

SMALL D&D V2



WELCOME TO SMALL D&D, AN INTRODUCTORY adventure for brave adventurers of all ages! In this micro-sized version of the famous game Dungeons & Dragons that I made for me siblings and cousins to play. You'll embark on a simple yet exciting quest filled with challenges and imagination.

CHOOSING YOUR CLASS

First one of the most important choices to make is determine what kind of class you want to be. There are a few choices top choose from.

Warrior This is melee combatant who uses their weapons as their tools of mass destruction. The Warrior normally prioritizes their **Strength**, to power up their weapon attacks, and **Constitution** to have more hit points and ability to stay in the fight no matter what is thrown their way. Their **Dexterity** does not matter as they rely on their armor and shield for their defense.

Eldritch Knight This weapon wielder has committed to a magical pact with another magical being to gain the ability to wield both magic and weapons at the same time. The Eldritch Knight uses their **Strength** to hit with their weapons and their **Charisma** for their spell casting abilities. They also enjoy a little **Dexterity**.

Mage Very simply has dedicated their life to use magic as their strength and answer any problems that come their way. Since they dedicated their life to magic they use their **Intelligence** as their spell casting modifier. They also really want their **Dexterity** to be high because they dont have as many hit points as other character.

STAT SELECTION

There are 2 different types of stat generation.

STANDARD

This gives you a set selection of numbers [8, 10, 12, 13, 14, 15] and you also get an additional 3 points that you can move around however you want.

