DUNGEONSLAYERS

AN OLD-FASHIONED ROLEPLAYING GAME

- VERSION 3.5 -

BY

CHRISTIAN KENNIG

Dedicated to the memory of Gary Gygax (July 27, 1938 – March 4, 2008)

"I would like the world to remember me as the guy who really enjoyed playing games and sharing his knowledge and his fun pastimes with everybody else."

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STEP RIGHT UP, DUNGEONSLAYER!

Welcome to **Dungeonslayers**, the role-playing game, in which your characters are slaying monsters and looting dungeons in a primitive and old-fashioned way. The rules of **Dungeonslayers** were designed to be very basic and simple on purpose, to bring the charm of old-school gaming back to life.

Dungeonslayers is not about having elaborate, realistic rule mechanics nor about playing out pseudo-intellectual dramas filled with egomaniac monologues. Instead it's about straightforward plots in your traditional fantasy world, where evil is still evil, where monsters are killed mercilessly, where devious traps strike and where fantastic loot awaits, while pencil and graph paper work their own special magic around the gaming table.

So, let's put on the chainmail once again, draw your blade or dig up your spell book, the next dungeon and its monstrous hordes await your return.

Christian Kennig

FREE ROLEPLAYING GAME, FREE LICENSE

Dungeonslayers is a free, non-commercial roleplaying game, which you can expand by writing your own content or supplements. In order to make this as easy as possible, all texts and rule mechanics of the roleplaying game **Dungeonslayers** are licensed under the following Creative Commons License:

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CHARACTERS

Every Dungeonslayer character can rise to reach a maximum level of 20 and is composed of nine **base values** (3 attributes plus 6 abilities). The higher an attribute or ability, the better.

ATTRIBUTES & ABILITIES

THE 3 ATTRIBUTES

Every character is described by the three attributes **Body**, **Agility** and **Mind**.

BODY (BOD):
This attribute describes a character's fitness and his stature.
Abilities: Strength & Toughness

AGILITY (AGI):
Agility is a measure of a character's athletic capabilities.
Abilities: Reflexes & Dexterity

MIND (MIN):
Describes a character's intelligence and his ability to influence others.
Abilities: Reason & Aura

THE 6 ABILITIES

The six abilities are arranged in three pairs that are directly related to their corresponding attributes.

> **Body:** Strength & Toughness
> **Agility:** Reflexes & Dexterity
> **Mind:** Reason & Aura

STRENGTH (ST):
Strength reveals how muscular you are and if you are able to strike hard at your opponents.
Attribute: Body

TOUGHNESS (TO):
Is your character a tough hunk, who can cope with a lot of damage?
Attribute: Body

REFLEXES (RF):
Does your character have cat-like reflexes and can he dodge blows?
Attribute: Agility

DEXTERITY (DX):
A measure of hand-eye-coordination and the precision of ranged attacks.
Attribute: Agility

REASON (RE):
Characters with a high value in RE are clever, have good deductive skills and might become mighty spellcasters
Attribute: Mind

AURA (AU):
A character's appearence, charisma and a measure of his magical talent.
Attribute: Mind

COMBAT VALUES

Combat values are calculated from your base values and the equipment currently worn. When equipment or your base values change, you have to recalculate the combat values.

HITPOINTS (BOD + TO + TO):
A character's hitpoints (HP) are a measure of the maximum damage he can sustain before he becomes unconscious.

DEFENSE (BOD + TO + AV):
With Defense you can reduce the amount of damage you suffered. Armor, helmets, shields, etc. raise Defense by their armor value (AV).

MELEE ATTACK (BOD + ST):
Relevant when making close-combat attacks. When wielding a weapon this value is modified by the weapon bonus (WB).

RANGED ATTACK (AGI + DX):
Relevant when making ranged attacks. When wielding a ranged weapon this value is modified by the weapon bonus (WB).

DODGE (AGI + RF · AV):
In addition to their Defense, characters can try to reduce damage by dodging attacks. Armor (excluding light armor made from cloth) reduces the dodge value by its armor value (AV).

SPELLCASTING (MIN + AU · AV):
Spells are cast with this value, which is raised by the casting bonus (CB) of your active spell, but is lowered by the armor value (AV).

TARGETED SPELLS (MIN + DX · AV):
The relevant combat value to cast targeted spells. It is raised by the casting bonus (CB) of your active spell, but is lowered by the armor value (AV).

CHARACTER CREATION

1. CHOOSE RACE

By default every character belongs to one of the three races **Elves**, **Humans** and **Dwarves**.
Please note that the choice of races can be modified by the setting used.
Elves and Dwarves get a couple of **racial abilities** that should be noted on the character sheet, while Humans get a free talent point (see page 8).

RACE	RACIAL ABILITIES
Elf	Fleet-footed (Sneak & similar tasks +1), Nightvision, Immortal (don't age after adulthood and may only killed by force)
Human	1 talent point
Dwarf	Darkvision, Longevity (only slow aging after adulthood)

Example:
For our example we choose a dwarven healer, because this race/class-combination covers all aspects of the character creation.

*At first we write down Dwarf under race and note the **racial abilities** Darkvision and Longevity on the character sheet.*

2. CHOOSE CLASS

You have to choose one of the three available classes (**Fighter**, **Scout**, **Spellcaster**).
Spellcasters also have to decide if they wish to play a **Black Mage**, a **Healer** or a **Wizard**. This choice influences what kind of spells they have access to.
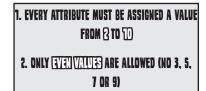
Example:
We write our chosen class - healer - onto the character sheet.

Please note that some race/class-combinations may be unavailable in certain settings.

3. ASSIGN ATTRIBUTE VALUES

You now get 18 points you can distribute onto your three attributes **Body**, **Agility** and **Mind**, taking the following rules into account:

> **1. EVERY ATTRIBUTE MUST BE ASSIGNED A VALUE FROM 2 TO 10**
>
> **2. ONLY EVEN VALUES ARE ALLOWED (NO 3, 5, 7 OR 9)**

Example:
A spellcaster needs a high value in the Mind attribute, so we put 8 points into that. The remaining points are used to set Body to 4 and Agility to 6.

4. ASSIGN ABILITY VALUES

The abilities are assigned by dividing the corresponding attribute by two and allocating the result between its two abilities. It is possible to put all points into one ability while the value of the other stays 0.

Example:
Body 4 allows us to put 2 points into Strength and Toughness, Agility 6 gives us 3 points to be distributed among Reflexes and Dexterity and Mind 8 allows us to allocate 4 points to Reason and Aura.

Body 4	**Agility 6**	**Mind 8**
Strength 0	Reflexes 1	Reason 2
Toughness 2	Dexterity 2	Aura 2

5. RACE & CLASS BONUSES

Every character gets additional ability points for free according to his race and class:

RACE	RACE BONUS
Elf	Reflexes, Dexterity or Aura +1
Human	one ability of your choice +1
Dwarf	Strength, Toughness or Dexterity +1

CLASS	CLASS BONUS
Fighter	Strength or Toughness +1
Scout	Reflexes or Dexterity +1
Spellcaster	Reason or Aura +1

Example:
Our dwarven spellcaster chooses to improve Toughness and Aura by one:

Body 4	**Agility 6**	**Mind 8**
Strength 0	Reflexes 1	Reason 2
Toughness 3	Dexterity 2	Aura 3

6. INITIAL SPELL

Spellcasters have access to one level one spell from the spell list. Available spells are listed on page 12.

Example:
Our dwarven healer decides to learn "Healing Hands", which is a H1 spell, available to first level healers.

