BLUEHACK

BY DREAMSCAPE DESIGN

WHAT'S THIS?

If you know about the White Hack, the Red Hack, and **The Black Hack**, you know where this is headed. BLUEHACK™ is a traditional tabletop role-playing game, played with paper, pencils and dice – it uses the Holmes Basic edition of that Original 1970s Fantasy Roleplaying Game as an inspiration, but it aims to create a distinct, streamlined flavour.

THE CORE MECHANIC

Everything a character might possibly attempt that could result in *consequential* failure is resolved by rolling against one of your stats.

In order to successfully roll against a stat, you must roll *below* the stat on 1d20 (e.g. a character rolling against DEX 12 succeeds on a roll of 1-11).

STAT ROLLS

As well as performing most actions, stats are rolled against when any spell, trap or effect would impact your character. Your referee will use the list below as a guide (but not as an exhaustive one):

STR: Physical harm which cannot be dodged.

DEX: Physical harm which can be dodged.

CON: Poison, disease or death.

INT: Resisting spells and magic.

WIS: Seeing through deception and illusions.

CHA: Charming effects.

Creatures and non-player characters (NPCs) don't make stat rolls – your character must avoid their attacks by making an appropriate stat roll.

The only time a creature or NPC (i.e. the referee) would roll is when the result of a roll would not be immediately obvious to your character.

POWERFUL OPPONENTS, WEAK OPPONENTS

For every creature hit dice (HD) or NPC level above your character's level, add +1 to every stat roll you make to determine the outcome of a conflict between you.

For example, your 3rd level character defending against a 5 HD creature's attack would add +2 to all rolls, both to avoid being hit, and to increase any damage sustained if your character is hit.

For opponents weaker than your character, the opposite rule applies.

ADVANTAGE & DISADVANTAGE

A referee may decide that a particular course of action or task has a higher or lower chance of success, and ask you to roll an additional d20 when making a stat roll.

With advantage the lower result is used; with disadvantage, the higher.

MOVEMENT & DISTANCE

BLUEHACK™ uses 4 abstract ranges for measuring distances: close, near, far, and distant. On your turn your character can move somewhere near as part of an action, performing that action at any stage of the move.

Alternatively, you can move somewhere far as an action instead. Anything beyond far can be classified as distant, and takes 3 actions to get to.

RANGES

For converting movement rates or measures from other publications (for missile or spells ranges or areas of effect), use the following as a guide:

Close:	0-5 feet
Near:	5-60feet
Far:	60-120feet
Distant:	Beyond 120 feet

TIME: ROUNDS & TURNS

There are 2 important types of tracked time – *rounds* and *turns*. Rounds are used during combat and fast-paced scenes of danger, and turns are used when exploring and adventuring. A referee may advance the clock as appropriate, substituting hours, days or even months as desired.

PLAYER'S TURN

During your turn your character may perform an action (or move somewhere near and perform an action). You could attack, look for a clue, talk with an NPC, cast a spell – interacting with the game world in such ways is an action. Often you must roll against your stats to determine the outcome.

INITIATIVE

When combat breaks out, every combatant acts in order of DEX. Characters with the same DEX roll 1d20 and act in order from the highest to the lowest. DEX for monsters is rolled on the spot, as needed.

ATTACKING, DEFENDING & DAMAGE

To make a melee attack an opponent must be close. Ranged attacks at close or far range suffer disadvantage, and are not possible at distant range.

When your character attacks, you must make a STR roll for a melee attack or a DEX roll for a ranged attack. When someone attacks your character, you must make a STR roll versus a melee attack and a DEX roll versus a ranged attack to avoid taking damage, adding the opponent's HD to the roll.

The damage dealt depends on character class or creature HD. Creatures normally deal damage based on their HD as shown on the table below (but note that some creature attacks use the damage rolls given in the creature listings instead).

Hit Dice	Attack Damage	Hit Dice	Attack Damage
1	1d4	7	2D8
2	1d6	8	3D6
3	1D8	9	2D10
4	1D10	10	1D10+1D12
5	1D12	11	2D12
6	1D6 + 1D8	12	3D10

CRITICAL DAMAGE

If you roll a 1 when making an attack, double the result of the damage dice roll. If you roll a 20 against an incoming attack, double your opponent's damage dice roll.

CLASS WEAPONS

When using a weapon not listed under your class, you do so at disadvantage.

