Dungeon Plungin

Game Masterless Dungeon Crawling

CHARACTER BUILDING

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Without them, this would have been impossible!

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The Character Builder Book

This book describes how to build the player's Heroes for a game of Dungeon Plungin. Heroes grow in power with each successful Quest, and this book provides options for this development, in the form of special abilities and items.

Players need four Heroes to use in the game. They can either be one of the sample characters, or they can make their own Heroes, using the blank Character Sheet provided at the end of this book. It is ok for a player to create more than one Character if there are less than four players.

Creating a Hero

Name and Concept

Start by coming up with a name and a concept for your Character and writing it on the Character Sheet. “Concept” (also called “Class”) is the type of Hero you’re building, like a Wizard or a Warrior.

Most heroes in Dungeon Plungin’ are considered human, but if you like, you can also choose a distinct race for your Hero (like Dwarf, Elf or Halfling), as part of your concept. Aside from cosmetic differences, race impacts the costs of acquiring certain Special Abilities (see later) and some items may react differently to some particular races.

Level

Heroes start their careers at level 1. “Level” is a measure of a Character general prowess and is increased (up to 10) as the party accumulates Experience Points. Among other things, Level determines how many Stat Points a Hero has available to improve his stats and how high it may go (however, any stat can be modified beyond this natural limit by items or abilities).

Character Stats

During the game, Characters will make Stat Checks to accomplish tasks, as described on the main Rule Book. All Characters (Heroes and Monsters) have a few numeric stats, ranging from 1 to 10, described below.

Attack	**(ATK)**	physical attack power and combat expertise, both melee and ranged; modified by weapons
Defense	**(DEF)**	physical defense and ability to dodge attacks; modified by armor and shield
Magic	**(MAG)**	the character’s magical ability, knowledge of arcane arts or divine blessings, used to cast spells
Movement	**(MOV)**	how many squares a Character can move on his turn
Life	**(LIFE)**	vitality, how many hits a Character can take before being defeated
Resistance	**(RES)**	vigor and constitution, used to negate poison, lift heavy objects and endure harsh conditions
Dexterity	**(DEX)**	agility, coordination and reflexes, used to handle traps, locks and complex machinery
Wits	**(WIT)**	the intelligence, perception and charisma of a Character, used to detect hidden things

Stats are raised using Stat Points, which are gained at Hero creation and at each level up. A Hero’s stats should reflect the Concept of your Hero: a wizard concept would have high Magic and Wits stats, while a thief might have high Dexterity and Wits stats.

During creation, each Hero can spend up to **20 Stat Points** to increase his stats and acquire Special Abilities (see later). Each stat will start out at 1, except for MOV and LIFE which start at 3.

Starting Stats

ATK	DEF	MAG	MOV	LIFE	RES	DEX	WIT
1	1	1	3	3	1	1	1

To raise a stat by 1, you must spend the amount of Stat Points equal to the new stat. The following table summarizes how many Stat Points you must invest to raise a stat from 1.

Stats Costs

1	2	3	4	5	6	7	8	9	10
-	2	5	9	14	20	27	35	44	54

For Example: you could use five stat points to increase an ATK of 1 to 3 (two stat points to raise it to 2 and three stat points to raise it to 3), two stat points to increase RES from 1 to 2, five points to increase DEF from 1 to 3, and the final three points to increase LIF from 2 to 3.

Stat Points are always tracked separately for each Hero (you can't give them to another party member, even if you control both of them). Unspent Stat Points during Character Creation or at Level Up are not lost. The Hero can use them whenever he wants (though he must be outside of the Dungeon to do so).

Optional Rules for Hero Creation

Stronger Heroes: if you want more powerful Heroes, you can simply begin with extra Stat Points, but consider instead starting at a higher Level, that is, build a Level 1 Hero and then increase his Level using the Advancement rules.

Stat Arrays: instead of calculating how much each stat costs, simply choose a stat array below and distribute the numbers among your stats. This makes building your Hero much faster, but if you want to purchase Special Abilities, you must decrease a stat in order to get back some Stat Points.

- Standard Array: 4, 3, 3, 3, 2, 2, 2, 1
- Focused Array: 5, 4, 3, 2, 1, 1, 1, 1

Balanced Stats: you must spend your Stat Points in the following order. In this variant, you begin with 30 Stat Points.

- ATK, DEF and MAG start at 1, but you can increase them with 10 stat points.
- RES, DEX and WIT start at 1, but you can increase them with 10 stat points.
- LIFE and MOV both start at 3.
- Finally, increase any of the above stats and/or acquire Special Abilities with the remaining 10 stat points.

Special Abilities

The Concept of your Hero will be better defined by the special abilities he acquires during his adventures. Using his available Stat Points, a Hero can purchase one Special Ability for each Character Level he possesses.

You are not forced to purchase Special Abilities – you may focus on increasing your stats alone.

These abilities may also have other requirements such as another Special Ability or a minimum stat level. If for whatever reasons you can't meet these requirements, you can't activate that Special Ability (you do not loose the Ability).

