

On My Own

What is this game?

This game is intended to offer the full experience of playing a fantasy tabletop roleplaying game without needing a game master or more than one player. It uses all of the standard set of seven roleplaying dice (d4, d6, d8, d10, d%, d12, and d20), a pencil or pen, and something to write on.

On My Own combines aspects from multiple roleplaying games to provide an engaging but simple set of rules to create a world of imagination. There is a cheat sheet in the index to be able to have all the rules at hand, with the rest of the guidebook to provide more context and precise details.

Playing the Game

First you will create a character to play. In addition to ancestry and class, you may also choose (or not) to flesh out your character's backstory. Characters can come from any background, be any gender, take on any moral alignment, and aspire to any goal.

After creating a character and buying equipment, you may set out on a life of adventuring. You will pick a quest with a specific objective and enter a dungeon to achieve that goal. It may be to collect ingredients for a witch's brew, save a village from an infestation, or simply to find treasure and riches.

As the player, you will roll dice to determine the shape of the dungeon, what is inside, and how your character does at handling it all. To do so, we will need to establish some terminology.

Ability Scores

These represent your character's natural abilities, strengths, and weaknesses. There are four ability scores.

- Tough - A character's physical might and endurance.
- Deft - A character's agility and coordination.
- Sharp - A character's mental acuity and cleverness.
- Aware - A character's sense of attention and self-control.

Tiles

Dungeons are generated in this game by rolling dice for the characteristics of one room at a time, sometimes called tiles. The rolls you make determine how many exits there are and what can be found in that room.

Quests

A mission to accomplish a specific objective. There are lists of objectives for each set of dungeons.

Rolling Dice

Dice are named according to how many sides they have. A twenty-sided die is called a d20, an eight-sided die is called a d8, and so on. Often times you will be asked to roll multiple dice or add a modifier to the result. For example, 4d8+Sharp would mean to roll four eight-sided dice and add your Sharp ability score.

There are also two special ten-sided dice called percentile dice (d%). One will have one digit and the other will have two. When rolled together, the result is the sum of the two dice (except in the case of 0 and 00, which is a roll of 100). This yields a roll between 1 and 100.

Roll on the Table of [table name]

Each table in this guide will have a name, a die meant to roll for it (listed in the upper-left corner), and a list of results. To determine the result of a roll on a table, roll the die listed at the top of the table, find the number rolled on the table, and follow the consequences of that row of the table.

“Roll DC [number] [Ability].”

This is called a check, and it means to roll d20 and add the ability score stated. The roll is a success if the total is equal to or greater than the number called the difficulty class (DC). A failure occurs when the total is less than the DC. The consequences of a success or failure will be stated in the scenario.

“Roll to attack and for damage.”

One thing dice rolls are used for is to determine whether an attack you make hits and how much damage it will do to the opposing foe. Attack rolls always use a d20, adding your Tough score plus your level if it is a melee weapon, your Deft score plus your level if it is a ranged weapon, and your Sharp score plus your level if it is a magic attack. If this total is equal to or greater than the opponent's Armor Class (AC), it successfully hits them. You may now roll the damage die or dice associated with your weapon (See Table of Weapons - W), adding your Tough modifier if it is a melee weapon or adding your Sharp modifier if it is a magic attack.

Similarly, when a foe attacks you, roll a d20 and add their attack. If the total is equal to or higher than your AC (which is equal to 10 + Deft + your armor bonus), it hits and they may roll for their damage against you.

Critical success

A critical success occurs when you roll a 20 on a d20 (before any modifiers are added). This is also called a "natural 20." Critical successes during an attack guarantee a hit, critical successes during a check mean an automatic success, and often scenarios may indicate a specific result for a critical success.

Critical Failure

A critical failure, on the other hand, occurs when you roll a 1 on a d20. This is also called a "natural 1." Critical failures always miss during attacks, always fail during checks, and may provoke something especially unfortunate during certain scenarios.

Damage Reduction

There are several types of damage, including piercing, slashing, bludgeoning, water, fire, ice, electric, acid, and poison. Some creatures have resistance or immunity to certain types of damage, called Damage Reduction (DR). This will be written in the format [Amount]/[Damage Type], such as in the example 2/water, which means that any attack made with water damage will do two less hit points of damage than it would normally.

If the Amount says "All," then that creature is immune to that damage type. If the Damage Type says "-" then that creature has DR to all damage types.

Magic Weapons and Armor

As you accumulate wealth, you may become interested in purchasing magic weapons or armor to aid you in your quests. In the case of weapons, a +[number] Magic weapon grants that number bonus on both attack and damage rolls.

For armor, a +[number] Magic armor grants that number in additional armor bonus to AC, on top of the AC bonus that type of armor normally grants.

Character Creation

First pick a name for your character and write it, along with your own name, on the character sheet. Start at Level 1, 0 experience points, 15 gold pieces (gp), 3 Level 1 Healing potions, 15 torches, 9 rations of food, and an Explorer's Badge.

After that, choose an ancestry from the following options: Human, Elf, Dwarf, Gnome, Halfling, and Half-Orc. Keep track of the amount of hit points and the ability bonuses or penalties that your ancestry provides.

Next choose a class, add the corresponding bonus and hit points, and write down the Level 1 Feature that comes from it. The following classes are supported: Berserker, Caster, Chemist, Healer, Performer, Thief, and Tracker.

