

Bluish Basics



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Introduction

Designer's Notes

Dice

The game uses a d20 for attack rolls, a d6 for hit points gained and lost due to damage, and a d12 for everything else. It's recommended to rely on the d12 when determining something at random, to preserve this consistency.

Abilities

The roll to determine ability values has a one-in-six chance of producing a **Low** ability, and one-in-three chance to produce a value that's **High** or **Exceptional**. This reflects the assumption that a character should have one **Low** ability, and that the required ability of their class should really be at least **High**. It would be perfectly fine to switch character creation to: choose a class you want to play, make the required ability **High**, choose one other ability to be **High** and one other ability to be **Low**.

Success

The way the ability check improves reflects the intended progression of the character's capabilities. For something a character is good at (a **High** ability), the chance of success goes from a perceived one-in-two at first level through two-in-three at second level, to three-in-four at third level.

This is the suggested baseline for on the spot rulings. Note that giving people an equal 50% chance of success will be perceived as unfavorable odds, that's why it's raised here in favor of the players.

Players

Ruling in favor of the players and their characters is expressed in a few places of the rules, but should be taken as an unwritten assumption everywhere else. When in doubt, always favor the players.

Conversions

When converting materials from similar games, **Low** damage is a suitable replacement for a 1d4, while **High** damage corresponds to 1d8. The difference here is that one in ten times, **Low** damage will amount to 5 or 6 points. Because of this, replacing something like 1d3 or 1d2 with **Low** damage is not recommended. It would be better to go with a single point of damage, or, in the case of two 1d3 attacks, with a single attack dealing **Low** damage.

Armor Class values that fall between two armor types should be rounded down, in favor of the players.

Character Creation

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

Ability Values

The referee (or at his or her option the player) should roll a d12 for each of the abilities in the order given: Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma.

When the roll is 1 or 2, the ability is considered **Low**, and has a value of -1 .

When the roll is between 3 and 8, the ability is **Average**, and has no value.

When the roll is between 9 and 11, the ability is **High**, and has a value of $+1$.

When the roll is 12, the ability is considered **Exceptional**, and has a value of $+2$.

After the values are determined, the player may swap two of them if they want to.

Whenever it is stated that an ability modifies a roll, it means that the roll is changed by the ability 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**.

The power of some Magic-User spells is affected by Intelligence.

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

Wisdom

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

The power of some Cleric spells, and the Cleric's ability to successfully use Turn Undead are both affected by Wisdom.

Wisdom modifies 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 gains at second and third level, as well as all Constitution checks.

Dexterity

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

The Thief's ability to successfully use his or her skills is affected by Dexterity.

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 retainers 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 30 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 10 hit points. When they gain a level, they gain a **High** amount of 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 (see page 25). **Turn Undead** rolls are modified by Wisdom.

	Level 1	Level 2	Level 3
Skeleton	7	1	1
Zombie	11	6	1
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 (see page 17).

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

Clerics start with 8 hit points. When they gain a level, they gain a **Normal** amount of 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 17).

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 5 hit points. When they gain a level, they gain a **Low** amount of hit points.

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 5 hit points. When they gain a level, they gain a **Low** amount of hit points.

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 13).

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	Low	3gp
Staff	Low	2gp
Sling (4" range)	Low	1gp
Spear	Normal	1gp
Hand Axe	Normal	3gp
Mace	Normal	5gp
Hammer	Normal	5gp
Short Sword	Normal	6gp
Bow (6" range)	Normal	20gp
Broadsword	High	10gp
Battleaxe	High	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 out messengers 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 d12 roll modified by the recruiter's Charisma. The reaction will be as follows.

1-3: Negative

4-9: Uncertain

10+: Positive

A **Positive** reaction means the offer was accepted. An **Uncertain** reaction allows the adventurer to increase his or her offer, thus gaining another roll. **Negative** reactions 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

Since most of the actions are resolved with an ability check, a key responsibility of the referee is determining the ability that will modify the roll. Some examples of ability scope are provided here for convenience.