For Example: The Ranger wants the "Dual Weapons" Special Ability. That will cost him 8 Stat Points, and he must also have a minimum RES 3 and DEX of 5. He meets those criteria and purchases the Ability. During the Quest, the Ranger opens a chest and activates a magic trap that curses him, receiving a -2 penalty to RES. This lowers his stat below the RES 3 requirement, so until he recovers from the poison the Ranger won't be able to wield two weapons.

All abilities are grouped by theme:

Special Ability Groups

Resolve	Determination, either from high morals, faith or simply ambition.
Agility	Quickness and mobility.
Endurance	Defensive abilities and superior physical constitution.
Battle	Offensive training and special maneuvers for combat.
Lore	Knowledge skills and magic abilities.
Rogue	Stealthy activities, with a knack for thieving.

Besides helping you quickly find the right ability for your Hero, members of a specific race receive a "discount" when purchasing abilities of a couple of groups:

Races and Special Abilities

Humans	may purchase Resolve and Battle Abilities for 1 less Stat Point
Elves	may purchase Agility and Lore Abilities for 1 less Stat Point
Halflings	may purchase Agility and Rogue Abilities for 1 less Stat Point
Dwarves	may purchase Battle and Endurance Abilities for 1 less Stat Point

For Example: The Quick Learner Ability (from the Resolve Group) costs 6 Stat Points to an Elf, but only 5 to a Human.

Agility	Cost	Effect	Prerequisite
Acrobatics	4	May tumble through an opponent's space, at the cost of 2 squares of movement.	Nimble, cannot be wearing heavy armor or using a shield.
Dodge	4	When attacked, immediately move 1 square in any direction you choose, if your enemy misses.	DEX 3
Dual Shot	4	Use an Action to make two ranged attacks, dividing your ATK dice between the two targets.	
Dual Weapons	8	You can use an Action to make two melee attacks, one with each weapon. Both attacks receive a -2 penalty.	DEX 5, RES 3 must be wielding two weapons.
Evasion	4	Add +1 bonus to your DEF and/or DEX when defending against ranged attacks.	DEX 5, Dodge, cannot be wearing heavy armor or use a shield.
Fast Runner	8	Run MOV+3 in a straight line.	Nimble
Initiative	4	You gain ATK+2 against all enemies that were placed on the board but haven't acted yet.	DEX 3
Lunge	10	Move straight up to 2 squares and attack with same action, gaining +1 on ATK roll	DEX 5
Nimble	8	While the Hero is at full life he gains an extra Movement Action.	DEX 3, can't be wearing heavy armor or using a shield.
Positioning Attack	6	Use an Action to make a melee weapon attack and, if you hit, instead of a pushback, you slide the target in any direction you choose.	
Far Shot	4	Increase 2 squares to the range of your thrown and ranged weapons. Special: you can take this ability more than once to add one extra square, but each time, increase the DEX requirement by 2.	DEX 3
Skirmish	6	On any turn you move more than 2 squares, you gain +1 on your next melee attacks.	DEX 5, Nimble
Switch Attack	4	Use an Action to make a melee weapon attack and, if you hit, switch places with the target.	
Take Aim	6	For each one Action you take aiming, you gain +2 on your next ranged attack roll.	

Battle	Cost	Effect	Prerequisite
Brute Strike	4	Add 1 square to the maximum distance you can pushback your foes	RES 3, must use a blunt weapon, like a mace, hammer, or staff
Charge	6	The Hero can combine a move and melee attack into a single attack Action. The Hero must move straight forward a minimum of 4 squares before making the attack with a +2 bonus. If you hit, the target is pushed back 1 extra square. However for the rest of this Action phase the Hero receives a -2 penalty to all defense rolls.	RES 3, DEX 3, MOV 4
Charging Spear	4	When you Charge using a spear, you deal 1 extra damage.	Charge, must be using a spear
Cleave Attack	4	Use an Action to make a melee weapon attack. If you kill the target, make a second attack against another adjacent target, but with a -2 penalty.	RES 5, DEX 3
Counter Attack	6	As a Reaction, make a melee weapon attack against an enemy who missed you in melee combat.	
Monkey Grip	4	Hold a one handed sword, mace or axe in two hands to gain +1 on all attacks.	
Opportunity Attack	8	As a Reaction, if a monster tries to leave a square within your melee reach, you can make an immediate melee weapon attack.	
Power Strike	6	Use an Action to make a melee weapon attack with a -2 penalty, but if you hit, then you deal 2 extra damage.	
Reckless Attack	10	Use an Action to make a melee weapon attack with ATK+1, but take DEF-2 until your next turn. If you hit, you cause one extra point of damage.	
Reckless Charge	10	make a Move and ATK+2, DMG+2, DEF-2	reckless attack, charge attack
Stunning Attack	10	Use an Action to make a melee weapon attack and, if you hit, the target is stunned (looses one of its next actions).	RES 3, must use a blunt weapon, like a mace, hammer, or staff
Unarmed Fighting	6	You can fight without weapons, using only your fists. You gain a +2 ATK bonus and can use other Special Abilities (like Weapon Focus, Stunning Attack or Sure Attack) as if you were equipped with a mace or a dagger.	WIT 3, DEX 3
Weapon Master	12	When a player chooses this Special Ability for their Hero they must pick a weapon type the Hero possesses. When he makes an ATK check with the chosen weapon, you can count up to 3 results of [4] as a success. Special: you can take this ability up to three times, but each time increase the RES requirement by 2, for a total of 9 dice, at DEX 9.	Weapon Proficiency
Whirlwind Attack	10	Use an Action to make a melee weapon attack against all enemies you can reach.	Cleave Attack

