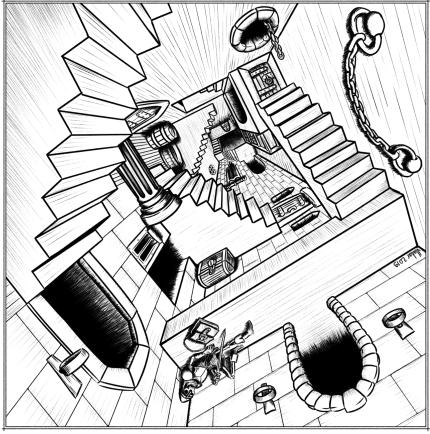
Into the Dungeon: Revived



Rules for fantaltic adventure games playable mith paper and pencil and polyhedral dice

11,2.1-light "Into the Dungeon: Revived" by Vladimir Arabadzhi is based on "Into the Dungeon: Playtest Edition" by Chris McDowall and licensed under the Creative Commons Attribution - NonCommercial - ShareAlike 3.0 Unported License. CHAPTER 1: CHARACTERS INTO THE DUNGEON: REVIVED

1. CHARACTERS

ROLLING A CHARACTER

Roll a 3d6 for each Ability Score.

STRENGTH — fortitude and physical prowess. DEXTERITY — sneaking, athletics, and reflexes.

WILLPOWER - calling on divine power, harnessing magic, and self-discipline.

In addition, roll 3d6 as your Extra Roll. You may then swap any two of your rolls. After this, the Extra Roll is your starting money in Shillings.

An Ability Score of 10 is the human average.

Roll d6 for your Hit Points, a measure of how safe they are from taking life-threatening Critical Damage. More HP means the character is safer.

Finally, choose one Feature, a Background, and buy some Equipment.

FEATURES

Choose one Feature now, and each time you gain a new Experience Level.

♦ Assassin ♦

Your Enhanced attacks against unaware or helpless opponents bypass HP.

♦ BERSERKER ♦

Roll twice for HP and take the better result. After taking first Damage in combat, increase your melee weapon Damage dice by one and gain Advantage on Saves against Critical Damage till the combat ends.

♦ Brawler ♦

Roll twice for HP and take the better result. While not wearing any armour, your Armour score is 1. Gain bonus d4 unarmed Damage die.

Advancement: The bonus die is increased by one.

♦ COMMANDER ♦

Once per combat, issue a command to one ally to Gain bonus d4 weapon Damage die. Enhance their attack this round or to restore d6hp to them. The command does not count as your action.

♦ HEALER ♦

Gain 5s worth of healing supplies. While resting, spend 5s worth of healing supplies to restore d6 Ability Score Loss to an ally or yourself, or take a 4-in-6 chance to subdue some other ailment.

Healing supplies are available for purchase in most settlements and can be used by Healers only.

♦ Mystic ♦

Can be taken multiple times.

You can read Runic and cast Spells.

Gain Mystic's Focus and Tome containing instructions for two Cantrips and six 1st Circle Spells. Choose a Signature Spell (see Chapter 4: Magic). Advancement: add a new Cantrip and three Spells (of a Circle equal or lower to your Mystic Level) to

your Tome. Choose an additional Signature Spell.

♦ SKILLED ♦

Can be taken multiple times.

Gain Advantage on Saves related to a pair of certain fields of expertise: animal handling, athletics, burgling, cheating, drinking, negotiation, quickness, stealth, etc. While you are not under pressure, you do not need to make such Save at all.

♦ SWASHBUCKLER ♦

Roll twice for HP and take the better result. While attacking, you can hit a second target, rolling your weapon Damage dice without any bonus dice.

♦ TACTICIAN ♦

Roll twice for HP and take the better result.

When performing an attack, you may add a Manoeuvre to it (push, trip, disarm, grapple for their next turn, etc.) The attack is carried out as usual, and the opponent must make a Save to avoid an additional effect described by you.

♦ Warrior ♦

Can be taken multiple times.

Roll twice for HP and take the better result.

Advancement: The bonus die is increased by one.

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NOTES

of a reason why they abandoned it to become an Choose your character's previous career and think

BACKGROUNDS

Gain your criminal tool of choice (blackjack (sap), adventurer.

criminal world. or loaded dice, etc.), a dagger, and a contact in the crowbar, grappling hook, lockpicks, marked cards

♦ MINSTREL ♦

have a 4-in-6 chance to recall something relevant repertoire, you know a lot of legends and tales and Gain a musical instrument. Thanks to your vast

♦ MOBLE ♦ from them.

Double your starting money. Your name still carries

some weight.

Claws), a small monkey (STR 7, WIL 7, 3hp, d4 Bite), Gain a pet: a talking parrot (STR 6, WIL 6, 2hp, d4 ♦ Sailor ♦

etc. You are knowledgeable in seafaring.

book about the subject of your specialization. Gain a writing set, a journal with your notes, and a

your area of study and everything related to your You have a 4-in-6 chance to know a fact within

specialization (e.g. History (Archaeology)).

♦ 20TDIEB ♦

Gain one martial weapon and a military rank.

CREATING YOUR OWN BACKGROUNDS

10-12 Shillings) and some role-playing benefit. from character's past life (with a rough value of Usually the Background should provide items approved by your Referee. You can design your own Background and have it

Снлетея 1: Силялстевя INTO THE DUNGEON: REVIVED



CREATING YOUR OWN FEATURES

proved by your Referee. You can design your own Feature and have it ap-

Combat-related Features usually roll twice for HP

taking the better result.

+ bonus Damage die for some condition (for The usual Feature benefit could be:

Advancement start with d4 and increase by

+ additional effect for character's attacks

+ Advantage on some specific set of Saves

Try to balance new Features with the existing special trick.

ANCESTRY FEATURES (OPTIONAL)

choose one of these Features instead. only during the new character creation), you can $\,\, \diamond \, \text{scholar} \, \diamond \,$ If the Referee allows non-human characters (and

♦ DWARF ♦

fortable in an underground setting. if it were dim light. You are experienced and com-You are immune to poison and can see in the dark as

enced and comfortable in a wilderness setting. magic (hypnosis, sleep, stun, etc.). You are experi-Rainet advantage on Saves against mind-altering

♦ HALFLING ♦

can also reroll 20 on any Save and use the new result. through small passages, and fit in tight spaces. You Thanks to your small size you can hide well, squeeze CHAPTER 1: CHARACTERS INTO THE DUNGEON: REVIVED

EOUIPMENT

Ten Pennies (p) make a Shilling (s), and onehundred Shillings make a Guilder (g).

All characters carry standard equipment, including simple clothes, a backpack, basic camping equipment, torches, and a few days' rations.

Unarmed attacks deal d4 Damage.

If two dice are listed, the first one is for onehanded weapons, the second one — two-handed.

Firearms make a lot of noise and ignore Armour. Reloading firearms in combat requires a full turn while standing still.

You could try to sell an item at half its price.

MELEE WEAPONS:

Simple Melee Weapon (1s): d6 Damage.

Two-handed only. Tools or weapons not built for frequent use in battle. Pitchfork, Quarterstaff, Sledgehammer, Splitting Maul, etc.

Martial Melee Weapon (10s): d6/d8 Damage. Basic, purpose-made weapons. Axe, Dagger, Halberd, Mace, Spear, Sword, etc.

Superior Melee Weapon (1g): d8/d10 Damage. Elaborate or masterwork weapons.

RANGED WEAPONS:

Simple Ranged Weapon (1s): d4 Damage. Tools or weapons not built for frequent use in battle. Darts, Hunting Bow, Sling, Throwing Daggers, etc.

