PARALLEL DIMENSION GAMING

Dungeon Survivor

by Edwin Nagy



Art by Artem Skukaev

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Draft November 1, 2026

To do list:

- ~~Need dice rolling for creatures for when players shape change or otherwise become creatures. How to convert GMC (new term for this?) to PCs? Did a formal punt, may revisit.~~
- ~~Add Armor to play mat (maybe with shield?)~~
- ~~Maybe change character sheet to have current right next to max for each die.~~
- Need to create NPC style monsters (cleric, MU, etc.)
- Stretch Goal with magic item shoppe price list.
- Hirelings? Pack animals?
- ~~Write up rest of shape change mechanics, specifically what happens when you run out of your animal's CON score.~~ ← have trial version that does not provide too much power… Do we like it?
- Potion miscibility
- More magic items, spells, ~~creatures~~
- Poison creation magic?
- ~~Work on quickening armor and damage~~
- ~~What about other "skills". Is it worth looking at 2E or 3E skill lists for inspiration? What about 5e class features?~~
- ~~Design Note about Labyrinth Lord as basis (hence fast zombies?)~~
- Appendix of character (including species and race-as-class) types at various levels
- Appendix on statistics including graphs.
- ~~Movement and stat block for spiders and other small crittters.~~
- ~~Idea of rolling an extra 4d when you lose a die (out with a bang)~~
- ~~Vibe of 1st person extraction RPG (perhaps a useful metaphor for describing the game)~~
- ~~Add rule about Last Gasp 1d4, resets on sleep.~~
- ~~Possible rule about not healing a die in an ability score if a die is missing.~~
- Graphic or other means of differentiating grittier v. more heroic rules?
- Hairy Feet feat description.
- ~~Need to tackle the wandering monsters during six-hour rests. Do we really want 18 wandering monster checks? Does frequency or die size change during a Sleep?~~
- Add a note about the fun of a Beetles Don't Notice the PCs die.
- ~~Add poking and spearing weapons~~
- Change some examples to take other types of damage than CON.
- Add note about importance of public GM rolls for pending events, even if they would normally be secret in other games. The rolls make this game. There is an enemy coming 1d6/One Round, there is an explosion happening 1d8/One Quarter Hour, etc. Ideally also include narrative clues.
- ~~Decaminute or Quarter Hour???~~ (Switched to quarter hour, check that durations all still make sense)
- ~~Should the armor penalty apply to spell casting? Probably not.~~
- Recompare Bless and Action Inspiration. Redundant? One too powerful?
- Trap tiers? Trap TNs and damage wrt PC XP tier?
- ~~Rules about being prone and getting up~~
- Option to sell or trade feats while leveling up?
- Note in GM section that PCs hurt themselves, no need to worry about creatures doing it.
- ~~Add running headers with section names~~
- ~~?extra successes with Medic or Counsel reduce time similar to picking locks?~~

Notes from Jim on running Dungeon Survivor

Play test hall at GenCon 2026 (self-selected for playtesting based on the description)
Description more or less from the web site
4 sessions (2 hrs each) full table each time + 1→ 21 people played.

1st session:
explained the game
create a character
10 or 12k xp PCs. Went well.
Quick combat.
About 1.5 hours plus 30 minutes of chatter.

Other sessions:
Pregens, using first five from the web site double-sided versions
2nd: played some exploration in the dungeon. Gate, monsters outside, break through the gate, enter, explore, trap, over the pit trap, wandering monster and little combat.
3rd: Inside the dungeon rolling to detect the pit trap (they found it and disabled it) and then wandering monsters. Summon animals used.
4th: Inside, trap, wandering monster, here's 3K XP, spend it.
Had printouts of the feats.

-
- Comments:
- ~~Character creation and spending XP, description reasonable in the book, but possibly add table for each. Two-axis table with starting die on one side, ending die on the other. Here's the XP needed.~~
- ~~Explanation of how damage works. Currently under Resistance, maybe put it in with combat or refer to resistance rolls.~~
- ~~Shape Change spell: confusing to have animals listed. Refer to Group I, 2, etc. animals.~~
- ~~Current character sheet doesn't have Last Gasp die check box~~
- ~~Thrown Weapons feat is STR. (Question was asked.)~~
- ~~In combat moving minis. No rules about moving through people in combat. Maybe add one? (→OK to move through friends, but not opponents.)~~
- ~~Intent or possibility that a player can use mending to mend ammunition. Answer: No. Make sure this is clear.~~
- ~~Scrounge Feat – maybe to allow better weapon or equipment? With an action you can always find a d4 weapon (rock, stick)~~
- ~~(Can use bow w/o ammo) ← clarify this!!!~~
- Feat proposed: "Form up for combat", this would allow reorganizing for a combat. Party leader would have this—can subtract from their initiative. It would allow group to put the tanks up front.
- ~~Is there any time where there is a check on encumbrance? Yes.~~
- ~~Idea of intentionally maxing a die knowing it's going to desplode. Maybe double desplode? Optional Rule.~~
- Some kind of re-roll mechanic source. (Inspiration? Magic? Fate points?, Magic Item?)
- ~~Conjure. Range: when animal is conjured: Add sentence, "You can have them appear anywhere in range."~~
- ~~Monster Scan trait: **poorly worded**. Learn (as opposed to Know.) What is its point?~~
- ~~Second Attack feat: does not allow casting a spell.~~

- ~~Need clear statement that can only use one feat at a time. Clarify within second attack also.~~
- ~~Spells: Some mechanic to be able to cast multiple spells at once or combine them. (Think about high TN to succeed and what happens on a failure.) Use this feat to cast multiple spells that you know. TN is 5 + 2x the number of spells. Or something. GM and player to negotiate.~~
- ~~Use of spells: Intent that spell components act as consumables like ammunition (YES). Idea of a "spell weapon" like a spell focus. Something that could be repaired. Maybe a magic item? Or could be magic and then would have more dice. Maybe the opposite — **only have one piece of equipment per roll for any feat**. Make an equipment called "Bow & Arrow".~~
- ~~Wording a turn, a round. Change the wording on Turn to Quarter Hour.~~
- Q: How to accumulate the XP? It's a grind. More likely to spend on increasing than buying new feats because d4 expensive and not useful…. Suggestion: ~~d4 desplode to a d2 instead of 0 and then d2 to zero.~~ Maybe change to 800 XP for a d4?
- ~~Some kind of rule or something that allows players to help each other. Clarify how it is there for attacks.~~ GM advice piece on how to do this. ~~(Can jump initiative at the cost of 5 TN per success?)~~ Having more "support" feats. ~~Enthusiastic Support. Defend Your Ally.~~ More reaction feats. ~~Bardic Inspiration.~~
- People had fun. Positive comments. Liked mechanics.
- Had fun running.

Some important points to include somewhere

- Desploding dice represent extraordinary effort. You pushed yourself or your equipment (and yes, even your noggin) so hard that after the amazing success, they lose a bit of efficacy.
- The characters dice should change a lot, with a slow slide downwards, forcing an eventual escape from the dungeon. Rests, healing spells, etc., should all be available and used. Of course, wondering monsters are also important.
- Meaning for extra successes can be difficult. It is rarely achieved without the player losing some dice. It should be rewarded when possible. For many spells and actions, ideas or rules for extra successes are provided. For others, be creative.
    - Listening at a door that has nothing behind it—perhaps with extra successes they feel some vibrations from further away in the dungeon.
    - Searching an empty room—consider creating a hidden nook where somebody left some treasure or a clue, or even create an active or inactive trap for the character to find.
    - Damage in combat—perhaps a spectacular overkill forces a morale check, even with a penalty, for the other enemies.
- Outside of combat, might use average durations, especially for dice that need to be checked every round. Unless it seems more fun to check every round. E.g., a spell with 1d6/One Round duration lasts an average of 10 rounds. Outside of combat, it might be easier to just use the 10 rounds rather than trying to break exploration etc., up into rounds.
- ~~Spells are examples and should be used as templates. Fire resistance implies the existence of cold resistance, acid resistance, etc. (Sometimes it's not so clear—wall of stone would be very different from wall of fire, but probably similar to wall or iron…) Reskin fireball or magic missile, etc.~~
- ~~In the GM section – The dungeon is where the danger is. This could be forest, city, or anywhere else that has constant danger and a boundary.~~



- ~~Some dungeons have safe zones. If you want a safe zone, that's fine, but the XP clock stops and resets to 0 when the party leaves it.~~
- A nice graphic of a play mat with dice on it to explain character generation. Get dice font.
- ~~Example with shatter against dice, with some dice remaining, but door's TN to be broken open is lowered.~~

Game Aid Ideas/Marketing/Add-ons

11x17 character sheet pads

Erasable GM tracker sheet (11x17)

Color dice sets w/ d16s

Free art-free rules set on DTRPG

Intro adventure

More pregens, possible custom, named PCs (with art?)

Foundry access?

Item cards that can be wet or dry erased

From the Jim) KS: stretch goals/add-ons: set of DS dice, iconography indicates Ability, Feat, Equipment. (Pips v. numbers v. ???) Chipboard character sheet double layer indents is max die size with an indent for current die. Donut pog that says max die and current die sits in inset.

Dice set: three colors, each color to include: 1d20, 1d16, 2d12 2d10, 3d8, 3d6, 3d4

Flip book art along page ends. Adventure falls through hole, then rock falls on his head. Something else when looking at back of pages. Change color to represent different section of book.

Proxima Soft font. Condensed.

Get art made of play test character deaths to include in acknowledgements section.

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Dungeon Survivor

You can not have a meaningful campaign if strict time records are not kept.

—AD&D Dungeon Master's Guide

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This is a game of dungeon survival.

We can hear you asking, "Doesn't that describe every fantasy role-playing game?" Well, yes, but here, you aren't just looting and running from the dungeon. Instead, your goal is to spend as much consecutive time beneath the ground as possible while gathering treasure and either avoiding or killing monsters.

Sounds simple, right?

It's not. The dungeon is a dangerous, malevolent place. It destroys intruders and guards its treasure. It'll let you in, but it won't necessarily let you leave.

Dungeon Survivor is built on a press-your-luck mechanic. The longer you spend in the dungeon, the greater the possible reward. But if you stay too long, you face death head-on. First your material runs out, then your food, and finally, bad things happen. You might get eaten by a rat (a big and very hungry rat), or you might simply lose your will to carry on.

What do you need to play?

This is a game to be played with a group of friends, so gather around your game table or get together online. One of you will run the game (the GM) and the rest will be players. You'll need character sheets (more on those later), a way to keep notes, something to write with, and special polyhedral dice. Regular six-siders you scavenge out of old board games just won't do. See the **Special Dice** section below on what to buy. A lot of players like to use miniatures to represent their character in the game, but it isn't necessary. The final bit you'll need is your imagination, as this game takes place in your mind as well as on the table (or screen) in front of you. You'll get a description of the setting, and from there, it's up to you to decide what your character does. Do they run, do they fight, do they hide, do they cast a spell? It's all up to you.

If you're going to be the GM, you have a few additional things to do. First, you'll need to know these rules. If you've played a role-playing game before, you'll know the basics. If not, you'll want to read through this book and get a feel for how the game flows. We've provided game-table examples throughout to help explain the rules, so brush up on those until you feel

comfortable running the game. It's going to be your job to paint a picture for the players, telling them about that big ol' rat in the corner that's likely going to eat them when they mess up.

But don't go into this thinking it's you against them. Nope, this is a cooperative game where you'll work with the players as much as against them. You need to be able to set the scene and then adjust on the fly to what the players do. All while keeping the game fair and on track. You aren't out to punish them; the goal is to have fun.

So what do you need? Well, first you'll need a dungeon. That's the setting for the game. It may have some bits and pieces set in a city or a village or whatever, but they usually involve going underground at some point. For this game, most any fantasy dungeon designed for D&D or one of its many siblings and cousins will work. If the dungeon is not created specifically for Dungeon Survivor, you'll need to do a little modifying to make it fit, especially bits like the encounters, traps, and so forth. Advice on this is the GM's section of the book.

You'll also need some of the same things as the players, namely paper and pencil, a GM screen or something (like big books standing upright) so you can keep your notes hidden, and your own set of dice (and maybe more than one set!).

Special Dice

The game uses standard polyhedral dice — four-siders (d4), six-siders (d6), eight-siders (d8), 10-sider s(d10), 12-siders (d12) and 20-siders (d20). You'll also need d16s (which they do make!), but you can also just roll a d8 and any other die. If the other die is even, add eight to the d8, otherwise use the value as is. The dice are ordered by size, with each larger die being one rank greater than the one below it. Each player (or the table in common) probably wants three different colors of dice — one for ability score dice, one for equipment dice, and one for feat dice. Normally, having 3d4, 3d6, 2d8, 2d10, 1d12, 1d16, and 1d20 of each color is more than adequate. Players with beginning characters can easily get by with one of each of the larger dice, rather than one of each color.

The Mechanics

The main mechanic is rolling a handful of dice and adding up the result. There is a version of the mechanic for a creature or character trying to do something, and one for a creature or character trying to resist something. Often these are in opposition (a character attacking and a monster resisting damage), and sometimes it is difficult to determine whether something is active or passive (is wiping the slime off my arm an action, or am I resisting the acid burn?) Most of these cases are defined explicitly where they come up. In addition, there is a mechanic called Sudden Death and one for Durations.

Commented [JH1]: Come up with a name for this main mechanic for when we refer to it again?

Commented [EN1R2]: See below...

All die rolls in this game are either desploding or exploding (see below), and except for healing (*c.f.* Resting, Healing, and Resurrection), they are all desploding.

The Die Chain

In Dungeon Survivor, the die chain includes the following dice in order: d4, d6, d8, d10, d12, d16, and d20. Your abilities, feats, and equipment are all represented by dice on the chain. As things get damaged or word, the dice representing them go down the chain (from d20 toward d4). Healing, mending, rest, etc. can mean that an ability, feat, or piece of equipment can have their dice ranks increase.

Die Rank	1	2	3	4	5	6	7
Die	d4	d6	d8	d10	d12	d16	d20

Exploding Dice

Exploding dice go up in rank when the highest value of that die is rolled, unless the die is already at its maximum value. If you roll a six on a d6, it turns into a d8. In addition, you automatically roll the new die, and it might increase as well. This mechanic is mostly used after a character has a chance to take a Breather (see Resting, Healing, and Spending Experience).

Desploding Dice

A desploding die is like an exploding die, except it loses a rank when you roll the highest value. If you roll the highest value on the die, reroll the new, smaller die. If you roll a four on a d4, it disappears. Any desploding die can disappear with a string of max rolls.

Base Mechanic for Action:

Roll one or more dice as desploding dice and add up the results. If a die desplodes, add the new value to the total. If the sum (including all rerolled dice) meets or exceeds the target number (TN), the action is a success. An additional success is added for every five greater than the target number.

A character attempting a feat or action always rolls at least one of the corresponding ability dice. This will be described in the rules as, for example, a Strength (Climb Walls) check, which means that to climb a wall, a player must roll at least one Strength die and can choose to roll one or more dice from their Climb Walls feat if they have it.

The contents of a die pool should be decided before any of its dice are rolled. Adding dice one by one until you achieve the result you want is counter to the idea of this push-your-luck game.

Your die pool will consist of at least one die from an ability score and then your choice of dice from up to one feat and up to one piece of equipment. For example, an archer would use at least one die from their Dexterity and then might choose two dice from their Missile Weapons feat and one die from their magic bow & arrow. Note that when you use a spell feat, you must use at least one die from the spell as well.

Most of the time, you will use all your successes from rolling the dice. When you don't, you gain a bonus on your next action roll equal to +1 for each unused success.

Baruks has been hit by an arrow from the dark. She uses her 1d6 Wisdom to find her assailant. She rolls a six and so immediately rolls 1d4 and adds that result to the total. If the d4 comes up a four, Baruks gets a 10, a good score for finding that hidden sharpshooter, but she has lost her Wisdom die.

Typical Target Numbers	
Trivial	5
Easy	10
Medium	15
Hard	20
Heroic	25
Superheroic	30

Commented [EN2]: Does this have to go up to 40?

Maximum Effort (an optional rule)

When making an action roll, you may choose to have any of your feat or ability score dice roll their maximum amount. This desplodes the die two ranks instead of one, and the rolling continues as normal.

Laticia makes a melee attack and thinks that if they don't kill the target this round, they won't have time to escape the collapsing dungeon. She chooses to put maximum effort on her 1d10 Strength and her 1d8 Melee attack. Her Strength becomes 1d6 and she rolls a four while her melee attack becomes 1d4 and also comes up a four. She loses the melee attack die, but manages to get a total of 26, typically five successes.

Base Mechanic for Resistance

Roll the minimum number of dice required as desploding dice. If you don't have the minimum number of dice, you must reduce one die by one rank for each die that you are missing before you roll to resist. This mechanic is typically used to resist damage. In this roll, you don't add the dice. Either a die survives (it doesn't roll its highest value) or it doesn't.

When damage is dealt to an ability score, you make a resistance roll. You must roll one die of the ability score for each point of damage you take. If you don't have enough dice, the damage first reduces your dice, with each reduction "absorbing" one point of damage. Once you are taking the same amount of damage as you have dice, you roll them as a resistance roll.

Objects that take damage behave in a similar way. Typically, objects are only affected by things that do CON damage, and it might be a Structural die that is affected.

For example, if a 1d8 rope is slashed by a sword for three successes, the rope is immediately reduced to 1d4 for the first two damage and then the 1d4 is rolled to resist the last point of damage.

Choosing Dice

When you make a resistance roll, you must choose the dice to roll from smallest to largest, and if there is a tie, from least damaged to most.

If multiple dice need to have their rank *reduced*, the smallest die is changed first. If there is more than one die tied at smallest, the *least* damaged is changed first. If multiple dice need to have their rank *increased*, the smallest die is changed first. If there is more than one die tied at smallest, the *most* damaged is changed first. All missing dice for a given ability score or feat must be recovered before any dice can be increased.

Examples

If a Mending spell is cast on an object that has 1d4 (of 1d10) and 1d6 (of 1d8) dice, the d4 goes up first, then the d6 (of 1d10), then the d6 (of 1d8), then the (newly recovered) d8 (of 1d10).

A fireball does six CON damage to a creature that has 1d4 (of 1d6), 1d4 (of 1d8), 1d6 (of 1d8), and 1d10 (of 1d10) Constitution. Since there are six points of damage and only four dice to resist it, some dice get reduced without being rolled. First the d4 (of 1d6) goes down. It disappears. There is now five damage to do and only three dice to resist it. The d4 (of 1d8) is reduced, also disappearing. There is now four damage to resist and two dice to resist it. The d6 (of 1d8), is reduced to a 1d4 and then it disappears. There are now two more points of damage to take and one die to resist it. The d10 (of 1d10) is reduced to a d8. There is one more damage to be take, and the creature has 1d8, so it rolls 1d8 as a desploding die.

Sudden Death

One of the simpler and more exciting mechanics is Sudden Death. Rather than saying that an event will occur at a certain time, the Sudden Death mechanic determines when the event occurs dynamically. A Sudden Death event has one die and an interval. Each time the interval occurs, the die is rolled as a desploding die. When the die disappears, the event happens. The expected number of intervals and the chance of the event occurring after the first interval are given in the Sudden Death Probability Table.

Sudden Death can be used for a wide variety of events. Some creatures have a Sudden Death poison—the target of the poison will die unless cured, but nothing (mechanically) bad happens to the target until it keels over. A delicate stone archway might have its die rolled each time there is a violent action or loud noise nearby. Some wolves might be working furiously to escape from their cage so they can attack the party. Sudden Death is generally a good roll to make in front of the players (or have a player make) and the reduction of the die can typically be easily narrated. You feel nauseous and sense that are you getting dizzy. A few pebbles fall from the arch. One of the ropes holding the cage closed has been gnawed through.

Sudden Death Probability Table

Die	Expected Intervals to Failure	Expected Result	Chance of Immediate Failure
1d4	4	2.5	1 in 4
1d6	10	3.9	1 in 24
1d8	18	4.9	1 in 200
1d10	28	6.0	1 in 2,000
1d12	40	7.0	1 in 20,000
1d16	56	8.9	1 in 350,000
1d20	76	10.9	1 in 7 million

Durations

A Duration has a desploding die for its potency, a recurrence interval, and an effect. It is for something that lasts an unknown duration. At the beginning of the Duration, the effect occurs. At the end of each interval, the potency die is rolled, and the effect re-occurs or remains. When the last potency die disappears, the effect ceases. Durations are most commonly used for spells, poisons, and disease, and the effects might be the ability to fly, a die (or more) of damage, blindness, an inability to take actions due to excessive laughter, etc. Paralysis, charm, and other magical effects often use the Duration mechanic, as do fire and holy water.

To determine how long a Duration is likely to last, multiply the Expected Intervals to Failure for the given die size by the interval. A 1d6/One Minute candle is likely to burn for 10 * one minute = 10 minutes, but there is a 1 in 24 (or 4%) chance that it burns out after the first minute!

In general, all Duration rolls should occur together at the end of a round, and counting starts the round after the effect is instituted. If a character casts a spell with a duration of 1d6/One Round, the first die is rolled at the end of the round after the spell is cast, not the one in which it is cast.

Sharing Your Food: Splitting Dice

For a single object, such as a sword, its die size represents its size and quality. For mass nouns, such as food, water, oil, and ammunition, the die size has more to do with quantity. Because of this, and to allow for common sense activities like sharing food, there needs to be a way to split

up dice. And there is! Taking 1d4 of something from the whole (perhaps you have 1d10 water), reduces it by one rank (in this case reducing it to 1d8). Taking 1d6 reduces it by two ranks (dropping 1d10 to 1d6.) While materials may be separated in this way, they cannot be combined or even recombined. This is because doing so would break game physics in an unpleasant way. A 1d4 lasts, on average, four intervals, so two separate 1d4s used sequentially are expected to last eight intervals. A 1d6, on the other hand, is expected to last 10 intervals. This means there is a loss any time a die is separated.

Note that even things like arrows (whether magical or mundane) can be separated. If you want 2d4 magic arrows instead of 1d6 of them, it's fine. On average, you will get to shoot the 2d4 arrows a total of eight times before they run out and get an average bonus of 2.5. Net benefit, 8 x 2.5 = 20. Keeping the arrows together, you will shoot an expected 10 times with an average benefit of 3.9 (slightly higher than 3.5 due to the possible desplosion) for an expected bonus of 39. However, perhaps you want to share so other characters have access to magic arrows, or want to give some as an offering to potential ally.

Examples:

Laticia attacks an orc using her 1d6 sword. She has 1d10 melee and 1d12 Strength. The orc has plate armor (1d16 + 1d4) and has 2d8 Constitution. Laticia chooses to roll all available dice (1d12 +1d10 +1d6) because she needs to clear the orc quickly as the bridge they are standing on is in danger of collapsing (at the end of the previous round, it went from being 2d8 to 1d8 + 1d6 due to an eight having been rolled on one of its dice.) She rolls a six on the d10, a five on the d12, and a four on the d6, for a total of 15. This is three successes and so does three CON damage. The orc rolls his armor first and gets an eight on the d16 and a four on the d4. A 12 is two successes, so there is one damage left from Laticia's attack. The orc rolls one of his Constitution dice and gets a three (so it doesn't go down—effectively he is not hurt by the attack.) He survived the attack, but his armor is reduced to 1d16.

Flanco casts a 1d6 Fireball spell against the evil wizard at the far end of the bridge using his 1d12 Intelligence. He rolls a two on his intelligence and a three on his Fireball. The total is five so the Fireball succeeds (spells normally have a TN of 5.)

The evil wizard is hit by the Fireball. She has 3d6 Constitution but only needs to roll one of them because the Fireball had only one success. She rolls a six. It goes down to a d4, and she rolls it again and gets a three. She now has 2d6 + 1d4 Constitution.

The 1d8 + 1d6 rickety bridge holding up the party is targeted by the wizard casting a 1d8 Shatter using her 1d12 + 1d4 Intelligence. The wizard chooses to use all three dice. The d8 comes up an eight and then a one, the d12 a ten, and the d4 a two. The total is 20 against a target of five. This is four successes (and wizard's Shatter is diminished.) Since the bridge only has two dice, the 1d6 drops two ranks and disappears for the first two successes, and then the remaining d8 drops one rank for the third success. Finally, the GM rolls 1d6 for the bridge against the last success. It comes up a six, and the 1d4 comes up a four. The bridge collapses.

Flanco casts his 1d8 Feather Fall in an attempt to save the falling party. He rolls 1d10 + 1d8. He gets an eight and a seven for a total of 15 so he gets three successes. For feather fall, extra successes allow additional people to be targeted or increases the duration. Since the fall is only 60 feet (one round of falling), he chooses to target additional people. He chooses Baruks and Grover, leaving Laticia to her own devices, since she has the highest Constitution. He also chooses to let the orc crash to the rocks below…

Baruks, Grover, and Flanco land safely 60 feet below. Laticia takes six CON damage (one for every 10 feet). She started the fall with 2d8 + 1d6 Constitution. She has to roll six dice but only has three. Her d6 drops to a d4 and then disappears as two extra damage are absorbed, and one of her d8s drops to a d6. She now needs to roll three dice but has only two; she rolls 1d8 + 1d4. She rolls four and two, and ends the fall with 1d8 + 1d4 Constitution. The orc also takes six CON damage and has only 2d8 Constitution. Starting with the first d8, it is reduced to a d6 and then a d4 and then disappears from the first three surplus damage. There are three remaining damage, and the orc is down to 1d8. The two surplus damage take the d8 to a d4, and the GM rolls 1d4 for the orc. On a four, it dies.

The party sees a tunnel entrance 12 feet above their heads, and they desperately want to get out of sight of the evil wizard. Baruks attempts to climb. She has 1d12 Dexterity, 1d12 of rope, and 1d4 pitons. The GM decides this is a trivial climb but makes them roll because they are in a hurry. The TN is set at five. Baruks decides to roll her 1d4 pitons and her 1d12 Strength. She gets a four on the pitons and a 10 on her Strength. With a 14 total, she has two successes but no more pitons. In discussion with the GM, the players decide the extra success allows her to have found a route that is protected from the eyes of the evil wizard. She lowers her 1d12 rope so the others can climb up. This is a trivial TN 5 climb with the rope (the party still has to hurry since those standing in the rubble of the bridge might be attacked by the wizard) and each character could use their Strength only or their Strength plus the 1d12 rope.

Character Generation

If you're going to be a player in Dungeon Survivor, this next section describes how you'll create a character for the game. If you've played a fantasy roleplaying game already, a lot of this is going to be old hat. But Dungeon Survivor has a few twists you should be aware of.

To build a character, you need to choose dice for ability scores and feats. These form the basis of your character—do you have somebody strong and charismatic, or perhaps your character is sneaky and casts magic. Combine the ability scores and feats to make the style of character you want to play, with the proviso that as you character progresses, you will get to add dice to existing ability scores and feats as well as acquire new feats. Appendix ## has examples of paths for certain archetypical characters (thieves, fighters, illusionists, etc.), but you are free to mix and match as you like. Once you have a the base of the character, you'll roll for starting gold and purchase equipment, and choose your languages. From there you just need a name and maybe a personality and you're ready to head into the dungeon.

Ability Scores and Feats

Characters have six ability scores: Strength, Dexterity, Intelligence, Wisdom, Charisma, and Constitution. They are described below. In addition, a character has some number of feats. Feats are described more on Page ##, but they are one of the main things that differentiate characters from each other. Feats include combat abilities, spell casting, miscellaneous talents, and more.

The ability scores are used, possibly along with feats and equipment, to tackle difficult problems. Each ability score and its typical uses are discussed below.

Strength: Physical power, used to break, climb, run, punch, and swing a sword. When this ability's dice disappear, you are unable to move from where you are. You can loll your head and drool, but not much more.

Dexterity: A measure of speed and agility, used to perform delicate tasks, sneak around, and make ranged attacks. When your last Dexterity die disappears, you have no coordination. You can no longer walk or perform even the simplest task.

Constitution: This measure of hardiness is primarily a measure of how much life you have left. A creature with no Constitution dice is unconscious.

Intelligence: This is a combination and knowledge and logical prowess. You might use this to solve a puzzle or know an esoteric fact. When your Intelligence disappears, you are unable to make any sense of the world.

Wisdom: This measures your willpower and wits and is a measure of how observant you are, whether of a person's underlying desires or of the shadow sneaking up behind you. Without Wisdom, you have no will to continue and no awareness of your surroundings.

Charisma: This is your ability to lead others as well as a measure of your sense of self. It combines your ability to inspire with your empathy. Without Charisma, you have no sense of self and no understanding of others.

You can start a character with any number of dice, but generally everybody in the party should start with the same equivalent experience points (XP) worth of dice. If you want to experience life on the edge, an entry level character has 19,200 XP worth of dice: 1d12, 1d10, 1d8 and 3d6 for ability scores and 4d4 for feats. This fragile dice set up is recommended primarily for groups with at least five characters and for players that enjoy some cautious play.

For smaller groups, or groups that want to start with more robust characters, you might add 1d4 to each ability score (each ability score and feat can have up to three dice eventually.) and change two of the d4 feat dice to d6. This can either mean additional feats or feats that can be used with less risk of desploding. This dice combination is equivalent to 26,400 XP.

For a high-action one-shot where you want the characters to have a good chance of surviving, 44k XP arranged as you see fit (while following the limits for die size discussed in the section on feats) can be a nice level. Characters with this level of dice probably also have significant high-quality equipment and some magic items, unless you are playing in a Conan-style world where the characters lose their wealth every time they come home from adventuring.

[SIDE BAR]

XP Cost for Getting and Improving Dice

The table below gives the experience point cost to increase an ability score or feat die. Find your current die in the lefthand column and the new die size along the top. The number at their intersection is the cost. For example if you have a d8 that you want to increase to a d12, you would spend 2200 XP. To buy a new feat directly at 1d10 costs 3400 XP.

Die	1d4	1d6	1d8	1d10	1d12	1d16	1d20
0	1000	1600	2400	3400	4600	6200	8200
1d4		600	1400	2400	3600	5200	7200
1d6			800	1800	3000	4600	6600
1d8				1000	2200	3800	5800
1d10					1200	2800	4800
1d12						1600	3600
1d16							2000

[END SIDE BAR]

Languages

For each rank of Intelligence dice you have, you can speak one language from this list: Common, Druidic, Dwarven, Elven, Draconic, Giant, Goblin, Thieves' Cant (the Game Master may decide to change this list to match their campaign world.)

With 1d8 Intelligence, you can choose three languages.

Last Gasp: An Optional Rule

Each character has a desploding d4 Last Gasp die that replenishes after a Sleep. Whenever you lose a die while making a roll for an action, you can choose to roll your Last Gasp die and add it to the total.

Starting Gold

A character starts with 3d8 (desploding dice) x 10 gold pieces and a normal set of clothing. You can use the gold to buy armor, weapons, and equipment as desired.

Examples:

Flanco, whose player wanted a flexible, elf-like wizard, started with 1d6 Strength, 1d6 Constitution, 1d6 Dexterity, 1d8 Charisma, 1d10 Wisdom, and 1d20 Intelligence. He had a 1d4 Fire Ball and a 1d4 Magic Missile for spellcasting and 1d4 Dark Vision and 1d4 Missile Weapons.

Baruks, a human roguish type, started with 1d6 Charisma, 1d6 Wisdom, 1d6 Constitution, 1d8 Intelligence, 1d10 Strength, and 1d12 Dexterity. Baruks started with 1d4 Pick Locks, Move Silently, Sneak Attack, and Melee Attack.

Laticia, a fighterly character started with 1d6 Intelligence, Wisdom, and Charisma, 1d8 Dexterity, 1d10 Constitution, and 1d12 Strength. She chose 1d4 Melee Fighting, Missile Weapons, and Thrown Weapons, and Fast to Act.

Grover, something of a dwarven cleric, started with 1d6 Intelligence, Charisma, and Dexterity, 1d8 Strength, 1d10 Constitution, and 1d12 Wisdom. He started with 1d4 Cure Wounds, Charm Person, Dark Vision, and Stone Sense.

Time

Time is a critical component of this game, as both reward and danger depend on the continuous length of time characters spend in the dungeon. Units of time for this game are listed below. If

your world has a different day length, or some other system of time, feel free to adjust. You can keep track of time using the time keeping sheet in the Appendix.

Day (24 hours)
Quarter Day (6 hours)
Hour
Quarter Hour (15 minutes)
Minute
Round (10 seconds)

In each round, a character can move, make one combat action, and possibly make a reaction. Many activities, such as searching for a trap or securing sleeping quarters, take longer than a round. Typically, searching a 10-foot area for traps or secret doors or footprints takes a Quarter Hour.