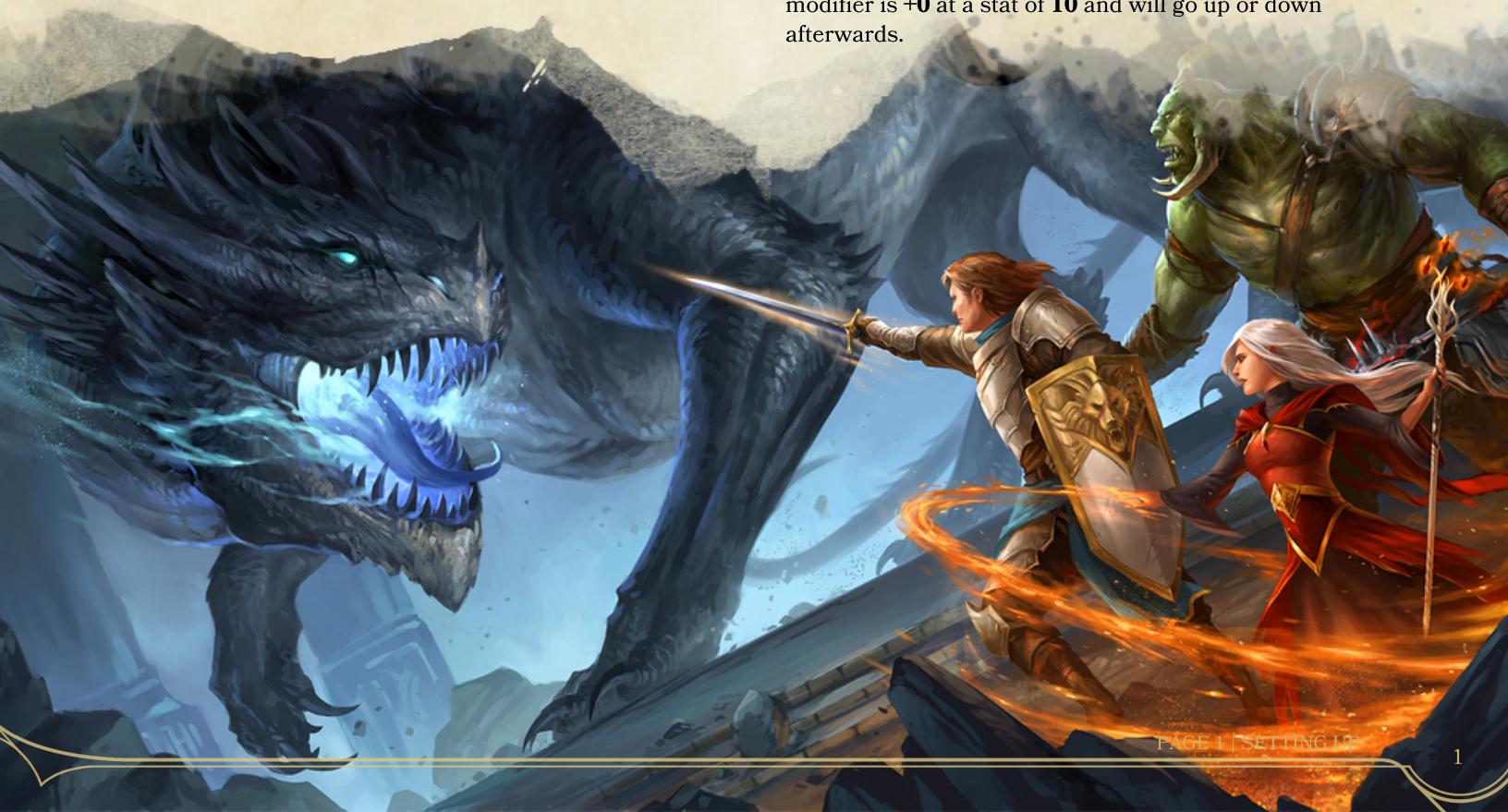
RANDOM

This lets fate take the wheel and have the die either be in your favor or against you. To get a stat point [4d6] - [Lowest d6] and you do this 6 different time one for each stat. After doing it six times for each stat they then use their selection of rolls to determine their stats.

Below is a chart for what each stat means, simply. abbreviation

Stat	Abbreviation	Description
Strength	STR	How strong your character is
Dexterity	DEX	How quick you are on your feet or hands
Constitution	CON	The heartiness of your character like health & stamina
Intelligence	INT	Your book smarts and logical thinking
Wisdom	WIS	How in touch you are in reading body movements and their meanings
Charisma	CHA	How good you are with dealing and talking with others

Each stat, once given their stat number, are given a Modifier that is used the majority of the time. The modifier is **+0** at a stat of **10** and will go up or down afterwards.



COMBAT



OMBAT IN SMALL D&D IS AN EXCITING CLASH OF heroes and/or monsters, where daring adventurers face off against various foes or possibly one another. Below is the explanation of what combat will look like along side what you would need to do when asked to do certain things.

INITIATIVE

At the start of combat you are asked to roll initiative. This determines how quickly you react and how fast you go in the turn order in combat. To roll for initiative you need to roll 1d20 and add your **DEX MOD**. If there is a tie you can either choose who goes first or roll another d20 and whoever gets the higher result goes first and the other goes afterwards.

SPEED

Every round of combat every character can move up to their movement speed per turn.

ACTIONS

This is the main way that things happen in combat, every round a character gets an action every turn that can be used in a number of ways. Each one of the options below use your action.

DASH

Preparing your boots and your muscles to run faster than normal.

This will double the characters movement speed for the turn. For example, if a character has a movement speed of 30ft they will now get 60ft this turn.

DISENGAGE

Taking a defensive stance to prepare for any upcoming attack or spells that may come your way.

This will give any attackers disadvantage, roll twice taking the lower total, if someone tries to attack them with a melee weapon. Will also gain advantage, roll twice take the higher total, whenever a spell is attempting to hit them.

ATTACK

Raising your weapon and slashing it down against the foe leaving them in pieces. This is normally the most used action along side “Casting a Spell” and for a simple reason ... you attack with your weapon.

