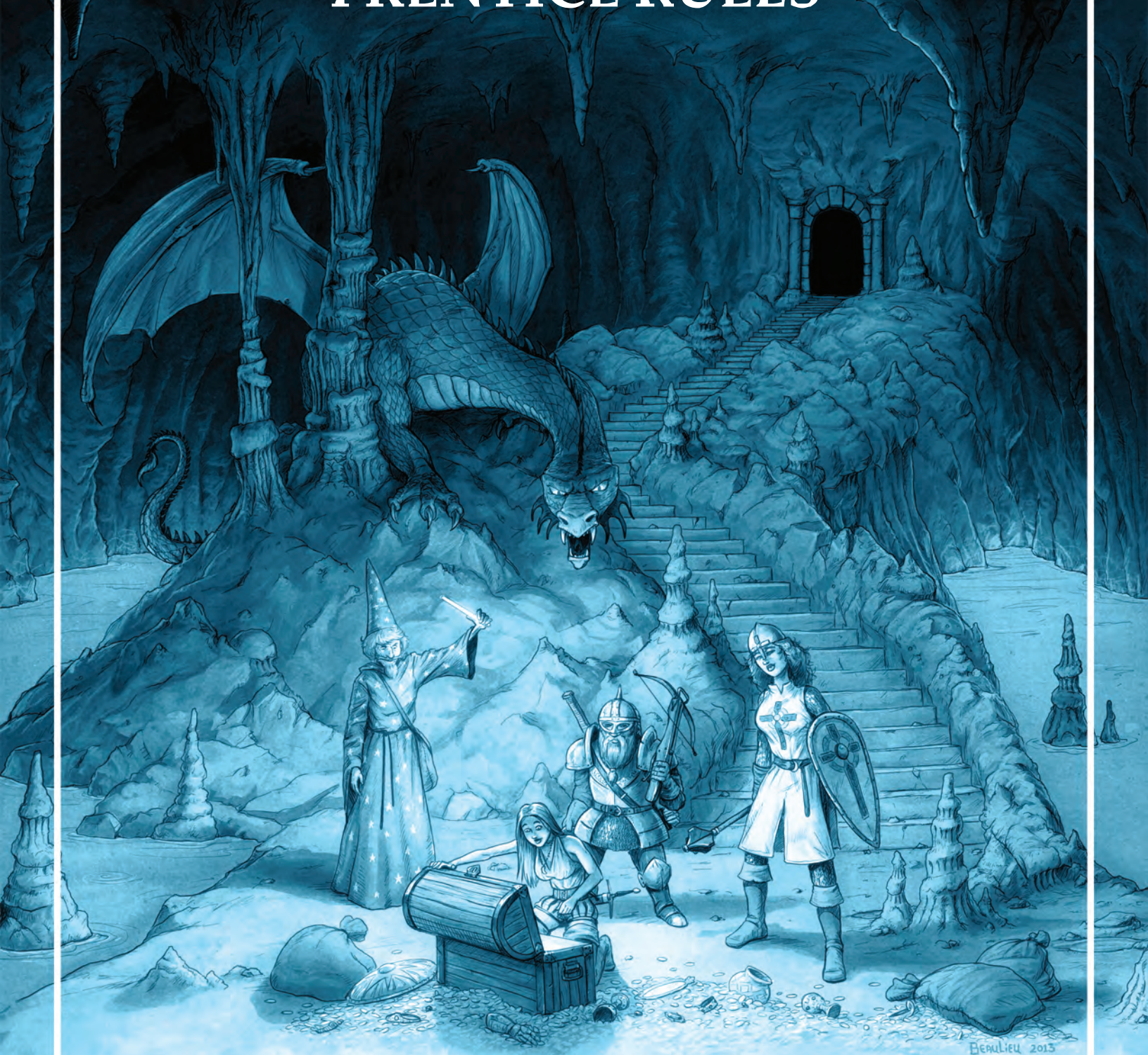# BLUEHOLME

PRENTICE RULES

FANTASY ROLEPLAYING GAME

MICHAEL THOMAS

BLUEHOLME

PRENTICE RULES

FOR CHARACTER LEVELS 1 TO 3

FANTASY ROLE PLAYING GAME FOR 3 OR MORE PLAYERS
FOR TABLE-TOP PLAY WITH PAPER, PENCILS, AND MINIATURE FIGURINES

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IN MEMORY OF

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In BLUEHOLME™ the players take on the roles of characters in a fantasy universe where magic really works, where monsters lurk deep in underground lairs, and where adventurers risk life and limb in the quest for fame and fortune. As the game unfolds characters grow in experience, wealth and authority by overcoming perils, liberating treasure hoards and making powerful friends (or deadly enemies). The adventure can be as long or as short as suits the participants, an evening or a year (or more).

BLUEHOLME™ does not use a game board or game counters. All that is really needed to play are these rules, some polyhedral dice, pencils and paper; and – most importantly – your imagination. To keep track of battles, miniature figures can be used to represent characters and creatures, coupled with printed cardboard floor plans or terrain props.

PART 1: INTRODUCTION

Explains the concept of the BLUEHOLME™ fantasy roleplaying game.

PART 2: CHARACTERS

Illustrates character creation and advancement, alignment, equipment and the monetary system.

PART 3: SPELLS

Describes the different types of magic employed by magic-users and clerics.

PART 4: ADVENTURES

Deals with time, movement, combat, and other useful information.

PART 5: ENCOUNTERS

Rules for surprise, combat, healing and saving throws.

PART 6: CREATURES

Contains descriptions of animals, monsters and other races that populate the game world.

PART 7: SECRETS

Details treasure, magic items, experience, and tips on games mastery for the referee.

THERE ARE NO RULES

Although the word "rules" is used throughout this book, anything and everything within these pages is merely a cohesive framework for regulating events in the game. This is not to say these rules should be thrown out without regard!

However, if the participants agree that something should be changed, and some thought has been given to how the changes will affect the rest of the game, then experimentation is to be encouraged. The point of BLUEHOLME™ is to have fun, which is the only "rule" that needs to be kept in mind.

The players take on the roles of player characters while the referee controls all other aspects of the game world, including non-player characters, monsters, animals, and even the weather. Many suitable adventures are available in print, but these rules will also guide new the referee through the process of preparing his own adventures in the mysterious Underworld.

These BLUEHOLME™ Prentice Rules introduce Underworld adventures for 1st through 3rd level characters. Beginning characters may be up to the challenges of an underground escapade, provided there is a nearby base to which they can retreat and lick their wounds, but overland quests through the unknown wilderness will prove a tougher challenge.

Once players have exhausted the possibilities of low-level play they may wish to try out the **BLUEHOLME™ Journeymanne Rules**, an all-in-one volume of the game for 1st to 20th level characters that includes a multitude of options for expanding play including expanded rules for adventuring in the Realm, Underworld and Wilderness, additional spells, creatures and treasure, as well as original artwork to illustrate the game universe.

WINNERS AND LOSERS

Perhaps the most important difference between BLUEHOLME™ and more traditional games is that the concepts of "winning" and "losing" do not apply! The characters might succeed in their quests, or a character may be unfortunate enough to be killed or otherwise removed from play; the *player* can simply roll up a new character and carry on.

The referee and the players are not in competition, even though the player characters are often opposed by the various creatures and non-player characters portrayed by the referee. The referee is an impartial arbiter, responsible for administering the rules, ensuring fair play and presenting the game world to the players, all the while maintaining the excitement of the adventure.

A successful BLUEHOLME™ campaign is like an on-going story, co-written by the referee and the players. The referee designs the game world, or adapts an existing one, filling it with creatures, places, and treasures to challenge the players.

The characters move within this world, exploring beyond the edges of the known world, vanquishing foul fiends, making off with their loot, and becoming more experienced and powerful themselves. They will have the opportunity to become involved with world events, and perhaps even shape them; or they may remain shadowy figures behind the scenes.

Characters may, and in fact are expected to, die during the course of a campaign, but that is not the end of the game for the *player*. A new character is quickly generated, and at higher levels it may even be possible to bring the character back to life using powerful spells or exotic magic artefacts.

Character death is not the end, but merely a new beginning for the player – the campaign only ends when the group decides it's time for a fresh start in pastures new.

LEVELS, LEVELS, LEVELS, AND LEVELS

The word "level" crops up many times throughout the BLUEHOLME™ Prentice Rules, and it may denote different things depending on the context. If this seems confusing at first, the different meanings will be explained in detail in the relevant sections of the rules. In the meantime, here is a brief overview:

ADVENTURE LEVEL

Adventure level indicates the degree of peril presented by a particular adventure in relation to character levels; thus, a 3rd level adventure would be suitable for 3rd level parties. Most published adventures recommend certain numbers and levels of player characters.

This does not mean a maze situated three levels underground is always a 3rd level adventure! Nor does it mean that all, or even most, encounters will be with 3rd level creatures.

CASTER LEVEL

Some spells are more powerful when cast by higher-level casters. Caster level is equal to the number of levels a character has in a spell-casting class; for example, a 1st level magic-user is a 1st level caster. The same applies to multi-classed characters, thus a 3rd level cleric/thief is also a 3rd level caster.

CHARACTER LEVEL

For players, character level will be of most concern as it measures and determines how powerful and resilient their characters are.

CREATURE LEVEL

Creatures are the same level as their hit dice. A creature with less than 1d8 HD, such as a 1d6 HD goblin, is considered to be a "<1HD" creature for the purposes of attack rolls and saving throws (see **Part 5: Encounters**).

SPELL LEVEL

Spell levels are not to be confused with caster levels. Spell levels indicate the relative power of spells. As they rise in character levels magic-users and clerics gain access to higher level and thus more powerful spells.

A MANY-FACETTED GAME

The polyhedral dice used in BLUEHOLME™ serve a variety of different functions. The types of dice used are 2, 3, 4, 6, 8, 10, 12, and 20-sided, abbreviated throughout these rules as d2, d3, d4, d6, d8, and so on.

With d2 or d3, simply roll a d6: for d2 read 1-3 as 1 and 4-6 as 2. For d3 read 1-2 as 1, 3-4 as 2, and 5-6 as 3.

The d10 is numbered from 0 to 9. In most cases, the "0" is read as "10", except for percentile dice.

Percentile dice (d%) generate a number between 1 and 100 by means of two ten-sided dice. One is the "tens" digit. The other is the "ones" digit. For example, rolling a 1 followed by a 4 is read as "14". Two zeroes are read as "100".

Dice rolls are described with expressions such as "3d4+3," which means "roll three four-sided dice and add 3", resulting in a number between 6 and 15.

The first number indicates how many dice to roll, with the resulting scores added together. The number immediately after the "d" tells you the type of die to use. Any "+" or "−" after that indicates a quantity that is added or subtracted from the result.

ROUNDING AND MULTIPLYING

Normal rounding rules apply, i.e. one-half or larger is rounded up.

When two or more multipliers apply to any abstract value, such as a modifier or a die roll, they are combined into a single multiple. However, they are not simply added together; instead, each extra multiple adds 1 less than its value to the first multiple.

> **EXAMPLE:** *3 successive multipliers of x2, x2 and x3 applied to the same number would become x5, because 2 + (2−1) + (3 − 1) = 2 + 1 + 2 = 5.*

When applying multipliers to real-world values such as weight or distance, use normal rules of mathematics.

> **EXAMPLE:** *A creature whose size doubles (thus multiplying its weight by 8) and then is turned to stone (which would multiply its weight by a factor of 3) now weighs 8 x 3 = 24 times normal, not 8 + (3 − 1) = 10 times normal.*

GENERATING A CHARACTER

To roll up a new beginning character, simply follow the steps below:

1. Prepare a new **character sheet**, or note the six basic abilities (Strength, Intelligence, Wisdom, Constitution, Dexterity, and Charisma) on a sheet of paper.

2. Roll 3d6 (3-18) for each basic **ability** and pencil in the score next to that ability, in the order written on the character sheet.

3. Choose a **race** for the character. This will determine which classes are open to him, as well as providing certain racial abilities like halfling saving throw bonuses.

4. Choose a **class** which best suits the character's ability scores, and adjust the latter if desired. Ability bonuses and penalties, if any, can then be recorded.

5. Make a note of the special **traits** or **talents** possessed by the character because of race or class, such as magic-user spells, thief skills or elven and dwarven darkvision.

6. Roll the appropriate **hit die** (**HD**) for the character's class and apply any constitution bonus or penalty. The total equals the character's **hit points** (**hp**).

7. Choose an **alignment** for the character and record it on the character sheet, and also any spells for spell casters.

8. Roll 3d6 x 10 and record the result on the character sheet. This score is the number of gold pieces (**gp**) the character starts out with.

9. Purchase weapons, armour and other appropriate **equipment** for the character. Any money not spent at this point is kept by the character as coinage. This money can be in the form of other coins (silver, copper, and so on) if so wished.

10. Think of a **name** for the character and add any other personal information desired, such as height, age, hair and eye colour, family background and nationality, etc.

ABILITY SCORES

Characters are defined by a set of six basic ability scores; Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma.

Some abilities are **prime requisites** that affect the experience gained by characters of certain classes, while others provide various benefits if they are above average (or penalties if below).

1. **Strength** measures muscle and physical power. This ability is especially important for fighters because it helps them prevail in combat, thus it is their prime requisite.

2. **Intelligence** determines how well a character learns and reasons, and how many languages he or she knows. Intelligence is the prime requisite for magic-users and greatly affects their potential as spell casters.

3. **Wisdom** describes willpower, common sense, perception, and intuition. It represents being in tune with and aware of one's surroundings Wisdom is the prime requisite for clerics.

4. **Constitution** represents a character's health and stamina. A Constitution bonus increases hit points at every level. Dwarves and halflings must have a minimum Constitution of 9.

5. **Dexterity** measures hand-eye coordination, agility, reflexes, and balance. A high Dexterity score is useful for all characters that use missile weapons. It is the prime requisite for thieves. Halflings must have a Dexterity score of at least 9.

6. **Charisma** measures a character's force of personality, persuasiveness, personal magnetism, ability to lead, and physical attractiveness. It has a strong influence on how non-player characters react to the character. Charisma also determines the ability to hire and inspire followers.

RAISING PRIME REQUISITE SCORES

Once the player has decided on a class for his character, he may adjust the rolled ability scores if he wishes. Only prime requisites can be raised, and each point gained must be paid for (sometimes dearly) by lowering other ability scores. No ability score can be increased to more than 18, nor can any be reduced to less than 9.

Note that, for this purpose, combination-classed characters have multiple prime requisites; they may raise any prime requisite if they wish, but they cannot lower one to raise another.

PRIME REQUISITE ADJUSTMENT COST

Class	Prime Requisite	Cost to Raise Prime Requisite 1 Point	
Cleric	Wis	Str – 3 OR	Int – 2
Fighter	Str	Int – 2 OR	Wis – 3
Magic-User	Int	Str – 3 OR	Wis – 2
Thief	Dex	Int – 2 AND	Wis – 1

PRIME REQUISITE XP MODIFIERS

As noted above, every class has a prime requisite that modifies the amount of experience awarded to a character by the referee at the end of an adventure:

Prime Score	3-6	7-8	9-12	13-14	15-18
XP Modifier	−20%	−10%	−	+05%	+10%

INTELLIGENCE MODIFIERS

For every point of Intelligence above 10, a character will know an additional language.

Int Score	11	12	13	14	15	16	17	18
Languages	+1	+2	+3	+4	+5	+6	+7	+8

CONSTITUTION MODIFIERS

Constitution modifiers are added to or subtracted from the hit dice roll made at every level by the player to determine hit points.

Con Score	3-6	7-14	15-16	17	18
hp Modifier	−1	−	+1	+2	+3

DEXTERITY MODIFIERS

A character's Dexterity score affects his or her accuracy with missile weapons. The modifier is applied to the character's attack roll.

Dex Score	3-8	9-12	13-18
To Hit Modifier	−1	−	+1

CHARISMA MODIFIERS

A character's Charisma score determines the maximum number of non-player character followers he or she will be able to attract.

Cha Score	3-4	5-6	7-9	10-12	13-15	16-17	18
Followers	1	2	3	4	5	6	12

RACE

Although there are many more intelligent races, for BLUEHOLME™ Prentice Rules play only four are suggested for player characters: dwarves, elves, halflings and humans. Other races can be assumed to either show no inclination to adventure or are feared or despised by these four human and demi-human races. For the same reason, the BLUEHOLME™ Prentice Rules restrict the classes available to each race.

However, it is entirely up to the referee to decide which races and classes are appropriate for characters; lizard folk, dragons, hobgoblins, doppelgangers – the choice is endless in the cosmopolitan melting pot of the fantasy game universe. It will only take a little work by the referee to make other races detailed in **Part 6: Creatures** playable as characters.

DWARF

Dwarves are an underground-dwelling race of dour but sturdy warriors and craftsmen, expert miners and stone carvers as a species. Although short at 4' tall on average, they are very muscular and weigh no less than humans. They tend to be ruddy-complexioned but their hair and, in the case of male dwarves, luxurious beards can be of any colour.

Dwarves appreciate good workmanship and are fond of gold and precious metals. Because their normal realm is in mountains and underground, they are consummate miners and workers of stone. Dwarven masons command high wages, when they can be found at all, and even the least skilled has a great deal of general knowldege of underground construction.

Classes: All adventuring dwarves are fighters.

Perception: Dwarves can see up to 60' in the dark. They will instinctively notice things like slanting passages, new construction, traps, shifting walls, and the like on a roll of 1-2 on 1d6.

Saving Throws: Dwarves are a tough race, and they get a +2 bonus on all saving throws.

ELF

Elves are an ancient and long-lived race, making their home in hidden cities or deep in wild primeval forests, respectively. In spite of this secretiveness about their lands, they roam the world widely and often. They are delicate and willowy in build with slanted almond-shaped eyes and noticeably pointed ears. They are slightly smaller than humans on average, between 5' and 5½' tall.

High elves are fair of skin, hair and eyes, while wood elves are pale-skinned and dark-haired. All are beardless.

Class: Elves may be fighters, magic-users, or fighting mages. The latter is a combination class popular amongst elven characters.

Hit Dice: Elves of all classes use 6-sided hit dice.

Immunity: Elves are immune to ghoulish paralysis.

Perception: Elves can see for up to 60' in the dark. They instinctively notice secret doors they pass on a 1-2 on 1d6, or 1-4 if actually searching.

HALFLING

Halflings are small, normally only 3' tall, but they are deceptively resilient. Halflings tend to be ruddy-complexioned due to their love of the outdoors, and are able to vanish instantly into the undergrowth if they wish.

Accuracy: Halflings are superbly accurate with missiles, attacking at +1 to hit with all types of ranged weapons.

Class: Adventuring halflings are all fighters.

Hit Dice: Halflings fighters use 6-sided dice.

Saving Throws: Halflings are deceptively resilient, and get a +2 bonus on all saves.

Weapons: Halflings treat light weapons as normal and normal weapons as heavy. They cannot use heavy weapons at all, nor long bows, composite bows or heavy crossbows.

HUMAN

There is nothing at all unusual about humans, and they have no special traits. They vary wildly in appearance. They may have blue, green or brown eyes; their hair can be black, brown, red or yellow; and their skin ranges from pale white through all shades of gold and bronze to the deepest black.

Class: Humans can choose to be of any class they wish; cleric, fighter, magic-user or thief.

CLASS

Every character must choose a class based on ability scores and race, e.g. humans can be of any class, dwarves and halflings can only be fighters, while elves may be combination fighting mages, combining the traits of both fighters and magic-users in one. The BLUEHOLME™ Journeymanne Rules have other class options for demi-human characters to choose from.

CLERIC

Only humans can be clerics; devoted worshippers of a god, a pantheon, or even a force of nature. They may wear any type of armour but are only permitted to wield technically "blunt" weapons (mace, war hammer, flail, quarterstaff, and sling) because the drawing of blood has profound religious implications and should be reserved for holy (or unholy) ritual.

Clerics *cannot* be of neutral alignment; they may be good or evil, lawful or chaotic, as suited to their faith. Clerics gain their divine spells through prayer, but at 1st level they cannot yet cast any.

