

DUNGEON ROYALE

NAME:

LEVEL 1 FIGHTER

roll under stat on a d20 to save

roll 1d6 w/ advantage for HP

roll 3d6 in order for stats

STR:

HP:

DEX:

AC:

CON:

none (AC10) | gambeson (AC13) | breastplate (AC16)

INT:

WIS:

GEAR: shield

CHA:

SKILLS: wear heavy armor  
use magical swords  
immune to fear  
decapitate enemies on nat 20

you get a shield, plus choose armor, two weapons,  
and two pieces of equipment

shields ignore damage rolls of 1 or 2

NAME:

LEVEL 1 CLERIC

roll under stat on a d20 to save

roll 1d6 for HP

roll 3d6 in order for stats

STR:

HP:

DEX:

AC:

CON:

none (AC10) | gambeson (AC13) | breastplate (AC16)

INT:

WIS:

GEAR: holy symbol  
shield

CHA:

mace

SKILLS: wear heavy armor  
use holy items  
turn undead  
lay on hands

you get a holy symbol and a shield, plus choose armor and two pieces of equipment

shields ignore damage rolls of 1 or 2

NAME:

LEVEL 1 THIEF

roll under stat on a d20 to save

roll 1d6 for HP

STR:

HP:

DEX:

AC:

CON:

none (AC10) | gambeson (AC13) | breastplate (AC16)

INT:

WIS:

GEAR: lock picks

CHA:

gambeson

shortsword

dagger

SKILLS: pick locks

find traps

parkour

backstab

you get lock picks, gambeson, shortsword, dagger,  
plus choose three pieces of equipment

roll 3d6 in order for stats

offhand dagger ignores damage rolls of 1

NAME:

LEVEL 1 WIZARD

roll under stat on a d20 to save

roll 1d6 w/ disadvantage for HP

roll 3d6 in order for stats

STR:

HP:

DEX:

AC:

CON:

none (AC10) | gambeson (AC13) | breastplate (AC16)

INT:

WIS:

GEAR: robes & pointy hat

CHA:

staff

grimoire

SKILLS: cast spells

use wands & staves

use scrolls

familiar

choose bat, rat, or toad for familiar

you get robes, pointy hat, staff, and a grimoire that holds your spells, plus choose a piece of equipment

# GRMOIRE

check box of one spell for each row (four spells) - each spell may be cast once (strike it out when cast)



*Magic Missile*

bolt of force that deals 1d6+1 damage unerringly



*Sleep*

1d6 nearby creatures fall into a deep slumber



*Charm Person*

charm a creature into becoming your loyal servant



*Magic Circle*

summon magic circle, inside it no harm may affect you



*Hold Portal*

nearby door becomes magically locked



*Floating Disc*

summon large, hovering disc that moves with you



*Light*

enchant a single object to cast light as a torch



*Detect Magic*

nearby magical items radiate blueish aura

# EQUIPMENT

Backpack

Creek fire, flask

Holy water, flask

Hammer & spikes

Lantern & kerosene

Mirror

Rope

Sack

10' pole

Crucifix

Crappling Hook

Chalk

Caltraps

Bag o' stones

Wax

Trowel

Manacles

Shovel

Ball o' twine

Bell

Candles

Torches

Scale

Lock

Incense

Ink & Pen

Parchment

Perfume

Rations

Blanket

Hourglass

Ladder

Whistle

Tent

Spyglasses

Tinderbox

## BASIC RULES

The game is played in **turns**. Each turn alternates between teams; a player from team one gets a turn, then a player from team two, then the next player from team one, and so on until each player on each team has taken a turn.

On their turn, a player may perform one **action**. Actions are typically: open a door and move into the next room; attack or cast a spell; use a class ability (pick a lock, search for traps, turn undead, etc.); bash a door or chest; negotiate with another character or a monster. DM may call for a save to avoid harm. Saves are roll 1d20 under relevant stat.

