Dungeon Romp

A tiny fantasy RPG

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Welcome!

Dungeon Romp is a playful medieval fantasy role-playing game, primarily designed for quick single sessions.

What You Need

Friends, paper, pen(cil)s, and at least 3 standard six-sided dice. Imagination helps, too!

Main Sections

How to Play

Each player takes on the role of an epic adventurer of sword and sorcery, out for glory and treasure! Your hero can be an elf ranger, dwarven thief, ogre barbarian, human wizard, pixie bard...practically anything you want!

At its heart, this game is about cooperative storytelling. Each player decides what their character does and says (with a few rules and dice rolls to keep things dramatic yet fair). The players' characters band together to defeat challenges while on grand quests of adventure.

One player doesn't have a hero but instead guides the action as the Game Master (GM). The GM sets the stage for the story, describes new areas encountered, plays the role of monsters and non-player characters (NPCs), and acts as referee. The GM either plans the main points of the adventure ahead of time and/or improvises on the fly. Players may negotiate rulings, but the GM's word is final.

Special Note: The game is NOT "players vs. the GM." The GM should create good challenges without being an unfair jerk. Meanwhile, the players ideally strive for glory, riches, and the satisfaction of overcoming obstacles without obsessing about "winning".

~ Characters ~

Your hero is outlined by three **ability scores**, listed below. Choose one score to have a power of 3 dice (abbreviated 3D), give 2D to another, and the last 1D. Write these down on an index card, scrap of paper, or a copy of the Character Sheet. The higher the power of an ability score, the better your hero is at related tasks.
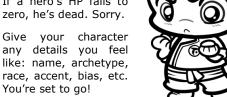
o **Body** – Strength, constitution, stamina, skill with weapons, dexterity and coordination, resistance to poison, etc.

o **Mind** – Intelligence, wisdom, senses and perceptiveness, magical aptitude, intuition or insight, problem solving, etc.

o **Skill** – Lock picking, hiding and sneaking, back-stabbing, dirty fighting tricks, disabling traps, picking pockets, climbing walls, etc.

Next, choose two special items for your hero to start with. These can be armor, weapons, or spells. (However, a hero can only be wearing one suit of armor at a time.) Assign a power of 2D to one of these items, and a power of 1D to the other.

Starting weapons can be whatever you desire; sword, axe, crossbow, nunchaku, a pair of daggers, etc. The same goes for armor; boiled leather, steel plate, chain-mail, or even a loin cloth if that's your thing. Magic spells however must be chosen from the options described in the Spells section (beginning on page 15).

You also begin with 20 gold pieces (gp) to buy additional equipment from the items listed on page 21. You don't have to spend it all now.

Every hero has 20 hit points (HP). These are reduced as you take damage, so keep tally. If a hero's HP falls to zero, he's dead. Sorry.

Give your character any details you feel like: name, archetype, race, accent, bias, etc. You're set to go!

Example: Joe wants to play a buff human martial artist with some magic ability, so he assigns 3D to Body and 2D to Mind. This leaves 1D for Skill. For items, he likes the idea of a magical gi that acts as 2D armor, and finally chooses an *Arc Lightening* spell for his starting 1D power item.

Dungeon Romp Character Sheet

Name _____   **Race** _____

Body ____**D**____   **Hit Points** _20_____

_____

_____

Mind ____**D**____   _____

Skills ____**D**____   **Armor** _____**D**__

Equipment, Spells, Notes:

Ability Checks

When you attempt some difficult or risky actions, the GM may require you roll the dice for one of your character's abilities and meet or beat a target difficulty number to succeed. This is called an **ability check**.

Generally, the target number is 3 for fairly straightforward tasks, 6 for those of average difficulty, or 9 to accomplish a tough feat.

o **Body** is for physical actions and challenges to your constitution, such as hitting a foe in combat, breaking down a door, hoisting a friend up over a wall, winning a foot race, or resisting poison or electrocution.

o **Mind** is used for intellectual or sensory challenges, like casting a spell, searching for valuables, resisting psychic attack, noticing someone sneaking by, gaining insight to a riddle, attempting to bluff or convince, or remembering a factoid.

o **Skill** is mostly for performing rogue-like actions. Moving silently or hiding in the shadows requires a roll of 3 or higher. A 6+ will allow you to pick a lock, climb a wall, or pick pocket. Disarming a trap is usually pretty tricky, requiring 9+.

Contested Checks
If another being is resisting your attempted action, then instead of merely rolling a target number you will need to win a high-roll contest to succeed. (Re-roll ties until there is a clear winner.) For example, if you're trying to sneak up on a guard to knock him out you might roll Skill while the GM rolls the guard's Mind to see if he notices. An arm wrestling match would be pit Body vs. Body roll, and so on.

