

Alternate **DUNGEON SQUAD**

Alternate Dungeon Squad is based on and expanded from the 24 hour game **DUNGEON SQUAD** created by **Jason Morningstar** as posted [here](#). and is covered by the Attribution-NonCommercial-ShareAlike 2.5 Creative Commons license.

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DUNGEON SQUAD is a great, simple system designed to introduce younger players to Role Playing Games. Alternate Dungeon Squad takes that and modifies it to suit my tastes as more experienced, older and time poor gamer. It assumes a measure of RPG experience on behalf the players and referee, can be used in just about any fantasy setting and suits both story driven play as well as hack and slash gaming (or at least that's the intention).

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1 - Required items

A referee, some players, a quiet room with a table, pencils, paper and a dice set from **d4** up to **d12**.

2 - Character generation

All characters are human, can be either gender and unless using the optional characteristics table, can have any description the player and referee can agree on.

Each character has **4** abilities that can be given value by the player. These are **BODY**, **MIND**, **SOUL** and **REFLEXES**.

BODY is the character's physical strength , endurance and toughness.
MIND is the character's intelligence and ability to learn and use knowledge.

SOUL is the character's intuition, wisdom and perception.
REFLEXES measure the character's dexterity, agility and physical reaction.

Split 4 die values, **d4**, **d6**, **d8** and **d10** between the 4 abilities.

A character with **d10** in BODY becomes a WARRIOR.
A character with **d10** in MIND becomes a SORCERER.
A character with **d10** in SOUL becomes a PRIEST.
A character with **d10** in REFLEXES becomes a THIEF.

Roll **d10** for PERSONA. PERSONA is a measure of a character's looks, charm and personality. A roll of -

1 to 4 gives a **d4** PERSONA.
5 to 7 gives a **d6** PERSONA.
8 or 9 gives a **d8** PERSONA.
10 gives a **d10** PERSONA.

Each character gets a number of hit points equal to **10** plus the value of their body die. At **0** hit points a monster is dead. A character will die when hit points equal a minus figure equal to their BODY die value. A character with less than **0** but not dead is unconscious and cannot perform any actions unless healed above **0** hit points.

3 - Outfitting the character

All characters choose a single, one handed weapon such as a sword, axe, mace, club, dagger etc.

A WARRIOR or PRIEST may choose an additional second weapon which may be a large two handed weapon.

All characters get a missile weapon such as sling or bow with 10 arrows / bolts / stones OR a **1d6** throwing daggers, axes or javelins. Arrows, bolts and stones have a greater chance of being broken or lost when attempting to recover them than throwing daggers, throwing axes or javelins.

The characters gets the following armour -

THIEF - **d4**
PRIEST - **d6** plus shield
WARRIOR - **d8** plus shield
SORCERER - none

These values represent not just what armour is being worn in the form of leather, chain-mail and pieces of plate metal, but also how well it is being used by the character.

Each character has **1** full set of clothes which may be detailed by the player before play begins.

Each character gets **3** items of ordinary equipment from the following list-

Backpack, BEDROLL, bell, BLANKET, bottle (or vial, flask etc.), BUCKET (or flask, case etc.), caltrops, CANDLE, chain (linked, 10 feet), CROWBAR, fish-net, GRAPPLING HOOK, hammer, LANTERN, manacles, MIRROR, pick, POLE (10 FEET), rope (50 feet), SACK, spade, TINDERBOX, torches (6), WATERSKIN.

A character may carry an amount of equipment equal to his BODY die value.

A THIEF gets a set of thieves tools which contains lock picks, files and other small tools.

A PRIEST gets a holy symbol.

A SORCERER gets **3** spells to begin with as well as a magical focus such as a wand, staff, medallion that is used to cast spells.

Each character begins with **3d6** coins of the realm. Assume any costs in the campaign as **d6** coins for a common item or service, **3d6** coins for an uncommon item and **3d6 x 10** coins for a rare item.

4 - Character characteristics (optional)

Character's height is **58" + 3d6"** if male and **52" + 3d6"** if female.

Character's weight is the character's height in inches multiplied by **2.2** lbs if male and multiplied by **1.5** lbs if female.

Character's handedness is decided by rolling **2d6**. On a roll of **2 to 9** the character is right handed, on a roll of **10 to 11** the character is left handed and on a roll of **12** the character is ambidextrous.