Strength: climbing, lifting, forcing something open, breaking free from a grip.

It modifies saves where outcome can be avoided by using physical power.

Intelligence: finding and recalling information, estimating value, figuring out how a complex mechanism works.

It modifies saves where outcome can be avoided through the character's education.

Wisdom: animal handling, reading body language, noticing unusual things.

It modifies saves where outcome can be avoided because of the character's awareness, common sense, or willpower.

Constitution: holding breath, enduring physical pain and harsh conditions.

It modifies saves where outcome can be avoided because of the character's health.

Dexterity: throwing objects, maintaining balance, performing actions that require precision, quickness and coordination.

It modifies saves where outcome can be avoided with quick movement.

Charisma: persuading, bartering, intimidating, seducing, bluffing.

It modifies saves where outcome seems unavoidable, except through pure luck.

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.

Damage and Hit Points

Amounts of damage dealt, and hit points gained, lost or recovered are determined with six sided dice. What roll to make depends on the category given:

Low: roll two dice, use the lower result

Normal: roll a single die, use that result

High: roll two dice, use the higher result

Double: roll two dice, use the sum

Example: Claire the Cleric casts a spell that cures a **High** amount of damage, modified by Wisdom. Her player rolls two dice, uses the higher of the two, and adds +1 for Claire's Wisdom.

Character Advancement

At the end of each session every character gains a point of experience 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 experience points based on other factors.

In addition, characters gain a point of experience for each 200 gold pieces worth of treasure they managed to get out of the ruins, dungeon, tower, cave or any other dangerous place they were exploring as part of the adventure.

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 making a morale check, 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, or monsters that are **Undead** always 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, (two-thirds of the normal movement rate per turn).

Attacks

The attacker rolls a twenty-sided die, adding modifiers which may apply. If the result is equal to or greater than the defender's Armor Class, damage is dealt.

Melee attacks are modified by Strength, missile attacks are modified by Dexterity. Fighters and Clerics add an extra class bonus to all attacks.

Damage

If an attack roll is a success, damage will be done to the target, per the amount listed in the weapon and monster descriptions. Dice are rolled for damage and the resulting amount is deducted from the target's current hit points.

Death

Monsters and first level characters are dead when their hit points are reduced to zero. 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. The rate of healing is modified by Constitution.

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.

Books of Spells

All Magic-Users know **Read Magic** and have it written in their book. They start knowing three other **Novice** spells, and a single **Adept** spell, as chosen by the referee. To gain access to new spells, Magic-Users must learn them directly from another Magic-User or learn them from a spell book using **Read Magic**. The time and resources required for this are left to the referee.

Examples of starting spell books:

Book 1: Read Magic, Light, Magic Missile,
Read Languages, Strength

Book 2: Read Magic, Detect Magic,
Hold Portal, Sleep, Continual Light

Book 3: Read Magic, Charm Person,
Light, Shield, Web

Saving Throws

Saving throws are allowed against any magical 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 Wisdom.

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.

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.

Cleric Spells, Novice

Cure Wounds

Range: Touch **Duration:** N/A

This spell cures a **High** amount of damage, modified by the caster's Wisdom, suffered by a living creature.

Detect Magic

Range: 3" **Duration:** 6 rounds

This spell permits the caster to detect the presence of magical enchantments on any person, place, or thing.

Detect Undead

Range: 6" **Duration:** 6 rounds

This spell permits the caster to detect the presence of monsters that are **Undead**.

Light

Range: 6" **Duration:** 12 turns

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.

Purify Food and Water

Range: Touch **Duration:** N/A

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

Range: Touch **Duration:** 6 turns

This spell instills courage in a creature or ally touched by the caster, granting a bonus equal to the caster's level to morale checks and saves against fear effects.

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

Cleric Spells, Adept

Bless

Range: Touch **Duration:** 6 turns

Bless fills the caster's allies with courage. It may only be cast while not presently involved in combat and grants a +2 bonus to morale and attack rolls.

