

Bluish Basics



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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**. This should be noted on the character sheet with a **-**.

When the ability score is 13, 14 or 15, it is considered **High**. This should be noted on the character sheet with a **+**.

When the ability score is 16 or higher, it is considered **Exceptional**. This should be noted on the character sheet with a **++**.

Whenever it is stated that an ability modifies a roll, it means that you subtract 1 from the roll if the ability is **Low**, you add 1 to the roll if it's **High**, and add 2 to the roll if it's **Exceptional**.

Strength

A character cannot be a Fighter with **Low** Strength.

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

A character cannot be a Magic-User with **Low** Intelligence.

Intelligence includes general knowledge, memory, learning, and creating ability.

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

Wisdom

A character cannot be a Cleric with **Low** Wisdom.

Wisdom describes a character's willpower, common sense, perception, and intuition. 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 additional hit points a character gains at second and third level, as well as all Constitution checks.

Dexterity

A character cannot be a Thief with **Low** Dexterity.

Dexterity represents hand-eye coordination, precision, dodging ability, and gymnastic potential.

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

The referee (or optionally the player) rolls 3d6 and multiplies the result by 10 to arrive at the number of gold pieces with which the character begins play. 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 player character will know is modified by their Intelligence. Characters with **Low** Intelligence can speak Common, but cannot read and write. Characters with **High** Intelligence know Common and one other language. Characters with **Exceptional** Intelligence know Common and two other languages.

Whenever a monster entry refers to **a few** creatures speaking a language, it should be taken as a 1 in 6 chance that a given creature speaks it.

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.

Experienced Fighters deal more damage. Third level Fighters add +1 to all their damage rolls.

Fighters need 20 experience points to reach the second level, and 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 the undead (see p. XX). If the number on a d12 roll equals or exceeds the number given on the below table, the attempt succeeds.

	Level 1	Level 2	Level 3
Skeleton	6	T	T
Zombie	10	5	T
Ghoul	12	9	4
Wight	-	11	8
Wraith	-	12	10
Mummy	-	-	12

Clerics are allowed to cast a certain number of spells each day, as shown in the Spells Available table. The Cleric prepares his or her spells in the morning, praying for 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.

Clerics need 15 experience points to reach the second level, and 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. The Magic-User prepares his or her spells in the morning, memorizing 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).

Magic-Users need 25 experience points to reach the second level, and 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	10	11	9	10	9
Level 2	7	9	7	7	5
Level 3	4	7	5	4	2

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 excel at backstab attacks. When the victim is unaware of the thief, or distracted and the Thief has succeeded in **Moving Silently** or **Hiding 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. In some cases, the referee may require both moving silently and hiding in shadows to be successful.

Thieves have several special skills. They can **Open Locks** (OL), **Remove Traps** (RT), **Pick Pockets** (PP), **Move Silently** (MS) and **Hide in Shadows** (HS). To use one of those skills, a d12 roll is needed. 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 need 15 experience points to reach the second level, and 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). Prices of items in the following lists are given in gold pieces.

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 weighs two slots, and Light armor uses up 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 and Movement

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.

Characters move 12 scale inches per turn when unencumbered. When **Encumbered**, movement is reduced to 9 scale inches.

When **Heavily Encumbered**, movement is reduced to 6 scale inches.

Armor

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

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

Ammunition

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

Hirelings

There are many occasions when a player character might need the assistance of a specialist. Several types of hireling are described below, with representative prices. Especially skilled (or just pompous) hirelings might charge much more, while those offering bargain rates should be treated with distrust.

Engineer (800 GP per month)

Construction of any sort of building, fortress, or underground structure must normally be managed and supervised by an engineer.

Sage (2000 GP per month)

Sages are those who have studied historical records or other old books. They are commonly hired to provide advice and guidance on matters of ancient history or legend. A sage will not always know the answer to a question, requiring time to research the answer, and may even be wrong on occasion.

Seaman (15 GP per month)

Any ship or riverboat will require a crew of seamen; the exact number required depends on the type of ship, of course.

Ship Captain (300 GP per month)

Every ship must have a captain. The captain of a ship is the master thereof, his or her orders aboard ship are considered law.

Smith 50 GP per month

A smith is required for every 50 horses, mules, or other metal-shod steeds in the service of a character. Every second smith employed may be an apprentice, who will be paid half the given rate.