5 - Task Resolution

All tasks are rated as follows -

easy (**2**)
normal (**4**)
hard (**6**)
very hard (**8**)

and require that number to be rolled in order to succeed at any given task.

BODY is used when attempting tasks such as climbing, jumping, swimming and lifting weight.

MIND is used to decipher codes, read scripts and understand languages.

SOUL is used for listening, spotting, searching and determining another's motivation or trustworthiness.

REFLEXES is used for moving quietly, hiding and balancing.

PERSONA is used to bribe, befriend, bully or seduce others.

6 - The thief

There are certain tasks a THIEF may attempt which may not be attempted by other characters.

These are picking pockets, opening locks, finding traps and secret doors, removing and disarming traps. All these tasks use the REFLEXES ability and opening locks and disarming traps are attempted at **d8** if the thief does not have the appropriate tools.

A thief may also attempt a sneak attack on an opponent if the opponent is not aware of him being about to attack. This normally involves a REFLEXES roll. If successful the thief rolls a **d12** to hit only missing on a roll of **1**, with damage rolled on a **d12** and ignoring armour for the first round of combat only.

7 - The priest

The PRIEST can heal each character once per day / adventure using his SOUL die which fails on a roll of **1** and is attempted at **d8** if the PRIEST is without his holy symbol, heals the rolled amount if successful and cannot be attempted while in combat. Used against un-dead it causes damage but counts against a random character being healed that day / adventure by the PRIEST.

A PRIEST may also attempt to turn un-dead. This requires a SOUL roll and is attempted at **d8** if the priest doesn't have a holy symbol. A single roll applies to all un-dead within 100 feet. The following roll is required for the following un-dead -

- Skeletons - **2**
- Zombies - **3**
- Ghouls - **4**
- Wights - **5**
- Wraiths - **6**
- Mummy - **7**
- Vampire - **8**

A roll of **1** not only fails it means the PRIEST cannot attempt to turn un-dead for the rest of the day / adventure. A roll of **10** inflicts damage to each un-dead equal to **10** minus the number required to turn them.

Turned un-dead may not approach within **4d6** feet of PRIEST for a number of rounds equal to the number rolled multiplied by **d6**.

8 - Hand to hand combat

To determine who goes first in hand-to-hand combat, each character rolls his REFLEXES die and the referee rolls **d6** for each monster of group of monsters. The lowest rolls declare their intentions first but actions are taken first by the highest rolls.

The following rolls are required to hit a monster -

Vermin - automatic
Weak - **2**
Normal - **4**
Tough - **6**
Very tough - **8**

The BODY die is used to hit in hand-to-hand combat.

For a monster to hit a SORCERER needs a **2**, to hit a PRIEST or THIEF requires a **4** and a WARRIOR requires a **6**. A monster uses it's ATTACK die to attempt to hit.

Damage rolled for characters is their BODY die. This represents not just the weapon used but how well it is wielded.

Should a character use a double handed weapon damage is rolled **1** die higher than their body roll. I.E. a character with **d6** BODY rolls **d8** damage with a two handed weapon.

A SORCERER or THIEF using a double handed weapon rolls **1** die lower than his BODY die to hit. I.E. a **d6** BODY THIEF rolls **d4** to hit with a double handed weapon. This does mean that **d4** body character cannot use double handed weapons at all.

An armour roll is made after damage is inflicted and reduces damage inflicted by the rolled amount.

A PRIEST or WARRIOR fighting with a one handed weapon and a shield instead of a two handed weapon makes **2** armour rolls and choose the better score.

9 - Missile attacks

Missile attacks use REFLEXES to determine a hit and the following rolls are required to hit -

Short range - **4**
Medium range - **6**
Long range - **8**
Extreme range - **10**

Range in yards for thrown weapons is as follows -

Short - **10**
Medium - **20**
Long - **40**
Extreme - **80**

This range is doubled for bows / slings. It does not represent maximum range but maximum EFFECTIVE range.

Damage is rolled with the REFLEXES die as this reflects the accuracy of the shot.

A fired missile is destroyed / lost and cannot be recovered on a roll of **4+** on a **d6** for each missile. A thrown weapon is only destroyed / lost on a roll of **6+** on a **d6** roll.

Should a character attempt to hit, either in hand-to-hand combat or with a missile but cannot do so on a single roll (eg - BODY **d4** roll against a tough opponent) roll anyway.