LIGHT AND HEAVY WEAPONS

Light weapons, i.e. daggers, are easy to use but cause less damage. You subtract −1 from any dice rolled with them, including stat rolls and attack damage.

Heavy two-handed weapons (great sword, halberd, flail, morning star, pole arm, pike, and heavy crossbow), as well as lance, add +2 to any dice rolled with them.

ARMOUR POINTS

Damage from a hit is reduced by a number of armour points (AP) as follows:

Leather (1 AP)   *Mail* (2 AP)   *Plate* (3 AP)   *Shield* (2 AP)

SUNDERING SHIELDS

If a combatant fails a STR or DEX roll and would be dealt damage from an attack, they can opt to allow the attack to destroy their shield and ignore all of the attack damage.

OUT OF ACTION

When your character is reduced to zero hit points (HP), you are taken out of action (OOFA) – your character is unconscious and cannot take any actions.

When the fight is over or you are out of danger, you can roll on the table below to see what happens. If you survive, your character regains 1d4 HP.

1d6 Roll	Result
1	KO'd – Just knocked out.
2	Fat Head – Disadvantage on all rolls for the next hour.
3	Cracked Bones – STR, DEX and CON are at –2 for the next day.
4	Crippled – STR or DEX is permanently reduced by 2.
5	Disfigured – CHA reduced to 4.
6	Dead – Not alive anymore.

DEATH & DYING

If the party loses the fight or are unable to recover the body of your character, it's time to roll up a new one!

RESTING

After resting overnight, you may roll the hit die associated with your character's class and regain that many HP.

Spell casters also recover any expended spell slots by studying their books for an hour after an overnight rest (assuming they have access to their books).

HEALING

Characters can also regain HP from spells, potions, or other magic items.

You can never gain more than your character's maximum HP, nor can you ever go below zero HP.

When healing a character who is OOFA, just start at zero and count up. That character is now back in action, and no longer OOFA.

CHARACTER CREATION: ROLLING STATS

Stats are generated by rolling 3d6 in the following order: strength (STR), dexterity (DEX), constitution (CON), intelligence (INT), wisdom (WIS), charisma (CHA). If a stat of 15+ is rolled, the next must be rolled with 2d6+2. Then continue with 3d6 until the end or another 15+ is rolled. Once all stats are generated, any 2 stats may be swapped around to modify your character to your personal preference.

RACE AND CLASS

There are 4 choices of race: dwarf, elf, halfling, and human. Demi-human races provide you with unique racial traits, and determines which class you can choose.

The 5 available classes are cleric (humans only), fighter (all races), fighter-mage (elves only), magician (elves and humans), and thief (all races).

DWARF

Prerequisites: CON 9 or above.

Racial Traits: Darkvision; advantage to detect slanting passages, shifting walls, traps, new construction (WIS roll); advantage on stat rolls against magical attacks.

Extra Languages: Dwarvish, Gnomish, Goblinoid, Kobold.

ELF

Prerequisites: DEX and INT both 9 or above.

Racial Traits: Darkvision; advantage to detect secret doors (INT roll); immune to ghoul's paralytic touch.

Extra Languages: Elvish, Gnollish, Goblinoid, Orcish.

HALFLING

Prerequisites: CON and DEX both 9 or above.

Racial Traits: Advantage to avoid being seen in woods or undergrowth (DEX roll); advantage on stat rolls against magical attacks; advantage on ranged attacks.

Restrictions: HP per level / resting and attack damage dice types are reduced by one step (see class descriptions below).

HUMAN

No prerequisites, racial traits, extra languages, or restrictions.

CLERIC

Starting HP: 1d8+4

HP per Level / Resting: 1d8

Weapons & Armour: All blunt weapons, leather, chain, shields.

Attack Damage: 1d6 / 1d4 unarmed or improvising.

Levelling Up: Roll twice for STR or WIS stat increase.

Turn Undead: Clerics can attempt to banish all nearby undead as an action. They must successfully roll against their WIS for each group of creatures they are attempting to banish, adding the creature's HD to the roll. Banished undead must spend all their actions to move away from the cleric for 2d4 rounds.

Clerical Spellcasting: Beginning at second level, clerics can cast a number of clerical spells per day.

Prayer Book: Clerics start with a large, non-portable holy book containing all spells from the Level 1 Clerical Spell list. Each level of spells is recorded in a separate book.