7. EQUIPMENT

Every character begins the game with simple clothes, flint and tinder, a waterskin, a blanket and a backpack or satchel.
He also gets 10 gold pieces, that he can spend on further equipment. A list of available items can be found on page 13.

Example:
We write down the starting equipment in the equipment section of the character sheet and buy an axe (WB+1) for 6 gold pieces, spending the remaining 4 gold on leather armor (AV+1).

8. COMBAT VALUES

The formulas used to calculate the various combat values always use the current abilities of a character.

The combat values will have to be recalculated when the abilities or the equipment change.

> **COMBAT VALUES FORMULAS**
>
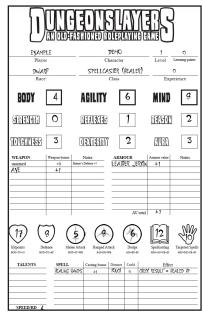> **Hitpoints** = BOD + TO + 10
> **Defense** = BOD + TO + AV
>
> **Melee Attack** = BOD + ST + WB
> **Ranged Attack** = AGI + DX + WB
> **Dodge** = AGI + RF − AV
>
> **Spellcasting** = MIN + AU + CB
> **Targeted Spells** = MIN + DX + CB

Example:
Using the current abilities and equipment we determine our combat values:

Hitpoints 17, Defense 8, Melee Attack 5, Ranged Attack 8, Dodge 6, Spellcasting 12 and Targeted Spells 10.

9. SPEED

Your character's movement speed is equal to half his Agility +1 (Speed = AGI/2 +1) and tells us how many meters your character may move during a combat round.

Example:
With an Agility of 6 our dwarf may move up to 4 (6/2 +1) meters per round.

10. FINISHING TOUCHES

Finally we write down that the character's level is 1 and that he has no experience or learning points.
Then we have to decide on a name and gender for our character.

If you wish you can also flesh out your character's background with the GM's discretion of course.

Where did he grow up? What are his beliefs and what are his ideals? Is he a loyal retainer or does his fealty change in any given situation?

The last questions in particular can be decided during gameplay, so your character is now ready for action!

EXPERIENCE

THE EXPERIENCE LADDER

When a character's experience points (XP) reach a certain threshold he reaches the next level.
The current maximum level is 20.

When a character levels up he is granted 2 learning points and 1 talent point. Spellcasters also get access to new spells.

LEVEL	XP	LEVEL	XP
1	0	11	2.700
2	50	12	3.500
3	100	13	4.300
4	200	14	5.300
5	300	15	6.300
6	500	16	7.600
7	700	17	8.900
8	1.100	18	10.500
9	1.500	19	12.100
10	2.100	20	14.000

Example:
The elvish scout Jherrant (Level 4 with 289 XP) receives 48 XP for completing his last adventure. His new XP total is 337 XP which means that Jherrant has reached 5th level.

LEARNING POINTS

You can use the 2 learning points you get when levelling up to raise abilities and hit points.
The costs are different for each class. Sometimes it will be necessary to save your points for the next level to be able to purchase the raise you want:

CLASS	ST	TO	RF	DX	RE	AU	HP
Fighter	2	2	3	3	3	3	1*
Scout	3	3	2	2	3	3	1*
Spellc.	3	3	3	3	2	2	1*
*: For every learning point spent on hit points fighters get +3 HP, scouts get +2 HP and spellcasters get +1 HP.							

Example:
Jherrant receives 2 additional learning points which he could use to raise Reflexes or Dexterity by 1 point. But he wants to raise his Toughness instead (which would indirectly raise his hit points and Defense) which costs scouts 3 learning points.
So he has to wait until he has reached 6th level to spend 3 of his 4 learning points to raise Toughness by 1.
He then uses his remaining point to raise his hit points by 2.

LEARNING NEW SPELLS

When a spellcaster reaches a higher level, he can learn new spells. This doesn't cost any learning points. Instead the spell must already be in possession of the character.

If not he must try to find new spells during adventuring (or purchase them in a library for example). For each new level, a spellcaster can learn new spells until the sum of the spells' levels is equal to the character's new level.

Example:
The black mage Miroslav reaches 4th level. He can now a learn four 1st level spells, two 2nd level spells, one spell of 1st level and 3rd level each or a single 4th level spell.

TALENTS

Starting at 2nd level, characters receive a talent point (exceptions are human characters who get a free talent point at character creation).

Talent points are the only way characters can obtain talents.

Example:
As Jherrant finally reaches 6th level, he chooses a new talent which he pays with his recently gained talent point.

PREREQUISITES

Please note that some talents cost more than one talent point (players will have to save points to acquire expensive talents later) and there are certain prerequisites that can be different from class to class.
E.g. a talent with the prerequisite "Fighter 6" can only be learned by fighters with level 6 or higher.

If a class isn't mentioned in the list of prerequisites, it cannot learn the talent.

Example:
Jherrant chooses the talent Hunter (for one talent point), which scouts can learn from 2nd level on.

TALENT RANK

All talents can be obtained several times, thus they are presented with ranks ranging from I to V (e.g. Blademaster I-III can be learned three times). The effects of each talent are cumulative.

Example:
Since Jherrant has already bought the Hunter talent when he reached 4th level, he now acquires Hunter II.
The check bonus granted by the Hunter talent rises from +1 to +2 and Jherrant can now hunt enough food for 2 persons without much hassle.

TALENT DESCRIPTIONS

ACROBAT I-V ❶ TALENT POINT
Fighter 3, Scout 1, Spellcaster 3

The character is a trained climber and gymnast.

For checks where acrobatic aptitude makes a difference, the character gets a bonus of +1.

ARMOR TRAINING I-V ❷ TALENT POINTS
Fighter 4, Scout 8

The character is trained in the use of heavy armor.

That allows him to reduce the speed penalty of his armor by 0.5m per rank.

BLADEMASTER I-III ❷ TALENT POINTS
Fighter 4, Scout 8, Spellcaster 8

The character is a formidable melee fighter. His Melee Attack gets a +1 bonus.

BRUTAL STRIKE I-III ❷ TALENT POINTS
Fighter 4, Scout 8

The character is allowed to add his Body attribute to his Melee Attack value for one round once per battle per rank in this talent.

COOLDOWN I-V ❷ TALENT POINTS
Spellcaster 4

This talent reduces the cooldown time of any spell by one to the minimum of 0.

CRAFT I-V ❶ TALENT POINT
Fighter 1, Scout 1, Spellcaster 1

The character is trained in a craft (+1).

DEADLY SHOT I-III ❷ TALENT POINTS
Scout 4

The character is allowed to add his Agility attribute to his Ranged Attack value for one round once per battle per rank in this talent.

EDUCATION I-V ❶ TALENT POINT
Fighter 1, Scout 1, Spellcaster 1

The character is quite educated and can use his vast knowledge to his advantage.

He gets a +1 bonus on all knowledge or puzzle solving checks.

FAMILIAR I-III ❶ TALENT POINT
Scout 9, Spellcaster 5

Per rank of this talent the character acquires one animal companion.

These may be large or medium animals for Scouts (like hawk, dog, horse, wolf etc.) or small animals for spellcasters (like cat, frog, raven).

The loyal animals follow simple commands like "Sit!" or "Attack!" and have their Reason attribute increased by 1.

Please note that no intelligent conversation is possible and they cannot be trained to serve as forward observers or spies.

FAST I-V ❷ TALENT POINTS
Fighter 6, Scout 2, Spellcaster 4

The character is a fast runner. His Speed is increased by 0.5m per rank of this talent.

FAST REFLEXES I-III ❷ TALENT POINTS
Fighter 2, Scout 2, Spellcaster 2

The character has exceptionally fast reflexes. He gets a +2 bonus on combat initiative.