To attack you first roll a d20 and add your **STR MOD** (or **CHA MOD** for Eldritch Knights) and add 2 to hit the target. If the total is equal or higher than the targets Armor Class (AC) the you hit them and get to roll to see how much damage you do, if you roll lower you unfortunately miss and don't do any damage. For example, if you attack and you roll a total of 15 to hit

and your target's AC is 16 you miss, but if you roll a 16 to hit total than it would hit.

Damage is determined based on the type of weapon the attacker wields, for example if an Eldritch Knight is attacking with their Hex Weapon with a Charisma Modifier of 3, they would roll $1d10 + 3 + 2$ for damage. With a Warrior attacking with their Great Axe with a Strength Modifier of 4 they would roll $1d12 + 4 + 2$ for damage.

CAST A SPELL

Either focusing on your incantations, carving runes from the magic in the air, or having miracles occur from a special artifact all use the special strength that is invisible to the naked eye.

The ability to conjur, manipulate, or create anew from nothing is what makes D&D fun! Each spell is different and they all need to be read carefully to understand the effects and limits. For example, a spell like Fire Bolt attacks the targets AC, while something like Forebell has that create make a Dexterity saving throw instead.

Understanding the battlefield, knowing the strengths and weaknesses of your opponent, and using the power of imagination gives spells their strength and their versatility.



WARRIOR

THE WARRIOR IS A NOBLE AND VALIANT DEFENDER, wielding a mighty sword and clad in sturdy armor. Focused on protecting allies and upholding justice, the Warrior stands as a symbol of courage in the face of danger.

Though they lack the spell casting abilities similar to other classes they make up for it with their weapon versatility.

STAT SELECTION

The Warrior uses their **Strength** to hit better with their weapons and their **Constitution** for their health and longevity in battle. They are very simple and really only focus on these stats.

STAT RESULTS

HEALTH

Hit Points = $10 + 5 (\text{d}20 + \text{CON MOD})$

Example: With a character with a Constitution of 16 (+3). The d20s rolled were [12, 5, 6, 17, 9]. So the hit points total is $10 + ((12+3) + (5+3) + (6+3) + (17+3) + (9+3)) = 74$.

ARMOR CLASS

AC = 16

SPEED

Speed = 20ft (4 Squares)

WEAPONS

The Warrior true strength is the versatility of their weapons and that they can have multiple be available to draw when the need arises.

Warriors can wield up to 3 different weapons at a time but have a wide variety that they can pull from. Everytime a Warrior takes the attack action they can use one weapon twice as they have the skill and finesse with all to draw and strike quickly.

Battle Axe: $1\text{d}12 + \text{STR MOD} + 2$ (Range of 5ft)

Great Club: $1\text{d}12 + \text{STR MOD} + 2$ (Range of 10ft)

Twin Swords: $2\text{d}6 + \text{STR MOD} + 2$ (Range of 5ft)

Fists and Kicks: $4\text{d}4 + \text{STR MOD} + 2$ (Range of 5ft)

Longbow: $1\text{d}10 + \text{STR MOD} + 2$ (Range of 120ft)

Crossbow: $3\text{d}4 + \text{STR MOD} + 2$ (Range of 30ft)



ELDRITCH KNIGHT



ELDRITCH KNIGHT IS A MYSTIC WARRIOR WHO blends the power of magic with combat prowess. With a trusty sword in hand and arcane spells at their disposal, they stand as a formidable force against the forces of darkness or anyone who chooses to stand in their way.

STAT SELECTION

The Eldritch Knight uses their **Strength** to hit better with their weapons and their **Charisma** for their spell casting abilities. They also enjoy a little **Dexterity** for dodging attacks better.

STAT RESULTS

HEALTH

Hit Points = $8 + 4 (\text{d}20 + \text{CON MOD})$

Example: With a character with a Constitution of 14 (+2). The d20s rolled were [8, 15, 18, 3]. So the hit points total is $8 + ((8+2) + (15+2) + (18+2) + (3+2)) = 60$.