Martial Ranged Weapon (10s): d6 Damage. Basic, Hound (50s) (5hp, d6 Bite). purpose-made weapons. Crossbow, Longbow, Simple Musket or Pistol, etc.

Superior Ranged Weapon (1g): d8 Damage. Elaborate or heavy bows, crossbows, and guns.

Light Armour (10s): Armour 1.

Full Armour (1g): Armour 2. Makes running, swimming, hiding, etc. very difficult, imposing Disadvantage on appropriate Saves.

Shield (5s): +1 Armour, requires one hand to use, has no effect when used with Full Armour.

OTHER ITEMS:

Fire Oil (10s per flask): Sets an area alight. Everyone inside takes d6 damage now and d6 at the end of their next turn unless extinguished.

Black Powder (20s per pot): Ignited with fuse or direct flame. Everyone in the area takes d10 Blast

Adventuring Gear (5p each): 10-ft Rope, Caltrops (slows pursuers), Chalk, Dice, Flint and Steel, Food Ration, Lamp Oil, Parchment, Spike, Tent, 6 Torches.

Tools (1s each): Animal Trap, Collapsible Pole, Crowbar, Drill, Fishing Pole, Grappling Hook, Hatchet, Lockpicks, Pickaxe, Shovel, Writing Set.

Fancy Items (10s each): Board Game, Book, Elaborate Clothes, Lantern, Mirror, Sand Timer, Spyglass.

MISCELLANEOUS:

Boats: Rowboat (50s) to Galley (200g).

Carts: Cart (30s) to Wagon (1g).

Taverns: Meal, Drink, and Bed in an Awful Place (1p), Okay Place (1s), or Fancy Place (20s).

Healing Service (10s): Restore one Ability Score Loss or other ailment overnight.

Property: Cottage (1g), Workshop (10g), Manor (100g).

Horses: Mule (20s) (STR 14, WIL 5, 3hp) to Horse (1g) (STR 16, DEX 12, WIL 5, 3hp).

Dogs: Mutt (5s) (STR 8, WIL 6, 2hp, d4 Bite) to

Birds: Parrot (5s) (STR 6, WIL 6, 2hp, d4 Claws) to Hawk (50s) (STR 8, WIL 8, 5hp, d6 Claws).

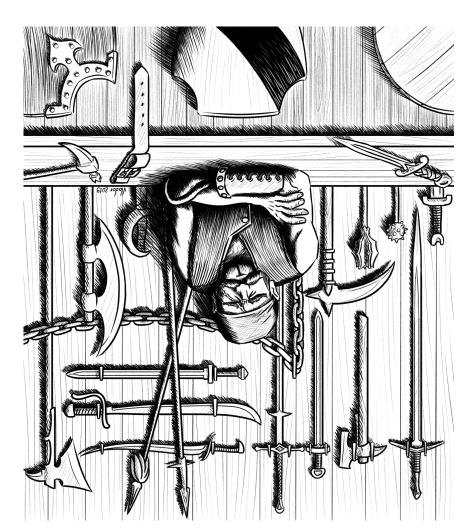
(cost per day; d6hp, Ability Scores 10 unless noted)

- + Torch Bearer (1s): WIL 8.
- + Guide (2s): STR 8, staff (d6, 2h), lantern, rope.
- + Armsman (5s): STR 12, Armour 2 (light armour and shield), spear (d6).
- + Specialist (10s): dagger (d6), bow (d6), area of expertise.
- + Champion (50s): STR 14, 6+d6hp, Armour 2 (full), halberd (d8+d6, 2h), Proven Warrior.

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CHAPTER 2: PLAYING THE GAME INTO THE DUNGEON: REVIVED

2. PLAYING THE GAME

RULES

Saves

Roll d20 equal or under the appropriate Ability Score to succeed. 1 is always a success and 20 is always a failure.

Advantage and Disadvantage

Whenever someone has increased or decreased odds
Instead of making a normal attack, you may spend of succeeding on a Save, the Referee may give them Advantage or Disadvantage. Roll twice and take the such as knocking an opponent down, snatching an better or worse of the two rolls respectively. Advantage and Disadvantage cancel each other out.

Taking your Turn

In a combat situation, the Referee decides which side acts first. When this is unclear, player characters must pass DEX Saves to be able to act before their opponents. After such initial turn, all player characters act together as usual.

On their turn, characters can generally move (or change items they are holding instead) and carry out one action. All characters declare their intentions and after that the dice are rolled.

Attacking

Roll your weapon's Damage die, or for both weapons if wielding two, along with any bonus Damage dice you have. The highest single roll is identified, and the attack causes this much damage.

Ranged weapons cannot be used while engaged in melee combat.

Ganging Up

When multiple attackers target an individual, they roll together and keep the highest result, plus 1 point of Damage for each additional attacker, up to +5. Once the attack has been resolved, the target cannot be attacked again until their next turn.

Ganging Up: Easy Mode (optional)

For a more "cinematic" combat feel, you may forgo bonus damage from additional attackers.

Impaired and Enhanced Attacks

Attacks that are Impaired, such as firing through cover or a resistant target, roll d4 Damage regardless of weapon, no bonus Damage dice allowed.

Attacks that are Enhanced by a risky stunt or a vulnerable target gain bonus d12 Damage die.

Manoeuvres

your turn trying to carry out another manoeuvre, item or fleeing. In these cases, the side most at risk makes a Save to avoid consequences.

Armour subtracts its score from result of any Damage rolls against the wearer.

Total Armour score for a creature cannot exceed 3.

Mounted troops in melee gain +1 Armour and bonus weapon Damage die against unmounted opponents.

When taking damage, you lose that many Hit Points. If you have any HP left, then the attack was mostly avoided or only a minor wound was inflicted.

When you run out of HP, any remaining Damage is removed from your STR score. Now you must pass a STR Save to avoid Critical Damage.

Blast Damage

Blast attacks affect all targets in the appropriate area, rolling once for each target. If unsure how many targets are affected, roll Damage die.

Critical Damage

Characters that take Critical Damage are unable to take further action until they are tended to by an ally and have a Rest. If they are left untended to for an hour, they die.

The character dies at STR 0. At DEX 0 or WIL 0 the character is paralysed or catatonic respectively, cannot act until Healing and must be carried to safety.

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SPELL LIST

AFTER THE ADVENTURE

threat, or seek out mysterious treasures. the group as soon as possible. Alternatively, the about a mysterious environment, destroy a powerful acter and the Referee finds a way to have them join Generally, the goal of an Adventure is to find out

EXPERIENCE LEVELS

than one Experience Level in a single session of play. the next Experience Level. You cannot advance more whether humble or grand. After that, you move to what the character has been doing during this time, turing to reflect upon your experience. Describe perience Level, you may take a break from adven-After completing the requirements for the next Ex-

ity Score, it increases by one to a maximum of 20. each Ability Score. If the roll is higher than the Abilchoose a new Feature, gain d6hp and roll d20 for When advancing to a new Experience Level, you

You are ready for your first Adventure.

gerous place, returning to civilisation. You have survived at least one Adventure to a dan-

3. Expert

reaching Proven Level. You have survived at least three Adventures since

You can now take on an Apprentice created as a

4. Veteran

Blinded creatures may require a DEX Save to carry reaching Expert Level. You have an Apprentice that You have survived at least five Adventures since

instead.

noble title or create your own. Hidden creature's attacks are Enhanced, but any of at least one hundred people. You are granted a You have established or seized control of a Domain

quick for your group, use the progression of 3-5-7 If the adventure progression of 1-3-5 feels too Slower Experience Progression (optional)

INTO THE DUNGEON: REVIVED

player may take control of a Hireling or Apprentice. When a character dies, the player creates a new char-

or fearless opponents are exempt as well. nents and allies but not player characters. Mindless when they are reduced to 0hp. This applies to oppototal numbers. Lone combatants must pass this Save their group being routed when they lose half of their The leader of a group must pass a WIL Save to avoid

and somewhere to run to. Fleeing to safety under pursuit requires a DEX Save

time or attract danger. all of character's lost Hit Points. Resting may waste A few minutes of rest and a swig of water recovers

Healing

the aid of an Expert service or magic to recover. Ability Score Loss and other serious ailments require

Assumed Ability Scores

Any Ability Score not listed is treated as 10.