Endurance	Cost	Effect	Prerequisite
Armored Mobility	8	Reduce the MOV penalty for wearing armor or shield by 1.	RES 5, DEX 5
Challenge	6	May make a free attack against adjacent opponents who attack allies. You must be adjacent to the target.	Defender
Defender	4	Adjacent (including diagonal) allies gain DEF+1. Also, in case any condition requires it, for all purposes, you are considered to be using a shield (though you do not gain the shield's bonus to DEF), even when using a two handed weapon.	RES 3
Diehard	4	Once per Quest, when a Hero loses his last LIF, make a RES check. On success, he doesn't die, but instead stays alive with 1 LIF.	
Engage	8	Opponents who start their turn adjacent can only move 1 space.	
Healer's Lore	4	Cure spells, abilities and items you use heal 1 extra LIFE	
Healing Touch	6	Sacrifice 1 LIFE to heal 2 damage on an adjacent ally.	MAG 3
Hold the line	6	Opponents who move adjacent to you must end their movement (cannot chase other hero due to Laws).	
Parry	6	The Hero can use a weapon to parry. The weapon adds 1 die to Defense rolls.	
Pit Dweller	2	The Hero is familiar with pitfalls and can ignore the effects of pits, holes or any sort of opening in the floor. Instead they will always be able to move beside the pit or hole when it forms.	DEX 3
Second Wind	4	Recover a number of LIFE points up to your RES (once per dungeon)	RES 3
Shield Cover	6	As an Action, allies adjacent to you gain a bonus to DEF equal to your shield bonus.	RES 5, Defender, must be using a shield
Touch of Life	6	You can revive fallen Heroes when using Healing Touch.	Healing Touch, MAG 3
Toughness	4	Gain +2 max Life (not restricted by level max stat)	

Lore	Cost	Effect	Prerequisite
Acolyte	6	When you go to the Temple, you recover all your LIFE free of charge, and you may use the other Temple services on yourself at half price.	
Dark Vision	2	The Hero can see in the Dark. He is immune to effects of darkness or night, but not blindness.	
Lucky	6	Whenever the Hero rolls on the Random Event chart, he may make two rolls and choose the one he or she wants.	
Magic Bolt	6	You can make a ranged magic attack, using MAG instead of ATK. The range equals your MAG stat.	Magic School
Magic Curse	4	As an Action, you can curse the enemy closest to you, up to 5 squares. It grants you and all your allies a +1 ATK against that target. The curse ends if you take any damage or if you curse another character.	Magic School
Magic Focus	6	Gain MAG +1 when LIFE is at max.	
Magic School	4	The Hero must select a magic school to pick spells from. Upon taking this Special Ability the Hero can pick two dif. 1 spells of that school for free. Other spells must be purchased. You can take this ability more than once, to select a different Magic School. But you do not receive any more free spells. See the Spell Book for the full list of Schools and Spells.	WIT 2
Magic School Specialization	10	Choose one school of magic you are proficient with. You gain a +1 to MAG when casting spells from that school. Also, your opponents roll one less dice when resisting your spells from that school.	Magic School, WIT 5
Magic Ward	4	As an Action, you can choose to place a ward on a character within 5 squares of you, who gains +1 to DEF. The ward ends at the start of your next turn.	Magic School
Rune Crafter	6	When in town, instead of turning to the local Alchemist, you can add Runes to your equipment for 25% less its listed price. Special: Dwarves get a 50% discount instead.	WIT 3
Rune Master	8	You can add a Rune to your equipment while in the Dungeon, with a WIT check. If you fail the check, you cannot try again until you return to Town. You must pay the full cost of the rune (without the bonus from Rune Crafter).	WIT 3
Rune Specialization	8	Choose one Rune. Each piece of equipment that you use with that Rune gives you one extra die. You can purchase this ability multiple times. Each time, you must choose a different rune.	WIT 5
Scholar	8	You gain an extra 50% XP when you find a Library (Special Location), or read a Tome of Knowledge.	WIT 2
Smite Evil	4	You roll 1 extra dice on attacks against Undead and Demons.	