You can use an action to prepare to use a reaction to make an action by defining the action you will take and the event that will trigger it. When the trigger happens, you can choose whether to use your reaction, if it is still available (if you haven't, for example, used it to dodge an attack in the meantime.)

Assume any combat takes at least one Quarter Hour (round up as necessary). The additional time accounts for getting recombobulated and picking through the obvious loot.

Travel is based on movement speed, and if the party travels at exploration speed, it can be a significant portion of the day.

Mending items, constructing traps, securing resting areas, etc., all take time, and generally the greater the benefit, the longer it takes.

Perhaps setting up a TN 5/1d12 string with a tin can alarm could be done in a few minutes, but if the party wants a more secure TN 10/1d4 alarm system, it might take an hour. (The TN in this case is for somebody to find it, and the die represents the likelihood that it is triggered when a creature passes over it.)

Movement

This game has two movement speeds. In combat or at a normal dungeon travel rate, a character can move 30 feet in a Round. A character who is checking for traps, trying to move relatively quietly, looking for glints of gold, etc., moves at an exploration speed of 90 feet per Quarter Hour. A character may choose to give up their action to run at double speed but must succeed on a Constitution roll each round. Extra successes on the roll allow for extra rounds of double movement before having to roll again, one round per added success. The TN is typically five, but running through crowds, up hills or stairs, through fields of debris, against the wind, or other impediments may increase it.

An encumbered character moves at half speed (*c.f.* encumbrance.)

Prone

A creature who gets knocked down is prone, or possibly supine. In either case, they probably want to get up. An unencumbered creature can get up by using five feet of movement. If they are encumbered, they need to make a Strength check to get up as part of their movement. This uses 10 feet of movement independently of whether they succeed. The TN is five for every 20 pounds they are above their encumbrance limit.

While prone (or supine), you may decide that a creature's TN to perform various actions is raised (or lowered, depending) and that they are easier or harder to hit. A character moving on all fours typically moves at half speed while one attempting to army crawl goes even slower.

Jumping and Leaping

Typically jumping and leaping are Strength-based and the penalty to TN from armor applies. While unencumbered and without rolling, a creature with a running start can jump horizontally a number of feet equal to the size of their largest current Strength die. Without running, they can jump half this distance. Similarly, a creature can safely jump down a distance in feet equal to the size of their largest die, and up half this amount without a running start. A creature can jump up half the distance they can jump horizontally. To jump beyond this distance in any direction, the TN equals five (plus any penalty for armor) plus one for each additional foot. A character with a maximum Strength die of d8 attempting to make a running leap of 12 feet faces a TN of nine (five plus four) if they have no armor on, and higher if they are wearing armor or encumbered. The TN after all modifiers is doubled for an encumbered creature.

Combat

Combat is risky and confusing. There is also not a lot of experience to be gained from killing creatures. The party that can avoid spending resources on it will likely have great success. The dungeon, however, conspires to make sure this does not happen. The dungeon sends its monsters to remove the infection represented by the party…

Before getting into the nitty of combat, a word on the gritty. When your character gets hit by an attack, typically they take damage to one or more ability score, and they might receive an effect (like being poisoned.) Before that happens, your character might use a reaction to make a Dexterity (Duck and Weave) check to reduce the number of successes (don't forget the armor penalty if appropriate). Your character might have armor which can make a roll against a TN of 5 (typically) to absorb some of the damage. You might be offered the chance to make a contested check to avoid an effect (for example, if a friendly nymph is trying to charm you and gets three successes, you might be able to roll three successes of your own on a Wisdom check to resist the charm.) Finally, you might take damage. When you take damage, you make a resistance roll using the ability score being attacked. You can see the section on Base Mechanic for Resistance near the beginning of the book for a reminder on how that works.

Attacking from Behind and Other Violations of Fair Play

If a creature attacks another that is unaware of their presence, the target cannot attempt to evade the blow, although their armor still comes into play. In addition, the TN for the attack is reduced by five. For a normal situation, where the TN is now zero, this means that a second success is achieved when the sum of the attacking dice gets to five.

Invisibility

An invisible creature, along with whatever they are wearing or holding at the time they become invisible, cannot be seen by others. The invisible creature can still see itself. If the creature is holding a light source, they can see the light, but others cannot. If, for example, they put the source down to shoot a bow, the source immediately becomes visible to all. The arrow becomes visible the moment it leaves the bow.

An invisible creature can be noted in a smoky or dusty room. In addition, invisibility does not eliminate noise or odor.

Generally, an invisible creature who attacks or casts a spell becomes visible.

Attacking while Invisible

This is the same as attacking from behind as long as the target is unaware of the invisible attacker. It's possible that a combination of noise, scent, and moving dust allows the target to have a good idea that an attack is incoming. In this case, the attacker merely adds 1d4 to their attack pool.

Attacking an Invisible Opponent

An invisible opponent cannot be directly targeted unless the attacker has some way of knowing where they are. An attacker can target a square, and if the target happens to be there, they may hit it. Hitting an invisible opponent costs one success, so the attacker needs at least two to have a chance of causing any damage.

Melee Attacks

The default difficulty for a melee attack is five. This may increase for environmental conditions such as poor visibility or bad footing. Before the attacker rolls, the defender may choose to use their reaction to attempt to avoid the attack, making a Dexterity (Duck and Weave) roll. Each success annuls one of the attacker's successes. A target who is it by an attack can choose to roll armor to further reduce the successes and therefore the damage potentially done by the attack. For most attacks by human-sized creatures, remaining successes do one CON damage each.

Two-weapon fighting—use two weapons for your melee attack but no shield. Limited to weapons with a maximum die size of 1d8 and second weapon can be no larger than 1d6.

Optional Rule: Overkill

A creature that brings its opponent to 0 CON with its attack may spend one of its remaining successes to transfer any additional remaining successes to an adjacent target within reach.

Ranged Attacks

Ranged attacks (missile or thrown) against creatures not in melee work similarly to melee attacks, except that if the target is more than one range increment away, one additional success is required for each whole or partial increment. Environmental factors that increase the TN might include high winds, poor visibility, or shooting steeply uphill. The target can roll Dexterity (Duck and Weave) to attempt to reduce the successes, followed by rolling Armor.

A ranged attack made against a target in melee typically hits a random target. The attacker may choose to eliminate targets from the list of possible targets, using one success per target eliminated. Remaining successes act as normal against the target chosen randomly from those not eliminated. A creature who is in melee may not roll Dexterity or Duck and Weave to avoid a ranged attack, but their armor still reduces any damage.

Making a ranged attack while in melee is difficult. For each opponent in the melee with the attacker, the TN for making a ranged attack increases by five.

Hitting a target with half cover increases the TN by five. Hitting one with three-quarters cover increases the TN by 10.

Baruks is hiding behind a rock while Grover and Laticia bravely take on three orcs in a wild melee. On her turn, Baruks shoots an arrow into the fray. She rolls a total of 16 on her Dexterity and Missile Weapons dice. This is three successes. She chooses to use two of the successes to eliminate her party members as targets and then rolls a die to choose randomly among the

remaining orcs to see which one she hits with her remaining success. The orc rolls its armor and only takes damage if it gets no successes.

Laticia sees another orc sneaking up behind Baruks. She pulls her bow to attempt to pick it off. Her TN is 15 due to the presence of the two orcs in melee with her.

Grappling

Any creature may attempt to grapple another creature by making a Strength (Grapple) roll (as usual, the TN is typically five, but environmental conditions may change this.) The target may use their reaction to attempt a Dexterity (Duck and Weave) to avoid the grapple. The grappler and the grappled move together. If both creatures are roughly the same size, the creature trying to move may make an opposed Strength check. If they have more successes, they move their opponent. If one creature is significantly larger than the other, it controls the movement, whether it is the grappler or the grappled. A grappled creature can use an action to attempt a Strength or Dexterity roll contested by the grappler's Strength or Dexterity (each chooses independently) to shake off the grappler. The grappler can choose to release the grappled creature at any point. A creature cannot make an attack with the limbs they are using to grapple their opponent. A creature grappled by an attacker its size or larger loses one success on any melee attacks made while grappled.

Laticia has successfully grappled a 16-foot-long giant lizard. If the lizard moves, she's going along for the ride unless she chooses to release the lizard. Laticia has no chance of moving the lizard. If the lizard chooses to move without bringing Laticia along, it must first use an action to make a successful contested Strength roll against her.

Spacing in Combat

A halfling- or human-sized creature takes up a five-foot space while engaged in Melee. Larger creatures take up space according to their size. A creature can occupy the same space as another creature that is significantly larger or smaller than it.

Moving in Combat

A creature can pass through an ally's space, but not through a space occupied by an enemy unless they can otherwise occupy it (see Spacing in Combat).

Opportunity Attacks and Leaving Melee

A creature may choose to leave melee on their turn using their movement. If they use their action, they can leave without triggering an attack. When a creature leaves Melee without using an action to avoid triggering an attack, each other creature in the melee that can see the fleeing creature may choose to use their reaction to make a melee attack against them.

Casting Spells

Casting spells while in combat can be tricky. The TN for casting spells increases by five for each opponent in melee with the caster ~~and by one for each damage die taken (even if the caster didn't lose any Ability Score die ranks) the same round the spell is cast (from events earlier in the initiative.)~~ It may also increase due to environmental effects that make it difficult to concentrate, such as earthquakes or howling winds. In addition, for each spell the caster currently has active, the TN for casting an additional spell increases by five.

Commented [EN3]: this is after armor and any dodging. Similar language for the same effect is used elsewhere. Not sure if it needs further clarification here.

Initiative and Surprise

For the first round of combat, the combat order can either be determined by surprise or by initiative. After that, order is determined by initiative.

Surprise

When two parties meet, it's possible that one of them is surprised.

- A party that is moving at normal speed never surprises an opponent (they are too noisy).
- A party carrying light never surprises an opponent that is not carrying light (unless the opponent is asleep or there is some other major reason their attention is held.)
- A party that intentionally sets up to ambush another group surprises their opponent unless the opponent discovers the ambush. A group looking for an ambush would make a Wisdom roll where the TN depends on how well hidden the ambushers are.
- A party that successfully bashes through a door on their first try and has extra successes may choose to use an extra success to surprise an opponent on the other side.
- All else being equal, when two groups encounter each other, each creature may make a TN 5 Wisdom (Fast to React) roll. Anybody who doesn't have at least one success is surprised.

A creature who is surprised does not get to act or move on the first round of combat. A surprised creature can make a Wisdom or Dexterity (player's choice) check to make a reaction if appropriate. The TN is five times the success differential on the initial surprise check. All other creatures go in order from most successes to least.

Baruks is focusing on some newly gathered treasure when a giant centipede slithers up. The centipede has a Stealth feat of 1d8 + eight and gets a 15 against a TN of five for three successes. Baruks chooses to roll to avoid being surprised and gets an eight for one success; Baruks is surprised. If Baruks wants to make a Dexterity check to avoid an attack on the first round, she first needs to succeed on a TN 10 Dexterity or Wisdom check.

Initiative

To determine combat order when the participants are not surprised, each character that wants to can make a TN 5 Dexterity (Fast to Act) roll. Rank the participants in the combat by number of successes, with the most successes going first. Characters that choose not to roll initiative go last, even after those who rolled zero successes. Ties should go to the player characters, and players can determine ties within their own group. Initiative order is fixed for a given combat once it is determined.

Initiative Swap (optional rule)

At the beginning of any round, two characters may choose to switch their initiatives with each other. The one who had the higher initiative takes the score of the other. The one who had the lower gets the score of the higher minus one success.

Example

Our group of heroes has been moving quietly through the dungeon. Baruks places her ear to a door and rolls two successes on a TN 8 Wisdom check to listen. The GM determines that she not only hears the noise of footsteps within, but with her extra success hears the low growls of at least two bugbears. Wanting to surprise them, Laticia decides to roll all her 1d10 + 1d6 Strength as well as her 1d4 Door Buster feat to open the TN 8 stuck door. Eight, four, and four. She bursts through the door but won't be able to use her Door Buster feat again until she rests. With the

extra success, Baruks chooses to automatically eliminate one potential success on the bugbears' attempt to avoid being surprised. The party can't be surprised by the bugbears in this case because they are expecting them and the bugbears haven't set up any special reception.

The two bugbears each roll their 1d6 Wisdom, getting a five. Both succeeds, but both are surprised due to the extra success from opening the door. The party attacks in whatever order they like. Brenda and Billy Bugbear might attempt rolls to Duck and Weave or take another reaction if appropriate.

After the surprise round, which saw poor Billy cut down by Laticia's mighty sword, initiative is rolled for the rest of the combat. Brenda rolls 2d8 Dexterity and gets an incredible 16—three successes. Grover rolls his 1d8 Dexterity and decides to roll his 1d6 Fast to Act feat die and gets a total of 12, for two successes. Laticia rolls her 1d6 Dexterity and gets a six and a four. She has turned too quickly and torn her Achille's tendon. She won't be acting unless Grover survives Brenda's onslaught, sends the bugbear packing, and then successfully heals Laticia.

Opening Doors

A stuck or blocked door is typically opened with a Strength check while a locked door can sometimes be unlocked rather than smashed open. Whether all your doors are stuck depends on the dungeon you are in. When attempting to open a door, the TN depends on the door and is set by the GM. A character who gets one success succeeds on opening the door quickly but makes a great deal of noise and may hurt themselves in the process (represented by any lost ranks in Strength dice.) Each extra success may be used for one of the following:

- Prevent one party member from having to check for surprise (the decision to use the success for this must be made before the party sees what's inside, but they may have heard some noises or have other indications that something awaits them.)
- Eliminate one potential success on an opposing creature's roll to avoid surprise.
- Open the door quietly (removing a potential penalty on the next wandering monster check.)
- Recover one rank of a Strength die lost during the opening attempt (two successes may be used to recover a disappeared Strength die to 1d4.)
- Keep the door in good condition, such that the party can easily reclose it.

Finding Secret Doors and Other Secrets

A party in exploration mode has some chance of finding a concealed door, a fake wall, or other similar secrets, but the chance increases tremendously if they spend in an area actively looking for them.

Typical secrets are hidden behind a TN. Each person searching can roll a Wisdom check every turn, possibly adding additional dice for suitable equipment or feats. If they hit the TN and are looking in the right 10-foot square, they find the secret. If they get extra successes, you might extend their range by 10 feet per success, allowing them to notice a secret a little farther away, or you might reduce the time they took to find it.

For a party passing by a secret at exploration speed (typically 60 feet per Quarter Hour), give a 1 in n chance per party member that might reasonably be poking about. A simple wooden door painted gray to look like the surrounding rock might have n equal to 6 while a natural-looking stone portal constructed by a dwarf master would more likely have an n of 20. With four adventurers looking out, there is a 4-in-20 chance of one of them spotting the door. You might allow characters with stone sense or appropriate skills to count as two people.

Note that characters may choose to use their light sources to add to their Wisdom check when searching for secrets (and also traps and perhaps for tracking.) This would mostly make sense in the dark.

Falling

Generally, a creature takes one CON damage per 10 feet fallen. This may change depending on the landing surface. A creature hit by a falling object of roughly its own weight takes the same damage.

Helping Others

A character may choose to help another creature perform an activity. To do so, they simply roll their dice and the total to the creature's total. There must be a reasonable means for the character to help with the activity. While not hugely different from each character acting on their own, it adds an average of one success to a TN five effort and more to efforts with a higher TN.

Two or more spell casters who have the same spell feat may choose to cast together. If this occurs in combat, they must go when the last of the two gets to act. The TN to cast a spell in this manner increases by five for each caster beyond the first.

Traps

There are two types of traps. Passive traps, such as pit traps and rock falls operate on the Sudden Death mechanic where the interval is "each time a creature might trigger the trap." When the die disappears, the trap goes off. This means the most hair-trigger trap, a d4 trap, has a 25% chance of being triggered by any given character. Traps on chests and statue and so forth tend to be more active traps. They automatically go off when the chest is opened, the arm is pulled, or whatever the defined trigger is is triggered. These traps then make an attack.

Searching for Traps

If a character who is moving at exploration speed encounters a trap, they can immediately make a Wisdom (Find Traps) check. The TN to find the trap depends on how well concealed the trap is, and is generally determined by the GM.

Example:

A well-concealed but old and ill-maintained pit trap has a TN of 12 to find and a d12 die. The brave adventuring party is moving at travel speed because they think this area of the hall is safe. They previously passed through it without triggering or finding the trap. Laticia, in the lead, walks over the trap location at the GM rolls a 12 on the d12 followed by a six on the d10. Grover follows and the GM gets a nine on the d10. Baruks is next in line, and the GM gets a ten on the d10 followed by an eight on the d8 and a three on the d6. Baruks must have been walking with a heavy tread. Finally, Flanco comes along. This time the GM rolls a six on the d6. The trap now sits dangerously at 1d4.

At the end of the hall, still moving along carelessly, Laticia uses her 1d10 Strength to force open a TN 8 door. She rolls an eight and succeeds quickly. Unfortunately for her, this door is trapped and fills a ten-foot-diameter sphere around the door with a 1d4/One Round gas that does three dice of Intelligence damage to anybody caught within it. Laticia currently has 2d8 + 1d6 Intelligence. She rolls four, three, and six. She now has 2d8 + 1d4 Intelligence. At the end of the Round, the GM rolls a four on the d4 so the gas dissipates. Alternatively, the door could have been trapped with a slicing blade that makes a 2d12 attack.

Exhaustion, Death, and Dying

A character must roll a food die once per day and a water die once per Quarter Day. They must sleep for six hours per day. (Note that for some recovery, the sleep must be continuous. See **Resting, Healing, and Resurrection**.) A character who is unable to do any of these three things loses one rank in each ability score for each meal, water stop, or rest that has been missed.

Example:

~~*Grover got separated from the party and previously lost the use of his Create Water spell. He is out of food and water. He decides to rest for six hours. Luckily undisturbed, he awakes thirsty and takes one damage due to a lack of water. He has 1d8 + 1d6 and rolls the smaller die. It comes up a six and is reduced to 1d4. Six hours later, he takes two dice of thirst damage. He rolls both his dice and loses the d4. If he's not rescued before another six hours pass, he'll be in trouble as he only has 1d8 Constitution and will take three CON damage. The first two lower his 1d8 to a 1d4, and then he has a 25% chance of becoming unconscious and dying.*~~

Commented [EN4]: rewrite this with damage to all stats!

A creature who has lost any ability die is basically useless. Without Strength, they cannot move, without Dexterity, they cannot organize their movement, having lost Constitution, they are unconscious, without Intelligence, they cannot communicate or follow commands, without Charisma, they have no sense of self and so are unaware of themselves and others, and without Wisdom, they have no motivation or willpower and will not act. HOW the creature lost their final die in an ability score is important. If they lost it making an action, the creature is simply out of the action. If they lost it through the result of a resistance roll (typically by taking damage from an external source), they are unconscious and dying. A dying character starts with the same number of Death dice as they originally had in the Ability Score that disappeared (less any excess damage they might have taken). Each round they do not receive healing, they roll all their Death dice. The dice desplode as normal. When their last Death die disappears, the character dies. Death dice should be rolled at the end of the round, starting the round after they are received. In the rare case that a creature loses multiple Ability Scores, they receive multiple separate sets of Death Dice and if either disappears, they die.

If I lose my last Intelligence die casting Fireball, I am basically unconscious (I am unable to act); if I lose it because I was attacked by a brain sucking ooze, I am unconscious and dying.

Monsters generally just die when they lose the last die in any Ability Score, but some high-powered villains may receive Death dice.

A dying creature that receives one success at healing is stabilized, unconscious, and has no dice in the affected Ability Score. Any additional successes can be used to increase their Ability Score as normal.

A creature who has lost an Ability Score that takes damage in that Score loses one rank on a Death die per damage die taken. Death dice cannot be rolled to resist damage.

Example:

~~*Baruks, with 3d6 Constitution, is scouting ahead of party. She trips a very sensitive 1d4 rock fall trap that does eight CON damage and buries her under a pile of rubble. This is five excess damage, so her first 2d6 disappear and her last d6 goes to a d4. There is still three damage left, and she only has 1d4 left. This disappears and she is unconscious. She receives 3d6 Death dice and immediately loses one of them from the remaining two damage. She now has 2d6 Death dice. On the next round she rolls 2d6 and gets a six (three) and and four. She now has 1d6 Death dice. Meanwhile, Laticia races forward to the rock pile and tries to unbury her. The GM decides that it*~~

~~*is easy work (TN five) but that there are a lot of rocks so it will take four successes to free Baruks. Laticia rolls her 1d10 Strength and 1d4 shovel, getting an eight and a four. The shovel breaks but she has two successes. The next round, Baruks rolls 1d6 and gets a two. Laticia rolls her 1d10 strength and gets a nine. She only needs one more success. On Round three, Baruks rolls 1d6 and gets a six (two). She's down to 1d4. Laticia rolls her Strength and gets a 10. She digs deep and frees Baruks. Grover rushes forward to cast his 1d6 Cure Wounds using his 1d10 Wisdom. Two and eight makes 10, for two successes. Baruks is saved and has 1d4 Constitution. Time to rest as Grover doesn't want to risk losing his Cure Wounds spell.*~~

Resting, Healing, and Resurrection

A Breather requires 10 minutes. A character can benefit from one Breather per hour and cannot partake in any activity during this time.

After a Breather, a character can roll all existing ability score and feat dice once as exploding dice. These dice cannot get larger than their maximum size.

A Short Rest requires one hour. A character can benefit from one Short Rest per Quarter Day. A character cannot partake in any strenuous activity such as combat, lengthy walks, or spell casting during this time. They do not have to sleep and can keep watch, mend clothing, etc.

After a Short Rest, a character chooses one Ability die that has disappeared to increase to a d4 and then gets the benefits of a Breather.

A Sleep requires a Quarter Day. A character can benefit from one Sleep per Day. The character must basically be asleep during this time and can have no strenuous activity.

After a Sleep in the dungeon, all missing Ability and Feat dice recover to 1d4. They then get the benefits of six Breathers. After a Sleep in in town, all Ability and Feat dice recover to their maximum level.

Aside from resting, there are various healing-related feats and magic items. In general, a die in a given Ability Score or Feat cannot be raised unless no dice are lost. Recovering a lost die typically requires two successes, while each raising of a die's rank requires one. More information is given in the feat descriptions for Counsel, Medic, and Cure Wounds.

Resurrection is discussed more fully in the spell description. Depending on the type of campaign you run, you might decide that a party can pay a sorcerer in town to resurrect party members.

Spending Experience Points

Ability dice and feats can be increased by spending XP equal to the new die size x 100. Increasing a hit die from a d8 to a d10 costs 100x10 = 1,000 XP. This can only be done when the character is not in the dungeon.

Buying a new die, whether a new feat or a new ability score die, costs 1,000 XP.

No character's ability score or feat may have more than three dice associated with it. The upper limit is 3d20.

Commented [JH5]: Not sure I'm understanding this. How could a starting character have multiple dice attached?

Commented [EN5R2]: They can't. I guess this goes with spending XP.

An optional rule that will not likely effect advancement but will help use up all the treasure that the characters pull from the depths of the dungeon is to require characters to spend gold as well as XP for buying and upgrading dice. Since XP is accumulated faster than gold, a rate of 0.5 gp per XP should work well. Buying a new d4 would cost 1,000 XP and 500 gp.

The Money System

The base unit of wealth is the gold piece. Other common coins include copper pieces (1/100 of a gp), silver pieces (1/10 of a gp), and platinum pieces (10 gp.) Fifty coins of any denomination weigh one pound. Each 1000 coins count as a Medium object.

Equipment

Equipment is an essential for any dungeon delver. Each item comes in one or more die ranks. Each piece of equipment has a maximum die size (or dice sizes), MDS and current die size (or dice sizes (CDS). When equipment is used, its CDS are rolled as desploding dice. Equipment might be mended up to its MDS using magical or mundane means. In the descriptions below, some ideas of how equipment might be used are given. Other ideas may occur to the players, and the GM should be open to allowing them if it makes sense. One gamer used 1d6 of their rope to add fuel to a fire, increasing it from a paltry 1d4/One Round flame to a deadly 1d6 + 1d4/One Round inferno.

One question that may come up is how much equipment can be used in one action. Just how many dice of spell components can I add to this fireball spell? Rather than making a mechanical rule that limits creativity, the rule on this is old school. If the player can reasonably describe how they are using everything in the time allotted, they should be allowed to use it. While it might not be possible to bring 6d6 worth of spell components to bear while casting Magic Missile over the course of a few seconds, it might be possible while taking a Quarter Hour to cast Animate Dead. If the player is willing to put lots of dice at risk, there should be the possibility of great success.

Equipment Costs, Weights, and Size

Item	d4	d6	d8	d10	d12	Size
Blanket	1 sp/1 lb.	5 sp/3 lbs.	1 gp/5 lbs.			Medium
Block and tackle	4 gp/1 lb.	8 gp/2 lb.	16 gp/10 lbs.	32 gp/20 lbs.	64 gp/35 lbs.	Medium
Candles (10)	1 sp/—	2 sp/—	3 sp/1 lb.			Small
Chain (10 ft.)	2 gp/—	4 gp/1 lb.	8 gp/5 lbs.	16 gp/50 lbs.	32 gp/200 lbs.	Small to Medium
Container	1 gp/1 lb.	2 gp/2 lbs.	5 gp/5 lbs.			Medium
Cord (50 ft)	2 gp/—	4 gp/1 lb.	8 gp/5 lbs.	16 gp/10 lbs.	32 gp/50 lbs.	Small to Medium
Crowbar	1 gp/2 lbs.	2 gp/5 lbs.	4 gp/8 lbs.			Small
Digging and mining tools		3 gp/10 lbs.	6 gp/15 lbs.	20 gp/50 lbs.		Large
Disguise Kit		20 gp/5 lbs.				Medium
Fire Starter	5 sp/0.5 lbs.	1 gp/1 lb.	3 gp/2 lbs.			Small
Grappling hook			2 gp/4 lbs.	4 gp/10 lbs.	8 gp/15 lbs.	Medium
Hammer	1 sp/—	2 sp/0.5 lbs.	5 sp/1 lb.	1 gp/2 lbs.	2 gp/5 lbs.	Small to Medium
Holy water		50 gp/—				Small

Item	d4	d6	d8	d10	d12	Size
Lantern					9 gp/3 lbs.	Medium
Lock	5 sp/—	10 gp/0.5 lbs.	20 gp/1 lb.	40 gp/2 lbs.	200 gp/4 lbs.	Small/Medium
Lockpicks	10 gp/—	20 gp/—	40 gp/1 lb.	200 gp/1 lb.	500 gp/2 lbs.	Small
Mapping kit		1 gp/0.5 lbs.				Small
Mirror	5 gp/0.5 lbs.	10 gp/0.5 lbs.	50 gp/1 lb.			Small
Oil, dungeoneer's	3 sp/2 lbs.	1 gp/6 lbs.	2 gp/10 lbs.			Small
Oil, lantern	3 sp/2 lbs.	1 gp/6 lbs.	2 gp/10 lbs.			Small
Pole	1 sp/3 lbs.	2 sp/8 lbs.	1 gp/8 lbs.	10 gp/4 lbs.		Large/Medium
Rations	1 gp/3 lbs.	4 gp/7 lbs.	7 gp/14 lbs.			Medium/Large
Spell Components	20 gp/1 lb.	50 gp/2 lbs.				Small
Spikes	1 sp/1 lb.	3 sp/3 lbs.	1 gp/10 lbs.			Small/Medium
Torches		1 sp/1 lb.	2 sp/2 lbs.	3 sp/3 lbs.	4 sp/4 lbs.	Medium
Water	—/8 lb.	—/16 lbs.	—/24 lbs.	—/32 lbs.	—/48 lbs.	Medium/Large

Blanket: could be added to a Constitution roll to avoid freezing.

Block and tackle: could be used along with cord to aid a Strength roll to lift something heavy. The block and tackle of a given die size is designed to work with the rope of the same size and has the weight rating of chain of the same size.

Candle: its die is rolled each Quarter Hour. When the die disappears, the candle has burned out. Larger candles have larger dice. A candle sheds light in a five-foot radius. Lighting a candle requires a fire starter or lit flame. Light sources might also help with a roll made to search or track in a dark environment.

Chain: could be used to secure somebody or something. A 1d4 chain might be used for jewelry and might support 50 lbs., while a 1d12 chain might hold 1000 lbs. Breaking a chain in a single pull has a TN of twice the die size. Breaking a 1d12 chain has a TN of 24. A chain used to carry a load over a long term uses the Sudden Death mechanic to see when it breaks, rusts, gets undone by a passing ogre, etc. See the table below for the interval. The die is the structural die of the chain being used.

Sudden Death Interval for Various Types of Chain Carrying Different Weights

Die	Weight Carried (pounds)					
	50	100	500	1,000	5,000	10,000
1d4	1 Year	1 Week	1 Day	1 Round	—	—
1d6	10 Years	1 Year	1 Day	1 Minute	—	—

1d8	10 Years	1 Year	1 Day	1 Round	—	—
1d10	100 Years	10 Years	1 Year	1 Day	1 Round	—
1d12	100 Years	10 Years	1 Year	1 Week	1 Day	1 Round

Cord: the higher the die, the stronger the cord. Cord has a breaking TN equal to its die size. Breaking d12 cord requires a TN 12 Strength check. Cord uses the same Sudden Death table as chain, but divide all the weight headings by two.

Crowbar: could be added to a Strength roll to lift or break something.

Container: backpacks, sacks, cargo vests, etc. They are discussed below under Encumbrance.

Digging and mining tools: likely used to break stone or loosen dirt in combination with Strength. A certain number of successes is typically needed to remove an obstacle. Will the pick break before the obstacle is cleared? Roll the pick's die for each Quarter Hour of work.

Barrier	Typical number of successes to make a person-sized hole
Wooden palisade or wall	One
Earth, per foot of thickness	Two
Brick or stone wall, per foot of thickness	Four
Solid stone, per foot of thickness	Eight

Disguise Kit: can be added to a Charisma (Disguise) roll to appear to be another person.

Fire starter: its die is rolled each time it is used to start a fire. Depending on your world, this might be flint and steel, a fire bow and moss, or some other appropriate tool.

Grappling hook: can potentially carry as much weight as a chain of the same die size and is designed to work with rope of the same die size. Getting a grappling hook lodged might require a Thrown Weapon check, and once lodged, the hook's die could be used to support weight. Combined with a rope, it might reduce or eliminate the requirements for a climb check, or, in other conditions, it might allow for a climb check where one would otherwise not be possible.

Hammer: ranges from a small carpenter's hammer to a two-handed sledge. Could be used for setting pitons or added to a roll to break down a door.

Holy water: typically used to damage undead creatures or remove curses from objects and areas. See Oil and Holy Water.

Lantern: its die is rolled every Quarter Hour. Adding lantern oil allows a lantern to recover a die rank. If the lantern's die disappears, the lantern has broken in some way and is no longer useable until it is repaired. A lantern sheds light in a 30-foot radius. Lighting a lantern requires a fire starter or lit flame. Light sources might also help with a roll made to search or track in a dark environment.

Lock: has the same strength as and is designed to work with a chain of the same die size.

Lockpicks: can be added to a Dexterity (Pick Locks) roll.

Mapping Kit: could help with checks to avoid getting lost, to quickly find a previously explored area, or guess the existence of a secret chamber or exit.

Mirror: might help with a perception check while staying hidden, be used to signal, or shine light into a darkened space. Add its die to the check—the higher the die size, the bigger and brighter the mirror. A 1d4 mirror is equivalent to a small, bronze mirror.

Oil, dungeoneer's: the larger the die, the stickier and more flammable the oil. See Oil and Holy Water.

Oil, lantern: used to add to a lantern. Roll its die each time the oil is used to increase a lantern's die rank.

Pole: mostly used to add to a find traps check. The fancier ones are made from harder wood and possibly have a metal tip, providing improved sonic characteristics.

Rations: role for each character-meal. If food is left out to distract a creature, a full die can be left or the die can automatically be reduced by a rank, with the first reduction providing a 1d4 distraction, the second a 1d6, etc. 1d6 of rations, rolled daily, is about a week's worth of food for one person. 1d4 should last for a long weekend.

Baruks wandered off by herself and notices some wolves trailing her. She has 3d6 + d8 rations with her. She can leave a d6 distraction, leaving her with 2d6 + d8, or she could leave a d4, leaving her with d4 + 2d6 + d8 (using the principle that the smallest die has to be reduced first). If she wants to leave a d8 distraction, she leaves a full d6 and reduces a second d6 by one rank, leaving her with d4 + d6 + d8. If she needs to rest for an hour, she might want to leave a d20 distraction. Her first d6 gives her d6, her second brings that up to a d10, her third to a d16, and reducing the d8 to a d6 makes for a d20. Dropping all her food provides a d20 + d6 distraction. A distraction has a duration—all the dice are rolled at some interval, and the distraction lasts until all the dice are gone. The interval depends on the creature. For common dormouse, it might be an hour. For a brown bear, perhaps a round.