FIREMAGE I-III ❷ TALENT POINTS
Black Mage 2, Healer 10, Wizard 4

The spellcaster is trained in the use of fire magic.
He gets a +1 to all checks related to fire-based spells.

HERO'S LUCK I-III ❷ TALENT POINTS
Fighter 10, Scout 10, Spellcaster 10

Luck really shines upon this character. He can reroll one check per rank every 24 hours.

HUNTER I-IV ❶ TALENT POINT
Fighter 5, Scout 1, Spellcaster 9

The character is at home in the wilderness and this grants him a +1 bonus on all checks related to reading tracks, hunting game or orientation.

In addition to that, this talent allows the character to find enough food for one person per rank per day in the wilderness by hunting game or collecting berries.

LUCKY DEVIL I-III ❷ TALENT POINTS
Fighter 2, Scout 2, Spellcaster 2

The character is a such a lucky devil that he can ignore one critical failure per rank every 24 hours.

MARKSMAN I-III ❷ TALENT POINTS
Fighter 8, Scout 4, Spellcaster 8

The character is trained in ranged combat which grants him a +1 bonus on Ranged Attacks and Targeted Spells.

PARRY I-V ❷ TALENT POINTS
Fighter 2, Scout 6, Spellcaster 10

The character has learned to parry his enemies' blows. His Defense is raised by +1 per rank.

PERCEPTION I-V ❶ TALENT POINT
Fighter 1, Scout 1, Spellcaster 1

The perceptive character gets +1 on all perceptional checks.

PROTECTOR I-III ❷ TALENT POINTS
Black Mage 10, Healer 2, Wizard 6

The spellcaster is trained in the use of healing and protective magic. He gets a +1 bonus on all healing and protective spells.

RAVAGER I-III ❷ TALENT POINTS
Spellcaster 6

The character is trained to use his spells to cause devastating damage. He gets a +1 bonus on all spells that are primarily used to cause damage and destruction.

REGENERATION I-V ❶ TALENT POINT
Fighter 1, Scout 1, Spellcaster 1

When a character has died and lost some points in Body in the process, this talent allows him to regenerate 1 point of Body.

Of course it's not possible to raise the Body attribute above the original value.

RELEARNING I-V ❶ TALENT POINT
Spellcaster 1

The spellcaster is allowed to unlearn spells with a total spell level equal to his current level and replace them with new spells of the same spell level total.

SCOUNDREL I-V ❶ TALENT POINT
Fighter 1, Scout 1, Spellcaster 1

The character gets a +1 bonus on all social interactions where he has to bluff, barter or debate.

SLAYERSTRIKE I-III ❷ TALENT POINTS
Fighter 2, Scout 6, Spellcaster 10

During melee combat the character targets his enemies' most vulnerable spots reducing their Defense by 1.

SPELLCHANGER I-V ❷ TALENT POINTS
Spellcaster 2

The spellcaster has learned to concentrate on changing his active spells, which grants him a +1 bonus on any spell change checks.

SPELLFORCE I-III ❷ TALENT POINTS
Spellcaster 4

The character is allowed to raise his Targeted Spells or Spellcasting value by his Mind attribute for one round once per battle per rank in this talent.

STEADFAST I-III ❷ TALENT POINTS
Fighter 2, Scout 4, Spellcaster 10

The character can sustain more damage before falling unconscious than his fellow man.
Per rank he can suffer 3 point of additional damage before being knocked out.
A character with Steadfast III gets knocked out when his hitpoints reach -9 instead of the usual 0, provided that he hasn't died first.

STEALTH I-V ❶ TALENT POINT
Fighter 9, Scout 1, Spellcaster 5

The character is a sneaky fellow and is good at avoiding being seen.
He gets a +1 bonus on any stealth checks.

TAKE COVER! I-III ❷ TALENT POINTS
Fighter 8, Scout 6, Spellcaster 10

The character is good at dodging blows. Per rank of this talent he receives a +1 bonus to all dodge checks.

THIEVERY I-V ❶ TALENT POINT
Fighter 9, Scout 1, Spellcaster 7

The character is granted a +1 bonus on any checks made to find or disarm traps, pick pockets or pick locks.

TOUGH-AS-NAILS I-V ❷ TALENT POINTS
Fighter 2, Scout 2, Spellcaster 2

The character is used to withstanding a lot of damage. He gets +2 HP per rank.

WEAPON MASTERY I-V ❷ TALENT POINTS
Fighter 6, Scout 10

Per rank the character can attain mastery of one type of weapon (e.g. longswords).
He is granted a +1 bonus on attacks with that weapon and his enemies' Defense is reduced by 1.
It's not possible to choose the same weapon mastery twice.

RULE MECHANICS

CHECKS

When it's not certain whether a character's action will succeed or not, the player has to roll the dice to make a check. The check value of a check is equal to the sum of the attribute and the ability that are most closely related to whatever the character tries to do. If your roll on a twenty-sided die (d20) is less or equal than the check value then the check was successful.

Example:
The dwarven fighter Gruffneck (Body 8, Strength 2) declares he wants to kick down the door behind which some goblins are hiding. The gamemaster decides that the check value is the sum of the Body attribute and the Strength ability. Gruffneck will be able to force the door open if his player successfully rolls 10 (= BOD 8 + ST 2) or less on a d20.

STANDARD CHECKS

Bash in doors: BOD+ST
Climbing: AGI+ST
Dancing: AGI+AU
Decipher script: MIN+RE
Disarm traps: AGI+DX
Flirting: MIN+AU
Jumping: AGI+RF
Knowledge: MIN+RE
Lighting a fire: MIN+DX
Open locks: MIN+DX
Open secret doors: MIN+DX
Perception: MIN+RE
Pick pockets: AGI+DX
Read tracks: MIN+RE
Resist poison: BOD+TO
Riding: AGI+AU
Sneaking: AGI+RF

MODIFIERS

Sometimes the circumstances will make it harder or easier for a character to succeed in his actions. This is simulated by modifiers to the check value. E.g. balancing on a tight rope over a deep chasm is much more difficult (extremely difficult -6) than hopping on one leg (routine +6), but you have to make a check on AGI+RF in both cases.
The following modifiers should give the gamemaster some guidelines on how to modify check values according to the difficulty of the task at hand:

routine +6
very easy +4
easy +2
normal +0
difficult -2
very difficult -4
extremely difficult -6

Example:
Jherrant wants to examine some tracks. As an elven scout, Jherrant (MIN 4, RE 2, his talent Hunter II grants another +2 bonus) is a skilled and experienced tracker, so the GM decides that it's a very easy (+4) task for him, raising the check value from 8 to 12 (= MIN 4 + RE 2 + Hunter II + Very Easy 4).

CRITICAL SUCCESSES & FAILURES

Even the most improbable task can succeed and even the easiest action can fail miserably, which is simulated by **critical successes** and **critical failures**:
Everytime a player rolls a 1 the check is successful disregarding all modifiers and when determining the check result, you act as if the highest possible value has been rolled. This is called a critical success.
When a 20 is rolled, it's considered to be a critical failure even when the check value was 20 or higher!

Example:
In a combat against goblins, the dwarven fighter Gruffneck (Melee Attack 12) rolls a 1 when trying to hit! That's a critical success! Since the result of a critical success is always the highest possible value, his check result is a decent 12.

CHECK VALUES HIGHER THAN 20

When a check value is higher than 20, you make an additional check.

The check value of the second roll is the original check value minus 20 (e.g. when the check value is 25, you are entitled to two rolls: one with a check value of 20 and a second one with a check value of 5).

Successful check results are added together for the final check result.

