

DUNGEON SQUAD II: GAME MASTER'S GUIDE

Dungeon Squad II is a fantasy roleplaying game designed for quick play and no fuss. If you are ten years old this is the game for you!

THINGS YOU WILL NEED

Print outs of these rules and lots of record sheets for people's guys.

Pencils and at least one regular old six-sided die. You'll probably want one per player.

Yourself and at least one friend. Two or three friends are better!

One person (probably you) who volunteers to be the Game Master for the session.

MAKING A DUDE

If you are the Game Master, you don't make a dude. Spend the time making an adventure instead (See "Making an Adventure" below). But here are the rules, so you understand them.

Heroes like to fight and they are good at it. Rascals are not quite as good at fighting, but they have many cool tricks up their sleeves. Both are fun. Choose one.

Give your guy a name! Pick something that sounds old-fashioned and cool, like "Quimpus" or "Kordak". Your dude's name should be followed by a title, like "the Magnificent" or "the Insane". Feel free to change this as you get to know your person a little better. Maybe she is not so insane after all.

Give your guy six Hit Points. This is a measure of health - if you run out of Hit Points, your person is dead. If this happens (and it probably will) you'll need to make up another - maybe your guy had a brother!

Choose six Specials. Specials are bonus things your guy can do when you roll the die just right. If you are playing a Hero, choose four good and two bad Specials. If you are playing a Rascal, choose two good and four bad Specials.

If you are playing a Rascal, choose a Rascal ability to start with. This is something cool your guy gets to do one time per session, like cast a spell of be a freakin' ninja for a little while. Heroes can only watch in amazement when you pull out your Rascal moves.

That's it! You are ready to play.

MAKING AN ADVENTURE

If you are the Game Master for a session, you'll need to make an adventure and then play it with your friends. This is super fun!

One you have made a few adventures you'll get the hang of it, and can do whatever seems interesting and fun for you and your friends. At first, though, you will probably want to stick to a tried-and-true formula for creating epic adventures!

First, roll a six-sided die three times to build your adventure's title and theme.

First roll: The Tone

1. The Secret...
2. The Flaming...
3. The Forbidden...
4. The Deadly...
5. The Icy...
6. The Ancient...

Second Roll: The Location

1. ...Cavern of...
2. ...Temple of...

3. ...Dungeon of...

4. ...Cave of...

5. ...Fortress of...

6. ...Tomb of...

Third Roll: The Bad Guys

1. ...the Scorpion God!
2. ...the Goblin Tyrant!
3. ...Kormakur the Corrupted!
4. ...the Frog!
5. ...the Dwarven Martyrs!
6. ...the Rat-Things!

Now sketch a map! Start with an entrance and a big room of some sort, and add one room per player. Connect them with tunnels and corridors however you like. Make it cool looking! Roll three more dice and add some interesting stuff to the rooms on your map, wherever you like:

First Roll: Mysterious Stuff

1. An idol to a long-forgotten god
2. A strange, dusty machine
3. A pool of greenish water
4. Rows of crumbling old statues
5. The tomb of an ancient queen
6. A wizard's laboratory

Second roll: Junk

1. Beds, a cook-pot, and dirty clothes
2. Cages filled with farm animals
3. Weird robes and holy symbols
4. Musty old books and maps
5. Rusted and broken weapons and armor
6. A dirty hole in the floor used as a toilet

Third Roll: Treasure

1. A +1 to hit sword named *Trollcap*
2. A suit of -1 damage magic armor
3. A treasure chest full of gold
4. A magnificent silver chalice
5. A leather sack filled with gems
6. A magical scroll any Rascal can read

Finally, it is time to add some monsters! Look at how many Hit Points your players have. If they have beginning dudes, it will be six each. So if you have three players with brand new guys, they will have a total of 18 Hit Points. More experienced guys will have more Hit Points, obviously. Just add them all up. This is how many Danger Points you have to work with. Grab some monsters and traps (there is a list at the end of this guide) and put them on your map until you've used up all your Danger Points. Five and six Monster Point monsters are very tough - you should only have one of them in your adventure, if any! They are truly boss monsters.

PLAYING THE GAME

Here's how the game is played. The Game Master describes what the player's guys see, hear, and smell and asks what they want to do. Start with "You are standing at the entrance to..." The players say what their guys do, and when there are challenges, they roll a die to see what happens.

The basic rule is roll a die and try to beat a challenge number between one and six. If you beat it, good things happen. If you roll under it, bad things happen. If you match it exactly, something special happens.