Spell Components: expensive, but these add a little extra zing to your magic.

Spikes: used to set ropes, prevent doors from opening, etc. The dice are rolled when they are used. Reductions or disappearing dice represent spikes that are irrecoverable for whatever reason. They might increase the TN to open a door or add to roll to climb.

Torches: its die is rolled every Quarter Hour. When it's gone, it's gone. A lit torch sheds light in a 30-foot radius. Lighting a torch requires a fire starter or existing flame. Light sources might also help with a roll made to search or track in a dark environment.

Water: it's free, but it's heavy. Used to stay alive, put out fires, look for secret doors, and many other things… 1d4 of water should last a day for one person, if used sparingly, while 1d12 is enough to fill a small tub.

Encumbrance

Characters have two limits to how much they can carry. Each character can up to 18 die-ranks of containers. Typically this is 1d8, 1d6, and 1d4. Each container can carry as Medium items as its die size. A 1d6 backpack can carry six Medium items. A character can carry one Large item in their arms (perhaps a friend's body that needs rescuing) or a Medium item in one hand and a Small item in the other. Two Small items are equivalent to one Medium item, and two Medium items equivalent to one Large item.

Each character can carry 10 times the sum of the die sizes of their Strength in pounds without being encumbered. A character with 1d6 + 1d4 Strength can carry 100 pounds and still move at full speed. Note that losing Strength temporarily reduces your carrying capacity. A character can

carry up to twice this weight and move at half speed. A character can move at full speed while encumbered for a short period of time. To do this, the character makes a Strength check. The TN is five for each 20 pounds above the character's current limit. For each success, the character can move at full speed while encumbered for one round. A character carrying more than 18 ranks of dice of containers is automatically encumbered. Carrying a 1d20 trunk is a thing…

Laticia currently has 1d8 Strength and is carrying 70 pounds. During a combat, her Strength drops to 1d6. Not wanting to be reduced to half speed and not wanting to drop her pack, she makes a TN 5 Strength check (she is carrying 10 pounds beyond her current limit.)

Containers

A container (typically a backpack or sack, but perhaps a chest or keg) can carry as many Medium items as its die size. A character can attempt to overstuff a container by rolling its die each time an additional item is added. Adding a Small item has a TN of 4, a Medium item 8 and a Large item 10. If the die gets reduced, the container is damaged and can no longer carry as much.

Repairing Equipment

In the dungeon, equipment can be mended with the Mending spell feat or the Mundane mending feat. These are described under their respective feats. In town, an item can be mended back to its original die size for half the cost differential between the current and final die size. For example, repairing 1d16 + 1d8 armor back up from 1d12 + 1d4 costs 225 gp (roughly going from 1d12 armor at 50 gp to 1d16 + 1d8 armor at 500 gp.) Perhaps with some bargaining, the price can be reduced to 200 gp for the few buckles that weren't completely thrashed… Equipment which has worn to below the minimum die size available (for example, armor that is down to 1d6 or a 1d4 grappling hook) costs half the initial purchase price to repair. Equipment that has no dice left cannot be mended. It needs to be replaced.

Oil and Holy Water

Lantern oil is not explosive. Dungeoneer's oil is both explosive and sticky. It can be used as a thrown weapon. When a character throws oil, they first decide how much to throw. A full die can be thrown, or the die can automatically be reduced by one or more ranks, with one reduction providing a 1d4 weapon, two a 1d6 weapon, etc. The character rolls Strength (Thrown Weapon). If they hit, the target is burning with an effect of one CON damage per initial success. It burns for a Duration with an interval of one round and a die size based on the amount of oil thrown. In subsequent rounds, the target may make a Dexterity (Duck and Weave) roll as an action to attempt to put out the flames. Each success reduces the oil's die by one rank. Damage from dungeoneer's oil ignores armor.

If the attack misses, roll 1d4 and 1d12 (or whatever works for you.) The oil lands twice the d4 distance away from the target in feet in the clockwise direction determined by the d12. A creature that walks into burning dungeoneer's oil might also catch fire. In this case, each round the creature is in the fire, roll the fire's die or dice. The typical TN for the creature to take damage is five, but some creatures might be particularly resistant to catching fire. The creature takes one CON damage for each success, and the fire is now attached to them as if it were thrown at them.

Baruks is being chased by a pair of slow zombies. She makes a puddle of 1d6 oil and successfully rolls a TN 5 firestarter check to get it burning on her first try. The zombies, dumb creatures that they are, walk through the fire on the next round to get to their prey. When the first passes, the GM rolls a four on 1d6. Nothing doing, but the fire is still burning. The second one passes and the GM rolls a six and immediately rolls 1d4, getting a four. The zombie takes two CON damage

and is now burning with 1d6/One Round/One damage per Round. Since the fire on the ground burned out when the 1d4 rolled a four, no subsequent zombie has to roll as it comes through the flames (if the second roll had been lower, there would still be 1d4 fire awaiting the other zombies. 1d4 fire wouldn't hurt them, but might hurt a dried-out mummy…) At the end of the round, the zombie takes one CON damage and the GM rolls 1d6 to see if the fire goes out.

Holy water works similarly to oil but doesn't need to be lit and typically only causes damage to undead. Certain cursed areas might be improved with the application of holy water. Placing holy water on an area gives it a blessing with a Duration with an interval of one round. The effect is a reduction in the curse—this might be the lowering of a die rank by one or the reduction of some effect. If the curse is binary, then the GM might set a Duration to end it. If the curse is particularly well supported by an evil deity, the blessed Duration might need to be continuous for the period, and the curse might only disappear temporarily.

Flanco encounters some sort of oozing slime. Noting that his staff doesn't seem to do anything and not wanting to use a spell, he decides to throw some oil at it. Flanco has 2d6 oil in his inventory. He decides to throw a d4 worth of oil, so he now has 1d4 + 1d6 in his pack. He takes his lit torch and lights the fuse on a flask of d4 dungeoneer's oil and throws it at the slime. He rolls his 1d6 Strength and fortunately for him gets a five—one success. The slime now has a 1d4/One Round fire. It immediately takes one CON damage. Being a mindless slime, it doesn't attempt to put out the fire. The next round, it takes another damage, and the oil die is rolled. If it comes up a three or lower, the fire continues.

Weapons

Weapons are divided into melee, missile, and thrown. A sling can be used as a missile weapon or a thrown weapon. Each weapon has an associated die size, weight, and cost. Missile and thrown weapons also have an associated range increment. In general, weapons do one CON damage for each success. Very large weapons, such as those wielded by ogres and giants, might do more.

For thrown or missile weapons used beyond an initial range increment, each bypassed increment decreases by one the number of successes. If a thrown weapon with a range increment of 20 feet is thrown 30 feet against a creature with a TN of five and the total of the thrower's Strength dice, Thrown Weapon feat dice, and weapon dice is 14, one of the two successes is used to hit at the extended range, and the other success does one CON damage.

If a weapon's die disappears, it is no longer useable. This is true for magical weapons as well—even if the magic dice recover, the weapon is not useable if its main die has disappeared. A weapon can never be repaired to more than its original die size.

Weapon Costs and Weights

Item	d4	d6	d8	d10	d12	d16	Size
Bow & Arrow	—	—	15 gp/5 lbs.	20 gp/7 lbs.	40 gp/7 lbs.	60 gp/7 lbs.	M to L
Pole Arm	—	—	—	—	30 gp/7 lbs	50 gp/8 lbs	L
Sling	1 sp/—	5 sp/1 lb.	1 gp/1 lb.	—	—	—	S
Smashing Weapon	4 gp/3 lbs.	8 gp/6 lbs.	12 gp/7 lbs.	20 gp/7 lbs.	—	—	M to L
Spearing Weapon		3 gp/6 lbs.	7 gp/10 lbs.	7 gp/15 lbs.			M to L
Sword or Axe	6 gp/3 lbs.	10 gp/5 lbs.	15 gp/6 lbs.	20 gp/7 lbs.	—	—	M to L
Thrown Weapon	—/1 lb.	6 gp/3 lbs.	10 gp/5 lbs.	15 gp/6 lbs.	20 gp/7 lbs.	—	M to L

All 1d10 and larger weapons, as well as all bows, require two hands to use. No weapon's die can be larger than the largest Strength die of the person wielding it (even for missile weapons.)

A pole arm cannot be stored in a container. It can be used to attack a creature up to 10 feet away. It cannot be used in a space smaller than 15 feet diameter.

A smashing weapon can be a mace, a maul, a club, etc. A thrown weapon might be a throwing star, a javelin, an axe, etc. A rock or other found object would be a typical 1d4 thrown weapon.

A sling can be treated as either a missile or a thrown weapon (meaning you can use Strength or Dexterity when you wield it.)

Weapon Range Increments (Feet)

Weapon	Die Size					
	d4	d6	d8	d10	d12	d16
Bow & Arrow	—	—	50	60	70	80
Sling	20	40	60	—	—	—
Thrown Weapon	10	20	15	15	10	—

Laticia has a 1d10 sword and her Strength has dropped to 1d8 + 1d4. When she rolls her attack, she treats the sword as a 1d8 weapon.

Armor

Armor is used to reduce the amount of damage taken when hit. Any given suit of non-magical armor has at least one die associated with it, representing how well it absorbs damage. Magical armor might have additional dice or have other effects. When you take damage from an effect that does not ignore armor, make a TN 5 armor roll. Each success removes a success against you.

When making a check to climb, sprint, swim, or do something requiring full-body agility (like attempting to dodge an incoming sword strike or move silently), the TN for the roll is increased by half the armor's largest original die size. Magical armor increases the TN by a quarter the largest original die size (round up).

For visualization purposes, new 1d8 and 1d10 armor can be thought to represent leather, while chain or ring might be 1d12 or 1d16 + 1d4, and the 1d16 + 1d6 and 1d16 + 1d8 armor represent various types of plate. As the armor degrades, it doesn't become some other type of armor (although you could imagine the plate getting so damaged that your character is basically left wearing a chain shirt) it just gets damaged. It can be repaired with either magical or mundane means. It is important to keep track of both the current and the maximum die size of the armor.

Armor up to 1d12 is Medium if carried, and higher dice armor is Large.

Grover is attempting to jump across an eight-foot chasm. The GM decides this has a TN of 10. Because Grover is wearing1d8 armor, the TN increases to 14—suddenly a much more daunting task. If it were magical armor, the TN would only increase to 12. Even if Grover's armor were reduced to a 1d6 due to damage, he would still add four to the TN.

Armor Costs and Weights

Armor	1d8	1d10	1d12	1d16 + 1d4	1d16 + 1d6	1d16 + 1d8
Cost/Weight	4 gp/10 lbs.	6 gp/15 lbs.	50 gp/40 lbs.	75 gp/30 lbs.	85 gp/35 lbs.	500 gp/50 lbs.

As a reaction, a shield can be used to add its die to either a Dexterity (Duck and Weave) or an Armor roll. A 1d4 shield costs 10 gp and weight 5 lbs. while a 1d6 shield costs 20 gp and weighs 10 lbs.

Magic Items

Magical items typically have additional dice that are rolled when they are used. Some have other effects. A permanent magical item's Magic Dice recover as the item rest. Each continuous hour that an item is not used allows one non-disappeared die to recover one rank. A six-hour continuous stretch without being used allows a disappeared die to recover to 1d4. Charged or single use items do not recover their dice. When you use a magic item, roll its die or dice optionally along with any other dice mentioned in the description as desploding dice. For items that depend on the number of successes, the typical TN is five, but this may increase under difficult circumstances or for some sentient and ornery magic items, especially if they are being asked to do things they don't want to.

Many magic items cast spells or allow you to cast a spell. In neither case is there a TN modifier for having multiple instances of the spell in existence. For example, you may choose to use a Wand of Invisibility on multiple people over multiple rounds without changing the TN to make it function.

Dungeon Survivor does not include costs for magic items. If you choose to have magic items for sale when the characters are resting from their trials in the dungeon, it is not a bad way to allow them to spend their hard-earned gold. Similarly, if you choose to let them sell their magic items, you'll need to decide if they get XP for the sale. One common rule is that if an item is used by a character and then sold, they don't get XP for the sale.

Wands, Staves, and Rods (Charged Item)

Wand of Enemy Detection (Wisdom)

The wand detects creatures that know of your presence and wish you ill. The range and duration depend on the number of successes. For the duration, you are aware of the number of such creatures within range, which direction each is in, and its distance from you within ±10%.

Successes	Range	Duration
1	10 feet	Instantaneous
2	10 feet	1d4/One Round
3	30 feet	1d6/One Round
4	30 feet	1d4/One Minute
5	100 feet	1d6/One Minute
6	100 feet	1d4/One Quarter Hour
7+	1000 feet	1d6/One Quarter Hour

Wand of Invisibility (Intelligence)

This wand allows you to cast the Invisibility spell. Consult the Duration table of the spell with the number of successes rolled.

Wand of Lightning Bolts (Dexterity)

For each success, each creature within a 60-foot line of the wand in the direction you choose takes one CON damage. If the lightning hits a solid surface, it reflects like a ray of light—the angle of reflection being equal to the angle of incidence. When the wand's magic dice are gone, it has no more power.

Wand of Magic Missiles (Dexterity)

You cast the Magic Missile spell, creating one magic missile per success. Each missile does one CON damage against a target of your choice. You must send all the missiles at once.

Potions (Single Use)

There are two types of potions. A potion with a long-term effect has a Duration with a Magic die, an interval, and an effect. When the potion is drunk, its effect happens. At the end of each interval, the Magic die (or dice) is rolled. When the die disappears, the effect disappears. A creature cannot choose to end a potion effect early.

Potions with an Instantaneous effect (like a Potion of Healing) work immediately and their effectiveness is controlled by the number of successes, typically against a TN of five.

As an action, a potion can be consumed or force fed to a creature who has completely lost one of their abilities.

Sample Potion Magic Dice and Intervals

Any potion can have any magic die or dice and any interval. A longer interval and a higher die typically both contribute to increased duration, while the larger die might also make the potion more powerful.

Potions which are instantaneous, like a healing potion, typically start at 1d8 to give a reasonable chance of rolling a success.

Potions designed for an encounter (perhaps Fire Resistance or Giant Strength), typically have an interval of One Round and a large enough die to allow for several rounds of activity—1d6 or 1d8 would mean that the potion probably lasts through the combat. Note that each time you choose to use a potion's property and roll its die, there is a chance that the potion weakens. You always roll a potion's Magic die at the end of the interval, whether or not you used its power during the interval.

If a potion is about exploration or research (Clairvoyance, Flying), the interval might be One Quarter Hour and here again, 1d6 would give an expected duration of an hour and a half.

Potion Miscibility

If a second potion is consumed

Potion of Animal Control (Duration)

For the duration you can control selected animals that are within 60 feet of you. When you drink the potion, make a TN 5 Charisma (Magic Die) roll. The number and size of the animals you can control depends on the number of successes per the table in the Animal Control spell feat.

Potion of Clairaudience (Duration)

For the duration, you can hear through up to two feet of solid stone or other similar obstacles.

Potion of Clairvoyance (Duration)

For the duration, you can see through up to two feet of solid stone or other similar obstacles. While you can see through most metals, even a thin sheet of lead blocks your vision.

Potion of Climbing (Duration)

For the duration, you gain the ability climb vertical surfaces as if you were crawling. You move may climb at half your exploration speed. When the potion ends, if you are not secured and find yourself in the middle of a wall you couldn't normally climb, you fall.

Potion of Diminution (Duration)

For the duration, your volume is divided by the current size of the Magic die of the potion. A 1d8 Potion of Growth decreases your volume eight-fold, making you about half as tall.

Potion of Etherealness (Duration)

For the duration, you and your equipment that you are currently holding or wearing can pass through solid objects. While you can cast spells, you cannot interact physically with non-ethereal objects.

Potion of Fire Resistance (Duration)

For the duration, you are immune to non-magical fire and have extra resistance to magical fire. Any time you roll to resist the effects of magical fire, you can add the Magic die from this potion.

Potion of Flying (Duration)

For the duration you can fly up to 60 feet per round. If the Magic die disappears while you are in the air, you fall. Roll the die at the end of your turn, if relevant.

Potion of Giant Strength (Duration)

For the duration, you may add the potion's Magic die to any Strength roll you make. When the Magic disappears, the potion ceases to have an effect.

Potion of Growth (Duration)

For the duration, your volume is multiplied by the current size of the Magic die of the potion. A 1d8 Potion of Growth increases your volume eight-fold, making you about twice as tall.

Potion of Healing (Instantaneous)

When you drink this potion, choose an Ability score. Only dice of that ability are affected. One of your dice that has not disappeared immediately recovers a rank. The potion's potency die is rolled against a TN of five and each success allows you to recover an additional rank. Note that a potion of healing does not allow you to recover missing dice, but, with at least one success, it does stabilize you if somebody uses their action to force feed it to you while you are dying.

Potion of Heroism (Duration)

For the duration, you may add the potion's current Magic dice for the potion to any melee attack or resistance roll.

Potion of Invisibility (Duration)

You, along with all objects you are currently wearing or holding, are no longer visible to other creatures. Objects become visible if you no longer hold them.

Potion of Sweetwater (Instantaneous)

Whether drunk or added to another liquid, this potion acts like the spell Neutralize Poison.

Scrolls (Single Use Item)

Scrolls of Protection have a Magic die, an interval, and an effect. When the scroll is read, the effect takes place. At the end of each interval, the scroll's Magic die is rolled. When the die disappears, the effect does as well. Most protection scrolls have an interval of one round.

Spell scrolls work like the spell written upon them. The caster rolls their relevant Ability die and the scroll's spell die. If the scroll's spell die is higher than the caster's largest relevant Ability die, it is reduced to the rank of the Ability die before being rolled.

Scroll of Protection (Undead)

Undead creatures within a number of feet of you equal to 10 times the scroll's largest die size have the TN for any actions they attempt increased by five plus the most recent roll of the scroll's Magic die. When you first use the scroll, you choose whether to immediately roll the Magic die. If you do not, the result is zero.

Magic Armor (Permanent Item)

Magical armor typically provides extra protection, but some may have other effects, like allowing you to become invisible or fly. Magical armor weighs half its equivalent mundane armor and provides half the penalty to dodging and other full body Dexterity-based actions.

Armor of Cleanliness

This armor does not provide additional protection, except against dirt and grime. This armor is always clean, sheds water within a round, and generally avoids lesser nicks and scratches. If metal, it is always shiny.

Magic Weapons (Permanent Item)

A boring old magical weapon adds one or more dice to an attack. The wielder may choose to use all or none of the dice, but not some of them. The magic dice can't be used if the weapon die isn't used.

Dagger of Venom

If you roll this weapon's Magic die when you make an attack and you do three or more damage to the target (whether or not the victim's dice desplode), the dagger injects the target with a 1d8/One Round/Sudden Death (death) poison.

Fire sword

If you choose to use the fire dice from this weapon, the weapon does damage as normal based on the total rolled, and the creature is also subjected to burning as if you had thrown dungeoneer's oil at it.

Example:

Laticia has a 1d8 longsword + 2d4. She makes an attack against a creature with a difficulty of eight with her 1d12 Strength and chooses not to use her 1d6 Melee Attack. She rolls a one on the longsword and a two on her Strength. She rolls a two and a four with the magic dice. She has a total of nine, which is enough to hit the creature, but she now has a 1d8 + 1d4 longsword until midnight.

Sword of Life Stealing (Cursed)

From the moment you use this gem-encrusted weapon, whether in combat or in jest, you are cursed. You take one damage each hour (roll your smallest Constitution die to resist) until you die or receive the blessing of Remove Curse or some other powerful magic.

Miscellaneous Magic Items (Permanent Item)

Bag of Devouring

This appears to be a Bag of Holding, and even if Identified with one or two successes still gives that impression. It has the same holding capacity as a normal Bag of Holding, but each item placed in the bag has a 1d6/One Quarter Hour/Sudden Death (lost to another plane). As items disappear, the bag regains space for other items. If a Bag of Devouring is turned inside-out, faint crumbs of missing items may be noticed. Overfilling a Bag of Devouring has the same effect as overfilling a Bag of Holding except that on a 1–19 the random item is shunted to another plane of existence.

Bag of Holding

While in every outer appearance a 1d4 sack, this item has a 1d20 carrying capacity. Only Medium and smaller items fit through its opening. If a creature knows what they are looking for within the bag, it appears as the topmost item, otherwise the bag appears empty. I the bag is turned completely inside-out, all the items stored within suddenly appear and fall to the ground. Rumor has it that mixing a Bag of Holding with other interdimensional items can be very risky indeed. If a Bag of Holding is overfilled, roll its magic die (1d20). On a 1–19, the bag simply spits out a random item to make room for the new item. On a 20, the bag explodes, dealing 10 CON damage to all within 30 feet as its contents fly in all directions.

Miscellaneous Magic Items (Charged Item)

Magic Rings (Permanent Item)

Magic rings are rare and powerful items. They tend to have a Magic die that is at least 1d12, and many are 1d20.

Ring of Fire Resistance

While wearing this ring, you are immune to non-magical fire. In addition, you may add this ring's Magic die to any roll made to resist magical fire.

Ring of Invisibility

While wearing this ring, you may use it to make yourself invisible. Roll the ring's Magic die with a TN of 5 and consult the Invisibility spell's Duration table. Once you have used this ring, you can't use it to become invisible again for 10 minutes.

Ring of Protection

While wearing this ring, you may add its Magic die to any Dexterity (Duck and Weave) or Armor roll or use it as an extra die of an Ability Score if you take damage to that Ability Score. You may roll it multiple times in a round—for example, once to attempt to dodge, once per attack to help your armor soak damage, and once per attack as a die of Constitution or other Ability Score.

Ring of Regeneration

While wearing this ring, you may roll its Magic die at the end of every round. On a five or higher, one of your Constitution dice recovers one rank.

Poisons and Diseases (Duration)

Poisons and diseases work in the same way and either use the Duration mechanic or the Death Sentence mechanic. Some might have both a Duration (ongoing effect) and a Death Sentence (something more serious happens at an unknown time in the future.) The main difference between a poison and a disease, mechanically, is that poison is stopped with the Neutralize Poison feat or perhaps an antidote, while a disease is stopped with Cure Disease or suitable medicines.

A creature who is poisoned may immediately make one TN 5 Constitution check. Each success reduces by one rank one potency die of a poison with a Duration or increases by one rank the interval die of one poison with a Death Sentence. A Death Sentence poison whose interval die increases beyond 1d20 is completely neutralized.

Example

Baruks successfully opens a chest, but he didn't see the trap and wasn't able to avoid the needle that struck his thumb. He now has a d8 (one Quarter Hour) poison that does two DEX damage and causes blindness. Immediately, he rolls his Dexterity against the two damage, and the GM rolls the d8 toxicity. The GM gets an eight followed by a two on the d6. Baruks doesn't die from Dexterity loss, but he is blind. Sadly for Baruks, Grover has not yet purchased the Neutralize Poison spell feat. Ten minutes later, Baruks takes two more DEX damage and the GM roll again, this time with a d6. The fates are with Baruks, as the GM rolls a six followed by a four on the d4. Baruks is no longer poisoned and his eyesight recovers.

Player Characters Using Poison

GM creatures who use poison just use it based on their stat block. Characters using poison is slightly more complicated. For a typical case of an assassin coating their blade with poison before sticking it into the side of the lord's chamberlain, you might want to know where they acquired or how they manufactured the poison, how and when they put in their blade, and how long it lasts once there.

Some typical poisons are listed below, and the GM may decide that they or their ingredients are available for sale. No mechanics are given for creating poisons, but there is no reason that a Concoct Poison (Dexterity? Intelligence?) feat couldn't be created. Presumably this would be a time consuming and expensive process.

As to putting poison on your blade, you choose how much (in die-size) poison you want to put on it and spend an action coating your weapon. If you describe it well, you might be able to coat the tips of a bundle of arrows in a single action. Unless you take an action to wipe off your weapon, you must roll the poison die each time you attack. When the die disappears, so does the

poison. For the poison to take effect, you must do at least one CON damage with your attack. This generally means that you need at least one success remaining after any losses due to Ducking and Weaving or armor. Note also that a creature that is immune to mundane attacks does not take damage from a non-magical weapon and so could not be poisoned by one. If you do at least one damage, your target is poisoned and has a reaction based on the creature (some are immune to poison or to certain effects like being put to sleep) and the poison being used.

List of Poisons

Below are a few poisons that might be available in your world. There is an infinite variety of possible effects and types, so this is just to get you started.

Lingering Pain

This poison causes damage each round. A low-end version might be 1d6/One Round/One CON damage while a more potent version might cause two CON damage per round (and a larger dose might start at 1d10.)

Basic Death

When your time is up, it's up. A very strong version might be 1d4/One Round/Sudden Death (death) while one that is easier to halt might be 1d6/One Quarter Hour/Sudden Death (death).

Pain and Death

There's no reason a poison can't combine the best of both worlds. For example, a 1d6/One Round/One CON damage plus Sudden Death (death) lets you know you're dying and then kills you. Some versions might have different die sizes for the two effects. If a second die is not given, assume they are the same and that the Sudden Death effect occurs when the lingering effect stops.

Chamomile Tea

Yawn. 1d6/One Minute/Sudden Death (unconscious).

Deadly Paralysis

A fine combination of a lingering effect followed by a more permanent one is 1d6/One Quarter Hour/Paralysis and Sudden Death (death).

Alcohol

A poison that is best consumed, this one might be 1d4/One Quarter Hour/Any Dexterity- or Intelligence-based check has its TN raised by five.

Basilisk Blood

This one might be 1d10/One Quarter Hour/Blindness. Or perhaps 1d10/One Quarter Hour/Sudden Death (blindness). The latter, barring intervention, is permanent once it kicks in, while the former happens on contact but eventually goes away.

Diseases

Diseases are like poisons, but most of them have intervals measured in days rather than round or minutes. Effects often include loss of Ability Score die ranks, inability to profit from resting, blindness, deafness, nausea, and reduction in movement. Many diseases reduce a creature's maximum die sizes, requiring XP expenditure to recover from.

Character Feats

A feat is purchased at a d4 level for 1000 XP and augmented for a cost of 100 XP times the size of the new die (increasing a d6 to a d8 costs 800 XP.) Each feat is listed with a corresponding Ability. The corresponding ability must always be rolled if the Feat is rolled. A character's feat die can never be higher than their corresponding ability die. If a character's Ability die is temporarily lowered, all feat dice related to that ability are also lowered.

Feats are divided into three categories. You can attempt a General Feat even if you don't have any dice in it. When making checks for these, you choose whether to roll any feat dice. Trained Feats can be attempted only if you have at least one current die in the feat, but you can choose whether to roll any feat dice. You can only attempt a Spell Feat if you have at least one active die in the feat, and you must roll at least one of your Spell Feat's dice each time you attempt to cast.

Example:

Laticia currently has 1d8 Strength, but when completely rested has 1d12 Strength. She has1d10 Melee Attack and a 1d6 Sword. When she makes an attack, she has to roll her 1d8 Strength and can choose to add her Melee Attack at a 1d8 or her 1d6 sword, or both.

General Feats

Athletics (Strength)

You may use this feat when you are attempting to jump or leap, climb a rope, or perform other Strength-based movement actions.

Climb Walls (Strength)

You typically roll this against a TN. The TN depends on the steepness and surface condition of the wall. Each success allows you to climb one half your combat movement without rerolling. Additional successes may provide additional speed, quietness, or other advantages. This check is affected by the TN penalty for wearing armor.

Deception (Charisma)

You may use this feat when you are attempting to spread falsehoods.

Disarm Traps (Intelligence)

You may use this feat to improve an attempt to disarm a trap you know about.

Disguise (Charisma)

This feat allows you to take on the movements, voice, and body language of another person. When combined with a costume and makeup, you can also take on their appearance. Successes would be opposed against somebody's check to see through your disguise.

Duck and Weave (Dexterity)

You may use a Reaction and this feat to improve an attempt to avoid a trap, attack, or other mobile physical object. This check is affected by the TN penalty for wearing armor.

Efficient Runner (Constitution)

You may use this feat to add to your roll when you attempt to run.

Fast to React (Wisdom)

You may use this feat to improve an attempt to avoid surprise.

Find Traps (Wisdom)

If you are moving at exploration speed, you may use this feat when a trap is encountered. You should pretend you don't know about the trap if you fail the roll. If you succeed, you find the trap before triggering it. Alternatively, you may choose to check a treasure chest or other piece of furniture for traps before opening it or otherwise engaging with it.

Grapple (Strength)

You may use this feat to improve an attempt to grapple another creature.

Hear Sounds (Wisdom)

Typically used with a TN to listen at a door or hear distant noises in the dungeon, additional successes provide additional information about what you are hearing.

Hide (Dexterity)

Each success eliminates one success on a creature's Wisdom check made to spot you. When used against a creature's passive perception, you must exceed the number of successes represented by their perception. This check is affected by the TN penalty for wearing armor.

Identify Clean Food & Water (Wisdom)

This allows you to know if water or food is unhealthy. Additional successes may allow you to know the likely ramifications of consuming it is if it is bad for you, or to determine how to get something useful from otherwise rotten or poisoned food. You may figure out which parts of the meal are still edible or know, for example, that adding some salt would reduce its toxicity.

Initiative Boost (Dexterity)

You may use this feat when you roll for initiative.

Insight (Wisdom)

You may use this feat to determine why somebody is saying something, and what their actual goals are.

Intimidate (Charisma)

You may use this feat to attempt to cow creatures. Typically, they resist with their Wisdom. If you succeed, you may force a moral check, and the creature may have to use a smaller die than normal.

Mapping (Intelligence)

You may use this feat to improve efforts to avoid getting lost, to quickly find a previously explored area, or to guess the existence of a secret chamber or exit. If you are moving at Exploration speed, you are assumed to be mapping.

Melee Attack (Strength)

You may use this feat to improve an armed or unarmed attack against an adjacent creature. Each success does one CON damage.

Missile Weapons (Dexterity)

You may use this feat to improve an attack against a creature using a bow, sling, or other weapons that shoot missiles. Thrown weapons use the Thrown Weapons feat.

Mundane Mending (Dexterity)

A damaged object's die recovers one rank for each success. If the object has multiple damaged dice, the smallest die is recovered first. The object cannot recover dice that have disappeared. You must have appropriate materials for mending, and each success takes one hour of time. If you roll multiple successes, you may choose not to use them all. Note that mending only works on damaged items, not ones that have been used up (like food or water.)

Open Door (Strength)

You have extra facility in opening doors. You can add this to your roll to attempt to open a barred or stuck door. It can also help if you are attempting to lift a portcullis or perform similar feats of brute strength.

Persuade (Charisma)

You may this feat to attempt to bring somebody to your way of thinking through discussion. Typically, they resist with their Wisdom.

Scrounge (Wisdom)

Except in the cleanest of environments, a character can automatically find and collect a d4 thrown or melee weapon by using an action. This feat allows you to find (and possible concoct) something more serious. You spend 10 minutes and then make a Wisdom (Scrounge) check. The GM sets the TN for the check based on the amount of local detritus. With one success, you find a d6 tool or weapon of the GM's choice. With every two additional successes, increase the die size of the tool or weapon you find by one rank. Alternatively, you can spend successes to negotiate the details of what you find with the GM.

Sneak (Dexterity)

You may move up to 30 feet for each success without making noise. Your movement rate is your exploration speed (typically one foot per round). This check is affected by the TN penalty for wearing armor.

Sprinter (Strength)

Each success with this feat increases your combat movement by five feet for the current round only. You may attempt this feat as part of your movement—it does not require an action. The TN is typically five, but running through crowds, up hills or stairs, through fields of debris, against the wind, or other impediments may increase it.

Thrown Weapons (Strength)

You may use this feat to improve an attack by throwing an object at an enemy.

Tracking (Wisdom)

Use this feat to find traces of those who have gone before you. Additional successes may tell you more information like how many creatures, what type of creatures, and when they passed.

Trained Feats

Alert Sleeper (Wisdom)

You might be a meditating elf or a monk with a superior connection to reality. You can make Wisdom (Alert Sleeper) checks to notice what is happening around you while taking a Sleep. (But not while under the effect of a magical or chemically induced sleep.)

Arrow Trap (Dexterity)

You may roll this feat when you use your Reaction to avoid a missile or thrown weapon attack. If you have enough successes to completely cancel out the attacker's successes, you have caught the weapon. You may choose to use additional successes to throw the weapon back at the attacker, who may use their Reaction, if it is available, to avoid the attack.

