

SINEW & STEEL EDITION

# BLOODY BASIC

MEDIEVAL ROLE PLAYING GAME

BY JOHN M. STATER



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

# BLOODY BASIC

## FANTASY ROLE PLAYING GAME

WRITTEN & EDITED BY

John M. Stater

COVER ILLUSTRATION

Unknown

INTERIOR ILLUSTRATIONS

Enmanuel "Lema" Martinez  
and various medieval artists

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From the landless sons of nobles to escaped serfs to townsmen hungry for gold and status, the medieval Europe never lacked for adventurous souls. Whether they were joining armies or caravans or just skulking around narrow streets under moonless skies in search of fat purses to separate from their owners, these daring men and women were trying to do more than merely survive – they were trying to carve their names in the stone of immortality. Will you take up the challenge? Will you strike out into unknown lands in search of fame and fortune? More importantly – if you do, will you be lucky enough to survive?

## I. INTRODUCTION

*Bloody Basic* is a role playing game set in a medieval world of knights, damsels, and treasure. It is a “basic” version of the more advanced *Blood & Treasure* RPG. The *Sinew & Steel* edition excludes magic and the supernatural.

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

### THE DICE

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

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

Four sided dice are abbreviated “d4”

Six sided dice are abbreviated as “d6”

Eight sided dice are abbreviated as “d8”

Ten sided dice are abbreviated as “d10”

Twelve sided dice are abbreviated as “d12”

Twenty sided dice are abbreviated as “d20”

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

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

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

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

Percentile dice are abbreviated d100 or d%. To simulate a one hundred sided dice, roll two d10. The first dice counts as the ten’s place, the second as the one’s place. Thus, if the first dice was a “7” and the second dice was a “5”, the roll would be considered a “75”. If a “0” is rolled for the one’s place, it is counted as a “0”. If a “0” is rolled for the ten’s place, it is considered a “10”. A roll of “00” and “0” is “100”.



## II. CHARACTERS

For players of *Bloody Basic*, the character they play is their window to the world. Characters can be male or female, young or old, and one of several different ranks and classes. Some aspects of a character are rolled randomly, and thus are outside the control of the player. Other aspects are chosen by the

player. Before you create a character, you need to understand the following game-related terms.

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

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

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

**CLASS** – A character’s class is their profession. Class determines how good a character is at combat and what kinds of tasks at which they excel.

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

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

**HIT DICE** – A character earns a Hit Dice (HD) at each level. A HD is a dice rolled to determine a character’s hit points (see below). The more skilled a class is at fighting, the larger their HD. Armsmen roll the largest HD, a d8, while villeins roll the d6.

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

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

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

**ARMOR CLASS** – A character’s Armor Class (AC) is a target number that an attacker must overcome with his or her attack

<b>NAME:</b> GANULF OF LOT					
<b>CLASS:</b>	Armsman	<b>RANK:</b>	Aristocrat	<b>XP:</b>	0
				<b>LEVEL:</b>	1 (Man-At-Arms)
<b>STR:</b>	13 (strong)	<b>Hit Points:</b>	5	<b>Fortitude:</b>	13
<b>INT:</b>	8 (stupid)	<b>Armor Class:</b>	16	<b>Reflex:</b>	15
<b>WIS:</b>	9	<b>Movement:</b>	30'	<b>Will:</b>	15
<b>DEX:</b>	10	<b>Melee Attack:</b>	+2		
<b>CON:</b>	10	<b>Missile Attack:</b>	+1		
<b>CHA:</b>	11	<b>Encumbrance:</b>	34 (carrying 15)		
<b>SPECIAL ABILITIES:</b> +1 to reaction checks, 1 feat per day (Artful Dodge, Cleave, Quick)					
<b>LANGUAGES:</b> English					
<b>EQUIPMENT</b>					
	Cloak				Guard dog
	Cuir boille (AC 13)		Flint & steel		
	Heater shield (AC +2)		Woolen hose		
	Sallet helm (AC +1)		Iron spikes (10)		
	Francisca axe (1d6)		Oil (flask)		
	Cinquedea (1d4+1)		Pole (10')		
	Spear (1d8)		Rations (2 weeks)		
	Sling (1d4)		Rope (50')		
	Backpack		Torches (10)		
	Bedroll		Waterskin		
	Boots		Whetstone		
<b>Crowns:</b>	0	<b>Shillings:</b>	7	<b>Pennies:</b>	7
<b>Treasure:</b> None (yet!)					

roll to inflict damage. Armor Class starts at 10 and increases due to a high dexterity score, wearing armor and/or carrying a shield.

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

### III. ABILITY SCORES

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

#### STRENGTH

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

## INTELLIGENCE

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

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

## WISDOM

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

## DEXTERITY

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

## CONSTITUTION

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Roll three six-sided dice (3d6) and record the number next to Constitution. If the number you rolled was between 3 and 8, your character is **frail**. You must deduct one from the roll when you roll dice for Hit Points, roll dice for a Fortitude saving throw, or roll dice when performing an Endurance task. If the number you rolled was between 13 and 18, your character is **tough**. You add

one to the roll when you roll dice for Hit Points, roll dice for a Fortitude saving throw, or roll dice when performing an Endurance task. If you rolled a number between 9 and 12, your character has average constitution and neither adds nor subtracts when rolling dice as described above.

## CHARISMA

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

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

## IV. SOCIAL RANKS

In the Middle Ages, social rank was very important, much more so than in modern, merit-based societies. Rising through the social ranks was difficult and fraught with danger. There are three social ranks in the game – aristocrat, burgher and peasant. Players choose which rank their character was born into.

### ARISTOCRAT

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Aristocrats are the landed elite of society. Their children are usually warriors and scholars, and they are taught to understand their special and important place in the Great Chain of Being – both their position above others, and their position below their betters, to whom they are expected to show deference and respect (at least until they usurp their positions).

Aristocrats increase their starting Charisma score by 1 point (to a maximum of 18) and reduce their starting Constitution score by 1 point (to a minimum of 3).

Aristocrats have a knack for diplomacy, and thus enjoy a +1 bonus to reaction checks.

### BOURGEOIS

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The bourgeois hail from the towns and cities of medieval Europe. They are, in essence, the middle class of society – tradesmen, merchants, clerks and the like. While they know their place in society, they are not satisfied with it.

Bourgeois increase their starting Intelligence score by 1 point (to a maximum of 18) and reduce their starting Strength score by 1 points (to a minimum of 3).

Being born and bred in the filthy urban areas of the Middle Ages, the bourgeois enjoy a +2 bonus to save vs. disease.

## PEASANT

Peasants are rural folk, generally at the bottom rung of the social ladder. Within the peasantry, there is a wide variance in wealth and freedom, with free, small landowners like yeomen and serfs, who are the property of their lords.

Peasants increase their starting Constitution score by 1 point (to a maximum of 18) and reduce their starting Intelligence score by 1 points (to a minimum of 3).

Peasants have a knack surviving in the wilderness.

## V. CLASSES

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

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

Characters have a movement rate of 30 feet per round.

## THE ARMSMAN CLASS

The armsman is a trained warrior, a master of fence, who is trained to dominate utterly the field of battle. While any sort of historical warrior can be portrayed using the armsman class, most wear heavy armor and carry the most potent weapons they can.

**REQUIREMENTS & RESTRICTIONS** – Armsmen must have a Strength score of 9 or higher. They can be of any religion, and they can use any weapon and wear any armor.

**SPECIAL ABILITIES** – Armsmen have the ability to perform feats of combat excellence while fighting. An armsman can perform a limited number of feats per day, based on their level and the level of difficulty of the feat. Armsmen know a limited number of feats, beginning with three first level feats at first level. An armsman learns a new feat each time they advance in level. They might also learn additional feats from other armsmen.

At sixth level, an armsman gains a retainer. The retainer is a loyal companion under the control of the armsman's player. The



retainer is rolled randomly on the retainer table at the end of this section. The TK should roll ability scores for the retainer and assign them a name, social rank and religion. The armsman must pay for his retainer's room and board. Armsmen receive 25% of the XP earned by the armsman.

ARMSMAN LEVEL	FEATS PER FEAT LEVEL PER DAY		
	1ST	2ND	3RD
1st	1	-	-
2nd	2	-	-
3rd	2	1	-
4th	3	2	-
5th	3	2	1
6th	3	3	2

### FIRST LEVEL ARMSMAN FEATS

1. **ARTFUL DODGE** – You avoid one enemy attack this round, provided you are capable of moving.
2. **CLEAVE** – If you slay an opponent this round, you get an extra attack against another opponent within reach.

