Welcome Brave Adventurers!

What you hold in your hands (or computer, or tablet, or phone) is my family's version of the classic 1980 something Basic Fantasy Role Playing game. We've spent countless hours play testing and tweaking the old rules. The result is a very classic feeling game with many new additions to lower the learning curve and increase the excitement. It is first and foremost a storytelling game. No miniatures, no board, just adventurous stories.

SimpleDnD is designed to be compatible with all of the official adventures for other fantasy d20 based roleplaying games. Convert monsters on the fly (it's easy) and go adventuring. If you're using 5th edition or Pathfinder™ adventures you can get started without changing a thing.

This document is just a snapshot in time of the rules. We frequently add and adjust the classes and rules online. This PDF/Book is just to get you started. If you, the reader, have a complaint, an idea, a monster, a magic item, or anything else you'd think would make a great addition, visit our website and let us know!

https://simplednd.wordpress.com
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Welcome brand new players of SimpleDnD. This is the introduction to SimpleDnD. If you are brand new to roleplaying games in general, you are in the right place.

What is a Role-Playing Game?

A role-playing game (RPG and sometimes roleplaying game) is a game in which players assume the roles of characters in a fictional setting. Players take responsibility for acting out these roles within a story, either through literal acting or through a process of structured decision-making or character development. Actions taken succeed or fail according to a dice roll known as a Difficulty Check. Players describe the intended actions of their characters, and the GM describes the outcomes. Some outcomes are determined by the game system, and some are chosen by the GM.

One of the first things a new player may puzzle over is the weird dice used in the game. SimpleDnD uses six polyhedral dice, with four, six, eight, 10, 12 and 20 faces. These dice are the lifeblood of SimpleDnD's game mechanics; they're what you use to figure out if what you're trying to do works, or if it doesn't.

In SimpleDnD shorthand, the dice are known by a lowercase "d" followed by the die's total number of sides, so a 20-sided die (an icosahedron) is a d20. This shorthand also tells you the number of times the die needs to be rolled: 2d8 would mean you need to roll the eight-sided die twice (or roll two eight-sided dice) and then add the numbers. In this way, your eight-sided die just became a 16-sided die.

In the next few pages, we'll roll the dice and learn the basics of SimpleDnD. So grab your character sheet, a pencil and paper, and your 20-sided die because on the next page, we'll figure out what to expect from a SimpleDnD game. To start out, every player must create a character.
Important Terms and Rules

Other important terms for a character’s basic framework are:

**Ability Focus:** character class specific ability bonus equal to their LEVEL divided by 2 then rounded up.

**Ability Scores:** Each character has a set of ability scores that make it unique. Players place your numbers where you want them. There are 6 Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma. These abilities are used to check to see if your character passes or fails when attempting a task. Each ability must be between -3 and +3 with an overall total of no more than +5. Some races can offer more overall points or higher individual ability scores.

**Advantage / Disadvantage:** Advantage lets you roll 2d20 and take the better result, disadvantage takes the worse. This can be used anywhere that a player rolls d20 – saving throw, attack, or difficulty check.

**Armor Class:** a number that represents how difficult a character is to hit

**Critical Hit:** Any player rolling a natural 20 in combat always results in double damage (double rolled damage). Some classes can score critical hits on 18, 19 or 20

**d20:** Instead of using a ton of different mechanics to represent a ton of different situations, we use one common mechanic to handle ability tests, saves, combat and everything else: roll d20 and add your bonuses!

**Difficulty Check:** This is either a passive check with a set difficulty (DC) or and active check where the player and GM roll and compare numbers. You must meet or exceed the number to succeed.

**Game Master or GM:** This is who guides the players through the adventure. The GM presides over the game with a nearly omniscient knowledge. It is the GM’s job to keep the game going smoothly by describing the environment, asking players what they want to do and then determining the outcome of the events that follow.
**Heroics:** Each game session players will start with 3 heroic points. They can spend these points to do one of three things:

1. Before rolling, add advantage.
2. After any dice roll, force a reroll and keep the new roll result
3. An additional action in a combat round

**Hit Bonus:** Strength bonus (or dexterity for range weapons) added to hit rolls. If you have Ability Focus, it is added too.

**Hit Points:** a number that represents how much damage a character can withstand before dying

**Initiative:** d20 highest goes first. Halflings gain a bonus

**Mana:** Each day a spell casting character has a magic threshold. This mana is used to power spells. For example a 2\(^{nd}\) level spell would require 2 mana to cast.

**Natural 20:** In addition a roll of a natural 20 against any check always succeeds.

**Notice:** Notice is a passive ability (always on) that the GM uses to roll against the players for things like spotting secret doors or ambushes. The number is the Wisdom + Ability Focus (if focused in Wisdom) + 10

**Save:** Your characters will often be asked to avoid an effect in the game. This is know as a save. Typically written as DC ABILITY (DC Dexterity) and set to the base of 10 unless specified.

**Spell Failure:** Spells are just like using a skill. The spell caster must roll d20 plus their modifier (WIS/INT + Level) vs a DC 10 + spell cost/level. If they do not meet or exceed the required number the mana is used, and the spell fails.

**Teamwork:** Attempting an action collectively allows for one check, using the highest player's ability bonus AND advantage on the roll.
How to play.

When playing SimpleDnD checks are only used in a very narrow scope. Checks are only made when the players want to do something (non-combat), and only after the GM decides what the check, if any, would be. It is first and foremost about determining HOW something is being done and WHAT the result is intended before any checks can be setup.

You need to distract the guard so you can sneak into the fortress. Or search a room for something specific.

How do you figure out what happens?

1) The players tell the GM what they are trying to do.

   The players tell the GM what they are trying to do. Climb a wall, pick a lock, deceive the guards. Specifically what they'd like to happen.

2) The players narrate how the do it

   The player then goes into detail about what their character does. “I use my grappling hook and attempt to climb” or “Using my thief abilities I use my lockpicks and pick the lock” or “I pull the guard aside and I tell him this big long story about …” this is the role-playing that the game is all about.

3) The GM decides if the action is actually possible and how to do it

   Depending on the what and how of the action the players want to take, the GM uses their common sense to answer these three questions.

   1. Is this possible at all?
   2. Do we need to roll to add some random results to the outcome?
   3. What ability score bonus would apply for that scenario?
4) Roll dice and add bonuses

If the action is possible, the GM will determine the Difficulty Check for success, then players (or GM if it is a secret check) roll d20 and add their bonuses. Compare the roll to the Difficulty Check to figure out what happens to the players.

NOTE: If the player wishes to use a Heroic point, they can use it before or after a roll. If before, they gain advantage on the roll, if after, the roll is rerolled and the new roll is kept.

### Difficulty Check Scale:

When in doubt about how difficult a check is, here are examples of specific tasks or if you are looking for more examples (optional):

<table>
<thead>
<tr>
<th>Difficulty</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>Very Easy (0)</td>
<td>Notice something large in plain sight</td>
</tr>
<tr>
<td>Easy (5)</td>
<td>Climb a knotted rope</td>
</tr>
<tr>
<td>Average (10)</td>
<td>Hear a loud approaching guard</td>
</tr>
<tr>
<td>Tough (15)</td>
<td>Rig a wagon wheel to fall off</td>
</tr>
<tr>
<td>Challenging (20)</td>
<td>Swim in stormy water</td>
</tr>
<tr>
<td>Formidable (25)</td>
<td>Open a good lock</td>
</tr>
<tr>
<td>Heroic (30)</td>
<td>Leap across a 30-foot chasm</td>
</tr>
<tr>
<td>Impossible (40)</td>
<td>Track a squad of Orcs across hard ground after hours of rain</td>
</tr>
</tbody>
</table>
Creating a Character

Creating characters in SimpleDnD is just that – Simple. Follow the steps below and you’ll be ready to kill goblins in NO TIME AT ALL.

Not interested in making a character? We’ve already created a few for you to use at the end of this book.

1. Print the Character Sheet
2. Choose your Race
3. Choose your Class
4. Choose your Ability Scores
5. Buy Additional Equipment

Step 1. Print the Character Sheet.

If you don’t have a printer, just use a piece of paper and pencil. The character sheet isn’t necessary to play the game.
Step 2. Races

In the fantasy world represented by SimpleDnD there are 6 races. Each race has their own bonus and restrictions that make them a special addition to the game. The different races will have different inherent abilities, benefits and downsides. This will affect how your character gets by in life.

Draco

Draco are a shape shifting reptilian race from deep underground.

Dwarf

Dwarves are a stoic but stern race, ensconced in cities carved from the hearts of mountains.

Elf

Elves are best known for their pointed ears, magical powers, and a capricious nature.

Faun

Faun are a half human / half goat forest race often mistaken for satyr.

Halfling

Halflings are optimistic and cheerful by nature, blessed with uncanny luck, and driven by wanderlust.

Human

Humans are by far the most common race and have the most balanced abilities.
Draco

Hailing from deep deep underground, the Draco are a shape-shifting reptilian race who can taking on humanoid form to move amongst other societies and to avoid detection. Most Draco leave their underground safety to explore, adventure and sometimes they even infiltrate cities in an attempt to gain political power to manipulate other’s societies.

Ability Score Caps: Draco cannot exceed +3 in any ability except for Strength where they can have up to a +4.

Ability Score Max: Draco have a max total combined ability total of 5

Size: 4 – 5 foot tall, 120 – 200 lbs

Speed: 35 feet

Languages: Common and Dragon

Special Racial Abilities:

90 foot darkvision

Shape-shifting – This ability enables the Draco to cloak him or herself in the physical shape of another humanoid creature within +/- 2 feet and +/- 50 lbs. They may shift back to their original shape at anytime, but cannot shift into another shape until after a long rest.

Limitations or Restrictions:

Class Restrictions: Draco may only choose from Cleric, Barbarian, or Grifter.

Draco have extremely sensitive eyes and therefore have the following penalties to all spot or notice checks depending on conditions: Normal Light -10, Low Light -5

When in their true form Draco are often mistaken by other player races as monsters. When dealing with those races the Draco have a -5 penalty when doing an encounter, but only in their true form.
Dwarf

Dwarves are a stoic but stern race, ensconced in cities carved from the hearts of mountains and fiercely determined to repel the depredations of savage races like orcs and goblins. More than any other race, dwarves have acquired a reputation as dour and humorless artisans of the earth. It could be said that their history shapes the dark disposition of many dwarves, for they reside in high mountains and dangerous realms below the earth, constantly at war with giants, goblins, and other such horrors.

Ability Score Caps: Dwarves cannot exceed +3 in any ability except for Constitution where they can have up to a +4.