Bamboozling Attack (Dexterity)

You may use this feat to make a melee attack using Dexterity instead of Strength. Your weapon's largest die can be no larger than 1d6. You may choose to use one success to prevent your opponent from attempting to Duck and Weave.

Counsel (Charisma)

Each success allows your target to recover one rank in Charisma, Intelligence, or Wisdom. Two successes are required to bring a disappeared die back to a d4. It takes one Quarter Hour to attempt a Counsel check, although you can spend extra successes (beyond those required to provide counseling) to reduce the amount of time.

Successes Spent	Time
0	One Quarter Hour
1	Five Minutes
2	Three Minutes
3	Two Minutes
4	One Minute
5	Five Rounds
6	One Round

Dark Vision (Wisdom)

You may use this feat to attempt to see hidden things in the dark (including darkness caused by Darkness.) In addition, you can see in the dark as if it were dim for a number of feet up to 10 times the maximum die size of the feat.

Flanco, with her 1d8 Dark Vision, can see shapes and movement up to 80 feet in the dark, although she does not see colors or details unless the area she is looking at is well lit.

Enthusiastic Support (Charisma)

As a reaction to another character making an Action roll, you may use this feat to support them. For each success you get, the target of this feat may reroll one Ability Score or Feat die that did not desplode. They must use the new roll.

Get Behind Me (Dexterity)

As a reaction to a creature within five feet of you taking damage, you may use this feat to reduce the amount of damage they take. For each success, you may transfer one damage from them to you. You may use your armor to resist this damage (if applicable), but you may not attempt to evade the damage through Dexterity (Duck and Weave).

Hairy Feet (Dexterity)

We're not sure what this does yet, but thanks to Mirko for its inspired name.

Magic Resistance (Constitution)

Each success allows you to resist one success of a spell that targets only you.

Medic (Intelligence)

Each success allows a character to recover one rank in Constitution, Dexterity, or Strength. Two successes are required to bring a disappeared die back to a 1d4. It takes one Quarter Hour to attempt a Medic check, although you can spend extra successes (beyond those required to heal) to reduce the amount of time.

Successes Spent	Time
0	One Quarter Hour
1	Five Minutes
2	Three Minutes
3	Two Minutes
4	One Minute
5	Five Rounds
6	One Round

Parry (Strength)

You use your melee weapon and a reaction to block an attack. If you eliminate all successes from an attacker who is wielding a melee weapon, you can use any additional successes to force the attacker to make a Strength check to hold to their weapon, where the TN is five times the number of additional successes you had. If the attacker is attacking with their body rather than a weapon, each extra success does one STR damage to the attacker.

Performance (Charisma)

You may use this feat to give a performance. You orate, sing, or dance. With enough successes, you may distract, entrance, or woo your audience. You might use this to pass messages through song or dance.

Pick Locks (Dexterity)

You attempt to open a lock. With one success, it takes one Quarter Hour. Each additional success reduces the time based on the table below. The TN depends on the complexity of the lock.

Successes	Time to Open
1	One Quarter Hour
2	Five Minutes
3	Three Minutes
4	Two Minutes
5	One Minute
6	Five Rounds
7+	One Round

Porter (Strength)

You can add these dice to your Strength when you determine your encumbrance limit and to checks you make while trying to stand or move while encumbered.

Second Attack (Dexterity or Strength)

If you use your action to make a ranged or melee attack, you may use this feat to make a second ranged or melee attack in the same round. You cannot add any other feat dice to this attack. As normal, you may choose whether to roll your weapon or feat dice. The Ability Score is Strength for a melee or thrown weapon attack and Dexterity for a missile weapon attack.

Simulcast (Intelligence, Charisma, or Wisdom)

You can use this feat to simulcast two or more spells that you know. The TN do this is five plus five per spell that you are casting. As always, you only roll dice from one feat, so you do not use the dice in from the spell feat. The Ability Score must be one that is used by at least one of the spells you are mixing. The maximum die you can roll with this feat is the smallest of the current maximum dice of each spell feat.

Before casting this magical concoction, work with the GM to discuss what the effects are if you succeed and what sorts of disasters might ensue if you fail.

Julian knows Fire Ball and Create Water and wants to make an exploding ball of steam by simulcasting them. The player and GM agree that if successful, it will create a giant ball of steam that does damage like a fireball but doesn't risk setting the barn on fire. A boring example of failure might be losing dice from one or both spells, but perhaps the fireball goes off without the water, or the water soaks the Julian while the fireball makes a small explosion setting the straw on fire.

Julian has Simulcast 1d8 and currently has Fireball 1d6 + 1d4 and Create Water 1d10. She can only use Simulcast as if it were at 1d6 to cast this combination of spells.

Slow Fall (Dexterity)

You may use successes from this feat to counteract falling damage. Each success reduces the damage by one die.

Sneak Attack (Dexterity)

When you make an attack from a concealed position or against a distracted target, you may use this feat instead of Melee Attack, Thrown Weapons, or Missile Weapons. If the attack hits, multiply the number of damage dice you do by one half (rounded down, minimum one) the highest result of your Sneak Attack dice.

Baruk makes a bow shot from the shadows against an ogre with three successes, having rolled a five and a three on her 2d6 Sneak Attack dice. This attack does six CON damage (three times two).

Still Heart (Constitution)

You appear dead for a Duration based on the number of successes. Your breathing basically stops and your heart rate slows and becomes too shallow to detect. You are unable to intentionally end this state of self-induced catatonia. You do not need to consume food or water and each minute you are catatonic counts as two minutes of resting.

Successes	Duration
1	1d6/One Minute
2	1d8/One Minute
3	1d12/One Minute
4	1d4/One Quarter Hour
5	1d6/One Quarter Hour
6	1d8/One Quarter Hour
7+	1d4/One Hour

Stone Sense (Intelligence or Wisdom)

You may use this feat when trying to learn about stonework, whether it be its history, how well it is constructed, or whether it is likely natural or of magical origin (among many other possible things one might want to learn about stone.)

Stunning Blow (Strength)

When you successfully make an attack with this feat, you stun your target. Your attack does not do any damage. The target may resist the attack by avoiding the blow and with its Constitution, but the attack ignores armor. Any successes remaining are used on the table below to determine the Duration for which the target is stunned. A stunned creature cannot take actions or reactions but may move at half their normal speed.

Successes	Duration
1	1d4/One Round
2	1d6/One Round
3	1d8/One Round
4	1d4/One Minute
5	1d6/One Minute
6	1d8/One Minute
7+	1d10/One Minute

Turn Undead (Charisma)

You are inimical to undead. You may use an action and this feat to attempt to turn or destroy all undead creatures of one Undead Group within a 60-foot cone in front of you. The undead must be able to see you. Choose the target Group number before rolling. You may make one attempt against one group each round.

Successes	Group Turned	Group Destroyed
1	Undead Group I	—
2	Undead Group II	—
3	Undead Group III	—
4	Undead Group IV	Undead Group I
5	Undead Group V	Undead Group II
6	Undead Group VI	Undead Group II

7	Undead Group VI	Undead Group III
8	Undead Group VI	Undead Group IV
9	Undead Group VI	Undead Group V
10+	—	Undead Group VI

Creatures who are turned flee from you for a Duration of 1d6/One Round at their maximum speed. Attacking a turned creature causes it to no longer be turned.

Spell Feats

Spells are like other feats except that you must have and roll at least one die from the feat to cast the spell. Spell feats are listed with the ability die that must be rolled. A spell's die can never be higher than the highest rolled ability die, and you can't purchase a spell at a higher die than your highest die in the associated ability. At least one Ability die and the Spell die must be rolled. If the Spell die disappears, you can no longer cast that spell until it is recovered. The default TN for spells is five. Unless otherwise noted, if the target of the spell is a creature, you may target yourself. Durations are typically either instantaneous or use the Duration mechanic. Many depend on the number of successes you get when casting the spell. An ongoing spell ends if you fall unconscious or die, and, unless otherwise noted, you can choose to let it lapse at any time.

To cast a spell, you need to be able to speak and have your hands free. You cannot be holding anything other than spell components.

Optional Rule: If you want to punish your spell casters, you might decide to add the Armor penalty to their spell casting checks.

Making More Spells

While to some extent, everything in this game is designed as a template to encourage tinkering, spell feats were created as such more than most. Fire resistance implies the existence of cold resistance, acid resistance, etc. Sometimes it's not so clear—Wall of Stone would be very different from Wall of Fire, but probably similar to Wall or Iron. You are encouraged to reskin fireball or magic missile, keeping the statistics but changing the flavor and possibly damage type. One of the primary guidelines of Dungeon Survivor is pushing interesting (and sometimes difficult) choices. To this end, we recommend against creating spells that are too general. A spell that allows the player to choose damage type at the time of casting should do much less damage per success than one with a specific damage type. Similarly if other parameters can be varied. One way of achieving this is to have choice come at the cost of successes. Perhaps a certain spell does a random damage type, but one or more successes can be used to reduce the number of options. We're sure you'll come up with other fun ideas as well!

Example:

Falco has 1d10 Intelligence when fully rested. He has a 1d8 Fireball. When he advances, he can spend 1000 XP to increase it to a 1d10 Fireball but couldn't increase it to a 1d12 without first increasing his Intelligence. While on an adventure, his Intelligence temporarily drops to 1d8. When he casts Fireball, he would roll 2d8 rather than 1d8 + 1d10, because the spell's die can't be higher than the associated ability die.

Animal Control (Charisma)
Target: Varies per table
Range: 60 feet
Duration: 1d6/One Quarter Hour

Casting Time: One Action

For the duration you can control selected animals that are within range. The number and size of the animals you can control depends on the number of successes per the table below. If an animal is farther than 60 feet from you, it is free of the spell's effects. A creature with an Intelligence of 1d6 or greater cannot be affected by this spell.

Number of Animals Controlled of a Given Size

Animal Size	Successes						
	1	**2**	**3**	**4**	**5**	**6**	**7+**
Squirrel	1	2	3	4	5	6	7
Dog	—	1	2	3	4	5	6
Boar	—	—	1	2	3	4	5
Horse	—	—	—	1	2	3	4
Rhinoceros	—	—	—	—	1	2	3
Whale	—	—	—	—	—	1	2

Animal Growth (Wisdom)
Target: One normally sized animal per success
Range: 60 feet
Duration: 1d6/One Quarter Hour
Casting Time: One Action

Each affected creature grows to become a giant-sized version of itself for the duration.

Animate Dead (Charisma)
Target: Up to one dead humanoid body per success
Range: 30 feet (less if protected by soil, stone, etc.)
Duration: 1d10/Quarter Day
Casting Time: One Quarter Hour

Each affected body animates as a skeleton or zombie depending on amount of flesh on the bone. A dead body animated with two successes is under your control. Skeletons and zombies can follow simple instructions like, "Defend this room", or "Attack any living creature you see." You can only provide new commands while you can see them. When the spell ends, or if the creatures are "killed", the creatures lose all substance as the magic that reanimated them is broken apart.

Animate Objects (Intelligence)
Target: One or more objects
Range: 30 feet
Duration: 1d6/One Round
Casting Time: One Action

You animate some objects within range for the Duration. The number and size of the objects depends on the number of successes. Objects cannot be made of a magical material and cannot be worn or carried by another creature at the time they are animated. While animated an object is under your mental control. Objects can move between 10 feet and 40 feet per round, depending on their geometry. The rate is up to the GM. If you cause an object to attack, it uses your Intelligence dice and a Magic die per the table below. An animated object can absorb a number of damage dice equal to the sum of their die sizes (a one cubic foot object can absorb six damage

dice, while a 64 cubic foot object can absorb 16.) Once the receive this much damage, they are destroyed, and the original likely no longer usable. Animated objects can only use their Reaction as a delayed action; they cannot attempt to avoid attacks, take opportunity attacks, or similar.

When the spell ends, objects cease moving and return to their initial shape, if it is feasible for them to do so.

Number of Animated Objects of a Given Size

Size	Successes							Magic Dice
	1	**2**	**3**	**4**	**5**	**6**	**7+**	
0.25 ft^3	1	2	3	4	5	6	7	1d4
1 ft^3	—	1	2	3	4	5	6	1d6
8 ft^3	—	—	1	2	3	4	5	1d8
27 ft^3	—	—	—	1	2	3	4	2d6
64 ft^3	—	—	—	—	1	2	3	2d8
125 ft^3	—	—	—	—	—	1	2	2d10

Action Inspiration (Charisma)
Target: One Creature
Range: 30 feet
Duration: 1d6/One Round
Casting Time: One Action

You grant a die to the target of the spell. The target may use the die on any Action rolls before the spell ends. The die starts with one rank per success and acts as a normal desploding die.

Anti-Magic Protection (Intelligence)
Target: Self
Range: Touch
Duration: 1d6/One Round
Casting Time: One Action

For the duration, any spell affecting you has its successes reduced by one for each of your successes when you cast the spell. For example, if an evil mage flings Magic Missiles at your three-success protection, three of the missiles would dissipate upon hitting it. A fireball would cause you three less damage.

Arcane Eye (Intelligence)
Target: Self
Range: 240 feet
Duration: 1d4/One Quarter Hour
Casting Time: One Action

You create an invisible magical sensor that sends you visual information. It has Dark Vision with a die whose rank is equal to the number of your successes when you cast the spell. The sensor moves under your mental control with a speed of up to 10 feet per round for each success. If you get more than 240 feet from the sensor, it winks out and the spell ends. The sensor is blocked by physical barriers but only requires a one-inch diameter hole to pass through.

Arcane Lock (Intelligence)
Target: One door or drawer or similar

Range: 30 feet
Duration: Permanent until unlocked.
Casting Time: One Action

The door, or drawer, or similar thing that opens is magically locked. The lock can only be opened with the Knock spell or after it is dispelled. The number of successes you have when you cast the spell determines the number of successes required by Knock or Dispel Magic to open it. You can unlock your lock with an Action at any time, but to relock it, you need to cast the spell again. While you have locked the door or other opening cover, the spell does not make the cover stronger. The door can still be broken down, burned, or otherwise destroyed.

Bane (Charisma)
Target: One or more living creatures
Range: 60 feet
Duration: 1d6/One Round
Casting Time: One Action

For each success, you can cause one creature's TN for all actions to be raised by one for the duration of the spell. With two successes, you can raise the TN for one target by two or of two targets by one.

Berserk (Charisma)
Target: One living creature
Range: 30 feet
Duration: Varies
Casting Time: One Reaction

You cause one willing creature to go berserk. The target gains Berserk Dice based on the number of successes. While berserk, the target must use its action to make one or more Strength-based attacks. When it attacks, it must use all possible ability score, feat, and weapon dice plus its Berserk Dice. The target cannot take reactions while berserk except to make an opportunity attack.

Successes	Berserk Dice
1	1d4
2	1d6
3	1d8
4	1d10
5	2d6
6	1d6 + 1d8
7+	2d8

Bless (Wisdom)
Target: Creatures of your choice
Range: 30 feet
Duration: 1d6/One Minute
Casting Time: One Action

When you cast this spell, you distribute as many d6s as you have successes to the targets of the spell. They can use some or all of these dice once on each of their turns in addition to their other dice when they attempt to take an action or reaction. While the recipient does not have to roll all

the blessing dice on any given action or reaction, they can only use the blessing once per round. Blessing dice desplode the same as other dice.

Blind (Intelligence)
Target: One living creature
Range: 30 feet
Duration: Varies
Casting Time: One Action

The target may roll their Constitution dice with a TN of five, annulling one of your successes for each one of theirs. The target is blinded for a Duration based on the remaining successes.

Successes	Duration
1	1d6/One Round
2	1d4/One Minute
3	1d6/One Minute
4	1d8/One Minute
5	1d4/One Quarter Hour
6	1d6/One Quarter Hour
7+	1d4/One Hour

Burning Hands (Dexterity)
Target: Creatures
Range: 15-foot cone
Duration: Instantaneous
Casting Time: One Action

Each creature within the cone takes one CON damage for each success.

Cause Wounds (Dexterity)
Target: One living creature
Range: Touch
Duration: Instantaneous
Casting Time: One Action

You cause one damage for each success to your choice of Constitution, Dexterity, or Strength. Your target does not count as an opponent in melee with you for determining the TN to cast this spell.

Charm Person (Charisma)
Target: One living humanoid with an Intelligence of 1d6 or greater
Range: 30 feet
Duration: Varies
Casting Time: One Action

On a success, the target views you as a friend for the duration of the spell. The duration is based on the table below. The charm is broken if you or one of your allies attacks or injures the target. Your target may roll their Charisma dice with a TN of five, annulling one of your successes for each one of theirs. When the spell ends, the target becomes aware of having been charmed.

Successes	Duration
1	1d6/One Round
2	1d6/One Minute
3	1d4/One Quarter Hour
4	1d4/Quarter Day
5	1d10/Quarter Day
6	1d4/One Week
7+	1d16/One Week

Confusion (Intelligence)
Target: 30-foot diameter circle
Range: 60 feet
Duration: 1d6/One Round
Casting Time: One Action

You may distribute your successes to as many creatures within the target area as you like. Each targeted creature may make a TN 5 Intelligence roll, cancelling one distributed success for each of theirs. A creature that does not eliminate all their assigned successes is confused for the duration. A confused creature rolls 1d4 at the beginning of each of their turns. On a 1, they attack you or your group, on a 2 they attack somebody from their own group, and on a 3 or 4 they stay where they are and do not take any actions. A confused creature who cannot attack somebody in their assigned group stands where they are and does not take actions. A confused creature cannot take reactions.

Conjure Animals (Charisma)
Target: 30-foot diameter circle
Range: 60 feet
Duration: 1d6/One Quarter Hour
Casting Time: One Minute

You conjure a number and type of creature based on the table below. They arrive within a target circle of your choice within range. If you summon a swarm, it remains as a single swarm. These creatures act as your allies and follow your mental commands for the duration, however, you can only provide them with new commands while they are within your sight. The bodies of animals that are killed disappear, returning to the plane whence they came. When the spell ends, all remaining conjured animals disappear.

Number of Animals Conjured of a Given Group

Animal Group	Successes						
	1	2	3	4	5	6	7+
I	1	2	3	4	5	6	7
II	—	1	2	3	4	5	6
III	—	—	1	2	3	4	5
IV	—	—	—	1	2	3	4
V	—	—	—	—	1	2	3
VI	—	—	—	—	—	1	2

Create Food (Wisdom)
Target: One surface
Range: Touch
Duration: Instantaneous
Casting Time: One Minute

With one success, the spell creates clean, fresh food that lasts for a time based on the number of successes. When the food's die disappears, it has spoiled. The food die is rolled normally as food is eaten (typically once per person per day) and can be reduced as normal to share or use as a distraction.

Successes	Food Created
1	1d4/One Hour
2	1d6/One Hour
3	1d8/One Hour
4	1d10/One Hour
5	1d12/One Hour
6	1d16/One Hour
7+	1d20/One Hour

Create Water (Wisdom)
Target: One non-living container of an appropriate size
Range: Touch
Duration: Instantaneous
Casting Time: One Minute

With one success, the spell creates 1d4 clean water. With each additional success, the size of the water die increases by one rank.

Cure Disease (Wisdom)
Target: One living creature
Range: Touch
Duration: Instantaneous
Casting Time: One Quarter Hour

Each success reduces one potency die of one disease in the target's system by one rank.

Cure Wounds (Wisdom)
Target: One living creature
Range: Touch
Duration: Instantaneous
Casting Time: One Action

When you cast the spell, the target chooses one ability. Only that ability is affected by this casting of the spell. Each success allows the target of the spell to recover one rank of one die. Two successes are required to bring a disappeared die back to 1d4.

Darkness (Wisdom)
Target: An inanimate object
Range: 30 feet
Duration: Varies

Casting Time: One Action

Darkness emanates in a 30-foot radius sphere from the target. Opaque objects block the darkness while translucent ones let it through in the same amount they would normally pass light. The Duration depends on the number of successes.

If the emanation of Light and Darkness overlap, the one with the larger current die size controls. Lower the rank of the larger die by one rank for each rank of the smaller one. The interval of the Duration of the surviving spell does not change. If the two spells have equal die sizes, they are both annulled.

Darkness is cast with three successes in an area that already has an active Light spell currently at 1d10/One Round. The Light spell survives as 1d10 is larger than 1d8 but is reduced by three ranks to 1d4/One Round.

Successes	Duration
1	1d10/One Round
2	1d6/One Minute
3	1d8/One Minute
4	1d16/One Minute
5	1d6/One Quarter Hour
6	1d8/One Hour
7+	1d12/One Hour

Detect Evil (Wisdom)
Target: Creatures and objects within a 30-degree cone emanating from the caster
Range: Varies
Duration: Varies
Casting Time: One Action

For the duration, you can sense the presence of beings with evil intent and objects imbued with evil energy within the cone emanating in the direction you face. You do not know who or what you are detecting, but you do get a rough idea of the distance to each one.

Successes	Duration	Range
1	1d4/One Quarter Hour	30 feet
2	1d6/One Quarter Hour	60 feet
3	1d8/One Quarter Hour	120 feet
4	1d10/One Quarter Hour	250 feet
5	1d12/One Quarter Hour	500 feet
6	1d16/One Quarter Hour	1000 feet
7+	1d20/One Quarter Hour	One mile

Detect Lies (Wisdom)
Target: One creature
Range: 30 feet
Duration: Varies
Casting Time: One Action

The target of this spell is aware of intentional lies it hears for the duration.

Successes	Duration
1	1d4/One Quarter Hour
2	1d6/One Quarter Hour
3	1d8/One Quarter Hour
4	1d10/One Quarter Hour
5	1d12/One Quarter Hour
6	1d16/One Quarter Hour
7+	1d20/One Quarter Hour

Detect Magic (Intelligence)
Target: Self
Range: Touch
Duration: Varies
Casting Time: One Action

For the duration, you see a glowing aura around enchanted creatures or objects within 60 feet of you.

Successes	Duration
1	1d4/One Round
2	1d6/One Round
3	1d8/One Round
4	1d10/One Round
5	1d12/One Round
6	1d16/One Round
7+	1d20/One Round

Detect Thoughts (Intelligence)
Target: One Creature per Quarter Hour
Range: 60 feet
Duration: Varies
Casting Time: One Minute

For the duration, each Quarter Hour you can follow the thoughts of one creature within range. It takes an action to change from following one creature's thoughts to another, and during that round you don't detect anybody's thoughts. A targeted creature may make a TN 5 Intelligence check when you target them. If they get at least as many successes as you, you are unable to follow their thoughts. You do not need to have a common language to follow another creature's thoughts, although the thoughts of truly alien creatures may be incomprehensible and even cause damage to your own mind.

Successes	Duration
1	1d4/One Round
2	1d6/One Round
3	1d4/One Minute

4	1d6/One Minute
5	1d4/One Quarter Hour
6	1d6/One Quarter Hour
7+	1d8/One Quarter Hour

Dispel Magic (Wisdom or Intelligence)
Target: One or more magical effects on a creature or object
Range: 60 feet
Duration: Instantaneous
Casting Time: One Action

For each success, one magical effect is removed from the creature or object. The TN for the spell is the size of the largest die used to create any of the targeted effects. The effect with the lowest largest die is eliminated first (among those targeted.)

Baruks has a 2d10 magical affliction and is under the influence of an Invisibility spell cast with 1d12 Intelligence and 1d6 Spell feat dice. If Grover wishes to eliminate both the invisibility and the affliction, his TN is 12 and he needs two successes. If he only wants to remove the magical affliction, his TN is 10 and he only needs one success.

Drain Ego (Intelligence)
Target: One creature
Range: Touch
Duration: Instantaneous
Casting Time: One Action

For each success, the target takes one CHA damage.

Drain Mind (Intelligence)
Target: One creature
Range: Touch
Duration: Instantaneous
Casting Time: One Action

For each success, the target takes one INT damage.

Drain Sagacity (Intelligence)
Target: One creature
Range: Touch
Duration: Instantaneous
Casting Time: One Action

For each success, the target takes one WIS damage.

Earthquake (Intelligence)
Target: The ground
Range: 120 feet
Duration: Instantaneous
Casting Time: One Quarter Hour

When you cast this spell, you cause an extremely localized series of tremors that last 1d4/One Round. The tremors affect a spherical volume with a diameter equal to five feet times the number of successes you have when you cast the spell. The TN to cast spells or perform other delicate

tasks or tasks requiring intense concentration is increased by five for each success while the tremors last. A creature in the area requires a Dexterity roll with a TN of five times the number of successes to avoid falling prone each round of the tremors. In addition the ground and structures attached to it sustain damage based on the number of successes. Examples of likely effects are given below, or the GM may allot one damage per success.

Successes **Effect**

1 Hairline cracking in weak structures. Vibrations are noticeable and some creatures and objects may sway slightly.

2 Noticeable cracking in weak walls. Sleeping creatures may awaken.

3 Brittle objects like windows break. Unstable, free-standing objects fall over. Objects hanging on the wall likely fall.

4 Hairline fractures appear in bedrock. Masonry structures develop cracks that are easily visible. Chimneys may fall and poorly built structures sustain serious damage. Furniture and other objects slide around and likely topple.

5 Cracks up to a quarter inch appear in bedrock. Susceptible soils liquefy. Reasonably well-built structures develop large cracks.

6 The bedrock fractures and multiple fissures appear. Most structures are heavily damaged.

7+ Large fissures appear and creatures that fall prone are swallowed by them. The ground may move vertically by a foot or more. Most buildings collapse. Caves likely to collapse.

Fear (Charisma)
Target: One creature-round per success
Range: 30 feet
Duration: Varies
Casting Time: One Action

Each target may make a TN 5 Wisdom check to resist, annulling one of your successes with each of its own. A creature that does not annul all successes runs away from you in fear for the duration and may make a TN 5 Dexterity or Strength check (its choice). If it gets fewer successes that you, it drops whatever it is holding in its hands (claws, tentacles, etc.) as it flees. It may not take any actions or reactions while fleeing.

Successes	Duration
1	1d4/One Round
2	1d6/One Round
3	1d4/One Minute
4	1d6/One Minute
5	1d4/One Quarter Hour
6	1d6/One Quarter Hour
7+	1d8/One Quarter Hour

Feather Fall (Intelligence)
Target: One creature-round per success
Range: 60 feet
Duration: One creature-round per success

Casting Time: One Reaction

A targeted creature slows to a rate of 60 feet per round while the spell lasts. A creature that lands while the spell is active takes no damage and can land on its feet, and the spell ends for that creature. You may cast this spell as a reaction instead of an action. The cost of affecting duration and target is multiplicative. Affecting three targets for two rounds costs six successes. If you only have five successes, you can affect two targets for two rounds (four successes) and one target for one (the fifth success.)

Firestarter (Intelligence)
Target: One small flammable object
Range: Touch
Duration: Instantaneous
Casting Time: One Action

The target catches on fire. If the target is wet or otherwise resistant to burning, or if there is a high wind, the TN might be raised.

Fireball (Intelligence)
Target: A contiguous 30-foot-diameter sphere
Range: 60 feet
Duration: Instantaneous
Casting Time: One Action

Flammable items in the sphere catch fire. The sphere does not extend through solid walls, but it does fill around corners. You may choose to spend one or more successes to create holes in the fire ball. Each success spent in this way prevents one creature of your choice from taking damage. Each remaining creature in the sphere takes one CON damage per remaining success. Armor does not provide any resistance to this damage.

Fire Resistance (Intelligence)
Target: One creature per success
Range: 30 feet
Duration: One Minute
Casting Time: One Action

For the duration, the targets of this spell are immune to non-magical fire and have extra resistance to magical fire. Each target gains one d6 per success. Any time they roll to resist the effects of magical fire, they can add one or more of these desploding dice.

Floating Disk (Intelligence)
Target: A point within range
Range: 30 feet
Duration: Varies
Casting Time: One Action

You create a magical, floating disk that can carry 100 pounds per success. Left to its own devices, it follows five feet behind you, but you can exert your control to have it move through unoccupied space within range. It always remains about three feet above the ground and level. If it drops or rises precipitously (for example, if you lead it over a pit trap), objects may fall off or get broken. If the disk is overloaded or if you move out of its range, the spell ends. When the spell ends, it simply disappears and whatever was on it falls to the ground.

Successes	Duration
1	1d6/One Minute
2	1d10/One Minute
3	1d16/One Minute
4	1d6/One Quarter Hour
5	1d8/One Quarter Hour
6	1d10/One Quarter Hour
7+	1d16/One Quarter Hour

Fly (Intelligence)
Target: One willing creature
Range: 30 feet
Duration: Varies
Casting Time: One Action

For the Duration, the target can fly up to 60 feet per round. When the spell ends, the target floats up to 60 feet downwards the next round, taking no falling damage. If they are not on the ground at the end of that round, they fall normally from wherever they are.

Successes	Duration
1	1d6/One Minute
2	1d10/One Minute
3	1d16/One Minute
4	1d6/One Quarter Hour
5	1d8/One Quarter Hour
6	1d10/One Quarter Hour
7+	1d16/One Quarter Hour

Group Invisibility (Intelligence)
Target: One creature per success
Range: 30 feet
Duration: 1d4/One Minute
Casting Time: One Minute

For the duration, the targets and anything they are wearing or carrying can't be seen by others. If an invisible creature makes an attack or casts a spell, Each time the target casts a spell or makes an attack, they need to roll their duration die.

Gust of Wind (Intelligence)
Target: Creatures
Range: 60 feet line
Duration: Instantaneous
Casting Time: One Action

Each creature along a line you choose within range may roll their Strength dice with a TN of five, annulling one of your successes for each one of theirs. Your first success causes a creature to fall prone, while each additional success moves them five feet away from you. The gust also puts out small flames, kicks up dust, and generally acts like a gust of wind.

Hold Person (Charisma)
Target: One humanoid no larger than an ogre
Range: 180 feet
Duration: Varies
Casting Time: One Action

Your target may roll their Charisma dice with a TN of five, annulling one of your successes for each one of theirs. If you have any remaining successes, the target is paralyzed with a Duration based on the table below.

Successes	Duration
1	1d6/One Round
2	1d4/One Minute
3	1d8/One Minute
4	1d12/One Minute
5	1d4/One Quarter Hour
6	1d6/One Quarter Hour
7+	1d8/One Quarter Hour

Identify (Intelligence)
Target: One object
Range: Touch
Duration: Up to 10 minutes per success
Casting Time: One Action

While this spell lasts, for every 10 minutes you are in contact with a specific magic item, you learn one fact about it. Typically, the first thing you will learn is its basic function or name. After that, you might learn the size of its Magic die or dice, and with additional successes you might learn additional details. If an item is cursed, or intelligent and secretive, you might need several successes to determine that information.

Illusion (Intelligence)
Target: Varies
Range: 30 feet
Duration: 1d6/One Minute
Casting Time: One Action

You create an illusion. The size and impact of the illusion vary with the number of successes. The illusion must fit completely within a single volume of the maximum size. A creature who has reason to disbelieve the illusion can make a TN 5 Intelligence check, eliminating one level of successes for each of theirs. The illusion is only weakened for the creature making the check. Each level of success includes the effects from the previous.

Successes	Maximum Size	Effects
1	500 cubic feet	Visual
2	1,000 cubic feet	
3	3,000 cubic feet	Audial
4	10,000 cubic feet	

5	30,000 cubic feet	Olfactory
6	100,000 cubic feet	
7+	1,000,000 cubic feet	Tactile

Invisibility (Intelligence)
Target: One creature
Range: 30 feet
Duration: Varies
Casting Time: One Action

For the duration, the target and anything it is wearing or carrying can't be seen by others. Each time the target casts a spell or makes an attack, they need to roll their duration die.

Successes	Duration
1	1d6/One Round
2	1d4/One Minute
3	1d16/One Round
4	1d8/One Minute
5	1d4/One Quarter Hour
6	1d6/One Quarter Hour
7+	1d10/One Quarter Hour

Knock (Intelligence)
Target: One door, drawer, or similar opening cover
Range: 30 feet
Duration: Instantaneous
Casting Time: One Action

A non-magically locked door or similar is unlocked if five times your number of successes equals or exceeds the lock's TN. Similarly, a stuck door can be opened. To open a stuck and locked door, you must have enough successes to meet the sum of the two TNs. For example, if a door is locked with TN of 12 and stuck with a TN of 8, you need at least four successes to open it. If you only have enough successes for one, you can choose whether you unlock or unstick the door.

To unlock a portal held with Arcane Lock, you need to have as many successes as the caster of the Arcane Lock had.

Levitate (Intelligence)
Target: One or more willing creatures
Range: 30 feet
Duration: Varies
Casting Time: One Action

For the duration, the affected creatures can move themselves up to 20 feet vertically up or down. They may move horizontally by pushing off surfaces, but the spell gives no control over this motion. A creature levitating when the spell ends floats to the ground at a speed of 60 feet per round, taking no damage.

