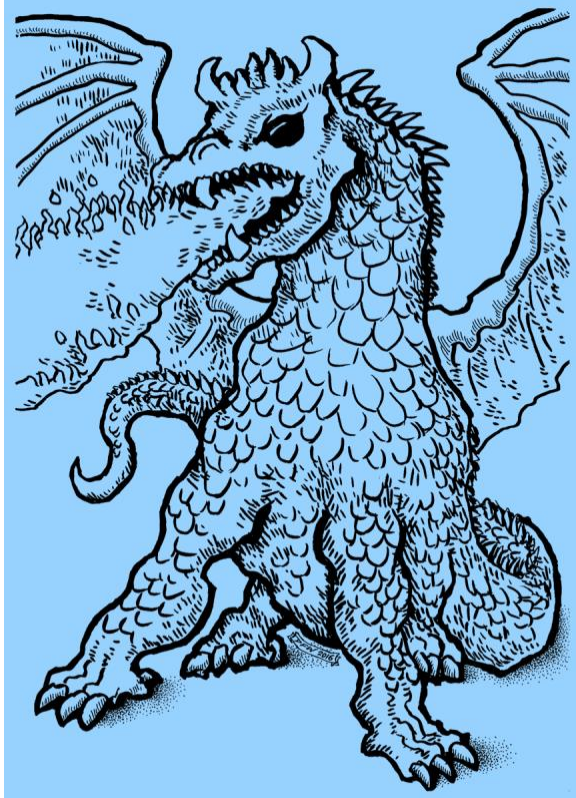# BLUELITE

STREAMLINED BASIC ROLEPLAYING

BLUELITE is designed for playing classic Level 1-3 RPG adventures with the standard abilities and classes but with fewer rules (i.e., "with the flavor but not the crunch"). Bluelite is Holmes Basic with the rough edges rounded off, a streamlined schematic hack using a common d20 mechanic where higher rolls are better. Probabilities of success approximate the original but on a d20: for instance, a 2-in-6 chance to force open a door is now a 14 or higher on a d20. Keep in mind in the original, opening doors was rolling low on a d6, turning undead was rolling high on 2d6, doing thievery and learning spells required rolling low on percentile dice, and combat was rolling high on a d20 involving a lookup table!

Holmes Basic also overwhelmed with details that were rarely used (e.g., a saving throw against dragon breath). This design looks for themes then applies them consistently, removing exceptions and spurious precision.

CHARACTER CREATION

Each player rolls 3d6 (three six-sided dice) and records the total for each of the following abilities, which are associated with particular classes and which provide all classes certain bonuses or penalties:

Ability	Prime Class	Bonus or Penalty	Other
Strength	Fighter	Combat damage	Carrying more
Intelligence	Magic-user /Elf[2]	Known languages	Learn a spell
Wisdom	Cleric	Saving throws	Learn a spell
Dexterity	Thief /Halfling	Missile attacks	Combat order
Constitution	Dwarf	Hit points	(Adventure specific)
Charisma	N/A	Persuading others	Hiring followers

Above-average or below-average scores result in a bonus or penalty on indicated rolls for this PC (player character).[3]

Ability Score	Bonus or Penalty
7 or less	-1
8-12	0
13-14	1
15-18	2

If all six attributes are below 11, this PC may be declared "hopeless" and instead made available as a follower (see Hiring NPCs below), with a new character rolled in their place.

CORE MECHANIC

Often the player will be asked to make a roll by the GM. The typical process is to roll a d20 (one twenty-sided die), add the above bonus or penalty if using an ability, and add situational modifiers if warranted. If the resulting total meets or exceeds the target number, the character is successful, and may be asked to roll an effect die (typically for damage).

Roll d20 + ability bonus/penalty + situational modifiers

For instance, a human fighter with dexterity of 14 fires a longbow within 70 feet at a goblin (target 13). They add a +1 for their ability bonus/penalty (dexterity of 14) and a +1 for short range to their roll. They then roll a d6 to deal damage.

CLASS SUMMARY

Each player chooses a class for their character according to their preference. The class they select will then govern which attribute is their prime requisite: e.g., wisdom for the cleric. To increase their prime requisite by 1 point, the player may reduce another attribute's score of 11 or more points by 2 points (and they can repeat this as many times as possible). A summary of the classes is on the next page.

CLASS COMPARISON

Class	Fighters	Magic-User	Elves	Cleric	Thieves	Halflings	Dwarves
Prime Requisite	Strength	Intelligence	Intelligence	Wisdom	Dexterity	Dexterity	Constitution
Hit Die Type	d8	d4	d6	d6	d4	d6	d8
Special abilities	Melee bonus; use any weapon or armor	Cast spells	Cast spells; see in the dark; use any weapon or armor	Cast spells; turn the undead	Act with stealth; use special skills	Hide outside; missile bonus; use any weapon or armor	See in the dark; detect traps; use any weapon or armor
Restrictions	Can't cast spells or read scrolls	Can't wear armor; can't use weapons other than daggers	Can't advance as quickly as other players	Can't use edged or piercing weapons	Can't use shields or chain or plate; can't cast spells or read scrolls	Can't cast spells or read scrolls	Can't cast spells or read scrolls
Saving Throw	14	14	13	13	14	12	12
Listen	18	18	14	18	15*	14	14
Detect secret door	14	14	8	14	14	14	14
Other languages	None	None	Elves Gnolls Hobgoblins Orcs	None	None	Halflings	Dwarves Gnomes Goblins Kobolds
Level threshold	1,500[4]	2,500	4,500	1,500	1,200	2,000	2,000
Class abilities	None	Copy spells to spellbook and cast spells			Thievery abilities	Hide outdoors	Detect traps and shifts

Unlike other classes, a thief can improve their ability to listen.

