

DUNGEON NIGHTS

OLD SCHOOL FANTASY ADVENTURE GAME



SCOTT MALTHOUSE

K'05

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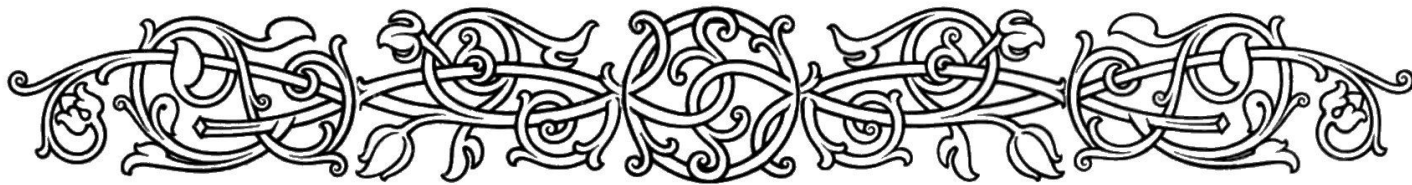
Scott Malthouse



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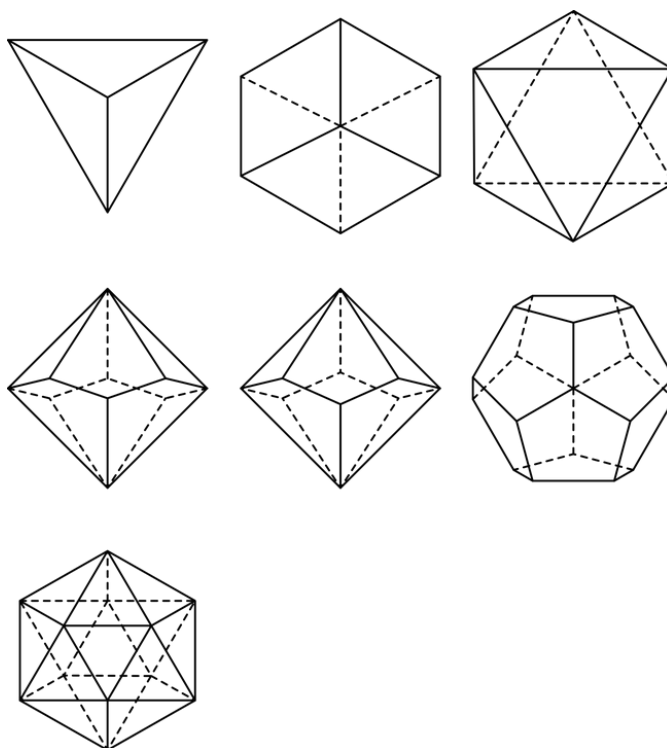


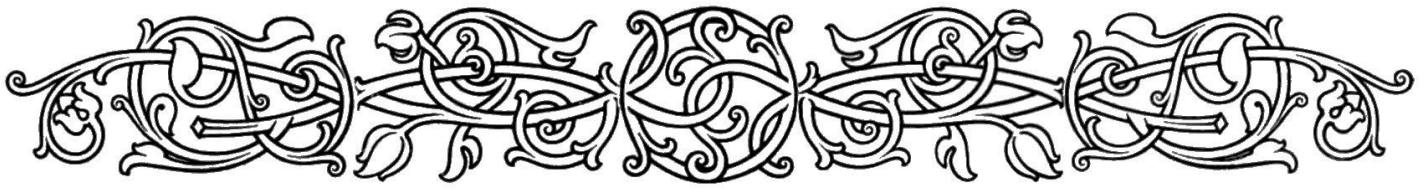
WELCOME

Dungeon Nights is a rules-lite adventure roleplaying game in the vein of the original 1970s phenomenon (you know the one I'm being coy about). This game mixes old and new school design, providing a foundation for many months or years of incredible adventures for you and your group.

It is assumed that whoever is reading this is already familiar with the concept of adventure roleplaying, so I'm not going to go into the ins and outs of what it is. Suffice to say, it's a game where you create a heroic character to head out on fantastic quests with your mates, telling incredible stories and generally having an amazing time.

In this book you will find all the rules you need to create a group of characters and play the game. Enjoy.





Terminology

The following section details some of the common terminology used in the game.

Game Master: Or GM, is the player who runs the game, acts as the NPCs and referees the rules.

Player Character: Or PC. The character a player becomes in the game.

Non-Player Character: Or NPC. The characters and creatures controlled by the GM.

Hit Dice: Or HD. This is the number of dice rolled to determine Hit Points.

Hit Points: Or HP. Represents a PC or NPC's health. This is reduced when damage is taken.

Armour Class: Or AC. This is the number needed to equal or surpass with an attack roll in order to deal damage.

Saving Throws: Or Save. This is a rolled to avoid negative effects like damage, spells or something unusual.

Xdy: This is how the number of dice rolled is phrased. X is the number of dice rolled and Y is the type of die. For instance, 2d8 is two eight-sided dice.

Gold Pieces: Or gp. This is the currency used in the game.

Attribute scores: These are the six key attributes that make a character in the game: strength, dexterity, constitution, wisdom, intelligence and charisma.

Checks: These are rolls made to take an action that could result in failure.





Character Creation

When creating a character in **Dungeon Nights**, follow these steps:

- Roll your attributes
- Choose a **culture** (gain culture modifiers)
- Choose a **race** (gain race bonus)
- Choose a **class**
- Roll your hit die plus your Con bonus to figure your HP
- Your Armour Class (AC) begins at 10 plus your Dex bonus
- Begin with 3d6x10 gold pieces (gp)

Rolling attributes

The following section describes character attributes and what they are useful for. These lists are not exhaustive, but give you an idea of how these attributes are used.

Strength: Bashing doors, lifting heavy items, swimming, hitting with swords, climbing walls.

Dexterity: Sneaking, vaulting walls, disarming traps, dodging fireballs.

Wisdom: Religious insights, spotting hidden things, willpower, common sense.

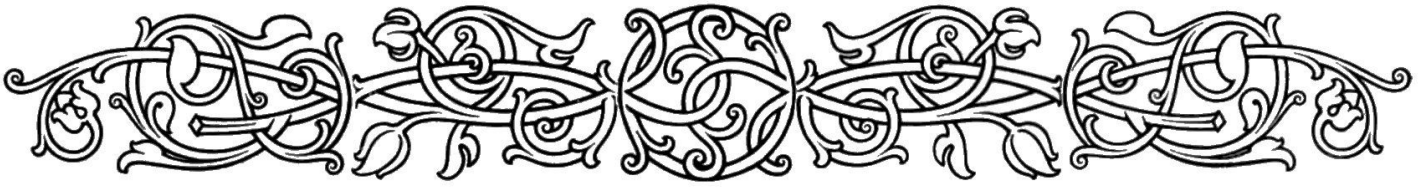
Intelligence: Knowing facts, understanding mechanisms, recognising monsters, keeping lucid, understanding languages..

Constitution: Staving off damage, taking a beating, surviving without food.

Charisma: Entertaining, persuading, leading, lying.

To work out your attribute scores, roll 3d6 for each. The higher, the better.

Attribute score	Modifier
Less than 7	-1
8-10	+0
11-14	+1
15-17	+2
18-20	+3



Cultures

Cultures describe a group of people along with their traditions, beliefs and general way of life. Your character's culture can determine their personality, in addition to granting bonuses and special culture traits.

Culture tags: Cultures have certain tags to help you get a flavour for the character you're creating. You can use as many or as few of these tags as you like to help inspire your character.

Common races: Each culture has a set of common races that give you an idea of the races most likely to be associated with that culture. However, this by no means limits you to using these races in your culture.

Culture modifiers: Certain cultures can affect the mental and physical state of whoever is part of this culture. Cultural modifiers give both a bonus to

an attribute and a penalty to an attribute.

Culture traits: Members of a certain culture become used to a certain way of living, offering them special abilities, both skilled and physiologically.

Cultures list

Stone Culture (Thorish)

Culture tags: Proud, Loyal, Traditional

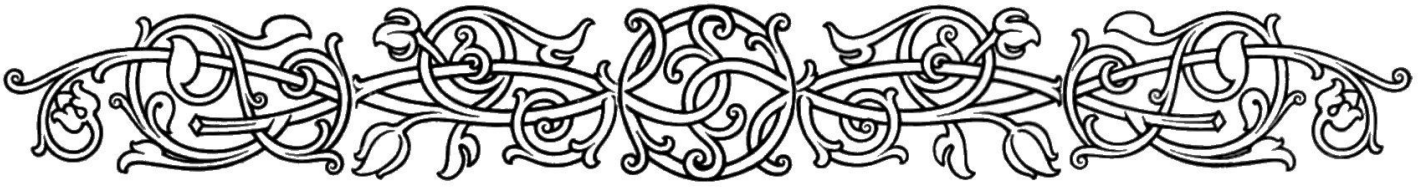
Common races: Dwarf, Halfling, Orc

Culture modifiers: +1 to Str or Con/ -1 to Dex or Cha

Culture traits:

- You can see in the dark
- You have a 1 in 3 chance of being able to tell the history of an underground structure.

The vast mountainous region of Thoria is, for many, an inhospitable terrain where griffins make their great nests and brutish owlbears prowl, but for the Thorish people it is simple home. These peoples are descended from skilled stonemasons who once crafted cities like Thannash and Grimdoor from the mountain side. Much of the architecture was created by orcs and dwarves, who make up the bulk of Thorish clans in the mountains.



Sea Culture (Venna)

Culture tags: Adventurous,
Open minded, Talkative

Common races: Human, Elf,
Halfling

Culture modifiers: +1 to Dex or
Cha/ -1 to Con or Int

Culture traits:

- Gain a +2 to Charisma saves
- Ignore the negative effects of the Complex Journey Tag when at sea

The Venna have lived on the humid coastal region of Vennan for centuries where they have plied their trade of ship-making and exploration since their forefathers arrived.

They are usually dark-skinned and well-built due to a healthy diet of olives grapes, and rich wine. Their buildings are made of the purest white stone, with flat roofs and many windows. The Venna have a love affair with travel, venerating adventurers and sailors.

Desert Culture (Al Hadar)

Culture tags: Curious,
Welcoming, Organised

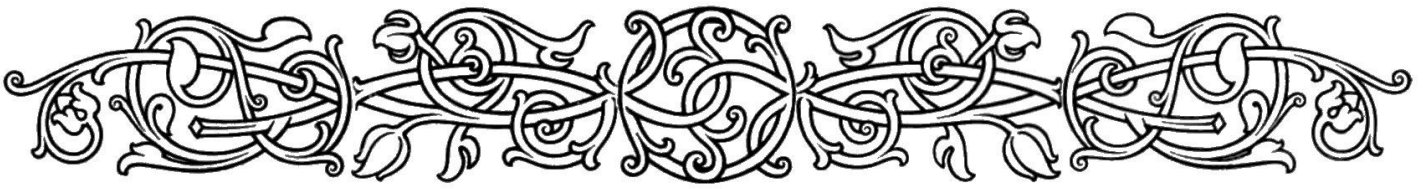
Common races: Human, Dwarf,
Gnome

Culture modifiers: +1 to Wis or
Con/ -1 to Str or Dex

Culture traits:

- Ignore the effects of the Barren Journey Tag.
- Gain a +2 Con save to the effects of poison.

The great nomadic Al Hadar have been sung about in all four corners of the world. They are garbed in colourful silks, wear jewelled turbans and love to sample rich perfumes. The Al Hadar boast a great many magic users, called Magi, who are among the most powerful leaders in this culture.



When receiving visitors, the Al Hadar always put on music, entertainment and a selection of desert delicacies for their guests.

Night Culture (Gloom)

Culture tags: Meticulous, Honourable, Quiet

Common races: Elf, Halfling, Orc

Culture modifiers: +1 to Dex or Cha/-1 to Wis or Con

Culture traits:

- Gain a +2 to Dex when attempting to use stealth
- You can see in the dark

Gloom is a region in the centre of the continent of Avonor. Almost every day of the year the area is cloaked in darkness, which has given rise to the Gloom culture. This is a culture that tends to keep to itself, one where honour is the lynchpin of society. Without honour, there is no civilization - so believe the Gloom. They have an eye for detail, as can be seen by their incredible architecture and art.

Forest Culture (Arboran)

Culture tags: Cautious, Theatrical, Empathic



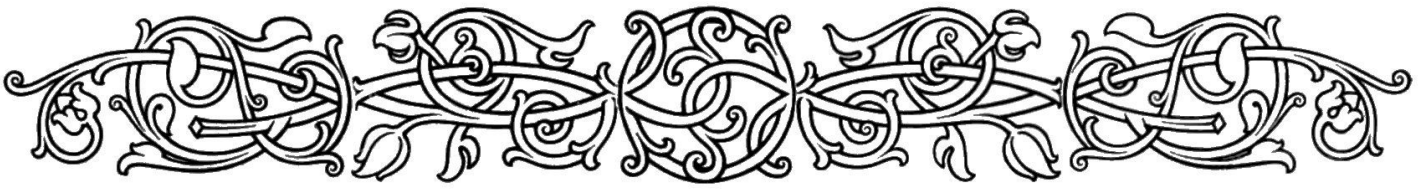
Common races: Elf, Human, Gnome

Culture modifiers: +1 to Dex or Str/ -1 to Cha or Wis

Culture traits:

- Gain +2 to Str checks when attempting to climb.
- Ignore the negative effects of the Complex Journey Tag when in a forest or wood.