ARMOR CLASS

AC = $13 + \text{DEX MOD}$ (Max of 2)

Example: With a character with a Dexterity of 18 (+4). The AC would be $13 + 2$ so the total is 15, despite having a higher modifier the armor has a max increase.

SPEED

Speed = 30ft (6 Squares)

WEAPONS

There is a list of weapons the character can choose from, but only one can be chosen. Each weapon can only be swung once per turn.

Hex Blade: 1d6 + **CHA MOD** + 2 (Range of 5ft)

Battle Axe: 1d8 + **STR MOD** + 2 (Range of 5ft)

SPELLS

The Eldritch Knight uses the power of the pact they made to cast spells from just their hands.

All spells have a level from which they are cast at, there are spells that can be cast infinitely (Cantrips) and then there are leveled spells (1st, 2nd, 3rd, etc.) Each creature has slots to determine the number of spells for each level they can be cast and if you do not have the spell slot required to cast the spell then the spell can't be cast.

The Eldritch Knight does not have access to as many spells due to their lack of education in spells.

Spell Level	Number of Spells Known	Number of Spell Slots
0	2	N/A
1	2	3
2	1	1

Below, in this document, is a list of spells for which you can choose from and then put into your arsenal to be used in battle. Just make sure that the spell can be learned by your class.



MAGE

JON THE ENCHANTED WORLD OF SMALL D&D, THE MAGE is a wondrous spellcaster who harnesses the arcane arts to cast spells and unravel the mysteries of magic. With a spellbook in hand and a twinkle in their eye, the Mage delves into the realms of imagination and conjures fantastical powers.

STAT SELECTION

The Mage uses their **Intelligence** to have the spells have stronger effects. They also enjoy a **Dexterity** for dodging attacks better as they do not have much health to be taking hits.

STAT RESULTS

HEALTH

Hit Points = $6 + 3 (\text{d}20 + \text{CON MOD})$

Example: With a character with a Constitution of 13 (+1). The d20s rolled were [3, 9, 17]. So the hit points total is $6 + ((3+1) + (9+1) + (17+1)) = 38$.

ARMOR CLASS

AC = $13 + \text{DEX MOD}$

Example: With a character with a Dexterity of 18 (+4). The AC would be $13 + 4$ so the total is **17**.

SPEED

Speed = 30ft (6 Squares)