DAILY CLERIC SPELL SLOTS

– SPELL SLOT LEVEL –

	1	2	3	4	5	6	7
1	–	–	–	–	–	–	–
2	1	–	–	–	–	–	–
3	2	1	–	–	–	–	–
4	2	2	–	–	–	–	–
5	2	2	1	–	–	–	–
6	2	2	2	–	–	–	–
7	2	2	2	1	–	–	–
8	2	2	2	2	1	–	–
9	3	3	2	2	2	1	–
10	3	3	3	2	2	2	1

– CHARACTER LEVEL –

FIGHTER

Starting HP: 1d10+4 (halfling: 1d8+4)

HP per Level / Resting: 1d12 (halfling: 1d10).

Weapons & Armour: Any and all.

Attack Damage: 1d8 / 1d6 unarmed or improvising (halflings or other small creatures roll 1d6 / 1d4).

Levelling Up: Roll twice for STR and DEX stat increase.

Extra Attacks: A fighter can make 1 attack per 2 levels in 1 action (e.g. a 3rd or 4th level fighter can make 2 attacks as an action, either against the same opponent or against two different ones within reach).

Shrug Off Damage: A fighter can ignore 1 point of damage from every attack for every 2 full levels (e.g. a 6th or 7th level fighter subtracts 3 points from every opponent's attack damage rolls).

Parry: A fighter can parry a melee attack or a thrown missile, giving advantage to the STR or DEX stat roll to avoid being hit. However, this counts as an action, so the fighter cannot also attack in the same round.

FIGHTER-MAGE

Starting HP: 1d8+4

HP per Level / Resting: 1d8

Weapons & Armour: Any and all (but no iron while casting spells).

Attack Damage: 1d8 / 1d6 unarmed or improvising.

Levelling Up: Roll twice for STR, DEX or INT stat increase.

Magic Resistance: Advantage when rolling against INT to avoid damage or effects from spells or magical devices.

Magical Spellcasting: Fighter-mages can cast magic spells.

Magic Book: Fighter-mages start with a large, non-portable magic book containing all spells from the Level 1 Magical Spell list. Additional spells must be sought out and copied into magic books, one book per spell level.

DAILY FIGHTER-MAGE SPELL SLOTS

– SPELL SLOT LEVEL –

CHARACTER LEVEL	1	2	3	4	5	6	7
1	1	–	–	–	–	–	–
2	2	–	–	–	–	–	–
3	3	–	–	–	–	–	–
4	3	1	–	–	–	–	–
5	4	1	–	–	–	–	–
6	4	2	1	–	–	–	–
7	4	3	1	–	–	–	–
8	4	3	2	1	–	–	–
9	4	3	3	2	1	–	–
10	4	3	3	2	2	1	–

MAGICIAN

Starting HP:	1d4+4
HP per Level / Resting:	1d4
Weapons & Armour:	Dagger (may not use iron while casting), staff, no armour.
Attack Damage:	1d4 / 1d2 unarmed or improvising.
Levelling Up:	Roll twice for INT or WIS stat increase.
Magic Resistance:	Roll with Advantage when rolling INT to avoid damage or effects from spells or magical devices.
Magic Scrolls:	Magicians can write a one-use scroll for any spell they know. This takes 1 day and costs 100gp per level of the spell, e.g. 2 days and 200gp for a 2nd level scroll.
Magical Spellcasting:	Magicians can cast magic spells.
Magic Book:	Magicians start with a large, non-portable magic book containing all spells from the level 1 magic spell list. Additional spells must be sought out and copied into new magic books, one book per spell level.

DAILY MAGICIAN SPELL SLOTS

– SPELL SLOT LEVEL –

CHARACTER LEVEL	1	2	3	4	5	6	7
1	1	–	–	–	–	–	–
2	2	–	–	–	–	–	–
3	3	1	–	–	–	–	–
4	3	2	–	–	–	–	–
5	4	2	1	–	–	–	–
6	4	3	2	–	–	–	–
7	4	3	2	1	–	–	–
8	4	3	3	2	1	–	–
9	4	3	3	2	2	1	–
10	4	3	3	2	2	2	1

THIEF

Starting HP:	1d6+4 (halfling: 1d4+4)
HP per Level / Resting:	1d6 (halfling: 1d4)
Weapons & Armour:	Any weapon, leather armour, no shields.
Attack Damage:	1d6 / 1d4 unarmed or improvising (halfling: 1d4 / 1d2).
Levelling Up:	Roll twice for DEX or WIS stat increase.
Quick Reflexes:	Roll with advantage when rolling DEX to avoid damage from traps or magical devices.
Sneak Attack:	Roll with advantage when attacking from behind, attack damage 2d6 / 2d4 + thief level (halflings: 2d4 / 2d2 + thief level).
Hear Noise:	Roll against WIS with advantage to hear noise.
Thieves' Skills:	Roll against DEX to open locks, remove traps, pick pockets, move silently, or hide in shadows. These are actions that can only be performed by thieves, not by any other class. Move silently really means making absolutely no noise, with no chance for anyone to hear. Hide in shadows allows thieves to hide perfectly where other characters could still be seen.