CLERIC PROGRESSION

Level	Hit Dice	XP	Spells by Level
1	1d6	1	None
2	2d6	1,501	1 x 1st level
3	3d6	3,001	2 x 1st level

TURNING AWAY UNDEAD

Clerics can "turn" one type of undead once per round at a distance of up to 60', causing them to flee. At higher levels they may even dispel them for good; this is explained in the BLUEHOLME™ Journeymanne Rules. On the table below, find the cleric's level and cross-reference against the hit dice of the undead.

If the player rolls the given number or more on 2d6, the turning attempt succeeds. Some undead are too powerful for a lower-level cleric to turn, as indicted by a "–" in the table. Another roll of 2d6 determines how many HD of undead will be routed, starting with the weakest. Whatever the second roll is, if the turning was a success at least one undead will be affected.

Level/HD	1	2	3	4	5	6
1	7	9	11	–	–	–
2	5	7	9	11	–	–
3	3	5	7	9	11	–

FIGHTER

Fighters may use any type of weapon or armour, whether mundane or magical. Although they have no special skills or magical powers, they have more hit points than any other class, and their fighting prowess is far above that of their companions from the other professions.

Humans may be fighters, and dwarves and halflings *must* choose this class. Elves can be fighters, magic-users or fighting mages.

FIGHTER PROGRESSION

Level	Hit Dice*	XP
1	1d8/1d6	1
2	2d8/2d6	2,001
3	3d8/3d6	4,001

* Humans and dwarves roll d8 to determine hit points per fighter level; elves and halflings roll d6. The type of hit die rolled is a measure of the size of the creature in question, as is also apparent in **Part 6: Creatures**.

MAGIC-USER

Characters that learn to understand and manipulate arcane energies are magic-users. Their spells depend on their own knowledge of complex rituals, which are recorded in weighty tomes. While they are rather fragile at low levels, experienced high-level magic-users are powerful allies – and dreadful opponents.

Magic-users are unable to wear any kind of armour, and can only use daggers or staves as weapons. A fighting mage can wear iron armour, but not while casting a spell.

MAGIC-USER PROGRESSION

Level	Hit Dice	XP	Spells by Level
1	1d4	1	1 x 1st
2	2d4	2,501	2 x 1st
3	3d4	5,001	2 x 1st + 1 x 2nd

SPELL LEARNING

Magic-user spells are written down in great tomes known as magic books, each book containing spells of one level. A magic-user is not necessarily able to learn and transcribe all spells of that level into a book. This is determined by the magic-user's Intelligence score, as detailed in the table below. A magic-user only gets one chance to figure out each spell; if it is not learned then, it will never be.

CHANCE OF LEARNING SPELLS

Intelligence Score	Minimum per Level	Chance to Learn	Maximum per Level
3-4	2	20%	3
5-7	2	30%	4
8-9	3	40%	5
10-12	4	50%	6
13-14	5	65%	8
15-16	6	75%	10
17	7	85%	All
18	8	95%	All

Minimum denotes the fewest spells a magic-user will know for that level. Before the player makes any of the d% rolls for "chance to learn", the player or referee will choose or randomly pick this many spells from the spell list for that level and inform the player that his or her character already knows these.

Chance to Learn gives the percentage chance of the magic-user being able to understand any one particular spell the first time a new magic book with a new level of spells is gained. Every time a new level of spells is acquired, and after the minimum spells have been picked, the player should roll a d% for each remaining spell of that level; if the roll is equal to or less than the chance listed, then that spell is written into the character's magic book.

Maximum is the most spells a magic-user of a given Intelligence can enter into a magic book of a particular level. If, after rolling d% for each spell, the player finds that the maximum has been surpassed, the excess spells are struck from the list, either randomly or as chosen by the referee.

EXAMPLE: Let's look at the 1st level magic-user Catweazle. The player has already picked out the minimum number of 6 spells, chosen randomly from the 1st level spell list.

Catweazle is a pretty clever fellow, with an Intelligence of 15. That means there is a 75% chance of his understanding any one of the remaining spells and inscribing them in his book. Catweazle's player gets out his trusty d% and starts rolling. By the time he gets to the end, he finds that he succeeded for 6 spells out of the remaining 8!

His Intelligence limits him to 10 spells, however, so the referee chooses two of them at random to delete from the list.

CREATING NEW SPELLS

Magic-users can develop new and unique spells. The referee and the player should agree beforehand on the exact nature of the spell and whether it is appropriate for its level. The process takes 1 week and costing 2,000gp in materials and equipment per spell level.

There is a 20% chance of successfully adding a spell to a magic book, provided the Intelligence limit for that spell level has not been reached, as outlined above.

MAGIC SCROLLS

Magic books are far too large and cumbersome to be carried on adventures and must be kept in a safe place. However, all magic-users are able to transcribe the essentials of a spell onto a magic scroll. Creating a magic scroll takes 1 week of work per spell level, and costs 100gp in materials per spell level. Thus, a 2nd level spell would cost 200gp and take 2 weeks to transcribe onto a scroll. Magic scrolls are read aloud, casting the spell but erasing the magic words from the scroll in the process.

> **OPTION**: On long adventures away from the characters' home base, it can be difficult for magic-users to replenish their spells. Once per day, they can be studied by the magic-user to replenish the spells he cast. The latter use will not erase the spell, but the magic-user can only use scrolls to replenish the same spells that he memorised from his magic books before the start of the adventure.

THIEF

Only human characters may be thieves. Always of neutral alignment, no sensible party trusts them completely; but when men and magic fail it is often up to the thief to bring home the plunder. They have a plethora of special skills to aid them in their pilfering, such as climbing what appear to be sheer surfaces and the ability to disarm all manner of traps.

Thieves may not wear mail or plate armour nor carry shields, although they can handle any type of weapon whether it be mundane or magical; nor are they above stabbing an adversary in the back while his attention is elsewhere.

THIEF PROGRESSION

Level	Hit Dice	XP
1	1d4	1
2	2d4	1,201
3	3d4	2,401

Backstab: A thief is able to strike from behind with deadly accuracy if he can get close to his target without being noticed. The character must make a normal attack with a +4 bonus to hit. If the blow strikes home, the damage rolled is multiplied by 2. This ability improves further at higher levels.

THIEVES' SKILLS

A 1st level thief's ability to hear noise and find traps is similar to those of other characters. All the other skills are unique to the thief class and beyond normal capabilities. To succeed in these skills, the number rolled on the d% must be less than or equal to the percentage given on the table below.

Thief Level	1st	2nd	3rd
Climb Smooth Surface	80%	85%	90%
Hear Noise	35%	40%	45%
Hide in Shadow	10%	15%	20%
Move Silently	20%	25%	30%
Open Lock	15%	20%	25%
Pick Pocket	20%	25%	30%
Read Language	35%	40%	45%
Read Scroll	05%	10%	15%
Remove Trap	10%	15%	20%
Use Wand	05%	10%	15%

COMBINATION CLASSES

At the referee's discretion it is also possible for characters to have the abilities of two or more classes at the same time, as follows:

Hit Dice: Average of all classes, e.g. a fighting thief would use d6 at each level.

Weapons: Whichever is best, e.g. a fighting mage can use all weapon types.

Armour: Whichever is worst, e.g. a clerical thief is limited to leather armour and no shield, but only while performing thiefly acts (e.g. backstabbing).

Class Specialties: All, e.g. a mage-thief can both cast spells and use thief skills.

Saving Throws and Combat: The character uses whichever are more favourable, e.g. a fighting cleric would use the cleric table to save vs. magic wands.

Experience: A combination-classed character needs more XP to advance in level. Add the total for all classes: e.g. a 2nd level fighting clerical thief would need 4,703 XP.

ALIGNMENT

A creature's general moral and personal attitudes are represented by its alignment.

All alignments are open to fighters and magic-users. Thieves are usually neutral or evil. Clerics must be good or evil, never neutral. The referee will penalise characters that act out of alignment through loss of XP and, in extreme cases, a forced alignment change.

ALIGNMENT MATRIX

LAWFUL GOOD		LAWFUL EVIL
	NEUTRAL	
CHAOTIC GOOD		CHAOTIC EVIL

Lawful good characters tell the truth, keep their word, help the needy and uphold the law.

Lawful evil characters care about tradition, loyalty, and order but not about freedom, dignity, or life. They have no regard for those they hurt.

Neutral characters don't feel strongly one way or the other, but think only of their own benefit. They will never align with law or chaos for its own sake, although they may for their own reasons.

Chaotic good characters follow their own moral compass, which may not agree with that of society. They have little use for regulations.

Chaotic evil characters are hot-tempered, vicious, arbitrarily violent, brutal, ruthless and, above all, unpredictable.

LANGUAGES

The common tongue of the Realm is a language spoken by all civilised beings. Non-human creatures may also speak the language of their homeland and/or race. In addition, the various alignments each have a spoken language.

EQUIPMENT

Before play, each player should roll 3d6 x 10 to determine the number of gold pieces (gp) his character has available to buy equipment from the tables below. At the referee's discretion, the characters may pool their wealth.

COST OF WEAPONS AND ARMOUR

Item	gp	Item	gp
Light Weapon		*Thrown*	
Dagger	3	Javelin	1
Silver Dagger	25		
Normal Weapon		*Bow*	
Battle Axe	7	Short Bow	25
Hand Axe	3	Horse Bow	30
Mace	5	Long Bow	40
Spear	2	Composite Bow	50
Short Sword	7	Quiver for Arrows	5
Sword	10	Arrows (20)	5
War Hammer	5	Silver Arrow	5
Quarterstaff	2		
Heavy Weapon		*Crossbow*	
Flail	8	Light Crossbow	15
Great Sword	15	Heavy Crossbow	25
Halberd	7	Case for Quarrels	5
Lance	4	Quarrels (30)	5
Morning Star	6	Silver Quarrel	5
Pike	5		
Pole Arm	7		
Armour		*Sling*	
Shield	10	Sling	1
Helmet	10	Pouch for Stones	1
Leather Armour	15	Sling stones (30)	1
Mail Armour	30		
Plate Armour	50		
Horse Barding	150		

COST OF TRANSPORTATION

Item	gp	Item	gp
Ox	20	Saddle	25
Mule	20	Saddle Bags	10
Draft Horse	30	Cart	100
Light Horse	40	Wagon	200
Med. Warhorse	100	Raft	20
Heavy Warhorse	200	Small Boat	100

COST OF OTHER GEAR

Item	gp	Item	gp
Backpack	5	Pole (10')	1
Small Sack	1	Hammer	2
Large Sack	2	Iron Spikes (12)	1
Wine Skin	1	Mallet	2
Wine / quart	1	Wooden Stakes (3)	1
Rations / week	5	Garlic	5
Iron Rations / wk.	15	Wolfsbane	10
Torches (6)	1	Mirror (Steel)	5
Lantern	10	Mirror (Silver)	15
Flask of Oil	2	Holy Symbol (Wood)	2
Tinder Box	3	Holy Symbol (Silver)	25
Rope (50')	1	Vial of Holy Water	25

COINS

After purchasing equipment, anything left over is kept in actual coinage by the character. Gold pieces are the most common currency, but coins are also made of copper, silver, electrum and platinum. For convenience, 10 coins of any type are assumed to weigh 1 pound. The relative value of coins is given in the table below:

1pp	=	5gp
1gp	=	2ep
1ep	=	5sp
1sp	=	5cp

PART 3: SPELLS

SPELL CASTING

A spell is a one-time magical effect. Spells come in two types: magical (cast by magic-users) and clerical (cast by clerics). Magic-users select their spells from a limited list of spells recorded in their magic books, while clerics have access to the full range of spells through their god.

Magic-users and clerics prepare their spells in advance; whether by intensive study and memorisation from a magic book or scroll, or through devout prayers and meditation. Despite these differences, when it comes to casting them the spells are very much alike. Each spell entry below is presented in the standard format below.

SPELL LEVEL

Each spell has its level; this is not the same as caster level! Caster level determines how many spells of any given spell level can be cast by a character, and it can alter the power of some spells such as *magic missile*.

Spell Name

Range: *Duration:*
Description

Spell Name: The common name of the spell – this can and should, of course, vary from place to place and temple to college.

Range: Spells may be cast from afar, or they may require that the caster touch the target; if the target is unwilling, the caster must make an attack roll to succeed in "hitting" with the spell. Even if a spell strikes the intended target, spells allow a saving throw vs. spell or staff.

Spells with a range of "touch" require the caster to physically lay a hand on the subject, who must be willing, unaware or helpless. Some spells can only affect the caster, as denoted by a range entry of "caster".

Spell ranges are read in terms of feet when cast indoors or underground, or yards when cast out of doors. This does not alter the area of effect; while a *silence* spell can be centred at a distance of up to 180 feet in the Underworld, or 180 yards in the wilderness, it will still cover the same 15' radius area indoors and out.

Duration: Some spells have a "permanent" duration, such as *purify food and drink*. This does not mean that the victuals can never spoil or be poisoned again later. For spells cast during combat (although not while engaged in melee), duration is in 100-second combat turns. Spells cast outside combat are counted in normal 10-minute turns, and their duration will not be altered if combat occurs or ends after casting.

The caster can cancel the spell any time before its duration is up, or it may be dispelled using *dispel magic* – this is a 3rd level spell, for details see the BLUEHOLME™ Journeymanne Rules.

CLERICAL SPELLS

Clerics gain their spells from a divine source. They are written down in great holy texts similar to magic books, but need not be learned. Spells are selected anew between adventures each time, choosing any spell from the levels available. Faithful clerics need simply worship for an hour a day to replenish cast spells, but they cannot change chosen spells during an adventure. They must worship at a temple or other repository of sacred texts in order to access the full choice of clerical spells available for each level. Clerics who lose their faith, by acting outside their alignment or otherwise offending their god, also lose the ability to cast spells, including any not yet used.

REVERSED SPELLS

Some spells cast by evil clerics are *reversed*, that is, they have the opposite effect of the normal version of the spell. Clerics have access to only one type or the other; evil clerics cast only the reversed versions, good clerics cast only the normal version. Reversible spells are written in *italics* in the lists below.

BOOK OF 1st LEVEL CLERICAL SPELLS

1. *Cure Light Wounds*	5. *Protection From Evil*
2. *Detect Evil*	6. *Purify Comestibles*
3. Detect Magic	7. *Remove Fear*
4. *Light*	8. Resist Cold

Cure Light Wounds / Deal Light Wounds

Range: Touch   *Duration: Permanent*

When a good cleric lays a hand upon a living, wounded character, he or she cures 1d6+1 points of damage.

When casting the reverse spell, *deal light wounds*, an evil cleric deals 1d6+1 points of damage to the victim instead. The victim must unaware, helpless, running away or otherwise unable to engage the caster in melee.

Neither version will work on the undead.

Detect Evil / Detect Good

Range: 120   *Duration: 6 turns*

A good cleric can sense the presence of evil objects, and intentions or thoughts of any creature in range. The spell also gives some idea of the degree of evil, and possibly whether it is lawful or chaotic. An evil cleric can cast *detect good* in the same manner.

Detect Magic

Range: 60   *Duration: 2 turns*

The caster can detect magical auras about any creature, object or location within the range limit of the spell. The spell does not divulge any information about the nature of the magic, such as strength, caster level, spell level, alignment (if any) or whether it is magical, clerical, or something else altogether.

There is no visible effect, magical items within range do not glow, and only the caster is granted the knowledge revealed by the spell.

Light / Darkness

Range: 120   *Duration: Level x 2 turns*

The good version of this spell causes an object to glow like a torch, shedding bright light in a 15' radius from any point in range. It is not equivalent to daylight.

The effect is immobile, but it can be cast on a movable object. *Light* cannot be switched off without cancelling the spell, but a light-casting object can be covered or hooded to conceal its glow.

The evil reversed spell causes an object or point to radiate utter *darkness* out to a 15' radius. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, and even creatures with darkvision are unable to see. A *darkness*-enspelled object can be covered to hide the emanation.

Darkness dispels *light* spells, and vice versa, but a light taken into darkness will not illuminate it.

Protection from Evil / Good

Range: Caster   *Duration: 6 turns*

Protection from evil creates an invisible barrier that moves with the cleric and provides a +1 bonus to both saving throws and armour class against attacks made or effects created by evil creatures. This spell wards the caster from attacks by summoned creatures (such as djinni or hell hounds), as well as anyone of evil alignment. These benefits are in addition to any bonuses gained from magical items.

The reverse of this spell, *protection from good*, protects the caster from good-aligned as well as summoned creatures in exactly the same manner when cast by an evil cleric.

Purify / Contaminate Comestibles

Range: 10 *Duration: Permanent*

This spell makes 12 servings of spoiled, poisoned, or otherwise contaminated food and water suitable for eating and drinking. It affects per casting. Purified victuals are perfectly normal in every way, and will spoil again if left too long. They may also be poisoned again after purification. *Dispel magic* will not affect *purified* or *contaminated* comestibles.

The reversed version of the spell spoils the same amount of edible food and potable water. Magically contaminated food and water can be made edible and potable again through *purify comestibles*.

Remove Fear / Inflict Fear

Range: Touch *Duration: 6 turns*

A good cleric instils courage in the subject. If the subject is under the influence of a fear effect when receiving the spell, he can make another saving throw at a bonus equal to the level of the caster of the *remove fear*.

The evil reverse of this spell causes the affected creature to panic and flee from the caster for 6 turns. It cannot be cast while the cleric is engaged in melee combat. *Remove fear* counters and dispels *inflict fear*, and vice versa.

Resist Cold

Range: 30 *Duration: 6 turns*

This spell grants one creature limited protection from cold. The subject gains a +2 bonus to any saving throws against cold attacks, and is able to shrug off freezing temperatures.

MAGIC-USER SPELLS

Magic-users are able to commit to memory and cast a certain number of spells per day, as determined by their level (see the magic-user entry under **Part 2: Characters**). They must choose which spells to memorise every day, and only those may be cast during that day. It is possible to memorise the same spell multiple times if the caster has enough spells per day available of that level. For example, a 2nd level magic-user could memorise two uses of *magic missile* if so desired, or choose two different 1st level spells instead.

Once a particular spell is cast, it cannot be used again until the magic-user returns to the magic book and re-memorises it. In any event, the spell cannot be regained until the following day, even if the magic-user has the books to hand; a period of rest, meditation or sleep is required in order to clear the mind before attempting to study the grimoires again.

Magic Books

Every magic-user owns one or more magic books, one per spell level, in which all the spells he or she knows are recorded. The maximum number of spells learned for each level is limited by Intelligence (see **Part 2: Characters**). New spells can be developed to add to these magic books, as long as that limit is not exceeded.

To record a spell, the magic-user uses complex notation that describes the magical forces involved in the spell, inscribed with exotic inks and other peculiar ingredients. Much of the cypher is not really necessary, serving only to obfuscate so that another character's magical script remains incomprehensible to anyone else without the *read magic* spell.

Once a character deciphers a particular piece of magical writing, he can read it normally at any time thereafter, and will not need to cast *read magic* for that individual script again.

Magic Scrolls

Magic books are huge and weighty tomes; scrolls offer a more portable alternative for carrying on extended adventures. Spells may be cast directly from a scroll, in which case the magical writing fades away and the scroll loses its power; they are single-use magic items.

Option: A magic-user can prepare scrolls for any of the spells in his or her magic books as detailed earlier under the class description in **Part 2: Characters**, and use them as a sort of "travelling magic book" to re-memorise only previously-cast spells whilst adventuring. They can also be used as normal scrolls in an emergency, although they will of course lose their power afterwards.

BOOK OF 1st LEVEL MAGIC-USER SPELLS

1. Charm Person	8. Magic Missile
2. Dancing Lights	9. Protection from Evil
3. Detect Magic	10. Read Languages
4. Enlarge	11. Read Magic
5. Floating Disc	12. Shield
6. Hold Portal	13. Sleep
7. Light	14. Ventriloquism

Charm Person

Range: 120   Duration: See below

This spell makes a humanoid creature regard the magic-user as its trusted friend and ally. It has no effect on non-humanoid creatures or humanoids much larger than human size, nor does it affect the undead.