Should the maximum score be rolled, roll again and add half the second roll (round down) to the first to determine a hit or miss.

10 - Casting spells

Only a SORCERER can cast spells and uses his MIND die to do so. This roll is made at **d8** should the sorcerer not have a focus to cast spells with.

The roll required to cast a spell depends on the spells complexity as follows-

Easy spell - **2**
Normal spell - **4**
Hard spell - **6**
Very hard spell - **8**

A roll of **1** means the sorcerer cannot cast that spell again this day / adventure.

All spells require chanting and movement. Anyone within seeing and hearing distance will be aware of a spell being cast. To cast a spell without either causes it's complexity to go up **1** level and prevents very hard spells from being cast. Without both causes a rise of **2** levels and prevents hard spells from being cast.

Should a spell require an ability roll to avoid it's effects and is cast on a monster, use the monster's ATTACK die to determine success or failure.

Easy spells

Savage strike - the SORCERER'S weapon glows with sorcerous energy and inflicts **d12** damage when it hits. This lasts for a number of rounds equal to the number rolled when casting. The weapon may not be used or carried by another character or monster while this spell is in effect.

Locked shut - any door or set of doors of an size up to **10'by 10'** are magically shut and cannot be opened by any normal means such as keys, lock picks, axe blows for a number of rounds equal to the spell roll.

Glowing light - the SORCERER creates a ball of light as bright as full daylight with a radius of in feet equal to the successful spell roll. The spell cannot be used to dazzle or blind another and lasts for the successful spell roll multiplied by **1d6** rounds or until ended by the SORCERER. Glowing light has no effect on a darkness spell.

Spider climb - the SORCERER gains the ability to crawl up walls and hang from ceilings without falling for a number of rounds equal to the successful spell roll. The SORCERER cannot attempt any action except climbing at a walking pace until the spell wears off.

Detect magic - the SORCERER can automatically detect all magic items within **20** feet at that moment but not their exact magical functions.

Shield - the SORCERER gains **d6** armour against all missile attacks against him for a number of rounds equal to the successful spell roll.

Change self 1 - the SORCERER can change the colour of his or another's features such as his eye, skin and hair colour, with a touch. This spell lasts for a number of minutes equal to the successful MIND die roll.

Night eyes - the SORCERER can see in total darkness or under the effect of a darkness spell, as if under full moon light and see at night as if in daylight. The spell lasts for a number of minutes equal to the successful MIND die roll.

Normal spells

Bolt of pain - a blast of mystic energy shoots from the sorcerer to hit a single target of the sorcerer's choosing within **100** feet. This causes damage equal to spell roll and ignores armour.

Darkness - an area surrounding the SORCERER or targeted by him, covering a **20** foot radius is plunged into total darkness for a number of rounds equal to the successful spell roll. A **8+** on a REFLEXES roll is required to move safely out of the darkness or **d4** rounds without a reflexes roll.

Open wide - any door or set of doors up to **10'by 10'** in size is automatically opened regardless of how many bolts or locks are keeping it locked. Alternatively the spell cancels a **locked shut** spell.

Dazzling blast - a single chosen opponent standing in front and facing the SORCERER, up to **100** feet away, is blinded by a flash of light for a number of rounds equal to the spells roll. The blinded opponent can do nothing for that time unless he rolls higher than the spells roll on his REFLEXES die.

Float - the SORCERER can float above the ground at a height equal to his successful spell roll for a number of rounds equal to same. He can attempt actions as normal and can walk and run.

Detect un-dead - the SORCERER can detect the presence of un-dead creatures within **100** feet at that moment and what type of un-dead they are.

Armoured - the SORCERER gains **d6** armour against hand-to-hand combat hits for a number of rounds equal to the successful spell roll.

Intangible - the SORCERER and all he carries loses all physical substance and can walk through walls and doors as if a ghost. He cannot interact with any physical object for a number of turns equal the successful spell roll and cannot fight, fire missiles or cast spells while the spell lasts.

Change self 2 - the SORCERER can change with a touch the appearance of another creature without changing it's overall size or shape. This improves on change self 1 by allowing for changes to skin texture, hair length and the shape and size of facial features. The spell lasts for as many minutes as the successful spell roll.