EQUIPMENT

Every new character starts with a set of clothes and a one-handed weapon as allowed by their class. They also get 3d6 x 10 gold pieces (gp) with which to buy additional equipment from the table on the following page.

USAGE DIE

Any item listed on the equipment table which has a usage die (UD) is considered to be a consumable item. When that item is used the next turn, its UD is rolled. If the roll is 1-2 then the UD is downgraded to the next lower die in the chain:

$$d20 > d12 > d10 > d8 > d6 > d4$$

When you roll a 1-2 on a d4 UD, the item is expended.

ENCUMBRANCE

A character can carry a number of items equal to their STR with no issues. Using a backpack allows an additional 3 extra items (1 being the backpack itself) to be carried with no effect. Carrying over this amount means you are encumbered and all stat rolls are taken with disadvantage – you can also only ever move to somewhere nearby. You cannot carry more than STR x 2.

MAGIC ITEMS

Magic weapons typically add +1 to any stat being rolled whilst using the weapon, and +1 to each damage dice rolled. More powerful weapons can be found at the referee's discretion.

Magic armour doubles the amount of AP armour would normally have, for example magic mail has 6 armour points. They operate per the normal armour points rules. If the referee intends to give out stronger magic armour to high-level characters, carefully consider tripling the AP.

Other magic items include things like potions, rings, wands, and a host of miscellaneous objects like potions of healing, crystal balls, flying carpets, and so forth. These can be taken directly from published games or adventures, or invented specifically by the referee. Magic items should be unusual and individual, and may not always be safe for the user or bystanders.

If a player character magician or cleric wants to create a magic item, the referee should cooperate and decide what ingredients, components, and difficult quests are required to do so. Never say no to an interesting idea!

EQUIPMENT TABLE

Item	gp	UD	Item	gp	UD
Leather Armour	15	–	Saddle	25	–
Mail Armour	30	–	Saddle Bags	10	–
Plate Armour	50	–	Cart	100	–
Shield	10	–	Wagon	200	–
Helmet	10	–	Raft	40	–
Barding	150	–	Small Boat	100	–
Dagger	3	–	Backpack	5	–
Hand Axe	3	–	Small Sack	1	–
Mace	5	–	Large Sack	2	–
Sword	10	–	Water / Wine Skin	1	–
Battle Axe	7	–	Wine	1	d6
Morning Star	6	–	Iron Rations	15	d8
Flail	8	–	Standard Rations	5	d6
Spear	2	–	Torches	1	d6
Pole Arm	7	–	Lantern	10	–
Halberd	7	–	Flask of Oil	2	–
Great Sword	15	–	Tinder Box	3	–
Lance	4	–	Pole (10 feet)	1	–
Pike	5	–	Rope (50 feet)	1	–
Short Bow	25	–	Grappling Hook	2	–
Long Bow	40	–	Small Hammer	2	–
Composite Bow	50	–	Iron Spikes	1	d8
Light Crossbow	15	–	Mallet	1	–
Heavy Crossbow	25	–	Wooden Stakes	1	d6
Arrows / Bolts	10	d10	Wooden Cross	2	–
Silver Arrow	5	–	Silver Cross	25	–
Mule	20	–	Vial of Holy Water	25	–
Draft Horse	30	–	Wolvesbane	10	d4
Light Horse	40	–	Garlic	5	d4
Medium Warhorse	100	–	Steel Mirror	5	–
Heavy Warhorse	200	–	Silver Mirror	15	–

EXPERIENCE

Adventurers learn through defeating and overcoming obstacles. Killing one puny kobold won't bring a revelation of learning to anyone. Surviving an Underworld maze or Wilderness trek, completing a quest, or simply living to return to the Realm to tell the tale are the kind of things that bring perspective and growth to the players, the characters, and the campaign.

For every session / dungeon level / quest / major event / etc. your character survives, you gain one level in your character class.