The spell places the charmed person entirely under the influence of the caster. The victim is allowed to make repeated saving throws to throw off the charm at intervals determined by its Intelligence:

Intelligence	Save
0-6	Every 1 month
7-9	Every 3 weeks
10-11	Every 2 weeks
12-15	Every week
16-17	Every 2 days
18+	Every day

Dancing Lights

Range: 120   Duration: 2 turns

The magic-user creates between 1 and 6 lights that resemble torches or lanterns, and cast the same amount of light. The exact number of lights is chosen by the caster. The *dancing lights* must stay within maximum spell range of the caster, but otherwise move as he desires. He must speak directions aloud, but no concentration or direct line of sight is required.

Detect Magic

Range: 60   Duration: 2 turns

The caster can detect magical auras about any creature, object or location within range. The spell does not divulge any information about the nature of the magic. There is no visible effect, and only the caster is aware of the magical aura revealed by the spell.

Enlarge

Range: 30   Duration: Level x 1 turns

The spell affects either a single object or human-sized creature, including anything worn or carried by said creature. The maximum volume of an object to be enlarged is limited to 12 cubic feet per caster level. This spell causes instant growth of an object or creature, doubling its size and multiplying its weight by 4. Enlarged creatures do double damage when they hit a target. Their armour class, hit dice and hit points remain unaffected.

15

Floating Disc

Range: 10   *Duration: 6 turns*

This spell creates a slightly concave, circular plane of force that follows the caster about and carries loads for him. The disk can hold up to 5,000 coins, or an equivalent load of up to 500 pounds in weight.

The *floating disk* hovers at approximately the caster's waist height at all times and remains level. It floats along horizontally, maintaining a constant interval of 6' behind the caster. The disk winks out of existence when the spell duration expires, and whatever it was supporting falls to the surface beneath it.

Hold Portal

Range: 10   *Duration: 2d6 turns*

This spell magically welds shut a door, gate, window, shutter or similar access. Only breaking through, or a *knock* spell or a successful *dispel magic* spell can negate a *hold portal* spell.

The caster can freely open such an object without affecting his or her *hold portal* spell, as can another caster at least 3 levels higher.

Light

Range: 120   *Duration: Level x 2 turns*

This spell causes an object to glow like a torch, shedding bright light in a 15' radius from any point in range. It is not equivalent to daylight. The Light spell must be cast at a fixed point in space, but it can be cast on a movable object.

The spell *light* dispels *darkness* and vice versa, but a *light* taken into an area of magical *darkness* will not illuminate it.

Magic Missile

Range: See below   *Duration: Permanent*

This spell causes a bolt of magical energy to dart forth from the caster's fingertip. For every two caster levels, magic-users gain an additional *magic missile*. Magic-users can fire 2 *magic missiles* at 3rd-4th level, 3 at 5th-6th level, and so forth as detailed in the BLUEHOLME™ Journeymanne Rules. Multiple missiles may be directed at the same target, or split between any number of different targets.

Each *magic missile* strikes its target only if the magic-user makes a successful ranged attack roll, dealing 1d6+1 points of damage. The ranges are as given below:

Short	Medium	Long
1-70	71-140	141-210

Protection from Evil

Range: Caster   *Duration: 6 turns*

This spell wards the caster from attacks by summoned creatures (such as djinni or hell hounds) as well as those of evil alignment. The barrier moves with the magic-user and provides a +1 bonus to saving throws and AC against these creatures.

Read Languages

Range: Caster   *Duration: 2 turns*

This spell allows the caster to decipher any non-magical writing or inscription, such as books, carvings or maps. Once the spell is cast and the magic-user has read the inscription, he or she is thereafter able to read that particular writing without recourse to the use of *read languages*.

Read Magic

Range: Caster   *Duration: 2 turns*

The caster can decipher magical inscriptions on objects such as books, scrolls, weapons, and the like, which would otherwise be unintelligible. This does not normally invoke the magic contained in the writing (if any), although it may do so in the case of a cursed scroll.

Once the spell is cast and the magic-user has read the magical inscription, he or she is thereafter able to read that particular writing without further recourse to the use of *read magic*.

Shield

Range: Caster   Duration: 2 turns

Shield creates an invisible barrier of force that hovers around the caster, providing AC2 vs. missiles and AC4 vs. all other attacks.

Sleep

Range: 240   Duration: 4d4 turns

A *sleep* spell causes a magical slumber to come upon any creatures except undead of up to 4HD in a 10'circle, with no saving throw:

Creature Hit Dice	Number Affected
1 or 1+	2d8
2 or 2+	2d6
3 or 3+	1d6
4 or 4+	1

Ventriloquism

Range: 60   Duration: 2 turns

The caster can make a voice seem to issue from someplace else, such as an object, another creature, or even a different room.

BOOK OF 2nd LEVEL MAGIC-USER SPELLS

1. Continual Light	10. Magic Lock
2. Darkness	11. Magic Mouth
3. Detect Evil	12. Mirror Image
4. Detect Invisible	13. Phantasmal Image
5. Dexterity	14. Phantasmal Sound
6. Invisibility	15. Pyrotechnics
7. Knock	16. Ray of Clumsiness
8. Levitate	17. Read Thoughts
9. Locate Object	18. Web

Continual Light

Range: 120   Duration: Permanent

A light equivalent to a torch springs forth from an object within range, illuminating a 30' radius circle. It is not equivalent to daylight. It can be covered, but not smothered or quenched, nor is it affected by *darkness* spells. It will cast light forever, unless dispelled.

Darkness

Range: 120   Duration: Level x 2 turns

This spell causes an object or point to radiate total *darkness* out to a 15' radius. Normal lights (torches, candles, lanterns, and so forth) are incapable of brightening the area, and even creatures with darkvision are unable to see. The effect is immobile, but it can be cast on a movable object, in which case the *darkness* can be temporarily smothered by covering the object. *Darkness* and *light* spells can be used to dispel one another.

Detect Evil

Range: 120   Duration: 6 turns

The magic-user can sense the presence of evil objects, as well as evil intentions or thoughts of any creature in range. The spell also gives some idea of the degree of evil, and possibly whether the source is lawful or chaotic.

Detect Invisible

Range: Level x 10   Duration: 6 turns

The magic-user can sense the location of any invisible creatures and objects within range, which increases with his or her level.

Dexterity

Range: Touch   *Duration: 8 hours*

This spell causes the Dexterity score of the subject to increase for the duration of the spell. The new temporary score provides all the usual bonuses to missile attack rolls and any Dexterity-based rolls, but it has no effect on a thief's experience bonus.

The character's Dexterity score is raised by an amount determined by class as follows:

Class	Dexterity Increase
Cleric	1d4
Fighter	1d6
Magic-user	1d4
Thief	2d4

Invisibility

Range: 240   *Duration: Permanent*

The subject and all worn clothing and carried equipment becomes *invisible*, vanishing from sight (even from darkvision).

Dropping an item makes it reappear, picking it up makes it invisible again. The spell ends only if dispelled, or when the invisible subject wishes, or if he or she attacks in any way.

Knock

Range: 60   *Duration: See below*

The *knock* spell opens jammed, barred or locked doors, gates, boxes and the like. It opens secret doors, as well as trapped or trick-opening chests without danger. It dispels *hold portal* spells and allows *magic locks* to be opened. In the latter case the spell does not remove the *magic lock*, which will re-activate when the object is closed once again.

Levitate

Range: Level x 20   *Duration: Level x 2 turns*

Levitate allows the caster to float the subject up and down at a movement rate of 30 per round. The subject cannot be moved horizontally, but the latter could potentially clamber along the face of a cliff, for example, or push against a ceiling and move laterally that way.

Locate Object

Range: Level x 30   *Duration: 2 turns*

The magic-user can sense the direction (but not distance) of a well-known or clearly visualised object. The spell can search for typical objects, locating only the nearest if more than one is within range. Attempting to find a specific item requires a detailed and accurate mental image.

Magic Lock

Range: 10   *Duration: Permanent*

A *magic lock* cast upon a door, chest, or portal magically fastens it. The caster can freely bypass this *magic lock* without affecting it, as can another magic-user at least 3 levels higher; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful *dispel magic* or *knock* spell.
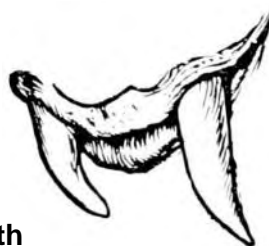
Magic Mouth

Range: Touch   *Duration: Permanent*

This spell imbues the chosen object or creature with an enchanted mouth that suddenly appears and speaks its message whenever a specified event occurs. If it were placed upon a statue, the mouth of the statue would move and appear to speak. The message must be 25 or fewer words.

The *magic mouth* spell functions when a specific set of circumstances is fulfilled according to the conditions set in the spell; such as any creature, or a specific person, passing within 10' of the *magic mouth*, a particular time of day, a door is touched, and so forth. Triggering the *magic mouth* does not end the spell. The *magic mouth* will speak its message and fall silent until the conditions are met once again.

Mirror Image

Range: Caster   Duration: 6 turns

1d4 illusory, identical duplicates of the caster pop into being. They disappear when struck. The figments mimic the magic-user's actions exactly.

Phantasmal Image

Range: 240   Duration: See below

This spell creates the visual illusion of an object, creature, or force. It does not create sound, smell, texture, or temperature, but victims attacked will think they took real damage and may die. The *image* will remain while the magic-user concentrates, or until touched. An attack will not dispel it, but the image may be "killed".

Phantasmal Sound

Range: 240   Duration: 2 turns

Phantasmal sound allows the magic-user to create a sound of any type and volume, depending on the caster's level. It can produce as much noise as 2d4 normal humans at 2nd level, and an additional volume equivalent to 2d4 persons for every caster level thereafter. A horde of giant rats running and squeaking is about the same volume as eight humans running and shouting. A roaring manticore, on the other hand, is equal to the noise from sixteen humans.

Pyrotechnics

Range: 240   Duration: 6 turns

Pyrotechnics turns a fire into a burst of colourful fireworks or a cloud of choking smoke. The size of the fire determines the impressiveness of the *pyrotechnics*. The fire source is immediately extinguished at the end of the spell.

Ray of Clumsiness

Range: 30   Duration: Level x 1 turns

A coruscating ray springs from the caster's hand. The victim loses 4 points of Dexterity.

Read Thoughts

Range: 60   Duration: 12 turns

This spell allows the caster to detect and understand the thoughts of any sapient creature within range, regardless of language. A thin layer of lead or more than 2' of stone will block it.

Web

Range: 10   Duration: 8 hours

Creatures within a 10' cube become entangled among the tacky fibres. Giants can break through in just 2 rounds, but a normal man would take 2d4 turns. It is flammable, but fire will also harm a trapped character. A magic *flaming sword* can slash them away in 1 round.

TIME

Time within the game worlds of BLUEHOLME™ is generally measured in hours, days, weeks and so forth, just like it is in the real world. However, there are three special terms which are also used within the rules. These are the *turn*, the *combat turn*, and the *round*.

Turn: A normal turn lasts 10 minutes. It is generally used to measure duration of effects such as spells or potions, as well as relative movement speeds.

Combat Turn: Things happen quickly during combat, and 10 minutes becomes an age. Combat turns therefore measure a mere 100 seconds. When durations are given in turns, whether normal turns or combat turns are used depends on when the effect started. Spells cast in combat, for example, measure their time to expiration in combat turns.

Round: The round is mainly used in combat. There are 10 rounds in one combat turn (or 60 in one normal turn), so each round represents 10 seconds in the game world.

MOVEMENT

All creatures have one or more movement rates listed under their entry in **Part 6: Creatures**. This number is their combat speed (see below) when walking, crawling, slithering, or using whatever is their normal mode of locomotion on land. Some creatures also have separate movement rates for flying, swimming or climbing, amongst others. Movement rates are read as feet in the Underworld or indoors and in yards when out in the open.

MOVEMENT SPEED MULTIPLIERS

Mode	Normal	Armoured or Loaded	Encumbered
Combat	1	¾	½
Exploring	12	9	6
Walking	24	18	12
Running	36	27	–

1. Combat (feet / yards per round)
The descriptions in **Part 6: Creatures** list the unarmoured, unencumbered combat movement rates for all creatures. Characters generally don't walk during combat, they sprint. Combat movement is counted by the round, not turns like the other rates.

2. Exploring (feet / yards per turn)
In an unknown environment creatures generally move cautiously, exploring or mapping as they go. Moving at half walking speed allows characters to map their route and keep an eye out for traps or ambushes. Characters moving at exploring speed need to rest for 10 minutes every hour, or 1 turn in 6.

3. Walking (feet / yards per turn)
Out of doors or in familiar places people walk at normal speed, and the same goes for creatures that fly, swim, crawl or hop. Walking represents unhurried but purposeful movement including marching, not specifically looking for traps or tracking a monster. Characters moving at walking speed need to rest for 10 minutes every hour, or 1 turn out of every 6.

4. Running (feet / yards per turn)
This mode also applies for other types of movement such as swimming, climbing, flying, and so forth. Running is normally only possible for a maximum of 6 turns, whereafter runners must rest for an equal time. Characters would be well advised to lighten their load if they wish to outpace pursuit.

OPTION: ENCUMBRANCE

Armoured: A character equipped with metal armour (i.e. mail or plate) and/or a shield moves more slowly than one without. A fully armoured character moves at three-quarters normal speed.

Loaded: Once carried weight exceeds 60 pounds, the character is considered to be loaded. This usually means lugging a substantial amount of loot or gear such as a chest of coins or a sack of silver plate, or heavy equipment or rations beyond what is normally distributed around the person.

For the sake of simplicity, coins are all assumed to weigh the same amount, and 10 coins of any type weigh about 1 pound.

A loaded character moves at three-quarters normal speed.

Encumbered: A fully armoured *and* loaded character moves at one-half normal speed.

LIGHT

Dwarves and elves (and all creatures, unless otherwise specified) have 60' darkvision, but everyone else needs light to see by in the Underworld.

The most common light sources are torches and lanterns, either of which will provide illumination for a radius of 30'. A torch will burn for 6 turns (1 hour), whereas a full flask of oil will fuel a lantern to provide illumination for 24 turns (4 hours).

DOORS

Doors are ubiquitous in Underworld labyrinths, and they rarely fit well or open easily for any but the local denizens. Once opened, doors will usually shut again of their own accord unless preventative measures are taken.

A thief can pick a lock and a magic-user can use spells to open jammed or secured doors, otherwise brute strength must suffice. Most doors can be forced open on a roll of 1-2 on 1d6, but it is doubtful the noise will go unnoticed.

SECRET DOORS

Disguised as a bare patch of wall (or floor, or ceiling), a bookcase, a fireplace, or a fountain, a secret door leads to a hidden passage or room.

A party carefully examining the area finds a secret door, if one exists, on a roll of 1-2 on 1d6, or 1-4 if they have an elf amongst their number. Elves have a chance to detect a secret door just by casually looking at an area (1-2 on 1d6).

TRAPS

Underground dwellers delight in sprinkling their lairs with traps to ensnare invaders. A trap can be either mechanical or magical in nature. Their owners will know how to avoid them, but anyone else will spring a trap on a roll of 1-2 on 1d6 when the trigger is activated.

A magical trap can only be found with a *Detect Magic* spell. A party searching an area for mechanical traps will find one, if present, on a roll of 1 on 1d6, or 1-2 for dwarves.

A typical 10' deep pit trap will deal 1d6 damage to any character that falls in. The basic rule is simple: 1d6 points of damage per 10' fallen, to a maximum of 20d6.

NON-PLAYER CHARACTERS

As mentioned before, non-player characters (NPCs) are simply characters controlled by the referee. It is possible for characters to acquire the services of one or more non-player characters of various types.

SPECIALISTS

Specialists are zero-level non-player characters paid to perform a specific duty, such as mercenary guards, master craftsmen, or others that will never accompany characters on adventures. Advertising for hirelings costs 1d6 x 100gp to pay for notices, town criers or drinks at the local tavern. The referee must decide how many responses there will be, and how long the process will take.

Wages will depend on the type of hireling, but anything less than 100gp is unlikely to tempt anyone. Humans may be happy with coin, while halflings demand good and regular food, dwarfs only want gold, clerics seek to advance their faith, and elves and magic-users may only be interested in magic items or lore.

FOLLOWERS

Followers are non-player character characters that join a party because of admiration and respect for the reputation of the characters, or simply as partners who expect only a fair share of the booty recovered. Followers will never follow a character of equal or lower level. The referee determines the availability and loyalty of any potential followers.

The referee should divide XP equally amongst the whole party, including characters and followers. However, the referee may not award full XP to the followers, as they are taking the characters' lead rather than acting on their own.

REACTIONS

Not all (or even most) encounters automatically result in combat. If the creatures or non-player characters are not decidedly hostile, the referee should roll on the reaction table below to determine the mood of the encounter. If the outcome is positive, the characters may even be able to make an offer of employment, as per the rules for hirelings above.

2d6	NPC or Creature Reaction
2	Extremely hostile, attacks at once.
3-5	Unfriendly but uncertain, ready to attack.
6-8	Neutral, re-roll after further negotiation.
9-11	Positive, willing to listen to offers.
12	Welcoming, happy to help if possible.

EXPERIENCE

As characters gain experience by overcoming creatures and acquiring treasure, they are awarded experience points (XP) by the referee. XP may be awarded when the referee sees fit, usually at the end of an adventure or when the characters return to a safe base. After XP is divided amongst the party members, those with a high (or low) prime requisite ability can apply their XP modifier.

Once they have accumulated enough XP, as shown under the class descriptions above, characters will rise to the next level. They can roll another hit die, and add the score to their total hp. Clerics and magic-users will gain new spells, and thieves will improve in their skills.

The referee should adjust XP gained based on the characters' contribution and the difficulty of the adventure. Player characters who cower behind their hirelings in combat should not receive full XP for that encounter.

Characters should never be allowed to skip levels by gaining enough XP in a single level to rise two or more levels. If this happens, he is only awarded enough XP to gain 1 level and leave him short of the next level by 1 point. For example, a 1st level thief can at most increase his XP total to 1,200; enough to reach 2nd level but 1 point below the threshold for 3rd level.

XP FOR CREATURES

Characters are also awarded XP for defeating creatures, whether through force or guile, death or subdual. Creatures that return during the course of the adventure are not vanquished! Creature XP are usually divided equally amongst the party, unless the referee decides that an individual character contributed more than his share. The XP value for each creature is listed under its description in **Part 6: Creatures**.

Relative Character Level

XP for creatures are modified according to the character's level using the following formula:

XP x (HD ÷ Character Level) = XP Award

In other words, the relative XP value of a creature is proportionate to the character's level. A 1st level character that defeats a 1HD goblin gets the full 5XP value; had he been 3rd level, he would only be awarded one third of this, or 1XP (rounded down, to a minimum of 1).

XP FOR GOLD

XP are awarded on the basis of 1XP for every 1gp. Treasure other than gold pieces is worth its gp value in XP. After the party divides up the loot, XP are awarded to each character by their share.

PART 5: ENCOUNTERS

UNDERWORLD ENCOUNTERS

Characters exploring underground are liable to encounter wandering monsters on a roll of 1 on a 1d6, made by the referee every 3 turns or whenever the party draws attention to itself through loud noise, bright lights or some other activity. The tables contain the following types of information:

1d12: Roll to determine the type of monster.

Monster: The type of monster encountered.

No.: This is the number appearing.

AC: Armour class of the monsters.

HD: Hit dice rolled for hit points).

Attacks: The monsters' attacks.

Damage: Damage per attack.

Move: Movement (in feet or yards) / round.

Treasure: Treasure carried by each creature.

As long as the party is alert and there is a clear line-of-sight, they will see or hear any creatures coming from a distance of 120'. In cases where things are less clear-cut, the referee can roll 2d6 x 10' to determine the distance of the encounter. In any case, creatures must be able to sense one another (or just one side the other) to have an encounter.

Wandering monster power should be controlled to some extent by the referee, even if the random wandering monster tables below are used to generate encounters.

The level and power of the wanderers should be appropriate for the location, if not the characters. Weak wanderers, like 1st level characters are blundering about in a 3rd level Underworld adventure in spite of the referee's best and heaviest hints, they may well run into more or tougher creatures than they can handle.