3. **CRITICAL HIT** – One successful attack you make this round inflicts an extra 1d6 points of damage.

4. **FAR SHOT** – You double the range of a missile weapon attack.

5. **FIGHT BLIND** – You can make one attack while blind without suffering any penalty to the attack roll.

6. **GUARDS & WARDS** – You accept a penalty to hit this round (-1, -2 or -3), and gain a corresponding bonus (+1, +2 or +3) to AC.

7. **IRON FIST** – You may deal 1d4 points of damage with an unarmed strike this round.

8. **POWER ATTACK** – You accept a penalty to hit this round (-1, -2 or -3), and gain a corresponding bonus (+1, +2 or +3) to damage.

9. **QUICK** – You add +1 to your initiative roll this round.

10. **SHIELD BASH** – You may attack with a shield at no penalty, scoring 1d4 points of damage if successful.

11. **SWORD & DAGGER** – You may attack with two weapons you are holding this round. One weapon can be of medium weight, the other must be light. You suffer no penalty to attack with either weapon.

12. **WEAPON FOCUS** – Choose one weapon. For the remainder of this combat, you gain a +1 bonus to hit with that weapon.

## SECOND LEVEL ARMSMAN FEATS

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1. **BULL RUSH** – Any opponent you successfully attack this round is also knocked out of your way (up to 5 feet).

2. **DEFLECT ARROWS** – For one minute you can negate hits on you from missile weapons with a successful Reflex saving throw.

3. **DISARM** – Any opponent you successful attack this round is also disarmed of their weapon or any other item they are holding.

4. **FEINT** – Any opponent you successful attack this round is fooled into moving into an awkward position, and is denied an attack on their next turn (whether this round or the next).

5. **GRAPPLE** – Any opponent you successfully attack with an unarmed strike this round is also held and pinned by you. This pin is maintained until they make a successful attack roll against you.

6. **STUNNING FIST** – Any opponent you successfully attack with your unarmed strike is dazed for 1d4 rounds. While dazed, they may not move or attack, but can defend themselves.

7. **SUNDER** – Any opponent you attack this round also has their weapon, shield or some other item they are holding sundered in twain. Fragile items are broken instantly. Wooden items have a 2 in 6 chance of surviving. Metal items have a 4 in 6 chance.

8. **TRIP** – Any opponent you successfully attack this round is also knocked prone to the ground.

## THIRD LEVEL ARMSMAN FEATS

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1. **GREAT CLEAVE** – As long as you keep slaying opponents, you keep gaining extra attacks against new opponents within reach.

2. **LEADERSHIP** – Soldiers under your direct command (they must be within 30 feet of you) get either a +1 bonus to hit or a +1 bonus to Armor Class for one round per armsman level.

3. **SHOT ON THE RUN** – You may make a full run and still shoot or throw missiles without any penalty to your attacks.

4. **SNATCH ARROWS** – As deflect arrows, but you actually catch the missiles and may immediately, out of turn, throw them back at your attackers (if they are within range).

5. **SPRING ATTACK** – You may make a move, attack, and then make a second move.

6. **WHIRLWIND ATTACK** – You make one attack against every opponent within reach of your weapon. A penalty equal to the total number of attacks you are making is applied to each and every one of these attacks. Attacking five people, therefore, results in a -5 penalty to each of those five attacks.

## BERSERKER SUBCLASS

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An armsman with a Constitution of 13 or higher can opt to be a berserker. Berserkers are wild and woolly warriors from the wilderness. They eschew the civilized ways of normal armsmen. Berserkers do not gain the feats of an armsman and they can use up to cuir boille armor. Berserkers can go berserk in one combat per day per level. While berserk, they deduct two from their Armor Class, but score double damage with successful melee attacks. In addition, berserkers can climb sheer surfaces and move silently as villeins (see below).

## THE CAVALIER SUBCLASS

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An armsmen with a Dexterity score of 13 or higher can opt to be a cavalier. Cavaliers specialize in mounted combat. They suffer no penalty for fighting on horseback, and can learn three special feats not available to other armsmen.

1. **RIDE-BY ATTACK** – While charging on a mount, the cavalier may attack at any point during the charge – in essence, making a move, attacking, and then moving again.

2. **SPIRITED CHARGE** – The cavalier deals double damage with his weapon attack while charging on a mount.

3. **TRAMPLE** – The cavalier can trample opponents with its mount by simply riding over them. The mount gets no attacks that round other than trampling, dealing double hoof damage to everything in its path unless they pass a Reflex saving throw, in which case they cut the damage in half. The cavalier may still attack with his own weapon while trampling.

## THE CLERIC SUBCLASS

An armsman with a wisdom of 13 or higher can opt to become a cleric. Clerics are religious knights or fighting priests. While clerics must have a religion, the extent of their faith is up to them. One can be a fighting bishop and give only cursory lip service to their faith. Clerics can bless, as theologians (see Scholar below).

### ARMSMAN ADVANCEMENT TABLE

XP	LEVEL	HIT POINTS	ATTACK BONUS	TITLE
0	1	1d8	+1	Man-At-Arms
2,000	2	2d8	+2	Armiger
4,000	3	3d8	+3	Sergeant
8,000	4	4d8	+4	Vavasseur
16,000	5	5d8	+5	Captain
32,000	6	6d8	+5	Armsman

### ARMSMAN SAVING THROWS

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

## THE SCHOLAR CLASS

Scholars are men who have attended one of the medieval universities and acquired a Bachelor of Arts degree. This degree required three to four years of study, and gave a scholar a grounding in the seven liberal arts of arithmetic, geometry, astronomy, music theory, grammar, logic and rhetoric, and touched on the three Aristotelian philosophies of physics, metaphysics and moral philosophy. Spending so much time in study, scholars are weak combatants.



**REQUIREMENTS & RESTRICTIONS** – Scholars must have an Intelligence score of 9 or higher. They can belong to any religion. Scholars cannot use armor of any kind, and can only fight with clubs, daggers, slings and staves.

**SPECIAL ABILITIES** – Scholars can use their knowledge of legends and lore to answer all manner of questions about people, places and things. Alas, scholarship in the Middle Ages was not always up to snuff, and thus any time a scholar must answer a question, there is a 1 in 6 chance that their information is flawed – either some manner of superstition or fable that people once believed to be true. Scholars will never know this information is false (unless, of course, they are confronted first hand with the facts) and will always insist that they are perfectly correct.

Scholars are well versed at flooding their listener's minds with what most people consider gibberish. By blathering at a person, a scholar forces them to pass a Will saving throw or stare dumbfounded at them, unable to get in a word edgewise, for 1d4 rounds. After that point, the person can walk away, begin a rebuttal, or simply clunk the scholar on the head.

A scholar has a chance to decipher writing or understand speech in a language they do not actually know by remembering scraps of the language picked up during their studies, or by relating the language they are reading or hearing to a language that they do know.

By careful observation and thought, a scholar can deduce a person's social rank, religion (and adherence to their religion), class (or trade, if they do not have a class), nationality and possibly other characteristics. This takes 5 minutes of observation (or more, if the person being observed is not interacting with others) and requires a Knowledge check.

Scholars are trained in logic, and are thus capable of deep thought on courses of action that, if they pass a Knowledge task check, tells them whether their plan is likely to succeed or likely to fail. In essence, the player can ask the Treasure Keeper whether some plan of theirs is a good or bad idea. Logic requires a quiet place for reflection, and at least 10 minutes of thought.

In addition, all scholars study one of the higher faculties: Law, medicine or theology, chosen by the player at character creation.

**LAWYERS** – Scholars of law are called lawyers. Lawyers are skilled at arguing before magisterial, noble and royal courts, and they are so silver tongued that they can, once per day per level, charm a person so thoroughly that they consider the lawyer a friend until the lawyer does something to dispel that notion.

**LEECHES** – Scholars of medicine are called leeches. Leeches are skilled at treating wounds. Given an hour and the proper equipment, a leech can immediately restore 1d6 hit points to a wounded person a number of times per day equal to their level. In addition, they can brew anti-toxins, medicines and poisons. These brews require a full day of work, access to the proper equipment and ingredients. Ingredients cost 24 s.

**THEOLOGIANS** – Scholars of theology are called theologians. Theologians are steeped in the mysticisms of the church, and usually serve as priests. They are thus able to hand out blessings and to remove curses. Of course, the state of being blessed or cursed is entirely a figment of a person's imagination, but a superstitious person is apt to believe these things and act accordingly. A blessed person enjoys a +1 bonus to all d20 rolls for 24 hours. A theologian's blessing instantly removes a curse.