CLASS ABILITIES

Some classes have special abilities. Roll the target or higher on a d20, after applying any appropriate modifiers. Note that caster abilities can be used by magic-users, elves, and clerics.
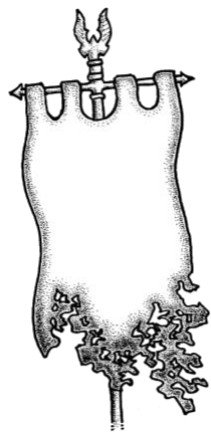
Class	Class Ability	Target
Caster	Copy a spell to their spellbook	11
Caster	Cast spell on level 1-3 monster	5
Caster	Cast spell on level 4-6 monster	7
Caster	Cast spell on level 7+ monster	9
Cleric	Turn undead of one lower level	9
Cleric	Turn undead of same level	14
Cleric	Turn undead of one higher level	19
Dwarf	Detect traps, shifts, and slants	14
Elf	Passively detect secret door	14
Elf	Actively detect secret door	8
Halfling	Hide outdoors	5
Thief	Hide in shadows	19
Thief	Move silently	17
Thief	Open lock	18
Thief	Pick pocket	17
Thief	Remove trap	19

General Ability	Target
Force a door open	14
Cover in oil	11
Ignite oil	13

EQUIPMENT COSTS

d6*	Weaponry	GP	Containers (quantity held)	GP
	Melee weapon	7	Sack, small (50 coins)	1
1	Handaxe/knife (≤10, +1; 20-30, -1)	10	Sack, large (150 coins)	3
2	Javelin (≤20, +1; 40-80, -1)	15	Backpack (300 coins)	5
3	Shortbow (≤50, +1; 100+150, -1)	30	Quiver / Case (20 arrows/quarrels)	5
4	Crossbow (≤60, +1; 120+180, -1)	35	Saddlebags (600 coins)	10
5	Longbow (≤70, +1; 140-210, -1)	40		
6	Composite bow (≤80, +1; 160-240, -1)	50		
	Melee weapon, silvered	50	**Consumables**	
	Armor		Wine (1 day, in wineskin)	1
1-2	Shield (AT+1)	10	Torches (6)	1
3-4	Leather armor (AT 12)	15	Oil (flask)	2
5	Chainmail (AT 14)	30	Arrow / quarrel (1, silver-tipped)	5
6	Platemail (AT 16)	50	Arrows / quarrels (20, metal-tipped)	5
	Barding (AT 15)	150	Rations (1 week)	10
	Mounts		Holy water	25
	Mule (2HD+1, 120 ft/turn)	20	**Other**	
	Saddle and stirrups	25	Iron spikes (10)	1
	Horse, light (2HD, 240 ft/turn)	40	Pole (10-foot)	1
	Horse, medium (2HD+1, 180 ft/turn)	100	Rope (50 feet)	1
	Horse, heavy (3 HD, 120 ft/turn)	200	Tinderbox	3
	Vehicles		Mirror (handheld steel)	5
	Raft	40	Lantern	10
	Cart	100	Thieves tools	35
	Rowboat	100	Scroll (of any spell in these rules)	100
	Wagon	200		

For use with Magic Item Table.

EQUIPMENT

Players roll 3d6*10 (roll three six-sided dice and multiply the result by 10) to determine how many gold pieces they start with. From this they can buy starting equipment from the above table.[5] Other items will be for sale as the characters travel.

Note that melee weapons are thematic, as each does d6 damage. (This means weapon restrictions are also thematic.) Any of the following cost 7 GP: battle-axe, dagger, flail, halberd, mace, morning star, pike, polearm, spear, or sword. Silvered weapons and arrows are good against lycanthropes, specters, wights, and wraiths.

ALIGNMENT AND LANGUAGES

Each player must choose the alignment of their character but does not need to tell others this alignment:

Alignment	Description
Lawful good	Helps others if they can do so following the rules
Chaotic good	Helps others regardless of the rules
Neutral	Self-interested
Chaotic evil	Helps themselves and their group however they wish
Lawful evil	Helps themselves and their group following the rules.

Each alignment has an associated language: e.g., the Lawful Good language. Characters can speak the Common Tongue, their alignment language, languages known to their class, and other languages, depending on their intelligence bonus or penalty (e.g., 7 or less, 0 other languages; 8 to 12, 1 other language; 13 to 14, 2 other languages; 15+, 3 other languages). Monster and demihuman language options:

Djinni	Dragons	Dwarves[d]
Elves[e]	Giants	Gnolls[e]
Gnomes[d]	Goblins[d]	Halflings[h]
Harpies	Hobgoblins[e]	Kobolds[d]
Lizard Men	Medusas	Minotaurs
Nixies	Ogres	Orcs[e]
Pixies	Trolls	Vampires
[d]Known to dwarves	[e]Known to elves	[h]Known to halflings

Players should invent and record their name and other distinguishing aspects of their character.

EXPERIENCE

The GM awards experience points (XP) after an adventure, for monsters killed and for treasure attained (as valued in gold pieces: 1 GP = 1 XP). For conversion, 1 gold piece (GP) = 1/5 platinum piece (PP) = 2 electrum pieces (EP) = 10 silver pieces (SP) = 50 copper pieces (CP). If a player's prime requisite is 15-18, they earn a 20% bonus to XP; if 13-14, a 10% bonus; if 3-7, they earn 10% less.

