

Monster Patrol

Monster Patrol is a simple fantasy role-playing game, aimed at younger players with shorter attention spans. Character creation is fast, game mechanics are simple, and the emphasis is on atmosphere and action.

Monster Patrol is inspired by Jason Morningstar's excellent *Dungeon Squad!* and others; see the Acknowledgements.

What is a Role-playing Game?

A role-playing game is a little bit like acting in an action movie. One of the players is the *director*: she sets the scenes by describing where the characters are and what they see. The other players are the actors; they create *characters* and describe to the director what their characters are doing in the scene.

The director often uses a script which sets the scene: what the stage looks like, what kinds of monsters and extras are in it, and any props that might be available. The director also plays the parts of everyone in the scene other than the characters.

What do I need?

You should gather a few things before you start playing *Monster Patrol*:

1. These rules.
2. Paper.
3. Pencils.
4. Dice.

You will need at least one of each die shown below. It helps if you have several sets so each player can roll their own, but you can also share.

Die	Shape	Sides
d4		four sides, marked 1-4
d6		six sides, marked 1-6
d8		eight sides, marked 1-8
d10		ten sides, marked 0-9 (treat "0" as "10")
d12		twelve sides, marked 1-12

Snacks and drinks are always a good idea. You may also find it helpful to have a large mat marked in squares or hexagons, and miniature figures or cardboard counters to mark where the characters and monsters are.

Creating a Character

Players create characters by following these five steps:




1. Pick a name.
2. Decide what your character looks like. How tall is she? What color is her hair? What kind of clothes does she wear?
3. Choose what your character is good at. All characters have three *talents*: Warrior, Rogue, and Mage. Take three dice: one four-sided (d4), one eight-sided (d8), and one twelve-sided (d12). Give each talent one die. The bigger the die, the more talented the character is in that area.
 - The Warrior talent stands for how well your character can fight monsters. *Wonder Woman* and *Gimli* are characters with a high Warrior talent.
 - The Rogue talent tells how well your character can sneak around. *Black Widow* and *Legolas* are characters with a high Rogue talent.
 - The Mage talent shows how well your character can cast spells. *Dr. Strange* and *Galadriel* are characters with a high Mage talent.
4. Give your character two *skills* with weapons, armor, or spells. Take two dice: one six-sided (d6) and one ten-sided (d10). Give each die to one weapon, armor, or spell. The bigger the die, the better the skill.
 - A weapon could be a sword, axe, club, spear, bow, or sling.
 - Armor might be quilted cloth, leather, chain mail, plate mail, or shield.
 - Spells are explained later.
5. Write down any other stuff your character carries, such as rope or food. You start with 15 coins.

Emma is creating a witch named Hermione. She pictures Hermione as short, with curly brown hair and brown eyes, dressed in jeans and a t-shirt. Emma decides Hermione is best at casting spells, average at sneaking around, and not very good with a sword, and so gives her a d12 for Mage, a d8 for Rogue, and a d4 for Warrior. Emma chooses two spells for Hermione, a d6 Shield spell and a d10 Lightning spell.



Name

Hermione

Talents (Rogue, Warrior, Mage)

 d4	Warrior
 d8	Rogue
 d12	Mage

Skills (Weapon, Armor, Spell)

 d6	Shield
 d10	Lightning




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Logan is creating a warrior named Percy. Logan imagines Percy as tall and strong, with short dark hair and blue eyes. Logan decides Percy is a d12 Warrior, d8 Rogue, and d4 Mage who carries a d10 sword and a d6 bow.



Name

Percy

Talents (Rogue, Warrior, Mage)

 d4	Mage
 d8	Rogue
 d12	Warrior

Skills (Weapon, Armor, Spell)

 d6	bow
 d10	sword

Race

You can also make your character a dwarf, an elf, or a halfling. Use the table below to adjust your character's talent die size:

Race	Warrior	Rogue	Mage
dwarf	+1	-	-1
elf	-	-1	+1
halfling	-1	+1	-

J.R.R. is creating a halfling named Merry. J.R.R. chooses a d12 for Warrior, a d8 for Rogue and a d4 for Mage. Merry's new talent dice are d10 Warrior, d10 Rogue, d4 Mage.

Doing Things

Most times when you do something it just works: eating, running, talking, etc. But sometimes you will try to do things that might not work, like shooting an arrow at a monster, or opening a locked door with a hairpin, or casting a spell. When that happens the director will ask you to make a talent roll; that is, roll your talent die against a target number. If you roll equal to or higher than the target number, then you succeed. If you roll less than the target number, things didn't go exactly as planned.