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

#### SCHOLAR ADVANCEMENT

XP	LEVEL	HIT POINTS	ATTACK BONUS	TITLE
0	1	1d4	+0	Scholastic
1,500	2	2d4	+0	Academic
3,000	3	3d4	+1	Philosopher
6,000	4	4d4	+1	Doctor
12,000	5	5d4	+1	Professor
24,000	6	6d4	+2	Master

#### SCHOLAR SAVING THROWS

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

#### THE VILLEIN CLASS

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

**REQUIREMENTS & RESTRICTIONS** – Villeins must have a Dexterity score of 9 or higher. Villeins can only use aketons and gambesons and cannot use shields. They can use all light weapons.

**SPECIAL ABILITIES** – Villeins can backstab their opponents and use many special skills.

When a villein surprise attacks a person from behind, he doubles his damage (i.e. rolls damage twice). At sixth level, a villein inflicts triple damage with a backstab attack.

Villeins have the following specialized skills:

**CLIMB SHEER SURFACES** — Villeins can attempt to climb surfaces



that have no apparent hand and foot holds.

**FIND AND REMOVE TRAPS** — Villeins can find hidden traps, and remove them safely with a set of villeins' tools.

**HIDE IN SHADOWS** — Villeins can attempt to hide with nothing to obscure them but the shadows.

**LISTEN AT DOOR** — Villeins can attempt to hear conversations and other noises clearly on the other side of a door.

**MOVE SILENTLY** — When a villein moves silently, they move without making any sound whatsoever, and thus there is no chance that someone will hear them.

**OPEN LOCKS** — Villeins can use their villeins' tools to pick locks, and use their keen hearing and nimble fingers to crack safes.

**PICK POCKETS** — Villeins can attempt to pick pockets without any chance of their victims knowing they have been robbed. In addition, a villein can use this skill to palm small objects and perform other acts of legerdemain.

Use of these skills is resolved as per a skilled task check (see Task Checks for more information).

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

## ASSASSIN SUBCLASS

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

## THE CHARLATAN SUBCLASS

A villein with a charisma of 13 or higher can opt to be a charlatan. A charlatan loses the ability to climb sheer surfaces and find and remove traps, and they may not wear armor. They gain the ability to don disguises, comprehend languages, gather rumors and deceive people as skills. Charlatans also enjoy an extra +1 bonus to reaction checks with people they have not yet fooled.

## THE HEDGE WIZARD SUBCLASS

A villein with a wisdom of 13 or higher can opt to become a hedge wizard. Hedge wizards are something like rustic scholars, trained through apprenticeship to a master rather than at a university. They lose the villein's ability to climb sheer surfaces and find and remove traps, but gain the ability to curse people and to remove curses from people.

A curse must be believed to be effective, so people who are cursed may avoid its effects by passing a Will saving throw. Those who do not succeed at a saving throw suffer a penalty to d20 rolls equal to half the hedge wizard's level (rounding up) until the curse is removed. A hedge wizard can always remove their own curse, but they must make a Knowledge task check to remove the curse of another.

## THE MINSTREL SUBCLASS

A villein with a Charisma and Intelligence of 13 or higher can opt to be a minstrel. A minstrel loses the ability to open locks and find and remove traps, and they may not wear armor. When playing an instrument, a minstrel can fascinate an audience. The members of the audience must pass a Will saving throw or stare in rapt attention at the minstrel's performance, ignoring everything else but mortal danger (such as physical attacks or fires). Minstrels enjoy a +1 bonus to reaction checks with people.

## THE VENTURER SUBCLASS

A villein with an intelligence of 13 or higher can opt to become a venturer. Venturer is short for merchant adventurer. While most merchants and traders stick close to home, venturers wander far and wide looking for new trade routes and new things to trade. Venturers lose the ability to find and remove traps, but gain the ability to comprehend languages and to appraise the value of goods and services (within to about 10% of their real value).

## VILLEIN ADVANCEMENT TABLE

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

## VILLEIN SAVING THROWS

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

## VI. RETAINERS

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

D20	RETAINER
1	Agent (2nd level assassin, dagger, vial of poison)
2	Burglar (2nd level villein, cloak, dagger, tools)
3	Cook (0 HD, cleaver, knives)
4	Cunning man or wise woman (2nd level hedge wizard, club)
5	Friar (2nd level cleric, mail shirt, morningstar)
6	Goodwife (2nd level hedge wizard, dagger)
7	Highlander (2nd level barbarian, mail, two-handed sword)
8	Knight (2nd level cavalier, plate armor, shield, warsword)
9	Man of Law (2nd level scholar-lawyer)
10	Merchant (2nd level venturer, dagger, donkey)
11	Monk or nun (2nd level scholar-theologian, staff)
12	Pardoner (2nd level charlatan, dagger, vials)
13	Parson (2nd level scholar-theologian)
14	Physician (2nd level scholar (leech), tools, dagger)
15	Prioress (2nd level scholar-theologian)
16	Reeve (2nd level armsman, mail, shield, light mace)
17	Shipman (2nd level armsman, leather, buckler, hand axe)
18	Squire (1st level cavalier, chainmail, shield, war sword)
19	Troubadour (2nd level minstrel, lute, dagger)
20	Yeoman (2nd level armsman, brigandine, longbow, hand axe)

## VII. EQUIPMENT

### MONEY

Money in Medieval Europe consisted of gold, silver and copper coins, sometimes called “pieces”. While there were many systems of exchange, the most widespread was as follows:

COIN	GP	SP	CP
Gold Piece (gp)	1	20	960
Silver Piece (sp)	1/20	1	48
Copper Piece (cp)	1/960	1/48	1

Most coinage in the Middle Ages was in the form of silver. The following silver pieces were used in England, for example (with the shilling (S) being equivalent to the silver piece above), with the copper farthing included for reference:

COIN	C	S	G	D	F
Crowns (C)	1	5	15	60	240
Shillings (S)	1/5	1	3	12	48
Groats (G)	1/15	1/3	1	4	16
Pennies (D)	1/60	1/12	1/4	1	4
Farthing (F)	1/240	1/48	1/16	1/4	1

*Bloody Basic* characters begin the game with 10 silver shillings per point of Charisma.

### ENCUMBRANCE

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

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

Normal characters can carry 24 light objects without being encumbered.

Weak characters can carry 14 light items without being encumbered.

Strong characters can carry 34 light items without being encumbered.

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

### ARMOR

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

ARMOR	AC	WEIGHT	COST
None	10	-	-
Aketon or gambeson	11	L	5 s
Brigandine	12	L	10 s
Cuir boille	13	L	30 s
Byrnie of maille	14	M	75 s
Hauberk of maille	15	M	100 s
Plate armor	16	H	280 s
Helm			
Sallet, morion, casque	+1	L	5 s
Basinet, heaume, barbute	+2	L	15 s
Shield			
Buckler, targe	+1	L	5 s
Heater, kite, Hungarian	+2	M	15 s
Pavise	+3	H	30 s
Gauntlets, locked	-	L	8 s

## WEAPONS

When faced with a horde of bandits or a rampaging boar, a stout weapon is a character's best friend. Melee weapons are weapons used in hand-to-hand combat. Missile weapons are weapons that strike from a distance.

MELEE WEAPON	DAMAGE	WEIGHT	COST
Axe – Battleaxe	1d8	M	10 s
Axe – Bearded	1d8+1	H	15 s
Axe – Francisca	1d6	L	6 s
Billhook	1d6	M	1 s
Club	1d4	L	1 d
Dagger	1d4	L	2 s
Dagger – Cinquedeas	1d4+1	L	3 s
Dagger – Misericorde	1d3	L	1 s
Falchion or khopesh	1d8	M	7 s
Flail, footman's	1d6+1	M	15 s
Flail, horseman's	1d4+1	M	8 s
Lance	1d6+1	M	5 s
Mace, footman's	1d6+1	H	12 s
Mace, horseman's	1d4+1	M	5 s
Morning star	2d4	M	8 s
Pick, footman's	1d6+1	M	8 s
Pick, horseman's	1d4	L	4 s
Pike (12'-20' long)	1d6+1	H	5 s
Pole arm (6'-10' long)	1d10	H	10 s
Spear (6' long)	1d8	M	2 s

Staff	1d6	M	2 d
Sword – Bastard Sword	1d8+1	M	20 s
Sword – Bilbo	1d6	L	20 s
Sword – Cutlass	1d6+1	M	12 s
Sword – Flambard	1d8+1	M	60 s
Sword – Greatsword	1d10	H	50 s
Sword – Scimitar	1d8	M	12 s
Sword – Short Sword	1d6	L	10 s
Sword – War Sword	1d8	M	15 s
Warhammer	1d4+1	M	12 s

MISSILE WEAPON	RANGE	DAMAGE	WEIGHT	COST
Axe, Francisca	30'	1d6	L	6 s
Bow	200'	1d6	M	25 s
Crossbow	300'	1d6+1	H	50 s
Dagger	40'	1d4	L	2 s
Dart	60'	1d4	L	5 d
Handgonne	100'	1d8+1	H	60 s
Javelin	90'	1d6	L	1 s
Longbow	250'	1d8	M	50 s
Sling	150'	1d4	L	1 f

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

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

## MASTERWORK WEAPONS AND ARMOR

Some armor and weapons are made to a high standard, and are termed masterwork items. A masterwork item costs ten times as much as a standard item. Masterwork weapons provide its wielder a +1 bonus to hit. Masterwork armor, helms and shields provides its wielder a +1 bonus to Armor Class.