1st LEVEL UNDERWORLD ENCOUNTER TABLE

1d12	Monster	No.	AC	HD	Attacks	Damage	Move	Treasure
1	Bandits	1d4	6	1d8	1 weapon	1d6	15	1
2	Berserkers	1d4	7	1d8+1	1 weapon	1d8	15	3
3	Dwarves	1d4+1	4	1d8+1	1 weapon / 1 lt. crossbow	1d6, 1d6	15	4
4	Elves	1d6	5	1d6	1 weapon / 1 long bow	1d6, 1d6	15	6
5	Gelatinous Cube	1	8	4d8	1 touch	2d4	15	3
6	Goblins	2d4	6	1d6	1 weapon / 1 javelin	1d6, 1d6	15	1
7	Kobolds	3d4	7	1d4	1 weapon / 1 sling	1d6, 1d6	10	1
8	Orcs	1d4+1	6	1d8	1 weapon / 1 short bow	1d6, 1d6	15	2
9	Pixies	1d4	3	1d8	1 weapon	1d4	15	7
10	Skeletons	1d6	8	1d4	1 weapon	1d6	30	0
11	Stirges	1d4	7	1d8	1 beak / 1 drain blood	1d3, 1d4	60	0
12	Zombies	1d4	8	2d8	1 fist	1d8	15	0

2nd LEVEL UNDERWORLD ENCOUNTER TABLE

1d12	Monster	No.	AC	HD	Attacks	Damage	Move	Treasure
1	Bandits	2d6	7	1d8+1	1 short bow	1d6	15	1
2	Dwarves	3d4	4	1d8+1	1 weapon / 1 lt. crossbow	1d6, 1d6	15	4
3	Elves	2d6	5	1d6	1 weapon / 1 long bow	1d6, 1d6	15	6
4	Ghouls	1d4	6	2d8	2 claws + 1 bite (paralysis)	1d3 each	30	0
5	Gnolls	1d6	6	2d8	1 weapon	2d4	15	1
6	Gnomes	3d4	5	1d6	1 weapon / 1 lt. crossbow	1d6, 1d6	10	5
7	Green Grabber	1	9	3d8	3 shoots	2d6	5	0
8	Hobgoblins	2d4	6	1d8+1	1 weapon / 1 lt. crossbow	1d8, 1d6	15	3
9	Lizard Folk	1d6	5	2d8+1	1 weapon / 1 javelin	1d6, 1d6	30	0
10	Orcs	5d4	6	1d8	1 weapon / 1 short bow	1d6, 1d6	15	2
11	Skeletons	2d6	8	1d4	1 weapon	1d6	30	0
12	Troglodytes	1d6	5	2d8	2 claws + 1 bite	1d4 each	30	0

3rd LEVEL UNDERWORLD ENCOUNTER TABLE

1d12	Monster	No.	AC	HD	Attacks	Damage	Move	Treasure
1	Blink Dogs	1d4+1	5	4d8	1 bite	1d6	30	0
2	Bugbears	2d4	5	3d8+1	1 melee weapon	2d4	15	1
3	Doppelgangers	1d4	5	4d8	2 fists	1d6 each	30	0
4	Gargoyle	1	5	4d8	4 claws	1d4 each	20	0
5	Grey Ooze	1	8	3d8	1 touch	2d6	2	0
6	Harpies	1d3	7	3d8	1 claws / 1 short bow	1d4, 1d4, 1d6	30	0
7	Hobgoblins	5d4	6	1d8+1	1 weapon / 1 lt. crossbow	1d8 / 1d6	15	3
8	Ochre Jelly	1	8	5d8	1 touch	2d6	7	0
9	Ogres	1d4	6	4d8+1	1 weapon	1d10	30	5
10	Wererats	1d4	7	3d8	1 weapon / 1 bite	1d6, 1d6	30	0
11	Wights	1d3	5	3d8	1 touch (level drain)	1 level	20	0
12	Zombies	2d6	8	2d8	1 claw / 1 bite	1d8, 1d4	15	0

COMBAT

Combat is played out in 10-second rounds, which extends into 10-round (100-second) combat turns if it goes on long enough.

Combat turns are not the same as the much longer regular turns. Participants in a combat act in order of Dexterity (see **Initiative** below).

SURPRISE

When an encounter occurs, if one side is not aware of their opponents, they are surprised on a roll of 1-2 on 1d6.

Sometimes both sides are aware of their opponents, sometimes neither is, and sometimes only one side is.

If one side but not the other is surprised, those aware of their opponents can act for one round before their opponents can gather their wits.

Each surprised character or monster must roll 1d6, and on a result of 1 will drop any hand-held items in shock. Picking up a dropped weapon or readying another takes 1 round.

INITIATIVE

In every round of combat, the participants act in the following order of 5 phases:

1. Surprise attacks, or backstabbing thieves.
2. Spells, and spell-like effects.
3. Missiles, including breath weapons.
4. Melee, and other actions (e.g. picking up weapons or readying spells).
5. Movement.

In every phase, combatants act one after another, counting down from highest Dexterity to the lowest.

If two or more combatants have the same Dexterity, they roll 1d6 and act in order of highest to lowest.

Effects or actions that take a certain number of rounds, such as spell effects or potions, end just before the same Dexterity count on which they began.

ARMOUR CLASS

Armour Class (AC) represents how hard it is for opponents to land a solid, damaging blow. Monster AC can denote thick blubber, armoured scales, protective clothing, or any number of less mundane defences.

A character's AC is determined by the type of armour worn. Helmets must be worn to get the same AC against attacks from above.

Magic items may also provide a bonus or penalty to AC as explained in **Part 7: Secrets**. Note that an item such as +1 *armour* actually adjusts the AC value downwards by 1, thus improving it. Similarly items such as –1 *cursed shields* raise AC by 1 point, making it worse than normal.

Armour	AC
None	9
Shield	8
Leather	7
Leather and Shield	6
Mail	5
Mail and Shield	4
Plate	3
Plate and Shield	2

ATTACK ROLLS

Melee and missile combat generally consists of rolling to hit (1d20) and, if successful, rolling damage (1d6). The score needed to hit a target depends on the attacking character's class level or creature hit dice, and the target's AC.

The score is matched against the relevant number on the tables on the following page. If the score is equal to or greater than the number given, the attack is successful; if it is lower, the attack fails. If the attack is successful, attackers deal damage to their target.

Characters above 3rd level have improved attack rolls, and those attack rolls will improve at differential rates for different classes; high-level fighters, after all, are better fighters than high-level magic-users. This will be fully explained in the BLUEHOLME™ Journeymanne Rules.

CHARACTER ATTACK MATRIX

Character Level	AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC–1	AC–2
0	11	12	13	14	15	16	17	18	19	20	21	22
1st-3rd	10	11	12	13	14	15	16	17	18	19	20	21

CREATURE ATTACK ROLL MATRIX

Hit Dice	AC9	AC8	AC7	AC6	AC5	AC4	AC3	AC2	AC1	AC0	AC–1	AC–2
0	11	12	13	14	15	16	17	18	19	20	21	22
1	10	11	12	13	14	15	16	17	18	19	20	21
2	9	10	11	12	13	14	15	16	17	18	19	20
3	8	9	10	11	12	13	14	15	16	17	18	19
4	6	7	8	9	10	11	12	13	14	15	16	18
5 - 6	5	6	7	8	9	10	11	12	13	14	15	16
7 - 8	4	5	6	7	8	9	10	11	12	13	14	15
8 - 10	3	4	5	6	7	8	9	10	11	12	13	14
11 up	2	3	4	5	6	7	8	9	10	11	12	13

DAMAGE

All human-sized weapons deal 1d6 points of damage. When an attack succeeds, the target takes damage. Damage reduces the target's current hit points by an equal amount. The type of attack determines the amount of damage dealt. Characters always deal 1d6 points of damage with their weapons; damage from creatures' attacks varies and is listed individually in **Part 6: Creatures**.

OPTION: WEAPON SPEED AND DAMAGE

If the group desires, weapon types can be differentiated by introducing weapon speed and variable damage rules. Under this system, light weapons may attack twice per round (once at the character's normal initiative and again after everyone else has acted); medium weapons attack as normal, and heavy weapons can only strike every other round.

To offset this, light weapons do only 1d4 damage, medium weapons do 1d6, and heavy weapons do 1d10 points.

All missile weapons are considered medium weapons under this system.

HIT POINTS

Hit points (hp) represent a character's capacity for soaking up damage. While a creature has positive hit points, it is wounded but still able to fight and move normally. Once a creature's hp are reduced to zero or less, it is dead. This is a necessary abstraction to allow the game to flow smoothly and quickly without getting bogged down in the minutiae of wound effects.

HEALING

There are numerous magical means of healing damage. However, if characters have no recourse to these, they must return to a safe place (not usually found underground) to recover. Full bed rest and recuperation restores 1d3 hit points per day.

MISSILE COMBAT

Missiles cannot be thrown or fired while engaged. Most missile weapons can be fired once per round. Light crossbows can shoot every 2 rounds, while heavy crossbows can only be fired once every 3 rounds.

It is not advisable to fire missiles at characters engaged in melee combat, because the attack is as likely to strike friend as it is foe. If characters insist on doing so regardless, the referee should determine the actual recipient randomly from everyone engaged with the intended target (including the target).

Note that ranges are measured in feet when underground or indoors; they are measured in yards in the open air where greater parabolic arcs are possible.

This does not apply to areas of effect for attacks such as breath weapons or some spells; areas of effect are always given in feet. Although the ranges for spells are also measured in yards when employed outdoors, the area of effect remains in feet. For example, a *sleep* spell may be cast out to 240 feet in the Underworld or 240 yards in the wilderness, but its area of effect will always be a 10' diameter circle.

Every missile weapon has a short, medium, and long range. At short range the user gets a +1 bonus to hit, at long range a –1 penalty.

MISSILE WEAPON RANGES

Weapon	Short	Medium	Long
Dagger	1-10	11-20	21-30
Hand Axe	1-10	11-20	21-30
Spear	1-10	11-20	21-30
Flask or Vial	1-10	11-30	31-50
Javelin	1-20	21-40	41-80
Short Bow	1-50	51-100	101-150
Horse Bow	1-60	61-120	121-180
Long Bow	1-70	71-140	141-210
Composite Bow	1-80	81-160	161-240
Sling	1-60	61-120	121-180
Light Crossbow	1-60	61-120	121-180
Heavy Crossbow	1-80	81-160	161-240

PARTIAL COVER

Creatures completely hidden from view cannot be targeted by missiles, nor can they launch any themselves.

Partial cover also provides some benefit in the form of a –2 penalty to missile attacks against that target. Partial cover can include arrow slits or embrasures, windows or doorways, woodland, and so forth. It is still possible to fire or throw missiles from behind partial cover.

H.J. FORD

MELEE COMBAT

When two opponents are within 10' of one another and one of them declares an attack on the other in that round, both are considered to be engaged in melee combat. This has several effects on the possible actions of the combatants, as explained below. Spell casting is not possible while engaged in melee.

PARRY

Instead of attacking, a combatant may choose to use a weapon to parry an opponent's incoming blow; this intention must be declared before the attacker rolls to hit.

Parrying imposes a –2 penalty on the attacker's roll to hit. The parrying character loses all attacks that round. If the attack roll exactly equals the number needed to hit, the weapon used to parry with will break and damage is dealt as normal.

MELEE WEAPON WEIGHT

Light Weapons include daggers and short swords.

Normal Weapons include hand axes, maxes, spears, swords and war hammers, as well as all missile weapons.

Heavy Weapons include battle axes, flails, halberds, lances, morning stars, pikes, pole arms and great swords.

SUBDUAL DAMAGE

It is possible to deal non-lethal subdual damage instead of normal damage, provided the attacking character declares this before striking. Only melee attacks can deal subdual damage.

Subdual damage is subtracted from hit points as normal, but does not kill the victim. Instead, he or she is rendered unconscious when hit points reach zero or less. Recovery from subdual damage is rapid, at the rate of 1hp per turn.

An intelligent creature like a dragon can be cowed by characters that defeat it through subdual damage, and it may agree to become their unwilling slave for a time in exchange for its life. However, such servitude is always fraught with danger, for it relies on the character maintaining his dominance over the subdued creature, which will look for every opportunity to escape or kill its captors.

ROUND CLOSURE

At the end of a melee round, any of the combatants may decide to withdraw provided there is space for them to withdraw into. Backing up slowly has no effect on a character's ability to defend, but there is usually no reason an opponent can't follow at the same speed and stay engaged with the withdrawing character.

A combatant who retreats at normal speed or even turns and runs is subject to melee attacks with a +2 bonus to hit from any combatants in reach. These attacks are additional to their normal attacks.

POISON

If a character is poisoned, whether from a tainted weapon, a venomous bite, or an ingested toxin, he or she must make a saving throw vs. poison. If the save fails, the poison takes effect at the end of that round.

Note that any physical damage from the attack is applied as normal. Poisoned weapons are rather frowned upon in civilised society, and characters should consider the consequences if they are discovered to be using such.

BURNING OIL

Characters can use a flask of oil as a missile weapon with a range equivalent to a thrown dagger or hand axe. Once the target is struck the oil must be ignited, usually with some sort of flaming missile like a torch or an arrow.

Because the thrower is not concerned with penetrating armour or causing damage, the target is treated as AC9. The 1d20 roll is modified for the size of the target for the chance to hit with the oil flask and then to ignite it, as shown on the following table:

Target Size	Attack Modifier	Ignite Modifier
Up to 6"	–3	–1
6" to 2'	–2	–
2' to 4'	–1	+1
4' to 7'	–	+2
7' to 12'	+1	+3
12' to 20'	+2	+4
Over 20'	+3	+5

Oil thrown in this manner (and ignited) will cause 1d8 damage at the end of the first round and 2d8 at the end of the second; it burns out or is put out by the third round.

A flask of oil can also be poured on the ground to cover an area 5' in diameter. If lit, the oil burns for 10 rounds (1 combat turn) and deals 2d8 points of fire damage per round to each creature in the area of effect.

SPECIAL WEAPONS

Holy Water

A vial of holy water can be thrown at undead monsters in the same manner as a flask of oil See below), and for the same effect. Holy water has no effect on other creatures.

Garlic, Mirrors, and Holy Symbols

Vampires cannot tolerate the strong odour of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol (wooden or silver, it doesn't matter).

Wolfsbane

All lycanthropes (not only werewolves) will not approach a bunch of wolfsbane, which repels them in the same way that garlic does vampires.

COMBAT EXAMPLE 1

The following example is deliberately simple to introduce the basics of the system. Thorklin Thorkhammer, a 1st level dwarven fighter, has just forced open a door only to be faced with an unusually well-equipped goblin wearing mail armour and wielding a wickedly curved scimitar.

Ref: *Rolls 1d6 for surprise; a 3 means Thork is not surprised. There is no chance for the goblin to be surprised with the noise Thork was making.* "You smash through the door, and see a nasty-looking goblin on the other side. He's swinging a wicked scimitar, it looks like he's ready."

Thork: *Charges into the room with no regard for the consequences.* "I'll have at him with me hammer!"

Ref: *Checks Dexterity; Thork is Dex 12, the goblin only Dex 9.* "You're faster than him."

Thork: *Thork needs 14 to hit the goblin's AC5; he rolls 1d20 for a score of 8.* "Curses! Missed by a furlong!"

Ref: *The 1HD goblin needs 15 against Thork's AC4 mail and shield; he rolls 14 – a hit were it not for the shield.* "The goblin has better luck, but not by much. His scimitar glances off your shield."

Thork: *Rolls 16, a hit!* "Gah, take that, you slime!" *Rolls 1d6 for damage; a score of 2 points subtracted from the goblin's total of 4hp means he is still standing.*

Ref: *Rolls 16 as well. Rolls 1d6 for damage; a score of 3.* "The goblin's angry now. He slices below your guard and connects solidly for 3 points of damage."

Thork: *Thork's original 6hp are down to 3. He rolls 17, another hit, and 4 points of damage.* "A sound strike! Let's see you get up from that, goblinoid!"

Ref: *4 points are more than the goblin's remaining 2hp; he dies.* "The goblin's scimitar falls to the flagstones with a clatter and he crumples in a heap, his skull crushed by your hammer. His rank odour suddenly intensifies as his bowels relax …"

Thork: "Ech, how foul! Well, I'm definitely not going through *his* pockets. I'll step carefully over the corpse and move on."

COMBAT EXAMPLE 2

A party of four adventurers are exploring a 1st level Underworld maze: Thork and Borg the fighters (one dwarven, the other human), Catweazle the magic-user, and Strangelove the cleric (both human, the first male and the second female). The referee rolls a wandering monster encounter indicating 5 undead skeletons at an intersection 50' ahead. The corridor is lit with torches, but it is only wide enough for two characters in each rank.

Round 1: The referee rules the characters can hear the skeletons and are not surprised; after rolling 6 on 1d6 neither are the skeletons. The characters all have higher DEX than the skeletons. Thork and Borg, in the front, are able to loose their heavy crossbows at the advancing skeletons, both aiming for the one in the lead. Catweazle's Sleep spell is useless against undead, so he is happy to cower in the rear.

50' is short range for heavy crossbows, so both fighters get +1 to hit. Thork rolls 3, a miss against the skeletons' AC8. Borg hits with a 15, doing 4 points of damage against the skeleton's 4hp; it is reduced to 0hp and drops to the floor in a clatter of calcium. The other 4 skeletons advance to 30'.

Round 2: Thork and Borg drop their crossbows and draw melee weapons and shields. Catweazle keeps his head down, while Strangelove prepares her holy symbol. The skeletons advance to 10' – melee range.

Round 3: The front ranks engage! Borg strikes first, rolling 8 and missing. Thork follows up with a 17, hitting his opponent. The skeleton takes 2 points of damage, leaving it with 3hp. Both skeletons swing their swords, Thork's opponent misses with a roll of 4 against his AC4, but even Borg's plate and shield AC2 is not enough when his foe rolls a 19. To add injury to insult, the referee rolls 6 points of damage, 1 more than Borg's 5hp. Bork gurgles and slumps to the floor, dead. Strangelove takes the opportunity to step into the breach, her holy symbol held high.

Round 4: Strangelove attempts to turn the undead. Her player rolls 9, a success! Rolling 6 on another 2d6, all 4 skeletons run. Thork gets a blow in against his fleeing opponent, hitting with a roll of 14. 4 points of damage shatter it before it can get away. The last 3 skeletons run rattling down the passage.

SAVING THROWS

When a character is subject to an unusual or magical attack, a saving throw may reduce the effect or even avoid it entirely. Saving throws are based on the method of delivery of an attack, not its effects. Thus a character would save vs. poison when bitten by a cockatrice, but vs. gaze when attacked by a basilisk.

A saving throw succeeds if the required number or higher is rolled on a d20. For those attacks which result in damage, such as certain types of dragon breath, the rolled damage is halved.

Dwarves and halflings gain a +2 bonus to all saving throws. Combination classes use whichever saving throw is better. For example, a 2nd level elven fighting mage could roll on either the 2nd level fighter table or the 2nd level magic-user table for any given attack.

SAVING THROW MATRIX

Level	Breath Weapon	Magic Wand	Gaze	Ray or Poison	Spell or Staff
Creatures less than 1d8 HD					
0	16	14	15	13	17
Clerics and Thieves					
1-4	16	12	14	11	15
Fighters					
1-3	15	13	14	12	16
4-6	13	11	12	10	14
7-9	10	9	10	8	12
10-12	8	7	8	6	10
13-15	6	5	6	4	8
16-18	4	3	4	2	6
19-20	2	2	2	2	4
Magic-Users					
1-5	16	14	13	13	15

Although most creatures roll on the fighter saving throw table, using a level equivalent to their HD, those who can cast spells may use the BLUEHOLME™ Journeymanne Rules clerical or magic-user matrices if the referee wishes.

This chapter contains a selection of beings varied enough to take any referee's campaign through BLUEHOLME™ Prentice Rules and beyond. A note of caution; just because a creature is included here does not mean it should be unleashed on the player characters without forethought! The game is supposed to be a challenge, but the referee must be careful not to create situations which the characters cannot hope to survive no matter how they try. Adventure design should be guided, but not dictated, by the Underworld encounter tables in **Part 5: Encounters**.

The creature listings are meant to represent the average for their types; the referee can easily adjust their might by making them weaker or stronger to suit the party's level of experience; hit dice, armour class, or damage can all be adjusted up or down to suit. Of course, the creature's treasure should be modified!