The director will tell you which talent die to roll and what the target number is, using the chart below as a guide:

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Difficulty	Target
Easy	2
Normal	4
Hard	6
Very Difficult	8
Almost Impossible	10

Warrior

Use the Warrior talent when you are fighting monsters. You attack monsters by rolling your Warrior die against the monster's Defense. If you roll equal to or higher than the monster's Defense number, then you hit the monster.

Percy attacks a goblin with his sword. He rolls his d12 Warrior die and gets a 7 which is greater than the goblin's 2 Defense, so he hits the goblin.

After you hit a monster, roll your weapon die to see how much you Hurt it. If the monster is wearing armor, the director rolls the armor die and subtracts it from the Hurts total, then subtracts *that* result from the monster's Health. Monsters die when they have no Health left.

After hitting the goblin, Percy rolls a d10 for his sword and gets a 5. This goblin has 8 Health and is using a d4 shield. The director rolls a 2 for its shield, reducing the Hurts to 3, which is then subtracted from its Health. The goblin now has 5 Health left.

Monsters attack characters the same way. All characters have 4 Defense and start with 15 Health. A character falls unconscious when he has no Health left, and will die soon unless someone helps him.

The goblin tries to chop Percy with its axe. Goblins are d6 Warriors; the director rolls a d6 and gets a 3. Percy's Defense is 4 so the goblin misses.

Anyone can use a dagger or fists as a d4 weapon.

Fancy Attack: If you have more than one Warrior die, you can use each die to attack a different monster, or the same monster multiple times, instead of adding the dice together in one attack.

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Fancy Defense: A character's Defense is based on her Warrior die:

Warrior	Defense
d4	2
d6	3
d8	4
d10	5
d12+	6

Rogue

Use the Rogue talent when you are trying to be sneaky, look for hidden treasures, or open a lock without a key. Moving quietly or hiding in shadows is usually Easy (target number 2), picking a lock or climbing a wall is often Normal (target number 4), and jumping a chasm or disarming a trap is typically Hard (target number 6).

Hermione is trying to sneak down a hallway without being noticed by a giant. The hallway is dark and the giant is sleepy, so the director decides this is an easy task.

Hermione must roll a 2 or higher with her d8 Rogue talent.

You also use the Rogue talent to shoot a bow or throw a knife. Bows can hit monsters far away, but the further they are, the harder they are to hit. Your Rogue talent is -1 die size for medium distances, and -2 die sizes for long distances. (You can use *Fancy Attack* with bows as well.)

Percy shoots his bow at a giant spider. The director says the spider is long distance, so Percy's d8 Rogue talent is -2 die sizes. He rolls a d4 and gets a 2 which is less than the spider's 4 Defense, so he misses the spider.

Mage

Use the Mage talent to cast spells. The target number for easy spells is 2, normal spells is 4, and hard spells is 6. Spells marked with "▶" keep working for as many turns as you roll. You have to stop the spell or wait for it to end before casting it again.

Hermione wants to open the door at the end of the hallway. Unlock is an easy spell, so she needs to roll a 2 or higher with her d12 Mage talent.

Easy Spells (target number 2)

Blink – Move instantly to any spot you can see, up to as many spaces as you roll.

▶ **Climb** – Magically help one character to climb walls and ceilings for as many turns as you roll.

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Heal – Erase as many Hurts as you roll from one character. Healing is hard to cast in the middle of a battle (target number 6). You can also use this spell to **Harm** a monster by *adding* Hurts.

▶ **Light** – Magically light up a circle about 9m (30') in diameter. The light moves with you and lasts for as many turns as you roll. You can also use this spell to create **Darkness**.

Luck – Add your roll to someone else's roll, *before* they make it. You can also use this spell to make someone **Unlucky** and *subtract* from a roll.

Unlock – Magically open any door, window, chest, etc. You can also use this spell to **Lock** things.

▶ **Wall** – Creates a magical wall that acts just like a real wall. Each 1.5m x 1.5m (5' x 5') section costs one point and lasts one turn. Use your roll to make multiple sections, or have the sections last for more turns.

Warn – Shows you any traps, hidden enemies, or other dangers within 9m (30').

Normal Spells (target number 4)

▶ **Bless** – Add two die sizes to someone else's talent or skill for as many turns as you roll. You can also use this spell to **Curse** someone and *subtract* two die sizes.

▶ **Charm** – Become a monster's Best Friend for as many turns as you roll. "These aren't the 'droids you're looking for."

Dazzle – Create a bright flash and loud sound which confuses one or more monsters, causing them to do nothing for one turn. Each weak monster (2 Defense) takes 1 point to dazzle, each normal monster (4 Defense) takes 2 points, and each strong monster (6 Defense) requires 3 points.

