monster is reduced to zero, that character or creature is dead. Characters of second or third level drop unconscious and, if they are saved by the party, wake up with a single hit point and lose one level of experience.

Healing

Current hit points lost due to combat damage can be healed at a rate of one point for every day that the character rests.

Other means, like magic, potions or herbs, may be used for more rapid recovery.



Magic

Acquiring Spells

Spell casters are allowed to cast a certain number of spells of certain levels each day, as given in the character class descriptions. A spell caster prepares his or her spells in the morning, praying for (Cleric) or memorizing (Magic-User) the spells he or she plans to cast. As each spell is cast, the stored energy and memory of it are expended; the caster may not cast that spell again in that day (unless of course he or she prepared it more than once).

Clerics have access to the full range of spells available to them based on their level of ability. Each morning a Cleric prays to his or her god (or pantheon, or whatever he or she worships) and receives new or replacement spells. In general, a Cleric may choose which spells he or she receives; however, the deity may choose to refuse access to some spells, or even substitute a different spell as the deity (and by extension, the referee) sees fit.

Each morning as the Cleric prays for spells, the Magic-User peruses his or her spell book to memorize new or replacement spells. The Magic-User may only memorize spells in his or her book. What, exactly, is in the Magic-User's book is up to the referee to decide.

Books of Spells

All Magic-Users already know **Read Magic** and have it written in their book. When any other spell is concerned, Magic-Users must learn how to cast it, and then scribe it in his or her book, in order to gain access to it. The spell may be learned from another Magic-User's spell book using read magic, or taught directly by another Magic-User. The time required for this is left to the referee, but in general a day per spell level should be reasonable.

Spell Descriptions

The spells listed on the following pages are only lightly detailed; the referee is invited to make whatever rulings are required and make them his or her own.

Saving Throws

Saving throws are generally allowed against any effect directed against a character or monster, unless specifically ruled out.

In case of a character, a saving throw is just an ability check, modified by the ability that applies.

In case of a monster, a saving throw is just a single d12 roll, 7 or higher to succeed. When the caster is second level, this target is raised to 8, and it's raised again to 9 when the spell is cast by a third level caster.

Cleric Spells, Novice

Cure Wounds

This spell cures 1d6 (modified by Wisdom) points of damage suffered by a living creature, on whom the caster must lay hands.

Detect Magic

This spell permits the caster to detect the presence of magical enchantments on any person, place, or thing. The spell lasts 6 rounds and has a range of 3".

Detect Undead

This spell permits the caster to detect the presence of undead monsters. The spell lasts 6 rounds and has a range of 6".

Light

This spell causes light in a 3" diameter circle; the light is equivalent to a bright lantern in intensity. The effect is immobile, but it can be cast on a movable object. The light thus created lasts 6 turns.

Purify Food and Water

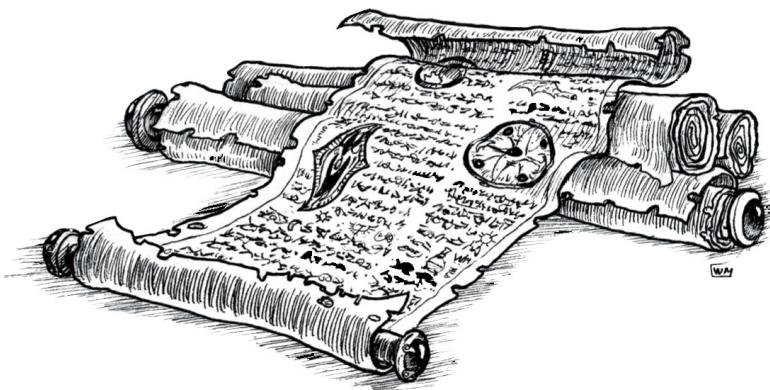
This spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage.

An amount of food and water suitable to feed up to a dozen people can be affected by this spell.

Remove Fear

This spell instills courage in a creature or ally touched by the caster, granting a +2 bonus to morale and +1 to saves against fear effects.

If the subject is under the influence of a fear effect, that effect is removed.



Cleric Spells, Adept

Bless

Bless fills the caster's allies with courage. It may only be cast on characters or creatures not presently involved in combat; for up to 6 turns thereafter, the spell grants a +2 bonus to morale and attack rolls.