Hard spells

Pain bolts - the SORCERER lets rip with a number of bolts equal to the successful roll. Each bolt hits automatically a different target within **100** feet for the rolled damage ignoring armour. Leftover bolts are wasted.

Bypass - the SORCERER lays his hands on a section of wall or a doorway and creates a hole large enough to allow **1** normal sized being to pass through per round. The spell lasts for a number of rounds equal to the successful spell roll or until the spell is cancelled.

Levitate - the SORCERER can float upwards or downwards only for a number of rounds equal to the successful spell roll at a rate of **20** feet per round. He can attempt other actions as normal.

Silence - an area targeted by the SORCERER or surrounding him to a **50** foot radius, blocks out all sound. Since spells require sound to be cast all spells cast within this area are attempted at **1** die lower than usual.

Detect life - the SORCERER becomes aware of all living creatures within **100** feet of him at that moment. He also becomes aware of whether the creature is an animal, monster or human, it's species, gender, size and whether the being is capable of using spells.

Mage armour - the SORCERER gains **d8** armour against all damage inflicted against him by weapons , missiles or spells for a number of rounds equal to the successful spell roll.

Invisible - the SORCERER cannot be seen by anybody else while this spell is in effect. He may interact with the physical world normally and may attack creatures as if his BODY die was **1** higher and is attacked and damaged by others at **1** die lower and is only hit on a roll of **6+** and all attacks against him miss automatically on a roll of **4+** on a **d6** roll. These modifiers cease if the SORCERER is made visible by being covered in flour / paint etc.

Change self 3 - the SORCERER can change himself or another in a radical manner with a touch. This includes an increase / reduction in height of **1** foot / 6 inches per point on the successful spell roll and an addition on 1 extra body part such as wings, arms, legs, tail etc. per point on the successful spell roll. These extra body parts do not make the character any stronger or faster. The spell lasts a number of minutes equal to the successful spell roll.

Hold being - the SORCERER prevents another being within **100** feet from being able to take any actions. The helpless being remains in this condition for a number of rounds equal to the successful spell roll minus his BODY die roll. Any hit from a hand weapon does maximum damage automatically against the held being.

Very hard spells

Doom blast - a fiery blast is centred on a particular target within **100** feet. All beings within a radius equal to, **5** feet multiplied by the spell's successful roll, automatically suffer damage equal to the spells roll multiplied by **3** which ignores armour. Causes the SORCERER **d4** damage.

Eagle's wings - the SORCERER can fly like bird for a number of rounds equal to the successful spell roll at a rate of **100** feet per round in any direction. He may cast spells, use missiles, attack as normal and may hover, speed up and slow down at will.

Polymorph - this spell allows the SORCERER to change another being within **100** feet into the SHAPE and FORM of another living being of an equal or smaller size. The victim is allowed a BODY die roll, equal or greater, to avoid the spell's effects if the spells effects would be fatal such as turning an ogre into a fish in frozen wastes. The spell lasts for a number of hours equal to the successful spell roll.

11 - Monsters

Vermin - All vermin have a **d4** ATTACK die.

Insect or spider swarm

hit points **4d6** - damage **1** point (bites and stings)

Insidious - ignores armour or shields.

Rat swarm

hit points **6d6** - damage **d4** (bites).

Living slime

hit points **6d6** - damage **1** point (slimy tentacles)

Acidic existence - each hit against it will rot and destroy the weapon on the roll of **6 on a d6**. Each hit against a character will rot and destroy either the character's weapon or shield on a roll of **6 on a d6**.

Weak monsters -

weak monsters have a **d6** ATTACK die.

Giant rat (or badger, fox etc.)

Hit points - **4** , damage - **d4** (bite)

Wolf (or dog, wild cat etc.)

Hit points - **6** , damage - **d6** (bite)

Goblin or brigand

Hit points - **8** , damage - **d6** (weapon), armour - **d4**
1 in 6 is armed with a bow.

Zombie

Hit points - **10**, damage - **d6** (bite), armour (natural)- **d4**
Resilient - Zombies are immune to missile weapon attacks

Normal monsters -

normal monsters have a **d8** ATTACK die.

Wild Boar

Hit points - **10**, damage (tusks) - **d8**

Orc or soldier

Hit points - **10** , damage - **d8** (weapon), armour - **d6**
1 in 4 will carry a shield, **1 in 6** will carry a bow

Great orc

Hit points - **12**, damage - **d10** (2 handed weapon) , armour - **d8**
1 in 4 will carry a bow

Skeletons

Hit points - **6** , damage **d6** (weapon)

Giant spider (or scorpion, centipede etc.)