SPELLS

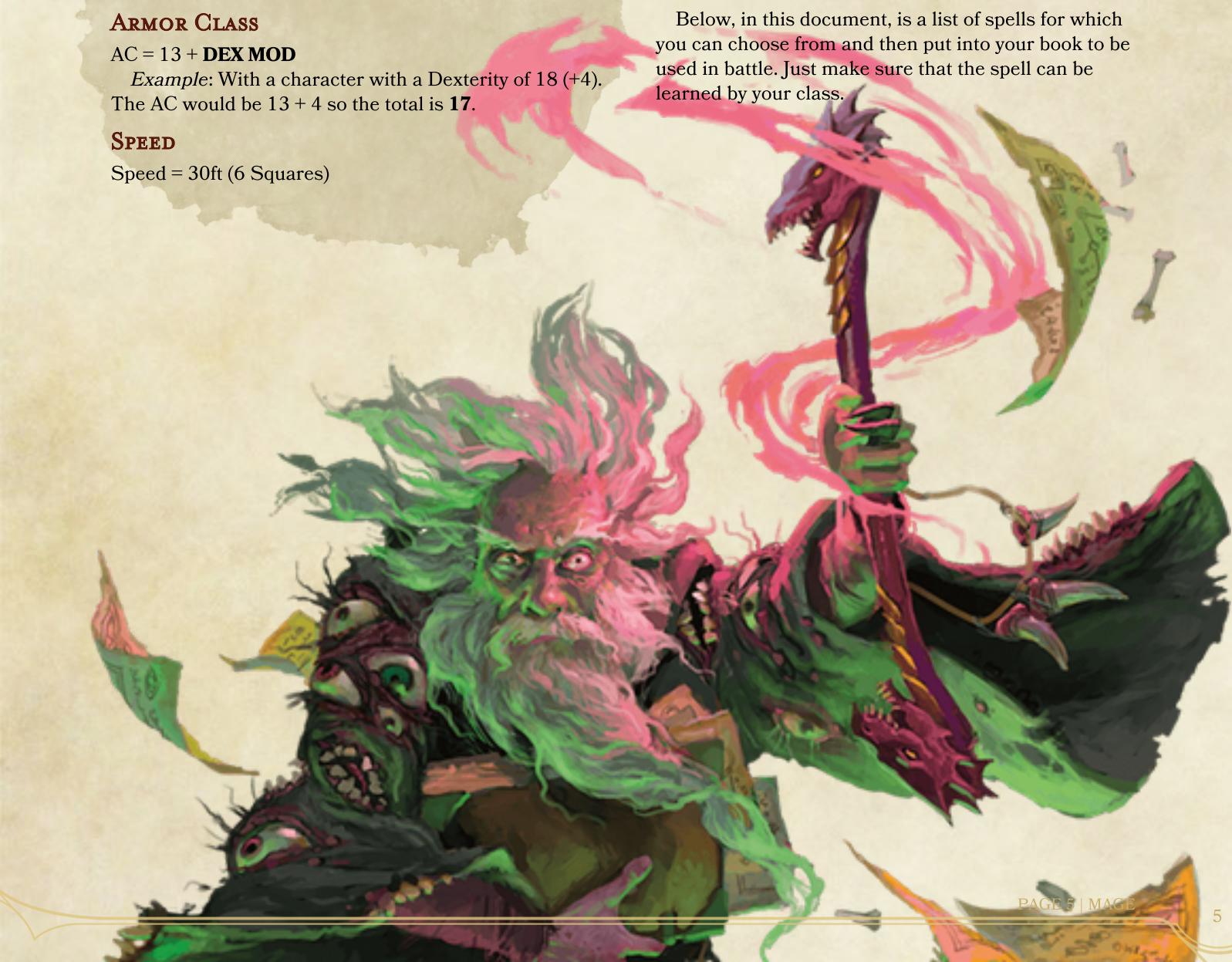
The spells are the strongest point of the Mage. They have a wide spread of magic to choose from and have the ability to cast more than anyone else. They also have access to all spells available.

All spells have a level from which they are cast at, there are spells that can be cast infinitely (Cantrips) and then there are leveled spells (1st, 2nd, 3rd, etc.) Each creature has slots to determine the number of spells for each level they can be cast and if you do not have the spell slot required to cast the spell then the spell cant be cast.

The Mage has access to a ton of spells, as they have studied magic for all their lives.

Spell Level	Number of Spells Known	Number of Spell Slots
0	4	N/A
1	3	5
2	3	4
3	2	3

Below, in this document, is a list of spells for which you can choose from and then put into your book to be used in battle. Just make sure that the spell can be learned by your class.



SPELLS

JON THE FANTASTICAL REALM OF SMALL D&D, COMBAT IS a captivating dance between heroes and adversaries, a symphony of steel, spells, and strategic cunning. As you step onto the battlefield, the world around you transforms into a stage where destiny unfolds with every roll of the die.

CANTRIPS

FIREBOLT

You hurl a mote of fire at a creature or object within 120ft. Make a ranged spell attack against the target. On a hit, the target takes 1d10 damage.

FROSTBITE (ELDRITCH)

You cause numbing frost to form on one creature that you can see within 60ft. The target must make a Constitution saving throw. On a failed save, the target takes 1d6 cold damage, and it has disadvantage on the next weapon attack roll it makes before the end of its next turn.