Ability Score Max: Dwarves have a max total combined ability total of 5

Size: 4 – 5 foot tall, 120 – 250 lbs

Speed: 25 feet

Languages: Common, Dwarfish and choose one from: Halfling, Goblin, Kobold

Special Racial Abilities:

Darkvision: 60 feet

Know direction underground

Construction Expert: +3 bonus to Notice for hidden doors, sliding walls, sloping corridors, and new constructions.

Sturdy: +1 hit point per level.

Magic Resistant: +4 when saving against any magical effects

Class Restrictions: Dwarves may only choose from Cleric, Cavalier, or Thief.

Limitations or Restrictions: Dwarves may not use two-handed swords or longbows (short bows, great axe and crossbows are permitted). They prefer axes or hammers.
Elf

Many elves embark on adventures out of a desire to explore the world, leaving their secluded realms to reclaim forgotten elven magic or search out lost kingdoms established millennia ago by their ancestors. This need to see a wider world is accepted by their societies as a natural part of becoming mature and experienced individuals. Such elves are expected to return in some few decades and take up lives in their homelands once more, enriched both in treasure and in worldview.

Ability Scores: Elves cannot exceed +3 in any ability except for Dexterity where they can have up to a +4.

Ability Score Max: Elves have a max total combined ability total of 5

Size: 4 – 5 foot tall, 100 – 180 lbs

Speed: 30 feet

Languages: Common, Elvish and choose one from: Gnoll, Hobgoblin or Orc

Special Racial Abilities:

Observant: +6 bonus to their Notice.

Child of Magic: Elves can cast one zero level magic user spell, plus an additional zero level spell at levels 3 and 5.

Immune to magical sleep and paralysis

Class Restrictions: Elves may only choose from Druid, Cleric, Cavalier, Ranger or Thief.

Limitations or Restrictions: Elves prefer to not wear any armor made of metal, and if they do they lose their magic casting abilities and search bonus.

Faun

Above all the Faun show the deep connection with nature, the soft whistle of the wind, the sound of gurgling water of the crystal spring, the birds singing, or
perhaps the singing a melody of a human soul that feeds higher feelings. They are children of the forest, pure, but tame and fearless with the brutal instincts necessary to survive even without the help of modern civilization.

Ability Scores: Faun cannot exceed +3 in any ability except for Wisdom where they can have up to a +4.

Ability Score Max: Faun have a max total combined ability total of 5

Size: 5 – 7 foot tall, 175 – 240 lbs

Speed: 45 feet per round

Languages: Common and Faun

Class Restrictions: Faun may only choose from Cleric, Druid, Barbarian, or Ranger

Special Abilities: Faun can speak with common forest animals similar to the spell with a DC of 17.

Limitations or Restrictions:

A faun may wear any kind of armor, and may use a shield. However, their armor and shields must be specially made for their unique physique (doubling the list price). Human sized armor maybe used but at a -5 AC penalty.

Faun are often mistakenly seen by humans, dwarves and draco as hostile enemies. When dealing with those races Faun have a -5 penalty when doing an encounter.
Halfling

Optimistic and cheerful by nature, blessed with uncanny luck, and driven by a powerful wanderlust, halflings make up for their short stature with an abundance of bravado and curiosity. They are known by many names; little people, munchkins, hobbits or even gnomes! At once excitable and easy-going, halflings like to keep an even temper and a steady eye on opportunity, and are not as prone to violent or emotional outbursts as some of the more volatile races. Even in the jaws of catastrophe, halflings almost never lose their sense of humor. Their ability to find humor in the absurd, no matter how dire the situation, often allows halflings to distance themselves ever so slightly from the dangers that surround them.

Ability Scores: Halflings cannot exceed +3 in any ability except for Dexterity where they can have up to a +4

Ability Score Max: max total combined ability total of 5

Size: 3 – 4 foot tall, 75 – 140 lbs

Speed: 25 feet per round

Languages: Common and Halfling

Special Racial Abilities:

Small and fast: +2 to Armor Class when attacked by anything larger than human sized as well as a +5 to initiative when fighting those same creatures.

Ranged Experts: +2 bonus to the Hit Roll when using a bow, sling or thrown dagger

Stealth Bonus add their level divided by 2 (rounded up) bonus to all stealth checks.

Backstap – halflings do double damage when backstabbing from hiding. If they are a thief class they get one addition multiplier.

Blending In: When attempting to hide, Halflings gain advantage to their hiding rolls.
Class Restrictions: Halflings may only choose from Cleric, Barbarian, Ranger, Grifter or Thief.

Limitations or Restrictions:

Strength Ability Maximum +1

A halfling may wear any kind of armor, and may use a shield. However, their armor and shields must be specially made for their small size (doubling the list price). Even dwarf-sized armor is too large for them.

A halfling may only use small sized weapon (such as a dagger, short sword, or shortbow), and may not use two-handed swords, longbows, battle axes, polearms, or other large weapons.
Human

Humans are a highly variable species; modern humans can show remarkably robust traits, and early modern humans even more so. They are extremely prolific and common among all environments found. Their flexibility and adaptability giving them advantages over the other races.

Ability Scores: Humans cannot exceed +3 in any ability

Ability Score Max: Humans have a max total combined ability total of 7

Size: 5 – 6 foot tall, 120 – 250 lbs

Speed: 30 feet

Languages: Common

Special Racial Abilities: None

Limitations or Restrictions: None
Step 3: Class

Class is what your character does, what they're good at or have chosen to do with their life. Importantly, it determines the skills they will have which affects the role your character will have in the group. It is important to choose a class befitting your race.

There are three basic class groups: Fighter, Magic User and Thief – each with path specializations.

Fighter Classes

Barbarian fighters come from the savage wilds outside of the civilized world.

Cavaliers are the trained fighters and fill roles as knights and protectors of the realm.

Rangers are experts at tracking, hunting and living off of the land.

Magic-User Classes

Clerics are the vessel of the divine casting spells by the grace of their gods.

Druids wield magic through harnessing the power of the elements of nature.

Wizards harness the powers of magic through the sciences and chemistry.

Rogue Classes

Assassins are the shadows that strike in the night, using poison and stealth to work their craft.

Grifters are masters of manipulating and fixing situations with their words rather than their steel.

Thieves excel at moving about unseen and catching foes unaware as they pick and steal.
Barbarian

Barbarian fighters come from the wilds outside of the civilized world. They live off of the land and fight hard to survive. Their fighting abilities are ingrained into them from childhood as they grow within their tribes.

Ability Focus: Strength

Hit Points: d12

Bonuses and Abilities

Rage Attack

At level 4 the barbarian gains a rage attack. Any attack that hits an enemy, can be followed up by an attack at DISADVANTAGE and continues until an attack misses.

Epic Strike

At level 4 the barbarian gains an epic strike. Summoning all of his power to add an additional d8 damage to one attack per combat encounter.

Starting Equipment

A backpack, a bedroll, a flint and steel, rope, torches (10), trail rations (5 days), and a waterskin.
Cavalier

Cavalier fighters are the trained fighters of the civilized realms. As they advance to higher levels, they fill roles as knights and protectors of the realm.

Ability Focus: Strength

Hit Points: d10

Bonuses and Abilities

Bonus Attack

At level 4 the Cavalier gains an additional attack per round

Squire

At level 4 the Cavalier gains a 1st level squire (NPC cavalier 10HP, +1 Attack, 1d8 damage)

Starting Equipment

A backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), trail rations (5 days), and a waterskin.
Ranger

Rangers are part of a body of armed guards who patrol the wild regions. They are experts at tracking, hunting and living off of the land – they often make it their life’s quest to eradicate one type of creature. They are often employed as bounty hunters.

Ability Focus: Wisdom

Hit Points: d8

Sworn Enemy

When a ranger is created they must choose one monster to be their sworn enemy. The ranger gains a +3 hit vs that monster and will ignore all other monsters to attack said enemy. Typical enemies include: Goblins, Orcs, Trolls, Dragons, etc.

Animal Companion

At 4th level the ranger may pick one of the following to be their animal companion who will fight to the death and follow commands of the ranger. Choose from: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse, owl, pony, snake, or wolf

Bowman

Rangers all live and die by the bow. Because of this the ranger gains a +2 to hit with any bow.

Starting Equipment

Backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, torches (10), trail rations (5 days), and a waterskin. In addition the Ranger gets a longbow with 20 arrows at no cost.

Ranger Skills

The ranger has the following specialized skills. At each level the ranger gains +2 points to distribute to their skills as they’d like.
Track (+3) – ranger can identify and find tracks and follow them

Stealth (+4) – rangers are masters of camouflage in any natural areas only (excluding dungeons and cities)

Animal Empathy (+2) – rangers can calm upset animals/monsters who are neutral/low intelligence.

Class Restrictions

Rangers cannot have more money than they can carry on their person due to their transient nature.
Cleric

As a vessel of the gods, the cleric class has special abilities granted to them by the servitude to their faith. Like Wizards, clerics can purchase and cast spells. In addition, the cleric has the special ability to turn undead.

Ability Focus: Wisdom

Hit Points: d6

Restrictions: Cleric cannot use any piercing weapon.

Special: Spell Casting for spells

Special: Clerics can TURN UNDEAD.

Starting Equipment: a backpack, a bedroll, a belt pouch, candles (10), a cheap holy text, a flint and steel, an iron pot, a mess kit, rope, soap, a spell component pouch, torches (10), trail rations (5 days), a waterskin, and a wooden holy symbol.

Cleric Spell List

Zero Level

- Bleed
- Create Water
- Cure Minor Wounds (reversible)
- Detect Magic
- Guidance
- Purify Food and Drink

1st Level

- Bless
- Create Water (Reversible)
- Cure Light Wounds (Reversible)
- Detect Evil (Reversible)
- Light
- Mending
- Protection from Evil (Reversible)
- Purify Food and Drink (Reversible)
- Remove Fear (Reversible)
- Resist Cold
• Sanctuary
2nd Level
• Augury
• Chant
• Find Traps
• Hold Person
• Know Alignment (Reversible)
• Resist Fire
• Silence (15 ft radius)
• Slow Poison
• Snake Charm
• Speak with Animals
• Spiritual Weapon
• Stinking Cloud
3rd Level
• Animate Dead
• Continual Light (Reversible)
• Create Food and Water
• Cure Blindness (Reversible)
• Cure Disease (Reversible)
• Dispel Magic
• Gust of Wind
• Prayer
• Remove Curse (Reversible)
• Speak with Dead
• Tongues (Reversible)
• Water Breathing (Reversible)
4th Level
• Cure Serious Wounds (Reversible)
• Detect Lie (Reversible)
• Divination
• Exorcise
• Lower Water (Reversible)
• Neutralize Poison (Reversible)
• Plant Growth
• Protection from Evil (10 ft radius) (Reversible)
• Speak with Plants
• Sticks to Snakes (Reversible)
Turning Undead

A cleric has the power to force away certain category of monsters called the “Undead” (skeletons, zombies, ghouls, mummies, and other more powerful types). To use this ability, the play must only declare that they shall “Turn Undead” and be within 30 feet of the monsters.