WIL Save to avoid a negative reaction. When a reaction to a character is uncertain, pass a new character.

CONDITIONS:

rolled at Disadvantage. paired, and DEX Saves from external threats are 5. Master out actions that rely on sight, their attacks are Im- has reached Expert Level.

attack or other similar action unveils the attacker.

Stunned creatures do not act on their turn, have targeted at invisible creatures are Impaired. Invisible creature's attacks are Enhanced, attacks

them are Enhanced. disadvantage on DEX Saves, and attacks targeted at

Unconscious creatures are reduced to Ohp.

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CHAPTER 3: RULING A DOMAIN INTO THE DUNGEON: REVIVED

3. RULING A DOMAIN

Any community of 100 or more people is a Domain. One or more characters may have rulership combatants, they should be massed together as a of a Domain, with the potential to establish a part of unit. Units have the same Hit Points as a single comthe world as their own.

SIZE SCORES AND POPULATION

Size Score, or SIZ, is a measure of the populace of your Domain and may reach a maximum of 20.

SIZ	Populace	SIZ	Populace
1	100	11	30,000
2	300	12	50,000
3	600	13	75,000
4	1,000	14	100,000
5	3,000	15	150,000
6	5,000	16	200,000
7	7,500	17	300,000
8	10,000	18	500,000
9	15,000	19	750,000
10	20,000	20	1,000,000

Each month, you must choose a focus for your Domain from the following.

Taxation: You gather extra money this month, gaining 1s for each of your populace.

Growth: Roll d20. If this is higher than your SIZ, then your SIZ is increased by 1.

Prosperity: You do not need to roll to see if there is Unrest in your Domain this month.

Civil Unrest

At the end of the month, roll d20. If this is equal or lower than your SIZ, there is Unrest in your Domain. 10% of your population revolts and must be quashed or else they seize control of your Domain.

ARMIES AND WAR

Training Soldiers: 20% of populace are fit for callmust be equipped as required.

Large Battles: When handling large numbers of batant, but add 1 damage for how many times to one they outnumber their opponents. E.g., a unit of 200 cavemen fighting 50 spearmen outnumber them 5-to-1, gaining 5 bonus damage.

When units take Critical Damage, their numbers are halved and they must pass a WIL Save or break and disband. At STR 0 they are wiped out.

Individual attacks against units are Impaired, unless they cause Blast damage.

Unit attacks against individuals are Enhanced and cause Blast damage.

Sieges: Wooden walls have 6hp, Armour 6, and stone walls have 8hp, Armour 8. Reducing a wall to 0hp allows passage over it. Walls and other defensive structures usually ignore damage from anything but siege engines and such.

Siege Engines: Cannons and the like cause d12 Blast Damage.

See Structures and Sieges in Appendix A for more details and additional information.

EXAMPLE DOMAINS

Red Hill - Home of the Man-Beasts

Ruler: Black Yur Og, Veteran Shaman. SIZ 5 (Population 3,000).

Stone walls (8hp, Armour 8), 4 Rock Throwers. 30 Tribal Champions (2-handed axe), 300 Wild Men (axe, shield), 300 Wild Men (bow).

Unktar - The Clay City of Flies

Ruler: Primarch Elm Vroach, Master Priest. SIZ 14 (Population 100,000).

Clay walls (7hp, Armour 7), 10 Burning Oil Pourers. 10 Cannons, 5.000 Spearmen (spear, shield), 6.000 ing into service as poorly skilled conscripts (3hp). A Bowmen (bow), 2,000 Halberdiers (halberd, light further 1% of your population are professional solarmour), 2,000 Light Cavalry (horse, spear, bow), diers (STR 12, 5hp, Novice Warrior). All soldiers 2,000 Nomad Bowmen (light armour, longbow), 800 Greathall Guard (horse, full armour, greatsword).

d6 Temperature

WEATHER

INTO THE DUNGEON: REVIVED

Keep in mind that different climates might require Flying creatures travel for 8 hours/day before restadjusting the tables. For example, you might want ing for the night. Flying magic items have energy to to use the Sky table with a d8 or d12 roll for dry clifunction for the same daily amount of time. mates or d12 + 8 for rainy ones.

•••	remperature		
1	colder than u	sual	
2–5	normal		
6	warmer than	usual	
d20	Sky	d20	Sky
d20 1–4	Sky clear	d20 13–14	Sky drizzle or fog

Wind Direction 1-3 adverse 4-5 side 6-8 favourable

When following prevailing wind's direction, roll 2d8 and take the higher result; when going against it take the lower one.

Wind Force might affect your sailing speed.

	Wind	Sailing Multiplier		
d20	Force	Adverse or Side	Favourable	
1-2	calm	×0	×0	
3–6	breeze	×1/3	×1/2	
7–14	average	×1/2	×1	
15-18	strong	× ² / ₃	×1½	
19–20	gale	×0	×2	

Ships exposed to gale in open sea roll for a gale damage each 6 hours.

d8	Gale Damage
1	Wrecked. Ship, cargo, and 1/2 crew is lo
2	Broken mast. No sailing speed.
3	Broken half of oars. ½ rowing speed.
4	Torn sail. ½ sailing speed.
5–6	Overboard. Lost d6 crew members.
7–8	All is fine.

Harsh weather might impede vision, ranged combat and prohibit Resting before a shelter is found. Extreme weather (blizzard, hail, etc.) might even inflict continuous Damage (usually d4/hour).

AERIAL TRAVEL

APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

Mount	Example	Miles	Grid	Riders
Small	pixie	40	8	_
Medium	harpy	40	8	1
Large	griffon	80	16	2
Large, fast	pegasus	120	24	2
Huge	dragon	80	16	8
Magic device	broom	80	16	2
Magic vehicle	carpet	40	8	8

Full speed is only possible with ½ of riders or less. Otherwise, the speed is halved.

Aerial Vehicles travel for 12 hours/day. Double crew allows to continue travelling at night.

Vehicle	Miles	Grid	Crew	Cargo	Cost
Balloon	40	8	1	1 t	25g
Airship	40	8	10	10 t	200g

Balloons and airships are affected by winds in the same manner as sailing ships.

Balloons always follow the wind direction. Each 3 hours of travel you may change altitude to catch a preferable wind (roll for a new wind direction).

UNITS OF MEASURE

Distance

- + 1 mile is 1760 yards or 5280 feet
- + 1 yard is 3 feet or 36 inches
- + 1 foot is 12 inches

Volume

- + 1 gallon is 4 quarts or 8 pints
- + 1 quart is 2 pints or 32 ounces
- + 1 pint is 16 ounces

Weight

- + 1 ton is 2000 pounds
- + 1 pound is 16 ounces

Going Astray is a possibility when traversing unfa-

Earth-sized planet), 12 miles at 100 ft height (ship's Horizon is 3 miles away on a flat surface (for an

mast, tower), etc.: $distance \approx \sqrt{1.5 \times elevation}$.

