

Dungeon Unleashed

The Prime Hack version

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Intro

Writing *Dungeon Unleashed* was inspired by three things:

1. Comments by David Beardmore who picked up a copy of *Simple Superheroes* two at [Phantasm 2016](#). We chatted about how easy it would be to run a fantasy game with *Simple Superheroes*' mechanics. David has already run it for his 6 year old son.

2. Reading D.H. Boggs carefully researched *Champions of Zed*, and the handling therein of fighting multiple opponents.

3. Dave Arneson game day October 1st 2016. Everything I have read about Arneson, the father of Roleplaying Games, suggests that he had a framework of rules, and happily made up more rules to suit new character ideas and new campaign concepts.

Dungeon Unleashed seeks to be a framework that you can easily employ to do exactly that: create rules to suit your players and campaign.

What is found herein will be most understandable to people who have played or read *Simple Superheroes*, as it uses the "Unleashed engine" and uses a number of similar conceits. This early version is akin to an alpha playtest document.

Unfamiliar readers are encouraged to download the free [Heart of Simple Superheroes](#), or pick up a copy of *Simple Superheroes* from the [CDG Marketplace](#).

Basic Mechanics

Characters roll 12 sided dice equal to their Talent's rank. For combat and spells affecting hostiles, an appropriate Talent is selected, and opposed roles are made.

Any die that rolls a 5 or above is considered a basic success. For non-combat actions a GM may require a specific die result, or a certain number of basic successes.

In opposed rolls each assailant's die has the potential to cause damage, or impose a condition. Dice showing a 4, 3, 2 or 1 are simply ignored. All

other dice are compared, assailants highest vs defenders highest, assailants 2nd highest vs defenders 2nd highest and so forth. Any assailants die that exceeds the defenders die (and is a basic success) causes a point of damage or 1 condition factor.

A condition factor of 1 tends to be transitory, while more than that will endure unless a opponent can successfully remove it with their own action. Most often conditions are imposed by Talents using Magic, Faith or Stunt points.

Talent System & Character Generation

Ultimately the Talent System can be treated as classless. However it is useful to put characters in certain themes. A character can always roll one die to perform any action that seems reasonable. They are considered to have a rank 1 Talent in everything. Theme here is important, a village boy with a stick has no ability to physically damage a heavily armoured mounted warrior.

Heroes can roll 1 die for almost any task, though if it goes strongly against their characters theme/concept, then the referee/GM should disallow this. Only things that a character excels at are given Talent ranks.

Starting characters have two rank-2 Talents, and one rank-3 Talent. Creating Talents (and even picking them from one of the lists below) should feel like brainstorming. A dialogue should occur between GM and player about what each Talent is capable of achieving, and how it will be used in game.

Intent

Whenever a Talent is created it should be given an *intent*. The standard intents are Offensive, Defensive and Functional. These are abbreviated [O], [D], and [F]. Functional covers a whole host of utility effects, and is normally used to impose some sort of positive or negative Condition on another character.

Some Talents have an associated cost, which is

demarcated with a *. Such Talents require a Stunt/Magic/Faith point to be expended in order to function at full rank.

A less common fourth intent is Cohort [C]. Cohorts represent some sort of ally or allies that may act independently of the character. A character's action must be used to direct the cohort to perform a task, and the cohort can then operate independently on that rolling one less die than it's rank.

Warrior

A warrior seeks to solve problems with his or her mundane skills. They excel at combat in arms, feats of strength and agility, knowledge of the streets, and exploring the wilderness and dungeon.

Typical Talents

Close Combat [O]
Ranged Combat [O]
Block & Parry [D]
Avoidance [D*]
Combat Stunt [F*]
Alert & Stealthy [F*]

Warriors get three Talents as a starting character, one at rank-3, and two at rank-2.

A Warrior starts with 3 Lifepoints and 2 Stunt points.

*A Warrior must spend a Stunt point to use one of these Talents at full rank, otherwise they suffer a die penalty.

Mage

A mage seeks to overcome challenges with their mastery of arcane forces, and their knowledge of esoteric subject matter.

Typical Talents

Arcane Assault [O*]
Enchantment [F*]
Necromancy [F*]
Elemental Control [F*]
Summoning [F*]
Magic Resistance [D]
Dodge [D]
Lore [F]
Negotiation [F]
Familiar [C]

Mages get three Talents as a starting character. One at rank 3, and two at rank 2

A Mage starts with 1 Lifepoints and 4 Magic points.

*A Mage must spend a Magic point to use one of these Talents at full rank, otherwise they suffer a 2 die penalty.