What is Turned?

Turned undead flee by the fastest means available to them. They will not touch the cleric, and will flee as far from them as possible. If they cannot flee, they cower.

If anyone, other than the turning cleric, approaches the undead within 10 feet will cause the undead to immediately overcome their repulsion and the undead will attack as normal.

All attacks made by the cleric vs turned undead are made at Advantage.

Effects of turning last for 1 minute (10 rounds).

How Does It Work?

The base roll to turn undead is 10 + the hit dice of the monster. So a Skeleton would have a turn value of 11. The cleric then rolls d20 and adds their Wisdom (and focus) to effect the undead. The cleric would make this check vs each undead within the 30 foot range.

Destroying Undead

To destroy the undead, rather than turn them, the cleric must exceed the target number of 15 + the hit dice of the monster.
Wizard

A wizard or learned spellcaster is a character who harnesses the powers of magic through the sciences and chemistry. They learn complex formulas and incantations to manipulate and explore the world around them and while hours of study and preparation have expanded their understanding, it has also taken a toll on their physical health.

Ability Focus: Intelligence

Hit Points: d4

Restrictions: Magic users cannot use armor (or shields) and can only use weapons 2 lbs or lighter

Special: Spell Casting for spells, scroll down for wizard spells.

Special: Read Magic texts

Special: Create scrolls

For each scroll created, the wizard must collect 100gp of supplies (special ink, paper, incense, etc) and pass a check (DC 15 + level of spell).

Special: Scribe Spells

A wizard cannot access spells without copying them to their spell books. To do so requires a DC of 10 + spell level vs Intelligence to succeed. A failed roll means the spell cannot be scribed and is worthless to the wizard.

Starting Equipment: a backpack, a bedroll, a belt pouch, a flint and steel, ink, an inkwell, an iron pot, a mess kit, soap, a spellbook, a spell component pouch, torches (10), trail rations (5 days), and a waterskin.

Wizard Spell List

Zero Level Spells

- Daze
- Detect Magic
- Ghost Sound
- Mage Hand
• Message
• Ray of Frost
• Virtue

1st Level

• Affect Normal Fires
• Burning Hands
• Charm Person
• Command
• Comprehend Languages (Reversible)
• Dancing Lights
• Enlarge (Reversible)
• Erase
• Feather Fall
• Floating Disk
• Hold Portal
• Identify
• Jump
• Light
• Magic Aura
• Magic Missile
• Protection from Evil (Reversible)
• Push
• Shield
• Shocking Grasp
• Sleep
• Spider Climb
• Unseen Servant
• Ventriloquism

2nd Level

• Continual Light
• Darkness (15 ft radius)
• Detect Charm (Reversible)
• Detect Evil (Reversible)
• Detect Invisibility
• ESP
• False Trap
• Find Traps
• Fool’s Gold
• Forget
• Invisibility
• Knock
• Levitate
• Locate Object
• Magic Mouth
• Mirror Image
• Pyrotechnics
• Ray of Enfeeblement
• Rope Trick
• Scare
• Shatter
• Strength
• Web
• Wizard Lock

3rd Level

• Blink
• Clairaudience
• Clairvoyance
• Dispel Magic
• Explosive Runes
• Feign Death
• Fireball
• Flame Arrow
• Fly
• Glyph of Warding
• Haste
• Infravision
• Invisibility (10 ft radius)
• Lightning Bolt
• Locate Object (Reversible)
• Monster Summoning I
• Phantasmal Force
• Protection from Normal Missiles
• Slow
• Suggestion
• Tiny Hut
4th Level

- Charm Monster
- Confusion
- Dig
- Dimension Door
- Enchanted Weapon (Reversible)
- Extension I
- Fear
- Fire Charm
- Fire Shield
- Fire Trap
- Fumble
- Hallucinatory Terrain
- Ice Storm
- Massmorph
- Minor Globe of Invulnerability
- Mnemonic Enhancement
- Monster Summoning II
- Polymorph Other
- Polymorph Self
- Wall of Fire
- Wall of Ice
- Wizard Eye

5th Level

- Cloudkill
- Conjure Elemental
- Hold Monster
- Magic Jar
- Passwall
- Telekinesis
- Teleport
- Wall of Stone
Druid

Druids share a belief in the fundamentally spiritual nature of life and avoid choosing any one conception of Deity, believing that by its very nature this is unknowable by the mind. All Druids sense Nature as divine or sacred. Every part of nature is sensed as part of the great web of life, with no one creature or aspect of it having supremacy over any other. In doing this they pull their magical powers from the very living world around them.

Ability Focus: Wisdom

Hit Points: d6

Restrictions: Druids cannot use any metal weapon or armor

Special: Spell Casting for spells, scroll down for druid spells.

Special: At 4th level Druids can shape shift into the form of an animal once per day. Druid players should pick one animal and that will always be their form. This shifted animal will be roughly the size of the character even if the animal is tiny.

Special: Druids CANNOT read magic. Their power comes from their close connection to the earth.

Special: Druids can Turn or Befriend Animals

Turn or Befriend Animals

Much like a cleric, the Druid can repel or befriend animals. When an animal is encountered, the character should roll at d20 and all their Wisdom (and focus) vs a DC of 16 plus the number animals Hit Dice. If the result is equal or greater the animals are turned away or calmed. Magical animals (like owlbears, griffins, etc) add +2 to the DC of the roll. If the roll exceeds the required DC by 5 the animal can be befriended. Calmed animals will not interact with the druid and will calmly move away from the party. Befriended animals on the other hand will follow the druid, guarding and assisting within its capabilities so long as the druid remains in the general vicinity of its normal lair or range.
Druid Spells

Zero level spells

- Create Water – Creates 2 gallons/level of pure water.
- Detect Poison – Detects poison in one creature or object.
- Know Direction – You discern north.
- Spark – Ignites flammable objects.

1st level spells

- Alter Winds
- Detect Animals or Plants
- Entangle
- Faerie Fire
- Hide from Animals
- Keen Senses
- Pass without Trace
- Read Weather
- Speak with Animals

2nd level spells

- Barkskin
- Chill Metal
- Control Vermin
- Elemental Speech
- Flame Blade
- Fog Cloud
- Hold Animal
- Soften Earth and Stone
- Spider Climb

3rd level spells

- Burrow
- Call Lightning
- Daylight
- Diminish Plants
- Dominate Animal
- Fungal Infestation
• Meld into Stone
• Plant Growth
• Speak with Plants
• Spit Venom
• Thorny Entanglement
• Vermin Shape I
• Water Breathing

4th level spells

• Thunderstorm
• Air Walk
• Ball Lightning
• Cape of Wasps
• Control Water
• Flame Strike
• Grove of Respite
• Ice Storm
• Slowing Mud
• Thorn Body
• Touch of Slime
• Volcanic Storm
Assassin

Known as ninja, assassin, spies. These masters of quick damage and stealth are a lethal combination of abilities. They strike hard and fast, but once their abilities are spent they are left vulnerable.

Ability Focus: Dexterity

Hit Points: d4

Restrictions: Assassins cannot wear armor.

Starting Equipment: Backpack, bedroll, belt pouch, caltrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves’ tools, torches (10), trail rations (5 days), and a waterskin.

Special. Assassinate. This works in the same way as the backstab ability, but the assassin strikes with a +4 to hit and a multiplier of their level +1. See backstab in Appendix B.

Assassin Skills

The assassin has the following specialized skills. At each level the assassin gains +3 points to distribute to their skills as they’d like.

Disguise (+7) – used to change the appearance, station or vocation of the assassin

Intel (+4) – used to find out information from NPCs

Stealth (+5) – used to hide and move without detection

Tailing (+2) The assassin has the unique ability to follow and observe (someone) closely, especially in secret. This works just like surprise.

Make Poison (0) The assassin can create their own poisons and apply them to any surface. Roll a d20 and add the poison skill to determine how lethal the poison DC is. Anyone hit with a poison must save vs the poison lethality or die.

Pick Locks (+2) – specialization in opening things that are locked
Grifter

Fast talking, working a crowd, misdirection. Grifters are masters of manipulating and fixing situations with their words rather than their steel. A person practicing quackery or some similar confidence trick in order to obtain money, fame or other advantages via some form of pretense or deception.

Ability Focus: Charisma

Hit Points: d6

Restrictions: Grifters can only wear leather armor and can only use weapons 3 lbs and lighter

Starting Equipment: a backpack, a bedroll, a belt pouch, caltrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves’ tools, torches (10), trail rations (5 days), and a waterskin.

Special: Grifters can speak one additional language

Grifter Skills

The grifter has the following specialized skills. At each level the grifter gains +3 points to distribute to their skills as they’d like.

Confidence (+8) – used to modify the reaction of NPCs and Monsters
Intel (+4) – used to find out information from NPCs
Disguise (+7) – used to change the appearance, station or vocation of the grifter
Search (+2) – used to find hidden things (traps, items, etc)
Stealth (+3) – used to hide and move without detection
Pick Locks (+1) – specialization in opening things that are locked
Read Languages (0) Grifters tend to learn to read various languages, particularly as they apply to treasure maps, deeds, secret notes, and the like.
Thief

Thieves excel at moving about unseen and catching foes unaware, and tend to avoid head-to-head combat. Their varied skills and abilities allow them to be highly versatile, with great variations in expertise existing between different thieves. Most, however, excel in overcoming hindrances of all types, from unlocking doors and disarming traps to outwitting magical hazards and conning dull-witted opponents.

Ability Focus: Dexterity

Hit Points: d6

Restrictions: Thieves can only wear leather armor and can only use weapons 3 lbs and lighter

Starting Equipment: a backpack, a bedroll, a belt pouch, caltrops, chalk (10), a flint and steel, a grappling hook, an iron pot, a mess kit, a mirror, pitons (10), rope, soap, thieves’ tools, torches (10), trail rations (5 days), and a waterskin.

Special: Thieves have the Backstab ability (see the combat section) with a multiplier of 1/2 their level rounded up. Minimum multiplier is 2x. Halflings get a +1 to their multiplier.