Resolve	Cost	Effect	Prerequisite
Berserker	6	Gain +1 to melee attacks but a -1 to DEF when LIFE is lower than half. The bonus increases to +2 if you have only 1 LIFE.	
Concentration	10	When the Hero makes a DEX check, you can count up to 3 results of [4] as a success. Special: you can take this ability up to three times, but each time increase the DEX requirement by 2, for a total of 9 dice, at DEX 9.	DEX 5+
Favored Enemy	6	Choose a monster type, such as undead, dragons or greenskins. You can take this ability multiple times, each time selecting a new monster type. Whenever you interact with any Monster of that type, you roll an extra dice on any kind of check you make (attack, defense, resist spells, etc).	
Intimidating Shot	4	As an Action, make a ranged weapon or magic attack against the enemy's WIT. Instead of causing damage, you move the target 1 square for every 2 successes (minimum 1).	
Iron Will	10	When the Hero makes a WIT check, you can count up to 3 results of [4] as a success. Special: you can take this ability up to three times, but each time increase the WIT requirement by 2, for a total of 9 dice, at WIT 9.	WIT 5+
Quick Learner	6	Whenever the Hero receives XP for removing a Monster from the game, the Hero gets an extra 10% XP to add to his personal pool.	
Resilient	10	While the Hero is at full life he gains an extra die when making RES rolls.	
Spell Recovery	8	Once during a game, the Hero may ignore a fumble when casting a spell. Special: you can take this Ability multiple times to ignore another fumble, but increase the WIT requirement by 3.	Magic School, WIT 3+
Spell Resistance	8	You gain a +2 bonus when defending against enemy spells or magic runes/traps.	WIT 5
Steady Hands	10	While the Hero is at full life he gains an extra die when making DEX rolls.	
Sure Strike	8	Use an Action to make a melee weapon attack with a +2 bonus but if you hit, deal only 1 damage (2 at DEX 5, 3 at DEX 10).	
Track Monsters	8	Whenever the Hero rolls on the Monster chart, he may make two rolls and choose the one he or she wants.	WIT 5
Unbreakable	10	When the Hero makes a RES check, you can count up to 3 results of [4] as a success. Special: you can take this ability up to three times, but each time increase the RES requirement by 2, for a total of 9 dice, at RES 9.	RES 5+
Willpower	4	While the Hero is at full life he gains an extra die when making WIT rolls.	

Rogue	Cost	Effect	Prerequisite
Ambush Attack	6	Use an Action to make a weapon attack and, if you hit, the target receives a -1 penalty on defenses against all his opponents until its next turn.	DEX 3, WIT 3
Backstab	4	Whenever you strike from behind an opponent, gain +1 to ATK. Melee only.	
Charisma	4	When you interact with NPCs, add +2 to your WIT.	
Crippling Attack	10	Use an Action to make a weapon attack and, if you hit, the target is slowed (MOV reduced to 1) until the end of its next turn	
Feint	8	As an Action, choose an opponent on your Tile and make an opposed WIT check to gain +2 on ATK and DEF against it. This bonus lasts until the start of your next turn. If you succeed, you can still use a second Action to attack that same opponent on this turn.	WIT 3
Haggle	4	You can sell your items at a higher price. Make a WIT check. Each success gives you an extra 5% of the items sell value in Gold. You can never gain more than the item full cost. If you fumble, then instead of the discount you receive 5% less per "success".	
Lock Master	4	When dealing with Locks, you can count up to 3 results of [4] as a success. Special: you can take this ability up to three times, but each time increase the DEX requirement by 2, for a total of 9 dice, at DEX 9.	Thievery, DEX 5+
Pick Pockets	4	Use an Action to takes Gold from an adjacent Monster. You must succeed in a roll of DEX opposed by WIT. If the Monster carries treasure, there is a chance (1 in 6) you steal one of its treasure as well (determine randomly, if more than one).	
Prosperous	6	Whenever the Hero rolls on the Treasure chart, he rolls twice and chooses the one he or she wants.	
Sneak Attack	4	Gain extra +1 ATK against Monsters that are adjacent to an ally.	
Stealth	6	When you start a Construction Phase, you gain a -1 modifier on the Monster Awareness chart, and take the better result. Special: you can take this ability multiple times, and its effects stack, but each time, increase the DEX and WIT requirement by 2.	DEX 3, WIT 3
Thievery	6	Gain +1 when dealing with locks and traps (search and disarm).	DEX 3, WIT 3
Trap Master	6	When searching for and disarming traps, you can count up to 3 results of [4] as a success. Special: you can take this ability up to three times, but each time increase the DEX requirement by 2, for a total of 9 dice, at DEX 9.	Thievery, DEX 5+
Trap Sense	4	You have a +1 bonus to any roll you make in order to avoid a trap's effect.	WIT 3

Equipment

Lastly you will need to equip your Hero before venturing into the dungeon. Heroes have a wide range of items to aid them in exploring a dungeon, from weapons and armor to common tools and spells.