Difficulty Modifiers
If a situation is made especially difficult for some reason, the GM may increase the target number needed for success. Perhaps combat is being fought in a dense fog, adding 1 or 2 to the target everyone needs to hit. Or perhaps a wall your character is trying to climb is covered in ice, making it much tougher and requiring a roll of 9 or higher instead of the usual 6.

Be careful with adjustments! They can easily get out of hand, so only use them when it adds to the story. Also, avoid unnecessary rolling. If a task is very simple or would have little consequence for failure, no roll is necessary.

The GM Abides
All of the above are only guidelines. The GM has final say on what abilities apply a given situation, and the target number to succeed.

Example Scenario
The party finds a cave and decides to explore.

GM: "The air is chill and slightly damp as you enter. The cavern is pitch black and silent."

Cain: "I light a torch and lead the way."

Alean: "No, let me. I'm better at spotting things. GM, I'm going to move slow and keep a close eye out for tripwires or other dangers."

Oxx: "I'll take the back position. We don't want anything sneaking up on us."

GM: "Very well. Alean, roll Mind to check how perceptive you are."

Alean: (*rolls*) "I rolled 8. Anything?"

GM: "The tunnel is rough stone, mildewed and unremarkable. After just twenty feet you come across a small wood box with a padlock. The tunnel continues beyond. Alean, you haven't noticed anything worrisome." (*Perhaps there truly isn't anything…or perhaps the difficulty of spotting it is higher than Alean rolled.*)

Cain: "I'll try to pick the lock. Keep an eye out, guys." (*rolls Skill*) "Dang! I doubt a 4 works."

GM: "Your lock pick jams and almost breaks. You didn't accomplish anything."

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Oxx: "Out of the way! I'll smash the box open." (*rolls Body to test his strength*) "HA! Fifteen! Take that, puny slats of wood."

GM: "The box shatters under your boot…and a thick cloud of black dust gushes out, filling the tunnel. You all begin to gag, and your eyes burn. Everyone make Body rolls!"

Alean: "Oh no! We forgot to check the box for traps! (*rolls*) I hope a 5 is enough to save me."

(*Oxx rolls 9, Cain 7. The GM decides this is an Average difficulty trap, requiring 6+ to resist.*)

GM: "The dust is a poisonous mold! Thankfully Oxx and Cain recover quickly. But the mold catches in Alean's lungs. She takes 3 points of damage, and will take 3 additional damage every day until she receives magical healing."

Alean: "Well then, it's a good thing I have this healing potion with me!" (*she rolls the item's power die*) "I rolled 6, but I was only down 3 hit points. That was a bit of a waste. But at least I'm cured of the mold."

Cain: "Well, now that that's settled, what was in the box? I sift through the wreckage."

GM: "Apparently, the box was just a trap for the gullible; you don't find anything of value."

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~ Combat ~

Acting Order
When a fight breaks out, all players roll Skill and take turns acting from high to low roll (reroll ties). The GM can either roll once for all the enemies to share, or make separate rolls for groups and/or individual foes. Once the last combatant takes their turn the next round begins. Keep the same order; don't reroll.

Surprise
If the GM rules that some fighters were taken by surprise, roll for acting order as usual but for the first round only those not surprised may act. Depending on the circumstances, the GM may allow combatants to attempt Mind 6+ to see if they were perceptive enough to avoid being surprised. If the surprising side was actively trying to sneak up however, it should instead be a contested Mind vs. Skill roll.

Your Turn in Combat
Each character takes one action during their turn. This will usually be to attack, cast a spell, or use an item, but players are encouraged to get creative and describe additional, minor actions to keep things interesting (swing on a

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chandelier, spit in an enemy's face, yell a challenge, and so on). The GM is encouraged to reward engaging play styles.

Resolving Attacks
To attack, declare your chosen target and roll your character's Body dice. If your roll meets or beats the target's Defense score, you hit. In general Weak enemies have Defense 3, Average is 6, and Hard foes require 9 or better. (By the way, a player character has Defense 6.)

If the roll succeeds, you deal damage. Unarmed attacks deal only 1 point. Otherwise, roll the power dice for the weapon you used, and subtract 2 points if it is a ranged weapon.

If the target is wearing armor they roll the armor's power dice to see how many points of damage are prevented. Armor reduces any type of damage, even magical.

Finally, an remaining damage is subtracted from the target's hit points. If the HP drops to zero or less, the target dies.

Casting Spells
Roll Mind to cast a spell. Declare targets before rolling. You need a 6+ to successfully cast in combat, or just 3+ if not in a dangerous situation.

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Using Combat Tricks

Your action may be used to flank, sneak up on, backstab, trick or otherwise get the upper hand on an opponent. This takes a roll of Skill 6+. Declare your target before you roll, and remember to describe your moves! If the roll is successful, you get +1D to attack that target next turn, *and* +1D to damage if it hits! If you don't attack that specific target on the very next turn however, the benefit is lost.