Faithful (Cleric, Shaman, Druid, Hermit etc)

A Faithful man or woman relies on the power of their beliefs. They channel through faith the power of divine beings and spirits.

A Faithful should take a title suitable to their faith, and seek to have Talents that illuminate their beliefs. Concepts include monks, priest, shaman, druid, lama, paladin, fakir, etc.

Typical Talents

Holy/Unholy [F*]
Nature Control [F*]
Counter-magic [F*]
Healing & Cursing [F*]
Block & Parry [D]
Magic Resistance [D]
Close Combat [O]
Religious knowledge [F]
Leadership [F]
Wise [F]

A Faithful gets three Talents as a starting character. One at rank 3, and two at rank 2

A Faithful starts with 2 Lifepoints and 3 Faith points.

*A Faithful must spend a Faith point to use one of these Talents at full rank, otherwise they suffer a 2 die penalty.

Character Race

If a player wishes to have a character other than a human, they must make one of their starting Talents something that defines that race (at least for that particular character).

Advancement

Each time a character gains a level they can advance either a Lifepoint or a Stunt/Magic/Faith point. At the GM's discretion a character may even be allowed to have both Stunt and Magic points or Magic and Faith points, etc. A player should have a

good explanation as to why their character has changed and gained such abilities.

- Level 2 - a new rank 2 Talent
- Level 3 - a new rank 2 Talent
- Level 4 - advance a rank 2 Talent to 3
- Level 5 - a new rank 2 Talent
- Level 6 - advance a rank 2 Talent to 3
- Level 7 - advance a rank 3 Talent to 4
- Level 8 - two new rank 2 Talent
- Level 9 - advance a rank 3 Talent to 4
- Level 10 - advance two rank 2 Talents to 3

Experience and level progression occurs at GM discretion. Generally, speaking 10 challenging fights should allow a character to advance a level.

You may instead invent raw Experience Point awards that can be converted into Talent rank advancements.

Variant Advancement and Half Talent Ranks

GM's may provide player's a choice between the following options when their character advances:

- a) A new rank 2
- b) Increasing a rank 2 to rank 3.
- c) Increasing a rank 3 or higher talent by 0.5

A player's advancement cannot chose the same advancement twice in a row. Option c) cannot be the first advancement a player makes.

Half talent ranks allow for rolling of a d8. This is optional as a d8 that rolls a 1 either negates a success or provides an opponent with an opening.

Foes

A classically ½ hit-die (HD) creature like a Kobold or goblin, has no Talents and 1 Lifepoint. Hence they roll a single die for attack and defence.

A 1 HD creature like a orc, or average human has one rank-2 Talent and a 2 Lifepoints, or one rank-2 Talent and 1 Lifepoint and 1 Stunt/Magic/Faith point.

See more in Monsters.

Multiple Foes

Facing multiple foes is extremely dangerous. If a single character is in combat with multiple foes, the foes can combine their attack dice, and make a

single roll against the defender.

Multiple foes, do not gain this benefit on their own defence. However, if one of the multiple foes forgoes contributing to the attack, he can add his defensive trait to the worst defence of his allies. In this fashion a good defender can significantly improve the survival chances of those with poor defences.

Even without this action, a more skilled defender raises the overall defence of a group by one die.

When a single character counterattacks they roll once against their foes, and damage is distributed evenly among their foes. Outnumbered characters are at a disadvantage and cannot decide who they damage. Rather the GM should allocate the damage either against whomever makes the most sense, or in a random fashion.

Multiple foes with wildly different anatomies, who would rarely fight together may not gain all of these benefits, at the GM's discretion. A GM may rule that a goblin fighting with a dragon can add its attack, but gains absolutely no defensive bonus (and is easy to target) because the dragon is careless and the gobbo needs to avoid being jostled, kicked, or breathed on!

Heroes ganging up on a powerful monster often don't gain these benefits. Against weaker monsters a GM may chose instead to award a bonus die to the weakest attacker for a "flanking" bonus. Some heroes may have Talents that make them exceptional at exploiting such weaknesses.

1st Example

Zeb the Warrior finds himself cut off from his companions and facing three goblins.

3 Goblins (1 Lifepoint each)

1-Close Combat [O], 1-Shields [D]

Zeb the Mighty (3 Lifepoints, 2 Stunt points)

3-Flail & Shield [O], 2 Block & parry [D],

2- Trip, tangle, disarm [F*]

The goblins move in cautiously, hooting and cackling while waving spiked weapons. (The goblins are given initiative and get to attack first simply because there are more of them.)