Thief Skills

The thief has the following specialized skills. At each level the thief gains +3 points to distribute to their skills as they’d like.

Pick Locks (+3) – specialization in opening things that are locked
Search (+1) – used to find hidden things (traps, items, etc)
Disable Traps (+1)
Climb (+12) – used to climb walls, mountains, etc
Stealth (+2) – used to hide and move without detection
Pick Pockets (+3) – acquiring items from a victim without their noticing
Listen (+3) – used to identify sounds both source and direction
Read Languages (0) Thieves tend to learn to read various languages, particularly as they apply to treasure maps, deeds, secret notes, and the like.
Step 4: Ability Scores

Each character has a set of ability scores that make it unique. Players place your number where you want them - after all this is supposed to be FUN. These abilities are used to check to see if your character passes or fails when attempting a task. Each ability must be between -3 and +3 with an overall total of no more than +5. Races can offer more overall points or higher individual ability scores.

There are 6 Ability Scores: Strength, Dexterity, Constitution, Intelligence, Wisdom and Charisma.
Strength

Measures: Natural athleticism, bodily power

Important for: Fighter

Modifies:

• Attacking and Damage with handheld weapons

• Athletic Checks – Pulling, Pushing or Lifting

Examples of Strength Checks:

• You attempt to climb a sheer or slippery cliff

• Cling to a surface while something is trying to knock you off

• You try to jump an unusually long distance

• Force open a stuck, locked, or barred door

• Lift up a heavy gate

• Break free of bonds

• Hang on to a wagon while being dragged behind it

• Tip over a statue

• Keep a boulder from rolling

Max weight carried is Strength +4 (so a -3 would become +1) x 25 lbs.

Example: A cavalier with a strength of +3 would be able to carry 175 lbs.

Example: A wizard with a strength of -3 would be able to carry 25 lbs.
Dexterity

Measures: Physical agility, reflexes, balance, poise

Important for: Thief

Modifies:

Armor Class

- Attack with ranged weapons (shooting arrows, throwing daggers, etc.)
- Balancing and Sneaking checks

Examples of Dexterity Checks

- Shoot an arrow
- Throw a dagger
- Balance on a small ledge
- Wriggle free of bonds
- Avoid falling boulders in an avalanche
- Jump out of the blast of a fireball
- Play a stringed instrument
- Craft a small or detailed object
Intelligence

Measures: Mental acuity, information recall, analytical skill

Important for: Magic-User

Modifies:

- Additional Languages
- Additional Mana for Wizards

Examples of Intelligence Checks

- Communicate non-verbally
- Estimate the value of a precious item
- Pull together a disguise to pass as a city guard
- Forge a document
- Recall lore about a craft or trade
- Win a game of skill
- Identify a magical item
Wisdom

Measures: Awareness, intuition, insight

Important for: Cleric

Modifies:

- Listening, Stealth (Hiding and Sneaking) and Searching Checks
- Additional Mana for Clerics
- Added to base Notice

Examples of Wisdom Checks

- Get a gut feeling about what course of action to follow
- Discern whether a seemingly dead or living creature is undead
- Finding your bearings underground
- Locating a secret door
- Following animal tracks
- Discerning the wind from whispering
- Sneaking down a hallway
- Noticing signed of an ambush
Constitution

Measures: Health, stamina, vital force

Important for: Everyone

Modifies:

- Additional Hit Points per level
- Checks when dying or poisoned

Examples of Constitution Checks

- Hold your breath
- Resist the effects of hunger or fatigue
- Resist the effects of poison
- Drink an entire pint of ale in one slug
- Concentrate without sleep
- Swim long distances
Charisma

Measures: Confidence, eloquence, leadership

Important for: Leaders and diplomatic characters

Modifies:

• NPC Reactions
• Monsters Reactions

Examples of Charisma Checks

• Convince a guard to let you go
• Create a convincing lie
• Getting a discount from a merchant
• Intimidating a shopkeeper
• Talking a dragon out of eating you
Step 5: Equipment

All characters begin with a certain amount of money. This may reflect a sudden windfall, the character's life savings, gifts from family, or any aspect that would make sense within the game world. Starting funds should never be shared or lent during character creation even if the characters are family, friends, or acquaintances.

Starting Gold

All characters start with 2d4 x 10 Gold to spend in addition to their starting equipment listed on their character class.

Coin Conversions

10 gold = 1 Platinum Piece

10 silver = 1 gold

10 copper = 1 silver

For more details on coins and gems: visit the Treasure and Money Page

Armor

<table>
<thead>
<tr>
<th>Name</th>
<th>Armor Class</th>
<th>Cost (Gold)</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>None</td>
<td>10</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>Leather Armor</td>
<td>13</td>
<td>20</td>
<td>15 lbs</td>
</tr>
<tr>
<td>Scale Mail Armor</td>
<td>14</td>
<td>250</td>
<td>30 lbs</td>
</tr>
<tr>
<td>Chain Mail Armor</td>
<td>15</td>
<td>40</td>
<td>40 lbs</td>
</tr>
<tr>
<td>Banded Mail Armor</td>
<td>16</td>
<td>400</td>
<td>45 lbs</td>
</tr>
<tr>
<td>Plate Mail Armor</td>
<td>17</td>
<td>800</td>
<td>60 lbs</td>
</tr>
<tr>
<td>Shield</td>
<td>+1</td>
<td>10</td>
<td>5 lbs</td>
</tr>
</tbody>
</table>
## Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Cost (Gold)</th>
<th>Type</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fist</td>
<td>1d2</td>
<td>-</td>
<td>bludgeoning</td>
<td>-</td>
</tr>
<tr>
<td>Torch</td>
<td>1d4</td>
<td>2</td>
<td>burning</td>
<td>1 lb</td>
</tr>
<tr>
<td>Dagger*</td>
<td>1d4</td>
<td>5</td>
<td>piercing</td>
<td>1 lb</td>
</tr>
<tr>
<td>Short Sword</td>
<td>1d6</td>
<td>10</td>
<td>piercing</td>
<td>2 lbs</td>
</tr>
<tr>
<td>Long Sword</td>
<td>1d8</td>
<td>15</td>
<td>piercing</td>
<td>4 lbs</td>
</tr>
<tr>
<td>Bastard Sword (2 handed)</td>
<td>1d10</td>
<td>35</td>
<td>piercing</td>
<td>8 lbs</td>
</tr>
<tr>
<td>Claymore Sword (2 handed)</td>
<td>2d6</td>
<td>75</td>
<td>piercing</td>
<td>16 lbs</td>
</tr>
<tr>
<td>Mace / Warhammer</td>
<td>1d6</td>
<td>5</td>
<td>bludgeoning</td>
<td>4 lbs</td>
</tr>
<tr>
<td>Battle Axe</td>
<td>1d8</td>
<td>25</td>
<td>piercing</td>
<td>6 lbs</td>
</tr>
<tr>
<td>Great Axe (2 handed)</td>
<td>2d8</td>
<td>80</td>
<td>piercing</td>
<td>15 lbs</td>
</tr>
<tr>
<td>Maul (2 handed)</td>
<td>2d6</td>
<td>80</td>
<td>bludgeoning</td>
<td>20 lbs</td>
</tr>
<tr>
<td>Staff</td>
<td>1d8</td>
<td>10</td>
<td>bludgeoning</td>
<td>2 lbs</td>
</tr>
</tbody>
</table>

## Ranged Weapons

<table>
<thead>
<tr>
<th>Name</th>
<th>Damage</th>
<th>Cost</th>
<th>Type</th>
<th>Weight</th>
<th>Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Crossbow</td>
<td>1d8</td>
<td>25</td>
<td>piercing</td>
<td>6 lbs</td>
<td>80/320</td>
</tr>
<tr>
<td>Crossbow, Hand</td>
<td>1d6</td>
<td>75</td>
<td>piercing</td>
<td>3 lbs</td>
<td>30/120</td>
</tr>
<tr>
<td>Crossbow, Heavy</td>
<td>1d10</td>
<td>50</td>
<td>piercing</td>
<td>10 lbs</td>
<td>100/300</td>
</tr>
<tr>
<td>Dart</td>
<td>1d4</td>
<td>1</td>
<td>piercing</td>
<td>1/2 lb</td>
<td>30/120</td>
</tr>
<tr>
<td>Sling</td>
<td>1d4</td>
<td>5</td>
<td>bludgeoning</td>
<td>0.5 lbs</td>
<td>30/120</td>
</tr>
<tr>
<td>Spear</td>
<td>1d6</td>
<td>10</td>
<td>piercing</td>
<td>4 lbs</td>
<td>30/120</td>
</tr>
<tr>
<td>Short Bow</td>
<td>1d6</td>
<td>30</td>
<td>piercing</td>
<td>2 lbs</td>
<td>80/320</td>
</tr>
<tr>
<td>Long Bow</td>
<td>1d6</td>
<td>75</td>
<td>piercing</td>
<td>3 lbs</td>
<td>150/600</td>
</tr>
</tbody>
</table>

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## Misc Goods

<table>
<thead>
<tr>
<th>Goods</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Backpack (empty)</td>
<td>2 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Bedroll</td>
<td>1 sp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Bell</td>
<td>1 gp</td>
<td>–</td>
</tr>
<tr>
<td>Blanket, winter</td>
<td>5 sp</td>
<td>3 lb.</td>
</tr>
<tr>
<td>Bottle, wine, glass</td>
<td>2 gp</td>
<td>–</td>
</tr>
<tr>
<td>Caltrops</td>
<td>1 gp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Candle</td>
<td>1 cp</td>
<td>–</td>
</tr>
<tr>
<td>Chalk, 1 piece</td>
<td>1 cp</td>
<td>–</td>
</tr>
<tr>
<td>Crowbar</td>
<td>2 gp</td>
<td>5 lb.</td>
</tr>
<tr>
<td>Flint and steel</td>
<td>1 gp</td>
<td>–</td>
</tr>
<tr>
<td>Grappling hook</td>
<td>1 gp</td>
<td>4 lb.</td>
</tr>
<tr>
<td>Hammer (12 nails)</td>
<td>5 sp</td>
<td>2 lb.</td>
</tr>
<tr>
<td>Lamp, common</td>
<td>1 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Mirror, small steel</td>
<td>10 gp</td>
<td>½ lb.</td>
</tr>
<tr>
<td>Oil (1-pint flask)</td>
<td>1 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Pole, 10-foot</td>
<td>2 sp</td>
<td>8 lb.</td>
</tr>
<tr>
<td>Pouch, belt (empty)</td>
<td>1 gp</td>
<td>½ lb.</td>
</tr>
<tr>
<td>Rations, trail (per day)</td>
<td>5 sp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Rope, hempen (50 ft.)</td>
<td>1 gp</td>
<td>10 lb.</td>
</tr>
<tr>
<td>Sack (empty)</td>
<td>1 sp</td>
<td>½ lb.</td>
</tr>
<tr>
<td>Signal whistle</td>
<td>8 sp</td>
<td>–</td>
</tr>
<tr>
<td>Torch</td>
<td>1 cp</td>
<td>1 lb.</td>
</tr>
<tr>
<td>Waterskin</td>
<td>1 gp</td>
<td>4 lb.</td>
</tr>
</tbody>
</table>
### Animals