Should a player earn enough XP to hit the level threshold for their class, they will advance a level. Advancing a level earns a player increased hit points. Roll the hit die type corresponding to their class. Add to their hit points then add their constitution bonus or penalty (15-18, +2; 13-14, +1; 3-7, -1 provided they rolled a 2 or above).

Class advancement - If the character can cast spells, they earn an additional spell each level. A thief, upon advancing a level, subtracts 1 from the targets for each class ability.
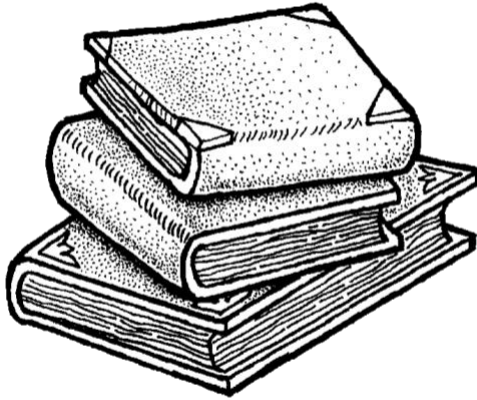

ADVENTURING

Hiring NPCs

Individual PCs may be able to hire 1 follower, factoring in their charisma bonus or penalty (e.g., 7 or less, 0 followers; 8 to 12, 1 follower; 13 to 14, 2 followers; 15+, 3 followers). A follower will require a deposit, an advance on a share of all treasure (half the rate of a PC). A follower is a first-level character generated as above. The deposit is 300 GP plus or minus 100 GP per their prime attribute modifier (e.g., 7 or less, 200 GP; 8 to 12, 300 GP; 13 to 14, 400 GP; 15+, 500 GP).

Spell Preparation

Prior to beginning an adventure, a caster must mentally ready the spells they will have available. Casters can ready any spell in their spell book.

To add a spell to their spell book first requires a d20 roll of 11, adding the modifier associated with their prime requisite. They can check once per adventure per spell. While four spells are in common, elves and magic-users choose spells for their spell book from a different subset of spells than clerics do (see sidebar).

From their spell book, a caster can ready one spell per level (e.g., a level-2 caster can ready 2 spells).[6] Readying a spell takes a full day: of memorization for the elf or magic-user and of prayer for the cleric.

A caster can exceed their daily limit by casting a spell from a scroll instead of memory (the runes then disappear, making the scroll worthless). Some scrolls may contain more than one spell. If the contents of the scroll aren't specified, roll 2d4 and take the lower result to determine how many spells are on a scroll. Roll a d20 on the spell table to determine each spell on the scroll. (Scrolls may also contain spells not listed here.)

Spell descriptions take the form of "Name [120', 2] Effect" showing "[range in feet, duration in turns]" before the magical effect. Evil clerics reverse the effect of some spells; the reverse effect is shown in {curly brackets}.

A spell is automatically successful unless cast as an attack upon a monster, in which case the caster must first roll a d20: If a caster rolls 5 or above, the spell hits level 1-3 monsters (1-3 hit dice); a roll of at least 7 also hits level 4-6 monsters; a roll of at least 9 also hits monsters of level 7 and up.

SPELLS

d20 Common Spells[7]

1 **Detect Evil**[†] [120', 6] {Detect Good} Caster can detect evil in any person or object in range.

2 **Detect Magic**[‡] [60', 2] Determine nature of enchantment.

3 **Light**[†‡] [120', 8] Cast light in 3' circle.

4 **Protection from Evil** [0', 12] {Protection from Good} Block magical or evil attacks vs. +4 AT and +4 saving throw.

Cleric Spells

5 **Bless** [60',6] {Curse} Give all PCs +1 on attacks.

6 **Cure Light Wounds** [0'] {Cause Light Wounds} Restore up to d6+1 hp.

7 **Find Traps** [30', 2] Locate any traps, magical or not.

8 **Hold Person** [120', 6+level] Reduces target's movement speed to 0. Affects 1 to 4.

9 **Purify Food/Water** [120', 6+lvl] {Contaminate Food/Water} Restores poisoned food & drink for up to 12 people.

10 **Silence** [180', 12] Prevents all sound and therefore blocks spell casting.

11 **Speak with Animals** [30', 6] Talk to normal animals, keep from attacking, may aid caster.

Elf and Magic-User Spells

12 **Charm Person** [120'] Charms 1 humanoid for 2 weeks.

13 **ESP** [60', 12] Caster can detect the thoughts of creatures in range, thru 2' rock but not lead.

14 **Hold Portal** [10', 2d6] Locks a single door, gate or other portal for the duration.

15 **Invisibility** [240'] Turn invisible for as long as desired or until target attacks.

16 **Knock** [60'] Unlocks a locked or barred door, gate or chest.

17 **Magic Missile** [150'] Fires 1 magic arrow (+1 hit/damage), with a range as longbow.

18 **Shield** [0', 2] Provide an AT of 16.

19 **Sleep** [240', 4d4] Put 2d8/level monsters (rounding down) to sleep.

20 **Web** [10', 48] 10'x10'x20' web: normal man 2d4 turns to free, giant 2 rounds, fire 1 round.

