

D.D.D. RPG

Table of Contents

What Is This?	Armor
Minutiae	General Goods
Copyright	How to Do Everything
Adventurers	Action Scenes
Stats	Hazards
Skills	Magic
Hit Points (HP)	Elements
Mana Points (MP)	Spells
Luck	Running the Game
Species	Wilderness
Description	Dungeons
Starting Equipment	Monsters
Experience	Bestiary
Equipment	Treasures
Weapons	Game on!

What Is This?

Dangerous Dungeon Delvers. Or Dicechucking Decision Determination. Or 3 Dice 6.

The purest essence of an old-school fantasy RPG.

We all have stacks of books and posts with lists of stuff. Spells, items, monsters, adventures, whatever. But they're buried under piles of rules nobody will ever use. D.D.D. is a trivially easy, gamebook-like, portable game to run all that stuff.

Minutiae

- Adventurer: A player's character.
- DDDG: DDD Guide, the player who runs the game.
- Dice: You will need a fistful (at least 5!) of six-sided dice, called "d6". The "d3" is a d6 halved, 1-2=1, 3-4=2, 5-6=3.
- Fractions: Round all fractions of 0.5 or higher up, 0.499 or less down.

Copyright

Copyright ©2022 by Mark Damon Hughes <https://mdhughes.tech/rpg/ddd>

Licensed as [Creative Commons Attribution - NonCommercial - ShareAlike 4.0 International license](#)

Adventurers

You want to be a bold adventurer, capable of handling any dangerous situation. Let's see what you're made of.

Make an adventure journal/character sheet with any small notebook, or by folding several letter-size blank pages in half or quarters, stapling them in the middle.

The front page is the cover, when you get to the end you'll label it with your adventurer's name, short description, your name, and the date of creation, maybe draw a portrait or coat of arms or such. The interior is for stats, then equipment and notes.

Stats

Roll 2d6+2 for each of the six Stats in order. They can range from 1 to 18 for Humans.

- **Strength (STR):** Melee & athletics skills, number of items you can carry.
- **Endurance (END):** Health, fatigue, damage resistance.
- **Dexterity (DEX):** Missile skills, thieving skills, manual dexterity, reaction speed.
- **Intellect (INT):** Reason, memory, educational skills. INT has little to do with magic, it can be used to learn about the occult but won't control it.
- **Willpower (WIL):** Force of will, sanity, magical power.
 - WIL 13 and higher can cast magic spells. Start with $(WIL - 12) \times 2$ spells, of Power $(WIL - 12)$ or less.
- **Charm (CHA):** Presence, appearance, leadership, intimidation, social and artistic skills.

Skills

For each Stat, describe a related Skill you specialize in. Mostly these should be normal life skills, background occupations, but some can be adventuring-specific skills. Skills start at +1 bonus, and can be increased up to +3.

Hit Points (HP)

Maximum equals END score.

- Current score is reduced by damage.
- At 0 to -5, you are unconscious.
- At -6 or lower, you die.
- Recover 1 HP per night of sleep with shelter, food, & water, plus 1 HP per day & night of total rest. Lose 1 HP per day without food, 1d3 HP per day without water.

Mana Points (MP)

Maximum equals WIL score.

- Current score is reduced by casting spells and magical combat.
- At 0, you fall unconscious. You cannot normally spend or be reduced below 0.
- Recover d6 MP per night of sleep, or all after a day & night of total rest.

Luck

Control of your own fate. Starts at 2, +1 per starting Stat of 7 or lower.

- You can spend 1 Luck to reroll any Stat roll you make, and take the better result.
- You can spend 1 Luck to reduce damage you take by up to 6 points.
- The Referee may let you spend a Luck for other purposes, too.

You get 1 Luck per session played, sometimes +1 Luck on successful completion of an adventure.

Species

If non-Human species exist in the setting, and you meet requirements (typically 9+ in a specific Stat), you can be one of those. The DDDG may allow some special abilities, or give you starting spells, or not.

Description

Give your adventurer a name, description, maybe some backstory.

Starting Equipment

Every adventurer starts with a Travel Sack, a Light Melee Weapon, and 3d6 x 10¢ to buy gear. Or the DDDG may have predefined equipment packs, to get started faster.