Engaged

In combat, you are "engaged" when you are close enough to the enemies to make or receive hand-to-hand (melee) attacks. When a combat first begins no one is engaged. But once someone announces a melee attack – or is on the receiving end of a melee attack – they become engaged to all others who are engaged.

Disengage

By using an action you may attempt to carefully and safely extract yourself from engagement. Make a Body check; a result of 6+ is successful, and in addition no one can make a melee attack against you until after your *next* turn has passed. If the roll fails, you remain engaged and your turn ends.

Using Ranged Weapons

Bows, crossbows, slings, etc. never run out of basic ammunition. Magical ammunition is of limited quantity however; keep count of them.

The upside: At the start of each combat round, any combatants that are not engaged may make a free ranged attack, in acting order.

The downside: Ranged weapons don't do as much damage as melee, sometimes to the point of basically missing: Subtract 2 from the damage of all ammo-based weapon attacks.

Small weapons like daggers or hand axes can be thrown, for full damage. However the weapon is lost for the rest of combat unless you

use an action and roll Body 6+ to maneuver around the battle and pick up the weapon.

Six Six Six

Note that pretty much every target number to accomplish something in combat is 6 or higher. Even the Defense of an Average enemy is 6!

Trying to cast a spell in combat? Want to fight dirty? Recover a thrown weapon? Do you want to disengage? Trying to avoid being surprised? The target number to accomplish any of these is six. Easy!

Example Scenario

Deep in the cavern, the heroes are set upon by goblins! Acting order: Alean, Oxx, goblins, Cain.

Alean: "No one is engaged, so let's take care of the free ranged attacks. I fire an arrow at the lead goblin." *(rolls Body, gets a 4)*

GM: "Goblins are Weak enemies; their Defense is only 3, so that's a hit. Roll the bow's power for damage." *(Alean rolls 5, but subtracts 2 for this ammo-based attack)* "It's not dead yet!"

Alean: "No problem. No one else is making a free ranged attack?" *(Oxx and the goblins don't have weapons they can use ranged, and Cain doesn't want to lose his dagger by throwing it)*

"Okay then, now I'll make my main attack!" *(rolls a 2)* "Oh… Well, your turn, Oxx."

Oxx: "I charge in and swing at a different goblin." *(rolls Body)* "Yeah, I'm pretty sure a 10 hits!" *(rolls the axe's power)* "And that's 10 points of damage!"

GM: "You cleave the poor thing in half! Only two goblins remain, and one has an arrow in its chest. That one moves up and swings his sword at Alean. The remaining goblin approaches Cain, weapon in hand."

(The goblins make melee attacks. The wounded one misses Alean, but the other hits Cain for 6 damage. Every combatant is now engaged.)

Cain: "Six damage? Good thing I'm wearing leather armor. The power is 1D." *(rolls, gets 2)* "So…I only take 4 points damage. It's my turn now, right? Time for revenge! I'll try to fake out the goblin to get an edge." *(rolls Skill, gets 7)* "Success! That goblin is mine next turn."

Alean: "I don't like this goblin in my face. I'm going to try to disengage." *(rolls Body, gets 5)* "Dang, bad luck. Maybe I should have just attacked."

(The battle rages on…)

~ Magic ~

When using magic, first announce the spell being cast and the target or targets. The caster himself is always a valid target.

Casting a spell requires your character's hands be free to gesture, and that he/she can speak. In addition, casting takes great focus. You must roll Mind 6+ in combat, or just 3+ when not in danger. If the roll fails, the spell fizzles.

If the casting is successful, roll the spell's power dice (usually 1D or 2D, here generically referred to as "XD") to determine the effect.

Many spells allow the target to resist or reduce the effects by making a contested roll against the caster's XD roll. If the target gets multiple attempts at this, the caster of the spell re-rolls the XD dice every time.

Spell Descriptions

Arc Lightning: Deals XD points of electrical damage divided any way you choose among any number of visible targets. The caster takes 1 point electric damage for each target.

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Burning Ring of Fire: A spinning ring of flames encircles the caster, causing XD fire damage to any who successfully melee attack the caster. In addition, there is a chance that any nearby combustibles catch aflame (per GM whim). The mage must fully concentrate to maintain the spell, taking no other actions, but may move slowly.

Cloud of Chaos: Thick purple smoke rapidly fills an area 100 feet in all directions. All non-undead creatures present – even the caster and his allies – must check Mind versus the XD roll result or miss their next turn.

Command: Unless the target enemy wins Mind vs. XD, it comes under the control of the caster's player. The mage can do nothing but concentrate to maintain the spell, using his turn to instead control the enemy.

Counterspell: This may be cast at any time, even during another's turn. When a spell you wish to block is cast – and assuming the Mind check to cast *counterspell* is successful – the original caster must win a Mind vs. XD roll or else their spell fizzles without effect.

