

Dungeon Squad: Elite

What You Need

Each participant should have access to a pencil, paper, and a set of polyhedral dice - one of each, from D4 up to D12. Also snacks and beverages.

Character Generation

Each character has one each of D4, D8, and D12 to represent aspects of themselves - Wizard, Warrior, and Explorer. The aspect you place your D12 in is considered your "primary aspect".

Example: I want to make a wizardly thief type character, so I choose Wizard D12, Explorer D8, and Warrior D4. Let's hope I have someone along to keep me out of harm's way in a fight!

Each character has 2 D6 slots and 2 D10 slots to describe stuff - a weapon, armor, or magic spell. You may select two "stuffs" for each stuff slot.

Example: For my wizardly thief, I choose the spells Dazzle and Shield at my D10 slot. I also choose the spell Lightning and a short sword at my D6 slot.

Starting HP and MP is determined by your primary aspect:

Warrior: 15 HP 10 MP

Wizard: 10 HP 15 MP

Explorer: 12 HP 12 MP

Combat and Skill Resolution

All characters can fight, cast spells, and sneak around at varying levels of skill. Difficulty is reflected by a target number, typically 2, 4, or 6. Higher numbers are certainly possible for daring feats.

Roll against Warrior to hit in combat. A 2 or better is needed to hit a weak foe, a 4 or better to hit an average foe, and a 6 or better to hit a tough foe. If you roll enough to hit by rolling the highest possible number on your die you have Critically Hit and may add your explorer die to your damage!

Roll against Wizard to cast a spell. A 6 or better is needed to cast a spell successfully, or a 2 or better if the caster is not in a dangerous situation.

Roll against Explorer to sneak around and be a thief. You need a 2 or better to move silently or pick a pocket, a 4 or better to pick a lock or climb a wall, and a 6 or better to disarm a trap or jump a chasm. Attacks intended to be silent or made from Stealth must use the Explorer die to hit, a failed hit draws you out of stealth.

Stuff

Melee weapons do their die in damage - either D6 or D10. Anyone can do D4 damage with their hands or a dagger, if they have no better weapon. You may attach one melee weapon to both stuff slots to make two melee attacks in a round however your D6 weapon uses Explorer as it's attack value and has half the chance to hit as if it were a ranged attack!.

Ranged weapons can damage a foe from a distance, doing their die in damage, but only half the time. If the attack roll is odd, it does not count! If it is even, it actually hits! Ranged weapons can be used in melee combat normally. Melee=normal Range=1/2 Gone=nope

Armor reduces physical damage taken by a roll of its die. Thus, if you are hit for 7 points of damage and have armor, you can roll that die and reduce damage taken by that amount, possibly all the way to zero.

A character can carry a total of four pieces of "stuff" with dice assigned to it - spells, armor, weapons, and the like.

Other Equipment

Ropes, picks and shovels, and other equipment can be purchased, but has no "stuff" die associated with it. There is no limit to the amount of regular stuff you can carry.

Some expensive gear affords a +1 bonus to a specific activity, effectively bumping the die up one rank. Your D4 Explorer aspect becomes D6, for example, when sneaking in Elven boots. If you already have a 12 in the aspect it adds a +1 to the die roll, sometimes resulting in automatic success!

Magic

There are six basic spells. Any character can choose to assign a "Stuff" die to gain a spell, it takes 24 hours of undisturbed meditation to "forget" a spell from a "Stuff" slot or to assign a spell from a "Stuff" slot. A 6 or better is needed to cast a spell successfully in battle, or a 2 or better if the caster is not in a dangerous situation. If a spell fails you still must pay it's cost in MP. Assigning a spell to a "Stuff" slot requires 24 hours of uninterrupted meditation.

- * Luck allows you to add your die to another person's roll, before they make it! Or reduce an opponents roll by the same amount, before they make it. 1MP
- * Lightning does its die in damage divided as the wizard chooses among targets. 2MP
- * Healing restores its die in hit points to the person the wizard chooses. 3MP
- * Shield protects a single person the wizard chooses from its die in damage, which is chipped away until it is gone. 4MP
- * Dazzle causes one man-sized enemy to hesitate for every 2 points rolled. Bigger creatures require 4 points; smaller ones, 1! Victims cannot take any action for a turn when they are dazzled. 5MP
- * Fireball does triple its die in damage! Anyone near the target takes the straight, pre-multiplication Fireball die in damage as well! 10MP

Treasure and Advancement

In the dungeon there may be treasures, such as magic swords (+1, which makes a D6 sword a D8 sword), magic wands (+1 die size for wizards casting spells), Elven boots (+1 die size for moving silently), and Scrolls (containing spells with a one-time use). Gold pieces can also be found! Gold can be used to buy equipment, like ropes, lock-picks, lanterns, and ten-foot poles. Gold can also be used to increase any die one size once per gaming session, up to D12. 100 gold pieces equals a one die increase. Gold can also be used to buy increased HP/MP once per game session. 20 gold increases permanent HP or MP total by one.