Add five +1 bonuses to your ability scores according to choice, with a maximum bonus of +4 for each trait at first level. Write the final scores on your character sheet in the corresponding places.

Choose armor and/or a shield from the allowed options in your class. Add the armor bonus and your Deft score to 10 to get your Armor Class (AC). Also write down your armor's total hit points.

Ancestry

Choose from the following ancestries.

Dwarf

Dwarves gain +1 bonuses to Tough, Aware, and a trait of your choice, as well as a -1 penalty to Sharp. They gain 20 initial hit points.

Elf

Elves gain +1 bonuses to Deft, Sharp and a trait of your choice, as well as a -1 penalty to Tough. They gain 12 initial hit points.

Gnome

Gnomes gain +1 bonuses to Sharp and a trait of your choice. They gain 16 initial hit points.

Halfling

Halflings gain +1 bonuses to Deft and two trait of your choice, as well as a -1 penalty to Tough. They gain 12 initial hit points.

Half-Orc

Half-Orcs gain +1 bonuses to Tough and two traits of your choice, as well as a -1 penalty to Sharp. They gain 20 initial hit points.

Human

Humans gain +1 bonuses to two traits of your choice. They gain 16 initial hit points.

Classes

Choose from the following classes.

Berserker

Berserkers gain 10 hit points at level 1 and every level afterward. They also gain +1 bonus to Tough. Berserkers can use all physical weapons and armor.

At level 1 they gain the Fury feature, allowing them to gain temporary hit points equal to their Tough ability. They also gain +2 damage to every attack in exchange for a -1 penalty to AC. Fury ends after the encounter is over and their hit points, damage, and AC return to what they were before.

Level 4: From this point on, add half your level (rounded down) to attack and damage rolls while in a fury. Increase one ability score by +1.

Level 7: From this point on, you can enter a fury without taking any penalty to AC. Increase one ability score by +1.

Level 10: From this point on, you gain damage reduction of 1 + Tough to any attacks against you. Increase one ability score by +1.

Level 13: From this point on, add your level to attack and damage rolls while in a fury. Increase one ability score by +1.

Level 16: From this point on, you may ignore up to 10 damage reduction any foe may have to physical attacks. Increase one ability score by +1.

Caster

Casters gain 6 hit points at level 1 and every level afterward. They also gain +1 bonus to Sharp. Casters can use daggers, maces, and crossbows. Casters can not use the spell feature while wearing armor.

At level 1 they gain the Spell feature which allows them to cast a +1 beam of water or fire damage at a target for 1d6 points + Sharp of damage. Increase one ability score by +1.

Level 4: Their spell feature increases to +2 attack with 1d8 + Sharp damage or they cast a Missile of air pressure that unerringly hits with 1d6 bludgeoning damage. Increase one ability score by +1.

Level 7: The spell feature increases to +3 attack with 2d8 + Sharp damage, the Missile increases to 2d6, and their spell feature expands to include a rock blast inflicting bludgeoning damage. Increase one ability score by +1.

Level 10: The spell feature increases to +4 attack with 2d10 + Sharp damage, the Missile to 2d8, and their spell feature expands to include a bolt of electric damage. Increase one ability score by +1.

Level 13: The spell feature increases to +5 attack with 3d10 + Sharp damage, the missile to 3d8, and their spell feature expands to include a bolt of ice damage. Increase one ability score by +1.

Level 16: The spell feature increases to +6 attack with 3d12 + Sharp damage, the missile to 3d10, and their spell feature expands to include a bolt of poison that also causes 1d6 poison damage for the following 1d4 turns. Increase one ability score by +1.

Healer

Healers gain 8 hit points at level 1 and every level afterward. They also gain +1 bonus to Aware. Healers can use all weapons and armor.

At level 1 they gain the Cure feature which allows them to use one turn in an encounter to heal themselves or others 1d8 + Aware hit points or one hour outside of an encounter to heal 2d8 hit points. Cure can be used 3 times per day.

Level 4: Cure now heals 2d8 + Aware per round or 3d8/hour and can be used 6 times per day. You can also cast Cure Disease three times per day. Increase one ability score by +1.

Level 7: Cure now heals 3d8 + Aware per round or 4d8/hour and can be used 8 times per day. Increase one ability score by +1.

Level 10: Cure now heals 4d8 + Aware per round or 5d8/hour and can be used 9 times per day. Cure disease may be used 4 times per day. Increase one ability score by +1.

Level 13: Cure now heals 5d8 + Aware per round or 6d8/hour and can be used 10 times per day. Increase one ability score by +1.

Level 16: Cure now heals 6d8 + Aware per round or 7d8/hour and can be used 12 times per day. Cure disease may be used 6 times per day. Increase one ability score by +1.

Performer

Performers gain 8 hit points at level 1 and every level afterward. They also gain +1 bonus to Sharp. Performers can use daggers, maces, crossbows and can wear leather, chain mail, mithral, and dragonhide armor.

At level 1 they will gain the ability to sing or play an instrument for one round to gain +2 to attack and damage rolls on the following 1d6 rounds of combat.

Level 4: They can choose water, fire, or electric as their primary damage type and be able to cast a beam of that damage at a target unerringly for 2d6 points of damage. Increase one ability score by +1.

Level 7: They can twice a day create one meal of food or one additional torch. Increase one ability score by +1.