9-	On course.
ε	Meandering. Halved travelled distance.
7	Going in circles. No travel progress today.
Į	Lost! You wander off to an unknown place.
9p	Outcome
п әЯ	navigation, foll a d6; otnetwise, foll a d4:

heavy rain, etc. If you have some additional advanmiliar or heavily obscured terrain, in a dense fog or

4. MAGIC

creation of Focuses and Scrolls.

half its cost (1hp per Spell Circle).

cast using your Focus as an action.

Signature Spells

Prepared Spells

Scrolls of new spells found by Mystics are usually

Each time you take Mystic Feature, choose a new

Ohp, this Damage targets WIL instead of STR: pass a

its Spell Circle x 2 to the caster ignoring Armour. At

Casting a Prepared Spell causes Damage equal to

number of spells equal to your Experience Level to

During the Rest you can use your Tome to prepare a

A Focus does not work when wearing armour.

another Mystic's Spell unless they pass a WIL Save.

or any Cantrip you know as an action, while per-

or staff that allows to instantly cast a Prepared Spell

Every Mystic carries a Focus, typically an orb, wand,

not interrupt ongoing effects of the previous spell,

Cantrips These minor tricks are not true spells, do

Persistent Spells have their effects last as long as

Mystics can east any spell of a Circle equal or

Ongoing effects last until you cast another Spell.

and require you to use your Focus to cast them.

you wish or until you cast the same spell again.

forming the proper gestures and incantations.

It can also be used to dispel the ongoing effect of

WIL Save or fall unconscious for a few minutes.

INTO THE DUNGEON: REVIVED

lower to their Mystic Level.

Spells are generally impossible to cast in combat.

detailed gestures and incantations. Consequently, and attention to cast, as well as requiring a set of Spells require a tew minutes of uninterrupted calm Written in Runic and found in Tomes and Scrolls. Spells

the vast majority of which are unknown to any This is far from all the Spells that exist in the world, Spells for their Tome or use the examples below. The Referee may provide Mystics with a list of

CHAPTER 4: MAGIC

Appendix A for the additional information on 20. Ventriloquism: Throws voice. See Manufacture of Magic Equipment in mg Armour. attached to the Tome for the convenience of usage.

 Spark: Touch for d4 Electricity Damage ignorskin diseases, or a sandstorm. Persistent. noying affects such as sweltering heat, itchy

Signature spell to cast without preparation and at 18. Resistance: A creature ignores normally an-17. Ray of Frost: A ray deals d4 Cold Damage.

or be provoked to attack you.

Provocation: A creature must pass a WIL Save

Prestidigitation: Performs minor tricks.

14. Open/Close: Opens or closes unlocked objects. with someone in your vicinity.

13. Message: Whispered one-way conversation 12. Mending: Makes minor repairs on an object.

11. Mage Hand: 5-pound telekinesis.

sheds light as a torch.

10. Light: A small object that you are holding

Damage die on their next attack.

9. Guided Strike: The target gains bonus weapon

8. Ghost Sound: Figment sounds.

distance. If shot at target, cause d4 Fire Damage.

7. Flare: Sends up a flare that can be seen for some dead, ignoring Armour and resistances.

6. Distupt Undead: Deals d4 Damage to one un-

or small object.

Detect Poison: Detects poison in one creature

in your vicinity (blocked by walls, doors, etc.).

4. Detect Magic: Detects Spells and magic items Stunned on the next turn.

3. Daze: A humanoid must pass a WIL Save or be

ble or invisible). Persistent.

2. Arcane Mark: Inscribes a personal rune (visiand lightly corrodes wood.

1. Acid Splash: An orb deals d4 Acid Damage

CANTRIPS

single person.

a long-distance voyage.

150t 200g

3021 1001

19

1 ½¹

352 1 02

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351

Passengers occupy 1 t of cargo space.

or lake to 1s per person for each 5 miles travelled in

creases it by the same amount. Makeshift rafts move

tance by 10 miles/day, and going downstream in-

conditions. Going upstream reduces covered dis-

and oars but cannot go against the wind under sail.

Covered Distance depends on weather and other

Keelboats, longships and galleys have both sails

18

15

ε

7

Travel for 12 hours/day. With a double crew, you

can switch shifts to continue travelling at night.

30

SΙ

10

100

10

Miles Grid Crew Cargo Cost

downstream only, with a speed of the stream.

Fare might vary from 1p per person to cross a river

№ t (200 lb) of cargo space per month of travel. Rations of food and water for one person take up

Siege Engines could be mounted on keelboats (1),

sailing ships (2), and galleys (3). Passengers occupy 1/8 t of cargo space. Cargo and

Wagon

Cart

Carriage

Vehicle

Elephant

innoM

Horse, Camel

Mule, Donkey

Forced march

+ Roads

Yehicles:

+ Difficult terrain

+ Rugged terrain

+ Difficult terrain

+ Clear terrain

Extreme weather

Harsh weather

Speed Modifier

Difficult jungle,

Terrain Example

Rugged

TRAVEL

in d4 STR Loss.

Large groups

elephants in a jungle)

sneaking, foraging, etc.)

kiders/Passengers values are mutually exclusive.

1 [

11/1

Cargo

2 t (4000 lb)

(qI 00S) 1 1/2

(q[001) 1 %

Cargo

7

Horses

Encumbrance over 50 lb (on foot)

(except for camels in a desert and

Mounts (except mules, donkeys, etc.):

Concurrent activities (exploring,

river, swamp

mous 'pnu

desert, forest, hills,

grassland, road, trail

ing, or marching more than 8 hours per day results

for each day of travel and apply it to the whole day.

Rest for a day for every 6 days travelled. Not rest-

To speed up calculations chose a dominant terrain

Grid of 5-mile tiles simplifies distance calculations.

Travel for 8 hours/day before resting for the night.

mountains,

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 $s0\varepsilon$

39

s02

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Calley

qidsgnoJ

Keelboat

Rowboat

Raft (100 ft²)

WATERBORNE TRAVEL

Sailboat

Vehicle

dida gailing

Riders Cost

7×

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9-

9+

01-

52

Miles Grid

Miles Grid

8I

Cost

Passengers

CHAPTER 4: MAGIC INTO THE DUNGEON: REVIVED

1ST CIRCLE

- 1. Alarm: Intruders set off an alarm audible only to you. Persistent.
- 2. Animate Rope: Makes a rope move at your 24. Magic Missile: d4 Damage, goes around corcommand.
- 3. Burning Hands: d6 Fire Damage in a small 25. Magic Weapon: Make a weapon Magical (in-
- 4. Cause Fear: WIL Save or the target flees.
- comes your friend until their next Rest.
- d4 STR Loss.
- on the next turn.
- spoken and written languages.
- vour vicinity.
- 10. Detect Dead: Reveals corpses and undead be- 31. Shocking Grasp: d6 Electricity Damage in ings in your vicinity.
- 11. **Disguise Self:** Changes your appearance.
- 12. Endure Elements: Everyone adjacent to you can exist comfortably in hot or cold environments.
- 13. Enlarge/Reduce: A humanoid creature doubles or halves in size gaining Advantage/Disadvantage on STR Saves and increasing/decreasing their weapon Damage dice respectively (d4-d12 range). The target could choose to avoid effects with a STR Save.
- 14. Erase: Mundane or magical writing vanishes.
- 15. **Expeditious Retreat:** Run twice as fast.
- 16. Feather Fall: Objects or creatures fall slowly.
- 17. Floating Disk: Creates 3-ft-diameter horizontal disk that holds 100 lb.
- 18. Grease: Makes a small area or one object slipperv. DEX Save to avoid slipping.
- 19. Hideous Laughter: WIL Save or the target laughs and Impairs their attacks until passing the Save at the end of their turn.
- 20. Hold Portal: Holds a door shut.
- 21. Hypnotism: Fascinate d6 creatures that fail a WIL Save. In combat, their attacks on the next turn are Impaired.