<table>
<thead>
<tr>
<th>Name</th>
<th>Hit Dice</th>
<th>Speed</th>
<th>Carry</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Horse, Light</td>
<td>3</td>
<td>60/120</td>
<td>80 lb.</td>
<td>75GP</td>
</tr>
<tr>
<td>Horse, Heavy</td>
<td>5</td>
<td>40/80</td>
<td>160 lb.</td>
<td>200GP</td>
</tr>
<tr>
<td>Horse, War</td>
<td>4</td>
<td>50/100</td>
<td>100 lb.</td>
<td>400GP</td>
</tr>
</tbody>
</table>

AC 14 / Attacks: 2d8/1d8

<table>
<thead>
<tr>
<th>Name</th>
<th>Speed</th>
<th>Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dog, Guard</td>
<td>40</td>
<td>25GP</td>
</tr>
</tbody>
</table>

AC 12 / Attacks: 1 bite (1d4)

### Table: Food, Drink, and Lodging

<table>
<thead>
<tr>
<th>Item</th>
<th>Cost</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Ale</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Gallon</td>
<td>2 sp</td>
<td>8 lb.</td>
</tr>
<tr>
<td>- Mug</td>
<td>4 cp</td>
<td>1 lb.</td>
</tr>
<tr>
<td><strong>Banquet</strong></td>
<td>10 gp</td>
<td>—</td>
</tr>
<tr>
<td><strong>Bread</strong></td>
<td>2 cp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td>- loaf</td>
<td>1 sp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td><strong>Inn stay</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Good</td>
<td>2 gp</td>
<td>—</td>
</tr>
<tr>
<td>- Common</td>
<td>5 sp</td>
<td>—</td>
</tr>
<tr>
<td>- Poor</td>
<td>2 sp</td>
<td>—</td>
</tr>
<tr>
<td><strong>Meals</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Good</td>
<td>5 sp</td>
<td>—</td>
</tr>
<tr>
<td>- Common</td>
<td>3 sp</td>
<td>—</td>
</tr>
<tr>
<td>- Poor</td>
<td>1 sp</td>
<td>—</td>
</tr>
<tr>
<td><strong>Meat, chunk of</strong></td>
<td>3 sp</td>
<td>1/2 lb.</td>
</tr>
<tr>
<td><strong>Wine</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>- Common (pitcher)</td>
<td>2 sp</td>
<td>6 lb.</td>
</tr>
<tr>
<td>- Fine (bottle)</td>
<td>10 gp</td>
<td>1-1/2 lb.</td>
</tr>
</tbody>
</table>

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Encumbrance

SimpleDnD already lists the weights of equipment, armor and weapons, so adding a weight limit is easy.

Max weight carried is Strength +4 (so a -3 would become +1) x 25 lbs.

Example: A cavalier with a strength of +3 would be able to carry 175 lbs.

Example: A wizard with a strength of -3 would be able to carry 25 lbs.

Encumbrance on Moving

Movement is reduced to 1/2 when carrying more than half of the character’s max weight.

Movement and Timekeeping

The speed listed on each race type is the distance a character can move unencumbered per turn (10 minutes). So if the characters moves 3 squares in a dungeon with 10’ x 10’ grid squares, then for every 3 squares, tick off a turn.

Searching a room also takes time, 1 turn per 30’ x 30’ space.

Hands and Holding

Characters have two hands. Period. They may not carry a torch and a sword and a shield. This goes for large sacks, rope, treasures, etc. Torches carried into combat have a DC 10 vs DEX chance of going out in the event of a successful attack on the carrier.

Treasure Weight

A single coin of any type weighs one ounce. So there are 16 coins in 1 pound.

140 carats of gems = 1 pound. A typical gem of 100gp should weigh about 1/10 lb
Torch

Torch is another wrinkle in the bookkeeping, they only burn for 1 hour (6 turns). That is an insanely short time period. I can see a torch burning out just as combat begins. If a torch burns out, apply the Special Attack Condition Blindness to all characters who are not longer in torchlight.

Furthermore, torches (and light spells) only illuminate 60 feet around them, anyone outside of that range would also suffer from blindness. Especially true if someone splits the party.
<table>
<thead>
<tr>
<th>Language</th>
<th>Typical Speakers</th>
<th>Alphabet</th>
</tr>
</thead>
<tbody>
<tr>
<td>Abyssal</td>
<td>Demons, chaotic evil outsiders</td>
<td>Infernal</td>
</tr>
<tr>
<td>Aquan</td>
<td>Water-based creatures</td>
<td>Elven</td>
</tr>
<tr>
<td>Auran</td>
<td>Air-based creatures</td>
<td>Draconic</td>
</tr>
<tr>
<td>Celestial</td>
<td>Good outsiders</td>
<td>Celestial</td>
</tr>
<tr>
<td>Common</td>
<td>Humans, halflings, half-elven, half-orcs</td>
<td>Common</td>
</tr>
<tr>
<td>Draconic</td>
<td>Kobolds, troglodytes, lizardfolk, dragons</td>
<td>Draconic</td>
</tr>
<tr>
<td>Druidic</td>
<td>Druids (only)</td>
<td>Druidic</td>
</tr>
<tr>
<td>Dwarven</td>
<td>Dwarves</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Elven</td>
<td>Elves</td>
<td>Elven</td>
</tr>
<tr>
<td>Giant</td>
<td>Ogres, giants</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Gnome</td>
<td>Gnomes</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Goblin</td>
<td>Goblins, hobgoblins, bugbears</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Gnoll</td>
<td>Gnolls</td>
<td>Common</td>
</tr>
<tr>
<td>Halfling</td>
<td>Halflings</td>
<td>Common</td>
</tr>
<tr>
<td>Ignan</td>
<td>Fire-based creatures</td>
<td>Draconic</td>
</tr>
<tr>
<td>Infernal</td>
<td>Devils, lawful evil outsiders</td>
<td>Infernal</td>
</tr>
<tr>
<td>Orc</td>
<td>Orcs</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Sylvan</td>
<td>Dryads, brownies, leprechauns</td>
<td>Elven</td>
</tr>
<tr>
<td>Terran</td>
<td>Xorns and other earth-based creatures</td>
<td>Dwarven</td>
</tr>
<tr>
<td>Undercommon</td>
<td>Drow</td>
<td>Elven</td>
</tr>
</tbody>
</table>
Leveling and Experience Progression

Gaining Experience

In each monster description, an Experience value or XP is given. This is the number of Experience Points to be awarded for each monster of that type defeated or subdued. In addition, characters get 1 XP for each 1 gp of non-magical treasure that they recover from the adventure.

The number of experience points (XP) a monster is worth is 100XP per hit dice. Typically, XP is awarded for defeating the monster, although the DM should also award XP for neutralizing the threat posed by the monster in some other manner.

For successfully executing a plan, like locating and disarming traps or creating a diversion: 100 XP per.

Experience for an encounter is divided amongst the number of characters evenly. Note: hirelings do not gain experience.

One Level at a Time

A character cannot gain more than one level of experience in one adventure. Beware if this occurs; it is a sign that you are giving out far too much treasure. In the event that this happens, the character in question would gain just enough experience to not exceed the requirement for the next level.

You Leveled Up, Now What?

Once a character has collected enough experience points advance to the next level, referencing the character’s class page. Leveling up will open new options for players, more hit points, better skills, more mana, and an improved ability focus. For example, players will roll for additional hit points for their character bases on the die listed on their class page next to Hit Points. Your character class will have details on all of these.
## Experience Point Requirements

<table>
<thead>
<tr>
<th>Level</th>
<th>Experience Needed</th>
<th>Ability Focus</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>0</td>
<td>+1</td>
</tr>
<tr>
<td>2nd</td>
<td>2,000</td>
<td>+1</td>
</tr>
<tr>
<td>3rd</td>
<td>4,000</td>
<td>+2</td>
</tr>
<tr>
<td>4th</td>
<td>8,000</td>
<td>+2</td>
</tr>
<tr>
<td>5th</td>
<td>16,000</td>
<td>+3</td>
</tr>
<tr>
<td>6th</td>
<td>32,000</td>
<td>+3</td>
</tr>
<tr>
<td>7th</td>
<td>64,000</td>
<td>+4</td>
</tr>
<tr>
<td>8th</td>
<td>128,000</td>
<td>+4</td>
</tr>
<tr>
<td>9th</td>
<td>256,000</td>
<td>+5</td>
</tr>
<tr>
<td>10th</td>
<td>512,000</td>
<td>+5</td>
</tr>
</tbody>
</table>
Death and Healing

<table>
<thead>
<tr>
<th>Death and Dying (DC 20)</th>
</tr>
</thead>
<tbody>
<tr>
<td>When characters reach zero hit points they must make a Constitution DC 20 vs death. They have three attempts to pass or their player is lost forever.</td>
</tr>
</tbody>
</table>

Example: Bob the Barbarian is reduced to 0 hit points, he has to make a saving throw vs Death (DC 20), he rolls 1d20 (18) and adds +3 for his Constitution – for a total of 21. Bob is not going to die today. He's just unconscious and stable until he can be healed.

<table>
<thead>
<tr>
<th>Resting and Recovering</th>
</tr>
</thead>
<tbody>
<tr>
<td>In an adventure is it common for a hero to be wounded. They also need to have down time where they rest, eat and other day-to-day things that wouldn’t be roleplayed. The time that is provided is for the GM to determine if the player’s characters rest attracts the attention of passing monsters or bad things. There are two types of rests:</td>
</tr>
</tbody>
</table>

Short rest this is when the players take the time to rest and tend to their wounds. A player who takes a short rest would recover 1 hit dice (roll) of health in that time due to bandaging wounds and healing. A short rest is any rest that is no less than 1 hour (6 turns).

Long rest this is when the players take the opportunity to sleep, recover spells (via prayer or study), and heal the party. A long rest is no less than 8 hours (40 turns) at which time players can recover a roll of all hit dice worth of HP.