Level 10: They can heal 2d8 + Aware damage by performing for one round or 3d8/hour, either of which can be done 6 times per day. Increase one ability score by +1.

Level 13: They can use a lullaby three times per day to put a target to sleep if they can roll Sharp above the foe's AC. You can escape from a sleeping target without having to roll. Increase one ability score by +1.

Level 16: They can temporarily increase one of their statistics in combat by +2 for 1d6 rounds after performing for one round.

Thief

Thieves gain 8 hit points at level 1 and every level afterward. They also gain +1 bonus to Deft. They can use daggers, maces, and crossbows. Thieves can wear leather and dragonhide armor.

At level 1 they will gain a +2 bonus to all Deft rolls avoiding traps.

Level 4: They gain a +4 bonus to all Deft rolls that disarm traps or open locks.

Level 7: Foes can not surprise attack. Increase one ability score by +1.

Level 10: They gain +4 to Deft rolls to escape encounters. Increase one ability score by +1.

Level 13: They are able to surprise attack any foe before an encounter begins. Increase one ability score by +1.

Level 16: They can double your critical hit range. Increase one ability score by +1.

Tracker

Trackers gain 8 hit points at level 1 and every level afterward. They also gain +1 bonus to Aware. Trackers can use daggers, longswords, maces, crossbows, and bows. They can wear leather and dragonhide armor.

At level 1, they gain the Companion feature that allows them to choose an animal companion. Animal companions take their turn immediately after yours and deal a +1 claw attack for 1d6 slicing damage.

Level 4: Animal companions' attack roll bonuses increase to +2 with 1d8 slicing damage. Increase one ability score by +1.

Level 7: You may take on a second animal companion with the same attack capabilities. Increase one ability score by +1.

Level 10: Your animal companions attack roll bonuses increase to +3 with 1d10 slicing damage. Increase one ability score by +1.

Level 13: You can not be surprise attacked and you gain a third animal companion. Increase one ability score by +1.

Level 16: Your animal companions' attack roll bonuses increase to +4, and you and your companions can surprise attack any foe before the encounter begins. Increase one ability score by +1.

Equipment

You may purchase the following equipment any time between quests. You can equip up to two melee weapons, one ranged weapon, fifty pieces of ammunition, and one set of armor, putting the rest in your pack. You can also carry up to 21 meals, 35 torches, and ten potions.

Item	Cost	Description
Food	1gp	One meal's worth of food that can be eaten in a dungeon.
Torch	1gp	One torch that can be used for light in a dungeon.
Leather Armor	2gp	Leather armor that grants +1 armor bonus to AC. Has 8HP.
Chain Mail	6gp	Woven metal armor that grants +4 armor bonus to AC at a cost of -1 to Dext. Has 16HP.
Full Plate Armor	30gp	Plated metal armor that grants +8 armor bonus to AC at a cost of -2 to Dext. Has 32HP.
Dagger	1gp	A small bladed weapon that deals 1d4 piercing damage.
Longsword	2gp	A large bladed weapon that deals 1d8 slashing damage.
Mace	1gp	A heavy spiked club that deals 1d6 bludgeoning damage.
Bow	5gp	A long-ranged bow that deals 1d10 piercing damage.
Arrows (10)	1gp	Ten arrows that can be shot with a bow.
Crossbow	3gp	A long-ranged crossbow that deals 1d6 piercing damage.
Bolts (10)	1gp	Ten bolts that can be shot with a crossbow.
Healing Potion (Levels 1 - 5)	5gp/level	Heals 1d8 hit points per level when consumed. Takes one round to consume.
Cure Disease Potion	5gp	Instantly cures disease caused by monsters.

+1 Weapon Runes	200gp	Turns a regular weapon into a +1 magic weapon with two dice of damage.
+2 Weapon Runes	500gp	Turns a +1 magic weapon into a +2 magic weapon with three dice of damage.
+3 Weapon Runes	1,000 gp	Turns a +2 magic weapon into a +3 magic weapon with four dice of damage.
+1 Armor Runes	100g	Turns regular armor into +1 magic armor.
+2 Armor Runes	250gp	Turns +1 magic armor into +2 magic armor.
+3 Armor Runes	500gp	Turns +2 magic armor into +3 magic armor with DR 3/-.
+4 Armor Runes	1,000 gp	Turns +3 magic armor into +4 magic armor with DR 4/-.

Quests

There are six dungeon environments to explore in this game. In increasing order of difficulty, they are The Goblin Dens (Levels 1-3), The Ice Castles (Levels 4-6), The Lava Caverns (Levels 7-9), The Forgotten Canyons (Levels 10-12), The Jungle Temples (Levels 13-15), and The Dragon Lairs (Levels 16+).

Each dungeon has a table of quests from which to choose. You may work through them in or out of order or else choose randomly by rolling 1d8 (though working through them in order is recommended at the first few levels).