▶ **Fly** – One character can fly around for as many turns as you roll.

▶ **Haste** – Make one character twice as fast for as many turns as you roll. You can also use this spell to **Slow** a monster.

Shield – Put magical armor around one character. The armor stops as many Hurts as you roll, and vanishes once it is used up.

Turn – Make undead monsters (skeletons, vampires, zombies, etc.) run away. Each weak monster (2 Defense) takes 1 point to turn, each normal monster (4 Defense) takes 2 points, and each strong monster (6 Defense) requires 3 points.

Ward – Set a magical trap that blasts anyone who triggers it.

Hard Spells (target number 6)

Bolt – Send a magical arrow flying around obstacles to hit one monster.

▶ **Change** – Change your appearance to look and sound like any monster or person you have seen, for as many turns as you roll. Even though you look different, you still have all the same talents, skills, and stuff. If you change into an eagle, you still won't be able to fly (unless you also know the **Fly** spell).

▶ **Conjure** – Summon a magical creature to do your bidding for as many turns as you roll. The creature is a d8 Warrior with a d6 weapon and 10 Health. You can exchange two turns to increase its Warrior or weapon by one die size.

Dispel – Turn off a spell cast by someone else.

Fireball – Ignite a fiery explosion that hurts a monster and everyone nearby. The monster takes all the Hurts rolled. Everyone within 3m (10') of the target takes half the Hurts rolled, and everyone within 6m (20') takes a quarter of the Hurts rolled.

▶ **Invisibility** – Make one character invisible for as many turns as you roll. An invisible character is Very Difficult to hit (8 Defense) and attacks with +2 die sizes.

Lightning – Zap one or more monsters with a bolt of electricity. Split the roll among as many monsters as you like.

▶ **Sleep** – Put one monster to sleep for as many turns as you roll.

Healing and Rest

You regain Health points by resting, or using potions and spells.

After combat you can take a quick (15 minute) break and gain back d4 worth of Health. An hour's worth of rest with food and water will return d6 Health. A good night's sleep and a full meal will recover d8 Health.

Bandages, salves, potions and spells restore Health immediately, but are less effective the more they are used. Reduce the healing power by 1 die size for each use after the first, until you get a good night's sleep.

Treasure

Some monsters gather treasure. Most treasures are money like coins, gems, and jewelry. You can use money to buy more stuff, or to make your character better. You can spend 200 coins to learn a new d4 skill, 100 coins to add +1 die size to any talent or skill, or 50 coins to add +1 to your Health.

Hermione finds a bag with 67 coins in it. She could increase her Health by 1 and have 17 coins left; or if she finds 33 more coins, she can make her Warrior die a d6.

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Sometimes monsters will have magical treasures, like weapons or armor that are +1 die size. Wands and scrolls can cast spells on monsters, while rings and potions give you magical powers.

Magic items can be quite powerful, like a Cloak of Invisibility, a Potion of Healing, or a Wand of Lightning. They can also help a talent roll, like Elven Boots that add +1 die size to your Rogue roll when trying to move quietly.

Buying Stuff

These are items you might carry.

1 coin	5 coins	10 coins	25 coins	50 coins
blanket	backpack	crowbar	blank book	horse
candles (3)	bandages (d4)	grappling hook	healing potion (d8)	pocketwatch
fishing line & hook	bedroll	hammer & spikes	hourglass	spyglass
mallet & stakes	food for a week*	healing salve (d6)	mirror	
needle & thread	pole, 3m (10')	lantern & oil	musical instrument	
sack	rope, 15m (50')	padlock	saddle	
soap	snare	parchment, ink & quill	tent	
torches (3)	tinderbox	pick		
whetstone	waterskin	scales		
whistle	wood chest	shovel		

* Food could be bread, crackers, dried meat, cheese, dried fruit.

Die Size

Changing die size just means moving up to a larger die or down to a smaller die. You can't roll a die smaller than a d4. After d12 just add more dice starting with d4.

-1 size	Die	+1 size
–	d4	d6
d4	d6	d8
d6	d8	d10
d8	d10	d12
d10	d12	d12 + d4
d12	d12 + d4	d12 + d6
d12 + d4	d12 + d6	d12 + d8

and so on.