For example: Burt the Barbarian, a third level fighter, takes a long rest. He recovers 3d10 hit points of health. His companion Mag the Magnificent, a third level magic-user, also recovers 3d4 hits points and has recovered all of this spells to use again in their adventure.

<table>
<thead>
<tr>
<th>Resurrection</th>
</tr>
</thead>
<tbody>
<tr>
<td>A potential resurrection subject may be required to roll a resurrection survival check (DC Constitution 10). If successful, the subject will be successfully revived.</td>
</tr>
</tbody>
</table>
If, however, it fails, that person is gone forever. No further attempts at resurrection can be made, and attempts to contact the spirit of the deceased will always fail.

Price to have this spell cast is 1 x 1,000 GP or a Diamond of equal value.

Poisoned

If a player is poisoned, they have only a limited time to recover. The first step is to make a saving DC vs the poison strength and add your Constitution modifier. If the save is failed, then the poison takes effect. To negate poison there are only two options – find the antidote or get a magic-user to negate the poison.
Character Conditions

When exploring dungeons and fighting dangerous monsters, your character may become effected by different conditions. These conditions will change the way the character moves, how they act or fight in combat. This is the definitive list.

<table>
<thead>
<tr>
<th>Blinded</th>
</tr>
</thead>
<tbody>
<tr>
<td>You cannot make Ranged Attacks.</td>
</tr>
<tr>
<td>Enemies have +10 to their armor class when defending</td>
</tr>
<tr>
<td>Enemies have Advantage when attacking against you.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Charmed</th>
</tr>
</thead>
<tbody>
<tr>
<td>You cannot target the source of this effect with attacks and you treat that creature as an ally and try to protect the charmer from any harm. At the start of your turn, the charmer can compel you to perform a single action on your turn.</td>
</tr>
<tr>
<td>If the Charmer is killed, the Charm effect disappears.</td>
</tr>
<tr>
<td>DC Wisdom 20 to dispel charmed effects</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Dazed</th>
</tr>
</thead>
<tbody>
<tr>
<td>All enemies gain Advantage against you.</td>
</tr>
<tr>
<td>You lose your next attack</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Immobilized</th>
</tr>
</thead>
<tbody>
<tr>
<td>You cannot move on your own: your Speed is 0.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Invisible</th>
</tr>
</thead>
<tbody>
<tr>
<td>No one can target you with a Ranged Attack.</td>
</tr>
<tr>
<td>You have +10 to Armor Class against attackers</td>
</tr>
</tbody>
</table>
You have Advantage for attacks against enemies

Enemies cannot Surprise you

Paralysis

All Melee Attacks against you are automatic critical hits, maximizing all dice.

All other attacks against you gain a +4 bonus, but SEE BELOW.

All enemies have Advantage against you, making the bonus to Non-Melee Attacks +6.

DC Constitution 20 to dispel paralysis effects

Perpetual Damage

At the start of each of your rounds, you take a given amount of a given type of damage.

Example: “ongoing 5 acid damage” deals you 5 acid damage at the start of each of your rounds.

If the duration of the effect is ‘save ends’, remember that saving checks are made at the end of your round.

Prone

You are at -2 on all attacks.

All enemies gain Advantage against you.

Movement reduced to 1/2

Standing up takes one round

Slowed

Movement reduced to 1/2

You can only attack every other round
Stunned

All enemies gain Advantage when attacking against you.

You lose your ability to do anything, except save checks, until you save.

DC Constitution 15 to remove STUN

Unconscious

All Melee Attacks against you are automatic critical hits, maximizing all dice. On your turn you take no actions, but can still roll to save.
**Encountering Monsters**

Monsters may have nearly any reaction to the appearance of a party, unless the monster description says otherwise. To find the monsters’ reactions, roll 1d20 and find the total on the left side of the Monster Reaction Chart. Use the chart to find the monsters’ actions and any further rolls needed. Use the Parties combined charisma bonus to modify the roll.

<table>
<thead>
<tr>
<th>Roll (d20)</th>
<th>Reaction</th>
<th>Secondary Reaction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Immediately Attack</td>
<td></td>
</tr>
<tr>
<td>4-9</td>
<td>Possible Attack, Roll Again:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1-10</td>
<td>Attack!</td>
</tr>
<tr>
<td></td>
<td>11-15</td>
<td>Negotiate</td>
</tr>
<tr>
<td></td>
<td>16-20</td>
<td>Friendly</td>
</tr>
<tr>
<td>10-15</td>
<td>Uncertain Attack, Roll Again:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1-6</td>
<td>Attack!</td>
</tr>
<tr>
<td></td>
<td>7-13</td>
<td>Negotiate</td>
</tr>
<tr>
<td></td>
<td>14-20</td>
<td>Friendly</td>
</tr>
<tr>
<td>16-19</td>
<td>Possible Friendly, Roll Again:</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1-5</td>
<td>Attack!</td>
</tr>
<tr>
<td></td>
<td>6-10</td>
<td>Negotiate</td>
</tr>
<tr>
<td></td>
<td>11-20</td>
<td>Friendly</td>
</tr>
<tr>
<td>20</td>
<td>Immediately Friendly</td>
<td></td>
</tr>
</tbody>
</table>
Negotiation

Uncertain monsters may try to talk or Negotiate. If they can communicate somehow, through words or hand motions, the monsters may suggest that some sort of agreement be made. This process of making offers and discussing them is called Negotiation. Reactions can make the game much more fun than having fights. With some careful thought, a good DM can keep everyone interested and challenged by the situations that can arise. Remember that no creature wants to get killed, and if the party looks or acts fierce, many creatures can be scared away or forced to surrender although large and tough monsters probably won’t scare very easily.

Example: a monster might fear the party, and offer to pay them if they will go away!

Example: In exchange for its friendship, a hungry creature might ask for food. (A hungry animal might lick its lips, obviously hungry but apparently not wanting to attack the characters.)

Example: A more intelligent monster might want a bribe, threatening to attack unless the characters give it something.

How monsters and NPCs react differs based on their alignment. Some people and monsters cannot be trusted.

Example: A Chaotic monster will not necessarily keep its promises! Chaotics are not dependable. There are many Chaotic monsters.

Example: A Neutral monster will usually keep its word, especially if it could be risky to break it. It will do what is best for itself. More monsters are Neutral than either of the other Alignments.

Example: A Lawful monster will always do what it has promised; its word is as good as a written contract. However, there are very few Lawful monsters.
Spells

Magic Points – Mana

Each day a spell casting character has a magic threshold. We'll call these mana. Spell casters gain mana by adding their level plus their ability modifier, Intelligence for Wizards or Wisdom for Clerics.

Spells are already grouped by level, so instead we'll use the level as the mana cost. So to cast a 2nd level spell would require deducting 2 mana from a character's mana pool. The spell is NEVER removed from the spell casters memory, and the same spell could be used over and over as long as their is mana in the character's mana pool.

To recover mana a character must rest. Assuming that a full 10 hours of rest can recover 100% of a character's mana, then for each hour of rest a character would recover 10% of their total mana.

Limitations

No spell caster could cast a spell for a cost higher than their level.

The spell caster cannot take any other action in a round when casting a spell.

A spell caster who cannot speak or is bound can not cast a spell.

If the spell caster takes damage before their turn in combat, the spell is interrupted and lost.

The spell caster must be able to see the target the spell is to be cast on.

Spells are just like using a skill. The spell caster must roll d20 plus their modifier (WIS/INT + Level) vs a DC 10 + spell cost/level. If they do not meet or exceed the required number the mana is used, and the spell fails.

Wizards cannot cast spell in which they do not have the formula. This means that they must have the spell, on a scroll or have the spell book and in hand, at the time of casting. If they lost the scroll or the spell book, they lose the intricate knowledge and cannot use the spells any more.
Clerics on the other hand have a limited number of spells provided by their gods. Unlike a spell book, their magic is divine and cannot be destroyed, but it can be taken from the character if the character does something against their god’s (DM) wishes. In addition, the cleric must have their holy symbol in one hand to cast their spells.

Saving Against Spells: The Difficulty Check for saving against a spell is: DC10 + the spell level. If no ability score is specified then use Wisdom.

OPTIONAL: It is recommended that the DM limit the spell choices clerics can choose from. The DM has the final say in spell picking for a cleric, and is the limit of choosing a god driven character.

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Potion of Mana

Like a potion of healing, the potion of mana can restore 1d8 mana to a spell caster. Mana can never exceed the maximum value available. These potions are expensive, rare and coveted by magic users. Typical costs are 800gp and up.

---

Sacrifice Self

A spell caster can choose to use their hit points in the event that they run out of mana. Only after a caster’s mana pool has reached zero may they use their health. 2 hit points = 1 mana. Damage taken to a character this way heals like normal.
Combat

Before combat is started, have you checked the monster's reaction to the adventurers? The other two important issues are where the characters are physically standing and whether or not they are surprised by the attack.

Marching Order

Tell your Dungeon Master where everyone is as they move. This will determine who is in range of which attacks. If no marching order is established, the DM should make a call for one to be established BEFORE combat is started. Characters who are not in the front of the marching order cannot be engaged with close range weapons, but can be hit with throw or range weapons.

Surprise

If a group is surprised (DC Wisdom/Stealth vs Players' Notice) the surprising party gains an attack with Advantage and initiative (as if they had rolled the highest initiative roll).

Combat Round

1. Declare Actions (some things are very fast or slow and may modify initiative)
2. Roll Initiative (d20 highest goes first)
3. One action taken (Move, Spell, Shoot Arrow, Hack with Sword, etc)
4. Resolve Damage (if necessary)
5. Optional: Spend a Heroic Point to gain an additional action
6. Check Morale
7. Repeat
Attacking

To attack, a player rolls d20, adds any bonuses they get from their Strength if it’s a melee weapon or Dexterity if it’s a ranged weapon. Compare that roll to the Armor Class of the target of your attack. A tie or greater than an Armor Class is a hit. A roll of a Natural 20 will result in double damage. Spells always hit their intended target automatically.

Ranged Attacks

The two numbers listed as range for a weapon represent:

The max distance used without penalty

The max distance possible.

Penalties are -2 for each additional short distance.

For Example: A cross bow has a range of 80/320.

• From 0-80 feet there is no attack penalty.
• From 80-160 attack rolls are at -2
• From 160-240 attack rolls are at -4
• From 240-320 attack rolls are at -6
• 320+ no attack is possible

Resolving Damage

Each weapon has a damage listed. Roll the dice listed, and if you have any bonuses to damage, like Strength or a Magical Sword, etc then add that to the total number. If you roll a Natural 20, roll for damage once, add all bonuses, then double the final result.
Morale

When a creature drops below 50% of their hit points they must make a morale check (DC 20 vs d20 + morale bonus) or flee the combat in a panic. If the player character does damage with a natural 20, then the check is made with Disadvantage. If a player character has a ranged weapon readied in hand, they can make one attack against the fleeing monster.