Experience

At the end of every session, pick one Stat you want to improve, roll 3d6. If you roll higher than the Stat, increase it by 1.

When you increase a Stat, you can also pick another Skill for it, or increase an existing Skill by 1, up to maximum +3.

The DDDG may allow a second experience roll, on a different Stat, at the end of a successful adventure.

Level starts at 1, and every 3 successful Stat rolls increase your Level by 1.

Equipment

Currency: Prices are given in copper pence (1¢), silver shillings (10¢), gold doubloons (\$1 = 100¢), or other coins. Peasants often earn 1¢/day, citizens & tradesfolk 10¢/day, merchants and aristocrats \$1/day or more.

If you want a variant of something, especially if it's technological or magical, count the advantages over the base item; one adds 50% (minimum +\$1), two doubles (minimum +\$2), three triples (minimum +\$3), and so on.

Many tools and weapons run out of consumables, but have a Resupply cost, which can be paid in town to restock.

Characters can carry a total number of items equal to their STR score, getting slower with more load until unable to move. Count 10 small objects or 100 coins or gems as 1 item.

Weapons

- **Light Melee Weapon (10¢, does d3 damage):** Dagger, hatchet, club, javelin, etc. Most can be thrown short range, medium range for javelin.
- **Medium Melee Weapon (100¢, does d6 damage):** Sword, battleaxe, spear, mace, etc. Some can be thrown short range. Requires STR 10 or higher to use.
- **Heavy Melee Weapon (\$5, does 2d6 damage):** Greatsword, polearm, maul, etc. Two-handed weapon. Requires STR 15 or higher to use.
- **Staff (10¢, does d6 damage):** Two-handed weapon. Can be used to cast touch range magic at 2m range.
- **Sling (10¢, does d3 damage, medium range):** Requires DEX 10 or higher to use. Resupply with rocks for free.
- **Bow (\$2,50¢, does d6 damage, long range):** Starts with 20 arrows. Two-handed weapon. Requires DEX 15 or higher to use. Resupply with arrows for 50¢.

Armor

- **Cloak/Parka (20¢):** Protects against cold weather (lose 1 HP per hour if not protected). Basic disguise.
- **Light Armor (150¢, stops d3 damage):** Leather, heavy cloth, or thick fur hide.
- **Medium Armor (\$5, stops d6 damage):** Mail, brigandine, or scaled hide. Requires STR 10 or higher to use.
- **Heavy Armor (\$20, stops 2d6 damage):** Plate mail, full plate, or dragon hide. Cannot climb or swim in it. Requires STR 15 or higher to use.
- **Shield (100¢):** If attacker is ahead of you, stops additional d3 damage. Cannot be used with two-handed weapons.

General Goods

- **Travel Sack (100¢):** Bedroll, flint & steel (starts fire in 1 turn instead of d6 minutes with sticks), 6 torches (lights 6m radius for 2 hours), 5 days food, canteen. Resupply for 50¢.
 - **Adventurer's Backpack (200¢):** Full of many supplies, make an INT roll to have any specific reasonable item not listed here that you need. If the roll fails, remember/record that you do not have that item until you resupply for 100¢.
 - **Thief Tools (100¢):** Allows you to pick mechanical locks and disarm mechanical traps with a DEX roll.
 - **Healer's Kit (\$2):** Primitive but useful, medical supplies and some folklore herbs. Take 1 minute to treat a patient, and make an INT roll; on success, patient recovers up to d3 HP lost within the last hour. On failure, it cannot be used again until you resupply for \$1.
 - **Inn (10-100¢/day):** Staying at an inn with meals and drinks, allowing normal rest.
 - **Riding Beast (\$5):** Horse-like or other, depending on setting. Doubles long-distance movement.
 - **Cart (\$3):** Hauls a large amount of items.
 - **Mercenary (10¢/day):** Cheap hired soldiers, will expect up to double pay in dangerous areas, and will absolutely never enter a dungeon.
 - **Henchman (50-100¢/day + 1/10 share):** Near-adventurers, willing to follow you anywhere for a good payday and minor share of the loot. The DDDG will keep track of their loyalty based on your treatment of them over time.
-

How to Do Everything

DDD is usually run in dramatic, "theatre of the mind" style, the DDDG describes the situation, and everyone states what they're doing.