Cure Disease

By means of this spell the caster cures a creature of a disease. The caster must touch the creature to be cured, but there is normally no danger of the disease being transferred to the caster in the process.

Find Traps

The caster of this spell can detect all traps within a 3" radius at the time of casting. Note that this spell grants no ability to disable the traps that the caster may find.

Hold Person

This spell causes the subject to become paralyzed and freeze in place. Up to 1d4 subjects may be affected; if specifically cast against a single subject, that subject's saving throw against the spell is made at a penalty of -2. The effect lasts 6 rounds plus the level of the caster, and has a 12" maximum range. Held subjects are aware and breathe normally but cannot take any actions, even speech.

Silence

This spell creates a spherical area of complete silence, with a radius of 15 feet. It may be placed upon an object or creature, and thus be movable, or upon a place in which case it is immobile. The spell lasts for 12 rounds and has an 18" range.

Speak With Animals

The caster of this spell can comprehend and communicate with animals (both normal and giant-sized, but not magical creatures of any sort), and may ask questions of and receive answers from them, although the spell doesn't make them any more friendly or cooperative than normal. Furthermore, wary and cunning animals are likely to be terse and evasive, while the more stupid ones might make inane comments. If an animal is friendly toward the caster, it might agree to do some favor or service. The spell has a 3" range and lasts for 6 turns.

Magic-User Spells, Novice

Charm Person

This spell makes a humanoid creature regard the caster as its leader, whom it will obey if at all possible. Creatures which may be affected include people, goblins, hobgoblins, bugbears, kobolds, gnolls, sprites and similar fairy creatures, and other intelligent living bipedal creatures of generally human size or smaller (as determined by the referee). After a week of servitude, charmed creatures have a chance to break free by making another saving throw. The charm has a range of up to 12", and lasts until dispelled or successfully resisted.

Detect Magic

This spell permits the caster to detect the presence of magical enchantments on any person, place, or thing. The spell lasts 6 rounds and has a 3" range.

Hold Portal

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. The effect lasts 6 turns, but may be countered by **Knock** (or broken by powerful monsters at the referee's option).

Light

This spell causes light in a 3" diameter circle; the light is equivalent to a bright lantern in intensity. The effect is immobile, but it can be cast on a movable object. The light thus created lasts 6 turns plus the caster's level.

Magic Missile

This spell conjures a missile which is equivalent to a magic arrow, with a maximum range of 15". The arrow does 1d6 points of damage (modified by Intelligence) to any creature hit by it. When cast by a third level Magic-User, the spell will create one additional missile. A magic missile always hits its target, with no saving throw permitted.

Read Languages

By means of this spell the caster can decipher writing in unknown languages on an object such as a book or scroll. Once the spell is cast, the caster is thereafter able to read that particular writing without the further use of this spell.

Read Magic

By means of this spell the caster can decipher magical inscriptions on an object such as a book or scroll. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast, the caster is thereafter able to read that particular writing without the further use of this spell.

Shield

This spell creates an invisible, shield-like disk of force that hovers in front of the caster. It improves the caster's Armor Class by 5 points against melee attacks and 7 points against missile weapons.

Ventriloquism

The caster of this spell can make his or her voice seem to issue from some place else up to 6" away. The spell lasts for 2 turns.

Sleep

This spell causes a magical slumber to come upon a number of creatures within a 1" radius circle up to 24" away from the caster. Creatures with the fewest hit dice are affected first. To determine how many are affected, roll 2d8. For each creature having up to 1 hit dice, deduct 1 from the total; for those having 2 hit dice, deduct 2; for those having 3 hit dice, deduct 4; for those having 4 hit dice, deduct 10. Any excess is lost. Creatures having more than 4 hit dice cannot be affected. Note that, if the only possible target has 4 hit dice, it will be affected regardless of the roll. Sleeping creatures are helpless; slapping or wounding awakens an affected creature, but normal noise does not.



Magic-User Spells, Adept

Continual Light

With this spell the caster creates a circular area of light 24" in diameter at a range of up to 12". If cast by a Magic-User, the brightness of the light is equivalent to bright torchlight; if cast by a Cleric, it is equivalent to full daylight.

Darkness

This spell creates a 5' radius zone of total darkness up to 10' high. Even **Infravision** is useless within its boundary. It may be countered by **Light**; otherwise, it persists for 6 turns. The spell may be cast up to a 12" range.