Divine Authority: If the target fails a Mind vs. XD test, the caster compels the creature to answer one question truthfully, which will be

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answered either "yes", "no", or "I do not know". This spell does not work on animals or the undead, and the caster and target must know the same language or otherwise be able to somehow communicate.

Entangle: Sticky webbing shoots from the caster's hands, attempting to entrap one creature. Unless the target wins a Body vs. XD roll, it will miss its next turn.

Escape: With a flash of light and whiff of smoke, the caster and all allies teleport away. They instantly reappear in a random location of the Game Master's choosing up to half a mile away. This spell can only be cast once per day.

Fear: Unless the target makes a Mind vs. XD ability check, they become intensely afraid. They will not attack or use items or effects against the caster for an hour, unless he becomes actively threatening against them. This spell does not work on undead.

Fireball: Does *double* the XD roll in fire damage to a single visible target, and the straight roll in damage to everyone else (friend or foe, even the caster) 100 feet in every direction. But if any creature rolls Body 6+, they dive for cover at the last second and take only half damage (round down).

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Firestorm: All creatures within a mile (the caster too) take XD points of fire damage. The caster may choose to roll fewer dice than the spell's full power.

Healing: One touched creature heals XD hit points, but not beyond their max HP. Undead are not affected. The caster loses 1 hit point, whether or not the casting is successful.

Invisibility: The caster vanishes and cannot be directly targeted by attacks or spells. (They are still vulnerable to area effects such as *Cloud of Chaos* or *Fireball*.) The spell ends if the caster attacks, casts another spell, or takes damage.

Luck: The recipient adds a number of dice equal to this spell's power to their next roll, if made within 5 minutes.

Might: The recipient adds the power dice of the spell to their next melee attack, and adds the same roll result to the damage if it hits.

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Petrification: One target creature must roll Body vs. XD *twice*. If both rolls fail, the target turns to stone and is instantly killed.

Protection: Acts as single-use armor of power equal to the spell's power. This magic armor remains active until used, but dissipates right after the next time the wearer is hit.

Reanimate: One body (less than 10 minutes dead) rises as a zombie slave which only obeys the caster, and acts after the caster's turn. Use the stats for a basic zombie as listed in this book, regardless of the type of creature the target was. This spell can only be used once per day.

Reflection: The next spell targeting the recipient is reflected back upon its caster. This only works for spells where the recipient is named as a target (not area effects).

Shock: The caster develops an electric charge. The next time the caster is hit by (or hits with) a melee attack, the enemy creature takes 4 points of electrical damage and the spell ends.

Silence: No sound is produced within a 100-foot radius for 1 or 2 rounds (depending on whether the spell power is 1D or 2D). Spell casting by anyone becomes impossible.

Soul Blast: Does XD damage to all undead creatures up to 100 feet in all directions, but causes 3 damage to the caster for each power die rolled. (You may choose to roll fewer dice.)

Stun: One target misses their next turn unless it wins a Mind vs. XD roll. This spell does not work on undead creatures.

Sympathetic Decay: The caster sacrifices an item in their possession to destroy a non-magic item made of similar material. For example, sacrifice a dagger to destroy an enemy's sword.

Telekinesis: You move by thought any single object weighing no more than XD pounds, for up to a minute. Movement is 5 ft. per second; too slow for collisions to cause damage.

Wish: Replicates any spell, but causes 5 points of damage to the caster if successfully cast.

~ Equipment ~

The below items are just basic ideas! Use your imagination, and if the GM agrees it is allowed.

1 Gold
Backpack (20 lbs.)
Bedroll
Candle (10', 3 hrs.)
Loot sack (50 lbs.)
Rations, 1 week
Torch (30', 1 hour)
Water skin (2 liters)

20 Gold
Four-person tent
Pet cat, owl, etc.
Cloak (+1D hide)
Gloves (+1D climb)
Elf boots (+1D quiet)
Healing potion (2D)
Musical instrument
Spell scroll (1D)

100 Gold
Faithfull Wolf Hybrid
(1D Bite, 12 HP)
War Stallion (1D Trample, 12 HP)

5 Gold
Bandage (2 HP)
Flint stone & steel
Lamp oil (5 hrs.)
Ten foot pole
Waxed scroll case

10 Gold
Lantern (30')
Local map
Rope (+1D climb)
Hammer and spikes
Parchment, ink, quill
Healing potion (1D)

50 Gold
Riding horse
Spyglass
Hand mirror
Lock pick (+1D)
Spell scroll (2D)

Boosters: *variable (more useful = more value)*
These items can be anything imaginable. Each gives +1D in a specific situation. A lock pick gives +1D Skill when opening a lock, for example. Exact effects are up to the GM.

Animal Companion: *100 gold*
These little friends can be anything the GM approves. Each character can have only one at a time. Most have Body 1D, Mind 1D-4, Skill 2D, and 12 HP, but the GM may adjust this. For example, if the companion can fly then perhaps HP would be reduced as a counterbalance.