The Goblin Dens

d8	Quest Details	Experience Points (XP) Gained
1	Gather three monster parts to sell. Objective rooms are encounters.	100XP
2	Find three weapons to use or sell. Objective rooms are encounters.	100XP
3	Find three pieces of armor to use or sell. Objective rooms are encounters.	100XP
4	Collect three pieces of treasure to use or sell. Objective rooms are encounters.	200XP
5	Retrieve five scrolls for a local mage's study.	300XP

6	Discover two geographic rooms, two encounters, and two objective rooms (which are empty).	500XP
7	Kill five monsters 8 or higher on the Table of Goblin Encounters. Objective rooms are encounters.	600XP
8	Bring the head of a monster 15 or higher on the Table of Goblin Encounters. Objective rooms are encounters.	600XP

The Ice Castles

d8	Quest Details	Experience Points (XP) Gained
1		
2		
3		
4		
5		
6		
7		
8		

The Lava Caverns

d8	Quest Details	Experience Points (XP) Gained
1		
2		
3		

4		
5		
6		
7		
8		

The Forgotten Canyons

d 8	Quest Details	Experience Points (XP) Gained
1		
2		
3		
4		
5		
6		
7		
8		

The Jungle Temples

d8	Quest Details	Experience Points (XP) Gained
1		
2		

3		
4		
5		
6		
7		
8		

The Dragon Lairs

d8	Quest Details	Experience Points (XP) Gained
1		
2		
3		
4		
5		
6		
7		
8		

Exploring the Dungeon

After choosing a quest, you start at the entrance to the dungeon. Here are the steps you will follow any time you enter a new room:

1. Cross off one time slot representing one hour on your character sheet, subtracting one from your supply of torches or meals whenever the word for it appears.

2. Roll 1d8 and use the result and the Dungeon Tiles table on your character sheet to determine the shape of the room. Starting at the entrance, work clockwise around the other three sides of the room, marking exits and walls as the table indicates.
3. Roll 1d8 again and use the result and the Tile Type table on your character sheet to see what type of room the new tile is.
4. Interact with what is in the room, whether that be examining a geographical feature, fighting an encounter, or accomplishing an objective.
5. Choose an exit and continue on to the next room.

After fulfilling the objective of the quest, you can teleport yourself out of the dungeon using the Explorer's Badge given to every adventurer. If you use your badge or leave the dungeon before the objective is completed, you must start the quest over from the beginning.

Encounters

When a room contains an encounter, a battle begins. Roll 1d20 and find the result on the encounter table that corresponds to the dungeon in which you are exploring. Each round of combat will proceed as follows:

1. Roll 1d10. This will determine the monster's actions according to the following table. Roll once for all creatures in the encounter. If the monster attempts to escape, it can not attack for that round.

d20	Monster's Action
1-2	Attempts to escape
3-4	If damaged last round, they attempt to escape. Otherwise, they stay to fight.
5-6	If at less than half HP, they attempt to escape. Otherwise, they stay to fight.
7-17	They stay to fight.
18-19	They stay to fight and their AC goes up by +1.
20	They stay to fight and their AC goes up by +2.

2. Choose your reaction: block the monster, perform an action, escape, or attack.
 - a. Block the monster: Halt the monster from escaping then choose another reaction.
 - b. Perform an action: Use an item, heal, perform, or switch weapons. Then choose another reaction.
 - c. Escape: Roll 1d20 + Deft.
 - i. If the result is equal to or higher than the foe's AC, combat ends. If you return to that room, you must face the monster again at their full HP.

- ii. Otherwise, combat continues and you lose 1d4 HP. Continue to step 6.
- d. Attack: Continue to step 3.
3. For melee weapons, roll 1d20+Tough. For ranged weapons, roll 1d20+Deft. If the roll is equal to or greater than the foe's AC, it hits, so see step 4. Otherwise, go to step 6.
4. Roll damage for your weapon. If it is a melee weapon, add Tough to the total damage. If the monster has Damage Reduction (DR) to your damage type, subtract that number from your damage.
5. Subtract the damage from the foe's HP. If it falls below zero, continue to step 7.
6. For each creature, roll 1d20 and add the foe's attack. If it is less than your AC, your foe misses. Otherwise, you take the damage listed in the encounter table. If your HP drops below zero, you black out and wake up outside the dungeon, having lost half of the gold and all the objective items for the quest. Otherwise, start over at Step 1.
7. Add the Encounter XP to your Experience points total. Go to the table listed under Loot and roll using that table to decide your reward. If there is a number in front of the table listed, roll for that many items.

Monster Characteristics

Disease: When attacked by a creature with disease, you must roll 1d20+tough. If the roll is greater than or equal to the foe's AC, the player does not become ill. Otherwise, the player character takes 1d4 damage every hour until they are cured of it.

Pack: There are multiple creatures in a group. Each one has its own attack and damage rolls on the foe's turn. Damage is applied to the left-most creature listed in the HP block until it drops below zero. Damage on the next attack is applied to the next creature in left-to-right order and so on.

Poison: When attacked by a creature with poison, you must roll 1d20+Tough. If the roll is greater than or equal to the foe's AC, no extra damage occurs. Otherwise, take 1d6 poison damage.

Surprise: These creatures get a surprise attack against the player before the regular process of combat begins.

