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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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.*

TABLE OF CONTENTS

PART 1: INTRODUCTION..... 1
PART 2: CHARACTERS..... 4
GENERATING A CHARACTER..... 4
ABILITY SCORES..... 4
RACE..... 5
CLASS..... 7
ALIGNMENT..... 10
LANGUAGES..... 11
EQUIPMENT..... 11
COINS..... 11
PART 3: SPELLS..... 12
SPELL CASTING, CLERIC SPELLS..... 12
MAGIC-USER SPELLS..... 14
PART 4: ADVENTURES..... 20
TIME, MOVEMENT..... 20
LIGHT, DOORS, SECRET DOORS, TRAPS..... 21
NON-PLAYER CHARACTERS..... 22
EXPERIENCE..... 23
PART 5: ENCOUNTERS..... 24
UNDERWORLD ENCOUNTERS..... 24
COMBAT, ARMOUR CLASS, ATTACK ROLLS..... 26
DAMAGE, HIT POINTS, HEALING, MISSILE COMBAT..... 27
MELEE COMBAT..... 28
PARRY, SUBDUAL DAMAGE, ROUND CLOSURE, POISON, BURNING OIL..... 29
SPECIAL WEAPONS..... 30
SAVING THROWS..... 31
PART 6: CREATURES..... 32
CREATURE ENTRIES..... 33
PART 7: TREASURE..... 49
TREASURE, LOOT, PLUNDER..... 49
MAGIC ITEMS..... 50
PART 8: REFEREES..... 56
THE FINE ART OF THE REFEREE..... 56

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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%

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.

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**.

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.

PART 2: CHARACTERS

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.

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.

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

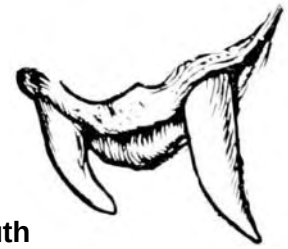
Range: Level x 30 *Duration: 2 turns*

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.

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*.

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.

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

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.