Each Character starts with **100 Gold** to spend on equipment, in any of the Town Shops (Heroes may share gold among each other at this point). Consult the Equipment Tables below for all the various weapons, armor, items and spells you can purchase for your Hero when in Town. Use those tables to buy and sell equipment whenever you leave the dungeon and in between Quests.

Items not shown on the Equipment Tables can only be found as Quest treasures.

The Town Shop Tables

The Blacksmith	Weapons, Armor, Shield
The Temple	Healing Services, Potions
The Alchemist's Shop	Potions, Magic Weapons, Spellbooks and Item Crafting.
The Street Market	Items, Valuables, Properties, Sell Unused Items
The Thieves' Guild	Poison and Traps, Stolen Goods

The Blacksmith

The dwarven Blacksmith forges weapons and armor for adventurers. Check the **Weapons**, **Armor** and **Shield** tables for the available items and its costs.
A Weapon gives a Bonus to ATK. The bonus is only used in the Attack that uses that weapon. For instance, a weapon with a Range above zero is a ranged weapon, and its ATK bonus does not apply to melee attacks.
Armor and shield bonuses are added to DEF.

The Temple

The Priests at the Temple of the Lifegiver offer **Healing Services**. Whenever you visit the Town, Heroes may donate 5 Gold for each 1 LIFE point needed to recover. Curses, poison and other illness require an investment of 10 Gold per Level of the Hero, for each affliction. If Heroes visit the Temple as soon as they leave the dungeon, the priests may even have time to bring dead Heroes back to life. This service requires 20 Gold for each Character Level.

The Alchemist's Shop

The Alchemist is an old elf sage, a retired wizard who brews potions and crafts items – for a price.

Potions are consumable items: once a Hero uses one, it is discarded.

Manna Weapons are the most basic **Magic Weapons** that mages can craft. They use the wielder's MAG instead of ATK, but the target rolls DEF normally, as with any other weapon attack.

The Alchemist still has his old **Spellbooks**, and can teach Heroes new spells. Check the Spell Book for a full list.

Though more powerful magic gear can only be obtained on Quests. The Alchemist can also enchant weapons with Runes and even craft magic items from scratch, but for that, Heroes have to find a Recipe and all the ingredients it requires. Details on **Item Crafting** are found on the Spell Book.

The Street Market

The markets teem with life, as peasants and nobles bargain for common goods, tools and animals. And of course, where adventurers go, merchants will follow suit! They not only have the gold to spare, but most times, they have no idea how much gold that old trinket found buried in a ruin is actually worth... and they always seem to need more torches!

When Heroes **Sell Unused Item** at the Street Market, they receive half the item's cost in Gold. **Gems** and other **Valuables** without any function are sold at full price. The Haggle Special Ability allows you to sell your items at a higher price, should you succeed.

The Thieves' Guild

At the dark alleyways and shady establishments, a member of the Thieves' Guild can be found, if you know where to look. They deal with **Poison** and **Traps**, and sometimes they may even have something cheap for sale (as long as you don't ask about their suppliers).

Problem is, these guys don't play by the rules, and if you don't play nice with them, you may find yourself in a bad situation. Each time you want to consult their wares, make a WIT check and check the following table, using the number of successes you rolled. If you fumble the check, you may get the deal done, but will later notice that 25 Gold for each [1] you rolled have mysteriously disappeared from your wallet. No matter the result, you may not try again until you return from the Dungeon.

0	*"You shouldn't be walking round these part, pal…bad neighborhood, you know."* A thief smacks you in the head before disappearing, and you loose 1 LIFE point.
1	*"You talking to me? Get out before me and my boys slice your throat!"* You leave the place empty handed.
2	*"Show me the coin, and I'll show you the goods!"* You can buy one item from the Thieves' Guild.
3	*"I think this is the beginning of a wonderful friendship."* You can buy any number of items from the Thieves' Guild.
4	*"I wouldn't show you this if I didn't think you'd have the coin for it"* You can buy from the Thieves' Guild normally OR you can randomly choose an item, from any Town Table, to buy at a 20% discount.
5+	*"You know, I might have something special for you"* Randomly choose an item from a Treasure Table of a Quest you have successfully completed. You can buy that item from the Thieves' Guild, at its normal full cost.

Weapons	Bonus	Range	Special	Cost
Staff	+0	0	Can be used to attack diagonal squares	10 Gold
Dagger	+1	0	None. May be thrown up to 3 squares.	40 Gold
Mace	+1	0	None	40 Gold
Axe	+1	0	None	40 Gold
Spear	+1	0	Can be used to attack diagonal squares	50 Gold
Hammer	+1	0	-1 to opponent's DEF rolls	60 Gold
Sword	+2	0	None	65 Gold
Morningstar	+2	0	-1 to opponent's DEF rolls	85 Gold
Halberd	+2	0	Takes up both Hand slots, Can be used to attack diagonal squares	70 Gold
Battle Hammer	+2	0	Takes up both Hand slots, -1 to opponent's DEF rolls	80 Gold
Battle Axe	+2	0	Takes up both Hand slots, Can be used to attack diagonal squares	70 Gold
Great Sword	+3	0	None	90 Gold
Great Hammer	+3	0	Takes up both Hand slots, -1 to opponent's DEF rolls	115 Gold
Great Axe	+3	0	Takes up both Hand slots, Can be used to attack diagonal squares	95 Gold
Throwing Stars	+0	5	If you have a free Hand, you may throw 2 stars with a single Action, but the targets must be within 2 squares of each other.	5 Gold
Sling	+0	8	None	15 Gold
Bow	+1	8	Takes up both Hand slots	50 Gold
Long Bow	+2	8	Takes up both Hand slots	70 Gold
Crossbow	+2	8	None	80 Gold