Treasure & Magic Items

On average, monsters possess wealth equal to their HP times 4. About half of this value is in equipment, the rest in gold. They might not be carrying it all on them, and some creatures own nothing at all. Treasure can also be found in hidden places, as a reward or bounty, etc.

The below magic items are merely ideas to get your creativity going. If you imagine it, and the GM allows (possibly with adjustments), do it!

Healing Potion: *10 gold (1D) or 20 gold (2D)*
Drink as an action to heal XD hit points, up to your max HP. Always works. Instantly effective.

Magic Weapon: *100 gp (1D) or 175 gp (2D)*
+1D Body when attacking. The weapon's power is not affected.

Magic Wand: *100* gold
+1D Mind when casting spells. The power of the spell is not affected.

Ring of Elemental Resistance: *50 gold*
Any type of elemental damage (fire, acid, wind, water, sonic, electric, etc.) dealt to the wearer is divided in half (round down). The wearer cannot cast elemental damage spells.

Spell Scroll: *20 gold (1D) or 50 gold (2D)*
Contains a one-time use spell, of the player's choice if purchased or GM's choice if found as treasure. Using a scroll requires a Mind roll.

Hero Advancement

Wealth in gold translates to a rough measure of your hero's experience. At any time, a player may spend to obtain the following:

- 20 gp → increase max hit points by 1
- 100 gp → increase an ability by 1D (max 3D)
- 100 gp → learn a new 1D spell
- 100 gp → improve a known 1D spell to 2D
- 175 gp → learn a new 2D spell
- 200 gp → improve a known 2D spell to 3D

~Game Master~

The Game Master's word is law. You can adjust equipment prices, spell effects, task difficulty, monster HP, etc. Just be consistent. Changing the rules too often frustrates players quickly.

Keep play casual. Be fair, but avoid letting "rules lawyering" bog things down; make a decision and move on! Don't worry too much about making everything balanced and perfect, just keep the game moving!

Traps and Puzzles

Traps are easy to create and operate. Just present an interesting mechanism and decide a difficulty. The creativity on this is up to you. Here are a few basic ideas:

Swing blade	Acid gas	Shooting spears
Suffocation	Pit trap	Poison needle
Explosion	Spiked log	Tripwire
Teleportation	Quicksand	Ceiling collapse
Magic effect	Alarm bells	Carnivorous bugs

To find a trap when actively looking for one requires a Mind 6+ roll. Disabling a known trap takes Skill 9+. The majority of traps should be Average difficulty, causing 6 points of damage to 1 or 2 heroes if not adequately dealt with or bypassed. Very deadly traps should allow an ability check to diminish or avoid the effects.

Puzzles take more thought and pre-planning. Be very careful with puzzles, as it is quite easy to underestimate their difficulty. You don't want the whole game momentum to suddenly stall as the heroes get stuck on a puzzle. Also, at most there should only be 1 puzzle in a game session. Many games do perfectly fine without any puzzles.

Encounter Difficulty

Most encounters should be of Average difficulty. One (or maybe two) in an adventure can be Weak and/or Hard. Only one encounter should ever be Deadly.

It is recommended that no more than 1/4 of the encounters be traps or puzzles (unless such a flavor is your goal for the adventure).

To create an Average combat, just make the total Defense values on each side roughly equal. (Heroes have Defense 6, so multiply by the number of heroes and keep this number handy all game.) A Weak encounter would be only half the total of party Defense, while about 1 ½ times makes for a Hard combat.

For example, four heroes (Defenses 6x4=24) enter a crypt. Sarcophagi are on the floor and bones are piled in corners. Suddenly the corpses rise up and attack! There are 2 mummies and 1 skeleton (Defenses 9+9+6=24), making this fight Average difficulty. Adding 2 more skeletons would make it Hard.

Deadly enemies are different. The usual rule about adding Defense values does not apply. They are so tough, you should only use one Deadly enemy at a time.

Enemies

Some of the monster's statistics are slightly better or worse than a simple number of dice. For example, "Mind 1D–2" means roll 1D and subtract 2 to obtain the result. Regardless of modifiers, no result can be lower than zero.

Animals have relatively low intellect. Subtract 4 from any Mind rolls they make. In addition, their Skill can only be used for things appropriate to the animal's type – climbing for a spider, flanking tactics for wolves, etc.

Constructs are not truly alive and lack weak points. Fighting tricks (Skill tests in combat) do not work on them, nor do any Mind effects that don't work on undead.

Incorporeal creatures lack physical bodies. Such creatures can be seen, but heard only if they want to be. Non-magical physical attacks that successfully hit the creature's Defense have a 50% chance (1-3 on 1D) of harmlessly passing through, causing no damage.