- 22. Identify: Unveils properties of a magical item. Hidden properties, curses, etc. are not revealed.
- 23. **Jump:** A creature can jump twice as far and high.
- ners, ignores Armour.
- crease Damage die by one (up to d10), ignore all supernatural resistances).
- 5. Charm Person: WIL Save or one humanoid be- 26. Mount: Summons a riding horse. It disappears after taking any Damage.
- 6. Chill Touch: STR Save or the target suffers 27. Obscuring Mist: Fog surrounds you. Ranged attacks through it are Impaired.
- 7. Colour Spray: STR Save or the target is Blinded 28. Protection: Ignore the next instance of harm from a specific source.
- 8. Comprehend Languages: You understand all 29. Ray of Enfeeblement: DEX Save or all attacks Impaired until Rest.
- 9. Detect Secret Doors: Reveals hidden doors in 30. Shield: An invisible disc grants +1 Armour and blocks Magic Missiles.
 - melee, ignoring Armour.
 - 32. Silent Image: Creates a minor motionless illusion of your design.
 - 33. Sleep: Puts d6 relaxed targets into a slumber and others feel lethargic, decreasing Damage die by one, down to d4.
 - 34. Summon Creature: Calls an unintelligent extraplanar creature up to the size of a small dog. It holds no loyalty to you.
 - 35. True Strike: The target of your next attack must succeed on a DEX Save, or the attack ignores HP going directly for the STR score.
 - 36. Unseen Servant: An invisible force (STR 5, 1hp, cannot attack) obeys your commands.

MANUFACTURE OF MAGIC EQUIPMENT STRUCTURES AND SIEGES

Basic magic equipment can be created by a Mystic by **CONSTRUCTION** spending the required amount of funding and time.

Focus: 10s in consumables, 1 day, a suitable item.

Scroll: 20s/Circle in consumables, 1 day/Circle. Successful on X-in-6, X = 1 + Mystic Level - Circle, consumables are lost either way. (Designing a new spell, if the Referee allows it, costs and takes at least ×10 as much and requires some rare ingredients.)

PETS' EXPERIENCE

INTO THE DUNGEON: REVIVED

If you want to allow experience for pets, do it once, when a pet survives three Adventures. Use the same Ability Score and HP increase rules as characters do.

RATIONS

While seafaring or travelling through inhospitable land it might be important to know the amount and weight of the rations required in your journey.

Consumed daily by	Food	Water	•
Humans	2 lb	½ gal	(4 lb)
Horses and such	20 lb	5 gal	(40 lb)
Elephants	200 lb	50 gal	(400 lb)

A day without enough water or a week without enough food results in d4 STR Loss.

RESOURCES

Amount	Description	Average	Price
1	running out	1	× 1
2	low	2	× d6
3	enough	4	× 2d6
4	plenty	7	× 3d6
5	excess	13	× 4d6

Each time you spend a resource (or after combat for ammo), roll a d6. If you roll over the Amount, decrease it by one. On zero the resource is depleted.

If you scavenge for the resource, roll a d6. If you roll over the Amount, increase it by 1 (up to 5).

When buying resources to increase the Amount by 1 (up to 5), pay its price multiplied by your current Amount x d6.

Structure		Wood	Stone
Bridge		1g	5g
Building, 1 floor, P=12	20 ft	1g	5g
Gatehouse, P=120 ft		10g	50g
Keep, small, P=160 ft		20g	100g
Keep, big, P=240 ft		_	300g
Tower, small, P=80 ft		5g	25g
Tower, big, P=120 ft		10g	50g
Wall, 100 ft		5g	25g
Dungeon, 10 ft cube	1g (ea	rth), 5g	(rock)
Moat, 100 ft		ırth), 5g	
Road, 1 mile	5g, ×2	2 on Rug	gged terrain

APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

Construction Crew (four dozen people lead by a master, paid 50s per week) build 5g of structure cost weekly, 1g for stone construction. Up to 5 crews can work on a single structure simultaneously. Speed and cost might be impacted by external factors.

Siege Engines could be installed on gatehouses (1), big towers (1), small keeps (2), and big keeps (4).

SIEGE ENGINES

Require a crew of two and a whole turn to reload.

Engine	Cost	Damage	Ammo
Ballista	1g	d12	10s bolt
Catapult	1g	d10	5s ball
1	0	d10 Blast	20s bomb
Cannon	2g	d12 Blast	25s shot

The weight of a siege engine is about 1 ton.

STRUCTURAL DAMAGE

Armour range represents thickness of the material.

Large and bigger objects usually ignore damage from anything but siege engines and such.

Size	HP	Example	Material	Armour
small	2-4	chest	ice	2–4
medium	4–8	wagon	wood	4–6
large	6-12	wall	stone	6–8
huge	8-16	ship	metal	8-10

For example, a small wooden ship will have 8hp and Armour 5 (wood of medium thickness).

APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

75-76 Your HP are restored.

68-70 You are blinded until Rest.

56-58 You are deafened until Rest.

attack or cast a spell.

44-46 You are stunned until Rest.

41-43 You disappear for a minute.

25-28 Your hair falls out.

is amended.

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random consequence.

MAGIC MISHAPS

3: feathers, 4: spines.

47-49 You fall unconscious until Rest.

62-64 You are mute until Rest.

55–67 You see invisible things for an hour.

59-61 Your voice is very loud until Rest.

53-55 Your ears become pointed and hairy.

random colour for d12 months.

29-32 Your hair grows to a yearly amount.

one (new hair grows normal).

17–20 Your eyes shed bright light for a day.

13–16 Your eye colour changes randomly.

73-74 Your HP drop to 0.

INTO THE DUNGEON: REVIVED

Your feet turn into hooves.	76
You grow gills.	16
You grow horns.	06-68
You grow a tail.	88-78
Your canines grow long and sharp.	98-98
Your tongue becomes forked.	₽8-68
sixteenth its size for an hour.	
Your main weapon shrinks to one-	81-85
qshsiM	001b

You lose a random body part. You grow a random body part. one (down to 3). (d6) 1-2: STR, 3-4: DEX, One of your Ability Scores decreases by

one (up to 20). (d6) 1-2: STR, 3-4: DEX,

8. Cat's Grace: Grants Advantage on DEX Saves. d8 Damage, Advantage on STR Saves.

against you are Impaired.

6. Blur: Your details cannot be seen. Attacks

24. Invisibility: A creature is invisible until it attacks. within a mile.

ing a STR Save at the end of their turn, exuding

Ghoul Touch: STR Save or Stunned until pass-

Gentle Repose: Preserves one corpse for a day.

17. Fog Cloud: Fog obscures vision over a large

area. Kanged attacks through it are Impaired.

After dealing its Damage, it stops for this turn.

you can choose the direction of its movement.

d8 Fire Damage on a failed DEX Save. Each turn

again after a minute or if you cast another spell.

16. Flaming Sphere: Creates a rolling ball of fire,

15. False Life: Regain any lost STR, but it vanishes

"listening" to surface thoughts of the target.

14. Detect Thoughts: WIL Save or else allows

13. Deafness: All within a medium area are deaf-

12. Darkvision: See in natural darkness in your

11. Darkness: Creates a medium area of supernat-

10. Continual Flame: Makes a permanent, heatless

9. Command Undead: An undead creature must

pass a WIL Save or obeys your command.

torch. Can be cast on objects. Persistent.