Example:
The mercenary Laros (Melee Attack 30) fights a fearsome troll. He attacks the monster and rolls two checks - one against a check value of 20 (yes, you have to roll, since a result of 20 is still a critical failure), the other is made with a check value of 10.

He rolls 16 and 9 which means both checks are successful and the troll gets hit with a result of 25 (=16 + 9).

COMBAT

Combats are divided into several combat rounds (each round lasts 5 seconds), which are divided into the following phases:

1. INITIATIVE
The order in which the combatants act in is determined by their **Initiative** (AGI + RF).
If two combatants have the same Initiative, a roll decides who may act first. The one with the higher roll wins the initiative for the whole battle.
If one side was able to surprise their opponents they get a +10 bonus on Initiative.

2. ACTION
If it's a character's turn, he may move up to (AGI/2 +1) meters and perform a single **action**, like engaging in close or ranged combat, dodge or cast a spell.

STANDARD ACTIONS

Awake an unconscious character
Bash door
Cast a normal spell
Cast a targeted spell
Change active spell
Concentrate on a spell
Dodge
Draw/switch weapons
Melee Attack
Open a lock
Quaff a potion
Ranged Attack
Run (double move)
Stand up and/or draw weapon
Take some healing herbs

ATTACK AND DEFENSE

As the result of a successful attack check (regardless if it was a **Melee** or **Ranged Attack** or a **Targeted Spell**) the damage gets subtracted from the target's current hitpoints.

Every time a character suffers damage he makes an automatic Defense check (this does not count as an action). If successful, the check's result is used to reduce the damage taken.

Example:
The dwarven fighter Gruffneck (Melee Attack 12) hits an orc warrior (Defense 15) with a roll result of 9. Then the orc makes his defense check. He succeeds by rolling a 4. The orc now loses only 5 (= 9 - 4) hit points instead of the initial 9.

Instead of making an attack, a character can choose to **Dodge** which lasts until it's his turn again. When a dodging character is hit, he can reduce the damage he suffers by the result of a successful Dodge check in addition to his Defense roll.

Example:
The elven scout Jherrant is under attack by two skeletons who also have higher Initiative. When it's his turn, Jherrant decides to dodge.
At the beginning of the following turn, both skeletons score a hit and he makes a Dodge check against each of these. The result of each Dodge roll is subtracted from the damage he takes in addition to his normal Defense.

DISTANCE MODIFIER

When making Ranged Attacks with ranged weapons or Targeted Spells, the attacker gets a -1 modifier per every 10m of distance from his target.

WEAPONS AND ARMOR

Weapons and armor can grant bonuses to checks, too. E.g. the Weapon Bonus (WB) and the Armor Value (AV) directly modify a character's combat values.
There are also weapons and armor that modify other aspects of the character wielding or wearing them (e.g. like raising Initiative) or they reduce the enemy's Defense when striking.

Certain weapons like two-handed swords and longbows are unwieldy for dwarves, so they are not able to wield them.

Every character is allowed to wear one helmet, one suit of armor and one set of bracers and greaves at a time. Many types of armor reduce a character's Speed because of their weight.
Fighters may wear all kinds of armor. Scouts may wear every armor except plate armor.
Spellcasters are limited to cloth armor with the exception of healers who are trained in the use of leather armor.

Every character class may use shields but only in conjunction with one-handed weapons.

DAMAGE & HEALING

UNCONSCIOUSNESS

When a character's hitpoints drop to 0 or even lower, he falls unconscious. An unconscious chararacter comes to after d20 hours or when awoken.

Example:
An orc chieftain hits Laros (28 hp) for 30 points of damage. The mercenary botches his Defense roll and goes to the floor, reduced to -2 hp.

DEATH

When the current hitponts are lower than the negative value of his Body attribute (e.g. -9 hp with BOD 8) the character dies.

Example:
If Laros' (BOD 10) hitpoints had been reduced to 18 before being hit for 30 damage, he would have died.

NATURAL HEALING

Injured characters regenerate damage on a successful BOD+TO check every 24h. The amount of damage healed is equal to the roll result. Every 4h of bed rest grant a +1 bonus to this check.

OTHER HEALING METHODS

Bandages, herbs, potions and magic healing can be purchased from merchants or at the local temple.

RESURRECTION

In some settings resurrection by magical means is not uncommon.

When a character is resurrected (by the spell Ressurection for example) he loses 1 point of Body permanently. Characters with Body 1 cannot be resurrected.

MAGIC

There are two types of spells: (N)ormal spells and (T)argeted Spells.
Usually a successful check is sufficient to **cast a spell**, but sometimes the check's result is important.
Where **Targeted Spells** are concerned the check result is equal to the damage dealt by that spell, like in non-magical combat.

Example:
*The black mage Miroslav casts a **ray of fire** (targeted spell) at the elven healer Lios.*
The successful check's result of 14 is equal to the damage dealt, which Lios can resist by making a Defense check.
*After that Lios casts **Sleep** (normal spell). The spellcasting check is successful and Miroslav goes down sleeping.*

CHANGE SPELLS

Spellcasters can only have one active spell at any given time, but they can cast their active spell as often as they like.
The only limitation is a spell's cooldown (see below). To exchange the current active spell with another spell from his repertoire, a character has to make a successful MIN+RE check. This counts as an action.

Example:
*After having overpowered Miroslav, Lios wants to heal himself. So he makes a MIN+RE check, succeeds and changes his active spell from **Sleep** to **Healing Hand**, which he can use every round from now on.*

COOLDOWN

After a spell has been cast successfully, the caster must wait a certain amount of time equal to the spell's cooldown time before he can cast it again.
He can still choose to cast other spells in the meantime.

SPELL LEVELS

A spell's level indicates at which level (if at all) a spellcaster may learn it.
This level can differ for the various schools of magic.
The level is indicated in the respective columns (e.g. B for black mage, H for healer and W for wizard) of the spell list (e.g. a 2 in the column H means that this spell can be learned by healers of 2nd level or higher).