Cure Disease

Range: Touch **Duration:** N/A

By means of this spell the caster cures a creature of a disease. There is no danger of the disease being transferred to the caster in the process.

Find Traps

Range: 3" **Duration:** 6 rounds

The caster of this spell can detect and see all traps within range. Note that this spell grants no ability to disable the traps.

Hold Person

Range: 12" **Duration:** 8 rounds

This spell causes up to two subjects to become paralyzed and freeze in place. Subjects are aware and breathe normally but cannot take any actions.

If specifically cast against a single subject, the target for that subject's save against the spell is raised by 2.

Silence

Range: 18" **Duration:** 12 rounds

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.

Speak With Animals

Range: 3" **Duration:** 6 turns

The caster of this spell can comprehend and communicate with animals, although the spell doesn't make them any more friendly or cooperative than normal. If an animal is friendly toward the caster, it might agree to do some favor or service.

Magic-User Spells, Novice

Charm Person

Range: 12" **Duration:** Special

This spell makes a humanoid creature regard the caster as its leader, a trusted friend, whom it will obey if at all possible. After a week of servitude, charmed creatures have a chance to break free by making another saving throw.

Detect Magic

Range: 3" **Duration:** 6 rounds

This spell permits the caster to detect the presence of magical enchantments on any person, place, or thing. Upon a successful Intelligence check, the caster may determine the properties of a magical item.

Hold Portal

Range: Touch **Duration:** 6 turns

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 may be countered by **Knock**, or broken by powerful monsters at the referee's option.

Light

Range: 6" **Duration:** 9 turns

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.

Magic Missile

Range: 15" **Duration:** N/A

This spell conjures missiles that do **High** damage, modified by caster's Intelligence, to any creature hit.

The caster has a choice between a single missile that automatically hits its target, or two missiles with a save allowed.

Read Languages

Range: Self **Duration:** One page

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

Read Magic

Range: Self

Duration: One page

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. Afterwards, the caster is able to read that particular writing without relying on this spell.

Shield

Range: Self

Duration: 6 turns

This spell creates an invisible, protective force that surrounds the caster.

As long as this spell is in effect, treat the caster's Armor Class against melee attacks as if he or she was wearing Medium Armor. Against missile weapons, the protection is equal to that granted by Heavy Armor.

Sleep

Range: 24"

Duration: 6 turns

This spell causes a magical slumber to come upon a number of creatures within the caster's sight. Creatures with the fewest hit points are affected first.

The maximum amount of creatures affected is 10, if all of them have 5 or less hit points. Creatures with 6-10 hit points count as two, and creatures with 11-15 hit points count as three towards the total amount. If the spell is specifically cast against a single target, a creature up to 20 hit points can be affected.

Sleeping creatures are helpless; slapping or wounding awakens an affected creature, but normal noise does not.



Magic-User Spells, Adept

Continual Light

Range: 12" **Duration:** Special

With this spell the caster creates a circular area of light 24" in diameter. The brightness of the light is equivalent to bright torchlight. The effect is permanent, but can be dispelled by **Darkness**.

Darkness

Range: 12" **Duration:** 6 turns

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**.

Detect Invisible

Range: 3" **Duration:** 12 rounds

The caster of this spell is able to detect invisible objects or creatures within range.

Invisibility

Range: 24" **Duration:** Special

Using this spell, the caster makes a creature or object invisible. The target of the spell vanishes from sight, even from **Infravision**. The effect of this spell ends if the subject attacks any creature, or targets it with a spell. Otherwise, the effect lasts until the subject wishes it to end. Actions directed at unattended objects do not break the spell.

Knock

Range: 6" **Duration:** N/A

This spell opens a stuck, barred, locked, held, or magically secured door.

Levitate

Range: Self **Duration:** 6 rounds

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. The caster may levitate up or down by a maximum of 2" per caster level, at a rate of up to 6" per round.

Mirror Image

Range: Self **Duration:** 6 rounds

This spell causes two 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 mimic his or her actions; it is not possible to tell which is an image and which is the true caster.