Goblin Encounters

d20	Monster	AC	DR/ Type	Attack	Damage	HP	Loot	Traits	Encounter XP
1	Dire Rat	14		+1	1d4	5	P	Disease	135

2	Giant Centipede	14		+2	1d6	5	P	Poison	200
3	Lizards	14		+4	1d4	3/3	2P	Pack	200
4	Goblin	16		+4	1d4	6	W	Surprise	200
5	Mites	12		0	1d4	3/3/3	3W	Pack	265
6	Fire Beetles	12		+1	1d4	4/4/4	3P	Pack	265
7	Goblin Guards	16		+4	1d4	6/6	2A	Pack, Surprise	300
8	Dire Bat	16		+5	1d8	11	P	Pack	600
9	Wolf	14		+2	1d6	13	P	Surprise	400
10	Giant Frog	12		+3	1d6	15	P	Poison	400
11	Rat Swarm	14		0	1d6	5/5/4	3P	Pack, Disease	600
12	Dire Rat Swarm	16		+5	1d4	5/5/5	3P	Pack, Disease	700
13	Giant Spider	14		+2	1d6	16	P	Poison	600
14	Hobgoblin	16		+4	1d8	16	A	Surprise	600
15	Bugbear	17		+5	1d8	18	A	Surprise	600
16	Goblin Dogs	13		+2	1d6	9/9	2P	Pack	600
17	Shocker Lizards	16		+4	1d4	10/9	2P	Pack	600
18	Dire Bat Swarm	14		+5	1d8	11/11	2P	Pack	800
19	Hobgoblin Guards	17		+4	1d8	16/16	2T	Pack	1000
20	Bugbear Guards	18		+5	1d8	17/17	2T	Pack	1000

Ice Encounters

Lava Encounters

Canyon Encounters

Jungle Encounters

Dragon Encounters

Geographical Features

When a six or seven is rolled for the Tile Type, you must roll for a geographical feature that exists in that space. Roll 1d20 and add the corresponding feature on the table below. Gain 50XP for each room you pass through (exiting from a door besides where you entered) without dropping below 0HP.

d%	Feature
1-2	Axe Trap: Several large axes swing back and forth across the room. Roll DC 12 Deft. If failed, you are hit for 1d6 slashing damage.
2-3	Trip Wire: Roll DC 9 Aware. On a failure, you don't notice as your feet tug a line run across the room. Otherwise, roll DC 13 Deft to avoid tripping the trap. If unnoticed or tripped accidentally, an arrow shots toward you, causing 1d6 piercing damage.
3-4	Falling Ceiling: The ceiling begins to drop toward you. Roll DC11 Deft to avoid taking 2d6 bludgeoning damage.
4-5	Trouble Chest: Roll DC 13 Sharp. On a failure, it appears to be a regular chest. On a success, you determine it to be a mimic. If interacted with, it will grab and slam you against the floor for 1d8 damage. After each slam, roll DC 12 Tough to escape before it slams you down again.
5-8	Barrels: You may take an additional 1 hour to search through several barrels. Roll 1d20 with a DC 10. A critical success yields two items from the Treasure table. A success yields one item from the Treasure table. A failure yields nothing, and a

	critical failure reveals an angry giant spider (Goblin Encounters: 13).
9-13	Treasure Chest: A sturdy, locked treasure chest sits in the center of the room. Roll DC 15 Deft to unlock it. On a success, roll for two items from the Treasure table. On a failure, the lock jams forever.
14-15	Long Lever: A long lever is on the wall near the entrance. Decide if your character will pull it. If they do, water begins to pour rapidly into the room. Roll DC 13 Deft to avoid 3d4 of water damage and the ruin of any paper in your possession.
16-17	Short Lever: A short lever hangs on the wall near the entrance. Decide if your character will pull it. If they do, the first wall clockwise of the entrance turns into an exit. If all sides of the rooms are already exits, the one to the left of the entrance closes into a wall.
18-20	Teleporter: Choose if your character would step on the colored pad in the center of the room. If you do, you are teleported back to the last room you had an encounter in or the entrance if you have not had any encounters.
21-22	Mirage Medicine: A medicine cabinet is placed against the wall containing countless Healing Level 5 and Cure Disease potions. Use as many as you would like. Whenever you leave the room, any potions you took from the room disappear, but the effects of the ones you consumed in the room remain.
23-24	Butchery: Massive butcher hooks hang from the ceiling. Wet blood drips from one of them. Roll DC 14 Aware to avoid an anxiety attack causing a -2 penalty to Sharp for 1d4 hours.
25-26	Writing on the Wall: A detailed set of glyphs describe the surrounding rooms. For the next room that you roll to be empty, instead make it an objective room.
27-28	Teleporter: Decide whether your character will step on the colored pad in the center of the room. If you do, you will be teleported to a room of your choice other than the one you're in.
29-31	See-Saw: When you first step into the room, the entire floor tilts you downward. Roll DC 10 Deft to reach an exit before you fall through the floor. On a failure, you take 3d6 falling damage and reappearing at the entrance.
32-33	Angelic Sculpture: A stone bust of an angel sits at the center of the room. Decide if you will touch it. If you do, you will be instantly healed to max health, cured of disease, and all of your daily abilities will recharge.
34-35	Unintelligence Test: A puzzle blocks the entrance to this room. Roll DC 10 Sharp. On a success, you will overthink it and take two hours to solve it and open the room. On a failure, you will solve the puzzle immediately.
36-37	Endless Hallway: As you walk towards your chosen exit, it never seems to get any closer no matter how long you walk. You can not leave the room until you go to sleep