Monster Examples

All monsters need a 4 or better to hit an adventurer.

Rank 1 - Attack with D4, Adventurers automatically hit one per attack, but they come in swarms

- * Rat or spider: Bite 1 point, 1 HP
- * Giant vampire bat: Bite 2 points, 2 HP
- * Stinking slime mold: Erodes metal, ruins armor and swords, 25 HP
- * Magic sponge mold: Each point of magic used on it increases its HP by an equal amount, asborbs MP at a rate of d4 per attack, 25 HP

Rank 2 - Attack with D6, Adventurers need a 2 or better to hit, travel in packs

- * Giant rat: Bite D4, 4 HP
- * Wolf: Bite D6, 6 HP
- * Goblin or highwayman: Axe D8, 8 HP

Rank 3 - Attack with D8, Adventurers need a 4 or better to hit.

- * Orc or soldier: Sword D6, Shield D6, 10 HP
- * Skeleton warrior: Axe D8, 4 HP
- * Giant spider: Bite D4, poison D4 per turn for 4 turns, 12 HP

Rank 4 - Attack with D10, Adventurers need a 6 or better to hit.

- * Giant: Club D10, 20 HP
- * Troll: Hands D10, natural armor D10, 12 HP
- * Small Dragon: Claws D6, Bite D8, Fire breath D12, natural armor D6, 40 HP

Rank 5... Run Away! - Attack with D12, Adventurers need an 8 or better to hit.

- * Huge Dragon: Claws D10, Fire breath D12, natural armor D10, 60 HP

Equipment Lists

Items that cost 1 gold piece each:

Candle -Bedroll -Water skin-Whistle-Torch-Loot sack-single arrow/dagger/ammo

Items that cost 5 gold pieces each:

Rations for a week-Waterproof case -Ten foot pole-Fire starter-Backpack-Shovel-Bandage(Heals D4 one time)

Items that cost 10 gold pieces each:

Adventurer's Kit(Backpack, fire-starter, bedroll, water skin, loot sack)-Lantern -Local map-Rope-Grappling hook for climbing(+1 die size with rope)-Hammer and spikes-Parchment, ink and quill -Musical instrument-Healing salve-(Heals D6 one time)-Magic Potion(restores D6 MP one time)quiver/bandoleer/pouch of 24 ammo

Items that cost 20 gold pieces each:

Four-person tent -Fancy clothes-Pet cat, weasel,owl, or hawk-Cloak of Shadows(+1 die size for hiding)-Spider Gloves(+1 die size for climbing)-Boots of Silence(+1 die size for sneaking)-Healing potion(Heals D12 one time)

Items that cost 50 gold pieces each:

Riding horse-Bear trap-Spyglass-Mirror-Magic Elixir(restores MP to full one time)-Lockpick(+1 die size for lock picking, breaks on a missed roll)-Spell scroll(containing a spell with a one-time use, costs no MP, automatic success)

Items that cost 100 gold pieces each:

Guard Dog(D8 attack, Bite D6, 6 Hit points, loyal)-Magic Weapon(+1 die size)-Magic wand(+1 die size for casting spells)-Steed-(D6 trample attack, 12 Hit Points)-Wizard's portable laboratory(for modifying spells or inventing new spells!)

Epic Dungeon Squad!

You may spend 100g to purchase one of these epic tier skills from your "primary aspect" list once per game session. Once you have maxed out one of your other aspects you may purchase epic tier skills from the corresponding list for 200g!

Epic Warrior Skills:

Brute: You may assign both your D10 stuff slots to a single melee weapon increasing your critical range to 10, 11, or 12.

Tank: Every time you buy HP you gain 2 for the price of one.

Templar: Magical damage dealt to you is dealt to your MP first until it reaches zero.

Paladin: You may add your Warrior Die to your Wizard roll to determine the success of a Heal spell.

Epic Wizard Skills:

Archmage: You gain a single D4 stuff slot that may only be used to assign spells.

Sorcerer: Every time you buy MP you gain 2 for the price of one.

Priest: When casting heal you may double the cost to double the result and divide it between as many targets as you choose.

Necromancer: You gain the spell "Summon Skeleton" giving you a skeleton warrior to serve you 15MP.

Epic Explorer Skills:

Archer: Choose an odd number on your attack die to cause a successful hit and do critical damage instead of missing.

Duelist: If you have two weapons equipped it adds an additional D4 to your armor.

Assassin: Attacks made from stealth do critical damage, rolling a natural critical attack kills instantly.

Bard: If you have a musical instrument equipped in a "Stuff" slot you may cast Dazzle or Luck without expending MP.