GAZE ATTACK

Several creatures are able to use a magical gaze attack, such as a medusa whose look can petrify. Gaze attacks rely on catching the victim's eye, or they will not work.

Most creatures with gaze attacks can be viewed with impunity in a mirror, but if such a creature sees its own reflection it is subject to its own gaze attack.

DARKVISION

Elves, dwarves and all non-human (and non-halfling) creatures in this chapter have darkvision. Darkvision is the extraordinary ability to see with no light source at all, out to a range of 60' unless specified otherwise. Darkvision is just like normal vision, but is black and white only. Creatures with darkvision are subject to gaze attacks in the dark as normal, while humans and halflings would be immune.

BREATH WEAPON

Some creatures are able to breathe fire or other deleterious exhalations. These are treated as ranged attacks, but they may be used even while the creature is engaged in melee. No attack roll is needed, all targets within the area of effect are hit automatically. Targets still take half damage even with a successful save vs. breath weapons.

CREATURE ENTRIES

Name: This is the name by which it is known.

AC: The creature's natural AC. In general, intelligent humanoids are able to wear all kinds of armour in addition to this.

HD: The creature's number and type of hit dice for determining hit points. HD is equivalent to character level; a 4HD creature is considered 4th level. Creatures with HD lower than 1d8 are treated as zero level.

Attacks: Multiple attacks are separated by a plus, such as "2 claws + 1 bite", and can be performed in the same round.

If the attacks are, for example "1 bite / 1 tail", the creature can only choose one of the options. In this case, attacks are listed in order of preference (if any).

Damage: Damage for each attack, listed in the same order. Special damage is explained.

Abilities: These are the modifiers to rolled ability scores if the race is used as a player character or an important non-player character. There is no need to apply these for creature encounters except when rolling Dexterity for initiative. For most normal encounters the creature entry can simply be used as shown below.

XP: The XP awarded for defeating one of these creatures under normal circumstances.

Move: This is the distance the creature can cover in 1 round. To determine other movement rates use the formula in **Part 5: Encounters**. Some creatures can wear armour; if they are encountered armoured their speed should be adjusted accordingly. As always, movement indoors or underground is measured in feet; out of doors yards are used.

Alignment: This line gives the alignment that the creature is most likely to have, and a ratio if more than one is common. For example, an entry of 2N:1CE means 2 in 3 of the creatures are neutral and 1 in 3 chaotic evil. Groups tend to have the same alignment, although individuals can sometimes be different even from those listed.

Alignment is sometimes abbreviated as LG (lawful good), LE (lawful evil), N (neutral), CG (chaotic good), or CE (chaotic evil). Nil means the creature normally attacks mindlessly.

Treasure: This is the wealth found in a lair; any treasure carried by individuals is listed in parentheses. However, intelligent creatures that own useful, portable treasure as part of their hoard (such as magic items) tend to carry and use these. An entry of zero means that type of creature never has treasure.

ANT, GIANT

Size:	Normal	Large	Huge
AC:	5	3	2
HD:	1d8	2d8	4d8
Move:	40	50	60
XP:	10	20	75
Alignment:	Nil	Nil	Nil
Treasure:	8 (0)	12 (1)	14 (2)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d4	1d6	2d6

Great ants are among the hardiest and most adaptable vermin. Any treasure will be found in their nest, although individuals may be in the process of carrying items there.

BANDIT

AC:	Varies	XP:	Varies
HD:	1d8	Alignment:	1LE : 2N : 1CE
Move:	30	Treasure:	16 (2)
Attacks:	1 weapon	Damage:	1d6

Bandits are fighters. They usually have prisoners for ransom, either with them or at the camp, 1 for every 10 bandits. Equipment for the band varies:

40%	melee weapons, leather, shields	(AC6)
25%	missile & melee weapon, leather	(AC7)
25%	light horse, melee & shield, leather,	(AC6)
10%	medium horse, melee & shield, mail	(AC4)

Every 30 bandits will be led by a 4th level fighter; every 50 bandits will have an additional 5th or 6th level captain. Officers are medium horse with barding equivalent to AC5 for their mounts.

Bands of 200 to 300 outlaws may have a cleric and a magic-user among their number (25% each). Clerics will be 8th level. Magic-users will be 10th level (1-4 on 1d6) or 11th level (5-6).

Hordes of more than 300 bandits will have a cleric half the time, and always number a magic-user amongst them. Levels for these troops are determined as for smaller bands.

High-level bandits are likely to have magic items; the chance is equal to their level or less, rolled on 1d20. Magic items for each class are:

Cleric:	Weapons and Armour
Fighter:	Weapons and Armour, Swords
Magic-user:	Rods/ Staves/Wands, Rings, Other

BASILISK

AC:	4	XP:	700
HD:	6d8+1	Alignment:	Neutral
Move:	15	Treasure:	15 (0)
Attacks:	1 gaze / 1 bite		
Damage:	petrify / 1d10		

A basilisk is a reptilian monster that petrifies living creatures with a mere gaze. They are not natural creatures, being hatched through dark and evil magic. A basilisk relies on its gaze attack, biting only when opponents are close. The bite of a basilisk has no petrifying effect.

BAT

Type:	Colony	Giant
AC:	8	6
HD:	1d4	1d8
Move:	Fly 40	Fly 50
XP:	6	13
Alignment:	Neutral	Neutral
Treasure:	0 (0)	0 (0)
Attacks:	1 bite	1 bite
Damage:	1d3	1d4

Bats locate creatures using sound, and are not affected by darkness. Bat colonies act as a single creature. Giant bats are not amenable to being disturbed in their lair and are liable to attack all interlopers.

BERSERKER

AC:	9	XP:	15
HD:	1d8	Alignment:	Neutral
Move:	30	Treasure:	0 (3)
Attacks:	1 weapon	Damage:	1d8
Abilities:	Constitution +1		

Berserkers are fighters that succumb to a mad bloodlust in battle, often unable to tell friend from foe in their frenzy. They get +2 to hit humanoids.

BLACK PUDDING

AC:	6	**XP:**	1,600
HD:	10d8	**Alignment:**	Nil
Move:	15	**Treasure:**	0 (0)

Attacks: 1 touch

Damage: 3d8 acid damage

Black puddings are amorphous creatures that move with equal ease across floors, walls and ceilings and can squeeze through the smallest crevice. The creatures secrete a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit deals acid damage, and the target's armour and clothing dissolve and become useless in 1 turn.

Attacks other than fire deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points. Fire deals normal damage.

BLINK DOG

AC:	5	**XP:**	300
HD:	4d8	**Alignment:**	LG
Move:	30	**Treasure:**	12 (0)
Attacks:	1 bite	**Damage:**	1d6

Blink dogs are intelligent canines with limited teleportation ability. They hunt in packs, teleporting in a seemingly random fashion until they surround their prey, allowing them to blink in and attack from a distance of 1' to 4'. They can act at once after teleporting. If they feel endangered the whole pack will teleport away immediately. They hate octocats.

BUGBEAR

AC:	9	**XP:**	35
HD:	3d8+1	**Alignment:**	1N : 3CE
Move:	40	**Treasure:**	11 (1)

Attacks: 1 weapon

Damage: 2d4

Abilities: Str+1, Con+1, Dex+1

Bugbears are hirsute, huge and ungainly-looking relatives of goblins, but they are disturbingly stealthy, surprising on a roll of 1-3 on 1d6.

Bugbear leaders have 6+1HD and strike for 1d10 damage. They are always accompanied by a retinue of 2d4 bodyguards with 4+1HD each.

CAVE CREEPER

AC:	7	**XP:**	50
HD:	3d8	**Alignment:**	Nil
Move:	30, climb 30	**Treasure:**	11 (0)

Attacks: 1 touch

Damage: Paralysis

These caterpillar-like creatures attack with the eight tentacles fringing their round maws. An adult cave creeper is about 8 feet long from the tips of its tentacles to the end of its body.

When potential prey ventures near, it lashes out with these tentacles, which ooze a paralysing poison. Its jaws are small and weak, so a cave creeper normally drags the helpless victim back to its lair to be eaten.

CENTIPEDE, GANT

Size:	**Normal**	**Large**	**Huge**
AC:	9	6	3
HD:	1d2	1d8	3d8
Move:	15, cl.10	25, cl.20	40, cl.30
XP:	5	15	50
Alignment:	Nil	Nil	Nil
Treasure:	0 (0)	0 (0)	0 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	Poison	1d4 + poison	1d8 + poison

These centipedes tend to attack anything that resembles food, being extremely aggressive and not intelligent enough to know when they are overmatched.

Their poison is relatively weak; +4 to save for normal sizes, and +2 for large.

CHIMERA

AC:	4	**XP:**	2,300
HD:	9d8	**Alignment:**	CE
Move:	30, fly 40	**Treasure:**	15 (0)

Attacks: 3 bites + 2 claws / 1 breath

Damage: 2d4 each + 1d3 each / 3d8

A chimera has a lion-like body that sports three mismatched heads. There is a 50% chance that a chimera will breathe fire in lieu of its other attacks, up to 3 times per day, causing 3d8 damage to any creatures within a cone 50' long and 20' wide at its end.

COCKATRICE

AC:	6	**XP:**	425
HD:	5d8	**Alignment:**	Neutral
Move:	20, fly 45	**Treasure:**	13 (0)

Attacks: 1 bite + poison

Damage: 1d4 + petrify

Creatures bitten a cockatrice must save vs. poison or turn to stone in 1d4 rounds.

They are immune to the petrifying poison of other cockatrices, but other petrification attacks affect them normally.

DJINNI

AC:	5	**XP:**	1,250
HD:	7d8	**Alignment:**	Neutral
Move:	40, fly 80	**Treasure:**	0 (0)

Attacks: 2 fists / 1 whirlwind

Damage: 1d8 each / 2d6

Abilities: Dexterity +2

Djinn are genies of the air. If trapped by some powerful magic-user or cleric, they bargain and offer treasure or favours in return for their lives.

Djinn create visual and aural illusions at will, which live on independently unless touched. They can conjure objects, but the harder they are the faster they will fade away. Djinn can carry up to 600 pounds in weight with ease, or up to 1,200 pounds for 3 turns walking or 1 turn flying, after which it must rest for 1 turn.

A djinni overmatched in combat usually becomes invisible, assumes gaseous form, or takes flight and becomes a whirlwind. It takes 1 round to change into or out of whirlwind form. The whirlwind is 10' wide at the base, 20' wide at the top and up to 30' tall.

Creatures of 1HD or less touched by the whirlwind will simply be tossed aside and killed. More powerful victims will take 2d6 points of damage from the buffeting and flying debris.

DOPPELGANGER

AC:	5	**XP:**	125
HD:	4d8	**Alignment:**	3N : 1CE
Move:	30	**Treasure:**	14 (varies)
Attacks:	2 fists	**Damage:**	1d6 each

Abilities: Strength +1

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In their natural form, doppelgangers strikes with their powerful fists. Doppelgangers are immune to *charm* and *sleep* spells, and they save against spells, staffs or wands at a bonus of +6.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. If one can infiltrate a party by slaying one of its members and taking his or her form, it will attack with surprise when it is least expected, and preferably when none of the other party members will notice. They carry whatever treasure their last victim had and may wear their armour and gear, and they will use their weapons while incognito.

DRAGON

Colour:	White	Black	Brass	Red
AC:	2	2	2	2
HD:	5-7d8	6-8d8	6-8d8	9-11d8
Move:	---------------- 30 (fly 60) ----------------			
Alignment:	2N:1CE	1N:1CE	1N:2CG	1N:2CE
Treasure:	20 (0)	20 (0)	20 (0)	20 (0)
Attacks:	---- 2 claws + 1 bite / 1 breath ----			
Damage:	----- 1d6 each + 4d6 / special -----			

The known varieties of dragon are many, only four of which are presented here. The size of a dragon relative to its age determines its gender and hit dice:

Dragon Gender and Hit Dice

1d8 Size	Sex	White	Black	Brass	Red
1-2 Small	F	5 HD	6 HD	6 HD	9 HD
3-6 Average	M/F	6 HD	7 HD	7 HD	10 HD
7-8 Large	M	7 HD	8 HD	8 HD	11 HD

Although goals and ideals vary among varieties, all dragons are covetous and amass as much treasure as they can. However, if the hoard is randomly determined it should be reduced by 10% per age category below adult, and increased by 10% per category above. For example, a very old dragon would have a hoard 20% greater than that of an adult.
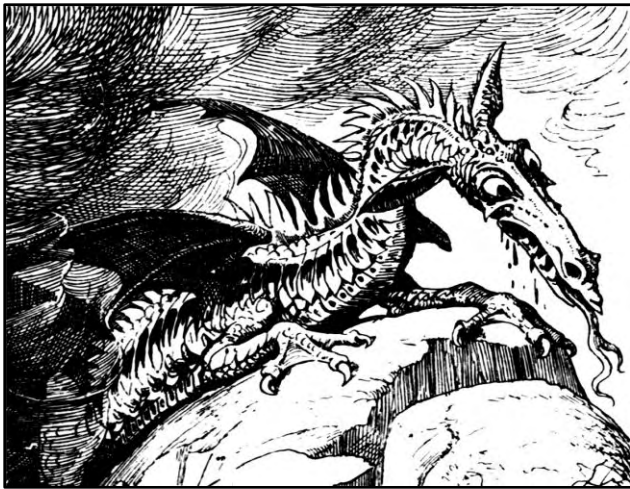
A dragon attacks with its powerful claws and bite, and can also use a breath weapon 3 times per day. It prefers to fight on the wing until it has worn down the enemy with ranged attacks. Dragons are adept at sizing up the opposition and eliminating the most dangerous foes first. They will choose flight over valour if it comes to it.

If a dragon has more than one type of breath weapon, it still can breathe only 3 times daily in total. A blast from a breath weapon extends in a direction of the dragon's choice, with an area as noted on the table below. Anything caught in the area of effect is subject to damage.

If the breath weapon deals damage, creatures caught in the area can attempt saving throws vs. breath weapon to reduce the damage taken to one-half. Saves against non-damaging breath weapons use the most appropriate kind of saving throw, e.g. poison.

Dragon Breath Areas of Effect

Colour:	White	Black	Brass	Red
Breath 1:	Cold	Acid	Fear	Fire
Shape:	cone	line	cone	cone
Size:	80' x 30'	60' x 5'	70' x 20'	90' x 30'
Breath 2:	–	–	Sleep	–
Shape:	–	–	cloud	–
Size:	–	–	50' x 40'	–

A party which surprises a sleeping dragon may elect to capture rather than kill it. They must declare the attempt before attacking. A subdued dragon can be enslaved when it awakens, to serve the party or be sold. However, dragons are highly intelligent and will not accept slavery for long - any dragon 'owner' is well-advised to place significant safeguards on his or her acquisition.

Dragons gain greater power as they age. Their hit points and the damage caused by their breath weapons are not rolled randomly, but are instead determined by their age category.

Dragon Hit Points / Breath Weapon Damage

1d8	Category	hp/HD	Dmg/HD	XP (8HD)
1	V. Young	1	1	250
2	Young	2	2	500
3	Juvenile	3	3	750
4	Adolescent	4	4	1,000
5	Adult	5	5	1,250
6	Old	6	6	1,500
7	Very Old	7	7	1,750
8	Ancient	8	8	2,000

DWARF

AC:	9	XP:	10
HD:	1d8	Alignment:	3N : 1LG
Move:	30	Treasure:	18 (4)
Attacks:	1 weapon	Damage:	1d6

Dwarves average 4' tall but weigh as much as humans due to their dense bone structure and musculature. They are an underground-dwelling race, expert in all forms of mining, masonry and metal craft.

Most dwarves encountered outside their mountain halls home are fighters, and every 40 or so will be accompanied by a captain of level 1d6+1. They gain a +2 bonus to all saves.

ELF

AC:	9	XP:	10
HD:	1d6	Alignment:	1N : 1CG
Move:	30	Treasure:	14 (6)
Attacks:	1 weapon	Damage:	1d6

High elves and wood elves average 5' tall and are slim and graceful of build. Dark elves are less commonly seen, and it is unknown where their homelands lie. Most elves encountered outside their homes are fighters/magic-users; 1st level elves are usually fighters.

Elves are cautious warriors and take time to analyse their opponents and the location of the fight if at all possible, maximising their advantage by using ambushes. They prefer to fire from cover and retreat before they are found, repeating this manoeuvre until all of their enemies are dead. Elves favour long bows or short bows, and elegantly proportioned swords.

FIRE BEETLE, GIANT

AC:	4	**XP:**	13
HD:	1D8	**Alignment:**	Nil
Move:	30, fly 45	**Treasure:**	0 (0)
Attacks:	1 bite	**Damage:**	1d6

Giant fire beetles are about 2' long. These luminous nocturnal insects are aggressive predators, but they are prized by miners and adventurers.

They have three glands, one above each eye and another at the tip of their abdomen, that produce a red glow. The glands' luminosity persists for 1d6 days after removal from the beetle, illuminating a roughly circular area with a radius of 10' per gland.

There are many other types of giant beetle, such as giant bombardiers, giant oil beetles, giant tiger beetles – the list is endless.

GARGOYLE

AC:	5	**XP:**	125
HD:	4d8	**Alignment:**	1N : 1LE
Move:	20, fly 40	**Treasure:**	12 (0)
Attacks:	4 claws	**Damage:**	1d4 each

With their craggy grey-green skin and demonic visages, gargoyles often appear to be winged stone statues. They can perch indefinitely without moving and use this disguise to surprise their prey, which includes almost anything that passes by. They either remain still and then attack suddenly when unsuspecting victims are within reach, or dive without warning onto their targets from lofty perches.

Gargoyles are not very intelligent and they do not speak, but they exhibit a great deal of cunning in their aggression.

GELATINOUS CUBE

AC:	8	**XP:**	125
HD:	4d8	**Alignment:**	Nil
Move:	15	**Treasure:**	0 (3)
Attacks:	1 touch	**Damage:**	2d4+paralysis

The nearly transparent gelatinous cube travels slowly along Underworld corridors and cave floors, absorbing carrion, creatures, and trash. Inorganic material remains trapped and visible inside the cube's body. A typical gelatinous cube is 10' on a side, though much larger specimens are not unknown.

They are invulnerable to lightning, cold, and most spells. A gelatinous cube attacks by engulfing its prey. It secretes an anesthetising slime, and a target touched by a cube must make a saving throw or be paralysed. The cube can automatically engulf a paralysed opponent, causing 2d4 points of damage per round as it digests its meal.

GHOUL

AC:	6	**XP:**	25
HD:	2d8	**Alignment:**	CE
Move:	30, burrow 5	**Treasure:**	11 (0)
Attacks:	1 bite + 2 claws		
Damage:	1d3 each + paralysis		

Ghouls are foul, bestial creatures that feed on the dead. They will not eat fresh meat, and only feed on animals when they are desperate. They try to attack with surprise whenever possible, striking from behind tombstones or bursting from shallow graves.

Those hit by a ghoul's bite or claw attack must make a saving throw or be paralysed. Elves have immunity to this paralysis. Victims are dragged away to their lair if possible, to be stored for later eating when their cadavers are ripe.

Ancient graveyards are often undermined with a network of extensive tunnels dug by ghouls in their grisly quest for dead flesh, which are strewn with grave goods dropped in their scavenging.

Ghouls are not undead, though they are frequently mistaken as such due to their pallid skin, often covered in fungal growths and weeping sores. As such they do not have the usual resistance to certain spells, but they are immune to poisons.