	that night. When you awake, you find yourself at the exit and can leave normally.
38-39	Chatterbox: When you enter the room, a voice booms from the walls exclaiming how happy they are to have a visitor. You deduce that the room itself is speaking to you and that it doesn't intend to stop any time soon. In order to leave, you must tell the room a joke that it likes by rolling DC 13 Sharp until you succeed. For every attempt, you--the person playing--must tell an actual joke out loud.
40-41	Bridge: There is a Human standing in front of a narrow rope bridge. She will not let you pass and use the bridge until you beat them in a complicated card game by rolling DC 11 Sharp until you succeed. Each game takes one hour.
42-43	Mean Jean: As you walk through this room, a gargoyle slides along the wall following you and making snide, passive aggressive comments about your appearance.
44-45	Kitty: An adorable, tiny cat walks toward you with a lilting meow. Decide whether or not to pet her. If you do, you will lose track of time and realize you have pet the cat for an hour. If you feed her, you may keep her as a pet as long as you feed her a meal whenever you eat. After returning home from a mission she can either stay at home or come with you, provided that you continue to feed her.
46-47	Slot Machine: If you place money into the stone machine, you can place bets on being able to stop three dials on the same image. Roll 2d6. If you roll 11 or higher, your money doubles. Otherwise, you lose the money. It takes one hour to play as many times as you would like.
48-49	Daylight Savings: When you step into the room, it begins to spin. When it stops, you are dizzy and realize that time has gone backward one hour.
50-51	Your Biggest Fan: A large propeller sits in the room. You--the player--must make a pun. If you genuinely think it's good, the propeller blows you toward the exit of your choice. If you don't like it, it will blow you back into the previous room.
52-53	Chasm: A deep chasm separates the room into two. Roll DC 11 Deft to jump across the gap or else take 3d6 falling damage.
54-55	Library: Every wall of the room is entirely lined with bookshelves. If you open one up, you will gain a temporary +1 Sharp bonus for the next 1d4 hours.
56-57	Charred Remains: Everything in this room looks and smells burned. Your torch flame mysteriously grows in size and heat, forcing you to drop it. The next torch you light does the same. The two dropped torches light the way out of the room, but any more torches lit in this room grow the same way, inflicting 1d4 fire damage for the third one and any after.
58-59	The Limelight: The room features an enormous theater with a raised stage and rows of seating. Any music-related abilities are recharged for the day.
60-61	Greedy Armory: The walls are covered in weaponry. The first one you touch feels

	perfect in your hand (roll for the Weapons table and add +1 magic runes to it). When you touch another, it will not come down no matter how hard you tug.
62-63	Fireplace: A warm hearth sits in front of a comfortable chair. If you sit for an hour, you heal 1d6 HP as you relax.
64-65	Pool: A pool encompasses the majority of the room. Decide if you will enter the pool or not. If you do, you must roll DC 12 Tough to avoid being pulled under by a mysterious hand. On a failure, take 2d6 water damage before breaking away.
66-68	Spiked Pit: A pit full of spikes divides the room into halves. You must take a running leap and roll a DC 11 Deft to avoid 1d6 falling damage and 1d8 piercing damage.
69	Nice: A ghostly spectre is sitting on a chair looking down. When he notices you, he grins and simply says, "Nice." You gain +1 bonus to one ability for 4d20 minutes.
70-74	Spider Nesting Dolls: A series of increasingly-large spider exoskeletons lines the walls of this room. Roll DC 10 Awareness. On a success, you encounter nothing. On a failure you are surprise attacked by a giant spider (Goblin Encounters: 13). On a critical failure, you are surprise attacked by two giant spiders.
75-76	Berry Patch: You find a patch of berry bushes from which you pick 1d4 meals' worth of food.
77-78	Curious Catapult: A chasm too large to jump across prevents you from reaching any exits. The only way across appears to be a magic catapult that draws itself back and shoots at regular intervals. Succeed on a DC 14 Deft check to land on your feet without taking 2d6 falling damage on the other side.
79-80	Net Climb: A steep rock face with few footholds has a wide rope ladder leading up it. Continue to roll until you succeed DC 11 Tough to climb the ladder. For every failure, take 1d6 falling damage.
81-83	Boulder: Large circular rocks block every exit. Roll DC 14 Tough to push the rock out of the way, taking an hour to recover between attempts.
84-85	River Stones: A deep and fast-running river runs through the area with small stones lining a path across. Succeed at a DC 12 Deft roll to avoid slipping. If failed, take 3d4 bludgeoning damage as the river crashes you into a rock.
86-89	Wall of Fire: Flames shoot upward as you enter the room. They mostly die down over time until they shoot back up. Nothing you do seems to put out or slow down the fire. You are forced to time a mad dash through the wall, but take some damage in the process. Roll 1d4 to determine the number of d6 fire damage dice to take.
90-91	Lighting Generator: A small tower with a metal ball at its top occasionally shoots out bolts of electricity towards the walls. Roll DC 12 Deft to avoid being hit by 1d8 electric damage.

92-93	Stockroom: New torches and fresh rations of food are stacked to the top of this room. Take as many as you please.
94-95	Treasury: You encounter a large safe in the corner of this room. A DC 12 Deft check will unlock it, revealing 5d20 gp.
96-97	It Had To Be: A pit full of snakes takes up most of this room. A successful DC 8 Deft check will allow someone to walk the perimeter without falling and taking 2d8 poison damage.
98-99	Lift: The entrance opens into a small metal platform enclosed on all sides. If stepped on, the platform rises into the air rapidly until it stops and opens onto a new floor. Succeed a DC 8 Tough check to avoid becoming ill and having to rest for an hour.
100	Mysterious Elixir: In a cupboard you find a small vial of red liquid. Decide whether you will consume it or not. If you do, raise one ability score by +1.