When an adventurer describes an action, the DDDG decides if it's reasonable, and what happens. There's no need to roll for common events. In particular, "perception" is not usually a roll; if an adventurer states they are examining an area or looking for something, they either find what's there or they cannot.

If it's uncertain, choose a relevant Stat and difficulty. If an adventurer's Skills, description, or background are also relevant, get a bonus of +1 or more.

Some devices and effects will add a bonus or penalty to the Stat for purposes of the roll. Other situations increase or decrease the difficulty (number of dice).

Difficulty	Dice
Trivial	1d6
Easy	2d6
Average	3d6
Hard	4d6
Challenging	5d6
Impossible	No roll, always fails

The adventurer rolls that many dice, and if the total is less than or equal to the Stat, they succeed. If you roll two or more 6's, it is an automatic failure.

If the adventurer is opposed by someone else, they roll the same way, and whoever succeeds and rolls higher wins.

Action Scenes

If a group (either the adventurers or monsters) might be surprised, roll d6, 1-2 is surprised, 3-6 is aware. Stealthy groups win surprise on 1-4. A surprised group can't act on their first Turn of combat.

For action scenes, time is broken up into Turns of 10 seconds, and everyone acts in order from highest DEX to lowest. Typically an adventurer can move and take one action each Turn.

Movement can be fairly far, sprinting up to DEX x 5m in perfect conditions, but more often in a battle every area about 10m across is a "space", and you can move one or two spaces per Turn. Typically you cannot move through an enemy-controlled space. If you are in the same space as an enemy, you can engage in melee combat, and cannot leave if the enemy engages you in melee, unless you make a Hard DEX roll.

Combat is an opposed roll of the attacker's combat Stat (STR if unarmed or using a melee weapon, DEX if missile) against the target's defensive Stat (STR if armed & parrying in melee, DEX if dodging). Typically the difficulty is Average for both, fighting from higher ground is Easy, shooting missiles at medium range (50m) is Hard, at long range (100m) is Challenging, shooting into cover, at a moving target, or into melee is one difficulty harder. Dodging missiles is Hard or worse.

If the attacker wins, roll the weapon's damage dice, the target rolls their armor dice, and subtract. If positive, subtract the difference from the target's HP score.

For example, Drog the Barbarian (STR 12 (Broadsword), END 9 (Swimming), DEX 11 (Jumping), broadsword 2d6, shield d3) encounters two hostile Goblins (STR 7, END 7, DEX 10 (Stealth), 2x javelin d3). The Goblins roll d6 (3) and are not surprised, Drog rolls d6 (5) and is not surprised, either.

Round 1, Drog's DEX 11 goes first, charges up and swings at the lead Goblin. Average STR roll +1 for weapon Skill, 3d6 (5,5,3)=13, success, does d6 (5) damage, Gob 1 has 2 HP left. Gob 1 stabs back, STR roll, 3d6 (2,1,5)=8, failure. Gob 2 throws a javelin, average DEX roll, 3d6 (4,1,1)=6, hits, d3 (1) damage, Drog's shield stops d3 (2), so no effect.

Round 2, Drog tries to finish off Gob 1, 3d6 (6,2,1)=9 hits, d6 (2) just barely cuts down the foe. Gob 2 isn't in melee, and is afraid, makes a WIL roll 3d6 (3,4,5)=12, fails and panics and runs.

Hazards

Anything from fire, falling, poisoning, or anything else, usually have a Difficulty and Stat. On failure, take damage equal to the difficulty dice.

- **Darkness:** Characters without a light source increase all difficulties by one step, and ranged attacks are generally impossible.
- **Falling:** DEX roll, 1 difficulty level per 3m fallen (Trivial for 3m, Challenging for 15m, etc.)
- **Fire:** Fire inflicts difficulty damage per turn exposed, and ignores non-magical armor.
- **Hunger/Dehydration:** After 3 days without food, take d3 damage per day & cannot heal. After 1 day without water, take d6 HP damage per day & cannot heal. Full recovery requires making up food & water missed.
- **Insanity:** Seeing friends die, horrific new monsters, terrible sights, vast incomprehensible vistas, etc. can be traumatic. Make a WIL roll, difficulty varies. On failure, lose d6 MP, at 0 or less MP, go bonkers for d6 hours. At the end of that period, make another WIL roll, and on failure increase the time period: days, weeks, months, years.
Roll d6: 1: Catatonic, 2: Panic, 3: Delusional, 4: Hallucination, 5: Mental Block, 6: Denial.
- **Monsters/Traps:** Monster special powers and dungeon traps are usually Trivial for Level 1, Easy for Levels 2-3, Average for Levels 4-5, Hard for Levels 6-7, Challenging for Levels 8+.
- **Poison:** Toxins and some other "over time" hazards are END rolls, inflict their damage 1d6 per Turn instead of all at once. Diseases are similar, but damage is per day, prevents healing, and increases all difficulties by one step.