The referee will decide when this happens, and it is recommended that this decision remains more or less a constant throughout the campaign. The referee should be clear with the players so they know the 'goalposts'.

GAINING LEVELS

When your character levels up, their maximum hit points increase by rolling the appropriate hit die for the class.

Also, you should roll a d20 for each stat (twice for some depending on class). If the result is *higher*, that stat increases by 1 point up to a maximum of 20.

SPELLCASTING

Clerics, fighter-mages, and magicians have the ability to cast spells chosen from their appropriate class spell list on the following pages.

They can cast any spell they know by reading directly from a scroll or from their prayer or magic book, and they can memorise a number of spells equal to their level and cast those without reference.

They have a number of spell slots they can use each day, as shown in the spell tables hereafter. These represent the character's power and the taxing nature of casting spells over a long period. When they run out of spell slots, they cannot cast any more spells. Spell slots can cast lower-level spells.

After an overnight rest, the number of available spell slots returns to full.

Once a spell is cast the character must roll against their WIS (clerics) or INT (fighter-mages and magicians), adding the spell's level to the roll. If they fail, they reduce the number of spell slots corresponding to the spell level just cast by 1. When a memorised spell is cast it is not forgotten.

Some spells do not automatically succeed when cast on an unwilling target. For spells marked with an asterisk (*) in the tables, the character must roll against WIS (clerics) or INT (fighter-mages and magicians) to overcome a reluctant recipient's defences (and remember the Powerful Opponents Rule).

CLERICAL SPELLS BY LEVEL 1-3

The spells below are the standard types used by the church. Some spells operate differently for clerics of evil cults. Any underlined spell, when cast by an evil cleric, will have a generally opposite effect; e.g. *cure light wounds* actually causes damage, *light* causes an area of darkness, *bless* gives a −1 penalty to opponents, *raise dead* will simply kill one near living target, *animate objects* creates skeletons or zombies instead, and so forth.

Spell ranges and durations given are the maximum. A far-range spell could also be cast at near or close targets. A spell may be dismissed by the caster before its full duration is up.

1

Cure Light Wounds*: Heal 1d8 HP on a close target

Detect Evil*: Detect evil thought or intent in all near targets (6 turns)

Protection from Evil: Advantage on all rolls against evil sources (12 turns)

Purify Food and Drink: Removes all taints from near food and drink

Remove Fear*: Roll WIS to remove fear from a near target

Resist Cold: Ignore normal cold, advantage against cold attacks (6 turns)

2

Bless: Near allies gain +1 to all stat rolls (6 turns)

Control Snakes: Control of 1 HD of nearby snakes per level (12 turns)

Detect Traps: Detect all near traps (6 turns)

Hold Person*: Paralyse 1d4 near targets (6 turns)

Resist Fire: Ignore normal fire, advantage against fire attacks (6 turns)

Silence: Prevent any noise near a fixed point (12 turns)

3

Daylight: A near object or point permanently casts bright light

Prayer: All near enemies defend against attacks with disadvantage (1 turn)

Remove Curse*: Removes a curse from a close target

Remove Disease*: Cures a close target of all diseases

Speak with Dead: Ask a close corpse 3 questions and receive answers

Warding: Does 1d4 damage per level to any enemy coming close to a point

CLERICAL SPELLS BY LEVEL 4-7

4

Control Plants: Control of 1 HD of nearby plants per level (12 turns)

Create Food/Water: Enough to sustain all near creatures for a day

Cure Serious Wounds*: Heal 3d8+3 HP on a close target

Neutralise Poison*: Removes all poison from a close target

Protection from Evil: Near allies gain 6 AP against evil creatures (12 turns)

Tongues: Caster speaks, understands languages of near beings (6 turns)

5

Commune: Cleric's deity truthfully answers 3 questions once a week

Dispel Evil*: Dispels a near evil spell, effect, or summoned being

Flame Strike*: 6d8 to all targets close to a specified near point

Insects*: All near targets are blinded and may flee for 6 turns (1 day)

Quest*: Force a close creature to carry out a single quest (until completed)

Raise Dead*: Return a close corpse to life within 7 days of death

6

Animate Object: Animate near objects for 6HD per caster level (permanent)

Blade Barrier*: Surrounds cleric and near allies, 3d8 to attackers (12 turns)

Find Path: Shows shortest, safest path to a chosen location (12 turns)

Heal*: Undoes all damage, disease, poison, etc. on one close living target

Lightning Strike*: 6d8 to all targets near to a specified far point

Word of Recall: Teleport cleric, near allies to a previously sanctified location

7

Change Weather: Create or dispel natural local weather conditions

Earthquake*: Destroys near terrain and structures, and swallows creatures

Holy Word: Near creatures ≤ 5 HD die, ≥ 6 HD paralysed (6 turns).