GIANT

Type:	Hill	Stone	Frost
AC:	7	4	6
HD:	8d8	9d8	10d8
Move:	20	20	30
XP:	650	900	1,000
Alignment:	1N:1CE	N	2N:1CE
Treasure:	--- 14 + 5,000 gp (1d6 x 1,000gp) ----		
Attacks:	------ 1 weapon or 1 thrown rock ------		
Weapon:	2d8	3d6	4d6
Rock:	2d6	2d6	2d6+1
Radius:	10'	15'	10'
Range:	200	240	200
Abilities:	Str+1, Int−1	Str+2	Str+2
Height	12'	14'	16'
Lair	Cave	Cave	Castle

Type:	Fire	Cloud	Storm
AC:	5	5	4
HD:	11d8	12d8	15d8
Move:	20	30	45
XP:	1,100	1,350	1,650
Alignment:	1N:1LE	N	3N:1CG
Treasure:	--- 14 + 5,000 gp (1d6 x 1,000gp) ----		
Attacks:	------ 1 weapon or 1 thrown rock ------		
Weapon:	5d6	6d6	7d6
Rock:	2d6+2	3d6	3d6+3
Radius:	10'	10'	10'
Range:	200	200	200
Abilities:	Str+2	Str+2	Str+3
Height	12'	18'	24'
Lair	Castle	Castle	Castle

A giant's favourite ranged weapon is a big rock. Adult giants are accomplished rock throwers and can hurl rocks like living catapults, causing damage to everything within a certain radius of the impact. When travelling, they usually carry a great sack containing gear, money and a number of boulders for use as ammunition.

Civilised giants (those that live in castles) frequently use animals or monsters as guards, such as wolves, bears, lions, giant eagles, and sometimes even hydras.

Cloud giants live in castles located on inaccessible mountain peaks or magically floating in the clouds. Storm giants live on mountain tops or deep beneath the sea, and are able to whip up storms in both elements at will.
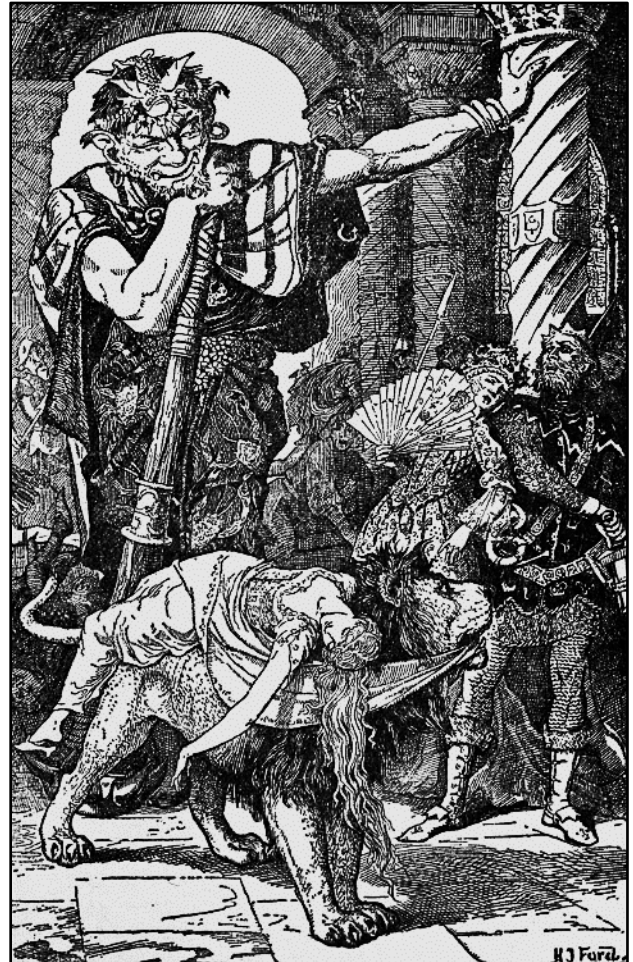
GNOLL

AC:	9	XP:	20
HD:	2d8	Alignment:	2N : 1CE
Move:	30	Treasure:	13 (1)

Attacks: 1 weapon

Damage: 1d8

Abilities: Str+1, Int−1

Gnolls are vicious and stupid, a combination that makes them prone to random violence and unwilling to abandon a fight. They are found wandering in gangs, ravaging their way across the land until chased off or hunted down by the inhabitants.

Gnoll leaders and their 1d4 guards have 6d8+3 HD each and strike for 2d6 damage.

GNOME

AC:	9	**XP:**	10
HD:	1d6	**Alignment:**	1N : 3CG
Move:	25	**Treasure:**	12 (5)

Attacks: 1 weapon

Damage: 1d6

Gnomes stand 3' tall and make their homes underground in the hills. Similar to dwarves in appearance, but smaller, they are even more avaricious than their cousins. Gnomes are experts in devising cunning traps and ambushes.

GOBLIN

AC:	9	**XP:**	7
HD:	1d6	**Alignment:**	2N : 1LE
Move:	25	**Treasure:**	12 (1)

Attacks: 1 weapon

Damage: 1d6

A goblin stands 3' tall. Its red eyes are sensitive to light, giving a –1 penalty to combat during the daytime. They are prone to being enslaved by more powerful races. The bigger, stronger goblin king and his 5d6 warriors (2d6 HD each, striking for 1d8 damage) are not affected.

GREEN GRABBER / SLEEPFLOWER

AC:	9	**XP:**	50
HD:	3d8	**Alignment:**	Nil
Move:	5	**Treasure:**	9 (0)

Attacks: 3 shoots

Damage: Special

Green grabbers can pull themselves along slowly with their tentacles. They reach silently for passers-by with three 30' long shoots (surprise on 1-4 on 1d6). On a successful hit it grabs the target, to be chewed for 2d6 damage per round thereafter. A save vs. touch indicates that the weapon arm remains free. Each shoot has 6hp.

Periodically they enter a phase called sleepflower, sprouting a large yellow bloom that attracts stirges. If approached, the flower opens and sends out a puff of pollen in a 5' radius, up to 3 times per day. Any character in this area must save vs. poison or fall asleep for 1d6 turns.

GREEN SLIME

AC:	N/A	**XP:**	25
HD:	2d8	**Alignment:**	Nil
Move:	0	**Treasure:**	0 (0)
Attacks: 1 touch		**Damage:**	Special

This immobile Underworld peril devours flesh and organic materials on contact and is even capable of dissolving metal. It drops from walls and ceilings when it detects movement below. Wood or metal are corroded by green slime, but it does not harm stone. It eats into flesh, dissolving it into more green slime within 1 turn on contact. The slime must be frozen, burned, or cut away, dealing damage to the victim as well. The high-level clerical spell *Remove Disease* destroys a patch of green slime.

GREY OOZE

AC:	8	**XP:**	50
HD:	3d8	**Alignment:**	Nil
Move:	2	**Treasure:**	0 (0)
Attacks: 1 touch		**Damage:**	2d6

A grey ooze secretes a digestive acid that quickly dissolves organic material, dealing acid damage every round. Armour dissolves and becomes useless in 1 round. Fire or cold have no effect on a grey ooze. This creature is hard to identify, because it basically looks like nothing more than a patch of damp stone.

GRIFFON

AC:	5	**XP:**	450
HD:	7d8	**Alignment:**	Neutral
Move:	30, fly 75	**Treasure:**	14 (0)

Attacks: 1 bite + 2 claws

Damage: 2d8 + 1d4 each

Griffons are creatures with the characteristics of both lions and eagles. They prefer to pounce on their prey, either diving to the attack or leaping from above. A griffon requires training before it will bear a rider.

HALFLING

AC:	9	**XP:**	7
HD:	1d6	**Alignment:**	3N : 1 LG
Move:	25	**Treasure:**	11 (2)
Attacks:	1 weapon	**Damage:**	1d6

Halflings receive a +1 bonus on all missile attacks and +2 on saving throws. Unusually for demi-humans they do not have darkvision. They are extremely stealthy and can disappear in the undergrowth if they wish.

HARPY

AC:	7	**XP:**	50
HD:	3d8	**Alignment:**	1N : 2CE
Move:	30, fly 75	**Treasure:**	12 (0)
Attacks:	2 claws	/ 1 weapon	/ song or touch
Damage:	1d4 each	/ 1d6	/ special

Harpies have the talons and wings of a giant eagle and the body, arms and head of a human woman. Many are feral, filthy and hideous, but some possess an inhuman beauty. They like to entrance hapless travellers with their magical songs, and subject them to unspeakable torments before killing and consuming them.

Both a harpy's song and her touch acts as a *charm person* spell, and either allows a save vs. spells. When a harpy engages in battle against uncharmed opponents, she prefers to use flyby attacks and strike with a melee weapon.

HELL HOUND

AC:	4	**XP:**	50 to 850
HD:	3d8 to 7d8	**Alignment:**	LE
Move:	30	**Treasure:**	12 (0)
Attacks:	1 bite	/ 1 breath	
Damage:	1d6	/ 1d6 per HD	

A typical hell hound stands 4½' high at the shoulder and weighs 120 pounds. These creatures are not at home on the material plane, and must be summoned for a particular purpose or find some other means of entry to the world.

They are consummate hunters, able to relentlessly track even invisible prey. A hell hound can breathe fire to a distance of 5' for 1d6 damage per HD, but it must make a missile attack roll to hit its target.

HIPPOGRIFF

AC:	5	**XP:**	35
HD:	3d8	**Alignment:**	Neutral
Move:	45, fly 90	**Treasure:**	0 (0)
Attacks:	1 bite + 2 claws		
Damage:	1d10 + 1d6 each		

Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. They will hunt humanoids as readily as any other meal, although their preference is for pegasus flesh, or horse if they can't get that. Hippogriffs dive at their prey and slash with claws and beak.

They are prized as aerial mounts, but are difficult to train unless captured at a very young age or bred in captivity.

HOBGOBLIN

AC:	9	**XP:**	10
HD:	1d8	**Alignment:**	1N : 1 LE
Move:	30	**Treasure:**	13 (3)
Attacks:	1 weapon	**Damage:**	1d6

Hobgoblins are larger cousins of goblins. These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline and bravery can prove a deciding factor in battle.

A hobgoblin king and his personal retinue of 1d4 picked warriors have 5 HD and attack for 1d10 points of damage each.

HORSE

Type:	Light	Medium	Heavy	Draft
AC:	7	7	7	7
HD:	2d8	2d8	3d8	3d8
Move:	45	40	35	20
XP:	20	20	35	35
Alignment:	Neutral	Neutral	Neutral	Neutral
Treasure:	0	0	0	0
Attacks:	------------ 1 kick	/ 1 bite -------------		
Damage:	--------------- 1d6	/ 1d4 ---------------		

Horses are widely domesticated for riding and as beasts of burden. A horse will not normally enter the Underworld unless especially trained for it. Barding provides AC5 but halves speed.

HYDRA

AC:	5	**XP:**	Varies
HD:	1d8 per head	**Alignment:**	Neutral
Move:	30	**Treasure:**	11 (0)
Attacks:	1 bite per head		
Damage:	1d6 each		

Hydras are serpentine monsters that can attack with each of their heads in the same round. To destroy a head, an opponent must make a successful attack causing at least 6 points of damage. Losing a head means a hydra can no longer attack with that head, but imposes no other penalties.

KOBOLD

AC:	9	**XP:**	5
HD:	1d4	**Alignment:**	1N : 2LE
Move:	25	**Treasure:**	9 (1)
Attacks:	1 weapon		
Damage:	1d4		

Kobolds are short, dwarfish humanoids with cowardly and sadistic tendencies. They live in underground lairs or deep, dark forests where stronger races do not contest with them for land.

Being small, weak and friendless, they like to rely on trickery or attacks with overwhelming numbers. They are easily routed individually, however, and it takes a strong leader to weld them into a cohesive force.

Kobolds are strangely resistant to magic, and save at +3 against all magical attacks. Like goblins, they are dazzled in bright sunlight and fight at −1 under such conditions.

LIZARD FOLK

AC:	7	**XP:**	20
HD:	2d8	**Alignment:**	Neutral
Move:	30, swim 30	**Treasure:**	13 (1)
Attacks:	1 weapon		
Damage:	1d8		

Lizard folk fight as unorganised individuals, sometimes trying to force foes into the water where they have the advantage. They mostly see other creatures as food and hunt, set snares, plan ambushes, and raid to capture them for their larder. They domesticate and often train and ride giant lizards.

LYCANTHROPE

Type:	Werebear	Wereboar	Wererat
AC:	2	4	7
HD:	6d8	4d8	3d8
Attacks:	2 claws 1 bite	1 gore	1 bite
Damage:	1d3,1d3,2d4	2d6	1d6
Move:	30	30	30
XP:	725	175	65
Alignment:	3N:1CG	4N:1CG	2N:1LE
Treasure:	11 (1)	11 (0)	13 (2)

Type:	Wereshark	Weretiger	Werewolf
AC:	6	3	5
HD:	6d8	5d8	4d8
Attacks:	1 bite	2 claws+1 bite	1 bite
Damage:	2d6	1d4,1d4,1d10	2d4
Move:	30, swim 45	35	30
XP:	725	425	175
Alignment:	N	4N:1CE	2N:1LE
Treasure:	10 (0)	13 (5)	12 (3)

Lycanthropes are humans who can transform into bestial hybrids. Many are unable to control their change between forms.

Any human character reduced to half hit points or less by a lycanthrope will develop the same affliction within 2d12 days. Only a *cure disease* can save the character from this fate.

Only silver or magic weapons will harm a lycanthrope. They are all violently averse to the herb wolfsbane and will not approach it.

MANTICORE

AC:	4	**XP:**	500
HD:	6d8	**Alignment:**	1N : 7LE
Move:	45, fly 60	**Treasure:**	17 (0)
Attacks:	2 claws + 1 bite / 1-6 spikes		
Damage:	1d6 each / 1d6 each		

This monster is an abomination combining the body of a great lion with reptilian wings and a hideous parody of a human face. It launches volleys of 1-6 spikes at a time from its tail before closing in to engage in melee. The spikes are ranged 90 (short), 180 (medium), and 210 (long). All targets must be within 30' of each other. The creature can launch only twenty-four spikes in any 24-hour period.

MEDUSA

AC: 8   **XP:** 125
HD: 4d8   **Alignment:** 1N : 4LE
Move: 30   **Treasure:** 15 (8)
Attacks: 1 weapon / 1 bite / 1 gaze
Damage: 1d6 / poison / petrify

From the neck down, a medusa looks like a normal human woman. She often wears garments that enhance her figure but hide her face and the asps she bears in place of hair. A medusa can be viewed with impunity in a mirror, but if she sees her reflection she is subject to her own gaze attack. A medusa uses normal weapons to attack those who avert their eyes or survive her gaze, while her poisonous snakes strike any opponents in reach.

MINOTAUR

AC: 6   **XP:** 275
HD: 6d8   **Alignment:** 1N : 3LE
Move: 30   **Treasure:** 12 (0)
Attacks: 1 gore / 1 weapon
Damage: 2d6 / 1d8
Abilities: Strength +1, Intelligence –1

A minotaur stands more than 7' tall from its cloven hooves to the tips of its horns. It typically begins a battle by charging at an opponent, lowering its head to gore.

Belying their bovine appearance, they are carnivorous with a fondness for humanoid flesh. Minotaurs make their lairs in complex mazes. Their innate cunning means they never lose their way, and they unerringly track their prey.

MULE

AC: 7   **XP:** 20
HD: 2d8   **Alignment:** Neutral
Move: 30   **Treasure:** 0 (0)
Attacks: 1 bite / 1 kick
Damage: 1d4 / 1d6

A mule is similar to a light horse, but slightly stronger and more agile and less prone to slipping or falling. Unlike horses, they are not averse to working in the Underworld. Mules can carry up to 230 pounds with no penalties, 460 pounds at a move of 15, and 690 pounds at a movement rate of 7.

MUMMY

AC: 5   **XP:** 300
HD: 5d8   **Alignment:** LE
Move: 30   **Treasure:** 13 (8)
Attacks: 2 fists
Damage: 1d6 each + disease

On first sight viewers must save vs. spells or be paralysed with fear until the mummy strikes one of the party. 6 or more compatriots will provide a +2 bonus to the save. The touch of a mummy exposes the victim to mummy rot, which slows natural healing to a tenth of its normal rate. A *cure disease* spell cast within 1 hour leaves the victim healing at half speed. Mummies take no damage from normal weapons, and only half from fire or magic weapons. They are immune to *charm person*, *sleep* and *read thoughts* spells, and are not harmed by poison.

NIXIE

AC: 7   **XP:** 6
HD: 1d4   **Alignment:** Neutral
Move: 30, swim 45   **Treasure:** 17 (8)
Attacks: 1 weapon / 1 charm per 10 nixies
Damage: 1d6 / 1 *charm person*

Nixies are slim and comely water sprites. They use their *charm person* ability to deter enemies, fighting with javelins and daggers as a last resort. Each group of 10 nixies will charm the most attractive human first. Those affected must save vs. spells or join the water sprites in their underwater lair for 1 year. Groups of nixies are usually accompanied by a school of 1d10 x 10 trained giant pike.

OCHRE JELLY

AC: 8   **XP:** 175
HD: 5d8   **Alignment:** Neutral
Move: 7   **Treasure:** 0 (0)
Attacks: 1 touch
Damage: 2d6

An ochre jelly can compress its body to fit into cracks as small as 1" across. It secretes a digestive acid that dissolves organic material, not stone or metal. Weapons and electrical attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points.

OCTOCAT

AC:	4	**XP:**	275
HD:	6d8	**Alignment:**	Neutral
Move:	50	**Treasure:**	11 (0)

Attacks: 2 tentacles

Damage: 1d8 each

Six of this strange cat's eight limbs are relatively normal, while the other two resemble long, viciously-barbed tentacles. As well as being generally mean, an octocat is almost impossible to focus on clearly. All opponents suffer a –2 penalty to hit, while the octocat gains +2 to all saving throws against attacks.

OGRE

AC:	6	**XP:**	75
HD:	4d8+1	**Alignment:**	1N : 1CE
Move:	30	**Treasure:**	12 (5)

Attacks: 1 weapon

Damage: 1d10

Abilities: Strength +1

Adult ogres stand 7' to 10' feet tall and weigh 600 to 650 pounds. Their skin colour ranges from mustard yellow to dull brown. They are a dull-witted and aggressive race that love to cook and eat all manner of intelligent beings, with a preference for children.

They use great clubs and mauls for weapons, and often carry bags consisting of poorly cured furs and hides on their wanderings, filled with their repellent belongings and loot.

ORC

AC:	9	**XP:**	10
HD:	1d8	**Alignment:**	1N : 9CE
Move:	30	**Treasure:**	13 (2)

Attacks: 1 weapon

Damage: 1d6

Large groups of orcs sometimes include other humanoids amongst their number, either enslaved or voluntarily along for a piece of the loot and killing: for every 100 orcs there is a 20% chance of 1d6 ogres and a 10% chance of 1d4 trolls being with them.

Orcs are dazzled in bright sunlight and fight at a –1 penalty under such conditions. However, given a strong leader and the right incentive ("where there's a whip, there's a way!"), they will brave the daylight.

OWL BEAR

AC:	5	**XP:**	175
HD:	5d8	**Alignment:**	Neutral
Move:	30	**Treasure:**	12 (0)

Attacks: 1 bite + 2 claws

Damage: 1d8 each

A fully grown owl bear can stand as tall as 8' and weigh up to 1,500 pounds. Owl bears attack prey on sight, always fighting to the death. They are apparently always in a bad mood.

Owl bears that hit their opponent with both claws in the same round will hold on and hug automatically every round thereafter, attempting to bite at the same time.

PEGASUS

AC:	6	**XP:**	20
HD:	2d8	**Alignment:**	LG
Move:	60, fly 120	**Treasure:**	0 (0)

Attacks: 1 kick / 1 bite

Damage: 1d8 / 1d4

The pegasus is a magnificent winged horse that can sometimes be trained to serve lawful good characters as mounts.

Though highly prized as aerial steeds, pegasi are wild, shy, and intelligent creatures not easily tamed or trained to bit and bridle. They are normally pure white or pure black, with spectacular feathered wings.

PIKE, GIANT

AC:	6	**XP:**	20
HD:	2d8	**Alignment:**	Nil
Move:	Swim 40	**Treasure:**	0 (0)

Attacks: 1 Bite

Damage: 1d8

Giant pike are fast, stealthy underwater predators. They may attack humanoids in the water if they are hungry. Normally solitary, giant pikes are bred by nixies and deployed in schools as guards and hunters.

PIXIE

AC:	3	**XP:**	15
HD:	1d8	**Alignment:**	2N : 1CG
Move:	15, fly 45	**Treasure:**	19 (7)

Attacks: 1 weapon

Damage: 1d4

Pixies are reclusive air sprites. They fight their opponents with diminutive weaponry, and their aristocracy is composed of potent magic-users.