Detect Invisible

The caster of this spell is able to detect invisible objects or creatures within a range of 1" per caster level. The spell lasts for 12 rounds.

Invisibility

Using this spell, the caster makes a creature or object within 24" invisible. The target of the spell vanishes from sight, even from **Infravision**. The duration of this spell is indefinite; it ends if the subject attacks any creature, or if the subject wishes it to end, or of course if dispelled. For purposes of this spell, an attack includes casting any spell targeting a foe or whose area or effect includes a foe. Actions directed at unattended objects do not break the spell.

Knock

This spell opens a stuck, barred, locked, held, or magically secured door up to a 6" range.

Levitate

This spell allows the caster to move up and down as desired. The caster cannot move horizontally by means of Levitate, but could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed). The spell lasts 6 rounds plus the level of the caster. He or she may levitate up or down by a maximum of 2" per caster level, at a rate of up to 6" per round.

Mirror Image

This spell causes 1 + the caster's level illusory duplicates of the caster to spring into being, making it difficult for enemies to know which target to attack. The images stay near the caster and disappear when struck. The images mimic the caster's actions; it is not possible to tell by means of vision or hearing which is an image and which is the true caster. Whenever an attack is made against the caster, the referee should select randomly between the images and the caster's actual form. The spell persists for at most 6 combat rounds.

Phantasmal Forces

This spell creates vivid visual illusions projected from the mind of the caster. The caster must concentrate upon the illusion to maintain it. If the illusion is static, touching it will dispel it instantly. If it depicts a creature, the caster may cause the illusionary creature to attack, and if the illusion is believable the damage done by the creature will be real. The illusion may be controlled and maintained at a range of up to 24".

Protection From Missiles

The warded creature gains resistance to ranged weapons. Normal (non-magical) missiles of normal size (not including boulders thrown by giants or catapults, for example) will not harm the target of this spell. The spell has a range of 3" and lasts 12 rounds.

Pyrotechnics

Pyrotechnics turns a fire into either a burst of blinding fireworks or a thick cloud of choking smoke, as chosen by the caster.

Fireworks: The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights.

Smoke Cloud: A writhing stream of smoke billows out from the source, forming a choking cloud filling a 2" cubical volume. All sight, even **Infravision**, is ineffective in or through the cloud.

When the spell is cast, the fire used as a source is extinguished. The spell lasts for 6 rounds and has a maximum range of 24".

Strength

This spell increases the strength of a character touched by the caster for a period of 8 hours. The amount of increase depends on the class of the target; a Fighter receives 1d6+1 points, a Cleric 1d6 points, and a Thief 1d6-1 points. Magic-Users do not receive increased strength from this spell. Regardless of the roll, the maximum strength this spell can bestow upon a character is 18.

Web

This spell creates a many-layered mass of strong, sticky strands which trap those caught in them. The strands are similar to spider webs, but are larger and tougher. The web created will fill a contiguous volume equal to two 1" cubes. The web is vulnerable to fire, and may be broken through by giants in 2 rounds; smaller creatures will need proportionately longer periods of time. The spell lasts up to 8 hours and has a range of 3".

Wizard Lock

This spell magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. The effect lasts indefinitely. **Knock** can be used to open the doorway without ending the spell.



Monsters

Monster Descriptions

Armor Class The creature's armor class for combat purposes.

Hit Points Three numbers are listed here, for three possible amounts of Hit Points a creature might have. The first number is **Low**, appropriate for young, wounded, lesser creatures of a given kind. The second number is **Normal**, appropriate for most creatures of this kind. Third number is **High**, and is appropriate for tougher creatures.

If the referee wants to determine the Hit Points at random, a d6 roll can be made:

1-2 creature has **Low** Hit Points

3-5 creature has **Normal** Hit Points

6 creature has **High** Hit Points

Attacks The number and kind of attacks the monster may make in a single combat round is given here, along with the damage dealt on a successful attack.

Move The monster's movement rate per turn given in scale inches. Multiple figures may be given if the monster is able to move in more than one medium; for instance, if it has both a running and a flying rate.

Infravision Monsters with this trait see well in the darkness, within a 6" range. On the other hand, they are very uncomfortable in bright light, and suffer penalties of -1 on attack rolls and morale checks if they must fight in full daylight.