Levitation Duration

Number Affected	Successes						
	1	2	3	4	5	6	7+
1	1d6/One Round	1d6/Minute	1d8/One Minute	1d12/One Minute	1d20/One Minute	1d8/One Quarter Hour	1d10/One Quarter Hour
2	—	1d6/One Round	1d6/Minute	1d8/One Minute	1d12/One Minute	1d20/One Minute	1d8/One Quarter Hour
3	—	—	1d6/One Round	1d6/One Minute	1d8/One Minute	1d12/One Minute	1d20/One Minute
4	—	—	—	1d6/One Round	1d6/Minute	1d8/One Minute	1d12/One Minute
5	—	—	—	—	1d6/One Round	1d6/One Minute	1d8/One Minute
6	—	—	—	—	—	1d6/One Round	1d6/Minute

Light (Wisdom)
Target: An inanimate object
Range: 30 feet
Duration: Varies
Casting Time: One Action

You create a light that emanates from the object you choose. The light given off is like that of a torch, but more constant. The Duration depends on the number of successes.

If the emanation of Light and Darkness overlap, the one with the larger current die size controls. Lower the rank of the larger die by one rank for each rank of the smaller one. The interval of the Duration of the surviving spell does not change. If the two spells have equal die sizes, they are both annulled.

Darkness is cast with three successes in an area that already has an active Light spell currently at 1d10/One Round. The Light spell survives as 1d10 is larger than 1d8 but is reduced by three ranks to 1d4/One Round.

Successes	Duration
1	1d4/One Minute
2	1d6/One Minute
3	1d8/One Minute
4	1d16/One Minute
5	1d6/One Quarter Hour
6	1d8/One Hour
7+	1d12/One Hour

Lightning Bolt (Intelligence)
Target: Creatures in a 60-foot line
Range: 60 feet
Duration: Instantaneous

Casting Time: One Action

A bolt of lightning bursts forth from your hand and travels in a straight line in a direction you choose. Each creature on the path takes two CON damage for each success. You may spend successes to cause the bolt to have gaps. Each success spent in this way causes one five-foot-long gap in a location of your choice.

Locate Object (Intelligence)
Target: Self
Range: 50 feet per success
Duration: 1d6/One Round
Casting Time: One Action

You sense the direction of a specific, clearly visualized object within range. If you attempt to locate a generic object, you locate the closest instance of it within range. Creatures are may not be located with this spell.

Magic Armor (Intelligence)
Target: Self
Range: Touch
Duration: Varies
Casting Time: One Minute

You provide yourself with magic armor for the duration. The armor performs like standard armor except that you do not incur any penalties to physical activity while wearing it.

Successes	Duration	Armor Dice
1	1d6/One Minute	1d8
2	1d6/One Minute	1d10
3	1d4/One Quarter Hour	1d12
4	1d6/One Quarter Hour	1d16
5	1d4/One Hour	1d16 + 1d4
6	1d6/One Hour	1d16 + 1d6
7+	1d8/One Hour	1d16 + 1d8

Magic Missile (Intelligence)
Target: One or more creatures
Range: 30 feet
Duration: Instantaneous
Casting Time: One Action

You create one missile per success. Each missile can be targeted at a creature as desired, but all targets must be chosen at the same time. Each missile does one damage die. A target's armor cannot be used to resist damage from this spell.

Mending (Intelligence)
Target: One Large or smaller object
Range: Touch
Duration: Instantaneous
Casting Time: One Minute

A damaged object's die recovers one rank for each success. If the object has multiple damaged dice, the smallest die is increased first. The object cannot recover dice that have disappeared. Note that mending only works on damaged items, not ones that have been used up (like food or water.)

Mirror Image (Charisma)
Target: Self
Range: Self
Duration: 1d8/One Round
Casting Time: One Action

For each success, you create one duplicate image of yourself. The images stay near you and disappear when struck. The images mimic your actions and enemies attempting to strike you strike an image until they are destroyed. Any attack destroys an image even if no physical content is made.

Monster Scan (Wisdom)
Target: One creature
Range: 30 feet
Duration: Instantaneous
Casting Time: One Action

For each success, you learn the current and maximum value of one Ability Score of the target creature.

Neutralize Poison (Wisdom)
Target: One living creature or one container
Range: Touch
Duration: Instantaneous
Casting Time: One Action

For a poison in the target's system, each success reduces by one rank one potency die of a poison with a Duration or increases by one rank the interval die of one poison with a Death Sentence. A Death Sentence poison whose interval die increases beyond 1d20 is completely neutralized. If cast on a container of poison instead of a poisoned creature, each success completely neutralizes one dose of poison.

Passwall (Intelligence)
Target: Stone or earth
Range: 30 feet
Duration: Varies
Casting Time: One Minute

A passage appears in stone or earth within range. The volume depends on the number of successes but must be entirely within range. When the spell ends, the passage disappears and any creatures are ejected outside the wall.

Successes	Duration	Volume
1	1d6/One Minute	1 ft^3
2	1d6/One Minute	5 ft^3
3	1d4/One Quarter Hour	10 ft^3
4	1d6/One Quarter Hour	20 ft^3

5	1d4/One Hour	40 ft^3.
6	1d6/One Hour	80 ft^3
7+	1d8/One Hour	160 Cu. Ft.

Read Magic (Intelligence)
Target: Self
Range: Touch
Duration: Varies
Casting Time: One Action

You are able to read magical writings that you touch for a Duration based on the number of successes. You can read a short inscription in a round, but a spell scroll might take a minute or more, and a book could take many hours or even days.

Successes	Duration
1	1d4/One Round
2	1d4/One Minute
3	1d16/One Minute
4	1d6/One Quarter Hour
5	1d12/One Quarter Hour
6	1d6/One Hour
7+	1d10/One Hour

Remove Curse (Charisma)
Target: One living creature
Range: Touch
Duration: Instantaneous
Casting Time: One Minute

For each success, you reduce a curse's Duration die by one rank. For Sudden Death curses, you increase the interval die by one rank. A Sudden Death curse whose interval die increases beyond 1d20 is completely neutralized. If cast on an item, you must have as many successes as were had when the item was cursed, otherwise, the spell has no effect.

Resurrection (Intelligence)
Target: One dead (but not undead) creature
Range: Touch
Duration: Instantaneous
Casting Time: One Minute

One dead creature is brought back to life if they were not dead for more than the spell's limit. The number of successes determines the spell's limit. Any ongoing effects on the creature that have not disappeared continue to affect the creature (poisons, spells, diseases, etc.). The creature regains the minimum number of Ability Score dice to be conscious—after being resurrected, the creature has at least 1d4 in each ability score—but benefits from no other healing.

Successes	Maximum Dead Time
1	One Minute
2	One Quarter Hour

3	One day
4	One week
5	One month
6	One year
7	10 years
8	100 years
9	1000 years
10+	No limit

Secure Sleep (Wisdom)
Target: 20-foot-diameter sphere
Range: Self
Duration: Six hours
Casting Time: One Minute

When you cast this spell, you eliminate the next *n* wandering monster checks during the duration of the spell, where *n* is the number of successes. If you move more than 10 feet from where you cast the spell, the spell ends. When the spell ends, wandering monster checks resume as normal.

Grover casts Secure Sleep before the party takes a rest in an old kitchen. He gets three successes. The GM has decided that for this rest, the non-encounter die gets rolled each hour. The die is rolled for the first time after the fourth hour. If Grover drops the spell after one hour, the non-encounter die is rolled after the second hour. If Grover drops the spell after one hour and the party gets moving again, the duration on the encounter check returns to one Quarter Hour, and a check is made after they have been traveling for 10 minutes.

Shape Change (Wisdom)
Target: Self
Range: Touch
Duration: Varies
Casting Time: One Action

You take on the form and physical attributes of wild animal. The choice of animal and the length of time you can exist in that form depend on the number of successes. Animals that can fly are treated as one group higher on the table. Becoming a bat would use the Group II row. While transformed, you must eat and drink an appropriate amount of appropriate food for the animal form you have taken on. You may use a reaction to end your transformation at any time; this also ends the spell. You cannot speak or cast spells while in animal form, but retain your ability to comprehend languages, memories, Intelligence, Wisdom, and Charisma. You adopt the Strength, Dexterity, Constitution, attacks, and movement of the creature you become. Note that GM creatures operate under different mechanics than player characters. You may use these mechanics while in creature form or, especially if you have a preferred form, work with the GM to come up with character-style stat blocks for some creatures.

If any of your ability scores drop to 0 while you are in animal form, the spell ends. When the spell ends, you take one damage of the same type for each point of unhealed damage you took while in animal form. If your spell ends while your animal form is down six points of Constitution and two points of Intelligence, you immediately take that much damage. This may kill you.

Shape Change Duration Table

Animal Size	Successes						
	1	**2**	**3**	**4**	**5**	**6**	**7+**
Group I Animal	1d6/One Minute	1d4/One Quarter Hour	1d10/One Quarter Hour	1d4/Quarter Day	1d10/Quarter Day	1d4/One Week	1d10/One Week
Group II Animal	1d4/One Minute	1d6/One Minute	1d4/One Quarter Hour	1d10/One Quarter Hour	1d4/Quarter Day	1d10/Quarter Day	1d4/One Week
Group III Animal	1d4/One Round	1d6/One Round	1d6/One Minute	1d4/One Quarter Hour	1d10/One Quarter Hour	1d4/Quarter Day	1d10/Quarter Day
Group IV Animal	—	1d4/One Round	1d6/One Round	1d6/One Minute	1d4/One Quarter Hour	1d10/One Quarter Hour	1d4/Quarter Day
Group V Animal	—	—	1d4/One Round	1d6/One Round	1d6/One Minute	1d4/One Quarter Hour	1d10/One Quarter Hour
Group VI Animal	—	—	—	1d4/One Round	1d6/One Round	1d6/One Minute	1d4/One Quarter Hour
Group VII Animal	—	—	—	—	1d4/One Round	1d6/One Round	1d6/One Minute

Shatter (Intelligence)
Target: 10-foot-diameter sphere
Range: 120 feet
Duration: Instantaneous
Casting Time: One Action

Non-living, brittle material in the targeted zone takes one damage per success.

Flanco casts Shatter against a 2d6 door. He already has a spell active, so the TN is 10. He gets a 22 for three successes. The door only has two dice, so one of the dice gets reduced by one rank to a d4. The GM rolls 1d6 + 1d4 as resistance dice for the door, getting a five and a four. The door now has 1d6 remaining. While the spell didn't destroy the door, the GM decides that the TN to force it open drops from 10 to eight due to the damage it suffered.

Shield (Dexterity)
Target: Self
Range: Touch
Duration: Until the start of your next turn
Casting Time: One Reaction

You cast this spell when you have been hit with an attack. Each success eliminates one success from a non-magical attack or two CON damage from magic missiles. Successes can be carried until the start of your next turn. Shield does not help against damage from magical weapons or spells other than Magic Missile.

Silence (Wisdom)
Target: 30-foot-diameter sphere
Range: 30 feet
Duration: Varies
Casting Time: One Action

For the duration, the area you select when you cast the spell is silent. No sound enters, leaves, or occurs within it. Spells cannot be cast within the area as they require speaking.

Successes	Duration
1	1d4/One Round
2	1d4/One Minute
3	1d16/One Minute
4	1d6/One Quarter Hour
5	1d12/One Quarter Hour
6	1d6/One Hour
7+	1d10/One Hour

Sleep (Intelligence)
Target: Living creatures within 20 feet of point within range
Range: 60 feet
Duration: 1d4/One Quarter Hour
Casting Time: One Action

Each target rolls their Constitution with a TN of five. Each target that does not roll as many successes as you, falls asleep until the spell ends, they take damage, or somebody uses an Action to shake them awake.

Slow (Intelligence)
Target: Creatures
Range: 60 feet
Duration: Varies
Casting Time: One Action

For every two successes, you affect one target of your choice within range. While slowed, a creature's movement rate is halved, and it cannot take reactions.

Successes	Duration
2	1d4/One Round
3	1d6/One Round
4	1d8/One Round
5	1d4/One Minute
6	1d6/One Minute
7+	1d8/One Minute

Snakes (Wisdom)
Target: One stick per success
Range: 10 feet
Duration: 1d4/One Quarter Hour

Casting Time: One Action

You create one regularly sized, venomous snake for each success. The snakes are under your mental control and act on your turn. Commanding them is a free action. When the spell ends, the snakes are no longer under your control. See Snake from a Stick in the creature list.

Speak with Animals (Charisma)
Target: Self
Range: Touch
Duration: Varies
Casting Time: One Minute

You gain the ability to speak with one type of animal, decided when you cast the spell. The creature can communicate with you, but it is not necessarily friendly towards you and does not gain any intelligence or knowledge.

Successes	Duration
1	1d4/One Minute
2	1d6/One Minute
3	1d8/One Minute
4	1d4/One Quarter Hour
5	1d6/One Quarter Hour
6	1d8/One Quarter Hour
7+	1d4/One Hour

Spider Climb (Intelligence)
Target: Self
Range: Self
Duration: Varies
Casting Time: One Action

You gain the ability to climb shear surfaces and even to walk along ceilings. You can move at half your exploration speed. When the spell ends, your stickiness ends.

Successes	Duration
1	1d10/One Round
2	1d6/One Minute
3	1d8/One Minute
4	1d16/One Minute
5	1d6/One Quarter Hour
6	1d8/One Hour
7+	1d4/One Hour

Telekinesis (Intelligence)
Target: One or more objects wholly within a 10-foot diameter sphere
Range: 120 feet
Duration: 1d6/One Round
Casting Time: One Action

For the duration, you can move objects up to 20 feet per round with a maximum weight that depends on the number of successes. A living creature may make a TN 5 Strength roll to resist being moved by the spell. Each success eliminates one of yours.

Successes	Max Weight
1	10 pounds
2	15 pounds
3	25 pounds
4	50 pounds
5	100 pounds
6	200 pounds
7+	400 pounds

Teleport (Intelligence)
Target: One or more willing creatures within 20 feet of you
Range: Varies
Duration: Instantaneous
Casting Time: One Action
The targeted creatures instantly appear in a new location of your choosing withing range. The maximum number of teleported creatures and the maximum range depend on the number of successes per the table below. You may specify a location in one of two ways. It may be a location that you know well and can visualize, or you may select a point a certain distance and direction away (for example, 300 feet due south.) In either case, if the location the targets would end up does not have space to accommodate them, the spell fails.

Maximum Teleportation Distance for a Given Number of Targets and Successes

Number of Targets	Successes						
	1	**2**	**3**	**4**	**5**	**6**	**7+**
1	50 feet	100 feet	250 feet	500 feet	1000 feet	1 mile	10 miles
2	—	50 feet	100 feet	250 feet	500 feet	1000 feet	1 mile
3	—	—	50 feet	100 feet	250 feet	500 feet	1000 feet
4	—	—	—	50 feet	100 feet	250 feet	500 feet
5	—	—	—	—	50 feet	100 feet	250 feet
6	—	—	—	—	—	50 feet	100 feet
7	—	—	—	—	—	—	50 feet

True Seeing (Intelligence)
Target: Self
Range: 60 feet
Duration: Varies
Casting Time: One Action
For the duration, you see invisible or ethereal objects and creatures as if they were visible and you are unaffected by visual illusions.

Successes	Duration
1	1d4/One Round
2	1d6/One Round
3	1d8/One Round
4	1d4/One Minute
5	1d6/One Minute
6	1d8/One Minute
7+	1d4/One Quarter Hour

Wall of Fire (Intelligence)
Target: A line on the ground within range
Range: 60 feet
Duration: Varies
Casting Time: One Action
You create a one-foot-thick blazing wall of fire. The size, duration, and intensity of the fire depend on the number of successes. The size is the surface area of the wall created, and you can choose its length, height, and shape so long as the wall is contiguous and continuously rests on solid ground. The intensity is the number of CON damage a creature in contact with the wall takes per round.

Successes	Size	Duration	Intensity
1	50 square feet	1d6/One Round	1
2	100 square feet	1d8/One Round	2
3	200 square feet	1d6/One Minute	3
4	400 square feet	1d10/One Minute	4
5	800 square feet	1d6/One Quarter Hour	5
6	1600 square feet	1d8/One Hour	6
7+	4000 square feet	1d4/One Day	7

Web (Intelligence)
Target: A point within range
Range: 30 feet
Duration: Instantaneous
Casting Time: One Action
You create a 20-foot-diameter mass of strong, sticky webbing centered on a point within range. The webbing hangs from any solid surfaces it contacts. A creature trying to move through the webbing must make a TN 5 Strength check. For each success less than yours, their movement is reduced by five feet. Webbing strands are highly inflammable and create a fire with a die rank equal to the number of successes you had with an interval of one Round (if you get two successes, your webs will create a 1d6/One Round fire.) The webs (but not the spell) have a Duration of 1d16/One Quarter Hour before they disintegrate on their own.

Game Master's Section

What is a Dungeon?

Dungeon Survivor is designed as a dungeon crawl game. It is not, however, limited to exploration of castle basements. Along with all the other subterranean areas we loosely classify as dungeons when discussing fantasy RPGs, any contained area with sustained danger can count as a dungeon for the purposes of this game. The Dark and Deadly Forest that lies between two towns might be a dungeon, as could certain neighborhoods of a city (or even an entire town). An enemy camp could be a dungeon. The two things needed are a well-defined perimeter, so that XP can be properly counted, and narrative and mechanical means to provide constant danger within the perimeter. That's it!

Gaining Experience Points

The base experience gained for every continuous hour in the dungeon is 100 XP. In addition, for 24 continuous hours increase the base experience by 100 XP + 100 XP for each consecutive continuous stretch of 24 hours spent in the dungeon. (On the first day, each member earns 100 XP/hour. On the second consecutive day, 200, and on the third, 300.) The base experience is multiplied by the Level of the dungeon or dungeon zone (DL, for Dungeon Level), with the lowest Level occupied during any given time span determining the multiplier.

Additional experience is gained for killing or otherwise outmaneuvering monsters and for treasure brought out of the dungeon. Non-magical treasure is worth 1 XP per gp of value and XP for creatures is 10 times their Creature Category. This XP is shared evenly by the characters that participated in the pillaging and looting.

Safe Zones

Many large dungeons have "safe havens", a place designed for the characters to get some much-needed R&R. In terms of gaining XP, spending time in a safe zone is equivalent to returning to town—the XP clock stops and when the party leaves the haven, they have zero consecutive hours in the dungeon. You may decide that the characters can spend XP while in a haven as well.

Examples:

The party spends 82 hours in an area of the dungeon with a DL of one. They each receive 2400 XP for the first day, 4800 for the second, 7200 for the third, and 4000 for the remaining 10 hours, for a total of 18,400 XP in addition to whatever treasure they may have returned with and any monsters overcome.

The party spends 82 hours in the dungeon. For the first 30 hours they are in a DL one section, and the rest of the time the DL is two. They get 2400 XP for Day One and 200 XP/hour x 6 hours

= 1200 XP for the next six hours. The next 18 hours at DL two earns them 2x18x200 = 7200 XP. Then 14,400 for the third day and another 8,000 before they leave the dungeon. Total: 33,200 XP.

*In addition to the XP for staying in the dungeon, the party all together killed three Category II creatures, successfully stole the treasure from a Category III creature through a clever ruse, and left the dungeon with 1200 gp worth of treasure. Since there are four characters in the party, each character gets one quarter of 3*20 + 1*30 + 1200 or 323 XP.*

Creatures

The creatures that the player characters encounter in the dungeon have different mechanics. They are simpler and the GM doesn't have to make choices about whether to risk their attributes and feats.

Each creature has six ability scores, but each is a number rather than a die. In addition, creatures have attacks and feats that are also numbers rather than dice. When a creature makes a melee attack, for example, add its Strength, its Melee Attack feat (if it has one), and its Weapon (if it has one). This total is used just like the result of PC's die roll to determine how many successes it has against its enemy. As a creature's ability scores get whittled down, or if it loses a weapon, it becomes less effective. When a creature takes damage, first lower its armor, if any, then its ability score. The scores are lowered by one for each damage suffered.

When a creature makes an action, use the appropriate ability score and add any feat value it might have. When a kobold attempts to see a hidden creature, it effectively rolls an eight (assuming it hasn't lost any Wisdom.) Under normal circumstances, this is one success, and so it finds a creature that got no more than one success on an attempt to hide. If the area is full of smoke and the TN to see something is a 10, the Kobold gets no successes and so only sees creatures that are not hidden.

Similarly, a creature typically has one or more successes on its Initiative, since most creatures have a Dexterity of at least five. The zombie, which specifically doesn't roll initiative, does not gain this benefit.

If characters choose to take weapons or armor off a creature, assign the nearest die size that is not greater than the score. A kobold's armor, if untouched in combat, because d4 armor in the hands of a player character. A kobold killed by Magic Missiles, which ignore armor, might end with perfectly good armor.

[BEGIN SIDEBAR]

Sample Creature Stat Block

Kobold

STR	DEX	CON	WIS	INT	CHA
6	6	3	4	6	6

Move: 30 feet
Melee or Thrown Dagger (STR): 1d4 CON (10 feet)
Dark Vision (WIS): 1d4
Hide in Shadows (DEX): 1d6
Move Silently (DEX): 1d6
Dark Vision 30 feet (WIS): 1d4
Group I Humanoid

[END SIDEBAR]

Dungeon Difficulty

Each area of the dungeon should be assigned a difficulty. For traditional dungeons, this might simply be the level of the dungeon. If you have a stocked dungeon, it should be based on the power of the creatures hanging out. Otherwise, or in addition, the difficulty helps determine the frequency and difficulty of encounters, the value of treasure, and the amount of experience points gained for spending time in the area. If you choose to vary the difficulty within a level, letting

the players know where the boundaries are allows them to choose how much they want to press their luck. Alternatively, they may just have to find out the hard way…

Stuck Doors

Doors that readily open only to dungeon denizens are a staple of old school dungeons. If it fits the dungeon, feel free to have all the doors be stuck. However, since opening doors in Dungeon Survivor is dangerous—it's so easy to pull a muscle pounding one's shoulder against an iron-bound door—you might consider having only some of the doors be stuck. One method is to roll 1d6 for each door. On 1–3 the door opens readily, on 4–5 it is stuck with a TN of 5, and on a 6 it is stuck with a TN of 8. Whether a door is also locked is an entirely different decision…

Random Encounters

Random encounters (or any other means of restocking the dungeon) is an essential part of the Dungeon Survivor. It is also the inspiration for the game. This is what makes it dangerous to stay in the dungeon.

The frequency of random encounter checks depends on the dungeon, the GM, and perhaps the depth within the dungeon. For typical exploration, Not Having an Encounter is a 1d6/One Quarter Hour/Sudden Death situation that resets every time an encounter occurs. This averages to one encounter every 10 Quarter Hours. The "non-encounter" die should also get rolled if the party makes an excessive amount of noise or otherwise draws attention to themselves. Perhaps they smash open a few doors in a row (or take several attempts to open a single door) or cast Shatter on a stone statue of a demon. Perhaps one of them takes a fancy (or succumbs to a curse) to sing a heroic saga. Even a particularly long or loud combat might draw unwanted attention.

Modifiers to the Non-encounter Die

A particularly small party (one or two characters) might attract attention less often and be more able to steer clear of roaming creatures. You might use a d8 as the base non-encounter die for them.

A group attempting to take a short rest (one hour) or sleep (six hours) in a reasonably secured area should have the duration increased to one hour. However, a group attempting a short rest beyond the first in a Quarter Day or a sleep beyond the first in a Day may be presumed to be restless—for subsequent stops, bring the duration back to one Quarter Hour. This means that a group that can find a reasonable area is guaranteed one hour of uninterrupted time per Quarter Day as long as they do not engage in any activity during that time. Getting an area ready for a rest takes at least one Quarter Hour.

Note that if the non-encounter die dropped to a d4 before the party decides to take a long rest, they are very likely to have their sleep interrupted—the die does nor reset until they have an encounter.

If a group spends an hour preparing a secure campsite (with the incumbent six random encounter checks), you might increase the non-encounter die by one rank. A d8 has only a one-in-five chance of failing over six rolls, and they will have completed their rest before the sixth roll is made. A d16 or a d20 has better than a one-in-one-thousand chance of surviving five (or even six) rolls and giving the party an uninterrupted long rest.

Chance of a Given Die Surviving* n *Rolls

Die	Number of Rolls

	1	2	3	4	5	6	7
1d4	75%	56%	42%	32%	24%	18%	13%
1d6	94%	84%	74%	63%	53%	45%	37%
1d8	99%	97%	94%	90%	85%	79%	73%
1d10	100%	100%	99%	98%	97%	95%	93%
1d12	100%	100%	100%	100%	100%	99%	99%

Random Encounter Tables

Commented [EN6]: look at Shadow of the Storm table and then add this note: The tables below are mostly creatures that would not be too out of place in a typical dungeon. The lists don't include aquatic creatures, but there certainly are some in the rulebook, and if you roll an encounter near water, that might be fun. Similarly, if the "dungeon" includes some wilderness space, there are lots of creatures to be found in the great outdoors.

On the following tables, DL stands for dungeon level. This is a vague term that stems from traditional dungeon design where the deeper in the dungeon, the more difficult the encounters. In Dungeon Survivor, this is the same measure used to determine the hourly XP accumulated for time in the dungeon. There are many random encounter tables out there, and many dungeons include specific ones. Feel free to use whatever makes you happy and keeps the party busy.

1d10 + DL	Creature Group	Quantity
2	Group I	1
3	Group I	1d3
4	Group II	1
5	Group I	1d4 + 1
6	Group II	1d2
7	Group I & Group II	1d3 & 1
8	Group III	1
9	Group II	1d3 + 1
10	Group III	1d2
11	Group III	1d3
12	Group IV	1
13	Group III & Group IV	1d2 & 1
14	Group V	1
15	Group VI	1
16	Group V	1d2
17	Group VII	1
18	Group VI	1d2
19	Group VII	1d2
20	Group VII	1d2

You can use the table below to determine which creatures the party actually encounters or just browse the creature list until you find something appealing.

- A few things to consider before rolling on the table:
  Your dungeon may also have themes that you'd like to follow (undead, constructs, lizard folk, lycanthropes, etc.), and you can choose the creatures based on that.
- This table has only "person" (the brigand), but people do make great random

encounters. You might want cultists, prisoners, adventurers, hermits, etc. They can provide exposition, end up as allies, or represent a fun mystery.

- The table does not have outdoor or water creatures; if your "dungeon" has these areas (or is one of the areas), you might look for creatures in the creature list that would fit in.

1d10	Group I	Group II	Group III	Group IV	Group V	Group VI	Group VII
1	Giant Bat	Bat Swarm	Giant Ant	Cave Bear	Adult Black Dragon	Black Pudding	
2	Spitting Beetle	Giant Killer Bee	Animated Crystal Statue	Air Elemental	Efreeti	Hydra	
3	Brigand	Blink Dog	Basilisk	Earth Elemental	Crypt Knight	Ettin	
4	Giant Centipede	Giant Draco Lizard	Cockatrice	Flame Salamander	Hezrou Demon	Glabrezu Demon	
5	Dwarf	Giant Ferret	Crypt Shade	Bone Golem	Specter	Eye of Terror	
6	Giant Carnivorous Fly	Gray Ooze	Doppelganger	Invisible Stalker	Dragonne	Iron Golem	
7	Gobber Ooze	Ghoul	Green Slime	Vampire	Flesh Golem	Stone Golem	
8	Giant Subterranean Locust	Insect Swarm	Giant Leech	Demon Boar	Lurker Above	Ettin	
9	Mossy Slime	Poltergeist	Ochre Jelly	Fire Elemental	XXXXX	Roper	
10	Giant Rat	Shadow	Giant Rhagodessa	Marilith Demon	XXXXX	Frost Salamander	

Random Encounters in a Sealed Room

Resting in the dungeon is expected activity. Oftentimes, a party will secure itself in a locked and barricaded room. Since the premise of this game is that the dungeon is a dangerous place, you hereby given permission as GM to create secret doors whenever and wherever necessary to allow monsters access to the characters. Note that the rules do honor the party's attempt to secure their resting area by reducing the chance of a random encounter, but very little they can do eliminates it. Of course, you may choose to have selected safe areas in the dungeon, but the party should not be able to linger indefinitely.

Treasure

Random encounters include random treasure. Treasure amount increases with depth of dungeon and time in dungeon (but not difficulty of encounter). Roll 1d20 + DL + Number of Consecutive Quarter Days in the dungeon (the Lou rule).

Roll	Treasure Group
1–10	No treasure
11–15	Group I
16–20	Group II

21–25	Group III
26–27	Group IV
28–29	Group V
30+	Group VI

Converting Dungeons

Monsters mostly in the monster section. Traps, decide on the trigger and damage. Wandering monsters, use their tables or the ones in this book. They are an essential part of the game however, otherwise the characters just wipe the dungeon clean and hang out…

Monster Conversion

Armor class can be converted to either Armor or Duck and Weave (or a combination of the two) depending on whether the creature is more about agility or more about have a hard shell. Rough equivalencies are given below. For the Dexterity (Duck and Weave) you can also use the same combination as for Armor. The option is given to provide flexibility in the Dexterity score, which affects ranged combat, among other things. For AC –4 [24] and better, no alternates are given. Note also that Armor is generally better than Dexterity (Duck and Weave) because Armor works against every attack while dodging can only be done as a reaction, once per round. All of this, of course combines with Constitution in that raising a creature's Con allows it to sustain more hits in a similar fashion to Armor.

Morale

A creature has a Morale die based on its group number. Morale dice are rolled when something occurs that might cause the creature to try to escape the combat. When a creature has no more Morale dice, it surrenders or tries to flee. The GM might instead choose for a creature to give in or leave combat if it fits the creature's nature. Certain creatures, like low-intelligence undead and mindless monsters, do not roll Morale, but fight until the bitter end.

Likely times to roll Morale include:

- Creature loses more than half its Constitution,
- Creature loses one of its feats,
- More than half of a creature's allies have been killed or have run away.

Group	Morale
I	d4
II	d8
III	d12
IV	d20
V	d20 + d6
VI	d20 + d10

Creature List

Creatures use the stat as given and roll one or more dice from their feats to add it to to achieve successes. Creatures dice do not desplode on taking actions. Armor descends at one point per damage taken, and once it is gone, the appropriate ability score drops in the same way. Creatures do not make resistance rolls.

Some creatures are immune to mental damage. This includes WIS, INT, and CHA.

Creatures with DEX of 5 or higher can use their reaction once per round to reduce damage from a melee attack with DEX (Duck and Weave).

Creatures whose attacks have additional effects need to cause at least one damage to cause the effect. The damaged ability score does not need to get reduced for the effect to occur.

Creatures with the Multiaction feat can make all the actions listed with that trait in one round.

Perceiving and sensing of various sorts are typically either a Reaction (to being attacked, for example) or an Action (if they have some reason to be suspicious.) However, a creature has a standing perception equal to its WIS. For example, under standard conditions, sneaking past a creature with a WIS of 8 requires at least two successes (since the creature has one standing success at a TN of 5.)

Unless noted otherwise, the range for melee attacks is five feet.

Many creatures have their attack listed simply as “Melee Weapon” or “Melee Attack.” In these cases, we recommend giving the monsters some variety in terms of whether they attack with their claws, a sword, or some invented lizardfolk weapon, and feel free to adjust the die size to fit whatever narrative you bring to the table.

Recharge under a feature means that once that feature has been used, roll the die given at the beginning of that creature’s turn. The feature cannot be used again until one of the values given shows up. For example, recharge 1/1d6 means roll 1d6 at the beginning of the creature’s turn and the feature is recovered on a one or a two.

Immunities

Unless noted otherwise, the following types of creatures are immune to the effects and attacks in the table below. Specific additional immunities are listed with some creatures.

Creature Type	Charm	Fear	Fire	Poison	Sleep	Mental Attacks	Non-Magical Attacks
Construct	X	X		X	X	X	
Dragon		X					
Elemental	X			X	X		X
Fiend	X	X	X	X	X		X
Undead	X	X		X	X		
Vegetable	X	X			X	X	

Creature Feats and Passive Abilities

Many of the creatures have feats that are not described in the player section. Where additional information on the feat is called for, it is given here.

Passive abilities are not rolled for. These are things that are true about a creature. Some commentary on these is also provided below.

Feats

Dark Vision (WIS): Unlike for player characters, the range on a creature’s Dark Vision is independent of the associated dice. If you are playing in old school dungeons, you might decide that all dungeon dwellers have 60-foot Dark Vision (or heat vision, if you prefer) using their static Wisdom score even if their stat block does not specifically say so.