DUNGEON SQUAD II: GAME MASTER'S GUIDE

FIGHTING

When you fight a monster, each point over the monster's challenge number is equal to one Hit Point of damage against that monster. When all the Hit Points are gone, the monster dies.

Each point under the monster's challenge number is a point of damage for your guy - mark down your Hit Points by that amount. When your guy's Hit Points reach zero, that's the end. If you shoot a bow, rolling under the monster's challenge number does not hurt you unless that makes sense. Bows are hard to come by (only Rascals would use them) and have limited ammo!

If you roll the challenge number exactly, choose one of your guy's Specials and mark it as ready. You don't need to use it right away, but it becomes available to you. Once you do use it, mark it as used. Announce that you are using one before you roll the die!

TRAPS & TRICKS

When you encounter a trap, any number over the challenge number successfully avoids it.

Each point under the trap's challenge number is a point of damage for your guy, just like getting mauled by a monster. Traps may have other bad effects as well.

If you roll the challenge number exactly, choose one of your guy's Specials and mark it as ready. The trap is sprung on you but you take no damage from it. If it has other effects, you must deal with them.

If you want your guy to perform some feat of strength or a cool maneuver, go

for it! The Game Master should reward you, because you are being creative and making the game more fun. Sometimes you will automatically succeed.

Other times it may be more difficult. Ask everybody who is playing what the challenge number should be for the thing you want to do. Anywhere from 2 to 4 is good; 5 if it is really tough.

Each point under the challenge number you decided on is a point of damage for your guy, just like getting mauled by a monster. There may be other bad effects as well.

Unlike with traps, if you roll the challenge number exactly your cool trick works. And over equals success.

BECOMING AWESOMER

When you have used all six of your Specials, your guy becomes more awesome. This is called "refreshing". When you refresh, choose six new Specials, and choose one more good Special than you had before. If you had two good and four bad, when you refresh you will have three good and three bad. If you have six good, you just choose six good ones you like.

If you want to keep a Special your guy already has, it becomes better (if good) or less terrible (if bad). So you could choose to keep "Bonus to damage" and make it +2 instead of +1, or "Damage an Ally" and reduce it from 2 to 1 damage.

You can also make up your own! The final step to refreshing is rolling a die and adding that to your guy's Hit Points. Your guy is tougher now, but the monsters will be tougher, too...

ONE DANGER POINT

Giant Rat Swarm

Challenge 2 (1 HP)

Slime Mold

Challenge 1 (6 HP)

Pit Trap

Challenge 3, one success avoids trap for the entire group

TWO DANGER POINTS

Goblin Mob

Challenge 2 (2 HP)

Creeping Lurker

Challenge 4 (1 HP)

Boulder Trap

Challenge 3, success avoids it

THREE DANGER POINTS

Bandit Gang

Challenge 3 (3 HP)

Fire Demon

Challenge 6 (1 HP)

Magic Lightning Jar Trap

Challenge 5, success avoids it

FOUR DANGER POINTS

Troll

Challenge 4 (4 HP)

Orc Raiding Party

Challenge 3 (6 HP)

Death Worm

Challenge 2 (12 HP)

Poison dart trap

Challenge 3, any damage is doubled

FIVE DANGER POINTS

Stone Giant

Challenge 5 (5 HP)

Skeleton Army

Challenge 3 (8 HP)

Vampire Lord

Challenge 4 (4 HP), Anyone bitten and not healed will become a vampire in 24 hours!

SIX DANGER POINTS

Dragon of Legend

Challenge 6 (6 HP)

These are just examples. make your own monsters, or change the names of these to suit your adventure. If it takes place in an icy cavern, make the bandit gang a family of Yeti! Tie it all together and make a story to challenge, and delight your friends.

ABOUT THIS GAME

Dungeon Squad II is copyright 2012 by Jason Morningstar. This version of the text is known as "Dungeon Squad II 1.0". This work is licensed under a Creative Commons Attribution 3.0 License.

This means you can modify and share these rules however you want, with my blessing. Just remember to give me credit, and let me know about your version! I'm jason@bullypulpitgames.com.

To view a copy of the license, visit: <http://creativecommons.org/licenses/by/3.0/>.

DUNGEON SQUAD II

NAME

CALLING *Hero or Rascal*

HIT POINTS *Start with 6, add one die when you refresh.*

SPECIALS

Start with 4 bad/2 good (Rascal) or 4 good/2 bad (Hero). Mark when used. When all six are used refresh, choosing an additional good Special each time. If you take a Special multiple times, effect goes up/down.

- Ready
- Used

RASCAL STUFF

Can be used once per session. Start with one and add one every time you refresh.

