

Dead Simple RPG 4th Edition – Supplement 10, Out of the Dungeon

Introduction

These monsters were sent to recce the human town, but when they returned the Dungeon had been trashed and all their betters were dead.

A golden opportunity for them to create a new underground empire. All they have to do is subdue the survivors and keep those pesky adventurers at bay...

Character Creation

Attributes

New Monsters have ten points to divide between the four attributes below. Each attribute must be given between one and three points.

| | | | |
|-----------|-----|-----------|-----|
| Strength | STR | Dexterity | DEX |
| Intellect | INT | Spirit | SPT |

Skills

| Skill | Aptitude* | Examples |
|------------|---------------|---------------------------|
| Agility | DEX | <i>Climb, Leap, Swim</i> |
| Craft | [DEX + INT]/2 | <i>Make, Repair</i> |
| Fighting | [STR + INT]/2 | <i>Kill, Maim</i> |
| Knowledge | INT | <i>Lore, Magic</i> |
| Manhandle | STR | <i>Lift, Push, Drag</i> |
| Perception | [INT + SPT]/2 | <i>Spot, Hear, Smell</i> |
| Persuasion | SPT | <i>Charm, Con</i> |
| Shooting | [DEX + INT]/2 | <i>Sniper</i> |
| Speed | [STR + DEX]/2 | <i>Run, React</i> |
| Stealth | [DEX + SPT]/2 | <i>Sneak, Hide, Stalk</i> |
| Toughness | [STR + SPT]/2 | <i>Grit, Courage</i> |

Training

New Monsters are Trained in two skills and Familiar with three others of their choice.

The remainder are Untrained.

| Training level | Bonus |
|----------------|-------|
| Untrained | -1 |
| Familiar | +0 |
| Trained | +1 |
| Competent | +2 |
| Experienced | +3 |
| Mastered | +5 |

Skill Check

Score 15 or more on 1D20 modified by the relevant Skill Level, by equipment and the situation.

A roll of 20 is an automatic success and a roll of 1 is an automatic failure.

Race

Orc: Big, ugly and everywhere.

STR+1, can only be a Warrior, Shaman or Berserker.

Dark Elf: Pointy-eared, slender and vicious.

INT+1, can only be a Warlock or Assassin.

Goblin: Short, greedy and tough.

DEX+1, can only be a Warrior, Assassin or Shaman.

Ogre: Big, dumb and nasty.

STR+2, can only be a Warrior or Berserker.

Ghoul: Vile and smelly.

PT+1, can only be a Warrior or Warlock.

Profession

Warrior: Well armed and armoured the Warrior is often the leader of a party of Monsters.

His job is to defend his friends and kill monsters.

Fighting +2, Double Trouble, any Armour and Shield.

Warlock: The master of magic, he starts with three spells of his choice in his spellbook.

Knowledge +2, Spells, no Armour allowed.

Assassin: This is the scout and stone cold killer of the party. *Craft +2, Stealth +2, Burglary, only Light Armour.*

Shaman: A powerful ally against the Undead and the only Adventurer who can heal their friends wounds. He is not bad in combat either.

Persuasion +2, Holy Light, Healing, only Light or Medium Armour and Shield.

Berserker: A complete maniac from the savage tribes of the under-earth who lives to kill adventurers. *Toughness +2, Survival, only Light Armour and Shield.*

Professional Abilities

Double Trouble; A Warrior can attack twice in a turn if he has not moved.

Burglary; A Assassin can use his Craft skill to pick locks, or to find and disarm traps.

Unholy Light; As long as the Shaman stands still and holds up his holy symbol this light will prevent Undead approaching closer than 10'.

Healing; A Shaman's touch makes a KO'd figure just wounded, or a wounded one whole.

Survival; Can track animals or enemies, and find food, shelter and water in the wilderness.

Improving Monsters

After an adventure the Monsters divide the loot between them equally. They can then spend some of this on training to improve themselves.

| Cost | Improvement |
|------|---|
| 500 | Improve Attribute by +1 |
| 100 | Improve a Skill's training level by +1 |
| 200 | A Warlock can choose a new spell to add to his spellbook. |

Costs are in Gold Pieces.

An Adventurer can also improve by buying better equipment, or by finding and using magical armour, weapons and other stuff.