SPELLS

Spell	Type	CB	B	H	W	Distance	Cooldown	Spell effect	Gold
Arrow of darkness	T	+2	2	-	6	REx10m	0	Combat spell, creatures of light get -2 on their Defense check	75
Arrow of light	T	+2	-	2	5	REx5m	1	Combat spell, creatures of darkness get -2 on their Defense check	45
Banish	T	- (BOD+AU)/2	14	8	18	r=REx2m	100	Destroys a number of undead/demons equal to half the caster's level	255
Bless	N	+0	-	2	-	REx2m	1 day	Allies in range get a +1 bonus on all checks for RE hours	90
Blinding flash	T	- (AGI+AU)/2	-	1	5	REx5m	5	Target (no Defense) is blinded for check result in rounds	10
Blood boil	T	- (BOD+AU)/2	13	-	17	REx10m	1 day	Magical damage from within that deals damage = check result x2	1580
Calm animals	N	- (MIN+RE)/2	-	1	7	r=REx5m	0	Calms uncontrolled animals up to the caster's level for RE hours	10
Chain lightning	T	+3	10	15	10	REx5m	5	Deals damage up to (RE) m around the target (metal armor: no Defense)	460
Clean	N	+0	-	3	7	Touch	0	Cleans items, food, people and clothes from dirt	80
Control	N	- (MIN+AU)/2	4	-	8	r=REx2m	10	Caster can control a number of undead creatures up to his level	205
Create food	N	+0	12	2	7	REx1m	1 day	Creates a daily ration of food for a number of people equal to caster's level	90
Create holy water	N	+0	-	1	-	Touch	1 day	Creates units of holy water (24h) equal to check's result (=damage).	10
Exorcise	N	- (MIN+AU)/2	-	1	-	r=REx2m	10	Drives away a number of demons/undead equal to level/2 for RE minutes	10
Fireball	T	+3	10	-	10	REx10m	10	Deals damage up to (RE) meters around the target (no Defense)	460
Firelance	T	+2	5	-	5	REx10m	0	More powerful version of the fire ray	210
Fireray	T	+1	1	-	1	REx5m	0	Typical combat spell, damage dealt is equal to check result	10
Flight	N	+0	10	20	10	Touch	100	Target can fly for rounds equal to check result (Speed: REx 2m/rd)	460
Gaseous form	N	+0	15	15	15	Touch	1 day	Target & equipment become gaseous for max. casters check result in rounds	1000
Greater healing	N	+0	-	10	-	Touch	1 day	Heals all wounds and restores hp to the maximum (no resurrection)	650
Halt!	T	- (BOD+AU)/2	6	1	6	REx5m	10	Target can't move for RE rounds; damage breaks spell	10
Healing hands	N	+1	-	1	-	Touch	0	This healing touch restores hp equal to the check result	10
Healing light	T	+2	-	4	-	REx2m	2	A beam of light restores hp equal to the check result	115
Hellfire	T	+5	15	-	15	REx10m	1 day	Deals damage up to (RE) meters around target (no Defense) for RE rds.	1420
Identify magic	N	+0	1	5	1	Touch	0	Reveals magic, its source and function (includes magic items)	10
Invisibility	N	+0	12	20	12	Touch	1 day	Target is completely invisible for check result in minutes or until it attacks	1120
Lance of darkness	T	+5	10	-	15	REx10m	0	Combat spell, creatures of light get -2 on their Defense check	595
Levitation	N	+0	5	7	5	Touch	0	Target can levitate up/down for a check result in rounds (Speed: RE m/rd)	210
Light	N	+5	5	1	1	Touch	0	A flame-like light surrounds the target for the check result in minutes	10
Lightning	T	+3	7	10	7	REx10m	1	Target gets hit by lightning (no Defense when wearing metal armor)	310
Magic ladder	N	+0	4	8	4	Touch	1 day	Summons a ladder (length RE x level m), stays as long as caster concentrates	320
Magic lock	N	+0	1	3	1	Touch	0	Open lock checks are increased by check result for check until opened	10
Magic shield	N	+0	8	4	8	Touch	100	Check result is added to target's Defense for REx2 rounds	115
Magic step	N	+0	6	10	6	Touch	10	Willing target can be teleported up to check result x 2 in meters	260
Magic weapon	N	+0	1	-	2	Touch	0	Target weapon deals magic damage (WB+1) for RE rounds	10
Open	N	+0	1	2	1	Touch	0	Opens a lock without damaging it, 1 casting per lock	10
Protection	N	+0	4	1	4	REx2m	0	Check result is added to target's Defense until its next turn	10
Protection from poison	N	+0	8	1	8	Touch	0	Increases Defense against poison by caster's level for RE hours	10
Protective bubble	N	+0	8	4	8	r=RE m	100	Protects from mundane missiles for check result in rounds	115
Protective shell	N	+0	12	8	12	r=RE m	d20 days	Impenetrable shell (only from the outside), stays as long as caster concentrates, can not be moved	765
Raise skeletons	N	+0	6	-	-	r=REx5m	1 day	Raises one (uncontrolled) skeleton per caster level	670
Raise zombies	N	+0	8	-	-	r=REx5m	1 day	Raises one (uncontrolled) zombie per caster level	930
Remove poison	N	+0	12	3	12	Touch	10	Neutralizes poison instantly	80
Resurrection	N	+0	-	10	-	Touch	d20 days	Resurrects (if no dead longer than d20 days); not healing; BOD -1	975
Sleep	N	- (BOD+RE)/2	5	2	5	r=REx2m	10	Puts to sleep a number of enemies equal to the caster's level instantly (no Defense)	45
Slow	N	- (BOD+AU)/2	8	3	8	r=REx5m	10	Halves the Speed of a number of enemies up to level/2	80
Sneezing fit	T	- (BOD+AU)/2	7	3	5	REx5m	10	Target gets a sneezing fit for RE rounds; cannot perform any actions	80
Summon demon	N	- (BOD+AU)/2	10	-	16	r=RE m	1 day	Demon fulfills (RE) errands, but attacks if check was a failure, stays 1 day	1190
Teleport	N	+0	10	20	10	Touch	1 day	Teleports spellcaster + allies up to caster's RE to known location	920
Terror	N	- (MIN+RE)/2	7	5	9	r=REx5m	1 day	Humanoid creatures up to caster's level flee in terror for RE minutes	300
Walk on water	N	+0	9	5	9	Touch	0	Target can walk on water for check result in rounds	150

Type = (N)ormal spell or (T)argeted Spell; CB = negative modifiers are calculated from the target's stats; H = min. level for healers; W = min. level for wizards; B = min. lvl. for black mages
Spells are acquired/found and can be either learned or can be activated (regardless of level) directly from the scroll. In both cases the spell disappears from the parchment.

EQUIPMENT

1 GOLD = 10 SILVER = 100 COPPER

On journeys	Cost
Cart	30GP
Compass	15GP
Canoe (2 men)	20GP
Grappling hook	1GP
Tent (2 men)	5GP
Thick, warm travel blanket	5SP
Water skin (5 litres)	5SP
Writing utensils	2GP

At the merchant's	Cost
Blanket	1SP
Daily ration (3 meals)	1SP
Healing herbs (check value 10)	1GP
Pot/pan	5SP
Rope (10m)	5SP
Sack	8CP
Weapon paste (d20 Rd. WB+1)	5SP

Illumination	Cost
Bullglass-lantern	1GP
Candle	2CP
Flint & tinder	5CP
Lantern	5SP
Lantern oil (burns for 4h)	5CP
Torch (burns for 2h; like club)	1CP

In the tavern	Cost
"Company"	5SP
Feast for one person	2SP
Mug of wine	2CP
Mug of beer	1CP
Regular meal	3CP
Room for a night	5CP
Stable space	1CP

In the temple	Cost
Bandages (heal 1 HP)*	5SP
Greater Healing (spell)	100GP**
Healing potion (heals d20 HP)	10GP
Healing spell (cost per 1 HP)	1SP**
Holy water*** (spell)	5SP**
Pendant with holy symbol	1GP
Resurrection (spell)	500GP**

*: Per day HP equal to BOD can be bandaged
**: Donation necessary if PC is unknown/disliked
***: Damage for demons/undead (check value d20)

Weapons	Weapon bonus	Notes	Cost
Axe	WB +1		6GP
Battle axe (2h)	WB +3	Initiative -2	7GP
Bow, Short (2h)**	WB +1	Initiative +1	6GP
Bow, Long (2h)**	WB +2	Initiative +1	10GP
Club*	WB +1		2SP
Crossbow, light (2h)**	WB +2	Initiative -2	8GP
Crossbow, heavy (2h)**	WB +3	Initiative -4, Enemy's Defense -2	15GP
Dagger	WB +0	Initiative +1	2GP
Hammer	WB +1	Enemy's Defense -1	7GP
Mace	WB +1	Enemy's Defense -1	7GP
Quarterstaff (2h)*	WB +1	Targeted Spells +1	5SP
Sling	WB +0		5SP
Spear*	WB +1	Can be used for melee and ranged combat	1GP
Sword, Short	WB +1	Values are also applicable to scimitars	6GP
Sword, Long	WB +2	Values are also applicable to falchions	7GP
Sword, Broad	WB +1	Enemy's Defense -2	8GP
Throwing dagger	WB +0	Can also be used for close combat	2GP
Two-handed sword (2h)	WB +3	Initiative -2, Enemy's Defense -4	10GP