They prefer ambushes and other trickery over direct confrontation. They take full advantage of their invisibility and limited flying ability to harass and drive away opponents.

A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress it at will and Detect Invisible spells will work against them. Pixies can only remain airborne for 3 turns (30 minutes) at a time before they need to spend 1 turn resting.

PURPLE WORM

AC:	6	**XP:**	2,800
HD:	15d8	**Alignment:**	Nil
Move:	30, burrow 30	**Treasure:**	13 (0)

Attacks: 1 bite + 1 sting

Damage: 2d6   + 2d6 + poison

The body of a mature purple worm is up to 5' in diameter and 80' long. The creature has a poisonous stinger in its tail. In battle, a purple worm pulls its great body into a coil, biting and stinging anything within reach.

If it rolls 2 higher on 1d20 than it needs to hit with its bite, its unfortunate victim is swallowed whole. A swallowed creature will expire within 6 rounds and be completely dissolved in 12 rounds.

RAT, GIANT

AC:	7	**XP:**	6
HD:	1d4	**Alignment:**	Neutral
Move:	30, swim 15	**Treasure:**	11 (0)

Attacks: 1 bite

Damage: 1d3 + disease

These omnivorous rodents thrive almost anywhere. Giant rats are more aggressive than their smaller cousins and will attack if disturbed.

Giant rats carry disease, and bite victims are infected on a roll of 1 on 1d20. The victim must save vs. poison or become bedridden for 1d4 weeks. At the end of this period, roll 1d6: on a 1 the victim dies, on 2-6 he or she recovers.

RUST MONSTER

AC:	2	**XP:**	400
HD:	5d8	**Alignment:**	Neutral
Move:	30	**Treasure:**	0 (0)

Attacks: 1 touch

Damage: Oxidisation

A rust monster's prehensile antennae can corrode any type of metal on contact, including even magic items. When it scents a metal object, it dashes toward the source of the smell and attempts to strike it with its antennae.

The creature is relentless, chasing characters over long distances if they still possess intact metal objects but usually ceasing its attacks to devour a freshly rusted meal. A metal weapon that deals damage to a rust monster corrodes immediately.

SHADOW

AC:	7	**XP:**	30
HD:	2d8	**Alignment:**	LE
Move:	20	**Treasure:**	15 (0)

Attacks: 1 touch

Damage: 1d4 + drain 1 point of Strength

These creatures are living patches of darkness. A shadow can be difficult to see in dark or gloomy areas but stands out starkly in brightly illuminated places.

The touch of a shadow drains 1 point of Strength from a living foe. A creature reduced to Strength 0 becomes a shadow itself. Shadows are immune to *sleep* and *charm* spells.

SKELETON

Type:	Lesser	Greater
AC:	9	8
HD:	1d4	2d8
Move:	30	30
XP:	5	20
Alignment:	Nil	Nil
Treasure:	0 (0)	0 (0)
Attacks:	1 weapon	1 weapon
Damage:	1d6	1d6

Skeletons are mindless undead that obey the orders of their evil masters. They are immune to poison and *charm person*, *sleep*, *read thoughts*.

SPECTRE

AC:	2	XP:	500
HD:	6d8	Alignment:	LE
Move:	40, fly 75	Treasure:	14 (0)

Attacks: 1 touch

Damage: 1d8 + drain 2 levels

A spectre can pass through walls. Living creatures hit lose 2 levels or hit dice. Any humanoid being slain by a spectre becomes a spectre under the command of its killer. They are immune to *charm person*, *sleep* and *read thoughts*, but vulnerable to magic weapons.

SPIDER, GIANT

Type:	Normal	Large	Huge
AC:	8	6	4
HD:	1d8	2d8	4d8
Move:	30, web 60	45	15, web 45
XP:	15	25	200
Alignment:	Nil	Nil	Nil
Treasure:	9 (0)	9 (0)	10 (0)
Attacks:	1 bite	1 bite	1 bite
Damage:	1d4+poison	1d6+poison	2d4+poison

Large spiders are hunters, not web-builders. Normal and giant spiders often leap onto prey passing beneath to subdue them with their poisonous bite (save at +2). Spider venom preserves and paralyses. A giant entangled in the web can burst out in 2 rounds, but a human would need 2d4 rounds. The web is flammable, but fire will also harm an entangled character.

STIRGE

AC:	7	XP:	10
HD:	1d8	Alignment:	Neutral
Move:	Fly 60	Treasure:	9 (0)

Attacks: 1 bite / drain blood

Damage: 1d3 / 1d4

Stirges are strange, bird-like bloodsuckers that nest in the Underworld. A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh with a +2 attack bonus.

If a stirge hits with its initial attack, it latches onto the opponent's body and drains blood, dealing 1d4 points of damage per subsequent round.

TICK, GIANT

AC:	4	XP:	300
HD:	5d8	Alignment:	Nil
Move:	15	Treasure:	0 (0)

Attacks: 1 bite

Damage: 1d8 + disease

Giant ticks are vile, bloated arachnids that feed by carving a hole in the skin of their victim, inserting their barbed mouthpiece and draining blood, remaining attached and draining 1d8 hit points per round unless killed or driven off by fire.

Giant ticks carry a virulent contagion. Victims of attacks will die within 2d4 days unless a *cure disease* spell is cast.

TROGLODYTE

AC:	7	XP:	25
HD:	2d8	Alignment:	CE
Move:	30, swim 30	Treasure:	16 (1)

Attacks: 1 bite + 2 claws

Damage: 1d4 + 1d4 each

Troglodytes change colour to blend in with their surroundings, attacking with surprise on 1-4 on 1d6. If the battle goes against them, they retreat and attempt to hide. Sometimes tribes of troglodytes will use primitive weapons.

When agitated, they secrete an oily musk that every other living creature finds revolting. All must save vs. poison or lose 1 Strength per round for 1d6 rounds. The effect lasts for 10 rounds after escaping the stench.

TROLL

AC:	6	**XP:**	725
HD:	6d8	**Alignment:**	CE
Move:	30	**Treasure:**	13 (0)

Attacks: 1 bite + 2 claws / 1 weapon

Damage: 1d6 each / 1d8

Abilities Str +1, Int −1, Dex +1

For all their seeming awkwardness, trolls are very agile. Fire and acid deal normal damage to a troll, all other wounds regenerate 3 hit points per round. Trolls will fight to the death, and are unrelenting in their pursuit of prey. If a troll loses a limb or body part, the lost portion regrows or the creature can reattach the severed member instantly by holding it to the stump. Severed parts of a troll even grow into an exact copy of the troll, memories and all!
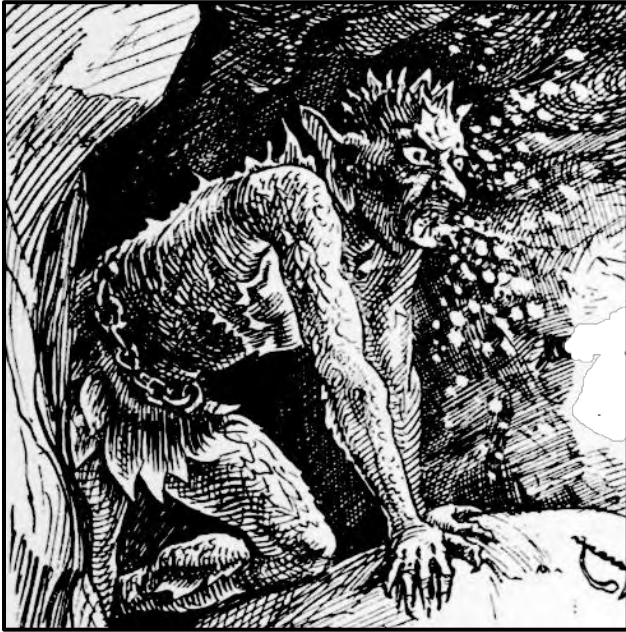
UNICORN

AC:	2	**XP:**	125
HD:	4d8	**Alignment:**	LG
Move:	60	**Treasure:**	0 (0)

Attacks: 1 horn *or* 1 kick

Damage: 1d8 *or* 1d8

Unicorns normally attack only in defence. They will only deign to carry a female virgin of lawful good alignment. Once per day a unicorn can instantly transport itself and any rider 360 yards (or 360' indoors) in any direction. These creatures save vs. all types of magic on a roll of 8 or higher.

VAMPIRE

AC:	2	**XP:**	1250-2300
HD:	7d8 to 9d8	**Alignment:**	LE
Move:	30, fly 60	**Treasure:**	15 (8)

Attacks: 1 touch

Damage: 1d10 + drain 2 levels

Living creatures struck by a vampire lose two experience levels. A human drained to less than level 0 returns as a vampire spawn, enslaved until his master's destruction. Human characters reduced to 0 level become normal humans.

A vampire can also crush an opponent's will. The target must save vs. gaze at −2 or fall under the vampire's influence in exactly the same manner as a *charm person* spell.

They are immune to *sleep*, *read thoughts*, *charm* and poison. Only magic weapons can harm them. They heal 3 points of damage each round, and if reduced to 0 hit points they assume gaseous form and escape.

A vampire can assume the shape of a giant bat at will, retaining its own AC, HD and other powers. They command the lesser creatures of the night and can call forth 1d10 x 10 normal rats or 3d6 normal bats to come to their aid.

Vampires do have certain weaknesses, however. They cannot tolerate the smell of garlic and recoil from mirrors or a holy symbols presented with faith and conviction. Direct sunlight or immersion in running water will destroy a vampire completely, and driving a wooden stake through its heart instantly slays the monster. Vampires cast no shadows and throw no reflections in mirrors.

WIGHT

AC:	5	**XP:**	65
HD:	3d8	**Alignment:**	LE
Move:	20	**Treasure:**	11 (5)

Attacks: 1 touch

Damage: Drain 1 level

Wights haunt the places where they were buried. Any living creatures touched lose 1 level or hit die. Any human slain by a wight becomes a wight, and remains enslaved until its destruction. Wights are only harmed by silver or magic weapons, but magic arrows cause twice rolled damage. They are immune to poisons as well as *read thoughts*, *sleep* and *charm* spells.

WRAITH

AC:	3	**XP:**	175
HD:	4d8	**Alignment:**	LE
Move:	30, fly 60	**Treasure:**	14 (0)

Attacks: 1 touch

Damage: 1d6 + drain 1 level

Wraiths are incorporeal creatures born of evil and darkness. Living creatures hit by a wraith's incorporeal touch attack lose 1 experience level in addition to taking damage. Any human slain by a wraith becomes a wraith under the command of its killer. Wraiths are only harmed by silver or magic weapons, but silver only causes half of the rolled damage. They are immune to poisons, and *sleep*, *read thoughts* and *charm* spells.

YELLOW MOULD

AC:	N/A	**XP:**	25+
HD:	2d8 per 10 sq.ft.	**Alignment:**	Nil
Move:	0	**Treasure:**	0 (0)

Attacks: 1 touch + spores

Damage: 1d6 + poison

Yellow mould is a deadly fungus that grows deep in dank and lightless places. On average the cover approximately 10 square feet. If disturbed, there is a 50% chance that a cloud of poisonous spores bursts forth from this mould. All within 10' of the mould must make a saving throw vs. poison or die. Contact with the mould does 1d6 damage to flesh and destroys wood and leather, but has no effect on metal or stone. Fire is the only thing that destroys yellow mould.

ZOMBIE

AC:	8	**XP:**	20
HD:	2d8	**Alignment:**	Nil
Move:	15	**Treasure:**	0 (0)

Attacks: 1 claw *or* 1 bite

Damage: 1d8 *or* 1d4

Because of their utter lack of intelligence, the instructions given to a newly created zombie must be very simple. They have poor reflexes and can attack with only one fist or one bite every round. Zombies are immune to *charm*, *sleep* and *read thoughts* spells, but they can be poisoned by feeding them salt.

TREASURE, LOOT, AND PLUNDER

Every creature entry in **Part 6: Creatures** has a treasure rating indicating how much treasure it has in its lair (and, in parentheses, on its person). For some creatures the rating is 0, meaning they have no treasure.

The tables found below are used to determine the specific types and amounts. The values given are averages; the referee should adjust them up or down as suits his or her campaign.

INDIVIDUAL TREASURE

Individual treasure is rolled for each creature in an encounter. Roll on the table below, selecting the row corresponding to the treasure number given in parenthesis under the creature description.

If a percentage is given this is the chance of a creature carrying this item on its person, rolled on d%. Any magic items will be used by their owners if appropriate.

INDIVIDUAL TREASURE TABLE

No.	cp	sp	ep	gp	pp	Jewel	Magic
1	1d8	1d6	1d4	–	–	–	–
2	1d6	1d8	1d6	–	–	–	–
3	–	1d8	1d6	1d4	–	–	–
4	–	2d6	1d8	1d6	–	–	–
5	–	–	2d6	1d8	1d4	–	–
6	–	–	–	–	–	–	50% 1d6 scrolls
7	–	–	–	–	–	–	40% 1d4 potions
8	–	–	–	–	–	50% 1d4	–

TREASURE HOARDS

Treasure hoards are only found in a lair. If a hoard contains magic items that its owners can use, they will do so; it may be an heirloom or a sacred object which must be kept safe, or it may be a useful magic weapon which is carried by the most senior warrior.

The procedure is similar to that used for rolling individual treasure. However, every type of item is given a percentage chance, which must be rolled first on d% to determine whether it is present in the hoard at all.

"X" Marks the Spot

At the referee's discretion (or on a roll of 1 on 1d6), all or part of a hoard may actually consist of a map or other artefact describing the location of the treasure. The directions can be as clear or as obscure as appropriate.

TREASURE HOARD TABLE

No	cp	sp	ep	gp	pp	Jewel	Magic
9	25% 1d8	10% 1d6	–	–	–	–	–
10	–	30% 2d6	10% 1d4	–	–	–	–
11	50% 2d8	25% 2d6	25% 1d8	25% 1d6	–	25% 2d6	10% armour, 10% weapon
12	20% 4d6	30% 1d8	10% 1d8	–	–	25% 1d8	20% any 2
13	10% 2d8	15% 4d6	–	60% 2d6	–	30% 2d8	15% any 2, 1d4 potions
14	05% 3d6	30% 4d6	25% 1d8	25% 2d8	–	10% 3d6	25% any 3, 1d8 scrolls
15	–	10% 3d6	20% 2d8	45% 4d6	30% 2d6	15% 6d6	30% any 1, 2 potions, 2d6 scrolls
16	25% 2d6	30% 2d6	20% 1d8	35% 4d6	25% 1d8	50% 9d8	30% any 3
17	–	–	–	–	30% 6d6	50% 4d8	15% any 1
18	–	–	–	50% 9d8	50% 4d6	25% 5d6	35% any 4, 2d6 scrolls
19	–	–	–	40% 2d8	50% 8d8	50% 4d8	–
20	25% 8d6	80% 9d8	50% 9d8	50% 8d8	25% 9d8	80% 9d8	15% any 4, 4 potions, 3d6 scrolls

Coins

All coin quantities are given in lots of 500. For example, an entry of "35% 1d8" in the "sp" column means there is a 35% chance that silver pieces are present and, if they are, there will be between 1d8 x 500of them, or 500 to 4,000.

Coins may be minted in any value in any given game world, of course, but on average the relative value of coins is as follows:

250cp = 50sp = 10ep = 5gp = 1pp

Jewels

The real monetary value of any hoard usually lies in its gemstones and jewellery. The particular type may be elaborated on by the referee; fabulous pearls, jewel-encrusted robes, solid golden torques or carved crystal goblets are just some of the possibilities.

Jewellery is delicate and easily damaged; if this happens, the resale value will be reduced by half. The following table determines the value of each individual item in the haul:

1d10	Value (gp)	1d10	Value (gp)
1	10	6	2d6 x 100
2	50	7	2d8 x 100
3	100	8	2d6 x 150
4	500	9	2d8 x 150
5	1,000	10	3d6 x 150

MAGIC ITEMS

The last column indicates which of the magic item sub-tables should be rolled on to determine the type and number of item or items in the hoard. An entry of "any" requires a further roll on the table below to determine the particular sub-table on which to roll:

1d20	Sub-Table
1	Accoutrements
2-3	Armour
4-5	Paraphernalia
6-10	Potions
11	Rings
12	Rods, Staves, and Wands
13-14	Swords
15-16	Weapons
17-20	Writing

Thus an entry such as, "30% any 1, 2 potions, 2d6 scrolls" means that there is a 30% chance that 1 magic item will be present, of a type to be generated randomly from the table above, and in addition the hoard will always contain 2 potions, and 2 to 12 scrolls.

MAGIC ARMOUR

Unless otherwise determined, all magic armour includes an appropriate helmet which must be worn together with the armour to get the magical modifier. Magic armour fits whosoever tries to wear it, regardless of their size or shape.

Each +1 improves the wearer's AC by 1. Cursed armour has the opposite effect; a suit of –2 mail would only provide AC7.

1d10	Item	1d10	Item
1	–2 Armour (any)	6	+1 Shield
2	–1 Shield	7	+2 Leather
3	+1 Leather	8	+2 Mail
4	+1 Mail	9	+2 Plate
5	+1 Plate	10	+2 Shield

MAGIC SWORDS

Magic swords are the most common type of magical weapon to be found, and many are valued family heirlooms passed down through the generations. Most magical swords are normal-sized, though unusually finely crafted, one-handed swords; at the referee's discretion an occasional short sword or great sword may be found instead.

Magic swords generally shed light when drawn, roughly equivalent to the illumination from a torch. A flaming sword only gains its powers when wreathed in magical fire upon command, although the blaze will not harm the wielder.

Each type provides a positive or negative modifier to attack rolls. A cursed sword subtracts from both attack and damage rolls. Some swords provide better attack bonuses against certain types of creatures, and they also add to damage.

1d10	Item
1	–2 Sword
2	–1 Sword
3	+1 Sword
4	+1 Sword, Locate Object (once per day)
5	+1 Sword, +2 vs. Summoned Creatures
6	+1 Sword, +2 vs. Lycanthropes
7	+1 Sword, Flaming, +2 vs Trolls/Undead
8	+1 Sword, +3 vs. Dragons
9	+2 Sword
10	+3 Sword

MAGIC WEAPONS

Other magical weapons also exist. They apply their modifiers to both attack rolls and damage. Magical melee weapons that can be thrown add their modifiers to ranged attacks as well as hand-to-hand combat.

1d10	Item
1	–1 Weapon (any except sword)
2	+1 Arrows, Quarrels or Sling Stones (x10)
3	+1 Bow (any type)
4	+1 Crossbow (any type)
5	+1 Dagger vs. Humanoids, +2 vs. Kobolds
6	+1 Dagger vs. Humanoids, +3 vs. Orcs
7	+1 Axe (any type), +2 vs. Goblinoids
8	+1 Spear, +2 vs. Reptiles
9	+1 Weapon (any except sword)
10	+2 Weapon (any except sword)

MAGIC RODS, STAVES AND WANDS

Magic rods are sceptre-like devices that have unique magical powers and do not usually hold charges. Anyone can use a rod. They range from 3' to 4' long, and may be delicate, or they can be robust enough to use as a club or even a mace.

A staff is a long shaft of wood or other material that holds specific powers. A magic staff is similar to a quarterstaff in stoutness, and can be so used.

A wand is a thin baton that contains a single magic spell that can only be cast on command by a magic-user. Some wands have a limited number of charges; 100 when created, but usually less when found. A typical wand is 6" to 12" long.

1d10	Item
1	Rod of Cancellation
2	Staff of Clouting
3	Staff of Constriction
4	Staff of Healing
5	Wand of *Cone of Cold*
6	Wand of *Detect Magic*
7	Wand of *Hold Person*
8	Wand of *Knock*
9	Wand of *Locate Object*
10	Wand of *Magic Missiles*

Rod of Cancellation: This dreaded rod is a bane to magic items, for its touch drains an item of all magical properties. Upon draining an item, the rod itself becomes non-magical.

Staff of Clouting: This stout cudgel can only be used by magic-users. It acts in all ways as a normal quarterstaff, but it does 2d6 points of damage on a successful strike.