Example: A goblin is hit for 4 damage. The DM rolls d20 (5) plus the Goblin Morale (+5) Fail! The goblin takes off running at twice it's normal rate. The player shoots an arrow at the fleeing goblin, killing it with ease.

Special Combat Moves and Actions

Disarm

As a melee attack, you may attempt to disarm your opponent. You and the defender make opposed attack rolls. The wielder of a two-handed weapon on a disarm attempt gets a +4 bonus on this roll. If you beat the defender, the defender is disarmed. If you attempted the disarm action unarmed, you now have the weapon. If you were armed, the defender’s weapon is on the ground in the defender’s square. If you fail on the disarm attempt, the defender may immediately attack with Advantage.

Throwing Things

Thrown Weapons: A spear, dagger, or hand axe may be either thrown or held. They are good weapons to use when the monsters are nearby, as the character can use any thrown weapon in hand-to-hand combat. If the weapon is not thrown, Strength bonuses are used instead of Dexterity, and no adjustments are made for Range or Cover. A dagger or hand axe may be thrown at an opponent within range. Each spins in the air striking with the blade forward.

A spear is a long shaft of wood or metal with a sharp tip, and can be thrown straight at an opponent. It has the best range of any thrown missile.
Holy Water

This is water which has been specially prepared by a Cleric for use against Undead creatures. It can be used by any character. Holy Water must be kept in small, specially prepared glass bottles (known as vials) for it to remain Holy. The effect of one vial of Holy Water on an Undead creature is 1d8 points of damage. For it to cause damage, it must successfully strike the target, thus breaking the vial. It may either be thrown (using missile fire rules) or used hand-to-hand (using normal combat rules).

Oil

Oil is carried in small bottles (known as Flasks), and is often thrown as missiles. It may also be spread on a floor. In either case, it will be slippery but not dangerous until it is lit by flame.

One flask of oil will make a pool 3’ in diameter, which will burn out in one turn if lit. Burning oil will cause 1d8 points of damage per round to victims in the flames, including any creature trying to cross a pool of burning oil. Oil thrown at a creature will either miss (forming a pool where it falls) or hit. If it hits, it will drip off in a few rounds; if lit, the victim will take damage for 2 rounds at most.

Oil may be lit with any flame, such as a torch. If a torch is thrown at a creature, another Hit Roll must be made, but the creature’s normal AC is not used; the target of any thrown torch is treated as AC 10, regardless of the actual Armor Class of the target (but the roll is adjusted as explained below).

As with Holy Water, oil may be used either as a missile or in hand-to-hand combat.

Throwing Other Stuff

Throwing other items, like rocks or furniture, go about 20 feet plus your strength bonus, minus 1 foot per found and do 1 damage per pound.
Backstab

Thieves and Halflings are weak in toe-to-toe hacking matches, but they are masters of the knife in the back. When attacking someone by surprise and from behind, a thief attacks with Advantage and greatly increases the amount of damage his blow causes.

To use this ability, the character must be behind his victim and be hidden. Opponents in battle will often notice a character trying to maneuver behind them and the first rule of fighting is to never turn your back on an enemy! However, someone who isn’t expecting to be attacked (a friend or ally, perhaps) can be caught unaware even if he knows the thief is behind him.

The multiplier given in each character type, applies to the amount of damage before modifiers for Strength or weapon bonuses are added. The weapon’s standard damage is multiplied by the value given and then strength and magical weapon bonuses are added.

Backstabbing limitations. First, the damage multiplier applies only to the first attack made by the thief, even if multiple attacks are possible. Once a blow is struck, the initial surprise advantage effect is lost. Second, the thief cannot use it on every creature. The victim must be generally humanoid. The victim must also have a definable back (which leaves out most slimes, jellies, oozes, and the like). Finally, the character has to be able to reach a significant target area. To backstab a giant, the character would have to be standing on a ledge or window balcony. Backstabbing him in the ankle just isn’t going to be as effective.

Special Attack Conditions

Many monsters (and spells) have Special Attacks, which are mentioned in the descriptions. A character or monster can usually avoid the effects of a Special Attack if a Saving DC is successfully made (although Energy Drain has no save). Read the following explanations carefully, and refer to this section whenever Special Attacks are used in a game.

Blindness: Blindness may result from certain spells or actions, or when fighting in the dark without infravision. Some forms of “blindness” do not involve sight! The bat and giant shrew, for example, “see” using sound, and may be “blinded” by the
cleric spell Silence 15’ radius. The rule given is simply “the victim of blindness may not move or attack.” However, you may use the following optional system if desired.

A blinded creature may attack, but with a -4 penalty on all Hit rolls. Anyone attacking a blinded creature gains a +4 bonus to all Hit rolls, since the victim cannot properly defend itself. A blinded creature may move at Y3 normal speed, or up to Y3 normal speed if guided or led.

A character cannot normally attack an invisible opponent. However, if the magic-user spell Detect Invisible is used, the caster may guide others, by words or actions, making attacks possible. The characters attacking the invisible creature may be treated as if blinded, using the guidelines given above.

Charm: Some monsters can enchant a character so that the character is confused, believing that the monster is a friend. If a character is the victim of a Charm attack (from a Harpy, for example) and fails a Saving DC vs Wisdom, the character is immediately Charmed. (Bargle, the magicuser in your first adventure, Charmed your fighter.)

A Charmed character is confused and unable to make decisions. The Charmed character will not attack or harm the Charming monster in any way, and will obey simple commands from the creature if they both understand a language (whether the alignment tongue or some other language). If the Charmed character does not understand the monster’s speech, the character will still try to protect the monster from harm. Charmed characters are too confused to use any spells or magic items which require concentration.

If the Charming monster is killed, the Charm effect disappears. (A higher level spell, Dispel Magic, can be used to break the Charm without killing the monster.)

Energy Drain: This is a dangerous attack form, with no Saving DC allowed. If a character is hit by an Energy Drain attack (by a wight, for example), the character loses one Level of Experience! (A monster would lose one Hit Die from this effect.) The Energy Drain removes all the benefits: hit points, spells, and so as soon as it occurs. The victim’s Experience Point total drops to the midpoint of the new level.
A 1st level character hit by an Energy Drain attack is killed. There is normally no way to cure an Energy Drain. The character can only regain the Level through normal adventuring and earning the Experience Points all over again.

Paralysis: This effect “freezes” a character. If a character is hit by a Paralyzing attack and fails the Saving DC vs Constitution, the character is unable to do anything. The character is not dead, and a character cannot die from mere paralysis.

A paralyzed character remains awake, aware of what is happening, but cannot do anything that requires movement (including speaking, spell casting, and so forth) until the paralysis ends. All attacks on a paralyzed creature will automatically hit; only a roll for damage is made. Paralysis itself has no permanent effects of any kind. It lasts for 2-8 turns (unless a different number is given in the monster description). The spell Cure Light Wounds can be used to remove the paralysis, but will not cure any damage when used for this purpose.

Poison: Poison is a danger to all characters. If a character is hit by a poisonous attack (by a snake, for example) and misses the Saving DC vs Constitution, the character will usually die. Individual poisons will have differing effects.
Hirelings and Henchmen

“It’s dangerous to go alone!” – Legend of Zelda

What are Hirelings and Henchmen

Just as in real life, there are always people out there who are willing to lend a hand for a gold piece or two. The could be fighters to help with a raid or torch bearers who’s sole purpose is to provide light and help carry treasure.

Most hirelings will not, under any circumstances, subject themselves to dangerous situations. Hirelings that will, will alway receive a share of the loot gathered.

The Dungeon Master will determine if there are hirelings available and which types.

Types of Hirelings and Costs

The costs listed here should be adjusted by the Dungeon Masters based on the following: size of town or village, how dangerous the target location, and the charisma of the player party.

<table>
<thead>
<tr>
<th>Hireling</th>
<th>Daily Wage</th>
<th>Share</th>
<th>AC</th>
<th>Hit Dice</th>
<th>Damage</th>
<th>Carry</th>
</tr>
</thead>
<tbody>
<tr>
<td>Guide</td>
<td>15sp</td>
<td>–</td>
<td>13</td>
<td>d8</td>
<td>d6</td>
<td>120lbs</td>
</tr>
<tr>
<td>Laborer</td>
<td>10sp</td>
<td>–</td>
<td>10</td>
<td>d8</td>
<td>d4</td>
<td>140lbs</td>
</tr>
<tr>
<td>Servant</td>
<td>5sp</td>
<td>–</td>
<td>10</td>
<td>d8</td>
<td>d2</td>
<td>100lbs</td>
</tr>
<tr>
<td>Squire (Melee)</td>
<td>50sp</td>
<td>1/10</td>
<td>16</td>
<td>d8</td>
<td>d8</td>
<td>130lbs</td>
</tr>
<tr>
<td>Fighter (Melee)</td>
<td>1gp</td>
<td>1/5</td>
<td>17</td>
<td>2d8</td>
<td>d8 +1</td>
<td>160lbs</td>
</tr>
<tr>
<td>Archer (Ranged)</td>
<td>5gp</td>
<td>1/4</td>
<td>15</td>
<td>2d8</td>
<td>d8 +2</td>
<td>160lbs</td>
</tr>
</tbody>
</table>

SimpleDnD Core Rulebook Page 69
Full Rules Summary

Skill Focus  PC level / 2 rounded up added to one ability
Strength  Damage, Hit Bonus, Pulling, Pushing or Lifting – Save vs Paralysis
Intelligence  Knowledge, Disguise, Recall, Appraisals – Save vs Magic
Dexterity  Armor Class, Acrobatics, Balance, Climbing, Ranged Hit Bonus
Wisdom  Listening, Hiding and Searching Checks – Save vs Gas
Constitution  Hit Point, Stamina, Save vs Poison
Charisma  Morale, Negotiation, Leadership

Difficulty Checks  d20 + Ability Score >= target DC

Very Easy (0)  Notice something large in plain sight
Easy (5)  Climb a knotted rope
Average (10)  Hear a loud approaching guard
Tough (15)  Rig a wagon wheel to fall off
Challenging (20)  Swim in stormy water
Formidable (25)  Open a good lock
Heroic (30)  Leap across a 30-foot chasm
Nearly Impossible (40)  Track a squad of Orcs across hard ground after 24 hours of rainfall