Random Chances

Whenever a random chance of something happening is expressed using square brackets, the number given is the result needed on a d12 roll for that something to be true.

Random Encounters

It is preferable to have specific encounters for each dungeon. As this is not always possible, the following guidelines are provided for use by referees. The referee needs to roll a d12 and select an appropriate entry based on the result of the die roll.

Dungeon, First Level

1-6 a monster from pages 24-26

7-10 a monster from pages 27-28

11-12 a monster from page 29-30

Dungeon, Second Level

1-2 a monster from pages 24-26

3-8 a monster from pages 27-28

9-10 a monster from page 29-30

11-12 a monster from page 31

Dungeon, Third Level

1-2 a monster from pages 27-28

3-8 a monster from page 29-30

9-10 a monster from page 31

11-12 a monster from page 32

Giant Weasel

Armor Class 12

Hit Points 1/2/3

Attacks 1 bite (1d6-2)

Move 12"

Giant Weasels are aggressive furry animals, roughly the size of a dog. They are often kept by Goblins as pets.

Goblin

Armor Class 13

Hit Points 1/3/5

Attacks 1 (1d6-1 or by weapon type)

Move 6"

Special Infravision

Goblins are short, ugly humanoids with hooked noses and sharply pointed ears. Most have yellowish to orange skin. Goblins speak their own language, and a few [11+] also speak Common.



Hobgoblin

Armor Class 14

Hit Points 2,4,7

Attacks 1 (1d6+1 or by weapon type)

Move 9"

Special Infravision

Hobgoblins are man-sized humanoids who strongly resemble their smaller cousins, the Goblins, though their skin is generally reddish-orange to red in color. They add +1 to their morale checks due to their greater ferocity. They speak their own language, while half of them also speak Goblin and a few [11+] speak Common.

Orc

Armor Class 13

Hit Points 3,5,8

Attacks 1 (1d6+1 or by weapon type)

Move 9"

Orcs are short humanoids (around 5' tall) with solidly-built bodies. Their upturned noses, wide pointed ears, and beady eyes give their faces a piglike appearance. Orc lairs are likely to be cave complexes.

Giant Rat

Armor Class 12

Hit Points 1,2,4

Attacks 1 bite (1d6-2)

Move 12"

Giant rats are technically unintelligent, but still smart enough to evaluate their tactical situation, and thus make morale checks.

Kobold

Armor Class 12

Hit Points 2,3,4

Attacks 1 (1d6-1 or by weapon type)

Move 6"

Special Infravision

Kobolds are small, greenish humanoids with pointed ears and a vaguely lizard-like appearance. They speak their own language; a third also speaks Goblin, and a few [11+] also speak Common. Most kobolds encountered outside their homes are warriors, and the statistics given above are for such creatures.



Stirge

Armor Class 12

Hit Points 3,5,7

Attacks 1 bite (1d6-2 plus drains blood)

Move Fly 18"

Special +2 to attack rolls

Stirges are horrible little bat-winged monsters who prey upon warm-blooded creatures, attacking them for their blood.

A stirge's coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. Its proboscis is pink at the tip, fading to gray at the base. A stirge's body is about 1 foot long with a wingspan of about 2 feet.

Stirges attack by landing on a victim, finding a vulnerable spot, and plunging their proboscis into the flesh. They are very accurate, gaining a natural bonus of +2 on attack rolls.

The stirge's attack does 1d6-2 points of damage on a successful hit, and automatically inflicts 1d6-2 points of damage per round thereafter in the form of blood loss. A stirge who kills its victim will attempt to flee the area, going off to sleep and digest its meal.

Attacks against a draining stirge run the risk of harming the victim. Failed attacks should be rolled again as if they were aimed at the victim.

Giant Spider

Armor Class 13

Hit Points 3,5,8

Attacks 1 bite (1d6-1 plus stun)

Move 6" Web 12"

A common form of Giant Spider has a body roughly 2 feet wide and 3 feet long. Not all such spiders will build webs, but those that do may well build them across corridors in dungeons. Such webs are hard to see, and the spider who built it will hide in the darkness near the ceiling, with a good chance [7+] of surprising the party.

A Giant Spider's bite has a chance to numb the victim. After the monster successfully deals damage, the victim has to make a Constitution save or skip their next round.