Objective Rooms

Objective rooms contain items or areas the adventurer is looking for on their quest. They will be defined in the quest description itself, and if there are none, objective rooms are empty.

Reward Tables

Armor Table (A)

d20	Armor	Worth	Description	Repair Cost
1-5	Leather Armor	2gp	Leather armor that grants +1 armor bonus to AC and as 8HP.	1gp
6-10	Chain Mail	6gp	Woven metal armor that grants +4 armor bonus to AC at a cost of -1 to Deft and has 16HP.	3gp
11-15	Full Plate	30gp	Plated metal armor that grants +8 armor bonus to AC at a cost of -2 to Def and has 32HP.	15gp
16	Mithral Shirt	160gp	Extremely light metal armor that grants +4 bonus to AC without any Deft penalty and	40gp

			has 30HP.	
17	Adamantine Full Plate	180gp	Extremely durable armor granting +8 armor bonus at a cost of -2 to Deft and has 45HP.	45gp
18	Dragonhide Armor	220gp	Dragonhide armor that grants +1 armor bonus to AC and has 10 HP. The armor itself (but not the wearer) is immune to an energy type. Roll 1d4 for the color dragon: 1) Black or Copper (Acid immunity) 2) Blue or Bronze (Electric immunity) 3) Red or Gold (Fire immunity) 4) White or Silver (Cold immunity)	55gp
19	+1 Armor Runes	+100g	Turns armor into +1 magic armor (adding +1 to the armor bonus). Roll again for type of armor.	+25gp
20	+2 Armor Runes	+250gp	Turns armor into +2 magic armor. Roll again for type of armor.	+60gp

Parts Table (P)

d20	Part	Worth
1-3	Bone	10
4-6	Tooth	10
7-9	Claw	12
10-12	Skin/Exoskeleton	12
13	Leg	14
14	Blood	14
15	Head	16
16	Saliva/Venom	16
17	Brain	18
18	Uncommon: Roll again for part	+10gp

19	Rare: Roll again for part	+100gp
20	Extremely Rare: Roll again for part	+200gp

Treasures Table (T)

d20	Treasure	Description	Worth
1	Scroll of Opening	Unlocks any lock. Cost: -1HP.	50
2	Scroll of Healing	Heals up to full HP. Cost: -2 Tough until end of quest.	50
3	Scroll of Magic Armor	Gain +2 AC until the end of the encounter. Cost: -2HP.	50
4	Scroll of Toughness	Add +1 to your next Tough roll. Cost: -1HP.	50
5	Scroll of Deftness	Add +1 to your next Deft roll. Cost: -1HP.	50
6	Scroll of Sharpness	Add +1 to your next Sharp roll. Cost: -1HP.	50
7	Scroll of Awareness	Add +1 to your next Aware roll. Cost: -1HP.	50
8	Scroll of Clumsy	Drop your foe's AC by -2 for the rest of the encounter. Cost: -3HP.	50
9	Scroll of Invisibility	Escape any encounter. Cost: -4HP.	50
10	Scroll of Life Drain	For every hit point lost by your foe in the next encounter, gain 1HP. Cost: -3HP.	50
11	Resurrection	If you drop below 0HP, you are restored to full health instead of blacking out. Cost: -3 Tough until end of quest.	200
12	Loose Silver	5d12 gp worth of silver.	5d12
13	Loose Gold	5d20 gp worth of gold.	5d20
14	Bag of Silver	A bag of silver pieces	100
15	Bag of Gold	A bag of gold pieces.	200
16	Gemstones	A bag of valuable gems.	300

17	Elixir of Toughness	Raises Tough by +1.	1500
18	Elixir of Deftness	Raises Deft by +1	1500
19	Elixir of Sharpness	Raises Sharp by +!	1500
20	Elixir of Awareness	Raises Aware by +1.	1500

Weapons Table (W)

d20	Weapon	Description	Worth	Repair Cost
1-3	Dagger	A small bladed melee weapon that deals 1d4 piercing damage.	1gp	0gp
4-6	Longsword	A large bladed melee weapon that deals 1d8 slashing damage.	2gp	1gp
7-9	Mace	A heavy spiked melee that deals 1d6 bludgeoning damage.	1gp	0gp
10-12	Bow	A long-ranged bow that deals 1d10 piercing damage.	5gp	2gp
13-15	Crossbow	A long-ranged crossbow that deals 1d6 piercing damage.	3gp	1gp
16	Greataxe	A melee weapon that deals 1d12 slashing damage.	4gp	2gp
17	Lance	A melee weapon that deals 1d10 piercing damage.	1gp	0gp
18	Maul	A melee weapon that deals 1d12 bludgeoning damage.	3gp	1gp
19	+1 Weapon Runes	Turns a regular weapon into a +1 magic weapon with two dice of damage.	+200gp	+40gp
20	+2 Weapon Runes	Turns a +1 magic weapon into a +2 magic weapon with three dice of damage.	+500gp	+125gp