[†]*Cantrip for clerics, if using Bluelite Special rules.*

[‡]*Cantrip for elves and magic-users, if using Bluelite Special.*

ENCUMBRANCE

Weight in coins	Weight in pounds	Fighting [MV]	Exploring	Walking	Running
0-150 coins	1-15 pounds	20 feet per round	240 feet per turn	480 feet per turn	720 feet per turn
151-300 coins	16-30 pounds	10 feet per round	120 feet per turn	240 feet per turn	360 feet per turn
301-max coins	31-max pounds	5 feet per round	60 feet per turn	120 feet per turn	180 feet per turn

Time and Movement in the Dungeon

Each turn of dungeon exploration and travel takes 10 minutes, while combat rounds take 10 seconds.

For humans and halflings, movement will be at half speed in the dark. Elves and dwarves can see 60 feet in the dark, but only 30 feet in torchlight or lamplight. A torch lasts 6 turns; a flask of oil in a lamp lasts 24 turns.

Weight is typically measured in coins, 10 coins to the pound. A player wearing armor is typically assumed to be carrying equipment of 150 coins in weight (15 pounds); carrying more than 300 coins in weight in total (30 pounds) is encumbered. A player can't carry more than 600 coins in weight (60 pounds) plus their strength modifier times 100 coins (3-7, -100; 13-14, +100; 15-18, +200).[8] (For ease of calculation, within reason, tally just armor and treasure.) The weight carried affects movement, as shown in the above table.

Mules can carry up to 3,500 coins (350 pounds), move 120 feet per turn, and can be led into dungeons. Horses can carry more (and are faster, see the equipment list) but won't enter dungeons.

Opening Doors

Any character can attempt to force a door open. (Roll 14 or higher on a d20.)

General Ability	Target
Force a door open	14

Magic Item Table

Some magic items may be found in the dungeon. Magic weapon bonuses add to ability to hit and add to damage.

d20	Magic Item
1-4	Sword +1, +2 vs. Type of Monster (roll on that table)
5	Armor +1 (roll d6 on equipment table)
6	Missile Weapon +1 (roll d6 on equipment table)
7-8	10 Magic Arrows +1
9-14	Potion (roll on spell table)
15-18	Scroll (roll on spell table)
19	Wand (roll on spell table)
20	Ring of Ability +1 (d6: 1=Strength, 2=Intelligence, 3=Wisdom, 4=Dexterity, 5=Constitution, 6=Charisma)

Encountering Monsters

Monsters aren't always looking for a fight. Some can be bribed, cajoled, intimidated. Intelligent monsters can often be bribed with treasure, and other monsters with food. The player with the highest charisma leads any encounter that looks to avoid combat.

Roll a d20 and add the charisma modifier (3-7, -1; 13-14, +1; 15-18, +2) for the player with the highest charisma.

d20	Reaction
1	Attacks immediately
2-6	Reacts with hostility
7-14	Indifferent
15-19	Accepts offer
20	Offers to help

Combat

Each round of combat takes 10 seconds, but once combat is over the balance of time left in the 10-minute turn is considered used up in the aftermath.[9]

To hit, the attacker must roll their opponent's AT (attack target) or higher, typically a number from 3 to 18. A fighter may add their level to their roll (e.g., +1 for first level, +2 for second).[10] If successful, the attacker then rolls a d6 to determine how much damage their attack did. PCs then add their strength modifier to the damage done (3-7, -1; 13-14, +1; 15-18, +2).[11]

The AT of humanoids typically reflects their armor, if any; for creatures the AT reflects a combination of natural armor (hide or scales) and agility, to estimate a difficulty to hit.

When both parties approach one another to give battle, those with the highest dexterity go first (use lower AT as a tiebreaker; if still tied, high roll on a d20 goes first). If one party surprises the other, everyone in the surprised party goes second for the initial round.

A combat round is 10 seconds. An unarmored and lightly encumbered PC can move 20 feet, an armored and unencumbered PC can move 10 feet, and an armored and encumbered PC 5 feet. If a PC moves out of combat, their prior opponent gets an attack of opportunity with a +2 to hit (+3 if the one retreating had been using a shield).

After moving (or deciding not to move), a PC can:
1. Cast a spell (if hands free and able to speak)
2. Turn the undead (if a cleric)
3. Fire a missile weapon (if no risk of friendly fire)
4. Spread or throw oil
5. Throw holy water
6. Strike with one melee weapon[12]
7. Drop/draw a weapon (i.e., drop a bow to draw a sword)
8. Drop food, a treasure, or other item
9. Offer to surrender
10. Other actions as permitted by the GM.

Turning the Undead

Instead of attacking, a cleric can attempt to turn away the undead. A cleric's ability to turn away undead grows as the cleric levels up. A cleric can automatically turn any undead two or more levels (HD) below them. A first-level cleric can turn away skeletons (½ HD, rounded down) with a 9 or better, plus undead creatures with 1 HD with a 14 or better, and even a zombie or ghoul (2 HD) with a 19 or better. If successful, and faced with more than one undead monster, roll a d6 and add the wisdom modifier (3-7, -1; 13-14, +1; 15-18, +2) to

determine how many undead were turned (lowest level/HD first). The following monsters are all undead: ghoul, mummy, skeleton, specter, vampire, wight, wraith, and zombie.

Fire a Missile

To fire a missile, the attacker needs to take into account range, cover, their dexterity modifier, and a bonus if they are a halfling.

The attacker modifies for range: +1 for short range or, if outdoors or in rooms with 30-foot high ceilings, -1 for long range. Range is shown on the equipment list and should be read as feet when indoors and as yards when outdoors: e.g., a longbow (≤70, +1; 140-210, -1) has a short range of 70 feet or less in a dungeon (70 yards or less outdoors) and a long range of 140 to 210 feet/yards.

Subtract 2 if the opponent has partial cover; subtract 4 if opponent has excellent cover (e.g., firing from an arrow slit or from a forest).