The team with the **highest score wins** when the game ends. The game ends when all original characters from one team have been killed (or otherwise removed from the game) or time runs out. Score is calculated as follows; 1 point per treasure carried at the end of the game and 1 point per death of original characters on opposing team.

## CLASS RULES

**Fighters** who score a “natural” 20 on an attack with a sword automatically decapitate their enemy, instantly killing them. Fighters automatically save against fear effects.

**Clerics** can use a holy symbol to turn 1d6 undead. The undead flee into the nearest adjacent room (fails if nowhere to flee). Lay on hands heals 1d6 damage and costs both their turn and the recipient's next turn. Clerics may not heal themselves.

**Thieves** can pick one lock or find all traps in a room per turn. Parkour permits a thief to climb, jump, leap, etc. over obstacles without a save. A thief automatically hits when they backstab (just roll damage); they are required to get closely behind an unaware enemy.

**Wizards** may converse with their familiar. A wizard may cast unused spells from captured enemy spellbooks.

# CHESTS (1d20 - odd = locked / prime = trapped)

**3. Teleported:** to a random room (no save)  
**4. Mimic:** aghl chest attacks!

1. Empty

2. Bejewelled Crown (treasure)

3. Wand of Magic Missiles (1d6 charges)

4. Scroll (1d8 for spell)

5. Ring of Protection

6. Magical Sword

7. Diamond Egg (treasure)

8. Magical Sword

9. Holy Mace

10. Golden Scepter (treasure)

**Boots of Speed:** take two actions on your turn

**Cloak of Invisibility:** become invisible for 1d6 actions

**Girdle of Strength:** deal double damage and advantage on Strength rolls

**Helm of Teleportation:** teleport to any previous room entered

**Holy Mace:** cleric only; destroys undead on hit

11. Staff of Lightning (1 charge)

12. Cloak of Invisibility (1d6 charges)

13. Helm of Teleportation (1d6 charges)

14. Mithril Breastplate

15. Gold and Silver Coins (treasure)

16. Potion of Healing (heals 1d6)

17. Girdle of Strength

18. Ruby Rod (treasure)

19. Boots of Speed

20. Magical Sword

**Magical Sword:** fighters only; advantage on attack rolls

**Mithril Breastplate:** counts as gambeson, but AC16

**Ring of Protection:** attacks against you have disadvantage

**Staff of Lightning:** wizard only; 3d6 damage in straight line for 3 rooms

**PRIME 2, 3, 5, 7, 11, 13, 17, 19**  
**5. Pit:** floor opens, fall 10' for 1d6 damage  
**6. Explosion:** 2d6 to all in room (DEX save halves)

**7. Polymorphed:** into a pig (CON save negates)  
**8. Darts:** 1d6 damage (DEX save negates)

**TRIGGERS when OPENED or BASHED**

**1. Poison Needle:** death (CON save negates)  
**2. Falling Rocks:** 2d6 damage (DEX save halves)

## ROOM CONTENTS (1d6)

1-2. Monster *or* Monster & Chest

3. Trap

4. Special

5. Chest

6. Empty

## MONSTERS (1d20 - even = x2)

1-4. Skeleton

14-16. Zombie

5-8. Goblin

17. Giant Snake

9. Gelatinous Cube

18. Bugbear

10-12. Orc

19. Troll

13. Giant Spider

20. Stirge

## TRAPS (1d6)

1. Pit (gated, spiked, snakes, quicksand)

2. Poisonous Fog (CON to negate)

3. Pendulum Blade (DEX to negate)

4. Falling Cage (STR to negate)

5. Spear Fusillade (DEX to negate)

6. Crushing Walls (STR to negate)

## SPECIAL (1d20)

1-5. Teleporter

15. Flash Bang

6-8. Slide

16. Darkness

9-10. Secret Door

17. Tesla Coil

11-12. Flooded

18. Illusion

13. Green Devil Face

19. Invisible Bridge

14. Reverse Gravity

20. Healing Font