Projection: Projects avatar at a speed of 100 miles/turn per level (12 turns)

Restoration*: Returns all experience levels lost to monsters with level drain

Wind Walk*: Caster and 1 close being turn to mist, fly at speed (1 day)

MAGIC SPELLS BY LEVEL 1-2

The spells given below are the most commonly known, available to any magician through study of the appropriate literature.

It is also possible to research and create new and unique spells, or to uncover lost, ancient magics which are not generally known.

The process requires 1 week and 2,000gp per spell level, and succeeds only 20% of the time. Multiple attempts can be made in case of failure.

1	*Burn*:* Near targets in a 90° arc take 1d4 damage/level
	Charm*: A near target becomes a close ally (1 week)
	Detect Magic: All near magic items and spell effects glow (2 turns)
	Enlarge*: Doubles size, attack damage of one human-sized target (2 turns)
	Feather Fall*: Target floats gently instead of falling
	Floating Disc: Carries 500 pounds (12 turns)
	Light: A near object or point casts dim light (12 turns)
	Magic Missile: 1d6 up to distant range, 1 missile per level
	Read: Caster can decipher any writing
	Sleep: 4d6 levels/HD worth of beings within far range fall asleep (12 turns)
	Shield: Gain 2 AP per level
	Ventriloquism: Throw voice up to far range

2	*Daylight:* A near object or point permanently casts bright light
	Darkness: Darkness covers near area, blocking all types of vision (6 turns)
	Detect Enemies*: All near enemies glow, even if invisible (6 turns)
	Inflict Fear*: All near enemies flee in terror (6 turns)
	Invisibility*: A near creature becomes invisible until it attacks
	Knock: A near door or lock is opened
	Levitate: The caster floats up or down, but not sideways (12 turns)
	Magic Lock: Magically locks one item to all except caster until forced
	Mirror Image: 1 illusion of caster per level, vanishes if attacked (6 turns)
	Phantasm*: Controllable illusion, damages opponents if believed (2 turns)
	Read Thoughts*: Understand thoughts of any near being (12 turns)
	Web*: Far range, traps all near creatures, STR roll to escape (8 hours)

MAGIC SPELLS BY LEVEL 3-4

3

Blink: Teleport to a near point as an action (6 turns)

Clairvoyance: See things at a distant point with normal vision (12 turns)

Darkvision: See in absolute darkness (8 hours)

Dispel Magic*: Ends 1 near spell or suppresses 1 magic item (2 turns)

Fireball*: 1d6 damage per level to creatures near point of impact, far range

Fly: Fly at normal speed (12 turns)

Haste: Perform two actions instead of one (2 turns)

Hold: Freezes near target in place (6 turns)

Lightning Bolt: 1d6 damage to targets in a straight line, far range

Protection: Immune to normal missile attacks

Suggestion*: Target obeys simple (non-self-harming) suggestion (1 week)

Water Breathing: Breathe normally underwater

4

Confusion*: 2d6 near targets immediately make a reaction roll

Dimension Door*: Magical gate to a distant location

Enchant Weapon: Advantage on all rolls with weapon (6 turns)

Illusionary Terrain*: Perfect illusion of any type of terrain (1 week)

Inflict Fear*: Near enemies flee in terror, 1HD per level (6 turns)

Magic Eye: Invisible floating 360° viewpoint up to distant range (6 turns)

Plant Growth: Creates impassable tangle of vegetation, far range

Polymorph*: Transform a creature or object into a different physical form

Stone Shape*: Changes the form of existing stone, 5 cubic feet per level

Spell Shield: Protection from level 1-4 spells

Wall of Fire*: 60' long x 20' high, 3d6 damage to close beings (12 turns)

Wall of Ice*: 60' long x 20' high, 3d6 damage to close beings (12 turns)

MAGIC SPELLS BY LEVEL

5
Animate Dead: Create skeletons/zombies, total HD equal to caster level

Cloudkill: Targets under 5HD near cloud roll INT or OOFA (6 turns)

Cone of Cold: 1d6/level in front arc of caster, freezes liquids, far range

Feeblemind: Reduces a near target to animal intelligence

Pass Wall: Creates human-sized opening in up to 10' thick wall (3 turns)