Skeleton

Armor Class 12

Hit Points 2,3,4

Attacks 1 (1d6 or by weapon type)

Move 6"

Skeletons are undead monsters, the animated bones of the dead, mindless automatons that obey the orders of their evil masters. A skeleton is seldom garbed in anything more than the rotting remnants of any clothing or armor it was wearing when slain. They never check morale and always fight until destroyed.

Damage dealt to Skeletons by slashing weapons, like swords or daggers, is reduced by 1.

Skeletons may be found anywhere an evil force might place them, but are most commonly found in graveyards and catacombs.



Zombie

Armor Class 11

Hit Points 2,4,7

Attacks 1 (1d6+1)

Move 6"

Zombies are undead monsters, corpses re-animated through dark and sinister magic. They never check morale and always fight until destroyed.

Zombies may be found anywhere an evil force might place them, but are most commonly found in graveyards and catacombs.

Giant Constrictor Snake

Armor Class 14

Hit Points 5,9,13

Attacks 1 bite (1d6, 1d6+1 constricting)

Move 12"

The giant constrictor snake, will automatically wrap itself around its victim after a successful bite, doing 1d6+1 points of damage per round thereafter. It is generally necessary to kill the snake to free its victim.

Shadow

Armor Class 12, magic

Hit Points 8,11,14

Attacks 1 (1d6-1 plus special)

Move 9"

A shadow is an incorporeal, man-shaped monster, literally a kind of living shadow. They are not undead monsters, but are immune to charm and sleep magics and can only be harmed by magical weapons.

Shadows lurk in dark places, waiting for living prey to happen by. On a successful hit a shadow does normal damage and drains 1 point of the target's Strength. A creature reduced to 0 points of Strength by a shadow falls, apparently dead, but is transformed into a shadow in three hours. If not completely reduced to 0 points of Strength, a victim will regain them at a rate of 1 per turn after 8 turns have passed.

Lizard Man

Armor Class 14

Hit Points 6,10,14

Attacks 2 claws + bite / weapon + bite
(1d6-2 claw, 1d6+1 bite, by weapon)

Move 6" **Swim** 12"

A lizard man is usually 6 to 7 feet tall with green, gray, or brown scales. Its tail is used for balance and is 3 to 4 feet long. Lizard men have their own language, and in addition, half of them speak Dragon and a few speak Common. There is no visible difference between males and females, and both fight equally well.

Lizard men fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water where the lizard men have an advantage.



Green Slime

Armor Class N/A

Hit Points 6,9,12

Attacks 1 (special)

Move none

Green slime grows within underground places, pooling on the floor or dripping from the ceiling; its only attack is to fall onto victims, or to be stepped in by them. Its acid can eat through wood or metal in 1d12 rounds, but does not affect stone.

Once the acid gets in contact with an item, that item must be discarded or the green slime removed in some way. Worse, green slime is unharmed by weapon attacks, and it is immune to lightning or other electrical attacks. Fire and cold harm it normally.

The worst case with respect to green slime is when it is in contact with unprotected flesh, either directly or because it has destroyed the materials protecting the victim. Any living creature afflicted in this way will be transformed completely into green slime in 1d12 rounds. Fire or cold applied to the slime can still kill it, saving the victim, but the damage done to the slime is also done to the victim (unless he or she is somehow protected from the attack form used).

Gnoll

Armor Class 14

Hit Points 6,9,12

Attacks 1 (1d6+1 or by weapon)

Move 9"

Gnolls are hyena-headed, six feet tall, hairy humanoids. They are fierce fighters, adding +2 to morale checks.

Ghoul

Armor Class 13

Hit Points 6,9,12

Attacks 2 claws, 1 bite (1d6-2 each)

Move 9"

Ghouls are undead monsters, which prefer to eat the flesh of human or humanoid creatures. Their claws will paralyze living creatures who fail their Constitution save. Characters slain by a ghoul will arise at the next nightfall as ghouls themselves.

Wolf

Armor Class 12

Hit Points 6,9,12

Attacks 1 bite (1d6)

Move 18"

Wolves are pack-hunting canines known for their persistence and cunning. A few of them often attack the foe from the front while the rest of the pack circles and attacks from the flanks or rear.

Giant Beetle

Armor Class 15

Hit Points 9,12,15

Attacks 1 bite (2d6)

Move 9"

These monstrous, unintelligent insects are deadly opponents. There are many varieties; the referee may wish to briefly research real-world insects in order to give interesting descriptions.