Staff of Constriction: This staff can only be used by a cleric. It normally acts as a magical quarterstaff +1 when used in combat. In addition, on a successful blow it can be commanded to curl around the target like a snake, holding it motionless for 1d4 founds or until countermanded by the wielder. After releasing its victim, the staff slithers back to its owner.

Staff of Healing: This staff can only be used by a cleric. It can be used to cure 1d6+1 points of damage suffered by any person it touches. This does not require any charges; there is no limit to the number of times the staff may be used, but it can only heal a specific individual once per day.

Wand of *Cone of Cold*: This wand projects a cone of extreme cold originating at the wand and extending 50' outward in a cone, 10' across at the end. It drains heat, dealing 5d4+5 points of cold damage to any creature touched by the cone. A save vs. breath halves the damage.

Wand of *Detect Magic*: One charge causes any magic item within 60' to become obvious, but only to the user.

Wand of *Hold Person*: Up to 4 humanoid creatures, up to 120' away must save vs. wands or become paralysed and freeze in place for 10 turns. There is a –1 penalty on the saving throw for every creature less than 4.

Wand of *Knock*: Opens jammed, barred or locked doors, gates, secret doors, trapped chests, etc. without danger. It dispels *hold portal* spells and allows *magic locks* to be opened. The latter will re-activate when the object is closed.

Wand of *Locate Object*: If the wielder concentrates on a particular object or a typical one at the time the wand is discharged, it will indicate the location of every matching object within 20'.

Wand of Magic Missiles: This wand shoots 3 *magic missiles* at a time, exactly as per the magic spell in **Part 3: Spells**.

MAGIC RINGS

Rings bestow magical powers upon their wearers. Only a rare few have charges. Anyone can use a ring. A character can only effectively wear two magic rings, one per hand. A third magic ring doesn't work if the wearer is already wearing two other magic rings.

1d10	Ring	1d10	Ring
1	Animal Control	6	Levitation
2	Clumsiness	7	Protection
3	Contradiction	8	Regeneration
4	Fire Resistance	9	Three Wishes
5	Invisibility	10	Water Walking

Ring of Charm Person: On command, this ring affects a humanoid creature exactly like a *charm person* spell. The effect lasts as long as the wearer can maintain concentration.

Ring of Clumsiness: Once a character slips it on, this ring can only be removed with a *remove curse*. On a roll of 1-19 on 1d20, it drains 1 point of Dexterity per turn from the wearer until he is reduced to half his normal score, where it will remain while he wears the ring.

However, on a roll of 20 the ring actually boosts the wearer's Dexterity in the same way (up to a maximum of 18). This roll must be made each time the ring is put on a finger.

Ring of Contradiction: Unless a *remove curse* is cast upon it, this cursed ring cannot be removed, nor will the wearer voluntarily do so. It makes the wearer unreasonably contrary, doing the opposite of that which is asked or expected.

Ring of Fire Resistance: This ring continually protects the wearer from damage from normal fire. The wearer saves at +2 against any form of magical fire, including breath weapons, and subtracts 1 point from every damage die rolled.

Ring of Invisibility: By activating this ring, the wearer can benefit from *invisibility* as the spell.

Ring of Levitation: Once per day for 10 turns the wearer can float float up and down, but not sideways, at a move of 30.

Ring of Protection: This ring offers continual magical protection improving AC by 1, as well as providing a +1 bonus on all saving throws.

Ring of Regeneration: This ring continually allows a living wearer to heal 1 point of damage every turn. Whether the wearer loses a limb, an organ, or is completely dismembered while wearing this ring, he will eventually recover fully. The only way to permanently harm the character is through fire or acid, although such can still be healed through other magic or rest.

Ring of Water Walking: This ring allows the wearer to tread on any water surface as if it were firm ground. The subject can walk, run, or otherwise move across the surface as if it were normal ground.

MAGIC WRITINGS

A scroll is a spell or collection of spells that has been stored in written form. A spell on a scroll can be used only once. The writing vanishes from the scroll when the spell is activated.

Using a scroll is basically like casting a spell. A scroll is a heavy sheet of fine vellum or high-quality paper.

Activation: Most scrolls are simply magic spells transferred to vellum or the like by a magic-user. To activate a scroll, a magic-user must read aloud the spell written on it. Doing so involves several steps and conditions.

Deciphering a scroll to determine its contents does not activate its magic unless it is a specially prepared cursed scroll, which activates when read (aloud or not).

Activating a scroll requires reading the spell from the scroll. A spell successfully activated from a scroll works exactly like a spell prepared and cast the normal way. The scroll spell's caster level is the level of the character that scribed the scroll. The writing disappears from the scroll when the spell is activated.

1d10	Scroll
1	Cursed
2	Protection from Lycanthropes
3	Protection from Magic
4	Protection from Undead
5	Any 1 Magic Spell
6	Any 2 Magic Spells
7	Any 3 Magic Spells
8	Any Potion Spell (not Poison)
9	Any Ring Spell (not Regeneration)
10	Any Wand Spell

Cursed Scrolls: These scrolls are activated as soon as they are opened, immediately affecting the holder. The curse could be anything the referee desires and deems appropriate. Possible examples could be changing the victim into an animal; rendering him deaf, dumb and blind; summoning a creature to attack him; and so on.

Magic Spell Scrolls: These are typical scrolls that can be created by any magic-user, including characters. Some scrolls contain more than one spell, in which case only the particular spell read and cast will disappear.

Potion, Ring and Wand Spell Scrolls: Some of the effects generated by these items can be replicated by scrolls, even though magic-user characters may not normally be able to cast such spells themselves. It is up to the referee to decide how such scrolls are created.

Protection Scrolls: These spells work just like the *protection from evil* spell. They protect against a particular group, undead or lycanthropes, or magic itself – in the latter case preventing all magic, whether malicious or benign, from affecting the reader.

MAGIC POTIONS

A potion is a magic liquid that produces its effect when imbibed, or shortly thereafter. A potion can be used only once. Most potions are like spells cast upon the imbiber, and their effect is identical to the spell of the same name. A typical potion or oil consists of 1 dose of liquid held in a ceramic or glass vial fitted with a tight stopper. In addition to the standard methods of identification, characters can sample from each container they find to attempt to determine the nature of the liquid inside. Most potions have a duration of 1d6+6 turns.

1d10	Potion
1	*Cure Light Wounds*
2	Delusion
3	*Dexterity*
4	Diminution
5	*Enlarge*
6	*Levitate*
7	*Shield*
8	*Read Thoughts*
9	*Invisibility*
10	Poison

Potion of Delusion: This potion differs from all others in that it has no physical effect at all; the imbiber merely thinks it does. As far as the victim is concerned, it is what he or she first thinks it is, such as a potion of *cure light wounds*, or even *levitate*, which could cause a bit of trouble for the mistaken user.

Potion of Diminution: This potion has the effect of shrinking the user down to a height of one-twelfth of normal; in other words, size in feet becomes size in inches. This potion is countered by a potion of *enlarge*, and vice versa.

Poison: This potion is a deadly poison that will slay the drinker immediately unless a save vs. poison is made. Some poisons are merely magical potions gone bad.

MAGIC PARAPHERNALIA

This category covers anything that doesn't fit into the other groups. Anyone can use one of these items, unless specified otherwise in the description. They may be activated automatically or by command word, but details vary from item to item.

1d10	Item
1	Bag of Devouring
2	Bag of Holding
3	Broom of Flying
4	Circlet of Alignment
5	Circlet of Telepathy
6	Crystal Ball
7	Elfin Cloak and Boots
8	Gauntlets of Ogre Power
9	Medallion of Thoughts
10	Rope of Climbing

Bag of Devouring: This appears to be a common small sack and it functions exactly like a bag of holding (see below). However, any object placed inside disappears within 1d6+6 turns and is lost forever, never to be seen again. It is not known where the objects go or what happens to them.

Bag of Holding: This appears to be a common small sack. It is larger inside than its outside dimensions. Regardless of what is put into the bag, it always weighs 60 pounds. The limits in weight and volume of the bag's contents are 1,000 pounds and 3' x 5' x 10', respectively.

Broom of Flying: Upon uttering the command word, this broom is able to fly its rider through the air at a move of 120, or 90 if an extra person is carried. It comes to its owner from as far away as 240 feet (indoors) or yards (outdoors) when the command word is spoken. This command word is usually written or engraved somewhere on the broom itself.

Circlet of Alignment: This cursed circlet will change the alignment of its wearer to its polar opposite; a chaotic evil character becomes lawful good, a lawful evil character becomes chaotic good, and so on. Neutral characters will become narcissistic to the extreme, interested in only their own welfare to the exclusion of everything else. A wearer of this circlet will never willingly remove it unless a *Dispel Curse* is cast. It can be worn with a helmet.

Circlet of Telepathy: The wearer can read the thoughts of any creature within 90' at will. Furthermore, it can implant a suggestion the victim must follow if it is less intelligent that the wearer. Victims save at –2; or at –1 if they are characters with a class. The circlet can be worn with a helmet.

Crystal Ball: A magic-user can use this device to see over virtually any distance, although the vision loses clarity the further away the scene is. The more familiar the place, the clearer the vision is. It is not possible to cast spells through a crystal ball, and using it for a long period will require the magic-user to rest for a full day. Using a crystal ball more than 3 times in one day is a sure route to madness.

Elfin Cloak and Boots: This cloak of neutral grey cloth is indistinguishable from an ordinary cloak. However, when worn with the hood drawn up around the head, the wearer can only be seen on a roll of 6 on 1d6 or through the use of magic. The soft boots enable the wearer to move completely quietly in any surroundings. Both cloak and boots are usable by any character.

Gauntlets of Ogre Power: These gauntlets grant the wearer great strength, allowing a 1d10 damage roll on a successful attack with a weapon. Even bare-handed, a blow from these gauntlets will cause 1d6 damage. The wearer can carry up to 100 pounds in his or her hands without affecting encumbrance. Both gauntlets must be worn for the magic to work.

Medallion of Thoughts: This pendant hung from a neck chain allows the wearer to read the thoughts of others, as with the spell *Read Thoughts*. However, it will fail to function correctly on a roll of 1 on 1d6.

Rope of Climbing: A 50' long rope of climbing is slim, light and pliant, but it is strong enough to support 1,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction, attaching itself securely wherever its owner desires. It takes up less than a fifth of the space a normal rope would.

IDENTIFYING MAGIC ITEMS

Magical powers are not always, or even often, easily recognised. *Detect Magic* only detects the presence of magic, not its nature. Experimentation is often the only way to be sure. Retainers who are used as subjects of experimentation, unwitting or no, will not be pleased with their treatment!

THE FINE ART OF THE REFEREE

The role of a referee, as might be expected, is to administer the rules of the game fairly and even-handedly. However, in BLUEHOLME™ there is more to it than that. There are times when the referee could or even should bend and sometimes outright break the rules. There is only one cardinal guideline for the referee: to make the game as much fun as it can possibly be.

GAME BALANCE

When designing an Underworld adventure, the strength and versatility of the party should be kept in mind. This does not mean that every encounter should be finely balanced to ensure that no character ever dies; character death is part of the game, but it should be down to player misjudgement most of the time. If a 1st level party insists on making a frontal assault on a dragon's lair, the players should expect to lose some of their characters.

Game balance is maintained by providing options other than death or glory for the party. Experience for treasure far outweighs that gained for defeating creatures, which should serve as a clue. Also, "defeating" an opponent is not the same as "killing". Discretion can be the better part of valour, and the game rewards skilful play more than skilful characters.

WHERE TO NEXT?

It will be some time before the possibilities of adventures at 1st to 3rd level are exhausted. Look for the **BLUEHOLME™ Journeymanne Rules** to take your campaign out of the Realm and into the Wilderness beyond!

Just remember: one thing: **The Dice Never Lie!**

BLUEHOLME™ CHARACTER RECORD SHEET

CHARACTER: _____ **PLAYER:** _____ **REFEREE:** _____

RACE: _____ **CLASS:** _____ **LEVEL:** _____

ARMOUR CLASS	HIT POINTS	CHARACTER SKETCH
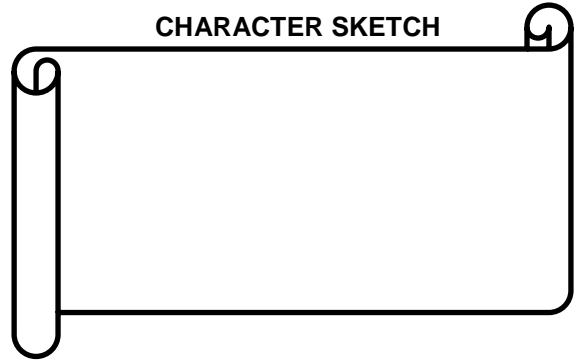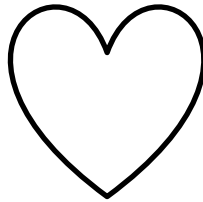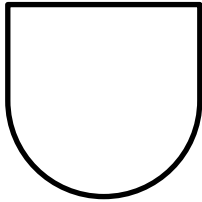
ABILITY	SCORE	ADJUSTMENT		SAVE VS.	THROW
STRENGTH	☐	_____		BREATH WEAPON	◯
INTELLIGENCE	☐	_____		MAGIC WAND	◯
WISDOM	☐	_____		GAZE	◯
CONSTITUTION	☐	_____		RAY OR POISON	◯
DEXTERITY	☐	_____		SPELL OR STAFF	◯
CHARISMA	☐	_____			

ATTACK ROLL: | | | | | | | | | | | |
ARMOUR CLASS: 9   8   7   6   5   4   3   2   1   0   -1   -2

RACIAL TRAITS:

CLASS TALENTS:

EQUIPMENT:

MAGIC ITEMS:

EXPERIENCE:

WEALTH:

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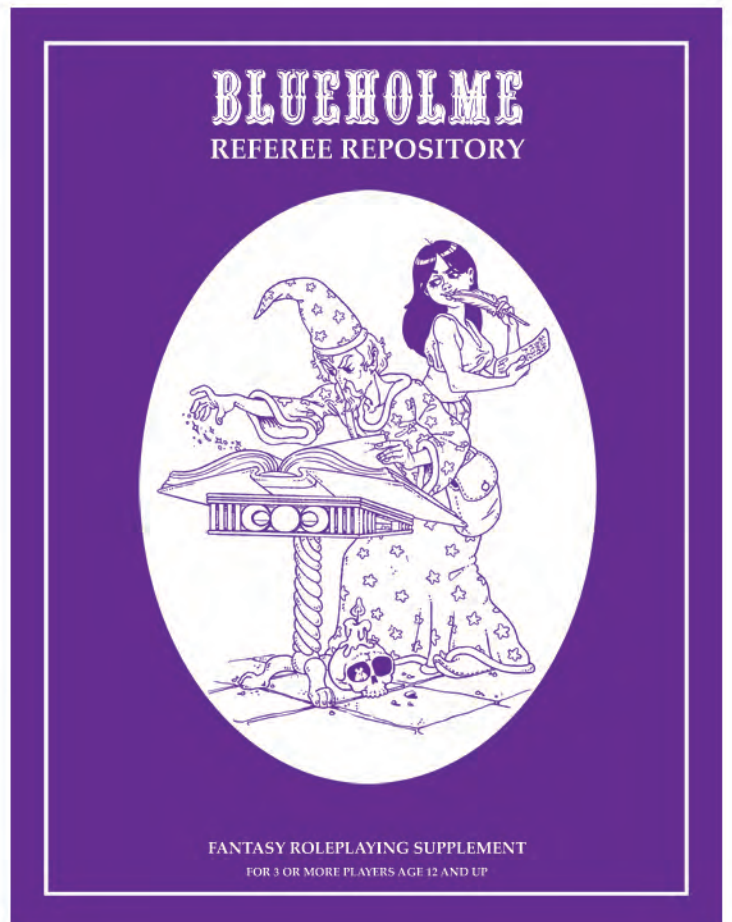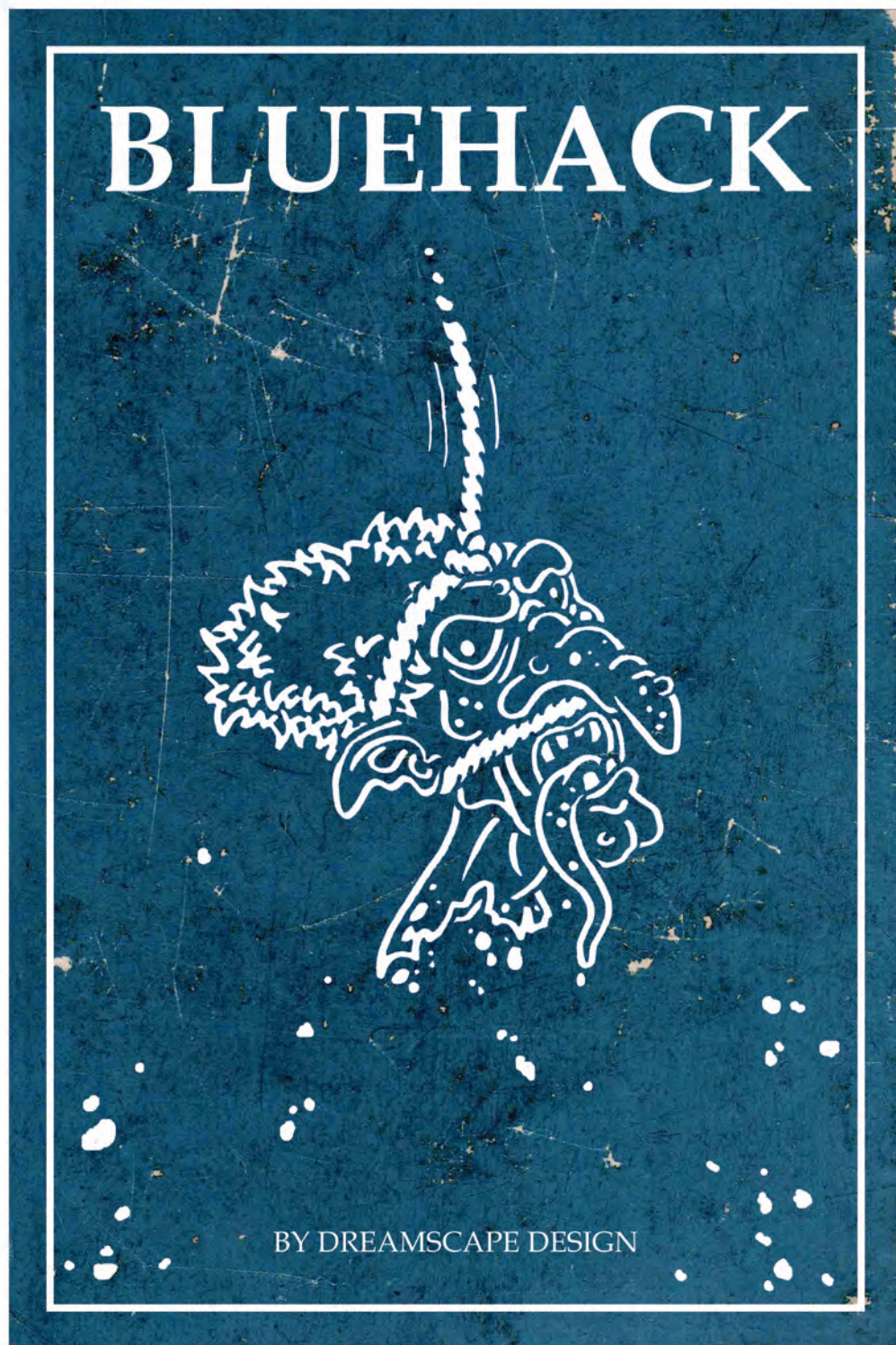
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PRENTICE RULES

The **BLUEHOLME™ Prentice Rules** are a table top fantasy roleplaying game that emulates the game play of the original basic rule book, popularly known as the Holmes Edition or simply the Blue Book. The rules in this book allow for characters of 1st to 3rd levels, and include everything the referee could possibly need to create and run a campaign in the Underworld: monsters, magic, treasure, and … well, what more do you need?

But things will not end there – look out for other products from **Dreamscape Design** including the **BLUEHOLME™ Journeymanne Rules** for 1st to 20th level characters with expanded creatures, spells, magic items and rules to take your characters out of the Underworld and into the Wilderness, or even their own stronghold!

Enjoy!