Detect Scents (WIS): This allows a creature to be aware of and possibly track others by their scent. It typically allows them to attack an invisible creature, but with the normal penalty.

Echolocate ## feet (WIS): This allows a creature to know where objects are. The die is only rolled if it is looking for creatures that are hiding. Invisible creatures that are not hiding are located normally. The range is given with the feat name; the feat does not work beyond this distance.

Gaze (CHA): The target may avoid with Dexterity check against number of successes. A target that is intentionally not looking reduces the TN to avoid the gaze attack by 5 while increasing their TN to attack by 5.

Life Sense ## feet (WIS): Through whatever mechanism, this creature can tell if something living is nearby. This includes creatures that are invisible, hidden, or moving quietly, but might be thwarted by heavy ambient odors, strong wind, or other environmental effects. Typically, it is based on a combination of smell and vibration, but may include sensitivity to air movement or even some magical attunement. It is not triggered by undead or constructs.

Sense Movement ## feet (WIS): This is rolled if a stealthy creature moves within range. The creature can automatically sense moving creatures even if they are invisible or hidden if they are not intentionally moving silently.

Stealth (DEX): This allows moving silently or hiding, or moving silently while hiding. You might raise the TN if the creatures is trying to do both, unless the environment is conducive to such activities.

Passive Abilities

Always Invisible: The creature cannot normally be seen

Ethereal: The creature cannot normally be seen and can pass through objects. Typically cannot interact with material objects while ethereal.

Immunities: The creature does not take damage from this type of damage. For an attack that includes multiple damage types, reduce the roll by the amount of damage done by the dice representing the damage the creature is immune to.

Half damage: The creature takes half damage from the types of damage or attacks listed. Round down, minimum one.

A fire elemental is attacked with a 1d10 + 1d6 (fire) magic axe. The total roll (including Strength etc.) is 34 and the fire die is a 4. Calculate the number of successes using a total of 30.

Pack animal: The creature can carry 40 times the size of largest current Strength die in pounds.

Additional Information and Definitions

Attack Range. Typical melee attacks have a five-foot range and ranged weapon attacks are based on the weapon. Where the range is different, it is given at the end of the action description in parentheses.

Acid Squirt (CON, recharge 1/1d4): 1d10 CON (30-foot line).

Attract wandering monsters. This increases the likelihood of a wondering monster. Depending on the system you are using, you might decrease the interval between rolls, decrease the die you are using, or increase the success range on the die you are using. For the typical system of 1d6/One Quarter Hour, the check would change to 1d4/One Quarter Hour or 1d6/One Minute.

Cones spread out at a 1:2 ration. A 60-foot cone is 30 feet wide at its end. Any creature the cone overlaps with is affected. You might reduce the TN to avoid the effect for creatures barely affected.

Gaze Attacks. A character intentionally not looking at a creature typically has the TN to avoid a gaze attack reduced by five, but also the TN to attack it increased by five.

Line. All creatures along the line are susceptible to the attack.

Paralyzed. Creature cannot move, act, or react.

Petrified. Creature is turned to stone. While petrified, they are immune to poison and sleep and take half damage from non-magical weapons. They do not need to eat, drink, or rest and cannot move, act, or react.

Resisting Effects. Many of the creatures have feats that cause effects like fear or paralysis. If the target can resist, the ability score to use is given at the end of the feat description is brackets. Typically, the target must annul all successes to avoid the effect, but you might decide to reduce the severity of an effect that is partially annulled.

Charm (CHA): 1d6 and no damage and charmed: 1d4/One Day/Target views the demon boar as an ally [CHA].

Reminder to give powerful creatures magic resistance and other saving throw replacements.

Aerial Servant

STR	DEX	CON	WIS	INT	CHA
24	14	64	10	10	10

Move: 80 feet (Fly)
Armor: 8
Slam (STR): 4d4 CON
Always invisible
Group VI Elemental

Amphisbaena

STR	DEX	CON	WIS	INT	CHA
12	12	24	4	2	2

Move: 40 feet
Armor: 8
Bite (STR): 1d3 CON and poisoned: 1d6/One Quarter Hour/Sudden Death (death), (15 feet).
Multiaction: Bite 2x
Cannot be surprised.
Group III Animal

Animated Crystal Statue

STR	DEX	CON	WIS	INT	CHA
12	8	24	8	8	5

Move: 30 feet
Armor: 10
Bash (STR): 2d6 CON
Perception (WIS): 1d4
Takes double damage from Shatter.
Immune to fire.
Group III Construct

Ankheg

STR	DEX	CON	WIS	INT	CHA
18	10	20	4	2	2

Move: 40 feet (Burrow 20 feet)
Armor: 10
Bite (STR): 3d6 CON
Acid Squirt (CON, recharge 1/1d4): 1d10 CON (30-foot line).
Group III Monster

Ant Lion, Giant

STR	DEX	CON	WIS	INT	CHA
20	8	32	4	2	2

Move: 30 feet (Burrow 10 feet)
Armor: 10
Bite (STR): 5d4 CON
Group III Animal

Ant, Giant

STR	DEX	CON	WIS	INT	CHA
12	8	12	6	3	5

Move: 60 feet
Armor: 4

Bite (STR): 2d6 CON
Detect Scents (WIS): 1d4
Group III Monster

Ape, Albino

STR	DEX	CON	WIS	INT	CHA
12	8	16	8	6	8

Move: 40 feet
Claws (STR): 1d6 CON
Detect Scents (WIS): 1d4
Multiaction: Claws 2x
Group II Animal

Ape, Snow

STR	DEX	CON	WIS	INT	CHA
16	12	16	6	4	6

Move: 40 feet
Armor: 2
Claws (STR): 1d6 CON (2d6 against a grappled opponent) and grappled if both claws do damage.
Multiaction: Claws 2x
Immune to cold.
Group III Monster

Baboon, Higher

STR	DEX	CON	WIS	INT	CHA
12	8	8	8	6	8

Move: 40 feet
Bite (STR): 1d6 CON
Club (STR): 1d10 CON
Multiaction: Bite, Claws
Group I Animal

Basilisk

STR	DEX	CON	WIS	INT	CHA
14	8	24	8	5	5

Move: 20 feet
Armor: 6
Bite (STR): 3d6 CON
Gaze (CHA): 1d6 no damage and petrified: 1d20/One Day [DEX]
Multiaction: Bite, Gaze
Group III Monster

Bat Swarm

STR	DEX	CON	WIS	INT	CHA
6	8	10	8	2	6

Move: Fly 40 feet
Duck and Weave (DEX): 2d8
Hide in Shadows (DEX): 1d8
Echolocate 30 feet (WIS): 1d8
Confuse (DEX): 1d8 and the TN to take an action or reaction is raised by two for each success until the start of the bat swarm's next turn (15-foot diameter).

Multiaction: Echolocate, Confuse, Hide in Shadows
Takes half damage from ranged weapon attacks.
Group II Animal

Bat, Giant

STR	DEX	CON	WIS	INT	CHA
8	10	6	8	4	4

Move: 10 feet (Fly 60 feet)
Armor: 4
Claws (STR): 1d4 CON
Duck and Weave (DEX): 1d6
Echolocate 60 feet **(WIS)**: 1d6
Group I Monster

Bat, Normal

STR	DEX	CON	WIS	INT	CHA
6	8	4	8	2	6

Move: Fly 40 feet
Duck and Weave (DEX): 1d8
Hide in Shadows (DEX): 1d8
Echolocate 30 feet (WIS): 1d8
Multiaction: Echolocate, Hide in Shadows
Group I Animal

Bear, Black

STR	DEX	CON	WIS	INT	CHA
14	8	16	8	4	6

Move: 40 feet (Swim 30 feet)
Bite (STR): 1d4 CON
Claws (STR): 1d4 CON and if both claw attacks do damage, target takes an additional 1d4 CON damage.
Multiaction: Bite, Claws 2x
Group II Animal

Bear, Cave, Grizzly, or Polar

STR	DEX	CON	WIS	INT	CHA
14	8	28	8	4	6

Move: 40 feet (Swim 40 feet)
Bite (STR): 1d8 CON
Claws (STR): 1d6 CON and if both claw attacks do damage, target takes an additional 1d6 CON damage.
Multiaction: Bite, Claws 2x
Group III Animal

Bee, Giant Killer

STR	DEX	CON	WIS	INT	CHA
4	12	2	5	1	2

Move: Fly 50 feet
Sting (STR): 1d4 CON and poison**:** 1d6/One Quarter Hour/Sudden Death (death) and victim loses one rank of CON per round until stinger is removed.
Perception (WIS): 1d4
After successfully stinging, bee remains alive 1d4/One Round

Group II Monster

Beetle, Bearer

STR	DEX	CON	WIS	INT	CHA
12	6	10	8	1	4

Move: 40 feet
Armor: 5
Bite (STR): 1d10 CON
Sense Movement 10 feet (WIS): 1d8
Group II Animal

Beetle, Fire

STR	DEX	CON	WIS	INT	CHA
8	6	8	4	2	4

Move: 40 feet
Armor: 4
Bite (STR): 1d6 CON
Sense Movement 10 feet (WIS): 1d4
Distracted by carcasses and food.
The guts of this creature can be harvested to create a 1d6/One Quarter Hour light source with a 10-foot radius.
Group I Monster

Beetle, Giant Boring

STR	DEX	CON	WIS	INT	CHA
16	8	20	4	2	2

Move: 20 feet
Armor: 8
Bite (STR): 5d4 CON
Group III Monster

Beetle, Giant Rhinoceros

STR	DEX	CON	WIS	INT	CHA
22	8	48	4	2	2

Move: 40 feet
Armor: 10
Bite (STR): 2d6 CON
Gore (STR): 3d6 CON
Multiaction: Bite, Gore
Group VI Monster

Beetle, Giant Water

STR	DEX	CON	WIS	INT	CHA
16	10	16	4	2	2

Move: 10 feet (Swim 40 feet)
Armor: 8
Bite (STR): 3d6 CON
Group III Monster

Beetle, Spitting

STR	DEX	CON	WIS	INT	CHA
8	6	8	5	1	4

Move: 40 feet
Armor: 4
Bite (STR): 1d8 CON
Spray (DEX, recharge 1/1d8): 1d6 and no damage and poison: 1d4/Quarter Day/Target's TN to attack or cast spells is increased by two (30-foot line).
Group I Monster

Berserker

STR	DEX	CON	WIS	INT	CHA
10	8	8	6	6	6

Move: 40 feet
Armor: 4
Melee Attack (STR): 1d10 CON
Perception (WIS): 1d4
Berserkers do not roll morale checks and cannot take reactions in combat except for Opportunity Attacks.
Immune to fear.
Group I Humanoid

Black Pudding

STR	DEX	CON	WIS	INT	CHA
16	8	40	4	1	1

Move: 20 feet
Slam (STR): 3d8 CON and acid: 1d6/One Round/armor loses one die rank or if no armor, creature takes three additional CON damage.
Immune to all attacks except fire.
When hit by non-fire attacks, splits into two puddings with half current STR and CON and a Slam 2d6 (then 1d6, then 1d4). Other Ability Scores do not change.
Can move on walls and ceilings and squeeze through small fissures or under doors.
Digests metal and wood.
Group VI Vegetable

Blink Dog

STR	DEX	CON	WIS	INT	CHA
8	10	12	10	8	6

Move: 40 feet
Armor: 4
Bite (STR): 1d6 CON
Perception (WIS): 1d6
After an attack, roll 1d4. On a 4, the blink dog teleports up to 40 feet in a random direction and does not reappear until the start of its next turn.
Group II Monster

Boar

STR	DEX	CON	WIS	INT	CHA
6	5	4	5	2	2

Move: 40 feet
Tusk (STR): 1d4 CON, 1d8 if moved 30 feet in a straight line immediately prior to attack.
Group I Animal

Bone Thing

STR	DEX	CON	WIS	INT	CHA

8	8	14	6	6	6

Move: 40 feet
Armor: 8
Punch (STR): 2d4 CON
Multiaction: Punch 2x
Group II Construct

Brigand

STR	DEX	CON	WIS	INT	CHA
8	8	8	8	8	10

Move: 40 feet
Armor: 6
Melee Weapon (STR): 1d8 CON
Thrown Weapon (STR): 1d6 CON (20 feet)
Stealth (DEX): 1d6
Perception (WIS): 2d4
Group I Humanoid

Bugbear

STR	DEX	CON	WIS	INT	CHA
12	10	10	8	6	8

Move: 30 feet
Armor: 4
Club (STR): 2d6 CON
Move Silently (DEX): 1d8
Perception (WIS): 1d6
Multiaction: Club 2x
Group II Humanoid

Camel

STR	DEX	CON	WIS	INT	CHA
10	8	8	4	2	4

Move: 50 feet
Hooves (STR): 1d4 CON
Group II Animal

Carcas Scavenger

STR	DEX	CON	WIS	INT	CHA
8	8	12	8	8	8

Move: 40 feet
Tentacle (STR): 1d4 and no damage and paralyzed: 1d6/One Quarter Hour
Multiaction: Tentacle 8x
Group II Monster

Caryatid Column

STR	DEX	CON	WIS	INT	CHA
16	8	20	4	2	2

Move: 20 feet
Armor: 4
Weapon (STR): 2d4 CON
Non-magical weapons striking the column must roll their dice to resist breaking.
Takes half damage from non-magical attacks.

Group III Construct

Centaur

STR	DEX	CON	WIS	INT	CHA
12	12	12	10	8	8

Move: 60 feet
Armor: 4
Hooves (STR): 1d6 CON
Melee Weapon (STR): 1d8 CON
Perception (WIS): 1d6
Multiaction: Hooves 2x, Melee Weapon
Group II Monster

Centipede, Giant

STR	DEX	CON	WIS	INT	CHA
8	8	6	6	2	4

Move: 20 feet
Bite (STR): 1d8 CON and poison: 1d6/One Day/Movement reduced by half.
Stealth (DEX): 1d8
Group I Monster

Centipede, Giant Red

STR	DEX	CON	WIS	INT	CHA
6	6	4	3	2	2

Move: 20 feet
Bite (STR): 1d6 CON and poison: 1d8/One Round/One DEX damage.
Group I Monster

Chimera

STR	DEX	CON	WIS	INT	CHA
16	8	36	8	4	6

Move: 40 feet (Fly 60 feet)
Armor: 6
Claws (STR): 1d3 CON
Goat Bite (STR): 1d4 CON
Lion Bite (STR): 1d4 CON
Dragon Bite (STR): 2d4 CON
Multiaction: Claws 2x, Goat Bite, Lion Bite, Dragon Bite
Fire Breath (CON, recharge 1/1d4): 3d6 CON (50-foot cone).
Immune to fire and poison
Group V Monster

Cockatrice

STR	DEX	CON	WIS	INT	CHA
8	12	20	6	2	4

Move: 30 feet (Fly 60 feet)
Beak (DEX): 1d6 CON and petrified: 1d20/One Day [CON].
Immune to poison.
Group III Monster

Crab, Giant

STR	DEX	CON	WIS	INT	CHA

14	6	10	4	1	2

Move: 20 feet
Armor: 14
Pincers (STR): 2d6 CON
Perception (WIS): 1d4
Multiaction: Pincers 2x
Group I Monster

Crayfish, Giant

STR	DEX	CON	WIS	INT	CHA
16	10	16	4	2	2

Move: 20 feet (Swim 40 feet)
Armor: 6
Pincers (STR): 2d6 CON
Multiaction: Pincers 2x
Group II Animal

Crocodile

STR	DEX	CON	WIS	INT	CHA
16	6	10	4	3	4

Move: 30 feet (Swim 30 feet)
Bite (STR): 2d10 CON and person-sized or smaller target is grappled
Can stay underwater for up to one hour (or 1d16/One Minute).
Group II Animal

Crocodile, Giant

STR	DEX	CON	WIS	INT	CHA
18	10	28	4	2	2

Move: 40 feet (Swim 40 feet)
Armor: 6
Bite (STR): 3d10 CON and person-sized or smaller target is grappled
Tail (STR): 1d6 CON
Multiaction: Bite, Tail
Can stay underwater for up to two hours (or 1d10/One Quarter Hour).
Group IV Monster

Crypt Knight

STR	DEX	CON	WIS	INT	CHA
18	10	36	12	12	14

Move: 40 feet
Armor: 14
Sword (STR): 1d8 CON
Fear Aura (CHA): 1d6 no damage and paralyzed: 1d4/One Round (10-foot radius) [CHA].
Wall of Ice (INT, recharge 1/1d6): 2d8
Fireball (INT, recharge 1/1d4): 2d6
Multiaction: Fear Aura and one other
Immune to non-magical weapons.
Group V Undead

Crypt Shade

STR	DEX	CON	WIS	INT	CHA
12	8	12	10	8	10

Move: 30 feet
Death Touch (DEX): 1d6 CHA, ignores armor
Whirl Wind (CHA): 1d8 CON (15-foot radius)
Duck and Weave (DEX): 1d4
Stealth (DEX): 1d8
Takes half damage from non-magical attacks.
Can move through any passage air can pass through.
Group III Undead

Cyclops

STR	DEX	CON	WIS	INT	CHA
24	6	52	6	6	6

Move: 30 feet
Armor: 4
Giant Club (STR): 3d10 CON
Thrown Rock (STR): 3d6 CON (100 feet)
Group VI Humanoid

Demon Boar

STR	DEX	CON	WIS	INT	CHA
16	10	36	10	8	12

Move: 50 feet
Armor: 6
Gore (STR): 2d6 CON (4d6 if moved 30 feet immediately before attack)
Charm (CHA): 1d6 and no damage and charmed: 1d4/One Day/Target views the demon boar as an ally. [CHA].
Dark Vision 60 feet (WIS): 1d4
Group V Fiend

Demon, Baalroch

STR	DEX	CON	WIS	INT	CHA
22	12	40	14	16	18

Move: 40 feet (Fly 50 feet)
Armor: 10
Flaming Sword (STR): 2d6 CON (10 feet)
Fire Whip (DEX): 1d8 CON and burning and grappled (15 feet)
Multiaction: Sword, Whip
Dark Vision 60 feet (WIS): 1d10
Can see invisible and ethereal creatures and objects.
Explodes for 4d6 fire damage when killed (15-foot radius).
Group VI Fiend

Demon, Dretch

STR	DEX	CON	WIS	INT	CHA
10	10	16	6	6	6

Move: 30 feet
Armor: 10
Claws (STR): 1d4 CON
Bite (STR): 1d4 CON
Poison Cloud (CON, recharge 1/1d8): 1d6 CON and poisoned 1d6/One Round/TN of all actions raised by two (15-foot radius).

Multiaction: Claws 2x, Bite
Dark Vision 30 feet (WIS): 1d6
Group III Fiend

Demon, Erinyes

STR	DEX	CON	WIS	INT	CHA
14	14	24	10	12	16

Move: 40 feet (Fly 60 feet)
Armor: 10
Sword (STR): 1d8 CON
Whip of Entanglement (DEX): 1d8 CON and target is grappled (15 feet).
Bow (DEX): 1d8 CON
Charm (CHA): 1d6 no damage and charmed: 1d20/One Day/Target views the Erinyes as a trusted ally [WIS]
Dark Vision 60 feet (WIS): 1d10
Can see invisible creatures and objects
Group III Fiend

Demon, Glabrezu

STR	DEX	CON	WIS	INT	CHA
20	10	40	12	12	10

Move: 30 feet
Armor: 22
Pincers (STR): 2d6 CON
Claws (STR): 1d3 CON
Bite (STR): 1d4 CON
Multiaction: Pincers 2x, Claws 2x, Bite
Dark Vision 60 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Group VI Fiend

Demon, Hezrou

STR	DEX	CON	WIS	INT	CHA
18	10	36	10	10	8

Move: 20 feet (Fly 40 feet)
Armor: 18
Bite (STR): 4d4 CON
Claws (STR): 1d3 CON
Multiaction: Bite, Claws 2x
Stench (CON): 1d6 Nauseated: 1d4/One Minute/Target's TN raised by two for all actions (10-foot radius) [CON].
Dark Vision 60 feet (WIS): 1d6
Group V Fiend

Demon, Manes

STR	DEX	CON	WIS	INT	CHA
10	10	4	6	4	4

Move: 30 feet
Claws (STR): 1d2 CON
Bite (STR): 1d4 CON
Multiaction: Claws 2x, Bite

Dark Vision 30 feet (WIS): 1d4
Group I Fiend

Demon, Marilith

STR	DEX	CON	WIS	INT	CHA
18	14	28	14	14	16

Move: 40 feet
Armor: 22
Weapons (STR): 1d8 CON
Tail (STR): 2d4 CON (4d4 against grappled opponent) and grappled.
Multiaction: Weapons 6x, Tail
Dark Vision 60 feet (WIS): 1d10
Can see invisible and ethereal creatures and objects.
Group IV Fiend

Demon, Quasit

STR	DEX	CON	WIS	INT	CHA
8	16	12	10	10	10

Move: 50 feet (Fly 50 feet)
Armor: 10
Claws (DEX): 1d2 CON
Bite (DEX): 1d4 CON and poisoned: 1d6/One Quarter Hour/Target loses 1 rank of DEX
Multiaction: Claws 2x, Bite
Regeneration: Heals one rank of its choice of ability score per round.
Dark Vision 60 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Group II Fiend

Dinosaur, Ankylosaurus

STR	DEX	CON	WIS	INT	CHA
20	6	28	4	2	4

Move: 20 feet
Armor: 14
Tail Club (STR): 2d6 CON
Group IV Animal

Dinosaur, Elasmosaurus

STR	**DEX**	**CON**	**WIS**	**INT**	**CHA**
18	10	32	4	2	2

Move: Swim 50 feet
Bite (STR): 2d6 CON reach 15 feet
Group IV Monster

Dinosaur, Megalosaurus

STR	DEX	CON	WIS	INT	CHA
30	10	24	4	2	2

Move: 40 feet
Bite (STR): 3d6 CON
Group III Monster

Djinni

STR	DEX	CON	WIS	INT	CHA

18	12	28	10	12	10

Move: 30 feet (Fly 80 feet)
Armor: 4
Fists (STR): 2d8 CON
Whirlwind Form (STR): 1d8 CON and person-sized or smaller targets are thrown five feet per success (15-foot radius).
Dark Vision 60 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Can create food, drink, and wooden/metal items.
Can carry heavy weight while flying.
Group IV Elemental

Dog

STR	DEX	CON	WIS	INT	CHA
6	5	2	6	2	2

Move: 40 feet
Bite (STR): 1d4
Track by Scent (WIS): 1d6
Group I Animal

Doom Lure

STR	DEX	CON	WIS	INT	CHA
8	6	12	10	6	10

Move: 30 feet
Melee Dagger (STR): 1d8 CON
Thrown Dagger (STR): 1d8 CON (range 10 feet)
Duck and Weave (DEX): 1d6
Clone (CHA): 1d10 doom lure appears as some other creature. Each success eliminates one success of a Wisdom check made to see it for what it is.
Soul Scream (CHA): 1d8 Each creature in a 20-ft cone takes one CHA damage per success and receives a 1d6/One Round affliction. Roll 1d6: 1. Pain—target's DEX and STR are temporarily reduced by one rank. 2. Fear—target runs as fast as possible from Doom Lure. 3. Despair—target is unable to act or take reactions. 4. Anger—target has 50% chance of attacking ally. 5. Bliss—target unable to take actions or move. 6. Jocularity—target cannot cast spells and has TN to attack raised by two.
Dark Vision 60 feet (WIS): 1d6
Immune to being turned.
Sees through illusions.
Group III Undead

Doppelganger

STR	DEX	CON	WIS	INT	CHA
12	10	16	10	12	14

Move: 30 feet
Armor: 4
Strike (STR): 1d12 CON
Dark Vision 60 feet (WIS): 1d8
Can perfectly assume the form of any humanoid it has seen.
Immune to sleep and charm.
Group III Monster

Draco Lizard, Giant

STR	DEX	CON	WIS	INT	CHA
10	8	10	6	5	4

Move: 40 feet (Glide 70 feet)
Armor: 4
Bite (STR): 1d8 CON
Dark Vision 30 feet (WIS): 1d4
Can see invisible and ethereal creatures and objects.
Group II Monster

Dragon Construct, Red

STR	DEX	CON	WIS	INT	CHA
15	10	20	10	10	10

Move: 30 feet (Fly 80 feet)
Armor: 20
Fire Breath (CON): 1d10 CON and targets are on fire with die rank equal to number of successes/One Round. Burns three gallons of guano per breath, can carry 12 (60-foot cone).
Bite (STR): 1d12 CON
Claws (STR): 1d12 CON
Dark Vision 60 feet (WIS): 1d8
Sense Movement 30 feet (WIS): 1d6
Multiaction: Bite and Claws
Immune to fire.
Group III Construct

Dragon Turtle

STR	DEX	CON	WIS	INT	CHA
30	4	120	8	8	8

Move: 10 feet (Swim 30 feet)
Armor: 14
Claws (STR): 1d8 CON
Bite (STR): 10d6 CON
Multiaction: Claws 2x, Bite
Steam Breath (CON, recharge 1/1d4): 2d10 CON (30-foot cone).
Immune to fire
Group X Monster

Dragon, Black (Adult)

STR	DEX	CON	WIS	INT	CHA
18	10	28	10	10	10

Move: 30 feet (Fly 80 feet)
Armor: 10
Claws (STR): 1d4 CON
Bite (STR): 2d10 CON
Multiaction: Claws 2x, Bite
Acid Breath (CON, recharge 1/1d4): 2d10 CON (60-foot line).
Dark Vision 120 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Immune to acid.
Group IV Monster

Dragon, Blue (Adult)

STR	DEX	CON	WIS	INT	CHA
20	10	36	10	10	10

Move: 30 feet (Fly 80 feet)
Armor: 14
Claws (STR): 1d4 CON
Bite (STR): 3d10 CON
Multiaction: Claws 2x, Bite
Lightning Breath (CON, recharge 1/1d4): 2d10 CON (100-foot line).
Dark Vision 120 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Immune to lightning
Group V Monster

Dragon, Brass (Adult)

STR	DEX	CON	WIS	INT	CHA
18	10	28	12	14	14

Move: 40 feet (Fly 80 feet)
Armor: 10
Claws (STR): 1d4 CON
Bite (STR): 2d8 CON
Multiaction: Claws 2x, Bite
Sleep Gas (CON, recharge 1/1d4): Asleep: 1d6/One Quarter Hour/Target cannot be wakened (50-foot cone).
Fear Gas (CON, recharge 1/1d4): Paralyzed with fear: 1d4/One Round (50-foot cone).
Dark Vision 120 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Immune to poison
Group IV Monster

Dragon, Bronze (Adult)

STR	DEX	CON	WIS	INT	CHA
20	10	36	14	16	16

Move: 40 feet (Fly 80 feet)
Armor: 14
Claws (STR): 1d6 CON
Bite (STR): 3d8 CON
Multiaction: Claws 2x, Bite
Lightning Breath (CON, recharge 1/1d4): 2d10 CON (100-foot line).
Repulsion Gas (CON, recharge 1/1d4): Targets are pushed to 30 feet and cannot approach: 1d6/One Round (30-foot radius) [CHA].
Dark Vision 120 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Immune to electricity.
Group V Monster

Dragon, Copper (Adult)

STR	DEX	CON	WIS	INT	CHA
18	12	32	12	14	14

Move: 40 feet (Fly 80 feet)
Armor: 12

Claws (STR): 1d4 CON
Bite (STR): 2d10 CON
Multiaction: Claws 2x, Bite
Acid Breath (CON, recharge 1/1d4): 2d10 CON (60-foot line).
Slow Gas (CON, recharge 1/1d6): Slowed: 1d6/One Quarter Hour/Target's movement is halved and loses one success from any DEX-based check (40-foot cone).
Dark Vision 120 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Immune to acid and poison
Group IV Monster

Dragon, Gold (Adult)

STR	DEX	CON	WIS	INT	CHA
24	10	44	18	20	20

Move: 40 feet (Fly 120 feet)
Armor: 18
Claws (STR): 1d8 CON
Bite (STR): 4d8 CON
Multiaction: Claws 2x, Bite
Fire Breath (CON, recharge 1/1d4): 3d8 CON (90-foot cone).
Poison Gas (CON, recharge 1/1d8): Poisoned: 1d6/One Quarter Hour/Sudden Death (death) (60-foot cone) [CON].
Dark Vision 120 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Casts spells as a high-level magic-user.
Can shape shift into any humanoid it has seen.
Immune to fire, poison, and non-magical weapons
Group VI Monster

Dragon, Green (Adult)

STR	DEX	CON	WIS	INT	CHA
18	10	32	10	10	10

Move: 30 feet (Fly 80 feet)
Armor: 12
Claws (STR): 1d6 CON
Bite (STR): 3d8 CON
Multiaction: Claws 2x, Bite
Poison Gas Breath (CON, recharge 1/1d4): 2d8 (50-foot cone).
Dark Vision 120 feet (WIS): 1d8
Immune to poison.
Group IV Monster

Dragon, Red, Adult

STR	DEX	CON	WIS	INT	CHA
30	16	35	20	20	16

Move: 30 feet (Fly 80 feet)
Armor: 20
Fire Breath (CON, recharge 1/1d8): 2d10 CON and targets are on fire with die rank equal to number of successes/One Round (90-foot cone)
Bite (STR): 2d10 CON
Claws (STR): 2d10 CON

Dark Vision (WIS): 1d10
Magic Resistance (INT): 2d10
Multiaction: Claws 2x, Bite
Dark Vision 120 feet (WIS): 1d12
Can see invisible and ethereal creatures and objects.
Immune to fire
Group VI Monster

Dragon, Sea (Adult)

STR	DEX	CON	WIS	INT	CHA
18	10	32	10	10	10

Move: 20 feet (Fly 60 feet, Swim 80 feet)
Armor: 12
Claws (STR): 1d6 CON
Bite (STR): 3d8 CON
Multiaction: Claws 2x, Bite
Poison Breath (CON, recharge 1/1d4): 2d8 CON (20-foot radius).
Immune to poison.
Group IV Monster

Dragon, Silver (Adult)

STR	DEX	CON	WIS	INT	CHA
22	10	40	16	18	18

Move: 40 feet (Fly 90 feet)
Armor: 16
Claws (STR): 1d6 CON
Bite (STR): 3d10 CON
Multiaction: Claws 2x, Bite
Cold Breath (CON, recharge 1/1d4): 2d10 CON (80-foot cone).
Paralyzing Gas (CON, recharge 1/1d4): Paralyzed: 1d6/One Quarter Hour (40-foot cone).
Dark Vision 120 feet (WIS): 1d12
Can see invisible and ethereal creatures and objects.
Immune to cold and poison
Group VI Monster

Dragon, White (Adult)

STR	DEX	CON	WIS	INT	CHA
16	10	24	8	8	8

Move: 30 feet (Fly 80 feet)
Armor: 8
Claws (STR): 1d4 CON
Bite (STR): 2d8 CON
Multiaction: Claws 2x, Bite
Cold Breath (CON, recharge 1/1d4): 2d10 CON (80-foot cone).
Dark Vision 120 feet (WIS): 1d4
Immune to cold.
Group III Monster

Dragonne

STR	DEX	CON	WIS	INT	CHA
18	12	36	8	6	8

Move: 50 feet (Fly 30 feet)
Armor: 2
Claws (STR): 1d8 CON
Bite (STR): 3d6 CON
Multiaction: Claws 2x, Bite
Roar (CON): 1d6 Deafened and weakened: 1d6/One Minute/TN for all actions raised by 2 (120-foot radius) [WIS].
Dark Vision 120 feet (WIS): 1d6
Group V Monster

Dryad

STR	DEX	CON	WIS	INT	CHA
8	12	8	12	12	16

Move: 40 feet
Armor: 4 Dagger (STR): 1d4 CON
Charm (CHA): 1d6 and no damage and charmed: 1d20/One Day/Target views the dryad as a trusted friend and will not leave her tree.
The dryad is alive 1d6/One Quarter Hour while further than 240 feet from her tree.
Can see invisible and ethereal creatures and objects.
Group II Monster

Dwarf

STR	DEX	CON	WIS	INT	CHA
10	6	8	8	6	8

Move: 20 feet
Armor: 6
War Axe (STR): 1d10 CON
Thrown Dagger (STR): 1d8 CON (range 10 feet)
Dark Vision 40-feet **(WIS)**: 1d6
Automatically neutralizes one rank of any poisoning.
Group I Humanoid

Eel, Giant

STR	DEX	CON	WIS	INT	CHA
14	14	20	4	2	2

Move: Swim 30 feet
Armor: 2
Bite (STR): 1d4 CON
Electric Shock (CON, recharge 1/1d4): 3d6 CON (15-foot radius).
Immune to electricity
Group III Animal

Eel, Weed

STR	DEX	CON	WIS	INT	CHA
6	14	4	2	1	1

Move: Swim 10 feet
Bite (DEX): 1d2 CON and poisoned: 1d6/One Round/Sudden Death (death)
Looks like normal seaweed.
Group I Animal

Efreeti

STR	DEX	CON	WIS	INT	CHA

20	12	40	10	20	10

Move: 30 feet (Fly 80 feet)
Armor: 8
Fists (STR): 2d8 CON
Wall of Fire (INT): 2d8
Illusion (INT): 2d8
Dark Vision 120 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Can transform into a pillar of flame.
Immune to fire.
Group VI Elemental

Elemental, Air

STR	DEX	CON	WIS	INT	CHA
16	12	32	8	6	8

Move: Fly 120 feet
Armor: 14
Slam (STR): 1d8 CON
Whirlwind (CON): 1d8 and no damage and targets are knocked prone and slid around in a circle 45 degrees per success (15-foot radius) [STR].
Can see invisible and ethereal creatures and objects.
Group IV Elemental

Elemental, Earth

STR	DEX	CON	WIS	INT	CHA
20	6	32	8	6	8

Move: 20 feet
Armor: 14 Slam (STR): 1d8 CON
Earth Glide: Can move through solid rock.
Dark Vision 60 feet (WIS): 1d6
Immune to mental damage, poison, and non-magical weapons.
Group IV Elemental

Elemental, Fire

STR	DEX	CON	WIS	INT	CHA
16	14	32	8	6	8

Move: 40 feet
Armor: 14
Slam (STR): 1d8 CON and fire.
Can see invisible and ethereal creatures and objects.
Immune to fire.
Water deals one CON damage per success.
Group IV Elemental

Elemental, Water

STR	DEX	CON	WIS	INT	CHA
18	10	32	8	6	8

Move: 20 feet (Swim 60 feet)
Armor: 10
Slam (STR): 1d8 CON
Water Wave (CON): 3d8 and no damage and targets within 30 feet swept 5 feet per success.