*: breaks on a Melee/Ranged Attack critical failure   **: bowstring breaks on a Ranged Attack critical failure

Armor	Armor value	Notes	Cost
Chainmail	AV +2	Speed -0,5m	10GP
Leather bracers/greaves*	AV +1	on arm & leg	4GP
Leather jerkin	AV +1		4GP
Plate bracers	AV +1	Speed -0,5m	7GP
Plate armor	AV +3	Speed -1m	50GP
Plate greaves	AV +1	Speed -0,5m	8GP
Plate helmet	AV +1	Initiative -1	6GP
Robe	AV+0		1GP
Robe (rune-embroidered)	AV +0	Aura +1	8GP
Shield, Wooden**	AV +1		1GP
Shield, Steel	AV +1	Speed -0,5m	8GP
Shield, Tower	AV +2	Speed -1m	15GP

* : this is a set of bracers **and** greaves
**: breaks on a Defense critical failure

Criminal	Cost
Crowbar (as weapon WB +1)	8GP
Lock pick (needed to open locks)	4GP
Mask	5CP

Magical Services	Cost
Identify magic item	5GP

Animals	Cost
Horse	50GP
Small animal (chicken, dog, cat)	2GP
Warhorse	500GP
Working animal (donkey, cow, pig)	20GP

Raising structures	Cost
1m wooden palisades (height 3m)	15SP
1m wooden fence (height 1m)	4SP
1m stone wall (height 3m)	2GP
Door, reinforced	4GP
Door, simple	1GP
Gate	6GP
Glass window	5GP
House (1 floor; half-timbered)	1GP/m²
House (1 floor; wood)	2GP/m²
House (1 floor; stone)	4GP/m²
Keep (1 floor; stone)	50GP/m²
Land (if available for purchase)	5GP/m²

GAME MASTERING

Dungeonslayers is a very fast game. Characters have their moments of glory in this game, but they can die very easily, too, so let them bask in their glory as often as possible. Although the focus of the game is on entertaining dungeon crawls and exciting combat, don't forget you can as easily run wilderness campaigns with lots of overland travel or detective stories in an urban setting.

DUNGEONS

A dungeon is an underground labyrinth of tunnels filled with traps, secret passages, monsters and a whole lot of treasure. Following an unwritten law the deeper you get into the dungeon the more challenging it gets.

XP REWARDS

Especially at the beginning of their careers, characters tend to level up very quickly, sometimes even 2 or 3 times in their first dungeon. The following guidelines shall help the GM to award the right amount of XP:

XP rewards for enemies
The XP rewards for killed or outsmarted enemies are calculated by adding up the XP values of all defeated enemies. The resulting total is then divided equally between the party members.

Example:
Five characters have defeated ten goblin warriors which grant 20 XP each. Every character gets 40 XP (= 10 x 20 XP / 5)

XP rewards for quests
Completing defined adventure goals (finding the artifact, defeating the villain etc.) should be awarded with at least a quarter of the amount of XP gained by defeating enemies.

Example:
For completing the quest "Destroy the goblin band" every dungeonslayer gains 10XP (40/4).

XP rewards for roleplaying
Playing your character well and helping to create the game's atmosphere should be rewarded. A character can get up to double his level in roleplaying XP rewards per situation.

Example:
A character of 5th level can be awarded up to 10 XP for roleplaying his character per single situation.

Special rewards
Good thinking, clever problem-solving and reaching certain adventure stages should be rewarded with 5 to 20 XP. The GM can hand out 1 XP for each explored dungeon room for example.

SLAYERS' HAZARDS

There are more things than just monsters that can threaten the life of a dungeonslayer:

TRAPS

Every dungeon needs a few well-placed traps that the characters have to find (MIN+RE) and disarm (MIN+DX) in order to avoid taking damage.

TYPICAL TRAPS

Pits
Falling into a pit causes falling damage and some pits feature sharp spikes at the bottom which cause additional damage (Melee Attack = pit depth in meters x 3)

Poison needles
These traps are often used to protect chests and the like. They attack with poison 10+.

Falling rocks
The "attacks" from falling rocks usually have a check value in the range from 11 to 30 (10+d20).

Spear traps
One or more spears shoot out from the walls. They attack with Melee Attack 15.

FIRE & ACID

Size of fire	Damage/Rnd
torch (like club)	Attack result
burning clothes	d20
campfire	d20
in a burning house	2d20
inferno	5d20
wet clothes	-d20
Amount of acid	Damage/Rnd
jet of acid	Attack result
bucket	d20
whole body	2d20

FALLING DAMAGE

Dungeonslayers tend to take deep falls from time to time. Falling damage is equal to the fallingdistance x 3 in meters (e.g. 12 points of damage for a 4m fall). Defense applies as usual.

RANDOM ENCOUNTERS

Used against temporary lack of tension, random encounters can add momentum to a dungeon that can even astonish the GM. The GM should design them individually for each dungeon. A random encounter table should also include positive encounters.

MONSTERS

What would a dungeon be without monsters to fight?

FAST DEATH

Monsters with less than 1 HP should be considered dead to speed up gameplay (important NPCs are an exception). If the players want to take prisoners to interrogate them, the GM should use the normal rules.

IMPROVING MONSTER STATISTICS

To determine the LP the GM should first decide if the monster at hand is a fighter, scout or spellcaster.

TREASURE

Without decent treasure even the most imaginative dungeon is no fun at all.

The possibilities range from simple healing potions (which should be abundant in the first few dungeons at least) or gold pieces to magic items which grant bonuses to attributes or abilities.

Even weapons and armor or even more exotic artifacts with wondrous effects might be found.

MAGIC TREASURE

With a successful MIN+AU check a spellcaster can sense whether an item (or a place) is magical in nature.

When they are certain that the item is imbued with magic, they can use a MIN+RE check to identify the properties of the magic item. Please note that it's always necessary to find out an item is magical in nature before an attempt at identification can be made.

TYPICAL MAGIC TREASURE

Cooldown potion (50GP)
Halves the cooldown of all spells for one combat encounter.

Elvish boots (500GP)
These boots increase the Speed by 1m.

Emerald key (200GP)
Can be used once every 24h to cast *Open* at a single lock (check value 15).

Healing potion (10GP)
This red liquid heals d20 hitpoints.

Magic Broadsword +2 (800GP)
The magic bonus allows the broadsword to injure incorporeal creatures and it has WB +3 / Enemy's Defense -4.

Magic chainmail +1 (500GP)
Adds +1 to AV without reducing the Dodge value by 1.

Magic wand (cost of spell x 5)
A magic wand hass specifically been crafted for one spell. Anyone who knows this spell can use the wand to cast it without the need of activating it first.

Potion of levitation (25GP)
Works like the *Levitation* spell (check value 20; no critical failure possible).

Potion of spellchange (10GP)
Grants +10 to all spellchange checks for the duration of one combat.

Ring of protection +1/+2/+3 (500GP-1500GP)
Adds +1/+2/+3 to AV without reducing the Dodge value by 1.

Ring of Spellchange (250GP)
Once every 24h the wearer may change one of his spells without making a check. The effect is instantaneous.

Sleeping dust (100GP)
Works like the *Sleep* spell (check value 15) against one target. Must be thrown.

War horn (250GP)
Once per 24h the sound of this horn grants all party members +1 on all checks for the duration of one combat.