Whenever an attack is made against the caster, successful or not, it's assumed to target one of the images, making that image disappear.

Phantasmal Forces

Range: 24"

Duration: Special

This spell creates a vivid visual illusion projected from the mind of the caster. The caster must concentrate upon the illusion to maintain it. If the illusion is believable, it can deal up to **Double** damage, if the target fails a saving throw. The illusion lasts until touched or attacked (treat as **Unarmored**, Armor Class 10)

Protection From Missiles

Range: 3"

Duration: 12 rounds

The warded creature gains resistance to ranged weapons. Non-magical missiles of normal size (not including thrown boulders, for example) will not harm the target of this spell.

Pyrotechnics

Range: 24"

Duration: 6 rounds

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

Fireworks:

A flashing, fiery, momentary burst of glowing, colored aerial lights.

Smoke Cloud:

A writhing stream of smoke billowing out from the source, forming a choking cloud filling a 2" cubical volume. All sight, even **Infravision**, is blocked by the cloud.

Strength

Range: Touch

Duration: 8 hours

This spell increases the Strength of a character touched by the caster. If the target is a Fighter, his or her Strength becomes **Exceptional**. Clerics and Thieves have their Strength raised to **High**. The spell has no effect on Magic-Users.

Web

Range: 3"

Duration: 8 hours

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 strong creatures after some time.

Wizard Lock

Range: Touch

Duration: Special

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 is permanent, but **Knock** can be used to open the doorway without ending the spell.



Monsters

Monster Descriptions

Armor Class Given as armor equivalent.

Note that "as Medium" might mean that the creature is unarmored, but is so agile that damaging it is as difficult as damaging someone wearing Medium Armor.

Hit Points Three amounts listed.

The first is appropriate for young, wounded, lesser creatures of a given kind. The second is average, appropriate for most creatures of this kind. Third amount is appropriate for tougher creatures.

If the referee wants to determine the Hit Points at random, a d12 roll can be made:

1-4 use the first, lowest amount

5-11 use the second, average amount

12 use the third, highest amount

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.

Movement Given as rate per turn in scale inches. Multiple figures may be given, for instance if the monster 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.

Undead

Monsters listed as **Undead** (Skeleton, Zombie, Ghoul, Wight, Wraith and Mummy), are bones, corpses or spirits of the dead, still moving and acting in a mockery of life. They do not make a sound when inactive, and are immune to **Sleep**, **Hold Person** and **Charm Person**.

They always fight until slain, and the referee does not check their morale.

Undead monsters may be turned – driven away by the power of the Cleric's faith. If the Cleric succeeds at his or her attempt to **Turn Undead**, up to 1d12 monsters are driven away. They attempt to flee at maximum movement until the cleric is out of sight, and will not normally return.

The amount of turned undead is modified by the Cleric's Wisdom.

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.

Goblin

Armor Class as Light (12)

Hit Points 1/3/5

Attacks Weapon (Low)

Movement 6"

Special Infravision; Low morale (-2)

Goblins are short, ugly humanoids with hooked noses and sharply pointed ears. They are quick to retreat from combat, but often do so only to regroup, gather numbers and prepare an ambush.



Hobgoblin

Armor Class as Medium (14)

Hit Points 2,4,7

Attacks Weapon (High)

Movement 9"

Special Infravision; High morale (+1)

Hobgoblins are man-sized humanoids who strongly resemble their smaller cousins, the Goblins. They are fierce warriors, often encountered in command of a Goblin group.

Kobold

Armor Class as Light (12)

Hit Points 2,3,4

Attacks Weapon (Low)

Movement 6"

Special Infravision

Kobolds are small, greenish humanoids with pointed ears and doglike muzzles. They're clever, stubborn and independent, and when they are organized under a leader, that leader is likely to be an unusually strong and clever kobold.

Kobolds are too smart to engage in direct combat, preferring to set traps, use guerrilla tactics and surprise their enemies.