The goblins roll first, one focuses on tying up Zeb's weapon (i.e. one goblin focuses on defending), the other two attack cautiously. The three goblins collectively roll 2 dice for their attack. They get a 7 and 3.

Zeb rolls two dice for *Block & parry [D]* getting two 5s. With the goblins 7 beating his 5, he takes a Lifepoint of damage.

Zeb can now attack, rolling his *3-Flail & Shield [O]*. Since one of the goblins is actively defending it adds its defence of rank-1 to the worst defence in his team (all the goblins defences are rank-1) for a total of 2. Zeb rolls and gets a 7, 6 and a 2 on his attack. Two's are always ignored, so this is set aside. The goblins get a 8 and a 6. The 8 beats the Zeb's 7, and the 6 beats Zeb's 6, so no damage is taken.

Emboldened by their success, all three goblins attack aggressively. They roll 3 dice, and get a 9, 4 and 1. Zeb rolls 2 dice for his rank-2 defence, getting a 10 and a 2. He successfully weaves through the goblins clumsy attacks and counters.

Zeb rolls his *3-Flail & Shield [O]* dice, the goblins only roll one. Zeb gets a 9, 7 and 5. The Goblins get only a 6. This means all three Goblins are dealt a Lifepoint of damage! Dropping all of them!

2nd Example

Three goblins charge at Zeb the warrior, this time they are led by a Goblin Lieutenant in chainmail.

2 Goblins (1 Lifepoint each)

1-Close Combat [O], 1-Shields [D]

Goblin Lieutenant (1 Lifepoint)

1-Close Combat [O], 2-Shield & Chainmail [D]

Zeb the Mighty (3 Lifepoints, 2 Stunt points)

3-Flail & Shield [O], 2 Block & parry [D],

2- Trip, tangle, disarm [F]*

The goblins advance spitting and cursing, the lieutenant moving directly into Zeb's path, seeking to tie up his weapon.

The other two focus on attacking Zeb. The three goblins get a total of 2 dice for this attack. They get a 10 and a 6.

Zeb rolls two dice for *Block & parry [D]* getting

two 6s. With the goblins 10 beating his 6, he takes a Lifepoint of damage.

Zeb counterattacks, rolling his *3-Flail & Shield [O]*. Since the goblin lieutenant is focussing on defence, he adds his rank *2-Shield & Chainmail [D]* to the other normal goblins defence of *1-Shields [D]*, for a total of 3 dice.

Zeb gets a 10, 6 and a 4, while the goblins get a 12, 4 and 4. Zeb's 10 is blocked by the goblins 12, and but his 6 succeeds (4's and below are simply ignored). The goblins are dealt a Lifepoint of damage, which the GM decides to mark off against the Goblin Lieutenant.

The goblins attack aggressively. All three focus on attacking and this gives them 3 dice. They roll a 10, 8, and 8. Zeb defends with a 10 and a 7. This means he takes 2 Lifepoints of damage which drops him to zero!

Death and Dying

Zero Lifepoints is not the end of your hero. If your hero is dropped to zero, they are sent reeling, and suffer a 1 die penalty on their next action.

A character is killed outright if they are dropped to negative Lifepoints equal to their positive lifepoints. This means a starting Warrior with 3 Lifepoints is killed at -3 Lifepoints.

When a character is in the negatives, they suffer a penalty to their Talents equal to the negative value. This means a character at -2 Lifepoints suffers a 2 die penalty on all his Talents. Such a penalized character is seriously injured, but may be allowed to retreat without penalty at the GM's discretion. A character who is reduced to negative Lifepoints equal to their highest Talent cannot act, and is considered helpless and are often unconscious. If a 2nd level Warrior with 4 Lifepoints is reduced to -3, they are unconscious because their highest ranked Talent is a 3.

2nd Example Continued . . .

Zeb has just been reduced to zero Lifepoints from a flurry of goblin attacks. This means his next action is reduced by 1 die, as he reels stunned. He lashes out wildly with his flail, rolling only 2 dice and

getting a 12 and 8.

The goblins get to use their best defence in their group, which is the Lieutenants *2-Shield & Chainmail [D]*. They roll two 8s. This means Zeb's wild swing has dealt 1 Lifepoint of damage to a goblin, dropping it instantly (the GM chooses who in the group takes damage).

The remaining goblin and lieutenant look nervous but continue to press the attack. They roll 2 dice for their combined efforts, getting a 10 and 3. Zeb gets two 6s for his normal defence, meaning he takes another Lifepoint of damage. This drops him to -1, which means he now suffers a die penalty on all his rolls! Things are getting desperate for Zeb the Mighty.