The Arboran culture is scattered throughout Avonor, mostly thriving in wooded regions like Thornbreach and Bramblewatch. These people live high in the treetops in wooden treehouses, joined by vast walkways constructed of vines and cedar.



The Arboran culture venerates nature and would never cause it harm unless absolutely necessary. They do not use money and instead work together towards common goals for spiritual fulfilment.

Frost Culture (Frigos)

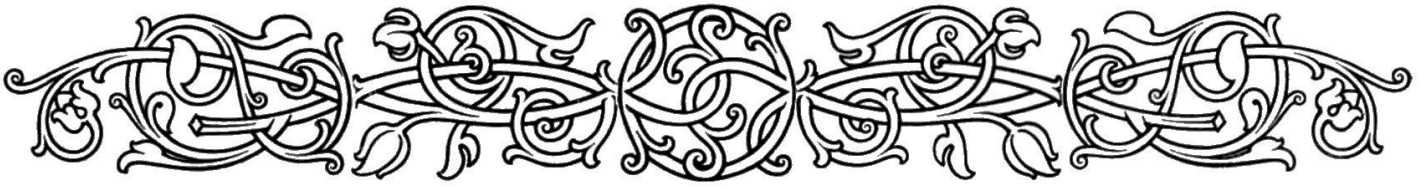
Culture tags: Solemn, Resilient, Resourceful

Common races: Human, Dwarf, Orc

Culture modifiers: +1 to Con or Int/ -1 to Cha or Wis

Culture traits:

- Ignore the negative effects of the Hazardous Journey Tag when in cold regions.
- Gain a +2 to Int checks when identifying creatures that live in cold regions.



The northern icy wastes of Frigonia are replete with snow dunes, ice caves and deadly frost winds. In this near inhospitable region the Frigos have made their home. Living in structures carved of snow and ice, the Frigos are usually pale, bearded and covered in runic tattoos. They follow the way of the warrior, with hunters being the most important members of Frigos society. They worship the Great Bear, who turns with wheel of time and keeps them safe from danger.

of skin tones depending on their home climate.

Racial bonus: +1 to Int

Dwarf

Dwarves are generally stocky of build, reaching a maximum of 4.5' tall. They originated in the frigid northern mountains but have relatively recently expanded beyond their home borders as far as the Red Desert.

Racial bonus: +1 to Str

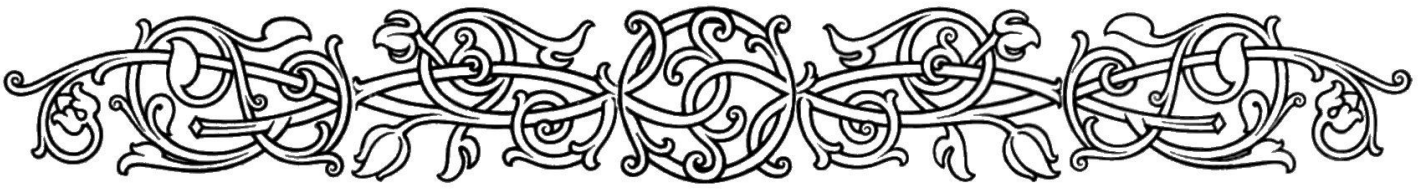
Races

Select one race from the following list, noting the attribute bonus associated with that race.

Human

Humans are the most widespread of races in Avamor, having colonised the length and breadth of the continent. They generally range from 5-6.5' in height and have a wide variety





Elf

Elves are generally lithe, tall folk of usually 6-7' in height. Their eyes can be every colour of the rainbow, giving them the nickname 'People of the Rainbow'. While the first elves dwelt in woodlands, many moved into towns and cities to mix with other races and cultures.

Racial bonus: +1 to Wis



Halfling

Halflings are a diminutive race found in both town and country. Some call them Wee Folk, but most halflings don't much care for this term. They stand on average 3' tall and range from skinny to stocky, though few males are able to grow facial hair.

Racial bonus: +1 to Dex

They are the smallest race, even shorter than halflings, with adults growing to just 2.8' on average.

Racial bonus: +1 to Cha

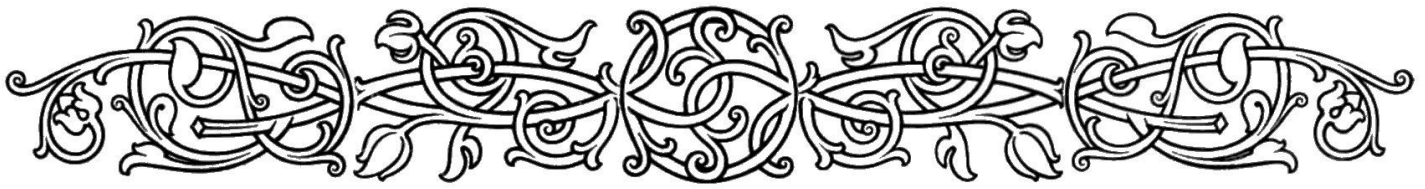
Orc

Orcs are an often misunderstood race due to their brutish and often frightful demeanour. However, they have integrated into various cultures and proven themselves as valuable members of society.

Racial bonus: +1 to Con

Gnome

The race of gnomes are the newest in Avonor, forged by the gods from pure magical energy.



Classes

A class defines the kind of adventurer your character is - whether they're a brutish, muscular barbarian, an undead-smashing cleric or a sneaky thief. You can have lots of different variations of just one class. For instance, a warrior could be a sharpshooter with a crossbow, a sword and shield type or even a rugged scholar. Don't let a class pigeon-hole your character.

Class tags: Every class has a series of tags that can be used to help define the character. Use as many or as few of these as you like, combining them with your culture tags.

Hit Dice: This is the type of dice rolled every level to find out how many Hit Points (HP) a class has.

Proficiencies: A list of weapons and armour this class is able to use without suffering a -4 penalty to attacks, Dex saves and Dex checks.

Saving Throw: This is the target number for when you need to make a saving throw. You must roll equal to or above this number to succeed a save

Specials: The class specials shows specific abilities native to that class.

Warrior

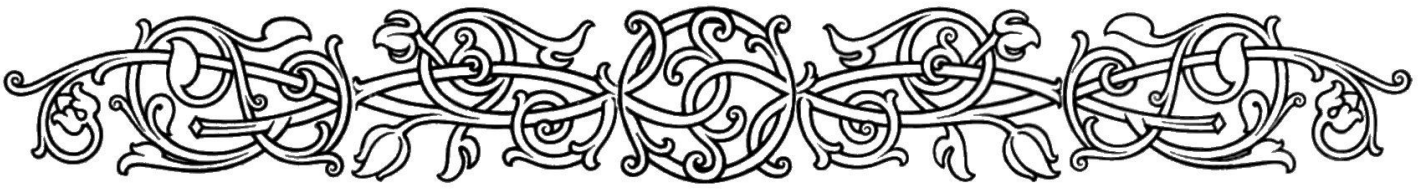
Tags: Precise, Brave, Deadly, Grizzled

Hit Dice: d10 per level

Proficiencies: All weapons and armour

Saving Throw: 15 (reduces by 1 per level until level 9)





Specials

Multiple attacks: When a warrior attacks a creature that has 1HD or fewer less than herself, she may may an extra attack.

Attack bonus: Gain +1 to Str and Dex attacks for every class level (up to, not including, 8).

Warrior stronghold: At level 9, a warrior may establish a stronghold for 2000gp, becoming a Warrior Overlord. Over the space of 2d6 weeks they will attract 20 warrior mercenaries, 50 peasants, and 25 servants. The stronghold upkeep costs 100gp per month.

Warriors are hardy, battle-hardened fighters. They may be tribal soldiers of the desert, grizzled rangers of the woodlands, or grand knights on horseback. They are adept with all manner of armour and weapons, allowing players to fashion the type of warrior that suits them. Some warriors live by a code of honour (the Kastaka of Gloam, for example), while others sign blood pacts with their lords (the Frigos Thunderbreakers). Still, many choose to live as mercenaries, travelling to road to make coin.

Barbarian

Tags: Savage, Tough, Traveller, Ostracized

Hit Dice: d12 per level

Proficiencies: Cloth armour and all weapons

Saving Throw: 14 (reduces by 1 per level until level 9)

Specials

Rage: Once per combat, gain +1d4 to damage rolls for 3 rounds.

Natural armour: A barbarian's natural armour begins at 12AC.

Attack bonus: Gain +1 to Str and Dex attacks for every class level (up to, not including, 7).

Barbarian fortress: At level 9, a barbarian may establish a fortress for 1500gp, becoming a Barbarian King/Queen. Over the space of 2d6 weeks, they will attract 30 barbarian mercenaries, 15 servants and 25 peasants. The fortress upkeep costs 75gp per month.

Barbarians live outside of civilisation. They are wild people, often fiercely tribal and incredibly hardy. While in combat they can flip into a blood rage, mowing down their opponents in a frenzied bloodlust. The dunes of Al Hadar are home to many barbarian kings and queens.



Cleric

Tags: Holy, Vengeful, Patient, Courageous

Hit Dice: d8 per level

Proficiencies: All non-piercing weapons and all armour

Saving Throw: 16 (reduces by 1 per level until level 8)

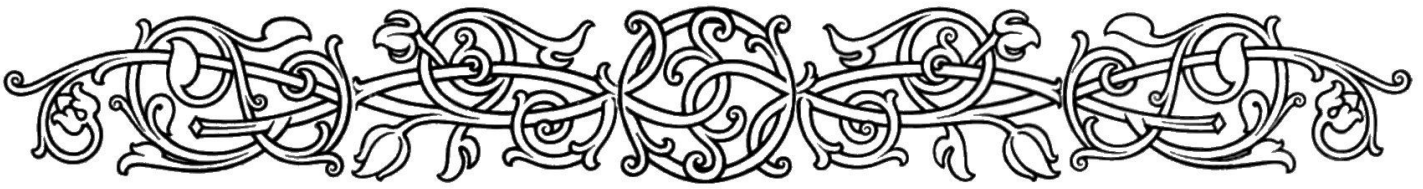
Specials

Cleric prayers: Clerics can pray to their patron deity for special abilities (see Cleric Prayers).

Turn undead: Clerics can cause the undead to flee as an attack action. Roll 1d10. 2d6 undead with HD equal to or lower than the result run away for 2d6 rounds. If their HD is 3 lower than the cleric's, instead the undead are turned to dust.

Cleric temple: At level 9, a cleric can establish a temple for 1000gp. Over the space of 1d6 weeks the temple attracts 20 followers and costs 50gp per month upkeep.

lvl	Number of Cleric Prayers per level						
	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	2	2					
5	2	2	1	1			
6	2	2	2	2			
7	3	3	2	2			
8	3	3	3	3			
9	4	4	4	3	3		
10	4	4	4	4	4	1	
11	5	5	5	5	4	1	
12+	5	5	5	5	5	2	1



Attack bonus: Gain +1 to Str and Dex attacks for every class level (up to, not including, 6).

Clerics are spiritual or religious soldiers who use the powers granted by their patron god or goddess to perform incredible feats akin to magic. Their unwavering commitment to their deity makes them a force to be reckoned with on the battlefield, particularly when it comes to the undead, who often flee from the holy might of the cleric. Clerics come in many different flavours, from the armoured Shining Lantern holy order of Vennan culture, the painted Bone Shamans of the Al Hadar, or the Green Priests of Arboran culture.

Thief

Tags: Shady, Connected, Misunderstood, Careful
Hit Dice: d8 per level
Proficiencies: Daggers, shortswords, staves, blowguns, shortbows, cloth armour, leather armour, chain armour
Saving Throw: 14 (reduces by 1 per level until level 9)

Specials

Thievery: Gain a +2 bonus to picking locks, listening at doors, hiding in the shadows, moving silently, picking pockets and disarming traps.

Attack bonus: Gain +1 to Str and Dex attacks for every class level (up to, not including, 5).

Backstab: Thieves gain a +2 to attacks and +1d6 to damage when attacking an enemy who hasn't acted in combat yet. At level 6 this increases to +2d6 damage and level 13 +3d6 damage.

Thieves' Guild: At level 9, a thief can establish a guild for 1000gp. Within 2d6 weeks this attracts 30 thieves. The guild upkeep is 25gp per month.

Thieves are masters of shadow and subterfuge, darting silently through the streets, slipping coin purses from pockets and striking swiftly with their blades. While there are many common thieves, those who become more experienced may go onto be feared assassins, leaders of a thieves' guild or simply retire with their wealth. Adventuring thieves tend to be in it for the money, but there are those whose life of thievery is a necessity. The Shadow Seven of Gloam are the most prolific thieves on the continent.