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Ancestral traits

Ancestry	Ability Scores	Hit Points
Dwarf	+1 Tough & Aware. -1 Sharp.	20
Elf	+1 Deft & Sharp. -1 Tough.	12
Gnome	+1 Sharp & one other ability.	16
Halfling	+1 Deft & two other abilities. -1 Tough.	12
Half-Orc	+1 Tough & two other abilities. -1 Sharp.	20
Human	+1 two abilities	16

Class Proficiencies

Class	HP	Ability	Weapons	Armor
Berserker	10	+1 Tough	All	All
Caster	6	+1 Sharp	Dagger, Mace, Crossbow	None
Healer	8	+1 Aware	All	All
Performer	8	+1 Sharp	Dagger, Mace, Crossbow	Leather, Chain Mail, Mithral Shirt, Dragonhide
Thief	8	+1 Deft	Dagger, Mace, Crossbow	Leather, Dragonhide
Tracker	8	+1 Aware	Dagger, Longsword, Mace, Crossbow, Bow	Leather, Dragonhide

Dungeon Exploration Steps

After choosing a quest, you start at the entrance to the dungeon. Here are the steps you will follow any time you enter a new room:

- Cross off one time slot representing one hour on your character sheet, subtracting one from your supply of torches or meals whenever the word for it appears.
- Roll 1d8 and use the result and the Dungeon Tiles table on your character sheet to determine the shape of the room. Starting at the entrance, work clockwise around the other three sides of the room, marking exits and walls as the table indicates.
- Roll 1d8 again and use the result and the Tile Type table on your character sheet to see what type of room the new tile is.
- Interact with what is in the room, whether that be examining a geographical feature, fighting an encounter, or accomplishing an objective.
- Choose an exit and continue on to the next room.

Tile Type

d8	Tile		
1	Wall	Wall	Wall
2	Exit	Wall	Wall
3	Wall	Exit	Wall
4	Wall	Wall	Exit
5	Wall	Exit	Exit
6	Exit	Wall	Exit
7	Exit	Exit	Wall
8	Exit	Exit	Exit

Room Type

d8	Room
1-3	Empty
4-5	Encounter
6-7	Geographic
8	Objective

Encounter Process

Roll 1d20 and find the result on the encounter table that corresponds to the dungeon in which you are exploring. Each round of combat will proceed as follows:

1. Roll 1d10. This will determine the monster's actions according to the following table. If the monster attempts to escape, it can not attack for that round.

d20	Monster's Action
1-2	Attempts to escape
3-4	If damaged last round, they attempt to escape. Otherwise, they stay to fight.
5-6	If at less than half HP, they attempt to escape. Otherwise, they stay to fight.
7-17	They stay to fight.
18-19	They stay to fight and their AC goes up by +1.
20	They stay to fight and their AC goes up by +2.

2. Choose your reaction: block the monster, perform an action, escape, or attack.

- Block the monster: Halt the monster from escaping then choose another reaction.
- Perform an action: Use an item, heal, perform, or switch weapons. Then choose another reaction.
- Escape: Roll 1d20 + Deft.
 - a. If the result is equal to or higher than the foe's AC, combat ends.
 - b. Otherwise, combat continues and you lose 1d4 HP. Continue to step 6.
- Attack: Continue to step 3.

3. For melee weapons, roll 1d20+Tough. For ranged weapons, roll 1d20+Deft. If the roll is equal to or greater than the foe's AC, it hits, so see step 4. Otherwise, go to step 6.

4. Roll damage for your weapon. If it is a melee weapon, add Tough to the total damage. If the monster has Damage Reduction (DR) to your damage type, subtract that number from your damage.

5. Subtract the damage from the foe's HP. If it falls below zero, continue to step 7.

6. For each creature, roll 1d20 and add the foe's attack. If it is less than your AC, your foe misses. Otherwise, you take the damage listed in the encounter table. If your HP drops below zero, you black out and wake up outside the dungeon, having lost half of the gold and all the objective items for the quest. Otherwise, start over at Step 1.

7. Add the Encounter XP to your Experience points total. Go to the table listed under Loot and roll using that table to decide your reward. If there is a number in front of the table listed, roll for that many items.

Character Name _____

Player Name _____ Ancestry _____

Class _____ Level _____ Experience Points _____ Wealth _____

Tough	<input type="text"/>	Hit Points	<input type="text"/>	Damage	<input type="text"/>		
Deft	<input type="text"/>					Torches	<input type="text"/>
Sharp	<input type="text"/>	Armor Class	<input type="text"/>	= 10 +	<input type="text"/>	Deft	
Aware	<input type="text"/>					Food	<input type="text"/>
		Armor HP	<input type="text"/>	Armor Damage	<input type="text"/>		

Melee Weapon	_____	Attack	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
					Tough		Level
Ranged Weapon	_____	Attack	<input type="text"/>	=	<input type="text"/>	+	<input type="text"/>
					Deft		Level

Time	Torch				Torch	Food
			Torch			Food
	Torch				Torch	Food

Dungeon Tiles

d8		Tile	
1	Wall	Wall	Wall
2	Exit	Wall	Wall
3	Wall	Exit	Wall
4	Wall	Wall	Exit
5	Wall	Exit	Exit
6	Exit	Wall	Exit
7	Exit	Exit	Wall
8	Exit	Exit	Exit

Room Type

d8	Room
1-3	Empty
4-5	Encounter
6-7	Geographic
8	Objective

Class Features

Level	Feature
1	
4	
7	
10	
13	
16	