Add the attacker's dexterity bonus or penalty (3-7, -1; 13-14, +1; 15-18, +2). Halflings get an additional +1.

Roll d20 + dexterity bonus/penalty + situational modifiers (range + cover + halfling bonus).

Covering in Oil and Igniting Oil

To cover an opponent in oil requires rolling the target number or higher on a d20. The target number is 11, modified by dexterity, further modified by the size of the target: -2 if larger than 18 feet, else -1 if larger than 8 feet, +3 if under 1 feet tall, else +2 if under 2 feet tall or a pool of oil, else +1 if under 4 feet tall. Oil thrown on an opponent is assumed to spill over them. To ignite the oil then requires a second d20 roll, against a target of 13 modified by dexterity: if successful, the oil will do 1d8 damage for two turns, then will burn off.

General Ability	Target
Cover in oil	11
Ignite oil	13

Throwing Holy Water

Holy water poured on the undead does 2d8 damage.

Saving Throws

Some attacks and hazards (e.g., opponent spells or wands, poison, petrification, dragon breath) may cause significant damage or even instantly reduce a PC to 0 hp. Before that happens, though, the player may be given a chance to make a saving throw: roll at least 12 to 14, depending on their class, and adding their wisdom modifier (3-7, -1; 13-14, +1; 15-18, +2). This may halve or avoid damage altogether.

CONVERSIONS

AC	9	8	7	6	5	4	3	2
AAC	11	12	13	14	15	16	17	18
Type	None	Shield	Leather	Leather & shield	Chain mail	Chain mail & shield	Plate mail	Plate mail & shield
AT	10	11	12	13	14	15	16	17

NOTES FOR THE GAME MASTER

Most of the complexity of playing Bluelite resides on the GM's side of the screen. As GM, you can use whatever OSR procedures you wish but some basics follow.

Conversions

To convert descending Armor Class (AC) or Ascending Armor Class (AAC) to Attack Target (AT), use the above table. When comparing to a PC's level, the "level" of a monster is the same as their number of hit dice (HD), rounding down. You may wish to treat zombies as HD 1+1 instead of HD 2, for similar odds to Holmes Basic for clerics facing them.

Determining Encumbrance

Focus on armor (150 coins in weight) and treasure and excessive burdens. For instance, should a player decide to carry 100 torches, estimate the weight in coins.

Awarding Experience Points

The amount of experience to award the party is the total of:
+ The amount of treasure recovered, expressed in GP (1 GP = 1 XP)
+ The total experience points for all monsters killed, routed or outwitted. The following table shows the experience points for monsters slain by Level 1 PCs. For Level 2 PCs, halve the XP for monsters with fewer hit dice; for Level 3, divide by three for those with fewer than 3 HD.

However, don't award a PC so much XP that they would advance two levels at once; instead, artificially cap it.

The threshold to level doubles for each subsequent level.

HD	XP for Standard Monster	XP for Monster with Special Abilities
<1	5	5
1	10	15
2	20	30
3	40	60
4	80	130
5+	50*level	70*level

Secret Doors

Elves passively detect a secret door if the GM rolls at least a 14 on a d20. Actively searching, if the party has an elf, they find the door on a roll of 8 or higher, otherwise on a roll of 14 or higher.
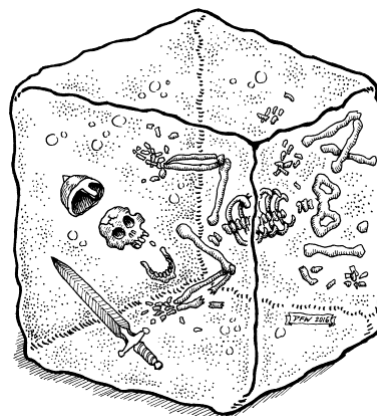
Wandering Monsters

After each turn of movement, roll a d20: on a 1, use the wandering monster table from your adventure, otherwise roll a d4*10 plus a d10 on the table on the next page to determine the monster and then roll a d4 to determine how many appear. Roll a d8 for each hit die (HD) listed for the monster or a d4 for ½HD. The group of wandering monsters appears at 120 feet away; if someone in the party is on watch, they can spot the monster. Otherwise, roll another d20: the party will be surprised if you fail to roll a 4 or higher.

Combat

For a monster to hit, it needs to roll at least the AT of its opponent, adding its HD to the roll. So, a 1HD monster attacking an opponent in chainmail must roll a 13 (14-1) while a 5HD monster must roll a 9 (14-5). A monster rolls one d6 for damage, unless otherwise specified. If a save is called for, the monster can apply its effect once per PC, until that PC makes their saving throw. Enemy spellcasters still force their target to roll a saving throw, rather than making a roll themselves the way PCs do in these rules.

Unless otherwise indicated, monster saving throws are made on 15, adding HD/3 to the roll (rounding down).

Consider the listed treasure to be a maximum, appropriate for monsters encountered in their lair.