## ADVENTURE GEAR

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

ITEM	WEIGHT	COST
Acid (Flask)	L	10 s
Ale, Poor (Bottle)	L	1 f
Ale, Good (Bottle)	L	2 f
Antitoxin (Vial)	-	50 s
Armorer's Tools	H	270 s
Backpack	L	2 s
Barding (AC 15)	H	300 s
Bedroll	L	1 d
Book	L	3 s
Boots	L	6 d
Camel	-	15 s
Candles, Tallow (10)	L	2 d
Candles, Wax (10)	L	7 d
Chain (10')	L	6 s
Chalk	-	1 f
Cloak	L	3 s
Cow	-	10 s
Crowbar	L	2 s
Dog, Guard	-	25 s
Fishing Gear	L	5 s
Flask	L	3 f
Flint & Steel	-	1 s
Fowl	L	1 d
Goose	M	6 d
Gown	L	200 s
Grappling Hook	L	1 s
Hammer	L	3 s
Hat	L	10 d
Holy Symbol, Wood	-	1 s
Holy Symbol, Silver	L	25 s
Holy Water (Flask)	L	25 s
Horse, Draught	-	20 s
Horse, Riding	-	200 s
Horse, War	-	600 s
Hose, Woolen	L	5 d
Ink (Vial)	-	8 s
Iron Spikes (10)	L	1 s
Lantern	L	1 d

Lock	L	40 s
Manacles	L	15 s
Map Case	L	1 s
Medicine (vial)	-	50 s
Mirror, Small	L	10 s
Mule	-	8 s
Oil (Flask)	L	1 d
Ox	-	15 s
Paper (10 sheets)	-	4 s
Pig	-	3 s
Poison (Vial)	L	100 s
Pole (10')	M	2 d
Pouch, Belt	L	1 s
Quill	-	1 d
Rations (Week)	L	3 s
Riding Gear	M	12 s
Robe	L	6 s
Rope (50')	M	1 s
Sack	-	1 d
Sandals	-	1 f
Shoes	-	4 d
Silk (Yard)	L	10 s
Sledge	M	1 s
Spade	M	2 s
Tent	M	10 s
Villeins' Tools	L	30 s
Torches (10)	L	1 d
Treasure Map*	-	10 s
Trousers	L	5 d
Tunic	L	3 s
Wagon	-	35 s
Waterskin	L	1 s
Whetstone	-	2 f
Wine, Poor (Bottle)	L	1 d
Wine, Good (Bottle)	L	2 d

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

Anti-Toxin provides a +1 bonus to saves vs. recently ingested poison, or poison with a long-term effect. Medicine provides a +1 bonus to saves against disease.

## HENCHMEN

Henchmen are people hired by adventurers to accompany them on adventures. Henchmen expect to be paid a salary. They do not

earn a share of experience points or treasure, as do retainers, and they do not advance in level.

The number of henchmen a character can hire for an adventure depends on the character's charisma. A character with average charisma can hire three henchmen. A repulsive character can hire only one henchman. A charming character can hire five henchmen at a time.

**Armorer** – Armorers are capable of maintaining and creating armor and weapons, given a workspace, the tools and the needed materials. Armorers earn 1 s per day.

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

**Rogues** – Rogues are members of the criminal underworld. Rogues are always apostates or heretics, and thus not very trustworthy. They have the skills of a first level villein. Rogues fight as normal humans (1d4 hit points, no attack bonus). They cannot wear armor and can only fight with daggers and clubs. Rogues earn a wage of 5 d per day.

**Sage** – A sage is a wizened old man or woman who has spent their life in the pursuit of knowledge. Sages are literate in at least six languages, and can answer all manners of questions. Sages fight as normal humans (1d4 hit points, no attack bonus) and cannot wear armor. They can only fight with daggers and clubs. A sage earns a wage of 1 s per day.

**Soldiers** – Soldiers fight as warriors (1d6 hit points, +1 bonus to attack). Sergeants of men-at-arms earn 2 s per day, lieutenants of men-at-arms earn 4 s per day, and captains of men-at-arms earn 8 s per day. See the section on foes for information on different types of warriors.

**Torch Bearer** – A torch bearer is a normal human being who is hired to carry torches and basically serve as human pack animals. Torch bearers fight as normal humans (1d4 hit points, no attack bonus) and cannot wear armor. They can only fight with daggers and clubs. Torch bearers earn a wage of 2 f per day.

## VIII. RELIGION

Religion was very important during the Middle Ages, something for men and women to rally around, something to give them identity, hope and guide them in making moral and ethical decisions. Players should choose a religion for their character. The most common religions in Europe during the Middle Ages were Christianity, Islam and Judaism, although other faiths or



sects can also be chosen. This tome will not attempt to sum up the tenets of these religions – for that, you are on your own.

After a religion is chosen, the player should decide how seriously their character takes their religion.

**ZEALOT** – A zealot is passionately loyal to their chosen faith, to the point of being dismissive or downright violent towards members of other faiths or apostates and heretics of their own faith. A zealot is perfectly willing to sacrifice himself or others for the good of his chosen faith.

**BELIEVER** – A believer is what one might call a middle-of-the-road member of their religious faith. They take its strictures and stories seriously, though they are unlikely to sacrifice themselves or their friends or family in the name of their faith.

**APOSTATE** – An apostate no longer believes in the faith in which he was raised, though he has a good understanding of its beliefs.

**HERETIC** – A heretic believes something in opposition to the teachings of the faith to which he claims to belong. Heretics may be open about their beliefs, but most are not as they fear reprisals from zealots.

## IX. RULES OF PLAY

### TIME

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

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

### MOVEMENT

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

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

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

### LIGHT

Humans cannot see in the dark, and thus need a source of light when out at night or exploring dark castles, caverns and dungeons. Some animals can see in low light conditions.

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

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

### SAVING THROWS

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

Fortitude saving throws are made against things that attack your physical body, such as poison, disease, pain and instant death.

Reflex saving throws are made to duck, dodge or avoid things like traps and the missiles thrown by siege engines.

Will saving throws are made against fear and other emotions.

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

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

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

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

### TASKS

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

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

If a character is attempting a task for which they have a knack (for example – an elf searching for a secret door), the player rolls 1d20 and tries to roll a 15 or higher.

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

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

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

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

**KNOWLEDGE TASKS** – Knowledge tasks use a character's Will saving throw. A stupid character subtracts one from his roll, while a smart character adds one to his roll. Knowledge tasks include identifying plants and animals, recalling legends, translating ancient languages, and finding traps.

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

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

## COMBAT

Combat begins with rolling initiative. Initiative determines which combatant, or which group of combatants, goes first in combat.

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

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

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

The following modifiers can be used with individual initiative:

ACTION/CONDITION	MODIFIER
Clumsy	-1 to initiative
Nimble	+1 to initiative
Encumbered	-1 to initiative
Light Weapons	+1 to initiative
Heavy Weapons	-1 to initiative

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



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

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

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

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

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



## JOUSTING

A joust is a contest in which two knights ride at one another while wielding blunted lances. The object is to make contact with the opponent's armor or shield that is hard enough to break the lance or to actually unhorse your opponent. Jousting was popular from the 11th to the 17th century, though it was discontinued in France in 1559 after the accidental death of King Henry II.

During the High Middle Ages, a joust was a duel. The riders, or groups, would begin on their horses, but might continue fighting with melee weapons on foot until one side surrendered or, perhaps, was killed. The winner would take the losers horse, armor, arms and could hold the loser for ransom.