Orc

Armor Class as Medium (14)

Hit Points 3,5,8

Attacks Weapon (High)

Movement 9"

Orcs are short, five feet tall, humanoids with solidly-built bodies. Their upturned noses, wide pointed ears, and beady eyes give their faces a piglike appearance.

Orcs are aggressive and territorial, defending the cave complex that is their lair with fierce abandon. They respect power above all else, and the chieftains of their tribes are the ones that earned the most respect. Orcs encountered in the wild are often large groups, led by a chieftain who chose to find a new lair over challenging the chieftain of the old one.

Rat, Giant

Armor Class as Light (12)

Hit Points 1,2,4

Attacks Bite (Low)

Movement 12"

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

Skeleton

Armor Class as Light (12)

Hit Points 2,3,4

Attacks Weapon (Normal)

Movement 6"

Special Undead

Skeletons are animated bones of the dead. Damage dealt to Skeletons by slashing and piercing weapons, like swords or spears, will always be **Low**.



Spider, Giant

Armor Class as Light (12)

Hit Points 3,5,8

Attacks Bite (Low)

Movement 6" Web 12"

Special Numbing bite

Giant Spider are commonly the size of a dog. Not all spiders 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.

The victim of a spider's bite has to make a Constitution save or skip the next round.

Stirge

Armor Class as Light (12)

Hit Points 3,5,7

Attacks Bite (Low)

Movement Fly 18"

Special Blood drain

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

When its attack successfully deals damage, the stirge latches on to the victim, automatically inflicting Low damage each round thereafter in the form of blood loss.

A draining stirge can be ripped off with a successful Strength check, but the victim takes one point of damage in the process.

Weasel, Giant

Armor Class as Light (12)

Hit Points 1/2/3

Attacks Bite (Low)

Movement 12"

Giant Weasels are aggressive furry animals, roughly the size of a dog. They are often kept by Goblins as pets. When trained, they can be fiercely aggressive, attacking anyone that threatens their master.

Zombie

Armor Class as Unarmored (10)

Hit Points 2,4,7

Attacks Bite (High)

Movement 6"

Special Undead

Zombies are corpses reanimated through dark and sinister magic. They may be found anywhere an evil force might place them, but are most commonly found in graveyards and catacombs.



Ghoul

Armor Class as Light (12)

Hit Points 6,9,12

Attacks Bite (Low); Claw (Low)

Movement 9"

Special Undead; Paralysis

Ghouls are rotting undead, hungry for flesh of human or humanoid creatures. Their hunger causes them to attack like starved animals, and they will often forget about the combat just to feast on a fallen victim. Their claw attack is particularly dangerous, as it can paralyze the victim. On a successful claw attack, if the victim fails a Constitution save, he or she will be unable to take any action for 1d12 rounds. Paralysis can be cured by the **Cure Wounds** spell.

Gnoll

Armor Class as Medium (14)

Hit Points 6,9,12

Attacks Weapon +1 (High)

Movement 9"

Special High morale (+2)

Gnolls are hyena-headed, six feet tall, hairy humanoids. They are fierce fighters, often unwilling to retreat. They employ battle tactics, trying to ambush or flank the enemy, especially when led by a strong leader. Nocturnal by nature, they live in caves or ruins. When they travel, they do so at night, often in large numbers

Human, Bandit

Armor Class as Light (12)

Hit Points 5,8,12

Attacks Weapon +1 (Normal)

Movement 9"

Bandits live by plunder and are a threat often encountered by travellers, especially in dangerous, lawless areas.

They may not be well armed, but what they lack in equipment they make up for with numbers and cunning. Bandits will often rely on disguise or trickery to lure victims into ambush.

Human, Guard

Armor Class as Medium (14)

Hit Points 5,8,12

Attacks Weapon +1 (Normal)

Movement 9"

Guards are trained and equipped footmen. They can be retainers, employed by a wealthy noble, or city guards, hired to keep order on the streets.