Stunts

Stunts cover a wide array of things, such as disarming or sundering an opponent's equipment or gear, tripping them, shoving them off a bridge etc. They also cover things like smashing down doors, picking locks, avoiding traps and dragon breath, and sneaking up on an opponent unnoticed.

Stunt based Talents can still be rolled without the expenditure of Stunt points, but suffer a 1 die penalty. While anyone may in theory attempt a Stunt that they do not have a Talent for, it costs a them a Stunt point to be able to role a single die.

2nd Example Continued . . .

Zeb decides he needs to find a way to temporarily remove the goblin lieutenant from the fight. He decides to spend one of his 2 Stunt points to roll *2- Trip, tangle, disarm [F*]*. Since he is at -1 Lifepoints he subtracts one die, leaving him with only 1 die. He rolls and gets a 11!

The goblin lieutenant doesn't have a Talent geared to avoiding such a condition, so it only gets to roll a single die as a defence. The roll is a 9. Zeb's flail tangles up the goblin lieutenant's weapon, and he shield checks the little monster, sending it tumbling across the floor. The goblin lieutenant will spend its next action getting to its feet and rearming itself.

This leaves Zeb facing a single goblin. It lunges, seeing his weapon droop. The goblin gets a 7. Zeb

rolls his *2-Block & parry [D]* minus 1 die. He only gets a 5. This drops him to -2 Lifepoints!

Zeb counterattacks, at a 2 die penalty. He rolls a 9 and the goblin rolls a 1. He crushes the goblin's skull! Meanwhile the goblin lieutenant has just recovered it's weapon and it's feet. Zeb knows that he is in serious danger. But neither opponent seems eager to engage.

Suddenly, hoots and war cries ring out behind the goblin lieutenant. It smiles an evil grin and advances. Zeb turns and flees at a sprint, hoping to find his companions before the goblins catch up to him.

Weapons & Armour

A particular weapon, armour or shield may help explain why a character has a particular Talent at a given rank. Chiefly these things are "colour."

However, some monsters may be immune to certain kinds of weapons. What's more, magical weapons and armour may grant a +1 on a single die (which should be a different colour then the rest of the dice rolled) or even grant an additional die to a specific combat Talent.

Weapons with significantly longer reach than their opponent's weapon allow a character to attack first (as do weapons thrown as opponents are closing for melee).

Carrying and employing a shield significantly increases the difficulty of hitting someone with a ranged attack—it increases the success threshold.

Mounts

A skilled rider of a combat-trained mount may gain similar benefits as a character wielding a magic items. They will often be able to gain a die in either defence or offense, depending on their chosen tactic. These benefits do not extend against creatures that are significantly larger than the mount and rider (e.g. giants and most dragons).

Given this, it is common practice for opponents to use Stunt points to dismount a rider, or injure or otherwise cause the mount to throw its rider.

Stunts and Stunt Point Talents

Spend a Stuntpoint to:

- Combine a stunt point Talent with another Talent
- Take a Stunt point action and another action
- React to something an opponent or ally does (usually with a Stunt point talent)
- Activate an attuned magic item

In general stunt point Talents allow characters to do things like:

Move around the battlefield freely

Help allies

Hinder foes - impose negative conditions that either cause sever impairment briefly, or moderate impairment for the whole encounter or scene

Succeed on a basic success where someone without a stunt Talent attempting the same would need a "greater success"

Effectively encourage and command allies

Cohort Talents

Cohort talents are taken to represent things outside of a character and their personal belongings that will reliably act on the character's behalf. This is often a single companion, though it may also represent a larger group. Particularly large groups may be best represented by a Functional talent and should usually be less reliably.

Examples: Mage's familiar, animal companion, a special mount, loyal minion(s) or apprentices or a squire, or a sentient magic carpet could all be cohort talents.

A Cohort Talent can act on it's own during a combat, if given direction by a the character. It acts one die lower than it's rank. Generally it can only carry out actions associated with a handful of concepts. Usually, the initial directive and any changes to it's task requires an action by the character to change it's orders.

Here are some example cohorts.

Rank 2 - Raven familiar [C] 2 Lifepoints

Concepts: alert, scout, fly, empathic connection

Roll 1 die for any concept

Special: spell channel (the familiar can deliver spells)

Rank 3 - Men-at-arms [C]

special: 6 lifepoints - each warrior has a single lifepoint

Concepts: guard, defend, attack, ironclad, hold off another squad, javelins.

Roll 2 dice to use a concept.

Weakness - morale checks

Action required to have them engage fantastic creatures. Without a basic success they still hold back.