Hit points - **12**, damage **d4** , armour (natural) - **d4**
Poisonous - Poison bite inflicts **d4** damage for **d6** rounds

Ghoul

Hit points - **12** , damage **d6** (claws)

Paralysis - Hit paralyses for 1d6 rounds unless **4** is rolled on a BODY die.

Wight

Hit points - **12** , damage (claws) **d8**

Life drain - Hit causes the permanent loss of **2** hit points

Tough monsters -

tough monsters have a **d10** ATTACK die.

Bear (or lion, tiger etc.)

Hit points - **16**, damage - **d10**

Ogre (or minotaur)

Hit points - **16** , damage (weapon)- **d12** , armour - **d4**

Troll

Hit points - **18** , damage (claws) - **d10** , armour (natural) - **d6**

Fast healing - Heals **d4** hit points at start of each round

Wraith

Hit points - **16** , damage -(chill touch) **d8** , armour (natural) - **d6**

Morbid touch - Hits cause the reduction of BODY die by **1** die unless a **4** is rolled on a BODY die.

Mummy

Hit points - **18**, damage (bite) - **d8**, armour (natural)- **d6**

Fearful presence - the first appearance of a mummy causes fear which prevents a character from taking any actions for **d4** rounds unless a **4** is rolled with the SOUL die.

Mummies rot - unless a **4** is rolled on a BODY die the character contracts a rotting disease that causes the loss of **1** hit point per day unless the a **4** is rolled on a BODY die.

Resilient - immune to missile weapon attacks

Very tough monsters -

very tough monsters have a **d12** ATTACK die.

Manticore

Hit points - **24**, damage (spiked tail) - **d10**, armour (natural) - **d6**

Poisonous - poison tail sting cause **d6** damage for **d8** rounds

Dragon

Hit points - **40**, damage -(teeth and claws) **d12**, flame burst - **d12**

Armour (natural) - **d10**

Magic resistance - any spell used against a dragon automatically fails on a **4+** roll on a **d12**

Terrifying presence - to first appearance of a dragon causes terror which prevents a character from taking any actions for **d6** rounds unless a **6** is rolled with the SOUL die.

Monsters and treasure

The amount of coinage in the possession of a single monster, either on his being or in his lair, is determined on the table below.

Vermin - none
Weak - **1d6**
Normal - **3d8**
Tough - **6d10**
Very tough - **10d12**

Monsters occasionally have magic items in their possession. Roll the die listed below once per encounter. If the highest possible value is rolled the creature (s) have a magic item.

Vermin - **d12**
Weak - **d10**
Normal - **d8**
Tough - **d6**
Very tough - **d4**

Make the roll again. If the highest value is rolled a second time the magic item is a weapon, armour or shield. Roll **d10** -

1 to 4 - hand weapon
5 to 7 - armour / shield
8 to 9 - missile weapon
10 - two handed weapon

Each weapon increases the die normally used to hit and inflict damage by **1**.

Armour or shield increases the die normally used to reduce damage by **1**.

Should using a weapon take the die value above **d12** the character can add **1** to the attack and damage roll.

Magic items can look as spectacular or mundane as desired and should increase an ability by **1** die (**d4 to d6**, **d6 to d8** etc.) for a specific task.

Examples -

- A pair of gloves may increase BODY by **1** die when lifting great weight.
- A cloak may increase REFLEXES by **1** die when attempting to hide.
- A talisman may increase PERSONA by **1** die when attempting to befriend someone.

The ability effected is chosen by rolling **d10** -

1 to 2 - BODY
3 to 4 - MIND
5 to 6 - SOUL
7 to 8 - REFLEXES
9 to10 - PERSONA

12 - campaign play

At the end of each adventure/session -

Increase each character's hit points by **1** point.

Give the SORCERER an additional spell of his choice.

Give each a character a Hero Point (HP). Hero points may be spent to improve abilities and reflect a character becoming more experienced and getting better with his abilities, equipment and weapons.

2 HP increases a **d4** ability to **d6**.
4 HP increases a **d6** ability to **d8**.
6 HP increases a **d8** ability to **d10**.
8 HP increases a **d10** ability to **d12**.