Undead are often soulless servants, with Mind and Skill 0 regardless of what the statistics block says. These puppets do not hesitate, flee or surrender. Spell-casting undead have normal stats as listed, are intelligent and free willed.

Weak

Body 1D+1	Mind 1D	Skill 1D
Damage 1D	Defense 3	HP 8

Bandit: About half of bandits also carry a ranged weapon.

Bat, Giant: Animal. Can fly.

Dire Rat: Animal. Often move in packs of 3-5.

Goblin: Nasty little buggers that favor setting traps and ambushes over direct confrontation. One-fourth also have a ranged weapon.

Skeleton: Undead.

Viper, Giant: Animal. If damaged by a giant viper, the victim must roll Body 3+ or takes 2 additional points of damage from poison.

Will O' Wisp: Tiny floating fuzz-ball of pale light. Damage it causes is electrical, but Will o' Wisps avoid fighting and prefer to lure foes into dangerous areas such as bogs/swamps, quicksand, or a predatory beast's domain.

Wolf: Animal. Often travels in packs of 3-5.

Swarm

Body 1D+1	Mind 1D	Skill 1D
Damage 1	Defense 0/3	HP 1

A swarm consists of 4+1D individual creatures, which act in unison as if they were a single weak enemy. By using an action a swarm may separate into several smaller swarms, or several swarms can join to form a larger one.

An attack by a swarm deals damage equal to the number of creatures in the swarm. Any magic or melee attack against a swarm automatically hits and kills one creature, while ranged attacks must hit Defense 3.

Ants, Giant: Animal.

Bats: Animal. Can fly.

Rats: Animal.

Snakes: Animal. Any foe damaged by an attack must roll Body 3+ or take 2 additional points of damage from poison.

Spiders, Giant: Animal.

Average

Body 1D+2	Mind 1D	Skill 2D
Damage 1D+2	Defense 6	HP 12

Beetle, Giant: Animal. Thick shell acts as 1D armor. Can fly for one turn per combat.

Dire Wolf: Animal. Often leads usual wolves.

Harpy: Can fly. Cowardly beasts, harpies only attack in groups of 3 or more and might flee if their numbers drop below that.

Ghoul: Undead. Fast and vicious: Body 2D for melee attacks. Solitary.

Lizard, Giant: Animal. Carnivorous. 20 HP.

Lizard Man: Barbaric tribesmen who usually hunt in pairs, and eschew ranged weapons.
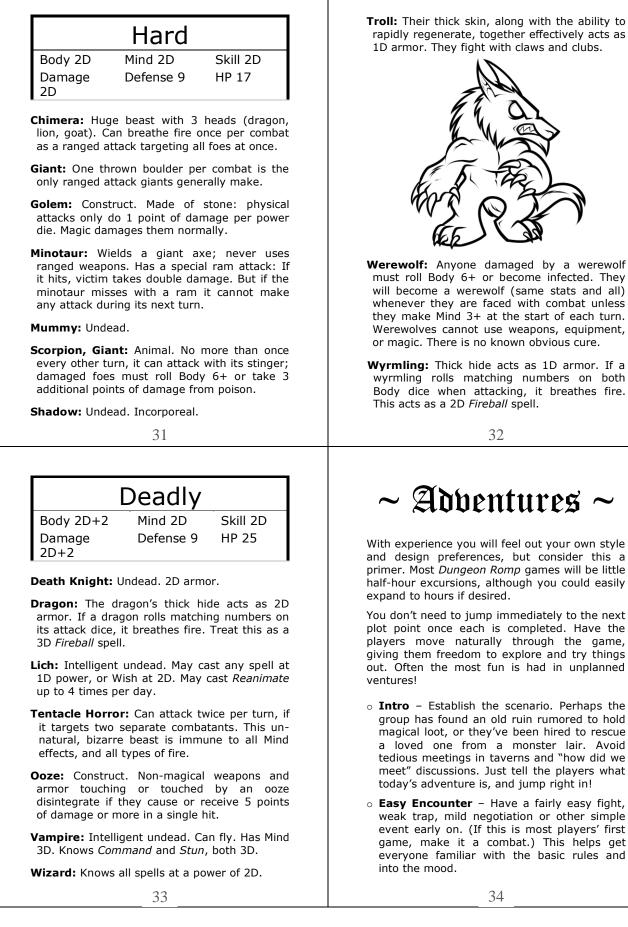
Orc: Barely civilized yet intelligent brutes, they often work in teams of 2 or 3.

Soldier: Uses 1D armor.

Spider, Gargantuan: Has Skill 3D.

Wraith: Undead. Incorporeal.

Zombie: Undead.

Hard

Body 2D	Mind 2D	Skill 2D
Damage 2D	Defense 9	HP 17

Chimera: Huge beast with 3 heads (dragon, lion, goat). Can breathe fire once per combat as a ranged attack targeting all foes at once.