Dark Vision 60 feet (WIS): 1d4
Can see invisible and ethereal creatures and objects.
Immune to mental damage.
Group IV Elemental

Elephant

STR	DEX	CON	WIS	INT	CHA
24	6	36	6	4	6

Move: 40 feet
Armor: 4
Tusks (STR): 2d4 CON
Trunk (STR): 2d6 CON
Trample (STR): 4d8 CON and creature is knocked prone [STR].
Multiaction: Tusks, Trunk
Can carry 50 pounds per point of STR before being encumbered.
Group V Animal

Elf

STR	DEX	CON	WIS	INT	CHA
8	8	8	10	10	10

Move: 40 feet
Punch (STR): 1d4 CON
Thrown Rock (STR): 1d4 CON (range 15 feet)
Duck and Weave (DEX): 1d6
Dark Vision 60 feet (WIS): 1d6
Group I Humanoid

Ettin

STR	DEX	CON	WIS	INT	CHA
22	8	40	8	6	6

Move: 40 feet
Armor: 8 Club (STR): 2d8 CON
Perception (WIS): 2d6
Multiaction: Club 2x
Dark Vision 60 feet (WIS): 1d6
Cannot be surprised.
Group VI Humanoid

Evil Acolyte

STR	DEX	CON	WIS	INT	CHA
8	8	6	10	8	8

Move: 20 feet
Mace (STR): 1d6 CON
Duck and Weave (DEX): 1d6
Perception (WIS): 1d4
Group I Humanoid

Eye of Terror

STR	DEX	CON	WIS	INT	CHA
10	12	40	16	18	14

Move: 10 feet (Fly 10 feet)
Armor: 14

Bite (STR): 2d4 CON
Death Ray (INT): 2d8 STR in 40-foot ray
Frost Ray (INT): 1d8 CON and DEX
Heat Ray (CON): 1d8 CON in 60-foot ray
Lightning Ray (INT): 1d8 CON in 60-foot ray
Poison Ray (INT): 1d4 CON and Poisoned: 1d6/One Round/Lose one rank of each attribute in 30-foot ray
Slow Ray (WIS): 1d8 DEX in 60-foot ray
Multiaction: Randomly fires 1d6 magical rays per round at visible targets.
Magic Resistance (INT): 1d8
Dark Vision 120 feet (WIS): 1d12
Can see invisible and ethereal creatures and objects.
The central eye suppresses all other magic in a 60-foot cone.
Group VI Monster

Ferret, Giant

STR	DEX	CON	WIS	INT	CHA
8	8	12	8	4	6

Move: 50 feet
Bite (STR): 1d4 CON
Move Silently (DEX): 1d8
Perceive Odors (WIS): 1d6
Group II Monster

Fish, Giant Bass

STR	DEX	CON	WIS	INT	CHA
10	10	8	4	2	2

Move: Swim 40 feet
Bite (STR): 1d6 CON
Group I Monster

Fish, Giant Catfish

STR	DEX	CON	WIS	INT	CHA
12	10	12	4	2	2

Move: Swim 30 feet
Armor: 6
Bite (STR): 2d8 CON
Feelers (DEX): 1d4 CON reach 10 feet
Multiaction: Bite, Feelers 4x
Group II Monster

Fish, Giant Piranha

STR	DEX	CON	WIS	INT	CHA
10	12	14	4	2	2

Move: Swim 50 feet
Bite (STR): 1d8 CON
Multiaction: Bite 2x if blood is in the water.
Group II Monster

Fish, Giant Rockfish

STR	DEX	CON	WIS	INT	CHA
10	8	20	4	2	2

Move: Swim 60 feet
Bite (STR): 1d4 CON
Touching the fish deals one DEX damage and poison: 1d6/One Quarter Hour/Sudden Death (death)
TN 15 to spot when in native habitat.
Group III Monster

Fish, Giant Sturgeon

STR	DEX	CON	WIS	INT	CHA
20	6	40	4	2	2

Move: Swim 60 feet
Armor: 14
Bite (STR): 2d10 CON, with three or more successes, a human-sized or smaller target is swallowed whole and takes 4 CON damage per round.
Group V Monster

Fly, Giant Carnivorous

STR	DEX	CON	WIS	INT	CHA
8	8	8	4	1	1

Move: 30 feet (Fly 60 feet)
Bite (STR): 1d8 CON
Duck and Weave (DEX): 1d8
Hide in Shadows (DEX): 1d8
Group I Monster

Foxwoman

STR	DEX	CON	WIS	INT	CHA
10	16	32	12	14	18

Move: 50 feet
Armor: 10
Weapon (STR): 1d6 CON
Charm (CHA): 1d6 no damage and charmed: 1d20/One Day/Target views the Foxwoman as a trusted ally [WIS].
Can assume the form of a fox, a woman, or a hybrid.
Group IV Fiend

Frog, Giant Venomous

STR	DEX	CON	WIS	INT	CHA
12	4	6	2	1	1

Move: 30 feet (Swim 40 feet)
Bite (STR): 1d8 CON (2d8 if target is grappled by the frog's tongue) and poison: 1d6/One Round/One CON damage
Tongue (STR): 1d4 and no damage but human-sized or smaller creature is dragged towards the frog five feet per success and is grappled.
Creature touching frog is poisoned: 1d6/One Round/One CON damage
Group I Monster

Fungi, Violet

STR	DEX	CON	WIS	INT	CHA
10	4	12	2	1	1

Move: 5 feet

Tentacles (STR): No damage and Diseased: 1d8/One Round/Target loses one rank of STR per round (10 feet).
Multiaction: Tentacles 4x
Group II Vegetable

Gargoyle

STR	DEX	CON	WIS	INT	CHA
12	10	16	8	6	8

Move: 30 feet (Fly 50 feet)
Armor: 4
Claws (STR): 1d4 CON
Bite (STR): 1d6 CON
Horn (STR): 1d4 CON
Multiaction: Claws 2x, Bite, Horn
Dark Vision 120 feet (WIS): 1d12
Can see invisible and ethereal creatures and objects.
Immune to non-magical weapons and mental damage
Group III Monster

Gelatinous Cube

STR	DEX	CON	WIS	INT	CHA
14	4	16	4	1	1

Move: 20 feet
Slam (STR): 2d4 CON and paralyzed: 1d6/One Minute
Vibration Sense 10-feet (WIS): 1d4
The cube is nearly invisible. Characters must succeed on a TN 10 WIS check to notice it.
Immune to cold, lightning, poison, and mental damage.
Group III Vegetable

Genie, Dao

STR	DEX	CON	WIS	INT	CHA
20	10	32	10	12	10

Move: 30 feet (Fly 50 feet)
Armor: 8
Fists (STR): 2d8 CON
Invisibility (INT): 2d8
Rock to Mud (INT): 2d8
Wall of Stone (INT): 2d8
Dark Vision 120 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Can move through solid stone.
Group IV Elemental

Genie, Marid

STR	DEX	CON	WIS	INT	CHA
24	12	40	12	14	14

Move: 30 feet (Fly 80 feet, Swim 80 feet)
Armor: 14
Fists (STR): 2d8
Water Blast (CON): 3d6 CON and knocked prone [STR].
Invisibility (INT): 2d8

Commented [EN7]: need to create these

Sweet Water (INT): 2d8
Control Water (INT): 2d8
Dark Vision 120 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Group VI Elemental

Ghast

STR	DEX	CON	WIS	INT	CHA
14	12	12	8	8	6

Move: 50 feet
Armor: 6
Claws (STR): 1d3
Bite (STR): 1d6 CON and paralyzed: 1d6/One Quarter Hour
Multiaction: Claws 2x, Bite
Stench (CON): 1d8 and nauseated: 1d10/One Minute/TN on actions raised by 2 (15-foot radius) [WIS].
Dark Vision 60 feet (WIS): 1d6
Can see invisible creatures and objects.
Immune to being grappled or held.
Group II Undead

Ghoul

STR	DEX	CON	WIS	INT	CHA
10	6	8	8	8	8

Move: 30 feet
Paralyzing Touch (STR): 1d10 CON and 1d12/One Round/Paralysis (only against creatures no larger than an ogre).
Duck and Weave (DEX): 1d6
Dark Vision 60 feet (WIS): 1d4
Scent Life 30 feet (WIS): 1d8
Creature slain by a ghoul rises in 24 hours as a ghoul if still dead
Group III Undead

Giant, Cloud

STR	DEX	CON	WIS	INT	CHA
24	8	48	8	8	8

Move: 40 feet
Armor: 10
Giant Mace (STR): 6d6 CON
Throw Boulder (STR): 3d6 CON (100 feet)
Can see invisible and ethereal creatures and objects.
Immune to lightning.
Group VI Humanoid

Giant, Fire

STR	DEX	CON	WIS	INT	CHA
22	8	44	8	8	8

Move: 40 feet
Armor: 6
Giant Sword (STR): 5d6 CON
Throw Boulder (STR): 3d6 CON (100 feet)

Commented [EN8]: need to create these

Immune to fire.
Group VI Humanoid

Giant, Frost

STR	DEX	CON	WIS	INT	CHA
20	8	40	8	8	8

Move: 40 feet
Armor: 6
Giant Axe (STR): 4d6 CON
Throw Boulder (STR): 3d6 CON (100 feet)
Immune to cold.
Group VI Humanoid

Giant, Hill

STR	DEX	CON	WIS	INT	CHA
18	8	32	6	6	6

Move: 40 feet
Armor: 6
Giant Club (STR): 2d8 CON
Throw Boulder (STR): 3d6 CON (100 feet)
Group IV Humanoid

Giant, Stone

STR	DEX	CON	WIS	INT	CHA
20	10	36	8	8	8

Move: 40 feet
Armor: 14
Stone Club (STR): 3d6 CON
Thrown Boulder (STR): 3d6 CON (100 feet)
Rock Catching (STR): 3d6 (catches rocks if successes equal or exceed successes on throw)
Group V Humanoid

Giant, Storm

STR	DEX	CON	WIS	INT	CHA
26	10	60	10	10	10

Move: 50 feet
Armor: 10
Giant Sword (STR): 8d6 CON (10 feet)
Lightning Strike (WIS): 3d6 CON (100 feet).
Immune to lightning.
Group VIII Humanoid

Gnoll

STR	DEX	CON	WIS	INT	CHA
10	8	8	8	6	8

Move: 30 feet
Armor: 4
Claws (STR): 2d4 CON
Melee Weapon (STR): 1d10 CON
Scent Life 30 feet (WIS): 1d6
Group I Humanoid

Gnoll Leader

STR	DEX	CON	WIS	INT	CHA
12	8	12	8	6	10

Move: 30 feet
Armor: 4
Claws (STR): 2d4 CON
Melee Weapon (STR): 1d10 CON
Scent Life 30 feet (WIS): 1d6
Group II Humanoid

Gnome

STR	DEX	CON	WIS	INT	CHA
8	10	6	8	6	8

Move: 20 feet
Armor: 2
War Hammer (STR): 1d6 CON
Bow (DEX): 1d6 CON (90 feet)
Dark Vision (WIS): 1d12
Illusion (INT): 1d4
Group I Humanoid

Gobber Ooze

STR	DEX	CON	WIS	INT	CHA
8	4	8	4	1	1

Move: 30 feet
Pseudo Pod Slam (STR): 1d8 CON (10 feet)
Duck and Weave (DEX): 1d4
Sense Life (WIS): 2d4
When not moving, requires TN 12 Perception to spot as other than a puddle.
Acid heals CON points equal to size of largest die applied.
Immune to mental damage.
Group I Monster

Goblin

STR	DEX	CON	WIS	INT	CHA
8	10	6	8	6	8

Move: 20 feet
Armor: 2
Sword (STR): 1d6 CON
Sling (DEX): 1d4 CON (range 20 feet)
Dark Vision 60 feet (WIS): 1d6
Group I Humanoid

Golem, Amber

STR	DEX	CON	WIS	INT	CHA
16	10	40	8	4	4

Move: 60 feet
Claws (STR): 2d6 CON
Bite (STR): 2d10
Multiaction: Claws 2x, Bite
Tracking (WIS): 2d8

Dark Vision 60 feet (WIS): 1d6
Can see invisible creatures and objects.
Group VI Construct

Golem, Bone

STR	DEX	CON	WIS	INT	CHA
16	10	32	8	4	4

Move: 40 feet
Armor: 10
Weapons (STR): 1d8 CON
Multiaction: Weapons 4x
Dark Vision 60 feet (WIS): 1d6
Can see invisible creatures and objects.
Immune to fire, cold, and electricity.
Group IV Construct

Golem, Bronze

STR	DEX	CON	WIS	INT	CHA
24	6	80	8	4	4

Move: 80 feet
Armor: 14
Fist (STR): 3d10 CON and 1d10 fire.
Multiaction: Fist 2x
Dark Vision 60 feet (WIS): 1d6
Can see invisible creatures and objects.
Immune to edged weapons.
Group VII Construct

Golem, Flesh

STR	DEX	CON	WIS	INT	CHA
18	8	36	4	4	4

Move: 30 feet
Fists (STR): 2d8 CON
Multiaction: Fists 2x
Dark Vision 60 feet (WIS): 1d6
Can see invisible creatures and objects.
Immune to non-magical weapons and spells
Fire and cold slow it five feet per success
Lightning heals one CON per success
Group V Construct

Golem, Iron

STR	DEX	CON	WIS	INT	CHA
24	6	56	4	4	4

Move: 20 feet
Armor: 8
Fists (STR): 4d10 CON
Multiaction: Fists 2x
Poison Gas (CON, recharge 1/1d4): 1d10 Poisoned: 1d6/One Quarter Hour/Sudden Death (death) (15-foot radius)
Dark Vision 60 feet (WIS): 1d4

Can see invisible creatures and objects.
Immune to non-magical weapons and magic weapons with largest magic die less than 1d8
Group VI Construct

Golem, Stone

STR	DEX	CON	WIS	INT	CHA
22	6	56	5	5	4

Move: 20 feet
Armor: 4
Fists (STR): 3d8 CON
Multiaction: Fists 2x
Slow (WIS): 1d10 Slowed 1d6/One Round/Lose five feet of movement per success (10 feet)
Immune to normal weapons and magic weapons with largest magic die less than 1d6.
Group VI Construct

Gorgon

STR	DEX	CON	WIS	INT	CHA
16	8	32	8	6	6

Move: 40 feet
Armor: 10
Gore (STR): 2d6 CON
Petrifying Breath (CON, recharge 1/1d4): No damage, 60-foot cone and Petrified: 1d20/One Day
Dark Vision 60 feet (WIS): 1d6
Immune to poison.
Group IV Monster

Gray Ooze

STR	DEX	CON	WIS	INT	CHA
12	4	18	4	1	1

Move: 3 feet
Slam (STR): 2d8 CON and acid: 1d8/One Round/Armor loses one die rank or two CON damage once armor is destroyed (10 feet)
Sense Life 10 feet (WIS): 1d4
Immune to fire and cold
When not moving, requires TN 15 Perception to spot as other than a wet stone
Group III Vegetable

Green Slime

STR	DEX	CON	WIS	INT	CHA
8	4	12	4	1	1

Move: 1 foot
Slime (STR): 1d4 CON and 1d12/One Round/One CON damage from acid. Creature losing last CON die becomes a green slime
Corrode Object (STR): 1d6 one die rank per success.
Immune to all attacks other than fire, but killed instantly by Cure Disease
Group II Vegetable

Griffon

STR	DEX	CON	WIS	INT	CHA
16	10	28	8	4	6

Move: 40 feet (Fly 120 feet)

Armor: 8
Claws (STR): 1d4 CON
Bite (STR): 2d8 CON
Multiaction: Claws 2x, Bite
Dark Vision 60 feet (WIS): 1d6
Scent Odors 30 feet (WIS): 1d8
Can carry 50 pounds per point of STR before being encumbered.
Group IV Monster

Hag, Night

STR	DEX	CON	WIS	INT	CHA
18	12	32	14	16	6

Move: 30 feet
Claws (STR): 2d6 CON
Magic Missile (INT): 1d8
Ray of Enfeeblement (INT): 1d8 STR
Sleep (INT): 1d8
Dark Vision 120 feet (WIS): 1d10
Can see invisible creatures and objects.
Can ride a sleeping victim's back to drain 1 rank of CON per minute
Group IV Fiend

Hag, Sea

STR	DEX	CON	WIS	INT	CHA
16	10	12	10	10	4

Move: 40 feet (Swim 50 feet)
Claws (STR): 1d4
Death Gaze (CHA): 2d6 Frightened to death: 1d4/One Round/Sudden Death (drop to 0 CON, dying) [DEX].
Dark Vision 60 feet (WIS): 1d6
Can see invisible creatures and objects.
Can appear as a beautiful maiden.
Takes damage from silvered weapons.
Group II Fiend

Halfling

STR	DEX	CON	WIS	INT	CHA
8	12	4	8	8	8

Move: 30 feet
Short Sword (STR): 1d6 CON
Sling (DEX): 1d4 CON
Stealth (DEX): 1d8
Group I Humanoid

Harpy

STR	DEX	CON	WIS	INT	CHA
10	12	12	8	8	12

Move: 20 feet (Fly 50 feet)
Claws (STR): 1d4 CON
Weapon (STR): 1d6 CON
Multiaction: Claws 2x, Weapon

Siren Song (CHA): 1d6 no damage and entranced: 1d6/One Minute/Target can take no actions or reactions and walks toward the harpy at full speed [CHA].
Dark Vision 60 feet (WIS): 1d6
Group II Monster

Hawk, Ordinary

STR	DEX	CON	WIS	INT	CHA
4	14	2	8	2	4

Move: Fly 160 feet
Talons (DEX): 1d2 CON
Spot Object 500 feet (WIS): 2d8
Double number of successes on first attack if diving from 30 feet or more.
Group I Animal

Hell Hound

STR	DEX	CON	WIS	INT	CHA
12	10	20	8	6	6

Move: 40 feet
Armor: 6
Bite (STR): 1d6
Fire Breath (CON, recharge 1/1d4): 1d10 CON.
Dark Vision 120 feet (WIS): 1d6
Can see invisible and ethereal creatures and objects.
Immune to fire and poison.
Group III Monster

Herd Animals (Antelope, Deer, Goats)

STR	DEX	CON	WIS	INT	CHA
8	12	8	6	2	4

Move: 80 feet
Head Butt (STR): 1d4 CON
Will stampede if threatened.
Group I Animal

Herd Animals (Buffalo, Elk, Moose)

STR	DEX	CON	WIS	INT	CHA
14	10	16	6	2	4

Move: 40 feet
Head Butt (STR): 1d6 CON
Will stampede if threatened.
Group II Animal

Hippocampus

STR	DEX	CON	WIS	INT	CHA
14	14	16	6	4	6

Move: Swim 80 feet
Armor: 4
Bite (STR): 1d4 CON
Hooves (STR): 1d4 CON
Multiaction: Bite, Hooves 2x
Group III Animal

Hippogriff

STR	DEX	CON	WIS	INT	CHA
14	12	12	6	4	6

Move: 60 feet (Fly 120 feet)
Armor: 4
Claws (STR): 1d6 CON
Bite (STR): 1d10 CON
Multiaction: Claws 2x, Bite
Can carry 50 pounds per point of STR before being encumbered.
Group II Monster

Hobgoblin

STR	DEX	CON	WIS	INT	CHA
10	6	10	6	6	8

Move: 30 feet
Armor: 4
Melee Attack (STR): 1d8 CON
Dark Vision 60 feet (WIS): 1d4
Group II Humanoid

Homunculus

STR	DEX	CON	WIS	INT	CHA
6	16	8	10	10	8

Move: 20 feet (Fly 60 feet)
Armor: 2
Bite (DEX): 1d3 CON and asleep: 1d6/One Quarter Hour/cannot be awakened
Dark Vision 60 feet (WIS): 1d6
Can see invisible and ethereal creatures and objects.
Shares a mental connection with its creator.
Group II Construct

Horse

STR	DEX	CON	WIS	INT	CHA
6	4	6	4	3	2

Move: 40 feet
Kick (STR): 1d6 CON
Pack animal
Group I Animal

Human

STR	DEX	CON	WIS	INT	CHA
8	6	6	8	6	6

Move: 40 feet
Punch (STR): 1d4 CON
Thrown Rock (STR): 1d4 CON (10 feet)
Duck and Weave (DEX): 1d6
Group I Humanoid

Hydra (7-Headed)

STR	DEX	CON	WIS	INT	CHA
16	10	35	6	2	4

Move: 40 feet

Armor: 4
Bite (STR): 1d10 CON (10 feet)
Multiaction: Bite 7x
A single attack that does five or more damage can remove a head. Removing a head reduces by one the number of attacks. A removed head stays gone with a 1d6/One Round effect—if the die disappears without the hydra having taken fire damage, the missing head is replaced with two heads, each one with an attack. When it regrows the heads, it gains 10 Constitution.
Group VI Monster

Insect Swarm

STR	DEX	CON	WIS	INT	CHA
8	6	12	6	1	1

Move: 10 feet (Fly 20 feet)
Duck and Weave (DEX): 1d6
Scent Detection 20 feet (WIS): 1d6
Creature in swarm take one CON damage per round (two if not wearing armor).
Immune to weapon attacks and mental damage.
Sleep (one success) makes cloud dormant for duration of the spell.
Smoke causes swarm to leave area.
Group II Animal

Invisible Stalker

STR	DEX	CON	WIS	INT	CHA
16	12	32	10	8	8

Move: 40 feet
Armor: 8
Slam (STR): 4d4 CON
Always invisible
Group IV Monster

Kobold

STR	DEX	CON	WIS	INT	CHA
6	6	3	4	6	6

Move: 30 feet
Melee or Thrown Dagger (STR): 1d4 CON (10 feet)
Dark Vision (WIS): 1d4
Hide in Shadows (DEX): 1d6
Move Silently (DEX): 1d6
Dark Vision 30 feet (WIS): 1d4
Group I Humanoid

Lamia

STR	DEX	CON	WIS	INT	CHA
14	14	36	12	12	16

Move: 80 feet
Armor: 8
Weapon (STR): 1d6 CON
Wisdom Drain (WIS): 1d8 no damage and Cursed: 1d20/One Day/Target loses one rank of WIS
Illusion (INT): 3d12
Can see invisible and ethereal creatures and objects. Immune to illusions.
Group V Monster

Leech, Giant

STR	DEX	CON	WIS	INT	CHA
10	6	24	4	1	2

Move: 30 feet
Bite (STR): 1d6 CON and target takes 2 CON damage per round while attached.
Life Sense 10 feet (WIS): 1d4
Group III Monster

Lich

STR	DEX	CON	WIS	INT	CHA
10	10	48	16	18	16

Move: 20 feet
Armor: 14
Touch (STR): 1d10 CON and paralyzed: 1d6/One Hour
Fear Aura (CHA): 2d8 no damage and paralyzed with fear: 1d4/One Round (creature that can see it) [WIS].
Magic Resistance (INT): 2d8
Dark Vision 120 feet (WIS): 1d12
Can see invisible and ethereal creatures and objects.
Casts spells.
Immune to non-magical attacks.
Group VI Undead

Lion

STR	DEX	CON	WIS	INT	CHA
12	10	20	8	5	8

Move: 50 feet
Bite (STR): 1d10 CON
Claws (STR): 1d4 CON
Perception (WIS): 1d8
Multiaction: Bite, Claws 2x
Group III Animal

Lizard, Gecko, Giant

STR	DEX	CON	WIS	INT	CHA
8	6	8	6	6	6

Move: 40 feet
Armor: 4
Bite (STR): 1d8 CON
Can walk on walls and ceilings
Group I Monster

Lizardfolk

STR	DEX	CON	WIS	INT	CHA
10	6	8	8	8	8

Move: 30 feet (Swim 40 feet)
Armor: 4
Melee Attack (STR): 2d4
Group I Humanoid

Locust, Giant Subterranean

STR	DEX	CON	WIS	INT	CHA

8	8	8	6	2	3

Move: 20 feet (Fly 60 feet)
Slam (STR): 1d8 CON
Spittle (DEX): 1d6 DEX and 1d6/One Round/Immobilized (cannot take actions or reactions). Target can attempt to avoid with DEX (Duck and Weave) or DEX (Shield). (Range 20 feet.)
Duck and Weave (DEX): 1d8
Hide in Shadows (DEX): 1d8
Whine (CHA): 1d3 Each success causes one wandering monster roll
Multiaction: Slam or Spittle, and Whine
Group I Monster

Lurker Above

STR	DEX	CON	WIS	INT	CHA
20	6	40	4	2	2

Move: 5 feet (Fly 30 feet)
Smother (STR): 1d6 CON and smothered: 1d1/One Hour/Lose one rank of CON per round and cannot move or act
Life Sense 20 feet (WIS): 1d4
Looks like a stone ceiling; drops to smother prey.
Group VI Monster

Lynx, Giant

STR	DEX	CON	WIS	INT	CHA
14	16	8	8	6	6

Move: 40 feet
Claws (DEX): 1d3 CON
Bite (STR): 1d4 CON
Duck and Weave (DEX): 1d8
Multiaction: Claws 2x, Bite
Move Silently (DEX): 2d8
Scent Odors 60 feet (WIS): 1d8
Group II Monster

Manticore

STR	DEX	CON	WIS	INT	CHA
16	12	24	6	6	6

Move: 40 feet (Fly 60 feet)
Armor: 6
Claws (STR): 1d4 CON
Bite (STR): 2d4 CON
Tail Spikes (DEX): 1d6 CON (60 feet.)
Multiaction: Claws 2x, and (Tail Spikes 6x or Bite).
Group III Monster

Mastodon

STR	DEX	CON	WIS	INT	CHA
26	8	60	6	4	6

Move: 40 feet
Armor: 8
Tusks (STR): 2d6 CON
Trample (STR): 4d8 CON

Multiaction: Tusks, Trample
Can carry 50 pounds per point of STR before being encumbered.
Group VII Animal

Medusa

STR	DEX	CON	WIS	INT	CHA
8	10	16	10	10	14

Move: 30 feet
Snake Bite (DEX): 1d4 CON and poisoned: 1d6/One Quarter Hour/Sudden death (death)
Gaze (CHA): 1d6 no damage and petrified: 1d20/One Day/Target is turned to stone [DEX].
Immune to paralysis, petrification, and poison.
Group III Monster

Merfolk

STR	DEX	CON	WIS	INT	CHA
10	10	6	8	8	8

Move: Swim 40 feet
Spear (STR): 1d6 CON
Group I Humanoid

Mimic

STR	DEX	CON	WIS	INT	CHA
18	10	28	10	6	6

Move: 10 feet
Pseudopod (STR): 3d4 and grapple.
Items or creatures that touch the mimic are stuck against a TN 8 STR check.
Perfectly imitates wood or stone objects like chests or doors.
Immune to mental damage and poison.
Group IV Monster

Minotaur

STR	DEX	CON	WIS	INT	CHA
20	8	24	6	8	6

Move: 40 feet
Armor: 2
Gore (STR): 1d6, double successes if moved 30 feet in a straight line immediately prior to making the attack.
Axe (STR): 1d10
Multiaction: Gore, Axe
Never gets lost in mazes.
Immune to fear.
Group III Monster

Mold, Brown

STR	DEX	CON	WIS	INT	CHA
1	1	20	1	1	1

Move: 0 feet
Armor: 10
Each creature within 10 feet loses one rank of CON each round due to cold.
Taking fire damage heals the mold completely and causes it to double in size and CON.
Immune to DEX and STR damage.
Group III Vegetable

Mold, Yellow

STR	DEX	CON	WIS	INT	CHA
1	1	8	1	1	1

Move: 0 feet
Armor: 10
Bursts when touched. Poisoned: 1d6/One Quarter Hour/1d4 CON (10-foot radius)
Takes two CON damage for each fire damage it takes
Immune to DEX and STR damage.
Group II Vegetable

Morlock

STR	DEX	CON	WIS	INT	CHA
10	10	4	6	6	4

Move: 40 feet
Weapon (STR): 1d6 CON
TN for all actions raised by 2 in bright light
Group I Humanoid

Mossy Slime

STR	DEX	CON	WIS	INT	CHA
6	8	8	1	1	1

Move: 10 feet
Life Draining Tendrils (DEX): 1d4 One each of DEX and STR damage per success
Multiaction: Life Draining Tendrils x3 (different targets)
Sense Life 5 feet (WIS): 1d6
Takes only one damage per weapon attack, no matter how many successes.
Takes normal damage from fire or cold.
Group I Vegetable

Mountain Lion

STR	DEX	CON	WIS	INT	CHA
8	8	12	6	5	6

Move: 50 feet
Bite (STR): 1d10 CON
Claws (STR): 2d6 CON
Multiaction: Bite, Claws
Scent Odors 60 feet (WIS): 1d6
Group II Animal

Mummy

STR	DEX	CON	WIS	INT	CHA
16	6	20	10	8	12

Move: 20 feet
Armor: 8
Slam (STR): 1d12 CON and mummy rot: 1d20/One Day/Target cannot receive magical healing and heals at half the normal rate from rests
Dark Vision 120 feet (WIS): 1d12
Can see invisible and ethereal creatures and objects.
Sight of the mummy forces a TN 8 WIS check. On a failure, target is paralyzed with fear: 1d4/One Round/Target cannot move or act.
Immune non-magical attacks.