Magic User

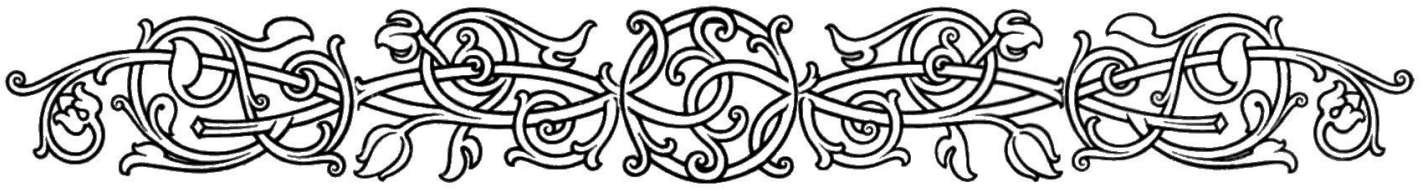
Tags: Esoteric, Curious,
Scatterbrained, Surprising
Hit Dice: d6 per level
Proficiencies: Cloth armour,
daggers, staves, blowguns

Saving Throw: 17 (reduces by 1
per level until level 10)

Special

Arcane spells: Can cast Arcane
spells (see Arcane Spells).

Lvl	Number of Arcane spells per level								
	1	2	3	4	5	6	7	8	9
1	1								
2	2								
3	3	1							
4	4	2							
5	4	2	1						
6	4	2	2	1					
7	4	3	2	1					
8	4	3	3	2					
9	4	3	3	2	1				
10	4	4	3	2	2				
11	4	4	4	3	3	1			
12	5	4	4	4	4	4	1		
13	5	5	4	4	4	4	2	1	
14	5	5	5	4	4	4	3	1	
15+	6	5	5	5	4	4	4	2	1



Attack bonus: Gain +1 to Str and Dex attacks for every class level (up to, not including, 4).

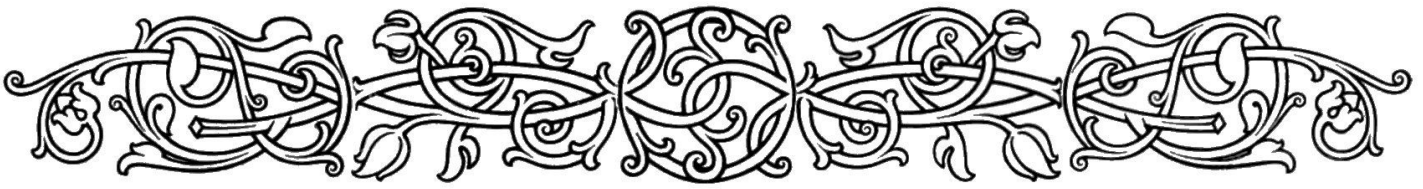
Magic saves: Magic users gain a +2 to saves against the effects of arcane spells.

Mage tower: At level 11, a magic user can establish a mage tower for 1300gp. This includes research rooms, laboratories, libraries and storage locations for wizardly experimentation. Over the space of 2d6 weeks the tower will attract 15 warriors, 5 magic users and 10 servants. The upkeep of a mage tower is 50gp per month.

Magic users, also known as wizards, mages, sorcerers,

necromancers and warlocks, depending on where you are in Avamor, are experts in using the innate magic found in the world. While lower level magic users tend to be weaker, those who manage to survive long enough to establish their own tower will become incredibly powerful indeed, bending reality to their will. Some choose to focus on destructive spells, while some summon beings to do their bidding. There are only three Great Mages in the world - Dezzendo the Gold, Tulik Gando, and Selina the Worldweaver - though there are many pretenders out there who would love to take the title of Great Mage.





Example character creation

June is creating a character and she begins with an outline of the type of character she wants to play. She wants a tough as nails Amazonian-like woman who specialises in using a bow. She rolls her attributes and assigns them thusly: Str 12 (+1), Dex 15 (+2), Int 9 (+0), Wis 6 (-1), Cha 11 (+1), Con 13 (+1). She loves the sound of the Venna culture, which works well with her Amazonian idea, so she gives her character a +1 to Dex and a -1 to Int. She decides that her race will be an Orc, since they're generally pretty big, giving a +1 to Con. This gives her a final list of attribute scores: Str 12 (+1), Dex 16 (+2), Int 8 (+0), Wis 6 (-1), Cha 11 (+1), Con 14 (+1). Of course, it makes sense for her character to be a warrior. She rolls her hit dice and adds her Con bonus to get 6HP. She looks at her culture and class tags, selecting Adventurous, Precise and Deadly. Without armour, her base AC will be 12 (10 + Dex modifier).

Levelling up

As your character gains more experience on their adventures, they will have chance to level up. After your character has completed a key quest, the GM should allow them to gain a new level. When they do this, follow these steps:

- Roll your Hit Die and add the result to your HP.
- Reduce your saving throw target based on your character class
- Roll 1d20 per attribute. If you roll over the attribute, increase the attribute by 1.

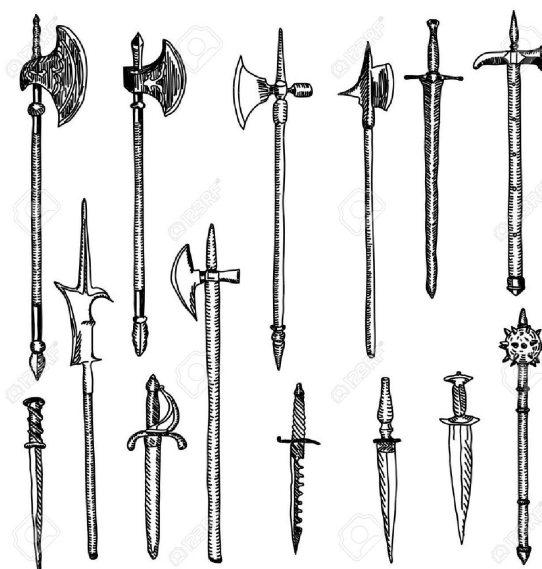
Class levels end at level 20, when the character is considered to be a master.





Gear

If you're going on an adventure, you'll need the right equipment to take along with you. **Dungeon Nights** doesn't have an exhaustive list of items. All gear costs gold pieces (gp).



Weapons

Weapon	Damage die	Range	Cost (gp)
Dagger	d4	20ft	4
Blowgun	d4	40ft	5
Staff	d4	-	3
Shortsword/Mace	d6	-	15
Shortbow*	d6	50ft	16
Longsword*	d8	-	80
Longbow*	d8	100ft	120
Polearm*	d8	10ft	210
Greatsword/Greataxe*	d10	-	300
Heavy Crossbow*	d10	60ft	410
Ranged ammo x10	-	-	5

*Two-handed weapon.



Armour

Armour is denoted by Armour Class (AC). A character's natural AC is 10 (unless a barbarian). When armour is worn, the new AC is used. Certain classes are proficient in specific types on armour, meaning they can wear them without receiving a -4 penalty to attack rolls and Dex saves and checks.

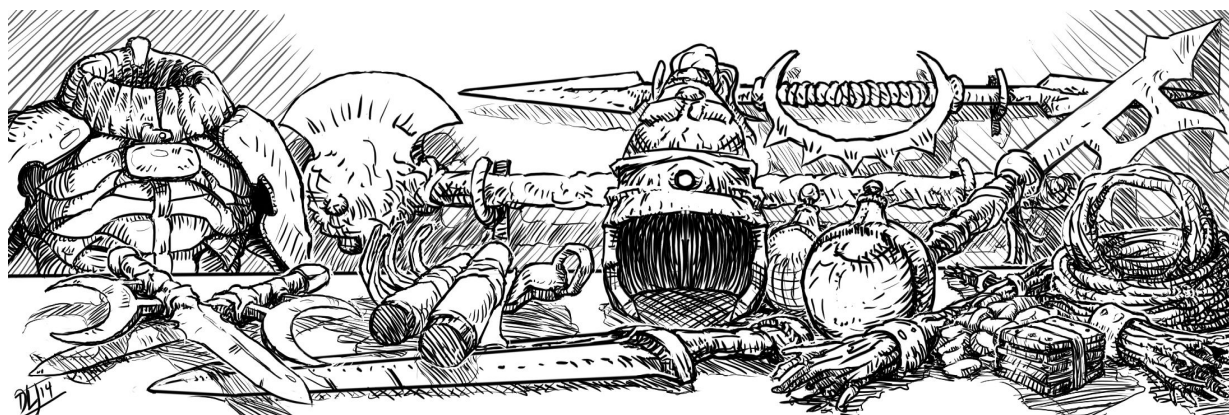
Dex limitations

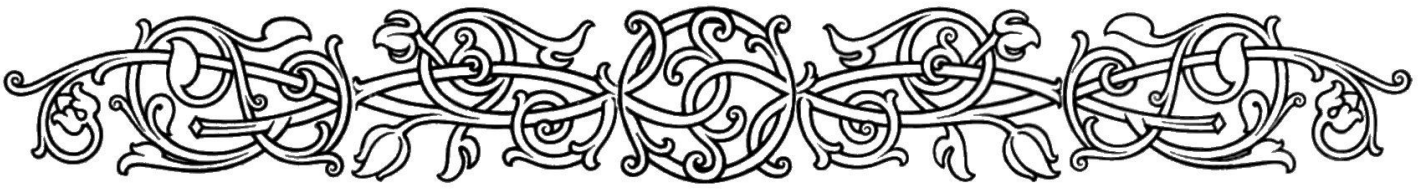
Each armour type has a maximum Dex bonus. This is the most benefit a character would get from their Dex bonus to Armour Class.

Shields

Shields add an AC bonus to existing armour. When holding a shield, a character can't hold a two-handed weapon.

Armour	Armour Class (AC)	Max Dex bonus	Cost (gp)
Cloth	12	None	10
Leather	13	+3	40
Chain	14	+2	130
Plate	15	+1	400
Mithril Chain	16	+2	1000
Target Shield	+1	None	30
Tower Shield	+2	+2	120





Combat

Throughout your adventures you're going to get into more scraps than you have hot meals. The following rules explain how combat works.

Combat flow

Combat is done in 6 second rounds. A round is over when everyone has had a turn. A turn is over when a combat participant has acted.

Initiative

All players roll 1d6 for initiative. If they roll 4+, they act before all opponents. If they roll 1-3, they act after.

Take an Action

Characters may move their speed and attack or move and cast a spell on their turn. They can do any other action that takes 3 seconds in place of either moving or attacking.

Attacking

To attack roll d20 + Str (melee) or Dex (ranged), plus any special class bonuses. If the result is equal to or higher than opponent's AC,

roll weapon damage die and reduce the loser's HP by the total. If the attack roll is lower, the attacker has missed the attack. Play then continues to the next turn.

Modifications

The GM should modify combat as she wishes (i.e. offering +2 AC to a character hiding behind a low wall).

Stunts!

Players should be encouraged to try out cool stunts in fights to gain the advantage using attribute tests. Want to hamstring a night ogre? Make a Dex test to roll under its legs, followed by an attack. The GM might give a +2 bonus to the attack if their test is successful.

Combat example

Eloine the gnome thief is fighting a goblin. Eloine's player rolls a d6 for initiative, getting a 6 - Eloine goes first. She decides to run at the goblin and thrust her rusty dagger at it. She rolls a d20 and adds her Strength (+1) and her class attack bonus of +1, getting a 13. She compares this to the goblin's AC, which is 12 - it's a hit! Eloine rolls her damage die for her dagger, d6-1, and gets 3. The GM reduces this from the goblin's HP of 2, killing the creature.



Advanced Combat

While you can easily play games using just the combat rules on the previous page, this section offers further options for more tactical combat.

Firing into Melee

Anyone firing a ranged attack when a friendly creature is engaged in melee combat receives a -2 penalty to the attack. If the attack misses, roll a 1d10. If a 1 is rolled, the friendly member is damaged by the attack instead.

Critical Hits and Fumbles

Rolling a natural 20 (an unmodified 20 dice roll on a d20) results in a critical hit. Roll for damage and double the result. Rolling a natural 1 on a d20 results in a fumble - the attack misses regardless of whether it would ordinarily hit.

Aimed Strike

You may forego a move action to gain a +1 bonus to your attack roll on your current turn.

Full Defence

You may forego an attack action

to increase your AC by +1 until the beginning of your next turn.

Running

You may use two move actions to run at three times your normal speed.

Morale Checks

If you are reduced to 10% of your starting HP, you must make a morale check. Make a medium (10) Wis check. If you fail, you have a -2 penalty to all attack rolls, checks and saves. You must make a morale check at the beginning of every turn your HP is at 10%. If you fail three times in a row, you must run directly away from any opponents each turn until you pass a morale check.

Helpless creatures

Any creature that is unable to attack or move, whether bound up, unconscious or incapacitated is classed as helpless. Attacks against helpless creatures automatically hit and automatically cause a critical hit.

Unarmed combat

When attacking without a weapon, damage dealt is 1d3.



Playing the Game

Whenever you want to try something that could result in failure, you must make a check. Roll a d20 + the relevant attribute. If you roll equal to or higher than the difficulty target set by the GM, you succeed.