Squad stays together to do a single conceptual task. They can do things that a single individual can't but operate primarily as a unit.

Rank 4 - Undead Warrior [C] 4 lifepoints

Concepts: fight, protect, defend, darksight, ancient knowledge, tireless, undead

Special: Undead immunities - is never frightened, immune to gases, poisons, cold and similar.

Special: Damage resistant - 7+ required for weapon successes to cause damage unless they currently have a holy enchantment.

Weaknesses: May be barred from certain "holy places", may be turned.

Ranged Attacks

Foes subject to a ranged attack do not always get a defense roll.

Cover increases the difficulty by +1 and provides the hero with a defense die.

Actively moving to avoid being targeted i.e. Jogging and zig-zagging does allow defense di(c)e

Shields allow defense dice against ranged attacks unless target is completely unaware.

Range	Threshold Required for Success	Note
Close	5+	Can easily close to melee

Short	6+	Charge (open ground) can melee, successes on a tactical move can melee
Medium	8+	Flying creatures can dive into melee
Long	10+	
Extreme	10+ and -1 die	

Armour Comparison Variant

Along with most "threshold" rules, this is implement at the option of the GM. It may also apply for some important fights, and be ignored during less important ones.

Assuming a clash between equally armoured opponents, then nothing changes. However, character with better armour gains the difference between the two in "protection" to the threshold of base success needed against him. So a lightly armoured individual attacking someone in heavy armour needs to get a 7+ to deal a point of damage.

Sometimes weapons made for dealing with heavy armours may also modify things.

Protection	Armour	Equivalent Armour	Spell
0	No armour		
1	Light armour		Cantrip
2	Medium armour	Light + shield	Rank 2 spell devoting 1 success
3	Heavy armour	Medium + shield	2 successes
4	Full plate	Heavy + shield	3 successes

Ferocity: mostly for monsters, but some characters may take a modification talent that gives them this benefit. The sheer force and intimidation of the foe provides an equivalent to armour.

Ferocity	Example
1	Large dog, wolf, reckless goblin

2	Berserking warrior
3	Lion, crocodile, small fantastic beast
4	Giant, dragon, griffon

Magic + Faith

Many opponents will have no defence against Magic, meaning they do not even get to roll a single die. However, if the subject is wearing iron, this may increase the success threshold.

Rank 1

A rank-1 spell effect is very minor. Generally speaking the only people who will use these frequently will be characters with a rank 3 Talent (for whom a rank-1 "spell" is free). Someone with a *3-Necromancy* Talent, could notice undead, discern quite accurately when and how a corpse was killed, etc. – without having to spend a spell point. They would roll a single die, with a good roll granting success. Someone with an appropriately themed rank-1 Talent could create illumination equal to torchlight, or sense magic, or create a finger of flames.

Rank 2

Rank-2 allows the casting of magical projectiles, hitting a couple of foes who are right next to each other, and healing allies. They can create minor effects that are of short duration like levitation, camouflage, or simple illusions. On a good roll, a spell could restrain a single opponent for several rounds, or two opponents for a single round.

Rank 3

Rank 3 allows the possibility of affecting multiple targets or a significant area. They can cast spells of minor effect for significant duration, or significant effect for a single round.

Iron and Spell Resistance

Equipping your character with iron kit does make it more difficult for enemy (and ally) casters to effect your character with their spells. Here are

some suggested success threshold modifications.

Iron Threshold	Kit Example
5+	No significant Iron
6+	Protective Amulet (7+ vs mind affecting spells) or a iron sword
7+	Chainmail and iron helm (9+ vs mind)
8+	Full mail with plates and helm
10+	Full plate, with visor down

Both arcane and holy spells are impeded by iron. There are ways around this for both types of casters.

Arcane casters can ignore iron worn by a target if they have a sympathetic token of the target. Such as a lock of hair, or a item that the person used everyday for years.

Faithful spellcasters can ignore iron worn by a target if that target has been anointed by the spellcaster (or a "brother" or "sister" of the holy spellcaster—regardless the caster must have born witness to the ceremony). As long as the target's anointing remains in good standing (unrevoked) only beneficial spells may be cast by the faithful caster on the target.

Revoking an anointing must be publicly done, and the target must be made aware of their lost of status. After revocation a single curse can be placed where iron is 2 steps less effective.

Can Faithful Spellcasters wear iron?

Technically yes. However this does limit their options notably. Spells are often called prayers, blessing/curses, miracles or gifts depending on the nature of the character. For simplicity they are called spells below.

- Spells cannot effect large groups, usually three individuals at most.

- Ritual casting is not possible until the iron is removed.