Magic

To cast a spell, you must be able to gesture, speak the incantation, cannot be wearing more than Light Armor or wielding more than a Light Melee weapon or Staff. You must have WIL score of (Power + 12) or higher to cast a spell. Casting the spell costs MP equal to Power.

Make a WIL roll, with any Skill bonus for that specific spell (DDDG may consider the same spell of different Power to be one Skill). On success, the spell works.

Standard Range is (Power x 20m) with a clear line of sight. **Standard Duration** is (Power²) minutes. Some spells have other values.

If the spell has a direct target, the target must be within range and clear line of sight, and they can make an opposed WIL roll to resist.

Elements

"Element" spells are six spells, one for each Element:

- Air: Wind, flying creatures.
- Earth: Metal, wood, ground-dwelling creatures including Humans.
- Fire: Burning, lava, dragons.
- Water: Oceans, lakes, aquatic creatures.
- Light: Lightning, sunlight.
- Darkness: Toxic, dark void, necromancy & undead.



Arrows indicate increased damage or other effects, generally as if 1 Power level higher. For example, *Fire Blast 1* against a ground creature does 1d6, against a flying creature does 2d6. *Water Shield 1* provides 1d6 defense against most attacks, but 2d6 against Fire!

Spells

There are thousands of unique spells, usually named for the creator and often a poetic or humorous description. What each spell does is up to the DDDG and adventurers to work out, but there are some common spell types. Each Power rating from 1-6 and special effect of these is a separate spell.

For example, "*Stanley's Miracle Mop*" is Fly 1, only works on a mop, requires WIL 13; "*Hilda's Vroom Broom*" is Fly 3, only works on a customized broomstick, requires WIL 15.