Boar

Armor Class 12

Hit Points 10,14,17

Attacks 1 tusk (1d6+1)

Move 12"

A boar is a male hog; the statistics given here are for a wild boar, but even domesticated boars can grow to this size. Female hogs (sows) are as large as the males and will fight without checking morale in defense of their young.

Giant Toad

Armor Class 13

Hit Points 10,13,16

Attacks 1 bite (1d6+2)

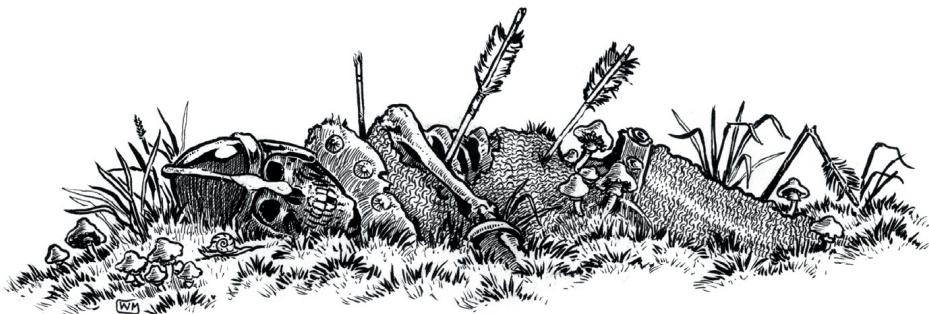
Move 9"

Giant Toads prefer prey that is smaller than they are, and so will generally avoid attacking man-sized creatures; however, similar smaller humanoids will be pursued as prey, and of course a Giant Toad will generally fight if attacked.

Any natural attack roll of 19 or 20 which hits a small-sized creature may result in the victim being swallowed whole. Swallowed victims will suffer 1d6 points of damage per round thereafter until dead or freed from the toad; the latter generally requires killing the animal.

A swallowed victim may attack from inside if he or she has a dagger; the interior of a giant toad is treated as Armor Class 9.

Giant Toads may be found in any dark, moderately damp place.



Bugbear

Armor Class 14
Hit Points 10,15,18
Attacks 1 (1d6+2)
Move 9"
Special Infravision

Bugbears are large goblin-like creatures, with dull orange skin liberally covered in darker orange hair. They have short, thick necks and large, oddly round heads. Despite their size and appearance, they move quietly, and surprise their victims unusually often [7+].

They are more ferocious than other goblinoids, and suffer no penalty to morale even in daylight.

Gray Ooze

Armor Class 11
Hit Points 10,14,17
Attacks 1 (2d6)
Move 12"

A gray ooze appears to be little more than a lump or patch of wet stone; it attacks by extending a pseudopod to strike with. Damage done by a gray ooze is primarily acid damage. A gray ooze is mindless, and thus not affected by sleep, charm, or hold magic, nor will fire or cold harm one. Ordinary weapons and lightning attacks will have full effect.

Harpy

Armor Class 12
Hit Points 10,14,17
Attacks 2 claws, 1 weapon (1d6-2, 1d6)
Move 6" Fly 15"

A harpy is a horrible creature having the head and torso of a woman and the wings and lower extremities of a buzzard.

Harpies like to entrance hapless travelers with their magical songs. When a harpy sings, all other creatures within a 24" radius can become captivated. A creature that successfully saves cannot be affected again by the same harpy's song for one day. A captivated victim walks toward the harpy, taking the most direct route, taking no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance to attacks. The effect continues as long as the harpy sings and for 1 round thereafter.

Wight

Armor Class 14
Hit Points 10,14,17
Attacks Energy drain
Move 9"

Wights are undead monsters, corpses of the dead animated by dark magic. They despise the living, seeking out all such and attacking on sight. Wights cause no normal damage on a hit, but drain one life energy level instead (hit points as one level lower).

Gargoyle

Armor Class 14

Hit Points 14,18,22

Attacks 2 claws, 1 bite, 1 horn
(1d6-2 claw, 1d6 bite, 1d6-1 horn)

Move 9" Fly 15"

Gargoyles often appear to be winged stone statues, for they can perch indefinitely without moving and use this disguise to surprise their foes. They require no food, water, or air, but often eat their fallen foes out of fondness for inflicting pain.