By the Late Middle Ages, jousting became a sport rather than a duel. Jousting in this period was expected to be non-lethal. The joust was divided into three encounters with various weapons, of which the joust with lances was but one. Knights were expected to follow the rules of chivalry.

The joust, as a sport, consisted of three tilts. In *Bloody Basic*, this equates to three rounds of combat. Each round consists of an attack with a lance. If the lances are blunted, they deal 1d4 points of damage, but cannot kill the joustier. At 0 hit points, the joustier is knocked unconscious and falls from his steed (no additional damage). If the lances are not blunted, they deal normal damage and might kill.

Any joustier that suffers damage must pass a Reflex save or be knocked from her steed and suffer 1d4 damage from the fall.

Points are scored as follows:

Attack roll of 12 or higher	1 point
Inflict damage	2 points
Unhorse opponent	3 points

The joustier with the most points after three rounds wins the joust. If one opponent is knocked unconscious or killed, they automatically lose the joust.

The loser must forfeit his mount and his armor, and permit himself to be ransomed for as much as his comrades or family can pay, usually commensurate with the knight's social class.

A tournament will likely consist of multiple rounds of jousting, with the winners of one round advancing to the next, until there are only two. It is unlikely that there will be more than one round per day, and there might be a day's rest before the final round.

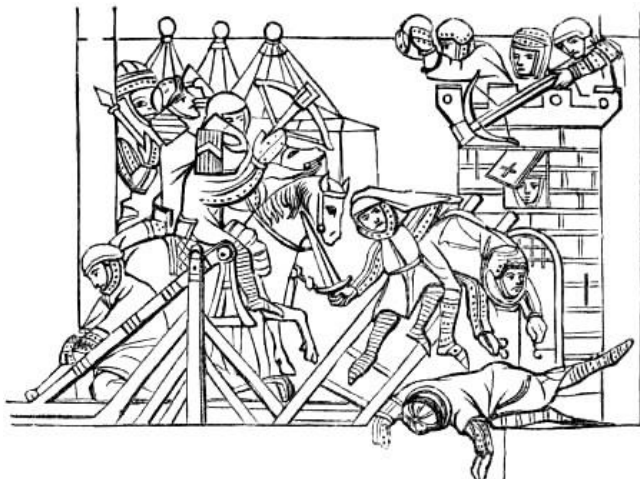
The prize for winning a tournament should depend on the status of the person hosting the tournament. Royal prizes are usually a piece of gold jewelry, possibly set with a gem or jewel. Noble tournaments might award masterwork armor and weapons, articles of clothing made of silk or velvet, a fine horse or exotic animal such as a parrot (hopefully not a Norwegian blue) or silver jewelry set with baubles or perhaps a gem.

## ARCHERY

An archery tournament is quite easy to run. Each archer makes a missile attack at a stationary target a predetermined distance away. The archer rolls a missile attack as normal and compares it to the following chart:

ROLL	TARGET / POINTS
Up to 12	Miss target
13 to 14	Outer ring (1 point)
15 to 16	Middle ring (2 points)
17 to 19	Inner ring (3 points)
20 or up	Bullseye (5 points)

Allow each archer three shots and total their points. Half of the archers will proceed to the next round and shoot again. The targets will be moved back during this round, imposing a -1 penalty to the archer's attack.



When one archer remains, he is declared the winner. He is given a more modest prize than the winner of a joust, since most archers come from the lower classes. A small sack of shillings, a new suit of clothes or a masterwork longbow should suffice.

## HEALING

If a character rests for 10 minutes (i.e. no physical activity at all) immediately after a fight, he or she regains half the hit points they lost during that fight (and only that fight). Otherwise, a character heals one hit point per night of rest, one hit point per level for each full day of rest, and one ability score point per full day of rest.

## RETREAT

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

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

When half a group of NPC combatants are reduced to 0 hit points, a single NPC loses half its hit points, or a leader type is killed, the NPC's must make a morale check to remain in combat. NPC berserkers also always fight to the death.

Animals have a 5 in 6 chance of making a fighting retreat. If they are pressed, they go into full retreat and run away.

People have a 5 in 6 chance of making a fighting retreat if they appear to be outnumbered or are flanked or in some other bad tactical situation. If they still have the upper hand, they have a 3 in 6 chance of retreat. If they are defending their homes or something equally important to them, they have a 1 in 6 chance

of retreating. Once NPC's choose to stand and fight, they need make no further morale checks until losing another half of their current numbers or hit points, or losing a leader. Pressing an attack against intelligent monsters in a fighting retreat forces them to make another morale check to avoid making a full, running retreat.

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

## MASS COMBAT

Building a castle is fine, but conquering them is faster and more fun, at least for players. Seizing an opponent's land and home requires a warlord to lead his men-at-arms into the opponent's territory and face him in battle.

When fighting mass battles, divide an army into units of ten men-at-arms. Each unit of ten fights as a single warrior with 10 hit points if infantry or 15 hit points if cavalry. Movement and ranges normally in feet are treated as yards in a mass battle.

Conduct the mass battle as you would conduct a normal combat, with each unit acting as a single combatant. Units can be combined to form larger groups. When a larger group attacks a smaller group, it adds a +1 bonus to its attacks.

When two units face each other in melee combat, the unit that suffers more damage is pushed back 5 yards, or 10 yards if they are facing cavalry.

When a unit has suffered at least 5 points of damage, it must pass a Will saving throw or flee the battle. If the unit has a commander, he can make the Will saving throw for his troops. A warrior can command one unit per level.

When a unit has suffered 10 points of damage, it is destroyed.

## SIEGES

When your opponents refuse to sally forth and meet you in battle, you've no choice but to lay siege to their keep. A siege can be as simple as surrounding an opponent's keep with your army and waiting for them to surrender, usually due to the ravages of hunger and disease, or you can take a more active approach and attempt to knock down their walls or gates.

To breach a keep, one must build or bring siege engines, usually ballistae, catapults and cannon. Ballistae are like giant crossbows. Catapults and cannons should be familiar to most readers. An army might also attack a gate with a ram, or use a siege tower and/or ladders to scale the walls with his men-at-arms.

Building and running siege engines requires the hiring of a siege engineer. The siege engineer can aim the siege engines and teach the men-at-arms how to load and shoot them.

SIEGE ENGINE	COST	DAMAGE	RANGE	SHOTS	CREW
Ballista	100 c	3d8	540'	80	2
Cannon, heavy	400 c	10d6	600'	15	20
Cannon, light	200 c	5d6	600'	22	10
Catapult, heavy	160 c	6d6	900'	22	30
Catapult, light	110 c	4d6	900'	10 min.	10
Ram	200 c	3d8	—	—	10
Siege tower	400 c	—	—	—	20

Shots refers to the number of shots the weapon is capable of per day. Each shot costs as follows: Ballista 5 s, heavy cannon 20 s, light cannon 10 s, heavy catapult 10 s and light catapult 5 s.

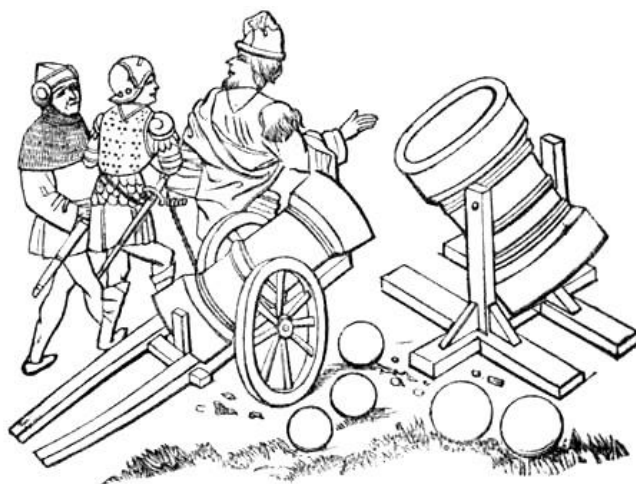
Rams require 10 men to operate. Unless they are shielded by ten others, they are vulnerable to stones and arrows fired at them by the defenders of a castle.

Men in a siege tower enjoy a +5 bonus to AC. They can attack three men abreast when the siege tower reaches the castle. Getting the siege tower to the castle requires twenty men to push, moving at a speed of 10 feet per round.

## TOPPLING WALLS

Walls are given a Defense Rating based on their composition and thickness. When a siege weapon targets a wall, there is no need to roll to hit. Simply roll damage and subtract the wall's Defense Rating. The result is the percentage chance that the wall has been breached. The size of the breach is a radius equal to the damage roll in feet. There is a 2 in 6 chance that the breach is in the upper half of the wall, rather than the lower.