Armor	Bonus	Special	Cost
Leather Armor	+1	None	40 Gold
Robe	+1	Weak. User gains +1 to MAG	65 Gold
Quilt Armor	+3	Weak	75 Gold
Shale Armor	+2	Weak	55 Gold
Chainmail	+2	None	65 Gold
Scale Armor	+3	This armor reduces the Hero's MOV and DEX by 1 when worn	65 Gold
Spiked Scale Armor	+3	User gains +1 bonus to ATK (melee) and a MOV and DEX penalty of -1	95 Gold
Plate Armor	+4	This armor reduces the Hero's MOV and DEX by 2 when worn	85 Gold
Spiked Plate Armor	+4	User gains +1 bonus to ATK (melee) and a MOV and DEX penalty of -2	115 Gold

Shields	Bonus	Special	Cost
Wooden Shield	+1	Takes up a Hand slot. Weak	10 Gold
Shield	+1	Takes up a Hand slot	20 Gold
Tower Shield	+2	Takes up a Hand slot	55 Gold
Spiked Shield	+1	Takes up a Hand slot. User gains +1 bonus to ATK (melee)	40 Gold

Magic Weapons	Bonus	Range	Special	Cost
Manna Sword	+0	0	Use the MAG stat instead of ATK, with a +1 bonus.	60 Gold
Manna Staff	+0	0	Can be used to attack diagonal squares, use the MAG stat instead of ATK.	25 Gold
Manna Wand	+0	8	Can fire a magic bolt up to 8 squares; use the MAG stat instead of ATK.	45 Gold

Potions	Effect	Cost
Empty Bottle	This clear glass jar can be used to carry potions. It carries the equivalent of 1 dose of whatever is put into it. You can fill it with water from a Magic Fountain, which allows use of its properties until you leave the Dungeon, when it looses its potency.	5 Gold
Healing Potion	This is a onetime use item. The dosage contained within the vial is enough to instantly return 1d4 Life to the Hero up to the current maximum.	25 Gold
Revival Potion	This is a onetime use item. When used on a dead Hero, he revives with D4 life but not exceeding his original life stat.	30 Gold
Antidote Potion	This is a onetime use item. The dosage contained within this small vial is enough to completely reverse the effects of any Hero who has been poisoned while adventuring.	50 Gold
Vitality Potion	This is a onetime use item. Used to recover from wither effects, the dosage contained within the vial is enough for one Hero.	75 Gold
Purge Potion	This is a onetime use item. Used to recover from curses or transformation effects, the dosage contained within the vial is enough to affect one Hero.	100 Gold
Pot Bomb	This is a onetime use weapon. Choose a square within 4 squares of the Hero. That square is Hit with a 4D6 attack. All Squares adjacent to the first Square are hit with a 3D6 attack.	25 Gold

Items	Description	Cost
Backpack	A simple sack made of various materials with straps on it meant to be carried over the shoulders. A backpack is a permanent item, which does not take up an inventory slot. It is used to carry more items with you. A backpack can carry up to 4 more items.	25 Gold
Torch	This is a consumable item. The torch can be used to negate the effects of Darkness. Torches are not reliable and can be used up at any time. After lighting a torch roll a D6 each action phase. On a result of one it goes out.	10 Gold
Lantern	This is a consumable item. The Lantern can be used to negate the effects of Darkness. Lanterns will last for an entire quest, but need to be refilled when used.	50 Gold
Lantern refill	Used to refill a Lantern. This is a replacement wick and oil that will enable you to use a lantern again after it has been used.	10 Gold
Lock Pick	The Lock Pick aids a Hero attempting to unlock a Chest or Door by giving him +2 additional dice in the attempt. Lock picks are a permanent item, but it breaks and must be discarded if the Hero rolls a fumble on the check to Unlock the object.	150 Gold
Trap Disarm Kit	This tool kit aids a Hero attempting to disarm a Trap by giving him +2 additional dice in the attempt. The Trap Disarm Kit is a permanent item, but it breaks and must be discarded if the Hero rolls a fumble on the Disarm check.	100 Gold
Thieves Tool	A combination tool including both a Lock Pick and a Trap Disarm Kit. A fumble discards only the tool being used in the failed task.	250 Gold
Net	Throw the net at a target within 5 Squares. Target can perform no other action until they escape the net (RES check)	10 Gold
Rope	Allows Heroes to climb out of a Pit.	250 Gold