Difficulty Table

The difficulty table gives you an idea of what target should be set for a certain action. Feel free to slightly modify the difficulty by increasing or reducing a given target by 2.

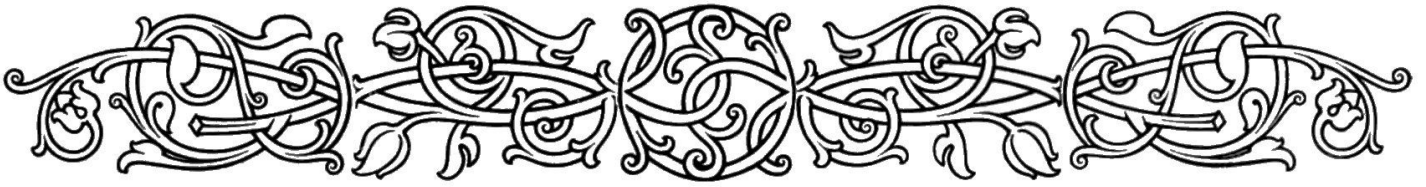
Difficulty	Target	Example
Simple	5	Jumping a low wall
Medium	10	Recalling esoteric information
Tough	15	Swimming against a fast current
Insane	20	Escaping a dragon's mouth

Contests

If another creature's actions directly oppose a character's, the player must roll a contested check. To do this, each party simply rolls a d20 + the relevant attribute and whoever gets the highest succeeds.

Example: Sneaking past a guard will be a contest between the sneaker's Dex and the guard's Wis.





Saving Throws

Saving throws, or saves, are used to avoid certain peril, whether it's dodging a dragon's flaming breath or staving off the ill effects of frog venom. All saves are tied to a certain attribute, acting just like checks. Each class has a Saving Throw target. Whenever you need to make a save, roll d20 and add the relevant attribute bonus. If you roll equal to or higher than your class saving throw target you have succeeded. If you fail, you must suffer the consequences.

Save	Example
Str	Avoid being restrained
Dex	Dodging physical harm
Con	Resisting the effects of poison
Wis	Resisting the effects of an illusion
Int	Resisting adverse effects on the mind
Cha	Resisting being charmed

Death and Dying

When a character reaches 0HP they are unconscious, meaning they can't take any actions. If they reach minus half their Con attribute, they're dead. When they are below zero, they are considered dying and must make a death save on Con. If they fail, they die. They must make this throw every hour.

Healing

Characters heal naturally at their class hit die plus their Con modifier per day after 8 hours of sleep. If they are being given medical attention every day they heal twice as fast.

Characters can also heal through magical means, such as spells and healing potions.







Journeys

In a game of **Dungeon Nights** you will be travelling across hills, plains, mountains, oceans and underground. The game provides rules to help make travelling engaging and exciting, while giving a simple set of rules for the GM to follow.

Journey Tasks

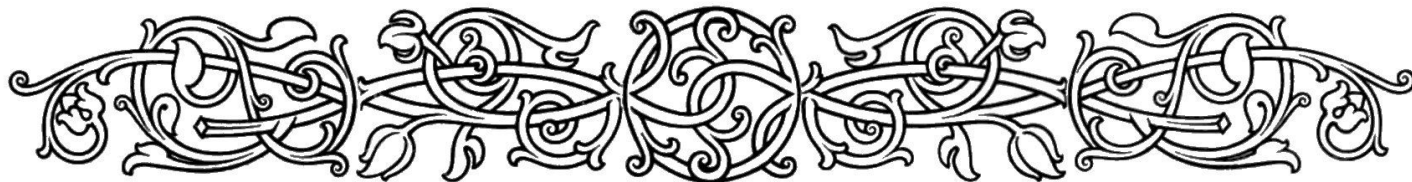
In **Dungeon Nights**, a journey is whenever players are travelling over a distance, whether overground or underground. Each member of the adventuring party should be assigned a journey task, which defines what they are doing at a given moment while on that journey. This includes keeping eyes peeled for enemies in the wilderness, hunting for food, finding water in a desert or simply navigating by the stars. Players should decide between them what tasks they will take on based on their strengths. Journey tasks are modified by journey tags, which we'll come onto later.

Each journey task is assigned an attribute. When required (usually once per day) the GM will ask players to roll checks based on the tasks they are undertaking. Journey tasks include the following:

Task	Check	Failure
Looking out for enemies	Wis	Ambushed
Finding shelter, food and water	Int	Starvation, dehydration or ambush
Covering tracks	Int	Being followed or discovered
Moving quietly	Dex	Being discovered
Moving quickly over long distance	Con	Fatigue
Navigation	Int	Getting lost

Journey Tags

Journey Tags determine how travelling in the wild or through a dungeon affects the actions the players take. They provide a simple way of keeping journeys interesting and can be applied to an entire journey, or split up into 'journey legs' to vary up the travelling experience. Journey tags include environmental hazards, the presence of hostile creatures, how navigable the environment is and more.



Journey Tag	Description	Effect
Arduous	Moving over rough terrain, such as mountains or hills	PCs move at half speed unless they succeed a Con test (10) per day.
Complex	The terrain is difficult to navigate, such as a labyrinthine forest or large dungeon	Checks for navigation suffer a -2 penalty. Checks to cover tracks receive a +2 bonus.
Threatening	There are predators or other creatures on the journey who pose a threat to the PCs	There is a 4 in 6 chance a random encounter will occur.
Hazardous	here are environmental hazards, such as falling rocks or extreme weather	Dex saves to avoid hazards receive a -2 penalty
Serene	It is a clear day and the path is without obstacle.	Gain a +2 bonus to checks to find food, water and shelter
Cloaked	The way is dark or covered in some way	Gain a +2 to stealth checks and checks to cover tracks. Take -2 to checks to spot things.
Barren	There is little to no sustenance on this journey, such as in the desert	Checks to find food, water or shelter take a -4 penalty

Journey example

The GM is planning a journey crossing rugged icy terrain before delving into a cave. She splits this journey into two legs - the icy terrain being leg 1, and the cave being leg 2. For leg 1, she assigns the tags: Hazardous and Arduous. For leg 2, she assigns the tags Threatening and Complex.



Adventuring

Dungeon Nights is all about adventure. Getting into scrapes with ogres, discovering sunken temples, and stealing valuable artefacts from mages is just part of the fun you will have in the game. This section deals with the various rules around adventuring.

Climbing and Falling

Climbing requires a Str check based on the wall surface. A surface with lots of footholds and gripping areas is a medium (10) check, while smoother or steeper surfaces are tough (15). If you are climbing a rope, this is an easy (5) Str check. Using aids like climbing pitons offer a +2 bonus to climbing checks.

Of course, falling is a risk when climbing. For every 10ft fallen, take 1d4 HP damage. So falling from 50ft is 5d4 damage. A tough (15) Dex save halves damage taken from a fall. The GM should feel free to reduce damage based on how hard or soft the surface is the character lands on.

Mounts

When travelling long distances, mounts are a great way to travel. While horses are the most common mounts in the world, some cultures use other native beasts to ride. When using a mount, ignore the Arduous journey tag.

Culture	Mounts	Move
Thorish	Giant mole	30ft
Venna	Griffon	25ft (50ft fly)
Al Hadar	Camel	20ft
Gloam	Horse	40ft
Arboran	Horse	40ft
Frigos	Riding bear	30ft





Mercenaries

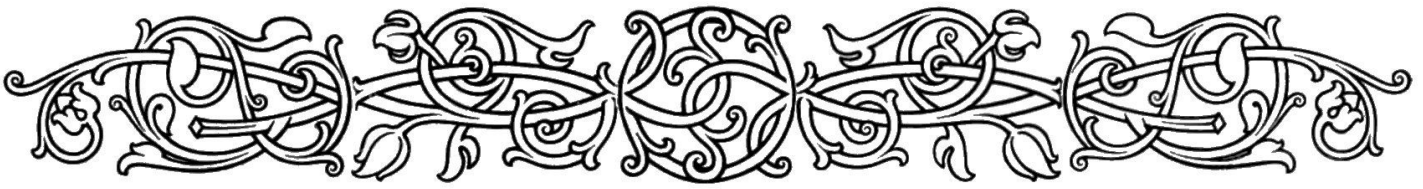
Sometimes if a quest feels too risky, it's a good idea to bring along some hired help.

Mercenaries can be found in populated locations across the continent, costing gold per day for hire. However, pay isn't always sufficient - if things get hairy on an adventure there's a chance the hired help could flee. Should a mercenary reach 10% of their starting HP (rounded up), they will flee unless a member of the party makes a tough (15) Cha check.

The chart below offers a list of typical mercenaries for hire along with their stats and costs.



Mercenary	Stats	Cost per day
Warrior	HD1, AC14, ATK weapon (d8), SV15, Special as Warrior	2gp
Magic User	HD1, AC11, ATK weapon (d4), SV17, Special as Magic User	4gp
Cleric	H1, AC15, ATK weapon (d6), SV15, Special as Cleric	3gp
Thief	H1, AC13, ATK weapon (d6), SV14, Special as Thief	3gp
Barbarian	H1, AC12, ATK weapon (d10), SV16, Special as Barbarian	2gp



Languages & Dialects

There are many languages and dialects in Avanor as there are multiple races and cultures. A Vennan orc will speak Vennan Guttural (orc speak), which is similar, but different to Frigos Guttural.

For each point of Intelligence a character has above 12 they may learn an additional language or dialect. It is assumed that all characters start by understanding Common, in addition to their racial language and their cultural dialect.

Racial languages

Racial languages can be considered 'base languages' - no matter what cultural dialect someone has, if you don't understand their racial language you can't effectively communicate with them. There are 13 base languages.

- Common (Human tongue - used most places)
- Dwarrow (Dwarf tongue)
- Halfish (Halfling tongue)
- Gnomish (Gnome tongue)
- Glade (Elf tongue)
- Gob (Goblin and Troll tongue)

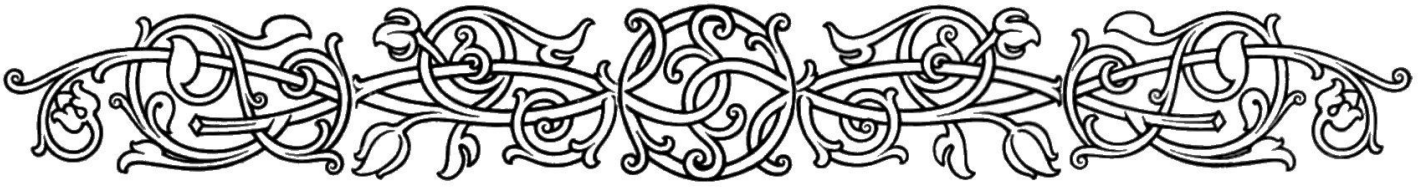
- Draconic (Dragon tongue)
- Infernal (Demonic tongue)
- Giant (Giant and Ogre tongue)
- Doom (Undead tongue)

Cultural dialects

Cultural dialects are regional differences within languages that belong to a specific culture. You cannot learn a dialect on its own - you must first have learnt a language before understanding how a dialect affects that language. Speaking in both someone's language and dialect offers a +2 bonus to charisma checks to persuade and entertain. There are six cultural dialects.

- Gloam (Gloam)
- Vennan (Venna)
- Arbor (Arboran)
- Dune (Al Hadar)
- Frigos (Frigos)
- Thorish (Thorish)

Therefore, languages with dialects are written with dialect preceding language, such as Thorish Glade or Dune Dwarrow.



Magic

Magic is commonplace in **Dungeon Nights** with magic users studying this ancient art in esteemed colleges across the world. Magic is an innate force in the universe that can be harnessed for good or evil. It can create fire, cause illusions, summon demons and control minds. This is the reason why high level magic users are feared - they are able to warp reality to do their bidding. Magic users use words, illustrations and rituals to power their spells, and never leave home without their trusty spell book.

Magic takes up a lot of mental capacity. Lower level mages have trouble recalling the smallest of spells, unlike more powerful wizards who can reel off lower level spells with barely any thought. Magic users must memorise spells in order to cast them, and once a spell is used it's gone for the rest of the day until it's studied from the spell book.

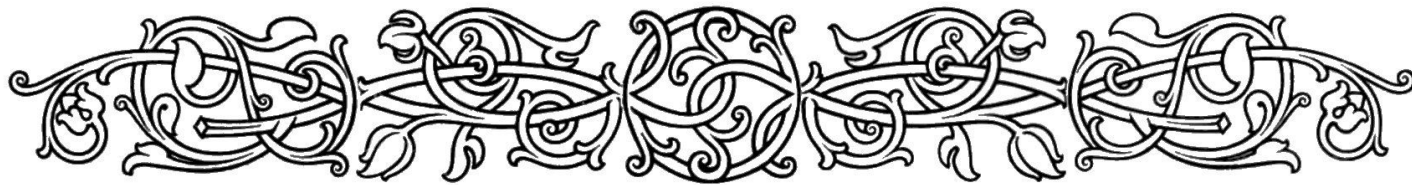
The more powerful a magic user becomes, the more 'spell slots' they have and the higher level spells they can cast.