Ogre

Armor Class 14

Hit Points 15,20,24

Attacks 1 (1d6+3 or by weapon type +3)

Move 9"

Ogres are large, 10 feet tall, humanoid monsters with brutish faces. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly-cured furs and hides, which add to their naturally repellent odor.

Ogres speak their own language. Some [9+] speak Orc too, and a select few [12+] speak Common.

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire missile weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

Wraith

Armor Class 16

Hit Points 14,18,22

Attacks 1d6 plus energy drain

Move Fly 24"

Wraiths are undead monsters, spirits of the dead which live on, driven by hatred for the living. In addition to the normal damage done by its attack, a wraith drains one life energy level on a successful hit (hit points as one level lower).

Werewolf

Armor Class 14 (silver or magic to hit)

Hit Points 14,18,22

Attacks 1 bite (1d6+1)

Move 15"

Werewolves in their human form appear quite ordinary. However, they often try to assert their dominance over any group of non-werewolves.

Giant Lizard

Armor Class 14

Hit Points 14,18,22

Attacks 1 bite (1d6+1)

Move 12"

Giant lizards come in several varieties, and are often used by Lizard Men as pets, guards, or even steeds.

Owlbear

Armor Class 14

Hit Points 18,23,27

Attacks 2 claws, 1 bite
(1d6 claw, 1d6+1 bite)

Move 12"

Owlbears are horrid monsters having the body of an 8 feet tall bear and an owl-like head with a huge, razor-sharp beak. An owlbear's coat is usually brown-black; its beak is a dull ivory color.

Those who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes. Owlbears attack prey (any creature bigger than a mouse) on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart. If an owlbear hits with a claw and the roll is a natural 18 or better, the owlbear has hugged its opponent, doing an additional 2d6 points of damage.



Mummy

Armor Class 16 (fire and magic only)

Hit Points 18,24,28

Attacks 1 (1d6+1)
Move 6"

Mummies are undead monsters, preserved corpses animated through the auspices of dark desert gods best forgotten. Most mummies are 5 to 6 feet tall. A mummy is intelligent, having a dark and twisted version of the personality it had in life. Most, if not all, can speak Common, but seldom bother to do so.

Mummies are immune to all non-magical weapons, and further take only half damage from magical weapon attacks. However, they are vulnerable to fire, taking full damage from any fire-based attack (even if not magical).

Wounds caused by a mummy will be infected with a rotting disease, and will thus take ten times the usual time to heal.

A **Cure Disease** spell applied right away (no more than 6 turns after the wounds were inflicted) will permit the wounds to heal in just twice the normal time. Magical healing such as **Cure Wounds** will be ineffective against the damage caused by the mummy if the disease is not cured, but will work normally otherwise.

Basilisk

Armor Class 15

Hit Points 22,26,30

Attacks 1 bite, gaze attack

(1d6+1, turn to stone)

Move 6"

A basilisk is a reptilian monster that petrifies living creatures with its gaze. A basilisk usually has a dull brown body with a yellowish underbelly. An adult basilisk's body is about 6 feet long, twice that when including its tail.

The gaze or touch of a basilisk can turn a victim to stone; the basilisk's gaze may even turn the creature itself to stone if it sees its reflection in a mirror or other reflective surface.



Minotaur

Armor Class 13

Hit Points 22,26,30

Attacks 1 butt, 1 bite, 1 weapon

(1d6+1 butt, 1d6-2 bite, by weapon)

Move 12"

A minotaur appears to be a towering, hairy, bull-headed humanoid standing more than 7 feet tall. Minotaurs speak their own language, and are unlikely [12+] to speak Common.

Though of low intelligence, Minotaurs have a natural talent for solving mazes. They are never lost and can track prey (or enemies) quite well.

Wyvern

Armor Class 16

Hit Points 25,30,35

Attacks 1 bite, 1 sting

(2d6 bite, 1d6 and poison sting)

Move 9" Fly 24"

A distant cousin to the true dragons, the wyvern is a huge flying lizard with a poisonous stinger in its tail.

A wyvern's body is 15 feet long, and dark brown to gray; half that length is tail. Its wingspan is about 20 feet, and it weighs about a ton.

Wyverns are rather stupid but always aggressive: They attack nearly anything that isn't obviously more powerful than themselves. Due to their ferocity, they gain +2 to their morale checks.

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