- Daily devotions should be done without any iron upon the casters person.

- Spells concepts must be detailed during daily devotions. i.e. One concept for each rank can be asked for.

Example:

Ted the Crusader typically wears a full suit of chainmail and wields and iron mace while on campaign. He has two talents that are based on faith points 3-healing [F], and 2-holy [F]. In the morning he wears only a simple prayer robe and asks for the following favours:

- 3-healing - the ability to cure his allies health from wounds, the ability to cure anointed followers of poison and disease, the ability to drain his foes strength.

- 2-holy - the ability to bless his allies attacks, the ability to turn and destroy undead.

Ted will be able to cast anything fitting the above as often as he has faith points to spend. However he will not be able to use Holy to curse his foes endeavours, or to protect from undead unnatural attacks, or even use healing to heal himself.

Breaking the Rules:

A character may take a "Modification" talent that changes a standard rule. This may mean that they can wear iron and still carry out certain spellcasting actions.

Using your Successes - Magic:

Tables Relating to building spells especially to Buffs / Debuffs. You spend successes to "build" your spell.

Range

Successes	Duration Examples
0	Concentration, or one successful use of the buff, or one round
1	Entire encounter or scene
2	Full day - (may be limited to one or two uses per encounter)

Duration

Successes	Example distances
0	Target(s) in close range or self*

1	Target(s) in sensory range
2	Target(s) anywhere with a sympathetic connection

Area

Successes	Example areas/quantity of people
0	One target
1	Small group (3-12) or small area
2	Two groups (12-40), large area, or two small areas
3	Military company (80 - 150 troops), huge area
4	Battlefield wide

Example Impacts

Successes	Example impacts
0	Convey advantage, bypass or ignore or remove minor conditions (fear effect or inability to effect target with weapons, impede opponent(s) so they must get a basic success to act/move use a talent etc.
1	Add a die to an existing talent, convey a temporary 2 die talent, prevent a type of action by an opponent (requires a full action to remove).
2	Add 3 temporary hit points, convey a temporary 3 die talent
3	Fundamentally alter something - an elephant becomes a medium sized dog, a recently petrified person wakes up in good health,
4	On par with granting a wish, although it's duration must still be paid for. A human shapechanges into a dragon. A dragon becomes a harmless chicken or toad.

Spell Failure:

When a spell is rolled and no successes are generated - interesting things may happen. The

caster can simply accept the wasted action and reabsorb the energy they were trying to use -- the idea here is that the magics just aren't responding and the caster carefully abandon's the spell, or will keep on casting into the next round.

Or the caster can push through the failure force the effect. It will either be rather different then intended or cause some sort of mishap. Some form of randomized result is recommended.

Side-effect of Pushing the Spell

D12 roll	Mishap
1	Cosmetic to caster - hair turns blue, covered in sparkly aura, two fingers turn invisible etc
2	Costs no magic/holy point
3	Costs an extra magic/holy point
4	Causes a lifepoint of damage to caster
5	Caster dazed - suffers a die penalty on next roll
6	Caster stunned - suffers a die penalty on all talent rolls until after next round
7	Harmless cantrip like momentary side effect
8	Harmful cantrip side effect
9	Harmful side effect for encounter/scene - may become permanent
10	Partially affects the caster if they are not the target. Effects random nearby individual instead of the caster if caster was the target.
11	Affects enemy as well as ally
12	Spell horribly inverted in some manner. (healing spell transfers health to target, and damage/poison to caster, fire spell becomes a gentle snowfall that protects those it falls on)

Successes on a Spell Failure

D12 roll	Successes on spell failure
1	Only 1
2	1 less than rank
3	1 less than rank
4	Full rank
5	Full rank
6	Full rank
7	Full rank
8	Full rank
9	Full rank also provides a cantrip side effect (determined by GM)
10	Full rank also provides a cantrip side effect (determine by GM)
11	Rank + 1
12	Rank + 1 and a an additional benefit determined by the GM

Monsters

Guidance on building monsters:

Making monsters is meant to be easy. Create a couple of Talents, rate them and give the monster Lifepoints and Stunt/Magic/Faith points. Ultimately monster creation is an art form, not a science.

Individual monsters will often be slightly different, and variations are encouraged.

If you are trying to build a monster based off of existing descriptions and mechanics, this can be done as follows:

All monsters start with 1 Lifepoint and Talents at rank 1. For each hit die of the monster, add either a Lifepoint or a Stunt/Magic/Faith point.

A below 1 HD monster has all Talents at rank-1 and a single Lifepoint. They may have a special schtick, such as a poison bite, but this should also functions at rank 1.