They are usually armed with spears, swords and shields, and their equipment, while worn, will usually be of good quality. Their experience makes guards unusually aware of their surroundings, and significantly harder [11+] to surprise. This awareness makes guards a good source of information, and they are usually willing to share it for a price.

Lizard Man

Armor Class as Medium (14)

Hit Points 6,10,14

Attacks Weapon +1 (High); Bite (Normal)

Movement 6" Swim 12"

Lizard men are 7 feet tall reptilian creatures, with green, gray, or brown scales. Their tail is used for balance and is 3 to 4 feet long. Lizard men have their own language. A few will speak Common, but they rarely communicate with outsiders. 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.

Their ability to hold breath for long periods of time allows them to hide easily under water, to escape their enemies or lure them into ambush.



Shadow

Armor Class as Light (12)

Hit Points 8,11,14

Attacks Touch (Low)

Movement 9"

Special Harmed by magic only;
Strength drain

Shadows are incorporeal monsters lurking in dark places, waiting for living prey.

They are immune to **Sleep** and can only be harmed by magical weapons.

On a successful hit a shadow deals damage and reduces the victim's Strength to **Low**. The reduction is temporary and the victim's Strength returns to its original value after a full night's rest.

Snake, Constrictor

Armor Class as Medium (14)

Hit Points 5,9,13

Attacks Bite (Normal)

Movement 12"

Special Constriction

The giant constrictor snake will automatically wrap itself around its victim after a successful bite, automatically doing **Normal** damage each round thereafter. It is necessary to kill the snake to free its victim.

Bugbear

Armor Class as Medium (14)

Hit Points 10,15,18

Attacks Weapon +2 (High)

Movement 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 are able to 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 as Unarmored (10)

Hit Points 10,14,17

Attacks Pseudopod (Double)

Movement 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 as Light (12)

Hit Points 10,14,17

Attacks Claw (Normal); Claw (Normal)

Movement 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 no actions other than to defend themselves. A victim within 5 feet of the harpy stands there and offers no resistance. The effect continues as long as the harpy sings and one round thereafter.

Wight

Armor Class as Medium (14)

Hit Points 10,14,17

Attacks Claw (Low)

Movement 9"

Special Undead; Health drain

Wights are undead monsters, corpses of the dead animated by dark magic. They despise the living, seeking out all such and attacking on sight. The damage done by a Wight does not heal. The health drain effect wears off after a week of rest.

Gargoyle

Armor Class as Medium (14)

Hit Points 14,18,22

Attacks Claw +1 (Low); Claw +1 (Low);
Bite +1 (Normal)

Movement 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 as Medium (14)

Hit Points 15,20,24

Attacks Weapon +2 (High)

Movement 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, but some [9+] of them are able to 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 as Heavy (16)

Hit Points 14,18,22

Attacks Touch (Normal)

Movement Fly 24"

Special Undead; Health drain

Wraiths are undead monsters, spirits of the dead which live on, driven by hatred for the living. The damage done by a Wraith does not heal. The health drain effect wears off after a week of rest.

Werewolf

Armor Class as Medium (14)

Hit Points 14,18,22

Attacks Bite +3 (High)

Movement 15"

Special Harmed by magic or silver only

Werewolves are cursed humans able to take the form of a large wolf at night. In their human form they appear quite ordinary, but those afflicted by the curse for a long time tend to show a beast-like aggressiveness. In animal form, they roam in small packs with a clear, stronger, leader.

Werewolves are repelled by wolfsbane, just as they are by silver. Smell of wolfsbane can be enough to drive a werewolf away, and touch of the herb is said to prevent the monster from changing into a wolf.

When killed, a werewolf always turns back into their human form.

Mummy

Armor Class as Heavy (16)

Hit Points 18,24,28

Attacks Touch +2 (High)

Movement 6"

Special Undead; Health Drain;

Harmed by fire or magic only

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.

Wounds caused by a mummy will be infected with a rotting disease, and the damage will not heal. The effect wears off after a week of rest.

A **Cure Disease** spell applied right away (no more than 6 turns after the wounds were inflicted) will make the effect end after three days. The wounds can then be healed normally.