Rock to Mud: Turns 3,000 cubic feet to stone to mud

Summon Elemental: summons elemental of chosen type (6 turns)

Teleport: Transports caster to any place known to them

Wall of Iron: 60' long x 20' high (12 turns)

6
Death Spell: 2d8 near targets with less than 7HD die

Disintegrate: Turns one near target into a fine powder

Flesh to Stone: Turns one near creature and its equipment to stone

Geas: Forces target to obey a short instruction from the caster

Move Earth: Shifts topography as desired, up to far range (6 turns)

Part Water: Creates a dry passage through water up to 50' deep (12 turns)

Reincarnation: Transfers spirit of dead target to a near living creature

Spell Ward: Protects caster and near allies from level 1-4 spells (1 day)

Stone to Flesh: Revives petrified creature or turns mass of stone into flesh

7
Clone: Exact physical and mental duplicate of target, will try to kill original

Control Undead: Control over 2HD/level of near undead (12 turns)

Crystaliron: Turns one iron object into a clear substance of half the weight

Dispel Enchantment: Permanently removes all magic from one near item

Immunity: Target is immune to all harmful magic (6 turns)

Limited Wish: Change reality in a limited way or time.

Permanence: Makes one spell of level 1-3 permanent

Time Stop: Stops time completely in a near area (1 turn)

Undeath: Target becomes specified type of undead, HD half caster level

NON-PLAYER CHARACTERS

Individual characters can inspire, control, or command a maximum number of NPCs equal to CHA. NPCs must be at least one level/HD below their leader. NPC morale depends on the pay and treatment they receive from their leader – using them to test magic potions, for example, is not likely to enhance the character's reputation as an employer.

RANDOM ENCOUNTERS

Every 3 turns a roll of 1-3 on 1d20 results in a random encounter of some sort, as determined by the referee (creatures, an event, etc.).

SURPRISE

In a random encounter, the characters may be surprised (WIS roll), or their opposites may be (DEX roll) – or both parties can be. A surprised individual cannot act in the first round and may drop any hand-held items (INT roll).

CREATURE REACTIONS

Some monsters and NPCs will have predetermined personalities and goals that will guide the referee when choosing their actions and feelings towards the characters. Those that do not, such as randomly encountered creatures or beings with no particular prejudice towards the characters, make a reaction roll on the following table to randomly determine their attitude:

ROLL	REACTION
1	Extremely hostile, attacks at once.
2-5	Unfriendly but uncertain, ready to attack.
6-15	Neutral, re-roll after further negotiation.
16-19	Positive, willing to listen to offers.
20	Welcoming, happy to help if possible.

BANDITS

Roving companies of humanoid bandits are common throughout the Wilderness. They can number up to 300 or more, and include archers and cavalry. Large bands have high-level fighters, magicians, and clerics amongst their leaders. They normally hold 1 prisoner for every 10 bandits.

CREATURE LISTINGS

CREATURE	*HD*	*ACTIONS AND SPECIALS*
Ant, Giant	2	Bite (1d6)
Basilisk	6	Bite (1d10), glance or touch petrifies (CON roll)
Berserker	1	Disadvantage on defence rolls against berserker
Bugbear	3	Disadvantage on DEX rolls against bugbear
Cave Creeper	2	8 tentacles, 1 touch paralyses (CON roll)
Centipede, Giant	¼	Poisonous (CON roll)
Chimera	9	2 claws (1d3), goat (2d4), lion (2d4), dragon (3d4) Breathes fire as a dragon (dam = HP) 3 times/day
Djinni	7	Attacks as whirlwind (kills ≤2 HD creatures or 2d8) Can take gaseous form, create objects, create illusions, become invisible, fly, carry 600 pounds
Doppleganger	3	1 attack (1d12), can change form at will Disadvantage on magic rolls against doppleganger
Dragon	5-11	2 claws (1d6) + bite (2d12) Breathes fire/acid/gas/etc. (dam = HP) 3 times/day Can cast 1d4 1st level spells + 1d2 2nd level spells.
Dwarf	1	Disadvantage on magic rolls against dwarf
Elf	1	Immune to ghoulish paralysis
Elemental	12	Ranged air, earth, fire, or water attack (2d6)
Fire Beetle	1	Bite (2d8), light glands have UD d8
Fish, Giant		Bite (1d6)
Gargoyle	4	2 claws + bite + horn (1d4 each)
Ghoul	2	2 claws + bite (1d3 each), touch paralyses (CON roll)
Giant	8-12	Club (5d6). throws boulders (2d6 near impact point)
Gnoll	2	1 weapon (2d4)
Goblin	1	Advantage on all rolls against goblins in daylight
Griffon		2 claws (1d4), bite (2d8)
Harpy	3	2 claws (1d4), 1 weapon (1d6) Song lures creatures, touch controls them (CHA roll)
Hell Hound	3-7	Bite (1d6), can see invisible objects and creatures Breathes fire as a dragon (dam = HP) 3 times/day
Hobgoblin	1	Usually has a backup shield if one is sundered.