WANDERING MONSTER TABLE

d4*10+d10	MONSTER	HD	MV	AL	GP	Mgc	AT	Damage – Notes
10	Bandit	1	120	LE	2d6*1000	3	13	d6
11	Basilisk	6	60	N	2d10*1,000	5	15	d10 - gaze/touch: save vs. petrification
12	Bugbear	3	90	CE	2d10*100	1	14	2d4 - surprise on 11+
13	Chimera	9	120	CE	2d10*1,000	5	15	claws: 2 x d4, bite: 3 x 2d4 / breathe fire: 3d8
14	Cockatrice	5	*90	N	2d20*100	3	13	d6 - touch: save vs. petrification
15	Doppelganger	4	90	CE	2d12*100	4	14	d12 - mimic; immune to sleep/charm
16	Dragon	10	*90	CE	2d8*10,000	6	17	claws: 2 x d6, bite: 4d6 / breathe fire: 3d8
17	Gargoyle	4	*60	LE	1d6*100	2	14	4 x d4 - magic to hit
18	Gelatinous Cube	4	60	-	1d6*100	2	11	2d4 - immune to cold/lightning
19	Ghoul	2	90	CE	2d10*100	1	13	3 x d4 - save vs. paralysis (non-elves); undead
20	Giant Owl	5	120	N	1d6*100	2	14	claws: 2 x d8, bite: d8
21	Giant Rat	½	120	-	1d6*100	2	12	d4
22	Giant Spider	1	60	-	0	0	11	d4 - bite: save vs. death by poison
23	Goblin	½	60	LE	d6	0	13	d6
24	Griffon	7	*120	N	2d12*100	4	14	claws: 2 x d4, bite: 2d8
25	Harpy	½	*60	CE	1d6*100	2	12	claws: 2 x d4, weapon: 1d4 - save vs. being charmed
26	Hellhound	4	120	LE	1d6*100	2	15	bite: d6, spits fire (5'): 4d6
27	Hill Giant	8	120	CE	7d20*100	4	15	2d8
28	Hippogriff	3	*180	N	0	0	14	claws: 2 x d6, bite: d10
29	Hobgoblin	½	90	LE	2d20*100	3	13	d8 - saving throw of 14+
30	Hydra	6	120	N	2d10*100	1	14	bite: 6 x d6 - lose head per 6 hp lost
31	Kobold	½	120	LE	d6	0	12	d4 - saving throw of 12+
32	Lizard Man	2	**60	N	2d20*100	3	14	d8
33	Manticore	6	*120	LE	2d20*100	3	15	claws: 2 x d6, bite: d6, tail spikes: 6 x d6 (180')
34	Medusa	4	90	LE	2d10*1,000	5	11	snakes: d6 (save vs. poison) - gaze: save vs. petrification
35	Minotaur	6	120	LE	1d6*100	2	13	horns: 2d6, bite: d6
36	Mummy	5	60	LE	2d20*100	3	14	d12 - save vs. fear; magic weapons to hit; undead
37	Nixie	1	**60	N	2d10*100	1	12	d4 - charm spell
38	Ogre	4	90	CE	3d6*100	2	13	d10
39	Orc	1	90	CE	2d20*100	3	12	d6
40	Skeleton	½	60	N	0	0	11	d6 - immune to charm/sleep; silent; undead
41	Slime Mold	2	0	-	0	0	1	d6 - save vs. death by poison
42	Specter	6	*150	LE	2d12*100	4	17	d8 - silver/magic to hit; undead; drain xp
43	Troll	6	120	CE	2d20*100	3	13	claws/bite: 3 x d6; heals 3hp/rnd not struck with fire
44	Vampire	8	120	LE	2d10*1,000	5	17	d10 - heals 3hp/rnd; undead; drain xp
45	Wererat	3	120	LE	1d6*100	2	12	d6 - silver/magic to hit; calls 2d20 giant rats
46	Werewolf	4	150	LE	1d6*100	2	14	bite: 2d4 (save vs. lycanthropy); silver/magic to hit
47	Wight	3	90	LE	2d10*100	1	14	silver/magic to hit; drain xp; undead
48	Wraith	4	*120	LE	2d12*100	4	16	d6 - silver/magic to hit; undead; drain xp
49	Zombie	2	120	N	0	0	11	d4 - immune to charm/sleep; silent; undead

MV: *Can fly; doubles its movement speed. **Can swim; double its movement speed. HD: d4 = ½ HD.
GP: To transform gold pieces into other forms of treasure: every 1,000 GP can become jewelry, every 100 GP can become a gem, and remaining GP can be converted on d4 to 1=platinum (/5), 2=electrum (*2), 3=silver (*10), or 4=copper (*50).
Mgc: Roll the specified number of d10s; each roll of a 1 results in a magic item. Roll a d20 on the magic item table to determine it.

CHARACTER BLUELITE RECORD

Name: _____   Player Name: _____

Class: _____ Level: _____ Alignment: _____

STR _____ +/-

INT _____

WIS _____

DEX _____

CON _____

CHA _____

XP

Max HP   HP

LANGUAGES

_____

_____

_____

_____

EQUIPMENT

_____   _____

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CLASS	ABILITY	TARGET
ANY	Saving Throw	_____
ANY	Find Secret Door	_____
ANY	Force a Door Open	14
CASTER	Copy a Spell to Their Spell Book	11
CASTER	Cast Spell on Level 1-3 Monster	5
CASTER	Cast Spell on Level 4-6 Monster	7
CASTER	Cast Spell on Level 7+ Monster	9
CLERIC	Turn Undead of 1 Level Lower	9
CLERIC	Turn Undead of Same Level	14
CLERIC	Turn Undead of 1 Level Higher	19
DWARF	Detect Traps, Shifts, and Slants	14
HALFLING	Hide Outdoors	5
THIEF	Hide in Shadows	19
THIEF	Listen	15
THIEF	Move Silently	17
THIEF	Open Lock	18
THIEF	Pick Pocket	17
THIEF	Remove Trap	19
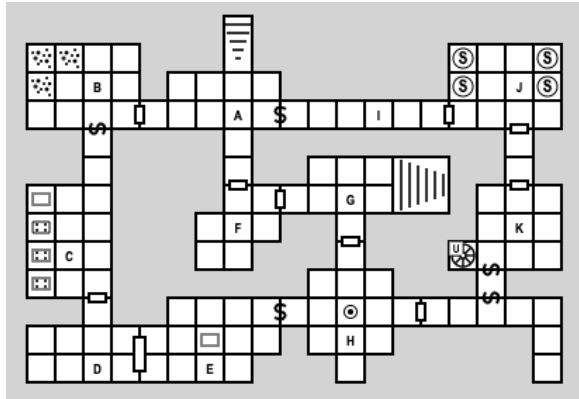
SAMPLE DUNGEON