Notice (passive)  Wisdom + Wisdom Ability Focus + 10

Heroics  Before roll: Gain Advantage. After roll: reroll or one additional action in combat
Advantage  2d20 take highest roll (disadvantage take lowest)
Team Work  d20 with Advantage + highest party ability bonus
Magic Mana    Level + Ability Bonus (and focus)
Self Sacrifice Use Hit Points for Mana

Encumbrance
Max Weight    Strength +4 x 25 lbs
Carry Weight  1/2 weight = 1/2 movement

Conditions
Blinded No range attacks, -10 to AC, Enemies attack with advantage
Charmed       Protect charmer, save DC 20 vs Wisdom
Dazed         Lose next attack, enemies attack with advantage
Immobilized   Movement 0'
Invisible     +10 to AC, Attack with advantage, cannot be targeted by range
Paralysis     Enemies auto hit + crit, save DC 20 vs Constitution
Perpetual Damage Deal damage at the start of each round
Prone         -2 to hit, enemies attack with advantage, stand up 1 round
Slowed        Movement 1/2 normal
Stunned       Enemies attack with advantage, save DC 15 vs Constitution
Unconscious   No actions, Enemies auto hit + crit

Armor Class   Number needed to hit
Shield        +1 to Armor class
Light Cover   +3 to Armor class, 50% coverage
Full Cover    +5 to Armor class, 90% coverage
Full Dodge    d20 + Dexterity vs attacker roll, dodger lose next attack
Encounter  d20 + Highest Charisma vs Reaction Chart

Attack  result 1 – 3

Possible Attack  result 4 – 9 (reroll – 5)

Uncertain  result 10 – 15 Roll Again

Possibly Friendly  result 16 – 19 (reroll + 5)

Friendly result 20+

Negotiation  If the player speaks the monster’s language – d20 – 10+ monster talks

Combat Round

Surprise  d20 + Wisdom vs Highest Party Notice

Declare Party Actions  Flee, Fight, Talk

Declare Player Actions  Melee Attack, Range Attack, Spell, Move

Initiative  d20 highest to lowest

Melee Attack  d20 + Hit Bonus vs Armor Class

Ranged Attacks  +1 short range, +0 normal range, -5 at long range

Cast Spell  DC 10 + Spell Level vs d20 + Intelligence – auto hit

Morale Checks  DC 20 + Morale or flee

Death  Save DC 20 vs Constitution

Healing  Heal 1 Hit Dice / Hour

Resting 8 hours – recovered (level #) x Hit Dice health, all mana
New Role-Player Tips

These are a few key tactics and tips that will allow you to survive longer and enjoy the game to its fullest.

Measure Twice, Cut Once

Once you’ve determined the layout of the area you are exploring come up with a plan on confronting the baddest monster. How can you best leverage the environment? What happens if you get lost? Separated? Who should attack with what weapon to maximize your success? Having a good plan can be the difference between an epic story or starting over with new characters.

Why are we here?

Don’t forget to keep focus on why you are exploring in the first place. There is always more advancement when your characters don’t end up dead with an uncompleted quest.

Excuse Me, Sir?

Ask many many questions of townsfolk and other NPCs BEFORE going on a quest. They typically will yield important clues, rumors and information that can make the story, fun and game better.

Ask Lots and Lots of Questions

Do we hear anything? What is the floor made out of, does it seem ok? Can we search the whole room? Is there a breeze? As a player you need to use the DM to tell you all you need to know about your environment. God forbid you don’t check that floor before you walk across it and fall into the spike lined pit filled with acid. Remember you have to tell the DM that you’d like to search for traps specifically, “I’ll search the chest for traps”, or listen “I’ll put my ear to the door, can I hear anything?” in order for a check to happen.
It's the map, it's the map, it's the map, it's the map!

Keeping even a rough sketch of the flow of the dungeon can save lives. Know where you've been and being able to find your way around are very important to all explorers - especially in a game where there are no boards or minis. If you are in a dungeon with wandering monsters, knowing where they are can help the party to ambush or avoid them.

Not everything can be killed

Many monsters or collections of monsters will easily overwhelm and destroy a party. Total Party Kill (TPK) are very common for players who charge in with swords drawn. Explore other options when dealing with monsters, sneaking around, diversions or even *gasp* talking to intelligent monsters.

Things are not always what they seem

Not all creatures are evil, not everything needs to be killed, not all chests are safe, not all floors are solid.

Play To Your Strengths

There's no sense in having a thief act like a fighter (unless you have a really awesome healer in your group).

Scout Ahead

Halflings and Thieves are excellent at stealth, leverage those characters to identify potential pitfalls before the whole party charges in.

Keep Ranged Attackers in the Back

Characters with ranged weapons or spells can attack creatures from long distances. Keep them in the back of the marching order to both protect them and to take advantage of their special attacks. A magic-user is an extremely powerful attacker when they're not dead.
Starter Encounter: Arachnid Ambush

This is simple ENCOUNTER and should be part of a greater story. Read the indented information to the party. Instructions to the DM are in italics. I would adjust the number of spiders so there are no more than 1 spiders per collective character level.

The party has a very uneventful trek the mile or so from the village to the stream crossing. A small stone bridge has been built over the lazy water flow and the party can see the trail break off to the north, up to the source of the water.

The main road so far has been patrolled frequently by the dwarves and the villagers. The forest, on the other hand, may not be as safe.

Fishing Spiders

About 500 yards up stream, the trees and the water become more and more criss crossed with spider webs. Sparsely at first, then more and more thick. You can clearly see small things, maybe wolves or birds, or maybe even small humanoid shape; each neatly wrapped in webbing. Before the party can turn to retreat, the webbing has been built to close off any retreat!

Upon realizing their fate, it is already too late and the spiders are upon the party! These spiders have set up a very successful trapping system. They catch whatever comes into their area of the stream – even a few of the monster have been trapped and eaten.

NOTE: Spider should attack from all directions, even above.

Large Spiders (7)

AC 12,
Hit Dice: 1 – 6 Hit point
Attacks: 1
Hit Bonus: +1
Damage: 1d6 (bite + poison) - These spiders are poisonous!
XP: 175 each
Poisoning: Characters should roll a DC Constitution 15 or become poisoned. The large spider’s poison takes effect after 15 minutes of being wounded. A failed save results in an additional 1d6 points of damage.

Read after defeating the spiders.

As the last spider sprays its life blood on the forest floor, the characters catch their breath and have an opportunity to look around.

Now is the time for the characters to search for loot. A successful search check (DC Wisdom 17) will uncover the following items:

- Box of 20 Arrowheads (5 sp, 1 lb)
- Pole (10’) (5 cp, 8 lb)
- Sickle (1 gp, 2 lb)
- Small Cask of Common Spice (5 gp, 5 lb)
- Wedge of Cheese (8 sp, 4 lb)
- 1 platinum piece
- 2 gold pieces
- 10 silver pieces

Award experience points as follows:

Everyone gets 500 points for surviving as a team

Individuals get 175 points for each spider they helped to kill
Village of Cresthaven

All great adventures have a start and in SimpleDnD players begin their quest to become heroes in the village of Cresthaven.

Cresthaven

Population: 250

Mayor: Lord Bakkus IV

Main Product: Ore from the nearby quarry and grains

Town features: Town square, temple, blacksmith (armor and weapons), general supplies, livestock auction house, the Manor Bakkus, Oddities Shoppe, hangman’s nobb, the New Inne and the Cross Arms tavern.

Protection: Militia of about 50 men and boys, 5 trained soldiers (2nd level cavaliers)

Location: On the King’s Road from King’s Fell and the Dwarven stronghold at Tark’Tartuk
The Cross Arms Tavern

Every good town needs a good tavern. The Cross Arms offers everything a wayward adventurer could need. Food, rest and good company. Come on in, the fire is warm and the drink is strong.

| Location |
Just on the main square of Cresthaven, this inn is the heart of the village.

| Description |
The inn is a two-story timber and brick building, with several leaded glass windows and dwarf-wrought iron tables and chairs. Accommodations consist of several large rooms with beds and straw mattresses. The inn has recently become infested by rats.

| Innkeeper |
The innkeeper is an old female elf named Ilming. She possesses a magical helmet which was created by the illustrious elf armorer Ilming.

| Menu |
Boiled Mutton and Lettuce, Tankard of Beer (11 cp)
Stewed Sausage and Curd Cheese, Tankard of Stout (12 cp)
Wheat Porridge, Mug of Stout (3 cp)
Salted Sausage and Peas, Tankard of Cider (7 cp)
Vegetable Stew, Mug of Bitter (5 cp)
Stewed Goose and Oat Bread, Tankard of Bitter (12 cp)
Roasted Mutton and Peas, Tankard of Mead (10 cp)
Patrons

Kather Lemayc: Female Human Craftsman, Evil. Kather is heavyset, with straight copper hair and narrow brown eyes. She wears travel-stained clothing and a black cloak.

Rimi Borgeson: Male Dwarf Aristocrat, Neutral. Rimi has cropped black hair and amber eyes, and a thin moustache. He is extravagant and ambitious. Rimi seeks a party to find and explore the ancient ruins of Turi's Hold.

Friado: Male Halfling Peasant, Evil. Friado has matted blonde hair and large hazel eyes, and a thick beard. He wears travel-stained clothing and riding boots. Friado has an animal companion, a mottled goat named Aler.

Anzil: Female Dwarf Professional, Evil. Anzil has curly silver hair and brown eyes. She is vulgar and corrupt. Anzil seeks a party to recover and destroy an evil artifact from Frinain's Deep.

Ugmar: Male Dwarf Artist, Good. Ugmar has red hair and dark hazel eyes. He wears expensive clothing and silk gloves.

Rumors

An empire of trolls and hags lies beneath the Prison of Gundage the Profane

Mysterious lights have appeared in the Marthy Forest

Enet was murdered by thieves in the town square last night

The reeve has been seen near the Dark Prison of Souls with a company of adventurers

An undead knight in the ruins of Thyte Keep holds a demon imprisoned for eternity
Make an Adventure!

To the left is a blank map. This is your chance to create your own adventure!
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I miss the old days of playing the simple game of D&D with my friends. No skills, no crazy complex ruleset, just having fun. So I cracked open my 80s red box and started rereading the game. While the content and memories are pure gold, the rule consistency is all over the map.

This book is designed to be the gateway to epic fantasy with only 20 minutes to have a full group of people ready to play. Inside you'll find everything you need to pick a race, a class, buy equipment, and more. So grab your friends, a set of dice and some paper and get ready for adventure!

For complete rules, spells descriptions, dungeon master guides, adventures, tips and more; visit the web site: https://simplednd.wordpress.com