BESTIARY

BEAR

Body 12	*Agility 8*	*Mind 0*
Strength 3	Reflexes 4	Reason 0
Toughness 3	Dexterity 0	Aura 0

Melee Attack:	15 (Enemy's Defense -2)
Dodge:	10 (12 - 2 Size)
Defense:	15
Hitpoints:	50 *XP: 100*

BOAR

Body 10	*Agility 4*	*Mind 0*
Strength 1	Reflexes 2	Reason 0
Toughness 4	Dexterity 0	Aura 0

Melee Attack:	13 (11 + 2 Tusks)
Dodge:	6
Defense:	16 (14 + 2 stiff-bristled hide)
Hitpoints:	24 *XP: 49*

DEATH VINE SHRUB

Body 6	*Agility 8*	*Mind 0*
Strength 3	Reflexes 0	Reason 0
Toughness 0	Dexterity 4	Aura 0

Melee Attack:	11 (9 + 2 Death vine)
Defense:	6
Hitpoints:	16 *XP: 40*

DEMON
LESSER / GREATER / FELL

Body 8/12/16	*Agility 8/12/16*	*Mind 8/12/16*
Strength 2/3/4	Reflexes 2/3/4	Reason 2/3/4
Toughness 2/3/4	Dexterity 2/3/4	Aura 2/3/4

Melee Attack:	10/15/20 Enemy'sDefense - 2/4/6
Dodge:	12/15/18 (-2/+0/+2 Size)
Defense:	10/15/20
Hitpoints:	10/25/60 *XP: 66/119/192*

Flying: Summoning -2. **WB+X/AV+X:** Summoning -X

FIRE DRAGON

Body 20	*Agility 16*	*Mind 10*
Strength 5	Reflexes 4	Reason 3
Toughness 5	Dexterity 4	Aura 2

Melee Attack:	35 (25 + 10 Claw Enemy's Defense -10)
Ranged Attack:	30 (20 + 10 Breath of fire)
Dodge:	12 (20 - 8 Size)
Defense:	35 (25 + 10 Dragon scales)
Hitpoints:	350 *XP: 1258*

Breath of fire: Can be used every d20 rounds; Range DXx10m; cone-shaped; only magical Defense; **Flies**; **Mind immunity** (against mind affecting spells like *Sleep*);

GARGOYLE

Body 8	*Agility 8*	*Mind 0*
Strength 2	Reflexes 3	Reason 0
Toughness 2	Dexterity 1	Aura 0

Melee Attack:	12 (10 + 2 Stone claw)
Dodge:	13 (11 + 2 Size)
Defense:	15 (10 + 5 Stone skin)
Hitpoints:	10 *XP: 61*

Flies: Air speed = Speed x 2

GIANT

Body 16	*Agility 6*	*Mind 2*
Strength 4	Reflexes 3	Reason 1
Toughness 4	Dexterity 0	Aura 0

Melee Attack:	24 (20 + 4 Tree trunk)
Ranged Attack:	10 (6 + 4 Rock)
Dodge:	5 (9 - 4 Size)
Defense:	20
Hitpoints:	120 *XP: 164*

GIANT RAT

Body 4	*Agility 6*	*Mind 0*
Strength 2	Reflexes 3	Reason 0
Toughness 0	Dexterity 0	Aura 0

Melee Attack:	8 (6 + 2 Sharp teeth)
Dodge:	15 (9 + 4 Quick + 2 Size)
Defense:	4
Hitpoints:	7 *XP: 28*

GOBLIN

Body 4	Agility 6	Mind 2
Strength 2	Reflexes 2	Reason 1
Toughness 0	Dexterity 1	Aura 0

Melee Attack:	6 (6 + 0 Small club/knife)
Ranged Attack:	7
Dodge:	10 (8 + 2 Size)
Defense:	4
Hitpoints:	7 **XP: 25**

ORC

Body 10	Agility 6	Mind 2
Strength 2	Reflexes 2	Reason 1
Toughness 3	Dexterity 1	Aura 0

Melee Attack:	13 (12 + 1 Spear)
Ranged Attack:	8 (7 + 1 Spear)
Dodge:	8
Defense:	13
Hitpoints:	23 **XP: 51**

STONE GOLEM

Body 8	Agility 6	Mind 0
Strength 2	Reflexes 3	Reason 0
Toughness 2	Dexterity 0	Aura 0

Melee Attack:	14 (10 + 4 Stone fist)
Dodge:	7 (9 - 2 Size)
Defense:	15 (10 + 5 Stone skin)
Hitpoints:	40 **XP: 81**

Mind immunity (against mind affecting spells like *Sleep*)

HARPY

Body 8	Agility 6	Mind 6
Strength 2	Reflexes 2	Reason 0
Toughness 2	Dexterity 1	Aura 3

Melee Attack:	12 (10 + 2 Talons)
Dodge:	8
Spellcasting:	10 (9 + 1 Birdcall)
Defense:	11 (10 + 1 Plumage)
Hitpoints:	20 **XP: 98**

Flies; Birdcall: Spellcasting - (MIN+AU)/2; 1x/target (becomes helpless);

RAT

Body 2	Agility 4	Mind 0
Strength 1	Reflexes 2	Reason 0
Toughness 0	Dexterity 0	Aura 0

Melee Attack:	4 (3 + 1 Sharp teeth)
Dodge:	14 (6 + 4 Quick + 4 Size)
Defense:	2
Hitpoints:	3 **XP: 17**

TENTACLED BRAIN

Body 4	Agility 4	Mind 8
Strength 0	Reflexes 0	Reason 0
Toughness 2	Dexterity 2	Aura 4

Dodge:	6 (4 + 2 Size)
Targeted Spell:	12 (10 + 2 Mind feeding ray)
Defense:	6
Hitpoints:	8 **XP: 66**

Levitates; Targeted Spell: MIN-1 for d20 minutes, regardless of Defense; MIN=0 -> target is permanently insane.

RUST SLATER

Body 8	Agility 6	Mind 0
Strength 0	Reflexes 3	Reason 0
Toughness 4	Dexterity 0	Aura 0

Melee Attack:	10 (8 + 2 Rust antenna)
Dodge:	9
Defense:	16 (12 + 4 Chitin armor)
Hitpoints:	22 **XP: 60**

Rust antenna: Hit destroys metal armor (regardless of Defense)

HORSE

Body 8	Agility 12	Mind 0
Strength 2	Reflexes 6	Reason 0
Toughness 2	Dexterity 0	Aura 0

Dodge:	16 (18 - 2 Size)
Defense:	10
Hitpoints:	40 **XP: 70**

TROLL

Body 12	Agility 6	Mind 2
Strength 3	Reflexes 3	Reason 1
Toughness 3	Dexterity 0	Aura 0

Melee Attack:	18 (15 + 3 Great club)
Ranged Attack:	9 (6 + 3 Rock)
Dodge:	7 (9 - 2 Size)
Defense:	17 (15 + 2 Troll skin)
Hitpoints:	50 **XP: 100**

Regeneration: Healing check once per round with check value = Body (12)

MONSTROUS SPIDER

Body 6	Agility 8	Mind 0
Strength 1	Reflexes 2	Reason 0
Toughness 2	Dexterity 2	Aura 0

Melee Attack:	9 (7 + 2 Mandibles)
Ranged Attack:	10 (10 + 0 Web fluid)
Dodge:	8 (8 + 2 Spider sense -2 Size)
Defense:	8
Hitpoints:	36 **XP: 79**

Web fluid: No damage, but works like *Halt!* with duration=damage

SKELETON

Body 10	Agility 8	Mind 0
Strength 3	Reflexes 2	Reason 0
Toughness 2	Dexterity 2	Aura 0

Melee Attack:	14 (13 + 1 Shortsword)
Ranged Attack:	11 (10 + 1 Shortbow)
Dodge:	9 (10 - 1 Wooden shield)
Defense:	13 (12 + 1 Wooden shield)
Hitpoints:	22 **XP: 62**

Mind immunity (against mind affecting spells like *Sleep*)

WOLF

Body 8	Agility 8	Mind 0
Strength 4	Reflexes 4	Reason 0
Toughness 0	Dexterity 0	Aura 0

Melee Attack:	15 (12 + 3 Strong bite)
Dodge:	16 (12 + 4 Quick)
Defense:	9 (8 + 1 Wolf's pelt)
Hitpoints:	18 **XP: 51**

OGRE

Body 10	Agility 4	Mind 2
Strength 2	Reflexes 2	Reason 1
Toughness 3	Dexterity 0	Aura 0

Melee Attack:	14 (12 + 2 Great club)
Dodge:	2 (6 - 2 Filthy furs -2 Size)
Defense:	15 (13 + 2 Filthy furs)
Hitpoints:	46 **XP: 74**

IS THIS EVERYTHING?