WALL	DEFENSE RATING
Wood	15
Wood + Earth	20
Stone (5 ft. thick)	25
Stone (10 ft. thick)	30
Stone (20 ft. thick)	40



## DISEASE AND POISON

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

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

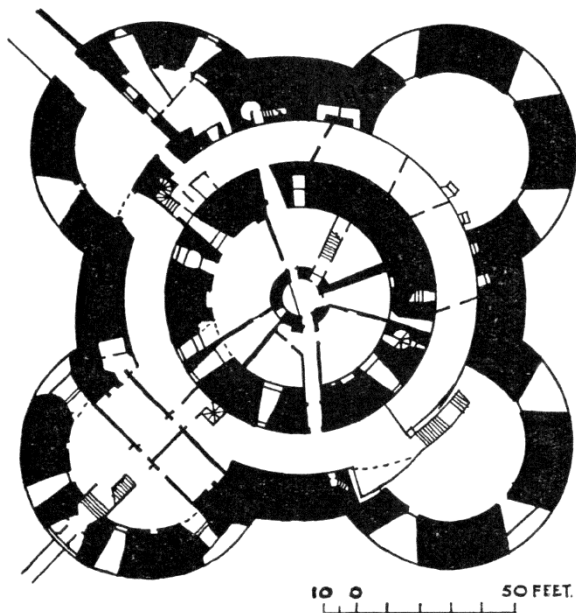
## X. CASTLES AND WILDERNESS

### STORMING CASTLES

Castle generally had narrow corridors and stairways – the better to defend them from attackers. They were dark and smelled bad due to the generally poor airflow through the castle. In the winter they were cold, in the summer they were hot. In the spring and fall, they were probably a bit of both.

Dungeons were small and usually consisted of a pit under a trap door in which prisoners were kept. A dungeon might also be a collection of cells with barred doors, and one could imagine those cells being attached to a small torture chamber.

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



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

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

Wondrous objects include fountains, pools, mirrors, solariums, statues, and other objects that are out of the ordinary.

When adventurers storm a castle and then leave to replenish supplies and hit points, there is a 1 in 6 chance that a room that has been cleared of guardians will have new occupants.

## WANDERING GUARDS

A castle is filled with people, and these people do not just stay put in their rooms. Sometimes, they hunt the corridors for prey, while other times they are just moving from one location to another. These are termed “wandering guards”.

Once each turn or hour (the time increment is determined by the TK), roll 1d6. On a roll of “1”, a wandering guard has come upon the adventurers. The TK should now roll 1d6 for both groups. A

roll of “1” indicates that the group is surprised. A surprised group automatically loses initiative in the first round of combat. If both sides are surprised, there is no modifier to initiative.

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

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

The reaction roll gives you the guard’s current state of mind. If the guards are not hostile, and they are intelligent and speak a language known by the adventurers, a spokesperson can be appointed to communicate with them. The spokesperson can attempt a Charisma task check to improve their mood. If successful, re-roll the reaction check and add two to the roll.

If the guards turn out to be friendly, let the scene unfold through the role playing of the players. If the guards are hostile, use the combat rules to resolve the situation. Wandering guards never carry more than individual treasure.

In castles or wilderness areas, the TK should develop a random table of wandering creatures common to the area.

## TRAPS

Traps have been a hallmark of adventure stories ever since archaeologists first delved into King Tut’s tomb. Traps can be found by attempting a Perception task. Villeins are skilled at these Perception tasks.

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

Some sample traps include:

**PITS** – Pits are usually covered by trap doors. Falling into a pit inflicts 1d6 points of damage per 10’ fallen. Pits can be filled with spikes (+1d8 damage), acid (+1d6 acid damage) or even guardian creatures or additional traps.

**FUSILLADES** – A fusillade consists of dozens of darts shot out of a wall, ceiling or floor. The victim is struck by 1d8 darts (1d4 damage). The darts may be poisoned.

**NEEDLES** – Poisoned needles can be secreted in locks to jab people trying to pick the lock.

**COLLAPSING STAIRS** – Stairs might be rigged to collapse underneath people, turning into a chute that delivers them into a very uncomfortable place, somewhat like a pit.

**SCYTHING BLADES** – A blade swings out at a person, inflicting 1d10 points of damage if they fail a Reflex saving throw.

**CRUSHING STONES** – Heavy stones might be balanced above doorways, or ceilings might be rigged to collapse. These traps deal anywhere from 2d6 to 6d6 points of damage, and might leave people buried under the rubble.

## WILDERNESS

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

Rate of movement depends on the transportation:

BEAST	MILES PER DAY	ENCUMBERED	DRAUGHT
Donkey or Mule	16	90 lb	900 lb
Camel	20	300 lb	1,000 lb
Elephant	18	600 lb	8,000 lb
Horse	16	200 lb	350 lb
Human	12	-	-
Llama	15	65 lb	325 lb
Ox	5	100 lb	500 lb
Sled Dog	10	20 lb	100 lb

If the terrain is rough and broken, halve the mileage. If traveling through mountains, divide them by three.

In hot places, you must double normal water intake or lose 1 hit point per day.

In cold places, you must double normal food intake and wear warm clothes or lose 1 hit point per day.

When traveling through wilderness, there is a 1 in 6 chance per day of experiencing some form of danger. Usually, this involves an encounter with wandering creatures, but it could also involve things like quicksand, poison gases, earthquakes and the like. Be creative – give the players a challenge to overcome.

When encountering humans in the wilderness, civilized humans are usually found in patrols of 3d6 warriors dispatched from a nearby settlement.

Barbaric humans are found either in patrols or lairs. Barbaric human lairs number 20 to 80 warriors and three times as many non-combatants. Barbaric human lairs are governed by a chief and 1d4 sub-chiefs (maximum hit points). A lair might include a shaman (2 in 6 chance, as hedge wizard, roll 1d4 for level).

## CIVILIZATION

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

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

Villages are collections of cottages and hovels protected by lords or ladies in castles. Villages have populations of 10 to 60 families (roll 1d6 x 10). They are surrounded by agricultural land, mines and coasts that permit fishing. The lord of the village employs 1d6 x 10 men-at-arms to defend it, with a sergeant to assist the lord. Most common items can be purchased in villages, but armor and weapons usually cannot. The lord's armorer can repair items. Village shrines are tended by first level scholars, and there is a 1 in 6 chance that the lord employs a first level scholar.

Towns are much larger settlements, surrounded by walls and defended by a duke or duchess in a citadel. Towns have 100 to 600 families (roll 1d6 x 100), and are usually positioned in fertile regions, or on trade routes (i.e. highways, rivers or sea ports). Most towns are surrounded by three or more villages that help supply food and other raw materials to the town people. Towns are defended by 1d6 x 100 men-at-arms, with one sergeant per 10 men-at-arms and one captain to assist the lord. Any item can be purchased in a town. Town churches are tended by third level scholars, and each town has at least one scholar (roll 1d6 to determine the scholar's level), usually as court advisor. There is a chance that a town will have a gang of villeins (1d6 x 10 first level villeins commanded by a sixth level villein) or a Satanic cult (1d6 x 10 worshipers and a third level scholar).

Cities are massive settlements that are always located at the nexus of multiple trade routes. Cities have 1,000 to 6,000 families (roll 1d6 x 1,000), and are always in fertile regions. Cities are surrounded by three or more towns and many villages. Cities are surrounded by tall walls, many towers and one two or more citadels commanded by lords or ladies. The city is ruled by a king or queen. It is defended by 1d6 x 1,000 men-at-arms, with one sergeant per 10 and one captain per 100. Any mundane item can be purchased in a city, and there may be special items for sale as well. City temples (or cathedrals or monasteries) are tended by a sixth level scholar. Kings always have a sixth level scholar as their court advisor, and cities sometimes contain universities. Every city has at least one gang of villeins (see town above). Every city

has at least one satanic cult as powerful as its church, or perhaps multiple smaller cults (see town above).

## XI. CREATURES

Creatures are defined by their type and their size, and some creatures have extra special abilities as well.

There are two creature types in the game: Animals and Humans. You can think of creature types as being something like character classes. Humans are more like player characters than animals, and are not defined as much by their size as by their skill at fighting and strength.

Creatures come in five size ranges: Tiny (up to 1' long or tall), Small (2' to 4' long or tall), Medium (5' to 9' long or tall), Large (10' to 21' long or tall) and Huge (22' or more).