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Monsters

Monster	Warrior	Defense	Weapon	Armor	Health
Bandit	d6	2	d6 sword	–	8
Basilisk	d8	4	d6 bite + petrify	d6 hide	15
Bat, Giant Vampire	d4	1	2 bite	–	swarm
Bear	d10	6	d6 claws, d8 bite	–	16
Boar, Wild	d8	4	d8 tusks	–	10
Bull	d8	4	d6 bite, d8 horns	–	15
Camel	d6	2	1 bite, d4 kick	–	15
Centaur	d8	4	d6 sword or d6 bow, d8 kick	–	15
Chimera	d10	6	d8 claws, d8 horns, d8 breath	–	20
Cockatrice	d8	4	d6 bite + petrify	–	15
Crocodile	d8	4	d10 bite	d6 hide	20
Demon	d12	8	d10 claws, d8 whip, two d12 spells	d8 hide, immune to fire, lightning	50
Devil, Screech	d10	6	d6 Dazzle, d10 claws	d10 hide	25
Dog	d6	2	d4 bite	–	4
Dragon, Huge	d12	8	d8 claws, d10 bite, d12 fire breath	d10 hide	60
Dragon, Small	d10	6	d6 claws, d8 bite, d10 fire breath	d8 hide	40
Dwarf	d8	4	d6 hammer	d4 chainmail	15
Elemental	d12	8	d12 slam	only magic	50
Elephant	d8	4	d6 tusk, d12 trample	–	25
Elf	d8	4	d8 bow	–	15
Gargoyle	d10	6	d6 claws	d8 hide	20
Ghoul	d8	4	d4 claws + stun for d4 turns (except elves)	–	12
Giant	d10	6	d10 club	–	20
Goblin	d6	2	d6 axe or d4 dart	d4 shield	8
Gryphon	d8	4	d6 beak, d4 claws	–	15
Halfling	d6	4	d6 sword	–	15
Hellhound	d8	4	d6 bite, d8 breath	–	15
Hippogriff	d8	4	d8 beak, d6 claws	–	25
Hobgoblin	d8	4	d8 sword or d6 bow	d6 shield	10
Horse	d6	2	d4 bite, d6 kick	–	15
Hydra	d10	6	d10 bite (per head)	–	25

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Monster	Warrior	Defense	Weapon	Armor	Health
Lich	d12	8	three d12 spells	only magic	75
Lion	d8	4	d4 bite, d6 claws	–	20
Lizardman	d8	4	d8 mace or d6 spear	d4 hide	12
Manticore	d12	8	d8 claws, d6 bite, d10 tail + d4 poison for 4 turns	d6 hide	24
Minotaur	d10	6	d10 axe	d8 hide	25
Mold, Stinking Slime	–	1	erodes metal	–	25
Mold, Magic Sponge	–	1	absorbs magic	–	25
Mummy	d10	6	d6 hands + d6 rot for 4 turns	–	20
Ogre	d10	6	d10 club	–	25
Pegasus	d6	2	d4 bite, d6 kick	–	15
Rat	d4	1	1 bite	–	swarm
Rat, Giant	d6	2	d4 bite	–	4
Sheik	d12	2	d8 Harm	d10 Shield	80
Shockler	d10	6	d8 bite + d4 poison for 4 turns	d6 scales	20
Skeleton	d8	4	d6 sword	half hits from edged weapons	4
Snake, Giant	d8	4	d6 bite + d4 poison for 4 turns	–	15
Soldier	d8	4	d6 sword	d6 shield	10
Spider	d4	1	1 bite	–	swarm
Spider, Giant	d8	4	d4 bite + d4 poison for 4 turns	–	12
Sprite	d6	2	d4 dagger	invisibility	8
Tiger	d8	4	d6 bite, d8 claws	–	20
Troglodyte	d8	4	d4 bite, d6 claws	d4 hide	15
Troll	d10	6	d8 claws	heals d4 per turn	12
Vampire	d12	8	d10 bite + drain	–	40
Werewolf	d10	6	d8 claws, d10 bite	only magic or silver	25
Wolf	d6	2	d6 bite	–	6
Wolf, Dire	d8	4	d8 bite	–	12
Wraith	d10	6	d8 touch + drain	only magic or silver	20
Wyvern	d10	6	d6 claws, d8 bite, d4 tail + d4 poison for 4 turns	–	20
Zombie	d6	2	d4 bite	half hits from blunt weapons	10

Acknowledgements

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These rules are based on:

DUNGEON SQUAD! by Jason Morningstar.

<http://www.1kmlkt.net/rpg/dungeon-squad>

with additional material adapted from:

DUNGEON SQUAD! by Jim Adams.

http://meepodm.googlepages.com/dungeon_squad.pdf

Alternate DUNGEON SQUAD by Liam Brennan.

<http://www.1kmlkt.net/rpg/alternate-dungeon-squad>

DUNGEON SQUAD - Yet Another Variant by Andrew Domino.

<http://www.1kmlkt.net/rpg/dungeon-squad-yav>

Warrior, Rogue, and Mage by Michael Wolf.

<http://www.stargazergames.eu/games/warrior-rogue-mage>