5. Blindness: STR Save or Blinded until Rest.

4. Bear's Endurance: A creature gains Armour 2.

3. Arcane Lock: Magically locks a portal or chest. 2. Alter Self: Take on a form of a similar creature.

d6 STR loss next round unless washed. 1. Acid Arrow: d6 Acid Damage now and a 26. Levitate:

5_{ND} CIBCLE

ural shadow.

25. Knock: Opens a locked or magically sealed

ders. Harmless, but distracting. 45. Swarm: Summons a swarm of bats, rats, or spi-

nar beast. It holds no loyalty to you. 44. Summon Beast: Calls an intelligent extrapla-

48. Whispering Wind: Sends a short message

47. Web: Fills a medium area with sticky spider-

46. Touch of Idiocy: STR Save or lose d4 WIL.

webs. STR Save or cannot move on this turn.

43. Spider Climb: Walk on walls and ceilings. an action on one of your next turns.

ing hand to deliver one of your touch Spells as

42. Spectral Hand: Creates a disembodied glowmedium area, including Spell casting.

41. Silence: No sounds could be produced in a

40. Shatter: Sonic vibration causes de Blast Dam-

age to objects or crystalline creatures, ignoring

objects in your vicinity. 39. See Invisibility: Reveals invisible creatures or

38. Scorching Ray: Deals d8 Fire Damage.

space accommodating up to eight creatures.

37. Rope Trick: A rope leads to extradimensional cific type of elemental Damage.

36. Resist Element: A creature is immune to a spechoking smoke.

35. Pyrotechnics: Turns fire into blinding light or

to mundane ranged attacks.

34. Protection from Arrows: A creature is immune Persistent.

33. Phantom Trap: Makes an item seem trapped. heightened senses. Advantage on WIL Saves. 32. Owl's Wisdom: Perceive the world with

target. Persistent. 7. Bull's Strength: Unarmed melee attacks cause 31. Misdirection: Misleads divinations on one

you. The duplicate disappears when hit. 30. Mirror Image: Creates d4 decoy duplicates of

29. Minor Illusion: Conjure an image with sound. Persistent.

28. Magic Mouth: Speaks once when triggered. Locate Object: Directs toward the object.

A WIL Save to levitate targets heavier than you. at your will, floating down safely afterwards. The target moves up and down

CHAPTER 4: MAGIC INTO THE DUNGEON: REVIVED

weapon Damage dice by one (down to advantage on STR Saves and lower your 79-80 You halve in size for an hour. Gain Disеλе 70 mrs 01-9 weapon Damage dice by one (up to d12). 39I 9I-8I pury 8-9 vantage on STR Saves and increase your finger 100î 71-21 5-2 77-78 You double in size for an hour. Gain Ad-901 41-II цэээ d20 Part d20 Part Random Body Part 71-72 You are obscured by a cloud of smoke. 6 pumpkin orange 12 orchid magenta σ chestnut brown 11 lavender violet d crimson red 10 ultramarine blue 3 jet black sky blue malachite green ash grey 7 lemon yellow of snow white 50–52 You are invisible for an hour or until you dl2 Colour Random Colour You are petrified. for dl2 months. (d4) 1: fur, 2: scales, next turn, unless extinguished. Your skin is covered in a random growth damage now and do at the end of your Your clothes burst in flames. Take d6 33-36 Your skin acquires a saturated shade of a 21-24 Your hair colour changes to a random One of your Ability Scores increases by vantage on DEX Saves until this problem mour 1 when not wearing any armour. 9-12 Your clothes grow one size. Gain Disad-Your skin becomes very tough. Gain Ar-Your clothes' colour changes randomly. .(sib sgamad Damage die). 1: mint, 2: garlic, 3: vinegar, 4: sulphur. Your nails grow into sharp talons (bonus You exude a strong smell for a day. (d4) 76 16 lead to a mishap. Succeed on a WIL Save or suffer a any other dangerous interaction with magic might an anti-magic zone, destruction of a magic item, or 3–£8 Improper use of a magical device, spellcasting inside

targeted creature. Reveals invisible things. 20. Glitterdust: DEX Save or Enhance attacks at stench that makes those nearby sickened.

23. Heroism: Reroll any one die. Persistent. Each turn it causes de Fire Damage on touch. 22. Heat Metal: Heat one metal object red-hot. stuff in a medium cone. A STR Save to resist. 21. Gust of Wind: Blows away or knocks down CHAPTER 4: MAGIC INTO THE DUNGEON: REVIVED

3^{RD} CIRCLE

- 1. Arcane Sight: Magical auras in a medium sphere become visible to you, even through walls and other obstacles, revealing the most general information of their nature.
- 2. Black Tentacles: Tentacles grapple those who 22. Major Illusion: Conjure an image with sound, fail a STR or DEX Save within a medium area for their next turn.
- 3. Blink: Each turn you have a 50% chance to vanish and reappear on your next turn, avoiding the next attack against you.
- 4. Clairaudience/Clairvovance: Hear or see at a distance.
- 5. Daylight: A large area of bright light.
- 6. Deep Slumber: Puts d6 creatures that fail their WIL Save to sleep until the Spell is broken or 26. Shout: Everyone within a medium cone is creatures take Damage.
- Damage Saves. Persistent.
- 8. **Dream:** Sends a message to anyone sleeping.
- 9. Explosive Runes: Deal d10 Blast Damage when read, disappearing afterwards. Persis-
- 10. Fireball: Deal d10 Fire Damage within a medium sphere.
- 11. Flame Arrows: Ally's missiles deal bonus d6 Fire Damage.
- 12. Fly: A creature flies.
- 13. Gaseous Form: A willing creature becomes insubstantial and can fly slowly.
- 14. Halt Undead: Immobilizes all undead in your vicinity who failed their WIL Save.
- 15. Haste/Slow: One creature moves at double or half speed and gains +1 or -1 Armour respect-
- 16. Hold Person: Stuns one humanoid until pass- 35. Water Breathing: Creatures can breathe undering a STR Save at the end of their turn.
- 17. Illusory Script: Changes one page to hide its 36. Wind Wall: Deflects arrows, smaller creatures, real content that only an intended reader can decipher. Persistent.
- 18. Invisibility Sphere: Makes everyone within a small sphere invisible until they attack.
- 19. Keen Edge: The next attack with this melee weapon ignores HP and goes directly for the STR score.

- 20. Lightning Bolt: d8 Electricity Damage to all in a line ignoring Armour.
- 21. Magic Circle: Prevents a certain type of unnatural beings (extraplanar, undead, etc.) from entering or leaving unless they pass a WIL Save. Persistent.
- smell, and thermal effects. This also could be used to disguise appearance of one creature.
- 23. Nondetection: Hides the target from divination, scrving. Persistent.
- 24. Rage: Creature's attacks are Enhanced, but so are attacks against them.
- 25. Sepia Snake Sigil: Creates a small text symbol that Stuns reader until a WIL Save at the end of their turn. Persistent.
- deafened for one round and takes d8 Damage.
- 7. Displacement: Gain Advantage on Critical 27. Shrink Item: An object shrinks to onesixteenth its size and weight.
 - 28. Sleet Storm: Flames are doused, ranged attacks are Impaired in a large area. A DEX Save to avoid slipping.
 - 29. Stinking Cloud: Nauseating vapours, pass a STR Save or vomit and gain Disadvantage on the next Save.
 - 30. Suggestion: WIL Save or the target is compelled to follow the stated course of action.
 - 31. Summon Gate: Calls out to any extraplanar being that wishes to enter our plane. You have no choice which being answers, and it holds no lovalty to you.
 - 32. Tiny Hut: Creates a shelter for ten creatures.
 - 33. Tongues: Speak any language.
 - 34. Vampiric Touch: On a failed STR Save, the target loses d6 STR, and you restore all lost HP.