Clerics operate in a similar way to magic users, but their power comes not from dusty old books but from the gods themselves. Clerics spend the morning praying to their patron deity to gain their prayers. However, like with magic users, prayers offer powers that require great mental capacity and once spent they are spent for the rest of the day.

Both magic users and clerics have their own spell tables showing the number of spell slots per level they have available to them.

Using Magic

Both arcane spells and cleric prayers are cast in the same way. They each require the use of motions with the hand and the use of speech, even if it's but a whisper. Casting a spell uses an action. Each spell has a level - this denotes the level of spell rather than the level of the magic user or cleric. They also have a range, duration and effect.



When a magic user gains a level, they will get a new spell slot. When they do so, they can learn one more spell to add to their spell book. This represents hours of research they do in their downtime to work out new spells. Choose a spell that corresponds with the level of the spell slot from the list of arcane spells. For instance, when a magic user gains her first level 2 spell slot, she decides to learn Detect Invisibility for this slot. A magic user needs 8 hours rest before preparing their spells for the day.

For clerics, this process is slightly different. Clerics do not have to learn just one new prayer when they gain a new prayer slot. Instead, when they pray they can choose any from the list of prayers that correspond to the level of the slot. In this way, clerics have fewer prayers than magic users have spells, but they have more choice when it comes to selecting a prayer. A cleric needs 8 hours rest before preparing their prayers for the day.

Arcane Spells

Level 1

Charm
Detect Magic
Light
Magic Missile
Read Languages
Read Magic
Shield
Sleep

Level 2

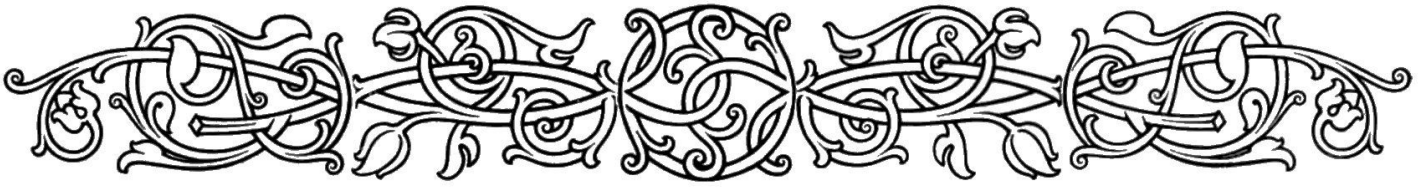
Darkness
Detect Invisibility
ESP
Invisibility
Knock
Levitate
Magic Mouth
Strength

Level 3

Darkvision
Explosive Runes
Fireball
Haste
Hold Person
Monster Summoning I
Slow
Water Breathing

Level 4

Confusion
Dimension Door
Fear
Polymorph
Wall of Fire/Ice
Wizard Eye



Level 5

Animate Dead
Cloudkill
Conjure Elemental
Feeblemind
Monster Summoning II
Telekinesis
Teleport
Wall of Iron/Stone

Level 6

Control Weather
Deathspell
Enchant Item
Invisible Stalker
Monster Summoning III
Project Image
Stone to Flesh

Level 7

Conjure Demon
Mass Invisibility
Phase Door
Simulacrum

Level 8

Clone
Mass Charm
Mind Blank
Monster Summoning IV
Symbol

Level 9

Astral Walk
Gate
Meteor Swarm

Shape Change
Time Stop
Wish

Cleric Prayers

Level 1

Cure Light Wounds
Detect Magic
Light
Purify Food and Drink

Level 2

Bless
Find Traps
Silence
Speak with Animals

Level 3

Continuous Illumination
Cure Disease
Prayer
Remove Curse
Speak with Dead

Level 4

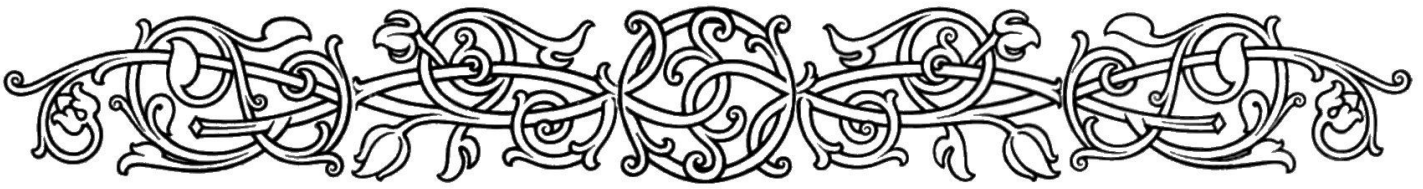
Create Water
Cure Serious Wounds
Neutralise Poison
Speak with Plants

Level 5

Create Food
Finger of Death
Insect Plague
Raise Dead

Level 6

Animate Item
Blade Wall
Word of Recall



Level 7

Aerial Servant
Earthquake
Holy Word
Part Water
Restoration
Resurrection

Spell Descriptions

Aerial Servant

Spell level: Cleric 7
Range: NA
Duration: Until completed or insane
Effect: A powerful air elemental is summoned to fetch either an object or creature for the caster.
Stats: HD11, AC16, ATK Gale (3d6), MV 200', SV5. If the elemental is tricked by the caster, it comes back and attacks them.

Animate Dead

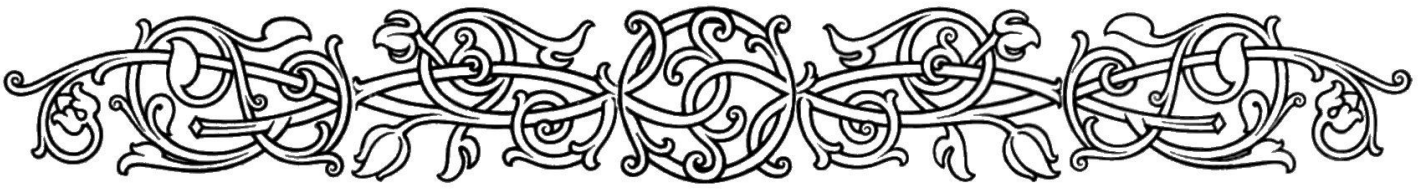
Spell level: Magic User 5
Range: 100ft
Effect: Corpses animate into zombies and skeletons to do the caster's bidding. 1d6 per caster level above 8th. Animated dead remain until destroyed.

Animate item

Spell level: Cleric 6
Range: 50ft
Duration: 1 hour
One inanimate object becomes magically animated by the cleric. It can move and perform attacks, but cannot speak. The object follows the cleric's commands. The GM determines the HD and AC of the object.

Astral Walk

Spell level: Magic User 9
Range: 150 miles
Duration: 3 hours
The spellcaster projects her astral self, an intangible intradimensional entity, into a given location, leaving their physical body behind. While in their astral body, their physical body is considered to be helpless. The astral projection is able to travel at 150 miles per hour and cannot manipulate physical objects. It can, however cast spells, though there is a 1 in 10 chance the spell will fail. If the astral body goes 20 miles further than maximum distance, it is destroyed. The physical body is still alive, but reduce the caster's intelligence score by 6.



Blade Wall

Spell level: Cleric 6

Range: 60ft

Duration: 10 turns (or 1 minute)

Blades conjured from the spiritual plane form a deadly wall around the caster of 15ftx15ft. Anyone trying to get through the wall takes 6d10 damage. Attacks cannot pass through the wall.

Bless

Spell level: Cleric 2

Range: 5ft

Duration: 6 turns (or 1 hour)

The cleric grants herself or another creature within reach a +1 to attack and morale rolls.

Charm

Spell level: Magic User 1

Range: 100ft

Duration: None - until saved

The caster puts a humanoid creature of human size of smaller under their influence. The recipient of the spell may make a Wis save to negate the effects. They may continue to make saves every hour.

Clone

Spell level: Magic User 8

Range: Personal

Duration: Indefinite

Using a pound of flesh, an inert clone of a living person can be made. It shares all that person's features, including HD and level but is unable to move or think for itself. The clone will atrophy in 6 months if it does not have a soul. Once the original has died, its soul will enter the clone with all memories of its former life. It is now able to act as normal.

Cloudkill

Spell level: Magic User 5

Range: 100ft + 10ft per level

Duration: 1 hour

A 10ftx10ft yellow poisonous cloud drifts wherever the caster desires at 5ft per turn. Any creature of HD 3 or lower that comes into contact with the cloud automatically dies. Any creature of HD 4 must make a Con save or die.

Confusion

Spell level: Magic User 4

Range: 50ft

Duration: 6 rounds (or 1 hour)

The caster confuses a group of 2d6 creatures, causing them to act irrationally. The GM rolls a d6 for each creature affected.



On a 1-2, the creature attacks itself. On a 3-4, the creature attacks an ally. On a 5-6 the creature attacks as normal. This spell does not work on creatures of HD7 or higher.

Conjure Demon

Spell level: Magic User 7

Range: 15ft

Duration: Until the demon dies
The caster summons a demon or devil of HD 6 or lower, but it is not under the caster's control. The caster may make a blood sacrifice to appease the demon, giving all Charisma checks made against it a +4 bonus.

Conjure Elemental

Spell level: Magic User 5

Range: 100ft

Duration: Until destroyed
The caster summons an elemental of HD10 to her plane of existence. The elemental obeys the caster's commands for up to 6 rounds (or 1 hour outside of combat) until the caster must make a Tough (15) Int check to maintain control. If the check fails, the elemental is unbound and will run rampant, attempting to slay all creatures nearest to it.

Continuous Illumination

Spell level: Magic User 2

Range: 120ft

Duration: Indefinite

An object or person is illuminated as if by sunlight, with an illumination radius of 100ft.

Control Weather

Spell level: Magic User 6
Range: Within 1 mile

Duration: 1 hour

The caster changes the weather in the local vicinity, creating or preventing winds, rainfall, snow or other weather events. If cast during a journey, the GM may add relevant journey tags based on the weather created.

Create Food

Spell level: Cleric 5

Range: 5ft

Duration: Immediate

The cleric creates enough food for 20 humanoids. At 10th level, the spell creates enough for 40, and at 15th it creates enough for 80.

Create Water

Spell level: Cleric 4

Range: 5ft

Duration: Immediate

The cleric creates enough



drinking water for 20 humanoids to last a single day. At 10th level, the spell creates enough for 40, and at 15th it creates enough for 80.

Cure Disease

Spell level: Cleric 3

Range: 5ft

Duration: Immediate

The recipient of the spell is cured of all diseases and illnesses, magical or mundane.

Cure Light Wounds

Spell level: Cleric 1

Range: 5ft

Duration: Immediate

The recipient is cured hit points equal to 1d8 plus caster's Int modifier. If cast on an undead creature, the spell causes damage rather than healing.

Cure Serious Wounds

Spell level: Cleric 4

Range: 5ft

Duration: Immediate

The recipient is cured hit points equal to 2d8 plus caster's Int modifier. If cast on an undead creature, the spell causes damage rather than healing.

Darkness

Spell level: Magic User 2

Range: 100ft

Duration: 1 hour

The caster creates a 15ft radius of darkness. This can be counteracted with a light spell.

Deathspell

Spell level: Magic User 6

Range: 200ft

Duration: Immediate

A number of creatures totalling 10HD are destroyed (i.e. one 10HD creature, two 5HD creatures, ten 1HD creatures). Affected creatures must be within 50ft of each other.

Detect Invisibility

Spell level: Magic User 2

Duration: 1 hour

The caster is able to see invisible creatures or objects as if they were visible.

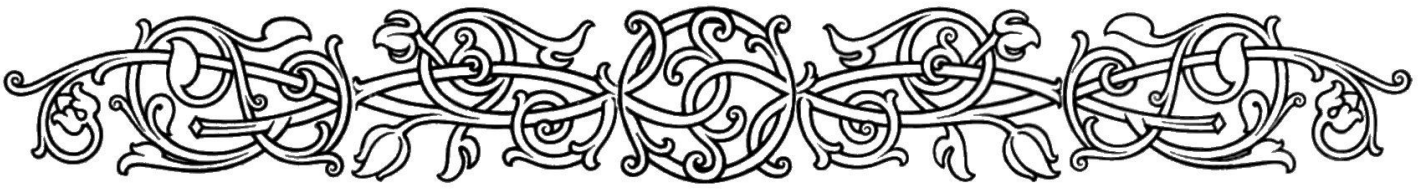
Detect Magic

Spell level: Cleric 1, Magic User 1

Range: 50ft

Duration: 10 minutes

The caster can discern whether an object or creature is imbued with magical properties. At 7th



level, the caster can tell whether a magical object or creature was in the vicinity in the last 24 hours.

Dimension Door

Spell level: Magic User 4

Range: 15ft

Duration: 1 hour

The caster creates a swirling intradimensional portal that stays open for an hour or until the caster has passed through it. The caster reappears within 120ft of the door.

Earthquake

Spell level: Cleric 7

Range: 200ft

Duration: Immediate

The caster creates an earthquake in a 50ft radius. The earthquake destroys architecture and objects. Creatures caught in the area of the earthquake must make a Dex save or take 12d10 damage.