- **Boost:** Affects yourself or touched ally. Adds (Power / 2) bonus to one specific task or Skill.
- **Cure:** Affects yourself or touched ally. Counteracts a single condition, of Power less than or equal to Inflict below.
- **(Element) Blast:** Inflicts (Power) dice damage, on a single target. Armor value applies. Has elemental effects.
- **(Element) Effect:** Creates an element-specific effect, very trivial at Power 1, up to massive disaster at Power 6. Specific effects are determined by the DDDG. For example, *Air 1* can blow out a candle or fan a character to keep cool, *Air 3* can move a ship slowly, *Air 6* starts a tornado or hurricane.
- **(Element) Explosion:** Inflicts (Power / 2) dice damage to everyone within a 10m radius. Armor value applies. Victims of the explosion don't make the usual opposed roll, but can make a DEX roll to dodge for half damage. Has elemental effects.
- **(Element) Shield:** Affects yourself or touched ally, Creates a force field with armor value (Power / 2) dice, with elemental attribute.
- **(Element) Summon:** You must draw a summoning circle before casting, 10-30 minutes. On summoning, an element-aligned monster appears in the circle, type and Stats determined by the DDDG, Level equals Power x 2 - 1. It obeys you completely, and vanishes after 24 hours or when defeated.
- **Enchant (Type, Effect):** Creates magic items. Each spell specifies type: Weapon, Armor, Jewelry, or Wand (which includes staff), and effect (Augment, Battery, Rune). An item can only have one of each effect.
 - Augment spells add (Power / 2) to the Stat for attack or defense roll. Any augmented weapon can harm intangible beings.
 - Battery spells store Power MP in the item, and it recovers those fully every 24 hours. Battery MP can be used to cast any spell.
 - Rune spells embed a magic spell of Power or less (which the caster must know) which can be used by the wielder at normal MP cost, even if they could not normally cast magic. Enchant spells cannot be embedded.
 - Casting the spell takes 1 week per Power rank, and usually rare materials of value (Power³) x \$10 or more.
 - For example, *Wizzo knows Enchant Weapon Augment 1 and Enchant Wand Rune 3. He can make a Dagger +1 (takes 1 week, \$10), or a Wand that casts Power 3 spells (takes 3 weeks, \$270), but if he wants to put spells on a dagger, he must learn Enchant Weapon Rune.*
- **Fly:** Enchants a broomstick, carpet, or other one-person household object to fly at a speed of (Power x 10m) per round.
- **Heal:** Affects yourself or touched ally. Restores (Power) HP, usable once per day per target. Cannot restore the dead to life.
- **Inflict:** Inflicts some condition on a single target, based on Power:
 - 1: Disorient (-1 to Stats for all actions, half movement), 2: Poison, 3: Lesser Curse, 4: Disease, 5: Blindness, 6: Deadly Curse.
- **Phantasm:** Creates an illusion, depending on Power: 1: Sound, 2: Static image, 3: Simple moving image (one thing), 4: Complex moving image (several things), 5: Huge area, 6: "Solid light" affects all senses, can be touched & interacted with. Duration is as long as you concentrate, or can be "detached" to run forever with a magic power source.
- **Psychometry:** Touch an object, creature, or person, and have a vision of some significant past event, time back depends on Power:
 - 1: hour, 2: day, 3: week, 4: month, 5: year, 6: ever.
- **Sense (Kind):** Identifies direction & distance to closest source of a specific kind of thing, can penetrate ground and all barriers except magical or lead. Examples are *fresh air, gold, invisibility, magic, poison, traps, undead monsters, water, etc.*
- **Shadows:** You can "vanish" into deep shadows or any space of total darkness, move silently and invisibly, and emerge in any other deep shadows or darkness within standard range.
- **Telepathy:** Pits your mind against that of any intelligent living target. Make opposed WIL rolls for resistance; if the attacker wins, apply an effect depending on Power, standard range & duration:
 - 1: Empathy (you know target's emotions and exact location), 2: Confusion (target is stunned or acts at random), 3: Telepathy (silently speak to target's mind, hear their responses), 4: Control (operate target as a "puppet"), 5: Deep Scan (read & alter target's memories!), 6: Destruction (instantly kill the target).
- **Turn (Kind):** Causes one or more monsters of a specific kind, with highest Stat less than or equal to (Power x 2 + 6), to turn and flee. Typical kinds are Human, Demons, Dragons, Goblins, Undead, etc.
- **Warding:** Draw a circle on the ground. Magical effects of lesser Power, and supernatural monsters of Level under Power x 2, can not cross it.

Running the Game

DDDG should make a setting and adventures before the game. The mechanics described here are for a common pulp fantasy environment, but specifying species, and adding some new equipment will allow it to be used for any setting. I've used a close variant of this system for modern horror, and western, urban fantasy, or post-apocalypse (making Magic into "Mutations") would need no real changes except some different equipment, treasure, and vehicles, and even space opera just replaces wilderness travel with rocket ships.

Wilderness

Typically I map a wilderness area in 5 or 10km hexes, with one feature (town, dungeon, or other encounter) at most per hex, and travel times are 1 hour per 5km in clear terrain, 2 hours in rough terrain. Horses and other mounts (giant ostriches, dinosaurs, flying bugs, bicycles, etc.) halve travel time. Modern vehicles can travel much faster and will need the DDDG to make some rulings for car chases.

There is some chance per hex moved of an encounter, hostile or otherwise. Normal areas have a 1 in 6 chance, "dark" areas have a 2 in 6 chance. Make a list ahead of time of potential encounters, and draw from those. I often roll one die:

1-2: Monster, 3-4: Animal, 5-6: People, odd is always hostile, even may be neutral or friendly.

Monsters should always be chosen by what ought to be there, not by power level of the Adventurers; let them learn by observation, research, or the hard way (running away if they're lucky) when they're outmatched. There are usually weak or no monsters around towns (having been eliminated by knights on patrol), getting stronger the further out one goes.

Dungeons

Dungeons (and other map features) can be simple lists or die roll tables of events, or detailed with their own sub-maps, often on graph paper at 3m per grid for interiors, 10m per grid for exteriors.