 - and gases.

INTO THE DUNGEON: REVIVED APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

LIVING EXPENSES

Squalid (d4s/month): Suffer d4 Ability Score Loss If your game is heavily focused on a horror aspect, for each Ability Score, your reputation suffers.

Adequate (10×d4s/month): Restore d4 Ability Score Loss for each Ability Score.

Luxury (d4g/month): Heal any Ability Score Loss and non-magical ailments, your reputation rises.

If you own pets, add half as much for each one. Halve the expense if you live in your own house.

LOAD CAPACITY

Characters can lift a maximum amount of load equal to their STR squared (in pounds). Half of this load can be carried without any impediment in speed. Twice as much can be dragged on the ground.

		00	O
STR	Carry (1/2), lb	Lift, lb	Drag (×2), lb
1	1/2	1	2
2	2	4	8
3	$4\frac{1}{2}$	9	18
4	8	16	32
5	12½	25	50
6	18	36	72
7	241/2	49	98
8	32	64	128
9	401/2	81	162
10	50	100	200
11	601/2	121	242
12	72	144	288
13	841/2	169	338
14	98	196	392
15	112½	225	450
16	128	256	512
17	144½	289	578
18	162	324	648
19	180½	361	722
20	200	400	800

Aside from speed penalty, a heavy load reduces HP to 0. The same HP reduction happens when carrving more than three bulky items. Items are considered bulky if they require both hands to carry or otherwise unwieldy, for example, two-handed weapons, full armour, a Mystic's Tome, etc.

MADNESS

you might want to track characters' sanity.

Each time the character suffers an exposure to a source of supernatural dread, succeed on a WIL Save or gain a Madness Level.

A good night's sleep lowers Madness Level by 1.

When Madness Level exceeds character's Experience Level, the character goes insane. Roll for immediate and prolonged effect. Prolonged effects require a Healing Service to get rid of.

d20 Immediate Effect

1 4	0	1 1	
1–4		dd	

- Scream loudly, making a lot of noise.
- Flail around, attacking a random nearby target on your next turn.
- Panic and run away. 2-in-6 chance to drop your weapon while doing so.
- 14-15 Frenzy. Spend your turns attacking a random nearby target. After attacking an ally, succeed on a WIL Save to recover.
- 16–17 Blindness until Rest.
- 18-19 Paralysis until any incoming Damage, or someone takes an action to shake it off.
 - Faint. Need to be tended to by an ally and have a Rest to regain consciousness.

d20 Prolonged Effect

- 1-4 Nightmares.
 - Hallucinations. By Referee's discretion.
- **Muteness.** Lose the ability to speak.
- 11–13 **Phobia.** Attacks against the cause of the phobia are Impaired.
- 14–15 **Paranoia.** Disadvantage on WIL Saves.
- 16–17 **Dizziness.** Disadvantage on DEX Saves.
- 18–19 **Weakness.** Disadvantage on STR Saves.
 - Stupor. Cannot take any actions.

Vestigial Effects

Some especially shocking experiences might leave a permanent mark on the character's psyche, usually in a light form of some Prolonged Effect, obsession, compulsive behaviour, etc.

INTO THE DUNGEON: REVIVED

APPENDIX A: ADDITIONAL AND ALTERNATIVE RULES

CHARACTERS

"Into the Dungeon: Revived" is intended as a INJURIES

EPIC CHARACTERS

roll 2d6 + 6 for Ability Scores, and d4 + 2 for HP. If you want player characters to be more powerful,

rules-light game. Keep this in mind when deciding

MUNDANE CHARACTERS

Take no Features but choose a Background as usual. ple, roll 2d8 + 1 for Ability Scores, and d6 for HP. If you want player characters to be ordinary peo-

To advance such character to Novice, choose a

Ability Score, it increases by 1 (up to 18). for each Ability Score. If the roll is higher than the Feature, reroll HP (or keep the old one), and roll d20

GODS, RELIGION, AND DISCIPLES

on a specific setting and thus is left to your discre-The nature of divine presence is highly dependent

supernatural powers from some other source), while divine influence (though local cults might still have tion. Some worlds could be completely devoid of

Disciple Class and its Creeds from the Appendix gods' interventions in the deals of mortals. dwellers of other worlds can regularly observe their

sponsible for their food, shelter, equipment, etc. each time they visit a friendly settlement and are rerounded down) Followers (3hp, Simple Weapon) pert onwards, Disciples gain d4 (up to their WIL / 2, Level, follow standard rules. Additionally, from Exset of teachings. When obtaining a new Experience of the character being a worshipper of the relevant Unlike other Features, this one has a prerequisite represent the most devoted adepts of cryptic cults. C: Class-ic Edition could be used as a Feature to

to use any of the rules presented in this appendix.

Effects of an injury could be fixed by Healing.

On a failed Critical Damage Save, roll for an injury.

	age Save will result in death.
70	Nearly dead. Next failed Critical Dam-
	to the same limb will result in its loss.
6I	Broken limb. Roll for a limb. Second hit
18	Internal bleeding. d6 STR Loss.
ZΙ	Broken ribs. d6 DEX Loss.
91	Fractured skull. d6 WIL Loss.
	weapon. Fixing gear costs half its price.
14-12	Broken gear. Order: shield → armour →
12-13	Torn muscle. Disadv. on STR Saves.
11-01	Cracked rib. Disadv. on DEX Saves.
6-8	Concussion. Disadv. on WIL Saves.
7–2	Scar. This will leave a mark.
₽-I	Bruise. Nothing serious.
97p	Injury

at any moment, and refilled with lamp oil.

Lantern lasts for about four hours, can be dimmed

Torch lasts for about an hour. When used as a

Mist, smoke, and such reduce the radius in half.

Candles and such illuminate only in a 10-ft radius

radius. Big bonfires might cast light twice as far.

Torches, lanterns, and campfires illuminate in a 30-ft

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right leg

हुर्ग मेर्ग

dl2 Broken Limb

1001 tdgir 01-6

7–8 left foot

LIGHT

S

right arm

left arm

dl2 Broken Limb

3-4 right hand

1-2 left hand

and thus are not commonly used by adventurers.

weapon, it deals d4 Fire Damage but might go out.

7. Contagion: Infects a creature with a horrible

wooden object. Persistent.

familiar creature.

Damage. Persistent.

a WIL Save or flee.

medium distance.

from the ground or wall.

11. Dimension Door: eaves dropping.

10. Detect Scrying:

heat and cold.

толетент.

19. Minor Creation: Creates one small cloth or a

18. Locate Creature: Indicates the direction to a

the 3rd Circle inside a small sphere.

ance of one type of terrain, a wall, floor, ceiling,

take d6 Fire Damage; you are protected from

14. Fire Shield: Creatures attacking you in melee

13. Fear: Creatures within a large cone must pass

makes a WIL Save or their attacks are Impaired.

9. Crushing Despair: Everyone in a large area

8. Create Water: A spring starts spilling water

diately and each subsequent day until Healed.

disease, reducing one Ability Score by d6 imme-

Alerts you of the magical

tack their allies, 2–3: do nothing, 4: attack their 24. Remove Curse: Frees a creature from any mag-

oddly. In combat, roll a d4 on their turn, 1: at-6. Confusion: WIL Save or creatures behave you as an ally.