LIGHTNING LURE (ELDRITCH)

You create a lash of lightning energy that strikes at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and then take 1d8 lightning damage if it is within 5 feet of you.

MENDING

This spell repairs a single break or tear in an object you touch, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. This spell can physically repair a magic item or construct, but the spell can't restore magic to such an object.



SHOCKING GRASP

Lightning springs from your hand to deliver a shock to a creature you try to touch. Make a melee spell attack against the target. You have advantage on the attack roll if the target is wearing armor made of metal. On a hit, the target takes 1d8 lightning damage, and it can't take reactions until the start of its next turn.

SWORD BURST (ELDRITCH)

You create a momentary circle of spectral blades that sweep around you. All other creatures within 5 feet of you must succeed on a Dexterity saving throw or take 1d6 force damage.

LEVEL 1 SPELLS

CHROMATIC ORB

You hurl a 4-inch-diameter sphere of energy at a creature that you can see within 60ft. You choose acid, cold, fire, lightning, poison, or thunder for the type of orb you create, and then make a ranged spell attack against the target. If the attack hits, the creature takes 3d8 damage of the type you chose.

ICE KNIFE (ELDRITCH)

You create a shard of ice and fling it at one creature within 90ft. Make a ranged spell attack against the target. On a hit, the target takes 1d10 piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a Dexterity saving throw or take 2d6 cold damage.

MAGIC MISSILE (ELDRITCH)

You create three glowing darts of magical force. Each dart hits a creature of your choice that you can see within range. A dart deals 1d4 + 1 force damage to its target. The darts all strike simultaneously, and you can direct them to hit one creature or several.

SHIELD (ELDRITCH)

An invisible barrier of magical force appears and protects you. This can be cast whenever you are about to be hit and does not require an action. Until the start of your next turn, you have a +5 bonus to AC, and you take no damage from magic missile.

THUNDERWAVE

A wave of thunderous force sweeps out from you. Each creature in a 15-foot from you must make a Constitution saving throw. On a failed save, a creature takes 2d8 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

LEVEL 2 SPELLS

BLUR (ELDRITCH)

Your body becomes blurred, shifting and wavering to all who can see you. For 2 turns, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

CLOUD OF DAGGERS

You fill the air with spinning daggers in a cube 5 feet on each side, centered on a point you choose within range. A creature takes 4d4 slashing damage when it enters the spell's area for the first time on a turn or starts its turn there.

DRAGON'S BREATH

You touch yourself to and imbue yourself with the power to spew magical energy from its mouth, provided it has one. Choose acid, cold, fire, lightning, or poison. Until the spell ends, the creature can use an action to exhale energy of the chosen type in a 15-foot cone. Each creature in that area must make a Dexterity saving throw, taking 3d6 damage of the chosen type on a failed save, or half as much damage on a successful one.

ELF'S ACID ARROW (ELDRITCH)

A shimmering green arrow streaks toward a target within range and bursts in a spray of acid. Make a ranged spell attack against the target. On a hit, the target takes 4d4 acid damage immediately and 2d4 acid damage at the end of its next turn. On a miss, the arrow splashes the target with acid for half as much of the initial damage and no damage at the end of its next turn.

SCORCHING RAY

You create three rays of fire and hurl them at targets within range. You can hurl them at one target or several. Make a ranged spell attack for each ray. On a hit, the target takes 2d6 fire damage.

LEVEL 3 SPELLS

FIREBALL

A bright streak flashes from your pointing finger to a point you choose within range and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one.

LIGHTNING BOLT

A stroke of lightning forming a line 100 feet long and 5 feet wide blasts out from you in a direction you choose. Each creature in the line must make a Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one.

VAMPIRIC TOUCH

The touch of your shadow-wreathed hand can siphon life force from others to heal your wounds. Make a melee spell attack against a creature within your reach. On a hit, the target takes 3d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Until the spell ends, you can make the attack again on each of your turns as an action.