Giant: One thrown boulder per combat is the only ranged attack giants generally make.

Golem: Construct. Made of stone: physical attacks only do 1 point of damage per power die. Magic damages them normally.

Minotaur: Wields a giant axe; never uses ranged weapons. Has a special ram attack: If it hits, victim takes double damage. But if the minotaur misses with a ram it cannot make any attack during its next turn.

Mummy: Undead.

Scorpion, Giant: Animal. No more than once every other turn, it can attack with its stinger; damaged foes must roll Body 6+ or take 3 additional points of damage from poison.

Shadow: Undead. Incorporeal.

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Troll: Their thick skin, along with the ability to rapidly regenerate, together effectively acts as 1D armor. They fight with claws and clubs.

Werewolf: Anyone damaged by a werewolf must roll Body 6+ or become infected. They will become a werewolf (same stats and all) whenever they are faced with combat unless they make Mind 3+ at the start of each turn. Werewolves cannot use weapons, equipment, or magic. There is no known obvious cure.

Wyrmling: Thick hide acts as 1D armor. If a wyrmling rolls matching numbers on both Body dice when attacking, it breathes fire. This acts as a 2D *Fireball* spell.

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Deadly

Body 2D+2	Mind 2D	Skill 2D
Damage 2D+2	Defense 9	HP 25

Death Knight: Undead. 2D armor.

Dragon: The dragon's thick hide acts as 2D armor. If a dragon rolls matching numbers on its attack dice, it breathes fire. Treat this as a 3D *Fireball* spell.

Lich: Intelligent undead. May cast any spell at 1D power, or Wish at 2D. May cast *Reanimate* up to 4 times per day.

Tentacle Horror: Can attack twice per turn, if it targets two separate combatants. This unnatural, bizarre beast is immune to all Mind effects, and all types of fire.

Ooze: Construct. Non-magical weapons and armor touching or touched by an ooze disintegrate if they cause or receive 5 points of damage or more in a single hit.

Vampire: Intelligent undead. Can fly. Has Mind 3D. Knows *Command* and *Stun*, both 3D.

Wizard: Knows all spells at a power of 2D.

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~ Adventures ~

With experience you will feel out your own style and design preferences, but consider this a primer. Most *Dungeon Romp* games will be little half-hour excursions, although you could easily expand to hours if desired.

You don't need to jump immediately to the next plot point once each is completed. Have the players move naturally through the game, giving them freedom to explore and try things out. Often the most fun is had in unplanned ventures!

o **Intro** – Establish the scenario. Perhaps the group has found an old ruin rumored to hold magical loot, or they've been hired to rescue a loved one from a monster lair. Avoid tedious meetings in taverns and "how did we meet" discussions. Just tell the players what today's adventure is, and jump right in!

o **Easy Encounter** – Have a fairly easy fight, weak trap, mild negotiation or other simple event early on. (If this is most players' first game, make it a combat.) This helps get everyone familiar with the basic rules and into the mood.

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- **Series of Encounters** – Depending on how long you want to play, have about 4-6 different scenes to explore. These can be distinct areas such as rooms, wilderness locales, caverns, etc., but they don't have to be. Just have a main focus for each encounter: such as a combat, odd weather, secret passage, magical portal, a trap, a crevice to pass, an altar to an evil god, role-played negotiation or interrogation, etc. Most combats should be Average difficulty, but at least one should be Hard. Also, try to have at least one opportunity arise in the latter half of the game for the party to purchase new equipment.

- **Plot Stinger** – At some point the plot should shift a bit. A revelation, discovery, or other event should occur which reframes the adventure, or gives a vital bit of info, or otherwise "turns the corner" so to speak in advancing the story. Perhaps the heroes discover the identity of the main adversary but he/she/it escapes, or they find an important bit of information, or perhaps obtain an item that's part of the quest, etc. Maybe they find themselves teleported out of the dungeon to the center of a jungle, or ambushed and captured, or there's a major plot twist that turns everything on its head.

This event doesn't have to be extreme or dramatic however. Just have it change the focus of the story a bit, to reinforce the feeling that progress is being made.

- **The Endgame** – The final encounter is eventually reached. Most often, it will be a "boss monster" of Deadly difficulty, or just Hard but with some support creatures. But it doesn't have to always be a fight; an elaborate puzzle, dramatic court case, or other creative challenge would be equally appropriate.

Try to keep this encounter going for a bit longer than usual. Have the foe try various tactics, call for help, use surprising new items or abilities, yell insults at the party, etc. Don't be afraid to rough up the heroes substantially; it will make their victory all the sweeter. But unless they do something outright dumb or have incredibly back luck, most of the time the players should ultimately win the day.

- **Conclusion** - Make this relatively quick and straightforward. Describe the end of the final encounter with a tad of drama, then give one or two sentences about how the world has now changed and the heroes' exploits are remembered in songs for years to come, etc.