Enchant Item

Spell level: Magic User 6

Range: 5ft

Duration: Indefinite

The caster enchants a weapon or piece of armour.

The enchanted weapon gains a +1 to attacks. Enchanted armour gains a +1 to AC. Items cannot be enchanted more than once.

ESP

Spell level: Magic User 2

Range: 50ft

Duration: 1 hour

The caster is able to read the minds of another creature. They see images, rather than hear words. The spell is blocked by at least 1ft of metal or stone.

Explosive Runes

Spell Level: Magic User 3

Range: Written on a surface

Duration: Until triggered

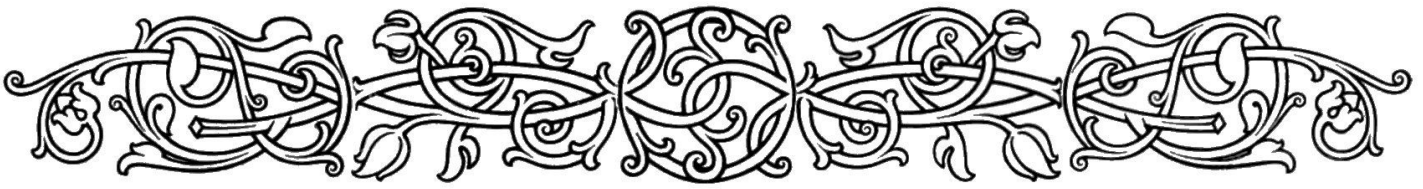
The caster draws or engraves a magical rune onto a surface and imbues it with her magical will. Any creature within 5ft of the rune other than the caster will take 4d6 damage from the explosion. Magic Users of 7th level or higher can remove the rune without consequence.

Fear

Spell level: Magic User 4

Range: 200ft

Duration: 1 hour



The caster causes 2d6 creatures within 200ft to flee if they fail a Wis save.

Feeblemind

Spell level: Magic User 5

Range: 200ft

Duration: Until saved

The caster may only target other Magic Users with this spell. The recipient must make an Int save or reduce their Int score by 5. They may make a save every hour.

Find Traps

Spell level: Cleric 2

Range: 20ft

Duration: 1 hour (or 3 turns)

The caster can see traps, magical and non-magical, within 20ft.

Finger of Death

Spell level: Cleric 5

Range: 100ft

Duration: Immediate

The caster automatically kills a creature of HD5 or lower. Recipients HD6 or over must make a Dex save to avoid death.

Fireball

Spell level: Magic User 3

Range: 200ft

Duration: Immediate

The caster launches a fireball at a single opponent, causing damage equal to 1d6 per caster level. The fireball creates a 15ft radius burst from the point of impact, doing a further 3d6 damage to anyone caught in the radius. Dex save halves damage.

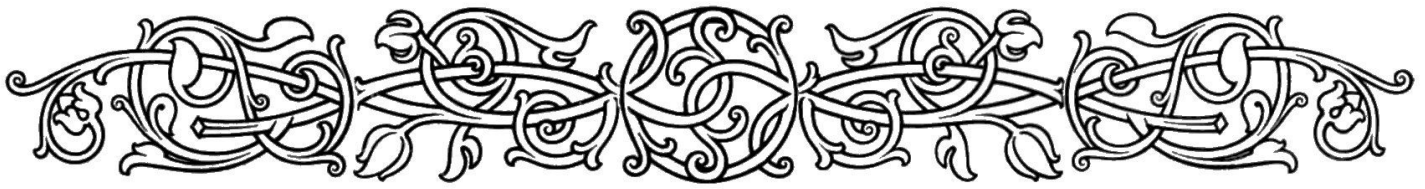
Gate

Spell level: Magic User 9

Range: 30ft

Duration: Until being summoned

The caster creates an interdimensional gateway to multiple planes of existence. The caster must speak the name of an entity (only true names will suffice) in order to summon that entity to the caster's plane. Entities may include all manner of beings, including gods, demi-gods, demons etc. There is a 1 in 20 chance that the wrong entity will be summoned. The entity may not be friendly towards the summoner.



Haste

Spell level: Magic User 3

Range: 200ft

Duration: 1 hour (or 6 turns)

2d6 creatures within 60ft of each other may move at twice their speed and make a second attack on their turn.

Hold Person

Spell level: Cleric 2

Range: 150ft

Duration: 8 turns

The caster may target up to four creatures within 150ft. Affected creatures are unable to move from their spot. They also receive a -2 penalty to Dex checks and saves. Wis save negates the spell.

Holy Word

Spell level: Cleric 7

Range: 30ft radius

Duration: Immediate

The cleric bellows a holy word in the tongue of her god. All creatures within the radius of the word are affected. Creatures of HD4 or lower are destroyed instantly, creatures between HD 5 and 7 are unable to take actions for 1d6 rounds, creatures between HD 8 and 10 are unable to move for 1d6

rounds. Wis save negates the spell.

Invisibility

Spell level: Magic User 2

Range: 150ft

Duration: Until an attack is made or 1 hour

The caster makes a creature or object invisible. Invisible creatures are attacked with a -5 to attack rolls if the approximate location is known. Once the invisible creature makes an attack, it becomes visible again.

Invisible Stalker

Spell level: Magic User 6

Range: 5ft

Duration: Until objective performed

The caster summons an invisible stalker. The caster must give it a single task that the stalker will see out until it is killed.

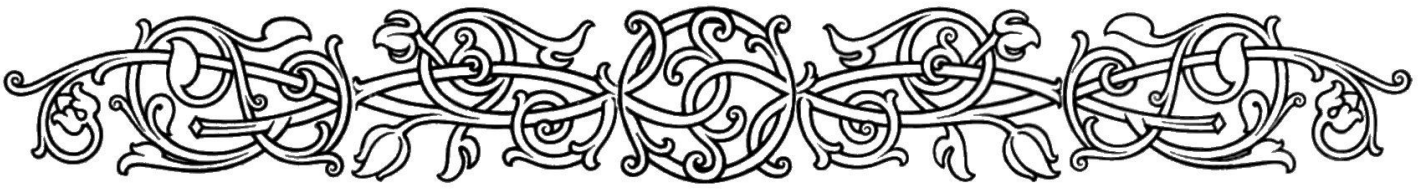
Knock

Spell level: Magic User 2

Range: 50ft

Duration: Immediate

The caster unlocks a locked door, whether locked by mundane or magical means.



Doors in this instance includes portals, gates and trapdoors.

Levitate

Spell level: Magic User 2
Range: 10ft per caster level
Duration: 1 turn per caster level
The caster can move along a 3-dimensional plane, vertically and horizontally in the air. The caster levitates at their walking speed.

Light

Spell level: Cleric 1, Magic User 1
Range: 50ft
Duration: 1 hour
An object or person is illuminated as if by sunlight, with an illumination radius of 20ft.

Magic Missile

Spell level: Magic User 1
Range: 100ft
Duration: Immediate
The caster fires a glowing missile from her fingertip at an opponent, inflicting damage equal to 1d6 plus the caster's Int modifier. At level 6, the caster fires 3 missiles, at level 10 the caster fires 5 missiles, and at level 15 the caster fires 7 missiles.

Magic Mouth

Spell level: Magic User 2
Range: 5ft
Duration: Until triggered
The caster creates a mouth on an object that may speak a word or phrase as taught by the caster. This message may be no longer than 50 words. At level 7, the mouth may speak up to 100 words.

Mass Charm

Spell level: Magic User 8
Range: 100ft
Duration: Until saved
The spell operates in the same way as the Charm spell, but instead affects 3d10 creatures. Wis save negates.

Mass Invisibility

Spell level: Magic User 7
Range: 100ft
Duration: Until one creature attacks, or 1 hour
The spell operates in the same way as the Invisibility spell, but instead affects 1d4x100 humanoids, or 2d6 larger creatures. The spell ends when one creature attacks or an hour is over.



Meteor Swarm

Spell level: Magic User 9

Range: 150ft

Duration: Immediate

The caster creates a cone of small meteors at opponents. Four meteors do 10d6 damage. Dex save halves damage.

Mind Blank

Spell level: Magic User 8

Range: 10ft radius

Duration: 1 day

The caster protects herself from spells that would detect magic or read thoughts.

Monster Summoning I

Spell level: Magic User 3

Range: 10ft

Duration: 6 rounds

The caster summons allied monsters to aid them in battle. They appear immediately.

Roll	Monster
1	1d6 Giant Rats
2	1d3 Goblins
3	1d3 Hobgoblins
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

Monster Summoning II

Spell level: Magic User 5

Range: 10ft

Duration: 6 rounds

The caster summons allied monsters to aid them in battle. They appear on the caster's next turn.

Roll	Monster
1	1d4 Hobgoblins
2	1d3 Zombies
3	1d3 Giant Spiders
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Skeletons

Monster Summoning III

Spell level: Magic User 6

Range: 10ft

Duration: 6 rounds

The caster summons allied monsters to aid them in battle. They appear on the caster's next turn.



Roll	Monster
1	1d4 Bugbears
2	1d2 Gargoyles
3	1d2 Wights
4	1d4 Giant Spiders
5	1d3 Boars
6	1d2 Blink Dogs

Monster Summoning IV

Spell level: Magic User 8

Range: 10ft

Duration: 6 rounds

The caster summons allied monsters to aid them in battle. They appear on the caster's next turn.

Roll	Monster
1	1d2 Gargoyles
2	1 Ogre
3	1 Wraith
4	1 Owlbear
5	1 Troll
6	1 Minotaur

Neutralise Poison

Spell level: Cleric 4

Range: 5ft

Duration: Immediate

Counteract a poison that has entered a body within the last 3 hours.

Part Water

Spell level: Cleric 7

Range: 200ft

Duration: 2 hours

A 20ft gap appears in a body of water up to a depth of 30ft.

Phase Door

Spell level: Magic User 7

Range: 10ft

Duration: 1 hour

An 10ft deep invisible portal appears that only the caster may pass through.

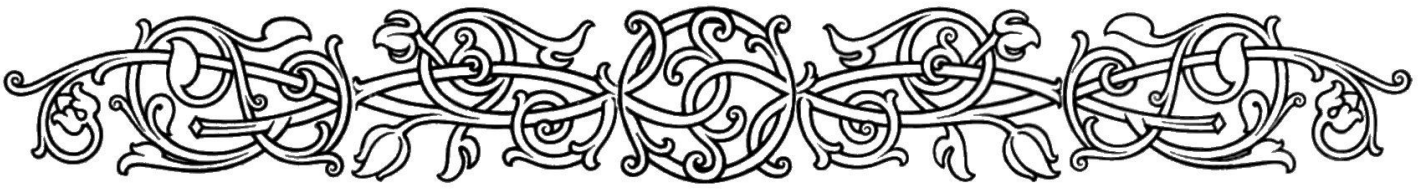
Polymorph

Spell level: Magic User 4

Range: Self

Duration: 1 hour

The caster changes themselves into any object or creature. They do not gain the stats of this creature, but do gain attributes such as wings or stone skin.



Prayer

Spell level: Cleric 3

Range: 20ft

Duration: 1 round

All creatures within a 20x20ft area suffer a -1 to saves. This becomes a -2 at Cleric 10 and -3 at Cleric 15.

Project Image

Spell level: Magic User 6

Range: 200ft sphere

Duration: 1 hour

A projected image of the caster appears within 200ft. The projection can be used as an origin for spellcasting.

Purify Food and Drink

Spell level: Cleric 1

Range: 5ft

Duration: Immediate

Spoiled or poisoned food and drink is purified. This works on enough food and drink for 10 people.

Raise Dead

Spell level: Cleric 5

Range: 5ft

Duration: NA

A corpse that is no more than 4 days since death is brought back to life. There is a 2 in 6 chance that a character with

Con 8 or lower will die in the process of being raised. The raised character suffers -2 to saves for 7 days.

Read Languages

Spell level: Magic User 1

Range: 10ft

Duration: Up to 10000 words

The caster is able to read any language and dialect they would normally be unable to read.

Read Magic

Spell level: Magic User 1

Range: Self

Duration: Up to 2 scrolls

The caster can read magical writing.

Remove Curse

Spell level: Cleric 3

Range: 5ft

Duration: Immediate

One curse is removed from an object or person.

Restoration

Spell level: Cleric 7

Range: 30ft

Duration: Immediate

Restores levels lost by level-draining effects.



Resurrection

Spell level: Cleric 7

Range: 5ft

Duration: Immediate

Acts like Raise Dead, but has no ill effects and there is no chance of a lower Con character dying in the process.

Shape Change

Spell level: Magic User 9

Range: Self

Duration: 1d6+10 turns

Acts like Polymorph, but the caster gains all the attributes of the creature they become. They can turn into one creature per turn.

Shield

Spell level: Magic User 1

Range: Self

Duration: 1d3 turns

An invisible shield envelopes the caster, improving their AC by 2.

Silence

Spell level: Cleric 2

Range: 150ft

Duration: 10 turns

A 15ft area becomes silent.