Dungeon design is a hard artistic & writing challenge, it just takes time and practice to develop. A location should have multiple entrances/exits, a complex interior network and not just 5 rooms in a line. For convenience of mapping and explaining to players, I prefer to only use 90° turns and rectangular rooms, even if the edges are irregular in a cave; but very rarely going off-grid can then be an even better trick.

Puzzles, traps, locked sections that require keys (or magic or machinery elsewhere), teleporters, multiple levels, elevators, stairs, chutes, and pits can be used to make a dungeon interesting to explore in and of itself. Traps typically require a DEX roll, on failure take 1d6 or more damage, or whatever else the trap does. See **Grimtooth's Traps** from Flying Buffalo, Inc. for creative, horrible ideas.

Dungeons are normally organized with the weakest monsters at the surface, stronger monsters deeper down, closer to demonic energies. Towers, ruins, and other structures full of enemies may be organized more rationally, with defense in depth and organized patrols.

Movement is slower on detail maps when cautiously checking for traps, mapping, and moving quietly, no more than DEX x 10m per minute.

Every few minutes of movement, there is a 1 in 6 chance of an encounter, or after a loud noise is made, there is a 2 in 6 chance. Again make a list of the monsters found in the dungeon, and which might go patrolling, hunting, or just take a stroll around the old cavern, and choose at random from those.

Monsters

Every DDDG and adventure site should have their own monster list, so the Adventurers never know what to expect. Even if you use the names of mythical creatures, giving them unique Stats and abilities will make the players fear them and study them. You don't have to keep the same Stats with a monster recurring elsewhere, so a newbie Goblin in a ruin and a Goblin Champion who rules a small army from a tower are very different.

Humanoid type antagonists should usually be given Stats and equipment like an adventurer.

For other monsters, pick a general type:

1. **Weak:** STR, END, DEX 2d6 (7), INT, WIL, CHA 1d6 (4), attacks do d3, no armor.
2. **Average:** STR, END, DEX 3d6 (10), INT, WIL, CHA 2d6 (7), attacks do d6, armor d3.
3. **Strong:** STR, END 4d6 (14), DEX 3d6 (10), INT, WIL, CHA 2d6 (7), attacks do 2d6, armor d6.
4. **Cunning:** STR, END 2d6 (7), DEX 3d6 (10), INT, WIL, CHA 3d6 (10), attacks do d3, no armor, can use magic if WIL 13+.
5. **Tricky:** One named Stat is 4d6 (14), others 2d6 (7), attacks do d6, armor d6, has one or more special abilities.
6. **Sorcerer:** STR, END 2d6 (7), DEX 3d6 (10), INT, WIL 4d6 (minimum 13), CHA 4d6 (14), attacks do d6, armor d6, can use magic.

- **Level** is 1-10, add 2 x Level points among the Stats, typically to STR or END.
- **Dumb** lowers INT, WIL, CHA to 1d6 (4). **Smart** raises INT, WIL 4d6 (minimum 13), CHA 4d6 (14).
- **Special Skills**, abilities, or powers let the monster "break the rules" in some way. Many are spells that take no casting roll or MP cost.
- **Stealth** gives the monster one less difficulty to sneak or ambush, and increases their chance to surprise (see **Action Scenes**).
- **Spell Power** is 1-6, the maximum spell Power the monster can cast. Typically pick two spells per Power.

Monster Stats can exceed 18, which is useful for beating hard difficulties or beating up heroes. Monsters generally do not have Skills for each Stat.

- STR is essential to predators, and heavier herbivores.
- END can be a little lower if armor is good, big soft blobs need it more than wiry metal-clad tanks.
- DEX is vital for ranged attacks and dodging, but also gives the monster initiative.
- INT makes a monster better at tactics, planning, and revenge. Animals have INT 6 or less, humanoids 9-12, anything above that is exceptional and tricky.
- WIL gives a monster psychic attack/defense. Non-magic beings have WIL 6 or less, or a bit higher if generally stubborn.
- CHA is often used for intimidation, even animals can have high scores.

To convert from other games, start with the average for type and add 1 point per Level/HD, mostly to STR, END, DEX, reduce mental Stats if they don't apply. Some other games have "attack routines" of several attacks, here those should be one stronger attack or a special power.