Equipment

All new Monsters begin with a set of suitable clothes, a Hooded Cloak and a Backpack containing: *a Bedroll, Rope (30'), Knife, Loot Sack, Three Sea Shells and a Water-flask.*

In addition a Monster will have:

| | |
|-----------|--------------------------------------|
| Warrior | Light Armour, Shield, Sword/Axe. |
| Warlock | Staff, Skullcap, Spellbook. |
| Assassin | Light Armour, Dagger, Poison. |
| Shaman | Light Armour, Club, Unholy Talisman. |
| Berserker | Light Armour, Battle Axe, Furs. |
| Orc | 3 Hunting Spears (range 30'). |
| Dark Elf | Darts x6 (range 50'). |
| Goblin | A Sling (range 50') and 20 Bullets. |
| Ogre | |
| Ghoul | Barbed Net (range 20'). |

They may also choose up to three items from the following list: *Belt Pouch, Chalk, Chisels, Crowbar, Grapnel, Hammer, Ladder (10'), Small Mirror, Pick, Pole (8'), Pot of Grease, Spade, Iron Spikes (x6), Tent, Writing Set, or a Potion of Healing (as Shaman).*

Warlock Spells

The Warlock cannot cast a spell if he is in an adjacent square to an enemy.

Blind: Enemy is blinded for 3 turns. Range 30'

Curse: One enemy has a penalty of -2 on all rolls for three turns.

Daze: Enemy cannot attack for 3 turns. He can still move and defend himself. Range 30'.

Dodge: Reduces the Combat skill of anyone who attacks the Warlock by 1 for 3 turns.

Dragon Scale: Warlock has equivalent of Heavy Armour for 3 turns. Doesn't work with Dodge.

Enchant Weapon: Touch a Weapon to give it +1 to Fighting/ Shooting skill for 3 turns. Weapon can only have one enchantment.

Float: Touch person to let them float up/down 30' per turn.

Haste: Warlock can move again in Magic phase.

Invisibility: Warlock cannot be seen for 3 turns unless he attacks an enemy in any way.

Lock and Bar: Touch holds a door shut against anything except an *Open Says I* spell.

Open Says I: Touch opens a locked door or lid.

Shrive: If Warlock makes a Shooting check this automatically causes a wound (i.e. no armour can stop it). Range 30'.

Subdue: One person obeys you for five minutes. He will help and defend you, but not do anything suicidal. He will remember afterwards.

Teleport: Warlock disappears and reappears at any point he can see within 60'.

Terrify: Enemy must pass a Toughness check to attack Warlock. Lasts 3 turns.

Rules of Play

When things get interesting the game is played in *Turns* of about ten seconds in length.

Each turn follows the sequence below:

1. Movement

Monsters can choose to move before or after their enemies. Note that squares are 5' across.

They can move up to 3 + Speed in squares, -1 if in Medium Armour, -2 if they are in Heavy.

You cannot move through a solid object over waist high or another figure (unless they let you). You can climb over or up an object but this is at half speed. Stealthy movement is also at half speed.

2. Use Magic

A **Warlock** can cast one spell from his Spellbook in a turn. Spells can be cast repetitively. To cast a spell on an enemy you must be able to see him.

A **Shaman** can use *Unholy Light* or *Healing* once in a turn, but not both.

3. Bloody Combat

The monsters and their enemies can attack once each in a turn. You can only fight another figure in a square next to your own (including diagonally).

You can shoot at any figure that is in line of sight and range, even if they are fighting.

The Monsters always attack first.

The attacker makes a *Fighting* or *Shooting* skill check minus their opponent's DEX.

If there is more than one attacker attacking a single opponent each one gets +1 to their skill check. A Assassin gets +2 because they are opportunists.

The difference between what the attacker needs and what he scores is the damage.

If his weapon is a two-handed *Fighting* weapon (like a *Battle Axe*) he gets +1 to damage.

Armour stops the first few points of damage:

Light Armour stops 1 point.

Medium Armour stops 2 points.

Heavy Armour stops 3 points.

A Shield stops an extra 1 point.

If his armour doesn't stop all the damage the defender must make a Toughness skill roll.

He must roll less than his Toughness minus the remaining damage, or he becomes Wounded.

A Wounded figure has all his skills are reduced by 3 points (including Toughness).

If wounded a second time he is knocked out.

A KO'd figure can be easily killed or captured.

4. Use other Skills

Anything not listed above can now be done.

Subjugation

At the end of a combat against other monsters, any that are KO'd can be subjugated. This means that they will accept the player's monsters as their new masters.

The player monsters can now use these minions to fight, work and explore for them.