Owlbear

Armor Class as Medium (14)

Hit Points 18,23,27

Attacks Claw +2 (Low); Claw +2 (Low);

Bite +2 (High)

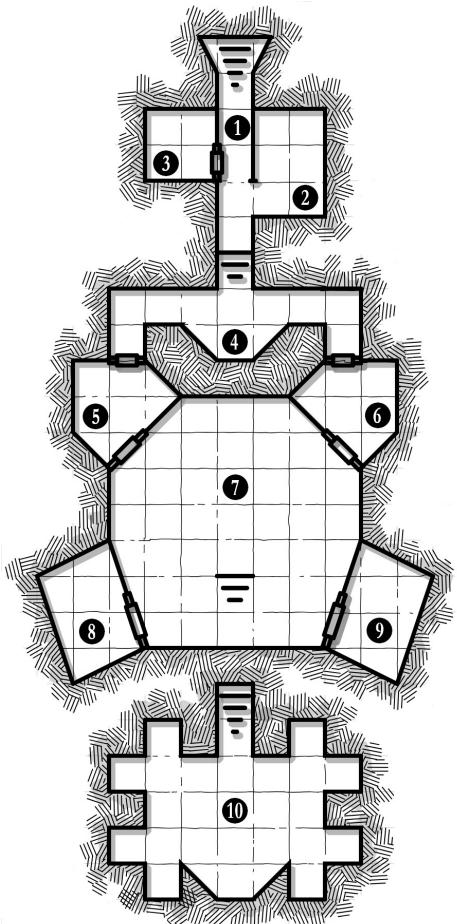
Movement 12"

Owlbears are horrid monsters having the body of an 8 feet tall bear and an owl-like head with a huge, razor-sharp beak. 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 additional **Double** damage.





The Temple of Temesh



*A farmer has been killed.
A sheep has gone missing.
There's unrest near the old temple ruins,
the ones long rumored to hold treasure.
You may feel sorry for the farmer.
You may not care about the sheep.
But you want to check out those rumors.*

1. Entrance

A long flight of uneven stone steps leads to a dark corridor. There is a tripwire across the floor. If tripped, a loud sound of a sheep bell is heard from the south. The **Goblin Guard** from 2 will check the entrance. If he spots only a single person in the passage, he attacks. Otherwise, he goes back and returns with help.

2. Guardroom

Sounds of dice and arguments. **Three Goblins** play dice at a wooden table. A fourth **Goblin Guard**, armed with a spear, sits close to the entrance, near a sheep bell connected to the corridor tripwire. Characters that understand the language can overhear the players complaining about losing money to someone named Gronk. One of the goblins speaks Common and will attempt parley if losing. If allowed to escape, the creatures will wait for two more that are out hunting and will set up ambush near the temple entrance. There is 47 gp on the table. Each of the goblins has 3d12 gp on them. Two barrels in the corner hold exquisite wine, worth 100gp per barrel, but only if left unopened.

3. Storage

An unpleasant smell comes from behind the wooden door. The room is littered with small brown pellets (Wisdom check determines they're sheep droppings). Several old crates hold nothing of value.

4. Vestibule

A damaged stone relief decorates the alcove to the south. It shows a fat man with a beard. His left hand is pointing upwards, his right hand holds a handle of some tool (missing). The man is surrounded by dancing bunches of wheat with human legs. Two passages lead left and right. Anyone examining the passage right will notice a few brown pellets on the floor (see 3).

5. Kitchen

Sounds of scared sheep and grinding metal. Smell of spice. Grickardo, a fat **Goblin Chef**, sharpens a big knife near a boiling pot. He will be surprised when anyone enters, but once given the opportunity, he'll escape south and warn others. A prize winning sheep (worth 20gp to a farmer with good eye) is tied to the wall.