Properties		Cost
Rented Room	Store 04 Items safely between adventures	750 Gold
Cottage	Store 08 Items safely between adventures	1500 Gold
House	Store 16 Items safely between adventures	2250 Gold
Mansion	Store 32 Items safely between adventures	3000 Gold
Keep	Store 40 Items safely between adventures	3750 Gold
Tower	Store 48 Items safely between adventures	5000 Gold
Castle	Store unlimited Items safely between adventures	15000 Gold

Valuables			Cost
Red Crystal	Gem	Contains an essence of Fire Magic.	10 Gold
Brown Crystal	Gem	Contains an essence of Earth Magic.	15 Gold
Yellow Crystal	Gem	Contains an essence of Light Magic.	30 Gold
Orange Crystal	Gem	Contains an essence of Metal Magic.	50 Gold
Pink Crystal	Gem	Contains an essence of Chaos Magic.	75 Gold
Purple Crystal	Gem	Contains an essence of Royal Magic.	105 Gold
Gray Crystal	Gem	Contains an essence of Shadow Magic.	140 Gold
Green Crystal	Gem	Contains an essence of Nature Magic.	180 Gold
Blue Crystal	Gem	Contains an essence of Water Magic.	225 Gold
Black Crystal	Gem	Contains an essence of Necro Magic.	275 Gold
White Crystal	Gem	Contains an essence of Air Magic.	330 Gold
Rainbow Crystal	Gem	Contains an essence combining all Magic colors.	455 Gold
Manna Crystal	Gem	This Magic ingredient is the most coveted mineral of all Alchemy.	600 Gold
Topaz	Jewel	Precious Yellow gem.	100 Gold
Sapphire	Jewel	Precious Blue gem.	250 Gold
Emerald	Jewel	Precious Green gem.	400 Gold
Ruby	Jewel	Precious Red gem.	500 Gold
Diamond	Jewel	Most valuable of all precious stones.	750 Gold
Pearl Necklace	Jewel	Pearls are worn by distinctive, older woman of class.	300 Gold
Gold Earrings	Jewel	A delicate piece of jewelry for young women.	150 Gold
Signet Ring	Jewel	A ring used by nobles showing their heritage line.	200 Gold
Jeweled Crown	Jewel	A heavy crown, made from gold and many slotted gems. Fit for a king.	1000 Gold
Copper Ore	Ore	Metal used for making tools.	30 Gold
Iron Ore	Ore	Common Metal used to forge tools and weapons.	50 Gold
Silver Ore	Ore	Expansive metal used to make tools and weapons for the nobility.	100 Gold
Gold Ore	Ore	Valuable metal used for making coins and jewelry	250 Gold
Mithril Ore	Ore	Most Valuable metal used only by the most fortunate of blacksmiths to make the best weapons.	500 Gold
Cotton fabric	Fabric	Makes common, affordable clothes.	15 Gold
Silk Fabric	Fabric	Used to provide clothing and decoration for the nobility.	25 Gold
Animal Hide	Fabric	When cured, it can be turned into warm clothing and armor.	30 Gold
Ebony Figurine	Art	A small statue of an animal or some unrecognizable goddess.	35 Gold
Silver Mirror	Art	The polished silver in this hand mirror reflects the smallest of details.	65 Gold
Painting	Art	This picture illustrates a mythic, ancient battle among gods and monsters.	40 Gold
Tapestry	Art	A rug sewed in intricate patterns.	50 Gold

Advancement

When a Hero has accumulated enough XP according to the Level Advancement Table, his Level increases by one and he gains more Stat Points to distribute among his stats. Like with Character Creation, you must spend the amount of Stat Points equal to the new stat to increase them. Heroes may also purchase a new Special Ability.

Heroes can only Level Up while in Town, when they leave the dungeon, or in between Quests.

Level Advancement Table

Level	XP	Stat Pts Gained	Total Stat Pts	Max Stat
1	0	20	20	5
2	50	+10	30	6
3	100	+10	40	6
4	200	+10	50	7
5	400	+20	70	7
6	600	+20	90	8
7	800	+20	110	8
8	1000	+30	140	9
9	1250	+30	170	9
10	1500	+30	200	10

Retraining

During the Level Up process, a Hero is allowed to retrain one (and only one!) of his old Special Abilities. This lets him trade that Special Ability for a new one. If he chooses to do so, the Stat Points spent on that ability return to his personal pool, and he may do with them whatever he likes, either trade for another Special Ability, or raise his stats.

He cannot however retrain a Special Ability which is a pre-requisite for another, unless he retrains that one first.