Creatures inside the area cannot be heard and vice versa.

Simulacrum

Spell level: Magic User 7

Range: 5ft

Duration: Permanent

The caster gathers clay, snow, ice or sand in the form of themselves or another person before giving them life. This is an imperfect copy of the person and retains some knowledge of that person. They follow the caster's orders implicitly. The caster may only have one Simulacrum at a time. If another is created, the previous explodes.

Sleep

Spell level: Magic User 1

Range: 200ft

Duration: 1 hour

Enemies fall into a magical sleep. This affects 4d4 1HD creatures, 2d6 2HD, 1d6 3HD or one 4HD creature.

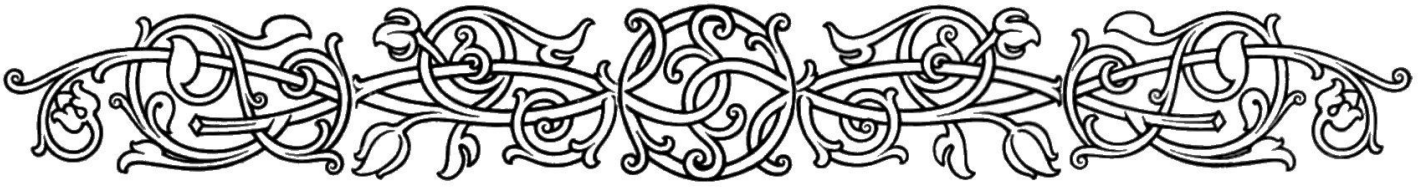
Slow

Spell level: Magic User 3

Range: 200ft

Duration: 3 turns (30 mins)

3d6 creatures within a 50ft area must make a Wis save. If they fail, they move at half speed.



Speak with Animals

Spell level: Cleric 2

Range: Self

Duration: 1 minute

The caster gains the ability to converse with animals.

Speak with the Dead

Spell level: Cleric 3

Range: 5ft

Duration: 3 questions

The caster is able to ask three questions of a corpse that has been dead for 1d6 weeks. At level 10 this increases to 1d6 months and at level 15 it increases to any age.

Speak with Plants

Spell level: Cleric 4

Range: 10ft

Duration: 1 minute

The caster gains the ability to converse with all plants.

Strength

Spell level: Magic User 2

Range: 5ft

Duration: 4 hours

Another character gains 1d6 extra points in Strength for a limited time.

Telekinesis

Spell level: Magic User 5

Range: 100ft

Duration: 6 turns (1 hour)

The caster is able to move objects with their mind. Objects moved may weigh up to 20 pounds per caster level.

Teleport

Spell level: Magic User 5

Range: 5ft

Duration: Immediate

The caster or someone they touch is teleported to a location that the caster knows. If the caster has only seen an image of the location, there is a 1 in 6 chance the teleported will die in the process.

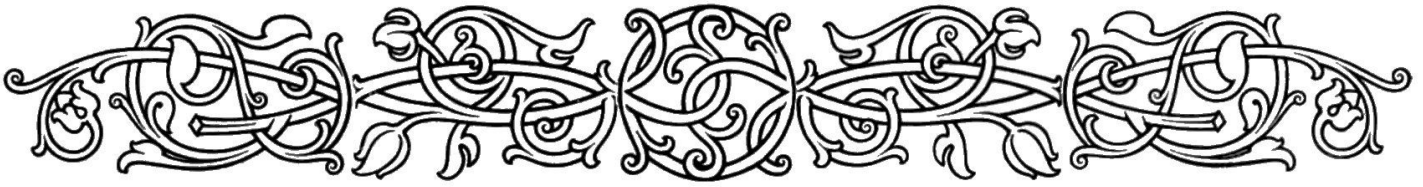
Time Stop

Spell level: Magic User 9

Range: Self

Duration: 1d6 rounds

Time stops within a 20ft radius around the caster. Creatures caught within the area are frozen and unable to take actions. The caster may take actions in the area as normal.



Wall of Fire/Ice

Spell level: Magic User 4

Range: 50ft

Duration: 1 minute

A wall of either fire or ice appears, 50ft wide and 10ft tall in either a straight line or a circle. Anyone attempting to pass through the wall takes 1d6 damage.

Wall of Iron/Stone

Spell level: Magic User 5

Range: 50ft

Duration: 2 hours or until dispelled

A wall of either iron or stone appears, 50ft wide and 10ft tall in either a straight line or a circle. It cannot be breached.

Water Breathing

Spell level: Magic User 2

Range: 20ft

Duration: 1 hour

The target of the spell can breathe underwater.

Wizard Eye

Spell level: Magic User 4

Range: 200ft

Duration: 1 hour

The caster conjures an eye that they can see through as if it were their own. It moves at the same rate as the caster and can be moved up to 200ft away.

Wish

Spell level: Magic User 9

Range: Any

Duration: None

The caster gains a single wish that can be answered at the GM's discretion. While this will not grant immortality or unending riches, it will provide great boons and powers.

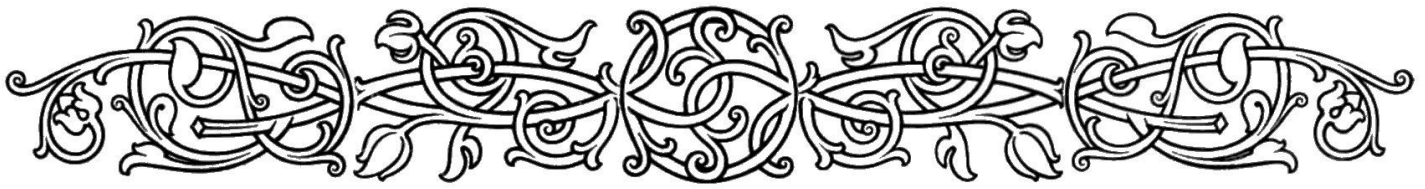
Word of Recall

Spell level: Cleric 6

Range: Any

Duration: Immediate

The cleric teleports instantly to their temple.



Monsters

The world is crawling with all manner of beasts, ghosts, demons and things that few civilians can comprehend. In **Dungeon Nights** adventurers will be coming up against monsters and evil doers on a fairly regular basis. This section explains the rules for monsters and offers a list of monsters to include in your game.

How to read monster descriptions

Armour Class (AC): The number required to hit the monster.

Hit Dice (HD): This is the number of d8s rolled to determine the monster's hit points. It is also the number added to a monster's attack.

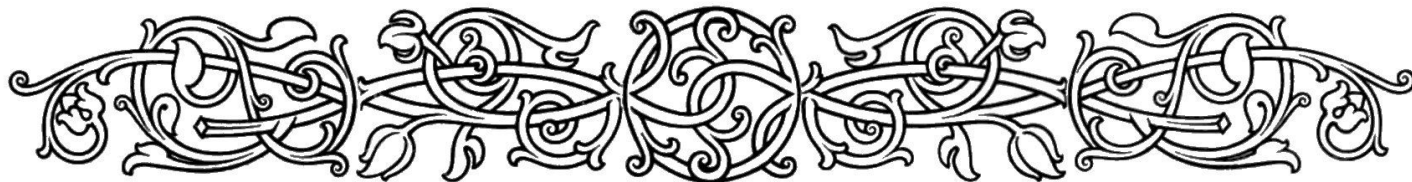
Attacks (ATK): This includes the number of attacks a monster gets and how much damage it does.

Save (SV): This is the saving throw target the monster needs to beat on a d20 to succeed a save.

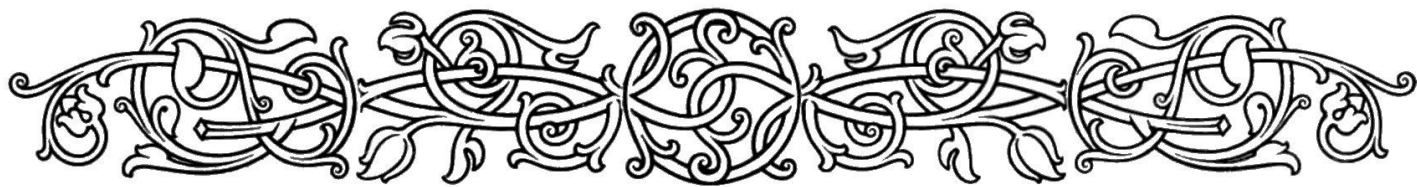
Move (MV): This is how far a monster can move on their turn in feet. Some monsters also have special movement like fly or burrow with their own movement values.

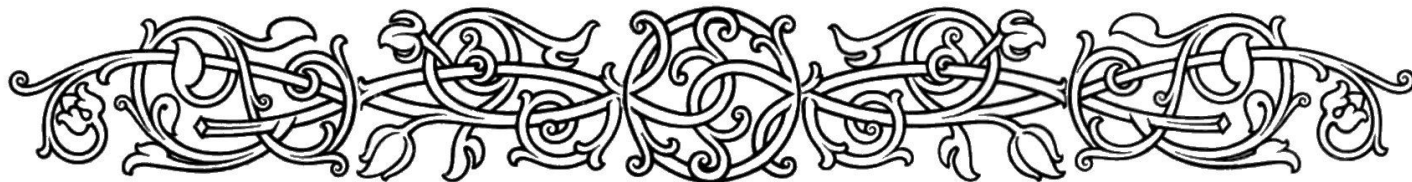
Special (SP): Any extra abilities a monster has.



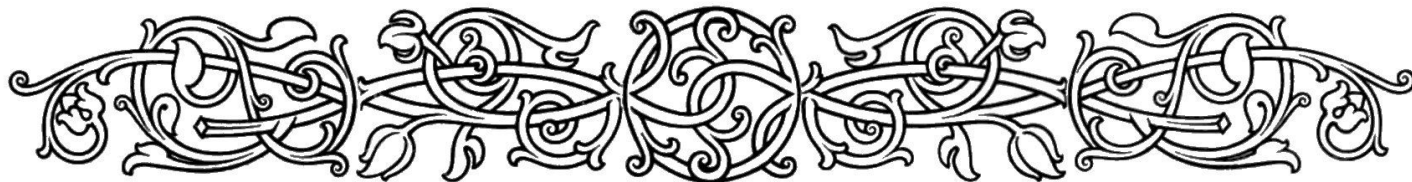


Name	HD	AC	ATK	SU	MU	SP
Ant, Giant	2	15	Bite (1d6)	16	30'	Poison: 1d6 extra damage (Con save negates)
Banshee	7	18	Claw (1d8)	8	35' (Fly 50')	Howl: One target must make a Con save or die.
Basilisk	6	15	Bite (1d10)	11	25'	Stone Gaze: Target in 40ft must make a Dex save or be turned to stone.
Bat, Giant	4	12	Bite (1d10)	13	Fly 50'	Blood Drain: After doing damage, the victim must make a Str save or take an extra 1d6 damage.
Black Pudding	8	6	Slam (3d8)	5	10'	Absorb: There is a 1 in 10 chance a weapon will be absorbed into the pudding after dealing damage.
Blink Dog	4	15	Bite (1d6)	13	35'	Teleport: May teleport up to 80' away and attack.
Boar	3	12	Gore (3d4)	14	30'	None
Bugbear	3	14	Bite (1d6) or Weapon	14	30'	Wall: Bugbear gains +1 AC for every other Bugbear adjacent to it.
Centipede, Giant	4	14	Sting (1d6)	13	20' (Burrow 50')	Poison: 1d6 extra damage (Con save negates)
Cockatrice	7	15	Bite (2d6)	10	25'	Stone Gaze: Target in 60ft must make a Dex save or be turned to stone.
Demon	9	17	Sword (3d6)	7	30'	Fire Aura: Demon is surrounded by a 5' wall of flame. Anyone within in takes 1d6 damage per round.
Dragon	10	17	Bite (3d6)	6	25' (Fly 50')	Breath: Breathes fire in a 60' line, doing 3d8 damage. Dex save halves damage.
Dwarf	1	14	Hammer (1d6)	17	20'	1 in 6 chance of being able to cast 1st level spells.
Elemental, Air	9	17	Gale (3d6)	55	30' (Fly 50')	Tornado: Creatures within 30' of the Elemental must make a Str save or be thrown 30' backwards and take 2d6 damage.