Caravans dislike traversing the Xenno Pass, with its macabre ancient mausoleums, but the sheikh's guard usually manages to keep the pass clear of bandits, while other passes are often attacked by lizardmen. Camped overnight, huddling against the sudden sharp cold of a desert night, your party can't help but wonder if the rumors of the wealth of the last Emir of Emirs are true. Two vast and trunkless legs of stone stand in the desert outside his mausoleum, but a stone wall to it has been smashed open, and through the rubble can be seen the skeletons of servants long ago burnt alive. Their charred bones crunch beneath foot if you dare walk across them to the broad stone steps that lead down to death.

A - The stairway down is covered in broken bones. (An astute observer will note that some have recently been gnawed upon.) The floor here is covered in sand that has blown in from the desert. Two short hallways end in doors.

B - The ceiling has partly collapsed, strewing rubble across the room. The desiccated corpse of a kobold lies here, its innards all sucked out (d6 GP in a pouch, a spear at its side). Hiding among the rubble is a giant scorpion (AT11, MV60, 1HD, bite: d4; tail: d4, save vs. paralysis for 6 turns); if wounded, it will climb the wall and flee the mausoleum.

C - Four sarcophagi line the room. The stone lid of one was broken, and within it two skeletons are entangled, one thrusting a still shiny silvered longsword (-1 sword, worth 45 GP) into the other; the sarcophagus holds a turquoise gem (10 GP). Each remaining sarcophagus holds a similar gem and an animated skeleton (AT11, MV60, ½HD [d4], dmg d6 - immune to charm/sleep; silent; undead), which will leap out and open the other 2 sarcophagi before attacking.

D - A large round door is closed and locked here; it can't be opened by force or magic. Above it is painted an image of a sun goddess, a woman with the head of the sun. Carved into it is a perfectly round stone a foot in diameter. Above the stone is engraved in relief a scarab. (The stone in the trough is slick. If one rolls the stone up the ramp to its opposite end and then lets go, the stone rolls back down to where it was found. If oil is poured in the trough first, and ignited, the stone will roll back down to its place and open the solar door.)

E - This sarcophagus is open, and it holds a mummy (AT14, MV60, 5HD, dmg d12 - save vs. fear; magic weapons to hit; undead), with a ruby belt (1,000 GP), 2d20*100 GP, and a sleep scroll. The mummy's head will move back and forth to watch anyone looking down at it. It will only attack if someone tries to take its treasure.

F - Three bandits (AT13, MV120, 1HD, scimitar: d6) are gambling on dice in torchlight, their backs to the party. Another bandit is asleep in one of the four piles of palm leaves that make up their beds. The bandits will bribe the PCs to leave them alone, offering a roll of linen (100 GP). Each bandit has 2d20 SP. Hidden among the palm leaves is a sheet of copper (5 GP), a roll of papyrus (200 GP), the roll of linen (100 GP), and a lapis-lazuli necklace (1,000 GP).

G - The broad stairway down ends in a blank wall, which refuses to give up its mysteries.

H - On a stone pedestal sits a bronze hourglass, the glass semi-opaque. The hourglass is empty of sand, which leaked out a crack in the bottom of the casing. (Filling it with sand, which is available in room 1, and inverting it and placing it on the pedestal is the only way to open the secret door.)

I - Just inside the western door is a body in the long loose gown worn by the local bandits. The bandit was impaled on spikes from the wall (she has been stripped of weapons and treasure). The corridor is lined with pressure plates that will spring similar traps on anyone heavier than a halfling or kobold.

J - Two bandits who were recently slain have somehow been turned into zombies (AT11, MV120, 2HD, dmg d4 - immune to charm/sleep; silent; undead). The room contains four ancient stone statues, of a queen successively as a maiden, bride, warrior, and matron; the statues are too heavy to move. The image of a crown on each has been scarred and chipped, showing that any gems it once held have been stolen.

K - A band of d4+4 kobolds (AT12, MV120, ½HD [d4], dmg d4 - saving throw of 12+) will immediately begin attacking the PCs. Behind them, a six-foot diameter nest of palm leaves surrounds a dragon egg resting in a four-foot deep hole in the ground. (At dusk the kobolds carefully bring down the egg from the roof to keep it warm and out of the freezing night air. At dawn they take it back up the stairs.) The kobolds value the egg more than their lives and will try to flee with it, fighting a defensive action as two carry it and retreat to the roof.

The spiral stairway leads up to the roof of the mausoleum. Another nest of palm leaves here is for holding the egg during the day. Rubble has been arranged along the edges of the mausoleum roof so that the egg and kobolds are not visible. The kobolds sunbathe on the roof during the day. They can easily climb up and down the ten-foot wall to the graveyard. PCs will need a rope to get up or down.

The enterprising GM can use this adventure as a jumping off point. What lies in the deeper levels of the mausoleum? Do the bandits have other treasure hoards hidden elsewhere in the graveyard? What will the sheikh's guard do when they find out the PCs are graverobbers?