For example: On level 1, the Thief obtained the Sneak Attack Special Ability. After many failed attempts at melee combat, and having so many traps blown up on him, he decides to refocus. Once he rises to level 2, he acquires the Trap Sense Ability for 4 Stat Points. Then, he retrains his Sneak Attack for the Thievery Special Ability: he gets back the 4 points he had spent on Sneak Attack and, with 2 more Stat Points, he purchases Thievery for 6 points. Next time, he'll work to upgrade his DEX to 5, so he can get Trap Master.

Optional Rules for Advancement

Level Up during the Quest: If you want to go through the Level Up process while inside the Dungeon, you can. Aside from having to constantly keep track of how many XP you get at every opportunity, keep in mind that doing this will halt the game while you figure out where to allocate your stat points and what ability to buy, etc., etc. One practical solution is to simply give a +1 bonus to 3 different stats of the player's choice. This bonus lasts until the next time the Heroes leave the dungeon and can safely Level Up.

Spells

Heroes with the Magic School special ability earn the power to cast magic spells. When a Hero purchases the Magic School ability, he adds one spell to his own spellbook, for free, chosen among any dif.1 spell of that Magic School. He can also use Gold to purchase new spells in town, or find spellbooks as part of the treasure during Quests.

Even though there is no limit to how many spells a hero can have in their spellbooks, Heroes must select their spells before entering the dungeon: they can prepare a number of spells equal to their MAG stat, selecting among the list of spells they know. Only these spells can be used during their time in the dungeon.

Magic Schools and Spells are covered in the Spell Book, but here's a list of each School capabilities.

Magic School	Affects...	Advantages	Disadvantages
Air (White)	Wind, lightning, sleep, dreams, fleeting, thoughts, freedom, movement, speed	Best range and largest area of effect for damage	Lowest duration spells
Earth (Brown)	Rocks, underground, hardening, passive, stillness, stubbornness, toughness, barriers, pits	Best duration spells, protection spells	Lowest range and speed
Fire (Red)	Fire, heat, aggression, courage, impatience, rage, purification through obliteration	Greater damage	Not many utility besides damage, mostly instantaneous effects
Water (Blue)	Water, waves, rain, ice, snow, calmness, silence, basic emotions and instincts	Good close range area attacks, minor crowd control (pushbacks, freezes, etc), minor buffs and minor healing	Low range and damage
Light (Yellow)	Goodness, divinity, blessings, heaven, courage, vision, prophecies, truth	Heal/buff/protect whole party; good against undead and demons	Only/mostly damages undead and daemons
Shadow (Grey)	Secrets, stealth, shadows, fear, evasion, lies, bluffing, demons	Good crowd control and area debuffs, short range teleports, summon demons	Indirect effects, may be dangerous to caster and allies
Nature (Green)	Life, growth, plants, healing, balance, serenity, body	Best at healing, great crowd control (single/area)	Worst at direct damage
Necro (Black)	Evil, death, decay, undead	Best single target debuffs, commands undead	Double edged effects may harm/hinder caster
Metal (Orange)	Gold, weapons, armor, locks, traps, mechanisms, ambition, greed, mind over matter	Best at handling objects, items and equipment	Some spells may need components (gems or "junk" items), which occupies an inventory space.
Royal (Purple)	Mind, sanity, charm, influence, loyalty, diplomacy, confusion, tyranny, command	Controls enemies actions, confuses, changes laws, best at summoning	Worst at direct damage, some spells (like controlling monsters) may use the caster's own actions in order to remain active
Chaos (Magenta)	Insanity, transformation, transgression, space/time, multiverse, alternate realities	Can fudge die rolls; has a bit of everything - all imaginable effects apply	Mostly random effects, may affect party, enemies or both

Sample Characters

Name: Baelin	Concept: Wizard	Level: 1
ATK: 1(3)	Special Abilities: Magic School Air	Notes :
DEF: 2(3)		
MAG: 3		
MOV: 3	Spells: Nap, Transfer	
LIF: 2		
RES: 2		
DEX: 1		
WIT: 2		

Armor:	Robe	Items:	
Hand 1:	Manna Staff	Healing Potion	
Hand 2:			
Attire:		Backpack:	

Name: Henry	Concept: Warrior	Level: 1
ATK: 3(5)	Special Abilities: Power Attack	Notes :
DEF: 1(3)		
MAG: 1		
MOV: 3	Spells:	
LIF: 4		
RES: 3		
DEX: 1		
WIT: 1		

Armor:	Chainmail	Items:	
Hand 1:	Sword		
Hand 2:	Wooden Shield		
Attire:		Backpack:	

Name:	Concept:	Level:

ATK:	Special Abilities:	Notes :
DEF:		
MAG:		
MOV:	Spells:	
LIF:		
RES:		
DEX:		
WIT:		

Armor:		Items:	
Hand 1:			
Hand 2:			
Attire:		Backpack:	

Name:	Concept:	Level:

ATK:	Special Abilities:	Notes :
DEF:		
MAG:		
MOV:	Spells:	
LIF:		
RES:		
DEX:		
WIT:		

Armor:		Items:	
Hand 1:			
Hand 2:			
Attire:		Backpack:	