Creatures have three other main statistics: Hit Dice, Armor Class and Attacks. A creature's Hit Dice are the number of d6 the TK rolls to determine the creature's hit points. It is also the creature's attack bonus (i.e. a 5 Hit Dice monster has an attack bonus of +5). A creature's Armor Class works in the same way as a character's Armor Class. A creature's attacks are the number of attacks it can make each round, against the same or different targets. The damage caused by these attacks is noted.

When creating creatures, simply assign the creature a type and size, choose an Armor Class, determine the creature's attacks and then give it any special abilities you think make sense.

Creatures that can fly or swim do so at double their normal movement rate. Creatures that can climb or burrow do so at their normal movement rate.

Some common special attacks are poison, disease and paralysis. Special attacks always permit a saving throw to negate them or, if they cause damage, to cut the damage they inflict in half.

Creatures are assigned challenge levels to help TKs gauge how dangerous they are. An encounter between a group of adventurers and creatures of the same or slightly lower level is considered a balanced encounter (i.e. either side has an even chance of winning the encounter). A single creature two or three levels above the level of the adventurers is also considered a balanced encounter. When designing an adventure, TKs want to throw in many encounters where the adventurers have the upper hand, a few balanced encounters, and maybe one or two encounters where the creatures have the advantage. Not every creature has to be attacked – adventurers should avoid combat as much as possible, relying instead on their wits to stay alive.

A creature's challenge level (CL) determines its XP value (i.e. how many experience points the adventurers will divide between them for defeating the creature or creatures).

CL	XP	CL	XP
0	50	7	1,200
1	100	8	1,500
2	200	9	1,800
3	300	10	2,200
4	500	11	2,600
5	700	12	3,000
6	900	13	3,500

## ANIMALS

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

SIZE	HD	MV	FORT	REF	WILL	CL
Tiny	0	20	16	13	19	0
Small	1	30	14	13	18	1
Medium	3	40	12	12	17	3
Large	7	40	9	10	15	7
Huge	12	40	4	7	12	12

**ANTELOPE (SMALL ANIMAL)** – Antelopes have AC 14 and attack with a gore (1d4 damage). At a full run they can leap up to 50 feet and jump as high as 13 feet.

**AUROCHS (LARGE ANIMAL)** – Aurochs are a now-extinct form of cattle that persisted until the 17th century in Europe. They have AC 13 and attack with a gore (1d8 damage).

**BAT SWARM (SMALL ANIMAL)** – A bat swarm covers a 10 square foot area. It has AC 16 and attacks by stinging (1d6 damage). Characters within the swarm must pass a Will saving throw or be unable to attack due to confusion.

**BEE SWARM (TINY ANIMAL)** – A bee swarm covers a 10 square foot area. It has AC 20 and attacks by stinging (2d6 damage). Characters within the swarm must pass a Will saving throw or be unable to attack due to confusion.

**BOAR (MEDIUM ANIMAL)** – Boars have AC 16 and attack with a gore attack (1d8 damage). They can fight at 0 hit points so long as they succeed at a Fortitude saving throw each round.

**BEAR, BLACK (MEDIUM ANIMAL)** – Black bears have AC 13 and attack with two claws (1d4 damage) and a bite (1d6 damage). If a black bear hits a creature with both claw attacks it hugs that creature for 1d4 damage.

BEAR, BROWN (LARGE ANIMAL) – Brown bears have AC 15 and attack with two claws (1d8 damage) and a bite (2d6 damage). If a brown bear hits a creature with both claw attacks it hugs that creature for 1d8 damage.

BEAR, POLAR (LARGE ANIMAL) – Polar bears have AC 15 and attack with two claws (1d10 damage) and a bite (2d6 damage). If a polar bear hits a creature with both claw attacks it hugs that creature for 1d10 damage.

CAMEL (LARGE ANIMAL) – Camels have AC 13 and attack with a bite (1d4 damage).

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

CHEETAH (MEDIUM ANIMAL) – Cheetahs have AC 15 and attack with a bite (1d6 damage) and two claws (1d2 damage). They have a speed of 50. They can leap up to 12 feet. Once per hour, a cheetah can move at up to 10 times its normal speed when it makes a charge at its prey.

CONSTRUCTOR SNAKE (MEDIUM ANIMAL) – The constructors include boa constructors and anacondas. They have AC 15 and attack with a bite (1d4 damage). Bitten creatures must pass a Reflex saving throw or be constricted for 1d4 damage per round until the snake is killed or removed with a successful attack or a Strength task check. Constructors can swim and climb.

DEER (MEDIUM ANIMAL) – Deer come in various shapes and sizes, but assume they have AC 14 and attack with a gore (1d3 damage) and a kick (1d4 damage).

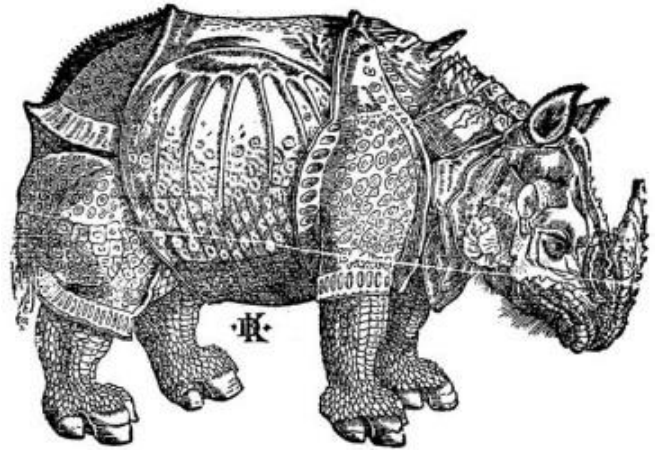
EAGLE (SMALL ANIMAL) – Eagles have AC 16 and attack with their talons (1d4 damage).

ELEPHANT (HUGE ANIMAL) – Elephants have an AC 15 and attack with a gore attack (2d10 damage), two stamps (2d6 damage) and a slam (2d8 damage). They can also choose to trample people, moving over them and inflicting 3d8 points of damage. Creatures in their path can choose to stay put and attack for double damage but suffer full trample damage, or make a Reflex saving to cut the trample damage in half.

ELK (MEDIUM ANIMAL) – Elks have AC 13 and attack with a gore (1d6 damage) and two hooves (1d3 damage).

FALCON (TINY ANIMAL) – Falcons have AC 17 and attack with their talons (1d4-1 damage).

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



HIPPOPOTAMUS (LARGE ANIMAL) – Hippos have AC 14 and attack with a bite (2d8 damage). They are very territorial.

LEOPARD (MEDIUM ANIMAL) – The leopard has AC 15 and attacks with a bite (1d6 damage) and two claws (1d3 damage). They can leap up to 20 feet and jump vertically up to 10 feet.

LION (LARGE ANIMAL) – Lions have AC 15 and attack with two claws (1d6 damage) and bite (1d8 damage). A lion can leap up to 36 feet. Their roars can be heard up to 5 miles away.

RAT SWARM (SMALL ANIMAL) – A rat swarm covers a 10 square foot area. It has AC 14 and attacks by stinging (1d6 damage). Characters within the swarm must pass a Will saving throw or be unable to attack due to confusion. Characters that suffer more than one point of damage from a rat swarm must pass a Fortitude saving throw or come down with a disease.

RHINOCEROS (LARGE ANIMAL) – The ill-tempered rhinoceros (or unicorn) has AC 16 and attacks with a gore attack (2d8 damage). Rhinos deal double damage on a charge.

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

SPIDER SWARM (SMALL ANIMAL) – A spider swarm covers a 10 square foot area. It has AC 17 and attacks by biting (1d6 damage). Characters within the swarm must pass a Will saving throw or be unable to attack due to confusion.

TIGER (LARGE ANIMAL) – The tiger has AC 14 and attacks with two claws (1d8 damage) and a bite (2d6 damage). A tiger can leap up to 20 feet and can jump vertically up to 16 feet.

SNAKE – CONSTRUCTOR (MEDIUM ANIMAL) – Constructors have AC 15 and attacks with a bite (1d4 damage). If a constructor bites a creature, that creature must pass a Fortitude saving throw or be held and constricted for 1d4 points of damage per round.

**SNAKE – VIPER (SMALL ANIMAL)** – Vipers and other small poisonous snakes have AC 17 and attacks with a bite (1d2 damage). The viper's bite injects a deadly poison (Fortitude saving throw permitted).

**WAR HORSE (LARGE ANIMAL)** – Warhorses are horses trained for combat. They have AC 14 and attack with two hooves (1d6 damage) and a bite (1d4 damage).

