

## Monster Armor

- **(0–13 AC) Light armor** takes damage as usual: damage dice + ability modifier.
- **(14–17 AC) Medium armor** takes damage ONLY from the dice, ignoring ALL damage modifiers (unless they are negative.)
- **(18+ AC) Heavy armor** takes half damage from all sources (rounded up).

PC critical hits, saving throw spells, and damage type vulnerabilities ignore monster armor altogether.

## Multiple Dice & Advantage/Disadvantage

- **Advantage.** Roll 1 additional die per stack. Remove the lowest die for each stack (if the Primary Die is removed, the next leftmost die is now the Primary Die).
- **Disadvantage.** Roll 1 additional die per stack. Remove the highest die for each stack (if the Primary Die is removed, the next leftmost die is now the Primary Die).
- If there is a *tie*, remove the leftmost die (this always results in the preferred outcome).

*Example: A level 17 Wizard, casts fire bolt for the 3rd time this turn (2 stacks of disadvantage). Roll 6d10 and remove the 2 highest dice. If the leftmost die is 1 or 10, it's a miss/crit as normal.*

## Dying

Dropping to 0 HP, gain 1 level of exhaustion and the *Dying* condition:

- AP is limited to 1 per round.
- Attacks & spells trigger a **DC 12 STR** save, gaining 1 level of exhaustion on a failure.
- Taking damage while dying causes **2** levels of exhaustion.
- Taking a critical hit while dying causes **3** levels of exhaustion instead.

## Updated Skills

**Animal Handling** → **Naturecraft**  
**Athletics/Acrobatics** → **STR/DEX check**  
**Decept/Persua/Perf** → **Influence**  
**History/Religion** → **Lore**  
**Investigation/Medicine** → **Examination**  
**Nature/Survival** → **Naturecraft**

## Minions

Use 1 damage die for each minion. They miss on a 1, can't crit, and do not add damage modifiers. ANY damage kills minions, and a critical hit can kill more than one if it makes sense. PCs can block/dodge multiple minion attacks as if they were a single attack.

- **Level 1–3 party:** 1d4 minions
- **Level 4–6 party:** 1d6 minions
- **Level 7–10 party:** 1d8 minions
- **Level 11–15 party:** 1d10 minions
- **Level 16+ party:** 1d12 minions

Use 1–4 level appropriate minions per PC. Fewer if there are also other monsters, more if it is only a horde of minions.

Try having minions appear every round (1–2 per PC) until their leader is killed or some other event happens!