A 1 HD monster has one rank-2 Talent, and either 2 Lifepoints or 1 Lifepoint and one Stunt/Magic/Faith point.

Similarly, a 4 HD monster has four points it can add either to its base 1 Lifepoint, or to its base 0 Stunt/Magic/Faith points.

It also has 4 points it can add to Talent ranks. Remember *one* rank is granted for free. So it could have one rank 5 Talent, a rank 4 Talent and a rank 2 Talent, two rank 3 Talents, or 4 rank 2 Talents.

Troll (as 7HD)

5 Lifepoints, 3 Stunt points

3- Double claw [F*]

3- Regenerate [F**]

3- claws [O]

2- big and tough [D]

*When a Stunt point is spent a troll gets two attacks at rank 3. A troll still attacks twice without a Stunt point being spent, but rolls only 2 dice on the second attack.

**Regenerate suffers a 2-rank penalty if a Stunt point isn't used. Each round a Troll has a chance to regenerate even without spending a Stunt point. A single die is rolled if no Stunt point is spent, and a full 3 dice are rolled if a Stunt point is spent. Any die providing a basic success (3 or above) restores a Lifepoint. Damage from fire and acid can only be regenerated if two 6s are rolled at once.

Ogre (as 5HD)

4 Lifepoints, 2 Stunt points

4-Greatclub [O]

2-big and strong [F*]

2-thick skin [D]

*Ogres are known for pulling off incredible feats of strength. They've been known to pull back a catapult arm with their bare hands, and juggle halflings.

Ochre Jelly (as 6HD)

5 Lifepoints, 1 Magic point

3-acidic touch [O]

3-amorphous body [D]
3-magic resistant [D]
1- splitting [F*]

*An ochre jelly can split itself into smaller "halves" to avoid taking magical damage, or becoming trapped. If avoiding being trapped, only one half escapes.

When it splits each half loses one point of both defensive Talents, and both are 1 Lifepoint lower than the Ochre Jelly was before the split. Both halves attack as normal Ochre Jellies.

It costs a Magic point for a Ochre Jelly to split.

Elborath the Giant

7Lp 3Sp (as 9 HD)
4-clubbing smash [O]
3-collateral damage [O]*
2-big and tough [D]
3-crazy strong [F]*
2-iron collar (belief in) [D]

Afraid of Magic.

Gear: big club, iron studded boots, huge sac, iron collar.

Carrying some goods (menhirs) to Windemere from the mountains.

Gareth the Skyserpent

6 Lp 6 Mp (as 11 HD)

4-wisdom of the sky [F]
4-counter magic [D]*
3-dragon magic (water and air) [F]*
2-resilient coils [D]
2-tooth and claw [F]
2-flight [F]

The only treasure he desires is knowledge. . . However, "Gareth" the Skyserpent is looking for Elborath the Giant as he "has something that belongs to him."

Setting

The Darsivian Republic

The legendary Republic covered virtually the entire known world. How could it not when the gods walked the earth? It was ruled by a mortal senate of Dwarves, Elves and Humans. With the gods occasionally supplying guidance and miracles. Two Dictators were elected every 6 years. (Their terms overlapped, an election happening every three years.) Human's were elected most often, chiefly because of their shorter lifespan.

The harmony of the republic could not last. Some say that the desires of mortals would ever lead to the evils that come with upheavals. The republic began to turn on itself and the Gods became involved each championing their most beloved cause to the extermination of all else.

The Magic of this current dark age is a mere shadow of what it once was during the Darsivian Republic. Indeed the very fabric of magic has greatly changed since that time. Only the greatest of magi and clerics can now make items of power and even these are of dubious duration and potency compared with those that were wrought in the times before the war of the gods.

The War of the Gods and the Six Great Cataclysms

There were many gods prior to the great war. Bard's songs still tells of mortals gaining this immortal station. It is clear that some gods perished in the conflict, whether being destroyed utterly, banished in some fashion or merely reduced (or perhaps even choosing) to be reduced to something less than they once were. Some sages maintain that the six great gods, were once all more than one divine being, in fact being joinings of deities who shared a common purpose. Regardless of the exact theological truth, each of the six, in a bid to gain control of the world each unleashed a Great Cataclysm.

The great works of the Darsivian Age were torn assunder, life fundamentally altered because of the 6

Great curses of the gods. The war finally ended with each god swearing to leave the earth to its existing denizens and to no longer grace it with their physical forms.

The Dead Arose - Dakra god of the Dead brought the dead to a semblance of life. Before this no undead had walked the world.