Sample Quest

*Remember: Don't just jump from encounter to encounter! Your games will be **significantly** better if you allow everyone to act and speak in-character, wander and explore a bit, ask questions and try creative things. Keep things moving of course, but don't shoe-horn the players to "follow the script" if doing so is jarring or uninteresting. If the group gets completely off track, that's fine! Just so long as you keep it flowing and players get to try out their neat ideas, fun will be had.*

Intro
The local barkeep has hired you to wipe out an infestation of giant rats in his basement. Cats haven't worked; the rats are bigger than cats!

Basement Rats
After their eyes adjust to the light, rat swarms attack the party. Subtract 2 from the number of heroes to determine how many rat swarms there are (there will be at least 1 swarm, of course). About halfway through combat or a little more, their mother arrives – a Dire Rat!

Once the rats are dead the barkeep pays 10 gp to each hero. Impressed with the group, he gives directions to the house of a friend who is looking to hire an armed escort for a 3-day trip.

Mystic's House
The barkeep's friend turns out to be a mystic who researches the occult for a living. He informs the group that he has found an artifact after many years of research and searching. He shows the party the item, proudly (GM can describe anything they wish), but refuses to discuss its operation or purpose.

To work further on unlocking the artifact's secrets, he needs the assistance of a colleague wizard who lives on the opposite side of the bandit-infested forest. He offers 50 gold pieces to each hero to escort him – half now, half upon safe arrival.

The Bandit Forest
As the group passes through a lightly wooded area, they are promptly ambushed by brigands (Average). At the end of the fight, one of the ambushers escapes off through the woods.

If the party gives chase, they encounter the bandit camp. They discover a princess is being held captive here, and may fight to free her (Average). If the party doesn't give chase, they shortly meet the princess anyway as she flees through the woods with her captors in pursuit.

Sometime while still in the forest, the escorted mystic is killed. He is incapable of fighting, so bump him off however you would like - either

during a fight with bandits, or some danger of the forest such as a pit or snake bite. The mystic's body holds the balance of their pay. The party must decide if they want to take the artifact and complete the delivery themselves.

Castle Hassle
Should she be rescued, the princess clings to a party member and proclaims to have fallen in love with her "champion". The party may escort the princess to her castle (coincidentally just outside the forest in the direction the group was heading anyway). Further travel through the forest is uneventful. At the castle, drawn swords suddenly surround the heroes. They are mistaken for the kidnappers! Even if the princess is not with the party and they decide to not enter the castle, about a dozen soldiers on horses ride out to apprehend them.

Despite any protestations and cries from the princess should she be present, the soldiers try to cart the heroes off to the dungeons. If the heroes comply, the king frees them a few hours later with deep apologies and a 50 gp reward for each of them. Otherwise, they can fight for freedom - a Hard encounter, with the soldiers possibly using hounds.

Regardless of the outcome, the party has a chance to rest and buy equipment (even if they slaughtered the castle guard, they can still

Further Travels
By now one full day has likely passed, and the party might spend the first night at the castle. The wizard awaiting delivery of the object lives in a tower two days' journey past the castle, over some farmland, hills and grassy plains. This journey is mostly uneventful. However gargantuan spiders (Average) try to sneak up on and eat the party in their sleep between days 2 and 3. If the party did not fight the castle guards, this fight should be made a Hard combat; add some spider swarms if needed.

The Wizard's Tower
Once they finally reach the tower, an old man answers the door. He is cheerful and very grateful. He dismisses news of the death of his friend as irrelevant as he lustfully examines the object. He welcomes the heroes in and offers them refreshment, then shows them his workshop. It is covered in bizarre sigils and talismans, and he reveals that the item they delivered is the last key to opening an inter-dimensional portal to summon a demon he plans to command in order to take over the kingdom! The wizard promises they will be richly rewarded for their assistance in bringing about the new reign of darkness.

The Endgame
If the party decides to stop him he turns violent and maniacal – the final "boss" encounter (Deadly). If the heroes don't intervene, the wizard performs an appropriately dramatic ceremony, opening the portal. The instant it opens, a Tentacle Horror (Deadly) tries to enter the mortal realm. The wizard is caught unprepared, and realizing his mistake frantically calls for the heroes to beat it back while he works to close the gateway.

He won't close the portal in time; the heroes must kill the beast or perish. Once it is destroyed, the portal begins to finally close but something goes wrong. At the last second the wizard is sucked in with a terrible shriek. All is suddenly silent.

Conclusion
The heroes now own a wizard's tower! There is a kitchen, small dining hall (seats a dozen people), and enough bedrooms for everyone to have their own. There is a magical library and laboratory, which anyone with Mind 3D can use (up to the GM what effect this might have). In addition the tower is full of goodies, some magical: Have each hero choose 200 gold pieces worth of equipment! The adventure is at an end.