Retainers

Player characters may wish to employ henchmen (also called retainers) 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 should roll two six-sided dice on the following table to determine whether the non-player character or monster accepts the offer, applying such bonuses or penalties as he or she sees fit.

The roll is a standard reaction roll (see page 11), modified by Charisma of the recruiter. Positive results mean the offer was accepted. An **Uncertain** result allows the adventurer to increase his or her offer, thus gaining another roll. Results less than 6 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 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.

Reaction Rolls

When people, or any intelligent creatures, meet for the first time, a reaction roll may be required. The referee should roll 2d6 for the monster or non player character reaction. The reaction will be as follows.

2-5: Negative

6-8: Uncertain

9-12: 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 six-sided die for each side, with a result of 1-2 indicating surprise. Note the use of the word "unexpectedly;" characters or creatures laying in wait to perform an ambush would usually not be subject to surprise, but of course they intend to inflict surprise upon their victims.

If one side is surprised and the other is not, members of the unsurprised side may make a full movement action (that is, one full round of movement), cast a spell, ready a weapon, or perform an attack with a ready weapon (melee or missile) immediately while the surprised group may take no actions at all. Note that each member of the unsurprised side may take a different action from the list given; they do not all have to do the same thing. Also, the referee may allow any other action to be done in the surprise segment which he or she feels is roughly equivalent to one of the actions mentioned.

Some monsters gain surprise more frequently than indicated here; their odds of gaining surprise will be given with the monster's description.

Initiative

Each round, each side in combat rolls a six-sided die. Whichever side rolls highest acts first. In the case of a tie, both sides may act simultaneously, or the referee may choose to require a re-roll.

The referee may modify the round order in whatever way seems most reasonable. For example, consider a group of mounted men with lances bearing down on a squad of archers. The archers win the initiative roll, and knowing that they will get only a single shot, declare intent to wait until the enemy is in short range. Instead of allowing (or requiring) the horsemen to complete their move and attack as a single action, the referee quite reasonably allows the archers to act as they had described. Had they failed their initiative roll, the referee might rule that they were caught flat-footed by the horsemen and did not have time to get off a shot.

At the referee's option, each combatant may roll initiative individually; in this case, ties may indicate simultaneous action, may be re-rolled, or may be resolved by comparing the Dexterity of the combatants, as desired by the referee. This method might best be reserved for smaller groups of combatants, to avoid confusion.

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.

Attacking

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

In the case of a hit, the appropriate damage die is rolled (as given in the Weapons table) and deducted from the target's current hit points. If the target's hit points are reduced to zero or less, the target is dead.

Charging

Charging allows a character to make up to a double move and then strike with a spear. Double normal damage is done on a successful hit. The attacker must move at least 2" in order to perform a charge, and must proceed in a generally straight path toward the target.

A character standing on the ground who is being charged may "set" a spear (assuming that character is so armed) to receive the charge, bracing the butt of the weapon against the ground or some appropriately resistant structure. If the defender's attack roll is successful, damage is doubled.

Damage

If an attack roll is a success, damage will be done to the target. The damage is given in the Weapons table (see page 8). The player rolls the indicated dice, adds any modifiers, and the total is deducted from the target's current hit point total. If the victim's hit points are reduced to 0, that character or creature is dead.

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.

Magic such as a Cure Wounds spell, a potion of healing, or some medicinal herbs may be used for more rapid recovery.

Morale

During combat, when a group of non-player characters or intelligent monsters have lost some of their numbers or otherwise might be feeling a bit worried about their tactical position, the referee should roll a morale check on two six-sided dice. Note that unintelligent monsters do not roll morale checks; they merely fight until slain. For all others, refer to the results below.

2-5: Attempts to retreat

6-8: Continues to fight if winning,
attempts to retreat if losing

9-12: Fights on



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 $1d6+1$ 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 3" range.

Detect Undead

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

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.