Floods, Droughts, and Famine - Elnadar god of Balance brought horror and pestilence to the crops, plants and food of the populace. Before this the sun and rain obeyed in an ordered pattern, they did not lash the earth as if in spite.

Burying of Cities in great Earthquakes and Volcanoe's - Sarisa god of Goodness and Humility caused the past works of man, their hubris and pride, to be buried and destroyed in great upheavals of the earth. Before this curse, tremors did not trouble the surface of the earth.

Magic Forgotten - Thanos god of Law, remade the fabric of mortal magic, subjecting it to rules and restrictions. It split magic derived from the gods and those of a more arcane nature. Before this if a person knew how to enact a spell then they could, with little limit. Now when a spell is cast it costs the caster a portion of power, and rigorous training and experience is required to access more potent spells, much like skills in any other thing.

Demons Unchained - Cilambin god of Evil and Wealth, unleashed strange and powerful beings previously separate from the world by the will of the gods. Both demons and devils previously barred from the earth can now walk it, if welcomed by foolish mortals, bringing ruin with them.

Creations go Mad - Donobrem god of Chaos and Freedom, released the many creations of man to have their own will. Fusions of man and beast created before the fall, and other more esoteric monstrosities who were once docile and obedient to the desires of their creators were freed. Now these

creatures and savage humanoids turn on man and demi-human alike, they have a will all to their own.

The Six Gods

Elnadar god of Balance, nature, diplomacy, farming, history, neutrality, moderation

Curse: Floods, Droughts, Famine

Worshippers of Elnadar believe that everything has its place and its time. They see that over-indulgence or over-use leads to harm.

Temples of Elnadar are most common in agricultural areas. They vary widely in their decorations, but often reflect the seasons. Priests often bless crops, and promote alcohol as safe and its moderation. Priests also often serve as moderators for disputes, and messengers between hostile groups. Elnadar cursed the world by first scorching it with the sun, then flooding it with rain.

Sarisa, The Great Giver, god of Goodness, peace, humility, generosity, bounty, and joy

Curse: Burying of Cities in great Earthquakes and Volcano's

Worshippers of Sarisa believe that all are equally deserving of respect for their contribution to the world. They believe that everyone is capable of making the lives of others better, and this remains their central goal. Some disagree as to whether others actually know what would make their own lives better.

Temples of Sarisa are typically simple. Priests are often teachers and care for widows and orphans. Large temples often heal one parishioner per day without any compensation required. Sarisa humbled the works of the ancients by collapsing and burying their greatest cities in a mighty earthquake. The first tremor to touch the world.

Thondor, Lord of Order, god of Law, stability, structure and duty

Curse: Magic Forgotten

Worshippers of Thondor believe that the rule of law

and order is most critical in achieving their dreams. Mighty civilizations, basic fairness, and expansion of any sort all require stability. Those already in positions of power tend to favour Thondor.

Temples to Thondor are largest where governments are strong, and are most common in towns and cities. Thondor's priests often act as judges and magistrates.

It was Thondor who altered magic, divorcing arcane and divine magics. Before his curse, will and knowledge were all that was required. Now those who wield magic and divine blessings have far more restrictions on how they gain and employ power.

Cilambin, god of Evil, profit, merchants, self-aggrandisement, corruption, demons, monsters, executioners, wealth

Curse: Demons Unchained

Worshippers of Cilambin believe that others are in their positions due to either skill or incompetence. If they have abilities or power they use it to acquire what they desire, the consequences are none of their concern. The means are largely irrelevant and fairness and justice are used by others simply to exert control and gain power.

Temples of Cilambin are often difficult to find and private. Only particular individuals are welcome. Priests often pretend to be something else entirely.

Donobrem, The Ever Changing One, god of Chaos, change, discovery, chance, invention, war, risk and freedom

Curse: Creations go Mad

Worshippers of Donobrem believe that the change available in chaos is pivotal to promoting their dreams. They believe that no one has what they really deserve and that change leads to opportunity. The lives of people are improved by greater freedom, and new things.

Temples to Donobrem are usually semi-permanent, often these are tents. Their priest often travel, bringing tales and devices from other places. They often 'organize' festivals and games of chance and more rarely they encourage revolution.

The creatures created by humans and demi-humans

were many before the war of the gods. These creatures were freed by Donobrem, their freedom continues to plague the world for most became the monsters of the night.

Dakra god of the Dead
Curse: The Dead Arose

All revere Dakra god of the Dead, for in the end all comes to dust. Some are more devoted to him than others. While priests exclusively in his service are rare indeed, they do exist. Any cleric knows the appropriate rites to observe and revere Dakra when a friend has fallen.