CREATURE LISTINGS

CREATURE	HD	ACTIONS AND SPECIALS
Horse	2-3	Can carry 500 pounds (including rider)
Hydra	Var.	1 HD per head, bite (1d6 each) Killed when all heads are destroyed (6HP each)
Kobold	½	Disadvantage on magic rolls against kobold
Lizard People		Attack damage 1d8
Manticore		2 claws + 1 bite, or shoot 1d6 spikes (1d6 each)
Medusa		Snake bites (poison), glance petrifies (CON roll)
Minotaur		Gore (2d6) or bite (1d6)
Mummy		Attack damage 1d12, only harmed by magic or fire Touch causes disease (CON roll)
Nixie		10 nixies can *charm person* Travel with 10-100 giant fish (see above)
Ogre	4	Attack damage 1d10 Advantage on all CHA rolls made against ogre
Ooze	4-10	Touch (1d4 per HD), paralyses (CON roll) Melts armour & objects in 1 round
Orc	1	Advantage on all rolls against orcs in daylight
Owlbear	5	2 claws + 1 bite (1d8 each)
Pegasus	3	Can carry 500 pounds (including rider)
Pixie	1	Invisible at will (even when attacking)
Purple Worm	15	Bite (2d6) + sting (2d6 + poison, CON roll) Swallows victim whole on attack roll of 1
Rat, Giant	¼	Bite (1d4 + disease, CON roll)
Rust Monster	5	Touch rusts all iron objects
Screecher	3	Emit loud screech if approached
Shadow	3	Touch (1d4 and -1 STR), only hit by magic weapons.
Skeleton	½	Only act on orders
Spectre	6	Touch (1d8), drains 1 level, only harmed by magic
Spider, Giant	1-4	Bite (1d4 per HD) + poison (CON roll), web as spell
Stirge	1	Bite (1d3), drains 1d3 HP per round
Tick, Giant	3	Bite (1d4), drains 1d4 HP/round, disease (CON roll)

CREATURE LISTINGS

CREATURE	*HD*	*ACTIONS AND SPECIALS*
Troglodyte	2	2 claws + 1 bite (1d4 each), chameleon ability Stench causes disadvantage on all rolls (CON roll)
Troll	6	2 claws + 1 bite (1d6 each) Regenerates 3HP/round except fire or acid damage
Unicorn	4	Horn (1d8) or hooves (2d8) Can teleport to distant location once per day
Vampire	7-9	Bite (1d10), drains 2 levels, only harmed by magic, wooden stake through heart, running water, sunlight Becomes gaseous at 0HP, glance as *charm person* Can call 3d6 giant rats Humanoids killed become vampire slaves Will not approach crosses, mirrors, or garlic
Werebear	6	2 claws + 1 bite (1d8 each)
Wereboar	4	Gore (2d6)
Wererat	3	Bite or weapon (1d6), can call 3d6 giant rats
Wereshark	6	Bite (3d6)
Weretiger	5	2 claws + 1 bite (1d6 each)
Werewolf	4	Bite (2d4)
Wight	3	Touch (drains 1 level/HD) Only harmed by silver weapons or magic
Wraith	4	Touch (1d6), drains 1 level, only harmed by magic Silver weapons do ½ normal damage
Zombie	2	Bite (1d8), attack every 2 rounds

DISEASE AND POISON

If CON roll fails, a victim of disease or poison dies in 1 week unless *cure disease* is cast, or in 6 rounds unless *neutralise poison* is cast, respectively.

UNDEAD

The undead are immune to all types of mind-affecting spells or effects.

WERE-CREATURES

In beast form these creatures are only harmed by silver weapons or magic. They will not approach wolvesbane. Victims bitten by a were-creature will contract lycanthropy in 1 week unless *cure disease* is cast.