Takes half damage from magical weapons.
Group III Undead

Mule

STR	DEX	CON	WIS	INT	CHA
6	4	5	2	2	2

Move: 30 feet
Kick (STR): 1d6 CON
Pack animal.
Group I Animal

Naga, Guardian

STR	DEX	CON	WIS	INT	CHA
16	12	44	16	14	14

Move: 50 feet
Armor: 8
Bite (STR): 1d6 CON and poisoned: 1d6/One Quarter Hour/Sudden Death (death)
Poison Spittle (DEX, recharge 1/1d4): 30-foot range. Poisoned: 1d6/One Quarter Hour/Sudden Death
Magic Resistance (WIS): 1d8
Dark Vision 120 feet (WIS): 2d10
Can see invisible and ethereal creatures and objects.
Casts spells.
Immune to charm, fear, and poison
Group VI Monster

Naga, Spirit

STR	DEX	CON	WIS	INT	CHA
14	14	36	14	14	16

Move: 40 feet
Armor: 6
Bite (STR): 1d3 CON and poisoned: 1d6/One Quarter Hour/Sudden Death (death)
Charm Gaze (CHA): 1d6 no damage and charmed: 1d20/One Day/Target views the Naga as a trusted ally [WIS].
Magic Resistance (WIS): 1d6
Dark Vision 80 feet (WIS): 1d12
Can see invisible and ethereal creatures and objects.
Casts spells.
Immune to charm, fear, and poison
Group V Monster

Naga, Water

STR	DEX	CON	WIS	INT	CHA
14	14	28	12	14	14

Move: 30 feet (Swim 60 feet)
Armor: 4
Bite (STR): 1d4 CON and poisoned: 1d6/One Quarter Hour/Sudden Death (death)
Can see invisible and ethereal creatures and objects.
Casts spells.
Group IV Monster

Neanderthal

STR	DEX	CON	WIS	INT	CHA
14	8	8	8	6	6

Move: 40 feet
Spear or Club (STR): 2d4 CON
Group I Humanoid

Nixie

STR	DEX	CON	WIS	INT	CHA
6	12	4	8	8	12

Move: Swim 40 feet
Weapon (DEX): 1d4 CON
Charm (CHA): 1d6 and no damage and charmed: 1d20/One Day/Target is compelled to serve the Nixie underwater [WIS].
Group I Humanoid

Nymph

STR	DEX	CON	WIS	INT	CHA
6	14	12	14	14	20

Move: 40 feet
Looking at the nymph forces a TN 8 WIS check. On a failure, target is blinded: 1d20/One Day
Casts spells and dimension door.
Group II Monster

Ochre Jelly

STR	DEX	CON	WIS	INT	CHA
8	8	20	8	1	1

Move: 10 feet
Slam (STR): 1d8 CON and cloth, wood, or leather take one damage.
Group III Vegetable

Octopus, Giant

STR	DEX	CON	WIS	INT	CHA
16	10	32	4	2	2

Move: Swim 30 feet
Tentacles (STR): 1d3 CON
Bite (STR): 1d6 CON
Multiaction: Tentacles 8x, Bite
As a reaction, can emit a 3d10 cloud of ink to blind pursuers and escape.
Group IV Animal

Ogre

STR	DEX	CON	WIS	INT	CHA
16	6	16	4	4	4

Move: 30 feet
Armor: 4
Club (STR): 1d10
Dark Vision 60 feet (WIS): 1d6
Group III Humanoid

Ogre Mage

STR	DEX	CON	WIS	INT	CHA

18	10	20	12	14	14

Move: 30 feet (Fly 50 feet)
Armor: 6
Greatsword (STR): 1d12
Dark Vision 60 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Can cast charm, sleep, cone of cold, and invisibility.
Heals one rank of one ability score of its choice per round.
Group III Humanoid

Orc

STR	DEX	CON	WIS	INT	CHA
12	8	8	8	6	8

Move: 40 feet
Armor: 4
Melee Weapon (STR): 1d8 CON
Thrown Weapon (STR): 1d6 CON (range 15 feet)
Dark Vision 60 feet (WIS): 1d6
Group I Humanoid

Owl, Giant

STR	DEX	CON	WIS	INT	CHA
14	16	18	14	7	6

Move: 10 feet (Fly 40 feet)
Claws (DEX): 1d4
Bite (STR): 1d4
Multiaction: Claws 2x, Bite
Move Silently (DEX): 1d8
Dark Vision 600 feet (WIS): 1d12
Group III Monster

Owlbear

STR	DEX	CON	WIS	INT	CHA
16	8	20	8	6	6

Move: 40 feet
Armor: 4
Claws (STR): 1d8; If both Claws attacks hit, deals an additional 2d8 CON damage.
Bite (STR): 1d8
Multiaction: Claws 2x, Bite
Dark Vision 60 feet (WIS): 1d4
Group III Monster

Pegasus

STR	DEX	CON	WIS	INT	CHA
16	12	12	8	6	10

Move: 80 feet (Fly 160 feet)
Hooves (STR): 1d6
Multiaction: Hooves 2x
Can see invisible and ethereal creatures and objects.
Immune to fear.
Group II Animal

Peryton

STR	DEX	CON	WIS	INT	CHA
14	14	22	14	8	6

Move: 40 feet (Fly 70 feet)
Antlers (STR): 2d8
Life Sense 60 feet (WIS): 1d12
Can see invisible and ethereal creatures and objects.
Casts the shadow of a human instead of its own.
Driven to rip out human hearts.
Immune to non-magical weapons.
Group III Monster

Phase Tiger

STR	DEX	CON	WIS	INT	CHA
14	14	24	8	6	6

Move: 50 feet
Armor: 6
Claws (STR): 1d4 CON
Bite (STR): 2d4 CON
Multiaction: Claws 2x, Bite
Can see ethereal creatures and objects.
Attacks against the phase tiger suffer a +3 penalty to TN due to its shifting image.
Group III Monster

Poltergeist

STR	DEX	CON	WIS	INT	CHA
8	10	10	8	8	8

Move: 20 feet
Thrown Weapon (STR): 1d4 CON (or higher based on what's around, range 20 feet)
Invisible
Dark Vision 120 feet (WIS): 1d12
Can see invisible and ethereal creatures and objects.
Takes half damage from non-magical, unsilvered weapon attacks.
Group II Undead

Pseudo-dragon

STR	DEX	CON	WIS	INT	CHA
6	16	8	10	10	12

Move: 20 feet (Fly 80 feet)
Armor: 10
Bite (DEX): 1d3
Sting (DEX): 1d3 CON and cataleptic: 1d6/One Day/Target rests in a death-like coma
Multiaction: Bite, Sting
Dark Vision 80 feet (WIS): 1d6
Can see invisible and ethereal creatures and objects.
Blends into surroundings.
Group II Monster

Pteranodon

STR	DEX	CON	WIS	INT	CHA
14	12	20	4	2	2

Move: Fly 80 feet
Bite (STR): 1d12 CON
Group III Animal

Pterodactyl

STR	DEX	CON	WIS	INT	CHA
6	14	4	4	2	2

Move: Fly 60 feet
Bite (DEX): 1d4 CON
Group I Animal

Purple Worm

STR	DEX	CON	WIS	INT	CHA
26	6	60	4	2	2

Move: 20 feet
Bite (STR): 2d8 CON, if the bite attack generates 3 or more successes, a man-sized target is swallowed and takes 10 CON damage per round.
Sting (STR): 1d8 CON and poison: 1d6/One Quarter Hour/Sudden Death (death)
Multiaction: Bite, Sting
Sense Vibrations 60 feet (WIS): 1d6
Group VII Monster

Pyskes/Pixies

STR	DEX	CON	WIS	INT	CHA
6	12	6	6	10	10

Move: 30 feet (Fly 60 feet)
Knife (STR): 1d4 CON
Duck and Weave (DEX): 2d4
Must spend one Quarter Hour on the ground after flying for two Quarter Hours.
Can see invisible creatures and objects.
Invisible at will.
Group I Monster

Rat Swarm

STR	DEX	CON	WIS	INT	CHA
4	6	8	2	2	2

Move: 40 feet
Bite (STR): 1d4 CON and disease: 1d8/One Day/Lose one rank of Con
Multiaction: Bite x2
Sense Odors 60 feet (WIS): 2d6
The swarm can attack up to two targets that are up to 10 feet apart.
Group I Animal

Rat, Giant

STR	DEX	CON	WIS	INT	CHA
6	6	6	4	4	6

Move: 40 feet
Bite (STR): 1d6 CON and disease: 1d12/One Day/Sudden Death (death)
Dark Vision 60 feet (WIS): 2d4
Sense Odors 60 feet (WIS): 2d6
Group I Monster

Rattler, Giant

STR	DEX	CON	WIS	INT	CHA
8	8	16	2	1	1

Move: 40 feet
Bite (STR): 1d4 CON and poison: 1d4/One Quarter Hour/Sudden Death (death) (10 feet)
Fast to Act (DEX): 1d8
Multiaction: Bite 2x
Group II Monster

Remorhaz

STR	DEX	CON	WIS	INT	CHA
24	10	40	8	4	6

Move: 40 feet
Armor: 14
Bite (STR): 5d6 and with three or more successes, a person-sized or smaller target is swallowed and instantly killed by intense heat.
A creature touching the remorhaz loses two ranks of CON each round from fire.
Group VI Monster

Rhagodessa, Giant

STR	DEX	CON	WIS	INT	CHA
14	10	16	4	2	2

Move: 50 feet
Armor: 4
Sucker Legs (STR): 1d6 no damage and target is grappled.
Bite (STR): 2d8 CON (3d8 against grappled target)
Multiaction: Sucker Legs, Bite
Group III Monster

Rhinoceros

STR	DEX	CON	WIS	INT	CHA
12	4	16	6	2	2

Armor: 3
Move: 40 feet
Head Butt (STR): 1d6 CON, 1d10 if moved 30 feet in a straight line immediately prior to attack.
Group II Animal

Rhinoceros, Woolly

STR	DEX	CON	WIS	INT	CHA
20	8	32	4	2	4

Move: 40 feet
Armor: 6
Horn (STR): 2d8 CON, double successes and knocked prone if moved 20 feet in a straight line immediately prior to attack [STR].
Trample (STR): 2d12 CON
Group IV Animal

Roper

STR	DEX	CON	WIS	INT	CHA
20	10	40	14	16	8

Move: 10 feet

Commented [EN9]: START HERE w/ creature review: dark vision, see invisible, change how range and effect resistances are written.

Armor: 14
Bite (STR): 2d6
Tentacles (STR): 1d6 STR and grappled and dragged 5 feet per success (20 feet).
Appears to be a stalagmite.
Group VI Monster

Rot Grubs

STR	DEX	CON	WIS	INT	CHA
6	6	2	1	1	1

Move: 1 foot
Infect (STR): 1d6 CON and disease: 1d8/One Round/ Sudden Death (death). Grub must be burned (one die damage to victim) or treated with Cure Disease to prevent death.
Group I Monster

Rust Monster

STR	DEX	CON	WIS	INT	CHA
10	12	20	8	2	4

Move: 40 feet
Armor: 10
Antennae (DEX): 1d4 no damage and non-magical metal armor or weapon loses one rank from max and current die sizes (not reparable).
Scent Metal 30 feet (WIS): 2d8
Group III Monster

Sabre-tooth Tiger

STR	DEX	CON	WIS	INT	CHA
16	10	32	8	5	6

Move: 50 feet
Bite (STR): 2d8 CON
Claws (STR): 1d8 CON
Perception (WIS): 1d8
Multiaction: Bite, Claws 2x
Scent Odors 60 feet (WIS): 1d8
Group IV Animal

Salamander, Flame

STR	DEX	CON	WIS	INT	CHA
16	10	32	8	8	8

Move: 40 feet
Armor: 10 Weapon (STR): 1d4
Bite (STR): 1d4 CON
Multiaction: Weapon, Bite
Can see invisible and ethereal creatures and objects.
Creatures within 20 feet take 2 CON and 2 STR damage from fire per round.
Immune to fire.
Group IV Elemental

Salamander, Frost

STR	DEX	CON	WIS	INT	CHA
18	10	48	8	8	8

Move: 40 feet
Armor: 8

Claws (STR): 1d6 CON
Bite (STR): 2d6 CON
Multiaction: Claws 4x, Bite
Can see invisible and ethereal creatures and objects.
Creatures within 20 feet take 2 CON and 2 DEX damage from cold per round.
Immune to cold.
Group VI Elemental

Sea Horse, Giant

STR	DEX	CON	WIS	INT	CHA
14	14	12	4	2	4

Move: Swim 60 feet
Head Butt (STR): 1d4
Can be trained as an aquatic mount.
Group II Monster

Shadow

STR	DEX	CON	WIS	INT	CHA
6	10	10	8	4	4

Move: 30 feet
Touch (DEX): 1d6 STR (ignores armor) and curse: 1d20/One Day/Lose one rank of STR
Hide in Shadows (DEX): 3d8
Dark Vision 60 feet (WIS): 1d8
Can see invisible and ethereal creatures and objects.
Immune to non-magical weapons, Sleep, and Charm
Creature brought to zero STR permanently transforms into a shadow
Takes one CON damage per round in direct sunlight.
Group II Monster

Shark, Bull

STR	DEX	CON	WIS	INT	CHA
14	10	8	4	2	2

Move: Swim 60 feet
Armor: 6
Bite (STR): 2d4 CON
Sense Blood 300 feet (WIS): 3d8
Group II Animal

Shark, Great White

STR	DEX	CON	WIS	INT	CHA
18	10	32	4	2	2

Move: Swim 60 feet
Armor: 6
Bite (STR): 2d10 CON
Sense Blood 300 feet (WIS): 3d8
Group IV Animal

Shrew, Giant

STR	DEX	CON	WIS	INT	CHA
8	8	8	6	6	6

Move: 60 feet
Bite (STR): 1d6 CON

Duck and Weave (DEX): 1d4
Dark Vision 60 feet (WIS): 2d6
Group I Monster

Shrieker

STR	DEX	CON	WIS	INT	CHA
8	1	12	5	1	1

Move: 0 feet
Sense Movement 30 feet (WIS): 2d4
If it notices movement within 30 feet or light within 60 feet, a shrieker shrieks for 1d4/One Round. Each round of shrieking forces a wandering monster check.
Group II Vegetable

Skeleton

STR	DEX	CON	WIS	INT	CHA
8	6	6	4	4	1

Move: 20 feet
Sword (STR): 1d6 CON
Dark Vision 60 feet (WIS): 1d4
Group I Undead

Slug, Giant

STR	DEX	CON	WIS	INT	CHA
22	4	48	4	2	2

Move: 20 feet
Bite (STR): 1d12
Acid Spit (STR): 3d6 CON (60-foot line).
Immune to blunt weapons.
Group VI Monster

Slug, Great

STR	DEX	CON	WIS	INT	CHA
7	6	12	4	2	4

Move: 10 feet
Slam (STR): 1d6 CON
Group II Monster

Small Men

STR	DEX	CON	WIS	INT	CHA
6	10	8	8	8	8

Move: 20 feet
Melee Weapon (STR): 1d6 CON
Duck and Weave (DEX): 2d8
Magic Resistance (CON): 1d4
Strange Powers (Choose one; recharge 1/1d4)
- **Flaming Hands (DEX)**: 2d6 CON
- **Levitate (INT)**: 2d8
- **Hold Person (CHA)**: 1d8
- **Invisibility (INT)**: 1d4
- **Blind (INT)**: 2d4

Group I Humanoid

Snake from a Stick

STR	DEX	CON	WIS	INT	CHA
4	10	4	6	2	2

Move: 30 feet
Bite (STR): 1d4 CON and poison: 1d6/Round/Sudden Death (death)
Sense Vibrations (WIS): 2d6
Group I Animal

Snake, Giant Python

STR	DEX	CON	WIS	INT	CHA
14	10	20	4	2	2

Move: 30 feet
Bite (STR): 1d4 CON
Constrict (STR): 2d4 CON (4d4 against grappled target) and target is grappled.
Sense Vibrations (WIS): 2d4
Group III Animal

Snake, Pit Viper

STR	DEX	CON	WIS	INT	CHA
8	8	10	6	3	4

Move: 30 feet
Bite (STR): 1d8 CON and poison: 1d6/Round/Sudden Death (death)
Heat Sense (WIS): 2d6
Fast to Act (DEX): 2d8
Group II Animal

Snake, Sea Snake

STR	DEX	CON	WIS	INT	CHA
6	15	12	4	2	2

Move: Swim 30 feet
Bite (DEX): 1d8 CON and poison: 1d6/One Quarter Hour/Sudden Death (death)
Group II Animal

Snake, Spitting Cobra, Giant

STR	DEX	CON	WIS	INT	CHA
10	6	8	4	2	4

Move: 30 feet
Bite (STR): 1d6 CON
Spit (DEX): 1d6 DEX and poison: 1d6/One Round/Lose one rank of DEX (20 feet)
Sense Vibrations (WIS): 2d4
Duck and Weave (DEX): 1d6
Group I Monster

Specter

STR	DEX	CON	WIS	INT	CHA
14	12	24	10	10	12

Move: 50 feet (Fly 100 feet)
Armor: 10
Touch (STR): 1d8 CON and energy drain: 1d16/One Day/Target loses one rank in all stats.
Dark Vision 60 feet (WIS): 1d4
Can see invisible and ethereal creatures and objects.
Immune to non-magical attacks and being grappled or held.

Group IV Undead

Sphinx, Androsphinx

STR	DEX	CON	WIS	INT	CHA
26	10	48	18	16	18

Move: 60 feet (Fly 120 feet)
Armor: 18
Claws (STR): 2d6
Multiaction: Claws 2x
Roar (WIS): 1d8 no damage and targets within 120 feet frightened to death: 1d6/One Round/Sudden Death (drop to 0 CON)
Can see invisible and ethereal creatures and objects.
Casts spells.
Group VI Monster

Sphinx, Gynosphinx

STR	DEX	CON	WIS	INT	CHA
18	12	32	18	18	18

Move: 50 feet (Fly 100 feet)
Armor: 16
Claws (STR): 2d4
Multiaction: Claws 2x
Casts spells
Can see invisible and ethereal creatures and objects.
Will bargain for treasure or knowledge if presented with a good riddle.
Group IV Monster

Spider, Black Widow, Giant

STR	DEX	CON	WIS	INT	CHA
8	10	8	8	5	5

Move: 20 feet (40 feet in web)
Armor: 4
Bite (STR): 1d8 DEX and Poison: 1d8/One Round/Lose one rank of DEX
Hide in Shadows (DEX): 1d10
Vibration Sense (WIS): 2d8
Group I Monster

Spider, Crab, Giant

STR	DEX	CON	WIS	INT	CHA
12	10	8	8	6	6

Move: 40 feet
Armor: 5
Bite (STR): 1d8 CON and Poison: 1d6/One Minute/Sudden Death (lose one rank from max STR)
Hide in Shadows (DEX): 1d10
Sense Movement 30 feet (WIS): 1d8
Group I Monster

Spider, Giant Tarantula

STR	DEX	CON	WIS	INT	CHA
12	14	16	4	2	2

Move: 40 feet

Armor: 4
Bite (STR): 1d8 DEX and poison: 1d6/One Quarter Hour/Paralyzed
Sense Movement 10 feet (WIS): 1d4
Group III Animal

Spider, Hound, Giant

STR	DEX	CON	WIS	INT	CHA
8	8	7	6	2	4

Move: 40 feet
Bite (STR): 1d8 CON
Sense Movement 20 feet (WIS): 1d6
Group I Monster

Spider, Phase

STR	DEX	CON	WIS	INT	CHA
14	16	20	10	6	4

Move: 20 feet
Bite (STR): 1d6 CON and poisoned: 1d6/One Quarter Hour/Sudden Death (death)
Can use its reaction to shift into or out of ethereal plane.
The spider can see invisible and ethereal objects.
Group III Monster

Squid, Giant

STR	DEX	CON	WIS	INT	CHA
18	10	24	4	2	2

Move: Swim 40 feet
Tentacle (STR): 1d4 CON (2d4 against grappled target) and grappled (10 feet).
Beak (STR): 1d10 CON
Multiaction: Tentacles 8x, Beak
As a reaction, can emit a 2d10 cloud of ink to escape.
Group III Animal

Squirrel (and many other small animals)

STR	DEX	CON	WIS	INT	CHA
1	6	1	4	1	1

Move: 40 feet
Bite (DEX): CON
Duck and Weave (DEX): 1d6
Group 0 Animal

Stegosaurus

STR	DEX	CON	WIS	INT	CHA
22	6	44	4	2	4

Move: 20 feet
Armor: 8
Tail Spikes (STR): 2d8 CON (10 feet)
Group VI Animal

Stirge

STR	DEX	CON	WIS	INT	CHA
4	8	3	6	2	2

Move: 10 feet (Fly 60 feet)

Bite (STR): 1d4 CON (ignores armor) and loses one rank of STR per round while Stirge is alive
Duck and Weave (DEX): 1d6 (cannot use while attached to a target)
Group I Monster

Strangle Weed

STR	DEX	CON	WIS	INT	CHA
16	4	12	2	1	1

Move: 0 feet
Armor: 2
Fronds (STR): 1d6 CON and grappled. Grappled target loses 1d4 CON each round from being crushed (15 feet).
Multiaction: Fronds 4x
Appears as normal seaweed.
Group II Vegetable

Throghrin

STR	DEX	CON	WIS	INT	CHA
12	10	12	6	6	6

Move: 40 feet
Armor: 3
Claws (STR): 1d3 CON
Bite (STR): 1d4 CON and paralysis: 1d6/One Quarter Hour.
Multiaction: Claws 2x, Bite
Group II Monster

Tick, Giant

STR	DEX	CON	WIS	INT	CHA
10	4	10	5	1	1

Move: 20 feet
Armor: 6
Bite (STR): 1d4 CON and tick attaches to victim (as grapple). Target takes two CON damage per round. The tick recovers one point of CON for each rank of CON lost by its victim. There is a 50% chance a target develops a wasting disease: 1d8/One Day/Lose one rank of STR per day.
Group II Monster

Titan

STR	DEX	CON	WIS	INT	CHA
32	12	68	16	18	20

Move: 70 feet
Armor: 10
Giant Maul (STR): 8d6 CON
Magic Resistance (CHA): 2d10
Can see invisible and ethereal creatures and objects
Casts spells
Immune to non-magical weapons.
Group VII Monster

Titanothere

STR	DEX	CON	WIS	INT	CHA
24	6	48	4	2	4

Move: 40 feet
Armor: 4

Trample (STR): 3d6 CON
Head Butt (STR): 2d8 CON
Multiaction: Trample, Head Butt
Group VI Animal

Toad, Giant

STR	DEX	CON	WIS	INT	CHA
12	6	12	8	6	6

Move: 30 feet
Bite (STR): 1d8 CON human-sized or smaller target is swallowed if three or more successes before armor
Tongue Lash (STR): 1d4 CON and target is grappled and pulled 10 feet closer per success. If target is pulled adjacent to the toad, it can use its reaction to release the grapple and make a Bite attack (30 feet).
Duck and Weave (DEX): 1d4
Hide in Shadows (DEX): 1d4
Move Silently (DEX): 1d4
Group II Monster

Toad, Poisonous Giant

STR	DEX	CON	WIS	INT	CHA
10	10	8	4	2	2

Move: 30 feet
Bite (STR): 1d4 CON and poisoned: 1d6/One Quarter Hour/Sudden Death (death)
Group II Monster

Treant

STR	DEX	CON	WIS	INT	CHA
22	6	32	10	10	10

Move: 20 feet
Armor: 10
Branches (STR): 2d6 CON
Multiaction: Branches 2x
Can animate and command ordinary trees to fight.
Takes double damage from fire.
Group IV Monster

Triceratops

STR	DEX	CON	WIS	INT	CHA
24	6	44	4	2	4

Move: 30 feet
Armor: 10
Gore (STR): 3d6 CON, double successes and target is knocked prone if moved 20 feet in a straight line immediately before attack [STR].
Trample (STR): 3d6 CON
Group VI Animal

Triton

STR	DEX	CON	WIS	INT	CHA
14	12	12	12	12	12

Move: Swim 50 feet
Armor: 6

Trident (STR): 1d6 CON
Often rides hippocampi or giant sea horses.
Casts water and air spells.
Group II Humanoid

Troglodyte

STR	DEX	CON	WIS	INT	CHA
8	8	8	8	8	8

Move: 40 feet
Armor: 6
Melee Weapon (STR): 1d8 CON
Creature coming within 10 feet of an angry troglodyte is coated by a light spray of their perfume: 1d6/One Hour/Attract wandering monsters
Group I Monster

Troll

STR	DEX	CON	WIS	INT	CHA
16	8	24	4	4	4

Move: 40 feet
Armor: 6
Claws (STR): 1d6 CON
Bite (STR): 1d10 CON
Multiaction: Claws 2x, Bite
Regeneration: Heals three ranks of ability score of its choice at the start of its turn. Fire and acid damage cannot be regenerated.
Group III Monster

Tyrannosaurus Rex

STR	DEX	CON	WIS	INT	CHA
28	8	80	4	2	6

Move: 40 feet
Armor: 8
Bite (STR): 5d8, CON, if three or more successes, a human-sized or smaller target is swallowed and takes 10 CON damage per round.
Group VII Animal

Unicorn

STR	DEX	CON	WIS	INT	CHA
16	12	16	12	10	14

Move: 80 feet
Armor: 10
Hooves (STR): 1d8 CON
Horn (STR): 1d8 CON
Multiaction: Hooves 2x, Horn
Magic Resistance (CHA): 3d6
Can see invisible and ethereal creatures and objects.
Immune to poison, charm, death magic, and fear.
Group III Monster

Urchin, Giant

STR	DEX	CON	WIS	INT	CHA
10	6	20	2	1	1

Move: 10 feet
Spines (STR): 1d6 CON (10 feet)
Can use reaction to make Spines attack against a creature within 10 feet that attacks it.
Immune to mental damage.
Group III Monster

Vampire

STR	DEX	CON	WIS	INT	CHA
18	12	32	12	12	16

Move: 40 feet (Fly 60 feet)
Armor: 10
Touch (STR): 1d10 CON and energy drain: 1d20/One Day/Target loses two ranks in all stats.
Gaze (CHA): 1d6 CON and no damage and charmed: 1d20/One Day/Target views the vampire as a trusted friend [CHA].
Dark Vision 120 feet (WIS): 2d8
Can see invisible creatures or objects.
Immune to non-magical attacks and being grappled or held.
Heals three ranks of its choice of ability score per round.
Can become a bat or wolf.
Group IV Undead

Wasp, Giant

STR	DEX	CON	WIS	INT	CHA
8	8	6	5	2	4

Move: Fly 50 feet
Bite (STR): 1d4 and CON poison: 1d6/One Round/Paralyzed and Sudden Death (death)
Duck and Weave (DEX): 2d4
Group I Monster

Water Weird

STR	DEX	CON	WIS	INT	CHA
16	14	12	6	10	8

Move: 10 feet (Swim 30 feet)
Armor: 6
Grab (STR): 1d8 no damage and grappled and pulled underwater.
Sharp weapons deal only 1 damage per attack; cold damage reduces movement by 5 feet per success for one round.
Group II Elemental

Weasel, Giant

STR	DEX	CON	WIS	INT	CHA
12	14	20	6	2	4

Move: 50 feet
Bite (STR): 2d4 CON and grappled, one CON damage each round while grappled.
Group III Monster

Whale

STR	DEX	CON	WIS	INT	CHA
20	5	20	6	4	2

Move: Swim 60 feet
Bite (STR): 2d8 CON
A whale can dive to great depths and remain under water for an hour (or whatever seems fun!)

Group III Animal

Whale, Killer

STR	DEX	CON	WIS	INT	CHA
20	10	24	6	2	4

Move: Swim 80 feet
Bite (STR): 1d20 CON, with three or more success, swallows halfling-sized targets.
Group III Animal

Whale, Sperm

STR	DEX	CON	WIS	INT	CHA
30	8	144	6	2	4

Move: Swim 60 feet
Bite (STR): 3d20 CON, with three or more success, swallows human-sized targets.
Ram (STR): 6d6 CON
Group VII Animal

Wight

STR	DEX	CON	WIS	INT	CHA
12	10	12	8	8	10

Move: 30 feet
Armor: 4
Touch (STR): 1d6 CON and energy drain: 1d12/One Day/Target loses one rank in all stats.
Dark Vision 60 feet (WIS): 1d8
Immune to non-magical attacks.
Group II Undead

Will-o'-the-Wisp

STR	DEX	CON	WIS	INT	CHA
2	24	36	10	4	12

Move: Fly 60 feet
Shock (DEX): 2d6 DEX
Dark Vision 60 feet (WIS): 1d8
Can see invisible or ethereal creatures or objects.
Can extinguish its glow to become invisible.
Immune to mental damage and all spells except magic missile.
Can make two reactions per round.
Group V Monster

Wind Walker

STR	DEX	CON	WIS	INT	CHA
14	18	24	10	12	10

Move: Fly 50 feet
Wind Blast (DEX): 2d6 CON
Can read minds within 100 feet.
Can see invisible or ethereal creatures or objects.
Can only be hit by magic weapons or ethereal attackers.
Group III Elemental

Wolf

STR	DEX	CON	WIS	INT	CHA
8	8	8	8	6	6

Move: 30 feet
Bite (STR): 1d6 CON
Claws (STR): 1d4 CON
Move Silently (DEX): 1d6
Scent Tracking (WIS): 1d8
Multiaction: Bite and Claws
If an allied wolf is within same melee, each attack has one additional success
Group I Animal

Wolf, Dire

STR	DEX	CON	WIS	INT	CHA
14	10	16	8	4	4

Move: 50 feet
Bite (STR): 2d4 CON
If an allied wolf or dire wolf is within same melee, each attack has one additional success
Group III Animal

Wolf, Winter

STR	DEX	CON	WIS	INT	CHA
16	12	24	8	8	6

Move: 50 feet
Bite (STR): 1d6 CON
Frost Breath (CON, recharge 1/1d4): 1d10 CON (20-foot cone).
Immune to cold.
Group III Monster

Wood Golem

STR	DEX	CON	WIS	INT	CHA
12	5	16	5	5	3

Move: 40 feet
Slam (STR): 1d8 CON
Takes double damage from fire.
Group II Construct

Wraith

STR	DEX	CON	WIS	INT	CHA
12	14	16	10	10	12

Move: 40 feet (Fly 80 feet)
Armor: 8
Touch (STR): 1d6 CON and energy drain: 1d16/One Day/Target's max stats all lose one rank.
Dark Vision 60 feet (WIS): 1d8
Can see invisible or ethereal creatures or objects.
Immune to non-magical attacks and being grappled or held.
Group III Undead

Wyvern

STR	DEX	CON	WIS	INT	CHA
18	10	28	8	6	6

Move: 30 feet (Fly 80 feet)
Armor: 8
Bite (STR): 2d8 CON
Sting (STR): 1d6 CON and poison: 1d6/One Quarter Hour/Sudden Death (death)

Multiaction: Bite, Sting
Group IV Monster

Yellow Mold

STR	DEX	CON	WIS	INT	CHA
1	1	6	2	1	1

Move: 0 feet
Armor: 4
Creature or object touching the mold takes two CON damage each round with contact.
When touched, 50% chance that the mold sends spores filling a 10-foot cube centered on the mold. A creature in the area that takes a breath is poisoned: 1d8/One Round/Sudden Death (suffocation)
Immune to all damage except fire.
Group I Vegetable

Typically a creature can hold their breath for 1d4/One Round if not prepared and for 1d8/One Round if prepared.

Yeti

STR	DEX	CON	WIS	INT	CHA
18	12	16	8	8	6

Move: 50 feet
Armor: 2
Claws (STR): 1d6 CON and 2d6 additional damage if both claws deal damage.
Multiaction: Claws 2x
Chilling Gaze (CHA): 1d6 no damage and paralyzed with fear 1d4/Round/Target cannot move or act [WIS].
Immune to cold.
Invisible in snowy terrain.
Takes double damage from fire.
Group III Monster

Zombie

STR	DEX	CON	WIS	INT	CHA
12	4	6	2	1	1

Move: 40 feet
Armor: 4
Slam (STR): 1d8 CON
Dark Vision 60 feet (WIS): 1d4
Does not roll initiative
Group II Undead

Dungeon Survivor Character Sheet

Max Dice	Ability	Current Dice	Name: _____
D___ D___ D___	STR	D___ D___ D___	XP: _____
D___ D___ D___	DEX	D___ D___ D___	_____
D___ D___ D___	CON	D___ D___ D___	_____
D___ D___ D___	WIS	D___ D___ D___	_____
D___ D___ D___	INT	D___ D___ D___	_____
D___ D___ D___	CHA	D___ D___ D___	_____

Max Dice	Feat	Ability	G, T, S*	Current Dice
D___ D___ D___	_____	_____	____	D___ D___ D___
D___ D___ D___	_____	_____	____	D___ D___ D___
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D___ D___ D___	_____	_____	____	D___ D___ D___
D___ D___ D___	_____	_____	____	D___ D___ D___

*G: General Feat, T: Trained Feat, S: Spell Feat

Max Dice	Hand Carried and Worn	Current Dice	Size	Weight (LBS)
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____

Max Dice	Stowed Equipment	Current Dice	Size	Weight (LBS)
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____
D___ D___ D___	_____	D___ D___ D___	____	_____

Coins: _____ pp _____ gp _____ ep _____ sp _____ cp

Coin Weight (total/50) ____ Coin Volume (total/1000 = one Medium) ____ Medium

Weight Limit _____ **Total Weight** _____

Containers

MD	CD	Contents (Size)
D___	D___	_____
D___	D___	_____
D___	D___	_____
D___	D___	_____

Languages

_____

_____

Active Spells (add TN x5) ☐☐☐☐☐☐

Time Keeping Sheet

Quarter Hour 1	Quarter Hour 2	Quarter Hour 3	Quarter Hour 4	Quarter Hour 5	Quarter Hour 6	Notes

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