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 +1 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 +1 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 2d6 turns, but may be countered by dispel magic or 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+1 points of damage 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

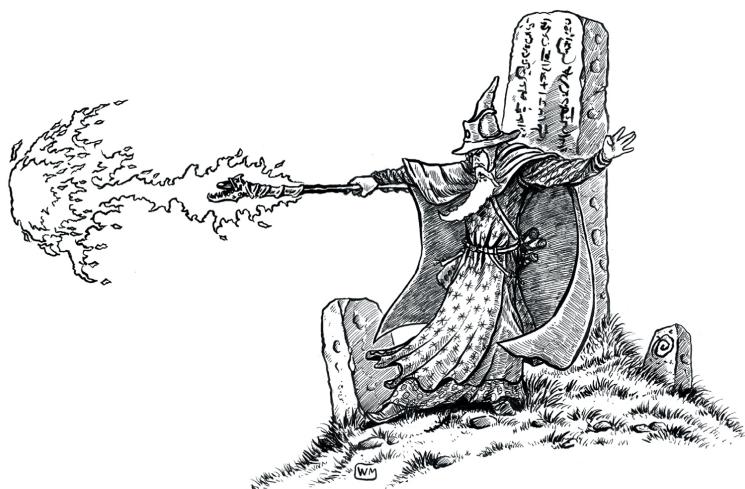
This spell creates an invisible, shield-like disk of force that hovers in front of the caster. It improves the caster's Armor Class by 5 points against melee attacks and 7 points against missile weapons.

Ventriloquism

The caster of this spell can make his or her voice seem to issue from someplace 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 dispel magic or light; otherwise, it persists for 6 turns. The spell may 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

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

Levitate

Levitate allows the caster to move up and down as desired. The caster cannot move horizontally by means of this spell, 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 $1d4$ 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. A Magic-User three or more levels higher than the caster of this spell can pass through the door without difficulty, and 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

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

11-12 a monster from page 30

Dungeon, Third Level

1-2 a monster from pages 27-28

3-8 a monster from page 29

9-10 a monster from page 30

11-12 a monster from page 31

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.

Lizard Man

Armor Class 5 [14]

Hit Points 3-17

Attacks 2 claws + bite or weapon + bite
(1d3 claw, 1d8 bite, 1d6 or 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.

Shadow

Armor Class 7 [12], magic

Hit Points 4-18

Attacks 1 (1d4 plus special)

Move 9"

A shadow is an incorporeal monster, literally a kind of living shadow. Only magical weapons will harm a shadow. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places. They are 5 to 6 feet tall, generally man-shaped, and weightless. Despite their appearance they are not undead monsters and thus do not share those creatures' weaknesses or powers. Shadows are immune to charm and sleep magics.

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 2d4 hours. If not completely reduced to 0 points of Strength, a victim will begin regaining them at a rate of 1 per turn after 8 turns have passed.

Snake, Giant Constrictor

Armor Class 5 [14]

Hit Points 2-16

Attacks 1 bite (1d6, 2d4 per turn constrict)

Move 12"

The giant constrictor snake, will automatically wrap itself around its victim after a successful bite, doing 2d4 points of damage per round thereafter. It is generally necessary to kill the snake to free its victim.

Green Slime

Armor Class N/A

Hit Points 2-16

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 1d6 rounds, but does not affect stone. Once 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 1d6 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 5 [14]

Hit Points 2-16

Attacks 1 (1d8 or by weapon)

Move 9"

Gnolls are hyena-headed, hairy humanoids who average 6½ feet tall. They are fierce fighters, receiving a general bonus of +2 on morale checks.

Gnoll tribes are led by a chieftain having 6 hit dice. He will be attended by 1d4 guards who each have 4 hit dice.

Ghoul

Armor Class 6 [13]

Hit Points 2-16

Attacks 2 claws, 1 bite (1d4 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 do not make their saving throws.

Characters slain by a ghoul will arise at the next nightfall (but not less than 8 hours after dying) as ghouls themselves.

Bugbear

Armor Class 5 [14]

Hit Points 4-25

Attacks 1 (2d4)

Move 9"

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. Though apparently ungainly, they move quietly, surprising on a roll of 1-3 on 1d6. Like other goblinoids, they see well in the darkness, having Infravision with a 6" range, and they are similarly uncomfortable in bright light, suffering penalties of -1 on attack rolls in full daylight conditions. They are more ferocious than other goblinoids, however, and suffer no penalty to morale even in daylight.

Gray Ooze

Armor Class 8 [11]

Hit Points 3-24

Attacks 1 (2d8)

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 7 [12]

Hit Points 3-24

Attacks 2 claws, 1 weapon (1d4, 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 available, 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 for as long as the harpy sings and for 1 round thereafter.

Wight

Armor Class 5 [14]

Hit Points 3-24

Attacks Energy drain

Move 9"

Wights are undead monsters (as described on page 82), 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.

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