6. Pantry

There's a small stash of food supplies in the west corner of the room. Seven daily rations of cured meat, a few bags of spices, a sizeable supply of garlic. The rest of the room seems empty and avoided, dust still on the floor, likely because of the statue. It shows a bearded woman, 1d12 stalks of wheat grow from her outstretched palms. The ears of wheat are heavy with grain and glitter in the dark. They will turn to dust unless cut with a sickle. If eaten, they restore a **Low** amount of hit points. The stalks will grow back after a week.

7. Temple Hall

There's not much noise in the room. Sounds of conversation and footsteps can be heard through both northern doors, but only on a successful Wisdom check. Six **Goblins** rest here after an eventful raid. There's three of them near the west wall, and three near the east wall. Unless the characters make excessive noise, they can easily surprise the Goblins [7+]. It will take a full round for the goblins on one side of the room to join the fight on the other. Continued noise will wake up **Gronk** in 8.

The temple hall is high-ceilinged and filled with air that lacks the stale aura of the other rooms. Six columns surround a stone altar in the center of the hall. The brackets for torches that are placed on the inner side of the columns hold golden ears of wheat, magically illuminating the room once the dirty pieces of cloth that cover them are removed. The ears are fixed, with a magical lock of some sorts (**Knock** spell will remove the protection).

There are two dusty baskets on each side of the altar, both big enough to fit a human head. Stone carving patterns with ears of wheat cover the walls to the east and west. There are piles of rags under those walls that clearly served as bedding. Searching them reveals no more than a pack of dried meat snacks and a few coins, totalling 15gp.

A trapdoor behind the altar reveals a stone stairway that leads into a darkness below.

8. Gronk's Bedroom

Gronk, the **Goblin Chief**, sleeps here, his pet **Giant Weasel** at his feet. Noises from the hall will wake him and he'll enter the hall after two rounds. A chest near his bed holds 270 gp, a small jewel worth around 80 gp, and a set of bone dice, cold to the touch. The dice are enchanted, and will roll high if dampened with beer. Anyone holding them feels an uncontrollable urge to drink a pint of a nice, cold brew.

9. Black Burrower's Lair

The door to this room is barred shut with wooden planks. When the planks are removed, a hissing noise can be heard. The room is filled with hissing darkness that seems to writhe near the eastern corner. This is the lair of a **Black Burrower**.

Black Burrower

AC: as Medium (14); **HP:** 30;

Attacks: Tentacle +2 (**Low**)

The monster will attack any light sources first, extinguishing torches and breaking lanterns upon hit. It remains stationary but can reach anything within the room. If there are three light sources in the room, it will temporarily retreat to the burrow, hissing loudly until the light disappears.

There are shelves on the southern wall. A decorative chest (20 gp) contains three jewel encrusted hoods (100 gp each). A leather tube holds two scrolls filled with strange writing. Three iron sickles hang on the wall, still sharp enough to do **Low** damage when used as a weapon.

10. Catacombs

Four headless **Skeletons** wander aimlessly around the spacious room, and attack anyone who enters. One of them wields a **Mace**, the rest are unarmed (and deal **Low** damage). One of the unarmed skeletons still wears a pair of golden bracelets (worth 25gp each). The headless skeletons will not leave the catacombs.

Three goblins lie dead on the floor in the northwestern corner. The crypts near them contain large stone coffins, both open, stone lids moved to the side. Examining the coffins reveals nothing outside of dust and scratch marks on the inside.

Six other crypts contain similar coffins, still closed. Their lids are heavy and require two people to be moved aside.

Once a coffin lid is opened, two headless **Skeletons** burst forth and attack, and d12 roll is needed to determine who they were.

1-3 skilled Warrior (+1 to attack rolls) still yields a **Short Sword**

4-9 Commoner, unarmed (**Low** damage)

10+ Noble, unarmed (**Low** damage);
wears ring with a crest (40gp), a jeweled chain (60gp) or a pair of golden bracelets (worth 25gp each)

The alcove to the south is decorated with a stone relief, showing a fat bearded woman, standing on an empty field and pouring grain from her opened hands into the mouths of several human heads lying around her in a circle.

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