The rules have been kept short and to the point and some questions are left open. You can get further information, downloads and tips at

www.Dungeonslayers.com

and in our forums were you can post all your questions.

ZOMBIE

Body 12	Agility 2	Mind 0
Strength 3	Reflexes 1	Reason 0
Toughness 3	Dexterity 0	Aura 0

Melee Attack:	15
Defense:	17 (15 + 2 oblivious)
Hitpoints:	25 **XP: 58**

Mind immunity (against mind affecting spells like *Sleep*)

LORD OF THE RATS

BACKGROUND

Long ago a cult of a rat god terrorized the land. His followers built an underground shrine that has never been found, although the cult has been destroyed by the powers of light.

But recently a few rats have stumbled upon the shrine by chance and they have gained strength and numbers through its power ever since.

STARTING THE ADVENTURE

An innkeeper addresses the characters:
"This is very embarrassing for me, but I need your discreet help. There seems to be a rats' nest in my cellar and these beasts are quite aggressive, I can tell you! Yesterday they even attacked my servant when he went downstairs to fetch some beer. This situation is unacceptable! I would be very grateful if you could attend to this matter discreetly. I would be willing to pay 1 whole silver coin for each rat killed! Do you accept?"

THE CELLAR

The rats have nibbled through two old stone walls and dug tunnels to the rat cult's vault. These tunnels are approximately 1 meter high.

1. Entrance: The steep cellar staircase leads into the darkness from where squeaking can be heard (MIN+RE).
2. Beer cellar: Between four large barrels *4 rats* are scurrying around. Closer inspection (MIN+RE) reveals an opening, which is approximately 1m high, behind one of the barrels.
3. Wine cellar: Here another tunnel entrance can be found (MIN+RE) much like the one at **2**. There are *six more rats*.

THE TUNNELS

4. Tunnel: The rats have dug through the loose soil and have created 1m high tunnels by doing so. They can be travelled on all fours only.
5. Pond: The tunnel ends in a 2m high grotto that is filled with spider webs. Two cocooned giant rats are lying next to the pond.
6. Spider's nest: A *monstrous spider* has entered this place through a small opening a long time ago and has created its nest here. The opening is now much too small for the spider to leave again.

THE CHAMBERS OF THE RAT

This is where the cultists once lived. All the doors are unlocked and and they all feature rat holes that are 50 cm high.

7. Dressing room: Seven black robes that are hanging from hooks can be found here. *Everyone who wears such a robe will not be attacked by rats (giant rats still attack).*
8. Torture chamber: A human *skeleton* (see page 16), which attacks when touched, lies on a rack.
9. Chamber: In this empty chamber *4 rats* and *4 giant rats* await the adventurers.
10. Washing room: In a cistern with dark water, a ring (2 GP) can be found.
11. Dead end: This tunnel has collapsed a long time ago. Rummaging through the rubble reveals (MIN+RE) a human skeleton draped in black robes (see **7.**), a magical short sword +1 is still clutched in one hand.
12. Dormitory: Between the mouldy remains of 6 beds *4 rats* and *2 giant rats* are scurrying around. A metal phial (d20 healing potion) is hidden beneath one of the cushions.
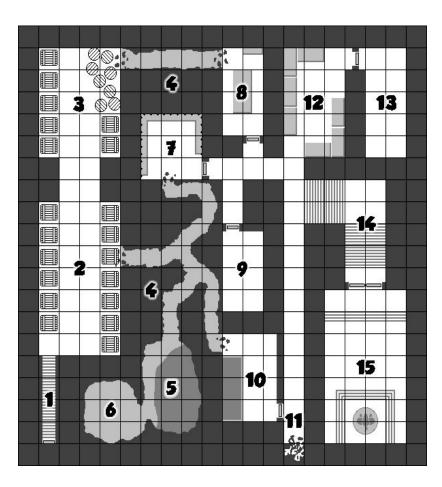
13. Armory: Two longswords and one metal shield are still standing in the dusty weapon stands.
14. Hallway of the rats: Frescoes of the rat god decorate the walls of a corridor, which leads further down and ends in front of a double door.
This door has fallen victim to the rats' gnawing and now features many frayed openings.
15. Shrine of the rat: *5 rats* and *5 giant rats* cluster around a 2m high statue of the rat god (a *stone golem* that defends the altar when attacked or desecrated) positioned in front of a stone altar. The altar must be destroyed in order to break the shrine's power.

EXPERIENCE POINTS

Per Room...1XP
Combat......................(defeated XP/PC)XP
Roleplay.......................................0-20XP
Destroying the shrine........................15XP
Completing the adventure..................15XP

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

_____ Player

_____ Character

_____ Level

Learning points

_____ Race

_____ Class

_____ Experience

BODY ☐ **AGILITY** ☐ **MIND** ☐

STRENGTH ☐ **REFLEXES** ☐ **REASON** ☐

TOUGHNESS ☐ **DEXTERITY** ☐ **AURA** ☐

WEAPON	Weapon bonus	Notes
unarmed	+0	Enemy's Defense +5

ARMOR	Armor value	Notes
AV total		

Hitpoints	Defense	Melee Attack	Ranged Attack	Dodge	Spellcasting	Targeted Spells
BOD+TO+10	BOD+TO+AV	BOD+ST+WB	AGI+DX+WB	AGI+RF-AV	MIN+AU+CB-AV	MIN+DX+CB-AV

Initiative (AGI+RF) ⬭

Speed 1+(AGI/2) ⬭

TALENTS

_____

_____

_____

_____

SPELL	Casting bonus	Distance	Coold.	Effect

EQUIPMENT

Player _____   Character _____

EQUIPMENT	Location	Notes

WEALTH

GOLD   SILVER   COPPER

1 Gold = 10 Silver = 100 Copper

HERBS & POTIONS	Effect

MAGIC ITEMS	Effect

MISCELLANEOUS WEAPONS & ARMOR

WEAPON	Weapon bonus	Notes	ARMOR	Armor value	Notes
				AV total	

DUNGEONSLAYERS
AN OLD-FASHIONED ROLEPLAYING GAME

ONCE UPON A TIME...

"ALL RIGHT, THEN. AFTER YOU'VE SLAIN AND LOOTED A DOZEN ORCS, YOU ENTER THE ADJACENT HALL. IT SEEMS YOU HAVE REACHED THE DESTINATION OF YOUR QUEST: ILLUMINATED BY YOUR TORCH LIGHT, YOU CAN DISCERN UNHOLY SYMBOLS, WHICH BLEMISH THE ONCE SPLENDOROUS MURAL PAINTINGS. IN THE CENTRE OF THE ROOM THERE IS THE PUTRID, UNHOLY FOUNTAIN IN FRONT OF WHICH A SINGLE PERSON DRAPED IN DARK ROBES IS STANDING. A DARK MENACE EMANATES..."

"WHATEVER - ATTAAACK!!!"

FANCY A DUNGEON?

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