**WOLF (MEDIUM ANIMAL)** – Wolves have AC 14 and attack with a bite (1d6 damage).

## HUMANS

All humans are medium in size, but there are differences in their fighting ability so they are treated by type rather than by size.

SIZE	HD	MV	FORT	REF	WILL	CL
Commoner	1-1	30	13	16	16	0
Archer	1	30	13	15	15	1
Man-At-Arm	1	30	13	15	15	1
Nomad	1	30	13	15	15	1
Berserker	1+1	30	13	15	15	2
Knight	1+1	30	13	15	15	1
Sergeant	2	30	12	15	15	2
Captain	3	30	12	14	14	3

**ARCHER** – Human archers wear brigandines (AC 12) and carry either bow (1d6 damage), longbow (1d8 damage) or crossbow (1d6+1 damage), and francisca (1d6 damage).

**BERSERKER** – Berserkers carry targes (AC 11) and battleaxes (1d8 damage). Once per day, a berserker can go berserk in battle. This lasts for 1d6 rounds, during which they attack twice per round.

**COMMONER** – Commoners covers all sorts of people not trained in the arts of war, from serfs to scholars to merchants. Commoners carry money based on their social class: Peasants carry 1d6 farthings, poor artisans 1d6 pennies, rich artisans and merchants 1d6 shillings and aristocrats 3d6 shillings. Commoners do not wear armor and they carry weapons like slings, clubs and daggers (1d4 damage).

**KNIGHT** – Knights are elite warriors mounted on light or heavy warhorses. They wear a maille hauberk and carry a heater or kite shield, bascinet (AC 19), lances, horseman's maces (1d4+1 damage) or war swords (1d8 damage) and daggers (1d4 damage). They suffer no penalties for fighting on horseback.

**MAN-AT-ARM** – Men-at-arms are foot soldiers armed with melee weapons. Light men-at-arms wear brigandine and sallet and carry



heater shield (AC 15), spear and dagger. Heavy men-at-arms wear maille hauberks and sallets and carry heater shield (AC 18), pole arm and dagger (1d4 damage).

**NOMAD** – The nomads of Central Asia, and their ancillaries and descendants in Eastern Europe and Turkey are known for their horse archers. They ride light warhorses and wear brigandines and small helms and carry targes (AC 14), scimitars (1d8 damage) and bows (1d6 damage). They suffer no penalty when fighting or shooting missiles from horseback.

**SERGEANT** – Sergeants are the substitutes sent by landowners to serve in their lord's army if they are unable to do so themselves. They are armed and armored as knights. They suffer no penalties for fighting on horseback.

**CAPTAINS** – Captains are professional soldiers or well-trained land owners who lead bodies of soldiers. A captain wears plate armor and great heaume and carries heater shield (AC 22), war sword (1d8 damage) and dagger (1d4 damage). They suffer no penalties for fighting on horseback.

## XII. EXPERIENCE AND TREASURE

Adventurers are after two things above all else: Experience and treasure. Experience is measured in Experience Points (XP). The more XP a character has, the higher their level and thus the more powerful they are. The more treasure a character has, the more and better equipment they can buy. Most adventurers seek to

one day establish a stronghold of their own in the wilderness, and this naturally requires a large sum of money.

XP are earned by killing monsters and finding treasure. The XP value of a monster is given in the Monster section above. When a monster is defeated, its XP value is divided between all the characters actively involved in the fight.

Treasure is worth one XP per gold piece of value. One gold piece, therefore, is worth one XP, while it requires 10 silver pieces or 100 copper pieces to equal one XP.

## TREASURE

There are two types of treasure: Individual and Hoards. An individual treasure is found on individual, low-level monsters (i.e. Challenge Level 0 to 3). Hoards are guarded by large groups of low-level monsters, or by individual powerful monsters.

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

### INDIVIDUAL TREASURE TABLE

D%	TREASURE
01-30	1d10 pennies
31-50	1d10 shillings
51-60	1d10 crowns
61-75	A sack of pennies (1d10 x 10)
76-85	A sack of shillings (1d10 x 10)
86-90	A sack of crowns (1d10 x 10)
91-92	A bauble (see below)
93-94	A light object (see below)
95-98	A treasure map
99	A vial of acid
100	A vial of poison

### HOARD TREASURE TABLE

D%	TREASURE
01-17	A sack of pennies (1d10 x 10)
18-30	A sack of shillings (1d10 x 10)
31-42	A sack of crowns (1d10 x 10)
43-55	A coffer of pennies (1d10 x 50)
56-64	A coffer of shillings (1d10 x 50)
65-69	A coffer of crowns (1d10 x 50)
70-78	A chest of pennies (1d10 x 100)

79-84	A chest of shillings (1d10 x 100)
85-86	A chest of crowns (1d10 x 100)
87-89	1d6 baubles
90-92	1d6 light objects
93-94	1d4 gems
95-96	1d4 medium objects
97	A jewel
98	A heavy object
99	1d6 potions
100	1 special

## BAUBLES, GEMS AND JEWELS

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

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

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

## OBJECTS

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

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

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

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

Heavy objects include statues and thrones.

## SPECIALS

D%	SPECIAL
01-05	Alcohol: Invented by the Arabs, perfected in Scotland as a beverage, a find of alcohol consists of 2d6 bottles of whiskey.
06-10	Astrolabe: Astrolabes are delicate instruments used to locate and predict the positions of the stars and planets, determining the time, surveying and triangulation.
11	Chess Set: A chess set might be made of wood, or include pieces carved from fancy stone or made of precious metals.
12-13	Falconet: A falconet is a small cannon, capable of doing 6d6 damage at a range of up to 5,000 feet. They have barrels 4 feet long, and weight about 250 lb. Each shot uses 8 ounces of black powder and a 1 lb shot. They are not appropriate for campaigns set before the late 15th century. The explosion from a falconet forces men and animals nearby to pass a Will save or become frightened.
14-16	Handgonne: These early forms of firearm reached Europe by the 14th century. They inflict 1d8+1 points of damage at a range of up to 100 feet. They can be fired once every 6 rounds. Handgonnes weigh 6 lb. The explosion from a handgonne forces men and animals nearby to pass a Will save or become frightened.
17-21	Hourglass: An hourglass should be self-explanatory.
22-26	Magnetic compass: These devices were used in Persia and Europe by the 13th century.
27-41	Masterwork Armor: Masterwork armor provides a +1 bonus to Armor Class. It is usually mail or better quality.
42-51	Masterwork Weapon: Masterwork weapons provide a +1 bonus to hit in combat.
52-60	Silk: Silk is worth 10 shillings per square yard. A bolt of silk is about 22 inches wide and 41 feet long, or roughly 8 square yards, and thus worth about 80 shillings.
61-70	Silver mirror: A silver mirror is worth 30 shillings.
71-80	Spectacles: Spectacles assist the near- or far-sighted in seeing clearly. First made in Italy in the 13th century, assume they have a 1 in 6 chance of helping somebody with poor eyesight see better.
81-00	Wine: A find of wine consists of 2d6 bottles.

## XIII. CONCLUSION

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

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

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

HAVE FUN!

Ability Score	2-3	Intelligence	3, 15
Animal	21	Jousting	16
Archery	16	Lawyer	7
Armor	9-10	Leech	7
Armor, Masterwork	10	Level	
Armor Class	1	Challenge Level	21
Armsman	4-6	Character Level	2
Assassin	8	Light	14
Attack Bonus	2, 21	Melee Attack	15
Berserker	5	Minstrel	8
Castles	18	Missile Attack	15
Cavalier	5	Money	9
Charlatan	8	Movement	14
Characters	1	Poison	18
Charisma	3, 14	Rank, Social	3-4
Civilization	20	Reaction Checks	19
Class	2, 4-9	Religion	13
Cleric	6	Retainer	9
Combat	15	Retreat	17
Combat, Mass	17	Saving Throw	14
Constitution	3, 15	Scholar	6-7
Creature	21	Sieges	17
Dexterity	3, 14	Strength	2, 15
Dice	1	Task Check	14-15
Disease	18	Theologian	7
Encumbrance	9	Time	14
Equipment	9	Traps	19-20
Experience Point	24	Treasure	24-25
Gear	12	Treasure Keeper	1, 2
Healing	17	Venturer	8
Hedge Wizard	8	Villein	7-9
Henchman	12-13	Wandering Guards	19
Hit Dice	2, 21	Weapon	10
Hit Points	2, 21	Weapon, Masterwork	10
Human	23	Wilderness	20
Initiative	15	Wisdom	3, 15

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