Further Adventures
Free - The Sample Dungeon from Holmes' Basic D&D (also known as Tower of Zenopus)
B1: *In Search of the Unknown*
B2: *The Keep on the Borderlands*
Generate your own with Hex Describe.

BLUELITE SPECIAL

BLUELITE SPECIAL is a variant that further changes the game to incorporate ideas from 5e.

Abilities can be set by distributing the results of a standard point spread, balanced for probability: 15, 13, 11, 10, 8, 6. (Remember, the modifiers here would be: +2, +1, 0, 0, 0, -1.)

**No weapon restrictions** by class. If desired, instead grant a proficiency bonus of +1 for thematic weapons.

Shift each class's hit die up by 2: d4 -> d6, d6 -> d8, d8 -> d10.

Starting hit points are the maximum possible by the class hit die, plus the player's constitution modifier (e.g., d6 -> 6 plus constitution modifier).

A PC doesn't have to roll hp to level up: they can take half the hit die plus one (rounding down) rather than roll: d6 -> +4, d8 -> +5, d10 -> +6.

A PC doesn't immediately die on 0 or fewer hit points. Instead, each round such a PC must make a saving throw; if a PC fails three saving throws altogether, they have died. Another player adjacent to the PC must make their own saving throw to stabilize and prevent the wounded PC from dying.

Casters get cantrips: Casters can use specified spells as cantrips, usable as many times as desired per day, without preparation, without using a spell slot. Cleric's cantrips are marked †; elves' and magic-users' cantrips are marked ‡.
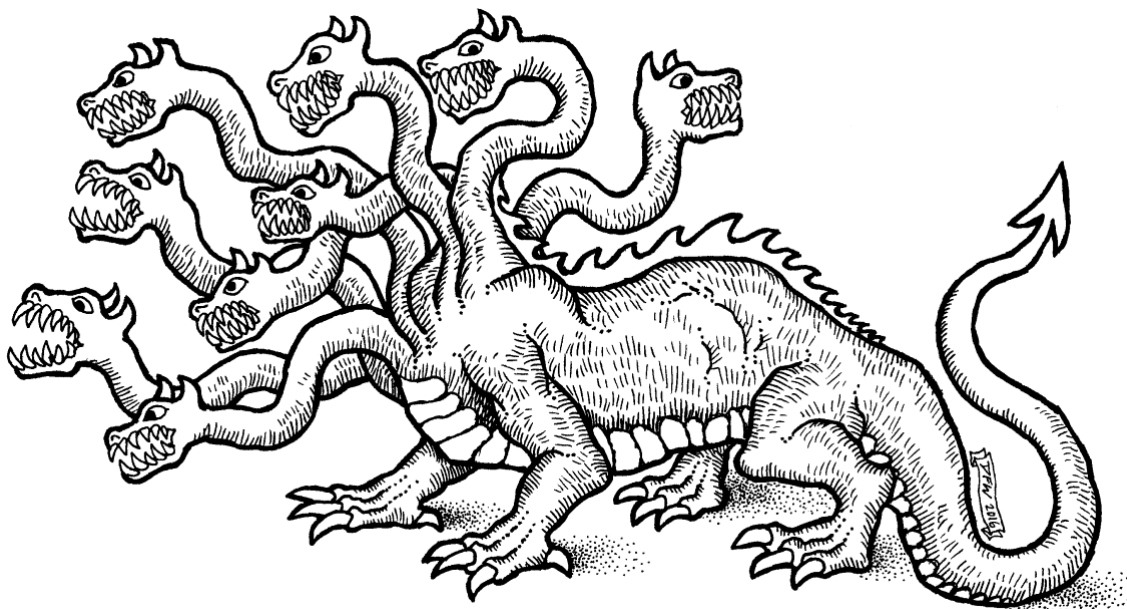
END NOTES

[1] Version 1.0.1 - 24-Nov-2019 - based on r OSR feedback. Version 1.0.2 - 29-Nov-2019. Version 1.0.3 - 30-May-2022.

[2] Elves' prime requisites aren't explicitly stated in Holmes (in Moldvay, these are strength and intelligence, which contradicts other rules where Holmes assumes one prime requisite).

[3] Zenopus Archive has a great summary for how inconsistent this was within Holmes and 0e.

[4] Fighters need 1500 XP instead of 2000 XP, otherwise they have little to offer when compared to dwarves.

[5] Prices have been rationalized; no need to spend more for a melee weapon that doesn't do more damage; missile weapons prices are now proportionate to their range, and containers to capacity. The price for thief's tools is from *Keep on the Borderlands* via Zenopus Archives.

[6] The spell system has been simplified, removing spell levels and standardizing spell preparation for magic-users and clerics, who now start with one spell.

[7] *Read Magic* is too confusing a spell to include, as is the exception that anyone can read Protection scrolls. Spell summaries and descriptions are from Zenopus Archive.

[8] The addition of this modifier was inspired by Gauntlets of Ogre Power and the Weakness ring, otherwise in Holmes Basic strength provides no benefits other than as a prime requisite.

[9] See "Turns in Holmes Basic".

[10] Otherwise, as in Holmes, there's no benefit to playing a fighter.

[11] The addition of this modifier was inspired by the *Ray of Enfeeblement* and *Strength* spells, and the Gauntlets of Ogre Power and the Weakness ring, otherwise in Holmes Basic strength provides no benefits other than as a prime requisite.

[12] The idea that some weapons go twice a round or every other round is removed for simplicity.