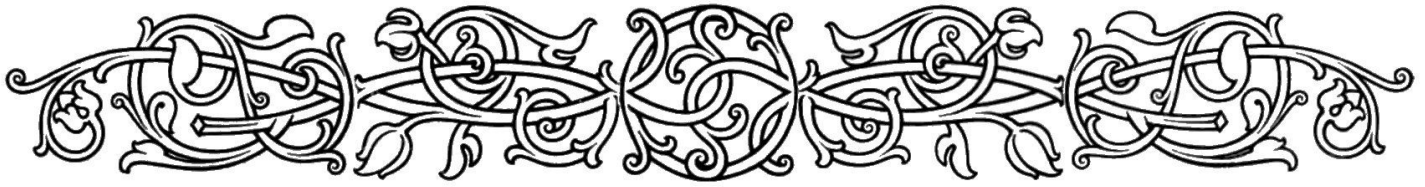




Name	HD	AC	ATK	SU	MU	SP
Elemental. Earth	8	16	Slam (1d12)	8	25'	Earthquake: All creatures in a 40' radius must make a Dex save or take 1d6 damage and fall over.
Elemental, Fire	13	18	Burn (3d8)	3	30'	Inferno: The elemental launches a fireball 20' in diameter, 100' in range, doing 3d10 damage. Dex save halves.
Elf	1	14	Sword (1d6) or Bow (1d6)	17	30'	1 in 6 chance of being able to cast 1st level spells.
Gargoyle	3	14	Bite (1d6) and claw (1d4)	14	30' (Fly 50')	None
Gelatinous Cube	4	10	Slam (2d4)	3	10'	Absorb: If struck by a weapon, there is a 1 in 6 chance the weapon will be broken by its acid.
Giant	8	15	Club (2d6)	11	25'	Rock Throw: May throw rocks for 2d4 damage.
Gnome	2	14	Dagger (1d6)	16	30'	1 in 6 chance of being able to cast 1st level spells.
Goblin	1	12	Sword (1d6)	18	30'	None
Golem	5	16	Slam (3d4)	12	25'	Magic Resistance: There is a 1 in 6 chance that a spell against the Golem will fail.
Griffon	7	16	Claws (1d4) bite (1d6)	9	30' (Fly 60')	None
Hobgoblin	1	13	Sword (1d8)	15	30'	None
Human	1	12	Sword (1d6)	17	30'	None
Hydra	13	18	Bite (3d10), 2 claws (2d6)	3	25'	Many Heads: The hydra has 13 heads. If a head is removed, its HD is lowered by 1.
Invisible Stalker	8	16	Bite (3d4)	8	30' (Fly 50')	Invisibility: There is a 1 in 4 chance an attack against the stalker will miss.

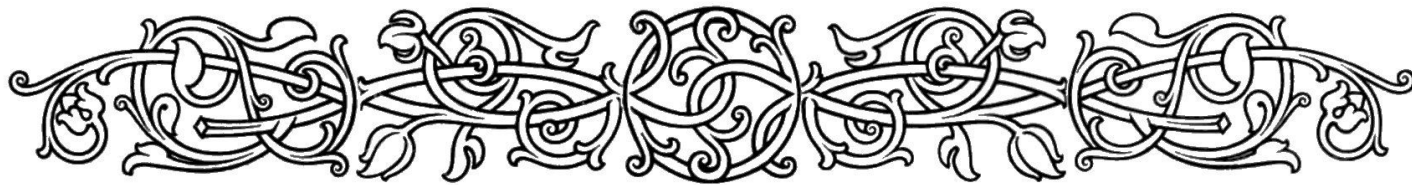


Name	HD	AC	ATK	SU	MU	SP
Kobold	1	11	Spear (1d6)	18	30'	None
Lich	10	20	Touch (1d12)	3	30'	Spellcaster: A lich may cast Magic-User spells of the equivalent level.
Lizardman	2	14	Claw (1d4), bite (1d4)	17	30'	Water Breath: Lizardmen can breathe underwater.
Manticore	6	16	Claw (1d6), bite (1d6), Sting (2d4)	14	30'	Paralysis: If a creature is damaged by the sting, they must save vs Con or be paralysed for 3 turns.
Minotaur	6	13	Gore (2d8)	12	35'	None
Ogre	3	14	Claw (1d8)	14	30'	None
Orc	1	14	Sword (1d6)	17	30'	Darkdweller: Takes a -1 to attacks in direct sunlight.
Orc, Half	1	13	Sword (1d6)	18	30'	None
Owlbear	5	14	Claw (1d6), bite (1d6), bite (1d6)	12	30'	Bearhug: If the Owlbear scores a critical hit, it grapples the opponent. They attack with a -4 until they save vs Str.
Purple Worm	12	13	Bite (2d12)	3	40' (Burrow 60')	Devour: If the worm hits with a bite attack, the victim must save vs Str or be eaten whole. They take 1d10 damage as long as they are in its belly until they make a save vs Str.
Rat, Giant	1	11	Bite (1d6)	18	40'	Disease: There is a 1 in 10 chance that after a bite, the rat will cause a disease that does 1d4 damage per turn, lasting for 3 turns. Save vs Con negates.
Shambling Mound	6	14	2 Slams (2d6)	9	20'	Entangle: If the shambling mound hits with its attack, the victim must save vs Dex to be unable to move for 3 rounds.
Skeleton	1	12	Sword (1d6)	17	30'	Immunity: Sharp weapons do half damage.



Name	HD	AC	ATK	SU	MU	SP
Spider, Giant	2	13	Bite (1d8)	16	30'	Climb: Spiders can climb up walls effortlessly.
Titan	15	20	Sword (2d10)	3	30'	Spellcaster: May cast four spells as if a 7th level Magic-User
Troll	5	15	Claw (1d6), bite (1d6)	11	30'	Regenerate: Each turn, the troll heals 1d4 HP.
Unicorn	4	16	Horn (1d8)	13	30'	Healing: The unicorn may cast cure light wounds up to 6 times per day.
Vampire	8	17	Bite (1d10)	8	30'	Drain: If a vampire hits with a bite, the victim must save vs Str or lose 1 level.
Wolf	2	12	Bite (1d8)	15	40'	Pack Hunt: A wolf has as many attacks as there are other wolves attacking the same creature.
Wraith	4	16	Touch (1d6)	13	30' (Fly 50')	Drain: If a wraith hits with a touch, the victim must save vs Str or lose 1 level.
Wyvern	6	16	Bite (1d8), claw (1d6)	10	30' (Fly 60')	Poison: Wyvern does 1d6 extra damage if it hits with bite. (Con save negates)
Yellow King	16	21	Touch (4d10)	3	30' (Fly 50')	Madness: If the Yellow King hits with a touch attack, the victim must save vs Wis or go insane. While insane they cannot attack or move. Each turn there is a 1 in 4 chance they will attack an ally.
Zombie	3	13	Bite (1d6)	16	20'	Disease: There is a 1 in 6 chance that after a bite, the zombie will cause a disease that does 1d6 damage per turn, lasting for 3 turns. Save vs Con negates.





Example of Play

The party is delving into an ancient temple that has since been taken over by an Ogre King and its goblin minions.

GM: You find yourselves in a dingy corridor, moss growing on the walls and luminous mushrooms casting eerie shadows all around you. There is a wooden door to the north and one to the east.

Thief: I don't trust this place. I'm going to get on my hands and knees and start inspecting for tripwires, pressure plates and the like.

GM: Make a Wis check (10).

Thief: I rolled a 13, plus my thievery ability, which is a +2. A 15!

GM: You notice a silvery thread running across the width of the hall.

Thief: Ok, watch your step, this place is booby trapped.

The party reaches the door to the north safely, but find it's locked.

Thief: I could pick the lock...

Warrior: Stand back, let me have at it. I run at the door to bash it open.

GM: Ok, it's a pretty sturdy locked door, so it's going to be a 15 on a Str check.

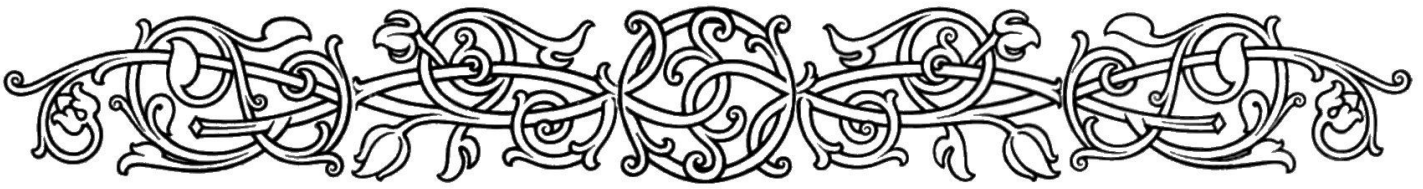
Warrior: I rolled a 6, plus my Str, so a 9 in total. Argh!

GM: You recoil back. Take 1 hit point of damage. Suddenly a strange glyph that was once invisible now glows on the door. The hallway suddenly erupts in flame. I need a Dex save from everyone. Magic user, you can add your +2 since it's a spell.

They all roll on their saving throw targets. The warrior, magic user and thief are fine, but the cleric catches the brunt of the explosion.

GM: Cleric, you are covered in magic flame, take 8 damage.

Cleric: Ugh, that puts me at 3HP. Not good.



Magic user: Perhaps you should heal yourself before we go on.

Cleric: Good idea. I cast my cure light wounds spell, giving me 4HP back.

GM: Beyond the wreckage of the door you see a wide, circular room with a black shrine at the north end, with stone steps leading up to it. An ogre seems to be using the shrine as a table for its lunch. It's surrounded by five goblins, who have just looked up to see what the noise was.

Cleric: This is blasphemy! I run inside and begin swiping at the closest goblin with my mace.

GM: OK, let's roll initiative.

Everyone rolls a d6 to see when they act.

GM: Thief, you're up first.

Thief: Excellent - I get to use my backstab ability. I rush over to a goblin and attempt to sink my dagger into its stomach before it can act. I rolled a 12, plus my Str of 1, attack bonus of 1 and my backstab of 2: a 15.

GM: That beats the goblin's AC of 12. Roll for damage.

Thief: 10 damage!

GM: A great hit. Your dagger rips into its vitals, ripping its black heart apart. The goblin falls to the ground choking on its own blood. It's a goblin next. It kicks over a seat and sinks behind it, bow in hand before letting loose an arrow at you, Thief. An 8. That's a miss vs your AC of 14. Warrior, you're up.

Warrior: Are there any torches in the room?

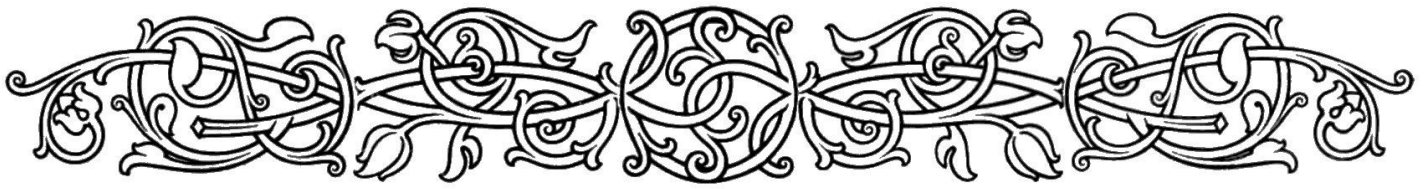
GM: Yes, there are two burning close to you.

Warrior: Great. I take one and lob it at the hidden goblin. Hopefully its cover will set alight.!

GM: Cool idea. Make a Dex check to throw it accurately. Just a 10 to succeed.

Warrior: 11!

GM: Its cover goes up in flames and you can see the goblin take is hurt too. The ogre's up now. It grabs a spear off its back and throws it at you, Warrior. That's an 18, which is a hit, doing 7 damage.



Warrior: Ouch, it's cut me badly, but I'm still standing.

GM: Two of the other goblins rush towards you, blades drawn. One tries to shiv you, Cleric. It rolled a 5, which is a miss. It glances off your chain armour. It's your turn.

Cleric: The fool! I'm going to make an aimed strike with my mace. That's a 14 to attack.

GM: A hit.

Cleric: And that's 7 damage.

GM: Your mace swing crushes the goblin's skull, sending the ragdoll-like body into the wall. You notice the fear in the eyes of the living goblins. Magic user, it's your time to shine.

Magic user: I stride into the room, my fingers crackling with energy. I fire a magic missile directly at the ogre. It does 3 points of damage.

GM: The ogre recoiles with a deafening roar. The remaining goblins look terrified. The one behind the burning chair

leaps from its flaming hiding place and fires an arrow at the magic user. That's a 13 vs AC, which hits, doing 3 damage.

Magic user: That's me on 1HP remaining. Maybe I shouldn't have been so confident.

Warrior: Magic user, get back behind me. Cleric has a potion to give you.

The party continues the fight, slaying the remaining goblins and finally facing down the Ogre King.

Thief: I want to launch off warrior's back and use the momentum to strike the ogre in a vital area.

GM: This is going to be tough, but the payoff could be great. Make a tough Dex check for 15.

Thief: A 20! The dice gods are with me!

GM: You use warrior's back as a springboard, flipping through the air and bringing a dagger down on the ogre. Make an attack with +2 .

Thief: 15 - it's a hit! 5 damage.

GM: That's enough. You get the ogre in its eye, sending it staggering back. It roars before falling to the ground, dead.



DUNGEON NIGHTS CHARACTER SHEET

PLAYER NAME.....
CHARACTER NAME.....
CULTURE.....
RACE.....

CLASS LEVEL....
CULTURE TAGS.....
CLASS TAGS.....

STR

DEX

CON

WIS

INT

CHA

HIT DICE

MAX HIT POINTS

CURRENT HIT POINTS

ARMOUR CLASS

SAVING THROW

RACIAL BONUS

PROFICIENCIES

SPECIAL

CLERIC PRAYERS KNOWN

--

ARCANE SPELLS KNOWN

--

GEAR

--



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