Bestiary

- **Bear:** Strong, Level 5, Bear Hug (on successful melee attack, target cannot move away unless they beat the bear in a STR contest).
 - **Dragon, Pyro:** Strong, Smart, Level 10, Dragon Hide (2d6), Flying, Fire Breath (usable 3x per day, medium range, damage 3d6 to all in 3m area).
 - **Ghost:** Weak, Smart, Level 2, Spell Power 1, Intangible (can only be harmed with magic), Chill Touch (normal attack).
 - **Goblin:** Cunning, Level 1, Stealth, Sun-Blindness (-1 to all actions in sunlight). Poorly equipped, but some may be apprentice wizards, assassins, or ride predatory animals.
 - **Hobgoblin:** Average, Level 1-3. Well equipped.
 - **Jaguar:** Average, Level 2, Stealth.
 - **Slime:** Tricky (STR), Dumb, Level 1, Acid touch (d6 and on 6 lowers target's armor by one die!), no armor, Division (cutting attacks do no damage, but divide it into two Slimes with -1 to each physical Stat).
 - **Witch:** Sorcerer, Level 3, Spell Power 2, Iron Allergy (+1 damage from steel weapons, +1d6 from pure iron).
 - **Zombie:** Weak, Dumb, Level 1-5, Diseased Bite (anyone bit must make a STR roll after the fight, and dies & becomes a Zombie on failure), Burned by Sunlight (1 damage per turn exposed). Starts carrying equipment at Level 2. Loses Dumb and gains a special power at Level 3. Old zombies are "ghouls" or "death knights", may be resistant to sunlight.
-

Treasures

Treasures are usually appropriate to the guardians, but there are unguarded caches. Monster equipment is rarely usable or worth anything as treasure; it's either low-quality, or cursed. Other treasure may be either incidental from defeated prey, or because they gather it themselves.

Monetary treasure is only useful if there's a town with shops with useful items. Keep those updated as time goes on, so there's reason for the party to return and shop again. Shops can sell heavier weapons and armor, or weapons of quality adding +1 attack modifier. Potions, scrolls with magical effects, and amulets repelling specific spells (-1 to attacker's casting roll) may be \$1-10 each.

More powerful magic treasures should only be found in dungeons, protected and even used by the guardians. Magic weapons and armor doing an extra die of damage/defense, or having special effects. Tricky items like Elven cloaks of invisibility, Dwarfen machines with weird effects, crystal balls, and so on. Use anything in myth, legend, or fiction (or other games).

The table below is for quick ideas only, not how a dungeon must be stocked:

Where "Magic" is listed, this may instead be any kind of power, such as technological artifacts. For elemental effects, roll d6: 1: Fire, 2: Air, 3: Earth, 4: Water, 5: Light, 6: Darkness.

2d6	Treasure
2	Magic Item, roll 1d6 for kind of power: 1: Communication, 2: Detection, 3: Stealth or Illusion, 4: Defense, 5: Attack, 6: Movement.
3	Magic Scroll, choose random spell & Power. Can be cast once from the scroll, or learned, either destroys the scroll.
4	Gems, 1d6 in amount, each worth 3d6 x 100¢.
5	Gold Pieces (100¢), 1d6 x level x number of enemies.
6	Copper Pieces (1¢), 1d6 x 10 x level x number of enemies.
7	Silver Pieces (10¢), 1d6 x level x number of enemies.
8	Trade Goods, worth 3d6 x 100¢, very bulky (1 item per 100¢ value).
9	Equipment, up to 1d6 x 100¢ value, choose randomly from equipment list.
10	Potions, 1d6 in amount, roll 1d6 for type of each: 1: Healing 1d6 HP, 2: Healing 3d6 HP, 3: Poison Antidote, 4: Poison, 5: Hallucinogenic (trip out for 1d6 hours), 6: Sedative (sleep for 2d6 hours). It is not immediately obvious what type a potion is.
11	Magic Weapon, roll 1d6: 1-2: +1 attack roll, 3: +2 attack roll, 4-5: does +1d6 damage, 6: special attack such as poison.
12	Magic Armor, roll 1d6: 1-2: +1 defense roll, 3: +2 defense roll, 4-5: stops +1d6 damage, 6: special defense such as invisibility 3x per day.

Game on!