5. Charm Creature: WIL Save or a creature treats Electricity Damage each ignoring Armour.

4. Chain Lightning: Strikes d10 targets for d10 on all Saves until Healed.

3. Bestow Curse: The target gains Disadvantage

you can see through and control.

2. Arcane Eye: Creates an invisible floating eye 21. Phantasmal Killer: A fearsome, invincible illutons and zombies from corpses.

Animate Dead: Creates up to d4 undead skele-

4TH CIRCLE

CHAPTER 4: MAGIC INTO THE DUNGEON: REVIVED

side, unless they pass a DEX Save.

causes d10 Fire Damage.

of their next turn. Persistent.

stay invisible.

any shape.

Teleports you within a 30. Stone Shape: Sculpts a small cube of stone into

permanent form.

die from terror.

mares. Persistent.

in a large area.

17. Illusory Terrain: Change the visual appear- 35. Wall of Fire: Passing through this large wall

16. Globe of Invulnerability: Stops Spells up to 34. True Invisibility: A creature can attack and

15. Fire Trap: An opened object deals d12 Fire 33. Summon Being: Calls any chosen extraplanar

12. Dimensional Anchor: Bars extradimensional 31. Stoneskin: A creature gains Armour 3 but run-

mour 3) or hemisphere. Can trap creatures in-

36. Wall of Ice: Creates a large ice wall (12hp, Ar-

being to our plane. It holds no loyalty to you.

and scream until passing a WIL Save at the end

ately and must pass a WIL Save or be Stunned

causes pain. The reader loses d4 STR immedi-

32. Symbol of Pain: Reading this small rune

29. Solid Fog: Blocks vision and slows movement

28. Sending: Instantly delivers a short message

Secure Shelter: Creates a sturdy cottage.

ical Disadvantages or Impairments.

WIL Save at the end of their turn.

26. Scrying: Spies on the target from a distance.

25. Resilient Sphere: A force globe protects but

anywhere. A recipient can send back a short

traps one creature. Pass a DEX Save to avoid it.

In combat, they are Stunned until passing a

age the target must succeed on a WIL Save or

Damage before disappearing. On Critical Dam-

sion that only the target can see. Attacks for d10

them until they have a full rest without Night-

get wakes with half its HP and will not recover

20. Nightmare: WIL Save each night or the tar-

23. Rainbow Pattern: Lights fascinate creatures.

22. Polymorph: Gives one willing creature a new

ning and swimming are impossible.

CHAPTER 4: MAGIC INTO THE DUNGEON: REVIVED

5TH CIRCLE

- 1. Baleful Polymorph: STR Save or transforms a creature into a harmless animal permanently.
- 2. Banish: WIL Save or a creature returns to its native plane. If a creature is native to the cur- 22. Prying Eyes: d6 floating eyes scout for you. rent plane, it disappears for a minute and then 23. Secret Chest: Hides an expensive chest on the returns safely.
- 3. Blight: Drains life from d12 targets for d12 24. Symbol of Sleep: Reading this small rune puts Damage each. When targeting Plants, roll d12 Damage twice and pick the biggest result.
- 4. Break Enchantment: Frees a single target 25. Telekinesis: Moves an object, attacks a creafrom enchantments, alterations, curses, and petrification.
- 5. Cloudkill: You can slowly move this small cloud on the ground, causing d6 STR loss to all 27. Teleport: Instantly transports you to a known living creatures within it.
- within a large cone.
- of an extraplanar entity.
- 8. **Control Water:** Raise, lower, or part water.
- 9. Dominate Person: WIL Save or a humanoid is controlled telepathically.
- 10. False Vision: Fools scrying with an illusion.
- 11. Feeblemind: WIL Save or drop to WIL 0.
- 12. Incinerate: Set one target on fire. Deals d12 Fire Damage immediately and at the end of each next turn until a DEX Save is passed or any other way to put out the flames is found.
- 13. Interposing Hand: A hand blocks 5d6hp of Damage from one opponent.
- 14. Mage's Faithful Hound: A phantom dog can guard or attack. WIL 15, 3d6hp, d8 Bite.
- 15. Mage's Private Sanctum: Prevents anyone from viewing or scrying an area.
- 16. Major Creation: Create an item of stone and metal. Persistent.
- 17. Passwall: Creates a passage through a wooden or stone wall.
- 18. Petrify: STR Save or the target is permanently transformed into a statue.
- 19. Planar Binding: Traps extraplanar creatures that fail a WIL Save until they perform a task.
- 20. Planar Gate: Open a gate to another reality that works in both directions.

- 21. Possession: WIL Save or the target has the soul pushed out and the caster possesses their body. Their soul returns when the caster leaves the body, but if the body is slain, the soul departs and the caster's soul returns to their body.
- Ethereal Plane; you retrieve it at will.
- the reader who failed a WIL Save into magical sleep that lasts as long as the Spell. Persistent.
- ture, or hurls an object or creature.
- 26. Telepathic Bond: A link lets allies communi-
- location up to 100 miles away.
- 6. Cone of Cold: d12 Cold Damage to everyone 28. Transmute Earth: Transforms mud to rock or rock to mud.
- 7. Contact Other Plane: Lets you ask a question 29. Wall of Force: A large invisible wall is immune to damage. Lasts for d6 minutes.
 - 30. Wall of Stone: Creates a large stone wall (16hp, Armour 8) that can be shaped.

INTO THE DUNGEON: REVIVED CHAPTER 4: MAGIC

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Random 30 Spells							
d3.d10	Spell	d3.d10	Spell	d3.d10	Spell		
1.1	1	2.1	11	3.1	21		
1.2	2	2.2	12	3.2	22		
1.3	3	2.3	13	3.3	23		
1.4	4	2.4	14	3.4	24		
1.5	5	2.5	15	3.5	25		
1.6	6	2.6	16	3.6	26		
1.7	7	2.7	17	3.7	27		
1.8	8	2.8	18	3.8	28		
1.9	9	2.9	19	3.9	29		

1.10	10	2.10	20	3.10	30
Random	36 Spells	ı			
d6.d6	Spell	d6.d6	Spell	d6.d6	Spell
1.1	1	3.1	13	5.1	25
1.2	2	3.2	14	5.2	26
1.3	3	3.3	15	5.3	27
1.4	4	3.4	16	5.4	28
1.5	5	3.5	17	5.5	29
1.6	6	3.6	18	5.6	30
2.1	7	4.1	19	6.1	31
2.2	8	4.2	20	6.2	32
2.3	9	4.3	21	6.3	33
2.4	10	4.4	22	6.1	2.4

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Random	Random 48 Spells							
d6.d8	Spell	d6.d8	Spell	d6.d8	Spell			
1.1	1	3.1	17	5.1	33			
1.2	2	3.2	18	5.2	34			
1.3	3	3.3	19	5.3	35			
1.4	4	3.4	20	5.4	36			
1.5	5	3.5	21	5.5	37			
1.6	6	3.6	22	5.6	38			
1.7	7	3.7	23	5.7	39			
1.8	8	3.8	24	5.8	40			
2.1	9	4.1	25	6.1	41			
2.2	10	4.2	26	6.2	42			
2.3	11	4.3	27	6.3	43			
2.4	12	4.4	28	6.4	44			
2.5	13	4.5	29	6.5	45			
2.6	14	4.6	30	6.6	46			
2.7	15	4.7	31	6.7	47			
2.8	16	4.8	32	6.8	48			

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6.6

Distances/Areas: **Short or Close/Small** — a couple of steps. Medium — about 30 ft. Far/Large or Your Vicinity — about 60 ft.