BAD SPECIALS

- Penalty to roll of an ally 2/1
- Penalty to damage 2/1
- Penalty to a roll 2/1
- Suffer random damage 2/1
- Take extra damage 2/1
- Damage to an ally 2/1
- Be in the wrong place
- Be hilariously pathetic
- Attract evil attention
- Break vital equipment

GOOD SPECIALS

- Bonus to an ally 1/2/3
- Bonus to damage 1/2/3
- Bonus to a roll 1/2/3
- Inflict damage 1/2/3
- Shrug off damage 1/2/3
- Heal ally damage 1/2/3
- Be somewhere else
- Be staggeringly righteous
- Be utterly terrifying
- Be impossibly clever

RASCAL ABILITIES

- Cast a useful spell
- Cast a damaging spell 2/4
- Restore all an ally's hit points
- Get a bow and 6/18 arrows
- Set a deadly trap
- Make a magic potion

DUNGEON SQUAD II

NAME

CALLING *Hero or Rascal*

HIT POINTS *Start with 6, add one die when you refresh.*

SPECIALS

Start with 4 bad/2 good (Rascal) or 4 good/2 bad (Hero). Mark when used. When all six are used refresh, choosing an additional good Special each time. If you take a Special multiple times, effect goes up/down.

- Ready
- Used

RASCAL STUFF

Can be used once per session. Start with one and add one every time you refresh.

BAD SPECIALS

- Penalty to roll of an ally 2/1
- Penalty to damage 2/1
- Penalty to a roll 2/1
- Suffer random damage 2/1
- Take extra damage 2/1
- Damage to an ally 2/1
- Be in the wrong place
- Be hilariously pathetic
- Attract evil attention
- Break vital equipment

GOOD SPECIALS

- Bonus to an ally 1/2/3
- Bonus to damage 1/2/3
- Bonus to a roll 1/2/3
- Inflict damage 1/2/3
- Shrug off damage 1/2/3
- Heal ally damage 1/2/3
- Be somewhere else
- Be staggeringly righteous
- Be utterly terrifying
- Be impossibly clever

RASCAL ABILITIES

- Cast a useful spell
- Cast a damaging spell 2/4
- Restore all an ally's hit points
- Get a bow and 6/18 arrows
- Set a deadly trap
- Make a magic potion

DUNGEON SQUAD II

MAKING A DUDE

Create some awesome person who has adventures! This person has a true calling, and will either be a Hero or a Rascal.

Heroes like to fight and they are good at it. Rascals are not quite as good at fighting, but they have many cool tricks up their sleeves. Both are fun. Choose Hero or Rascal.

Give your guy a name! Pick something that sounds old-fashioned and cool, like “Quimpus” or “Kordak”. Your dude’s name should be followed by a title, like “the Magnificent” or “the Insane”. Feel free to change this as you get to know your person a little better. Maybe she is not so insane after all.

Give your guy six Hit Points. This is a measure of health - if you run out of Hit Points, your person is dead. If this happens (and it probably will) you’ll need to make up another - maybe your guy had a brother!

Choose six Specials. Specials are bonus things your guy can do when you roll the die just right. If you are playing a Hero, choose four good and two bad Specials. If you are playing a Rascal, choose two good and four bad Specials.

If you are playing a Rascal, choose a Rascal ability to start with. This is something cool your guy gets to do one time per session, like cast a spell of be a freakin’ ninja for a little while. Heroes can only watch in amazement when you pull out your Rascal moves.

That’s it! You are ready to play.

THE BASIC RULE

The basic rule is roll a die and try to beat a challenge number between one and six. If you beat it, good things happen. If you roll under it, bad things happen. If you match it exactly, something special happens.

BECOMING AWESOMER

When you have used all six of your Specials, your guy becomes more awesome. This is called “refreshing”. When you refresh, choose six new Specials, and choose one more good Special than you had before. If you had two good and four bad, when you refresh you will have three good and three bad. If you have six good, you just choose six good ones you like.

If you want to keep a Special your guy already has, it becomes better (if good) or less terrible (if bad). So you could choose to keep “Bonus to damage” and make it +2 instead of +1, or “Damage an Ally” and reduce it from 2 to 1 damage.

You can also make up your own!

The final step to refreshing is rolling a die and adding that to your guy’s Hit Points. Your guy is tougher now, but the monsters will be tougher, too...

DUNGEON SQUAD II

MAKING A DUDE

Create some awesome person who has adventures! This person has a true calling, and will either be a Hero or a Rascal.

Heroes like to fight and they are good at it. Rascals are not quite as good at fighting, but they have many cool tricks up their sleeves. Both are fun. Choose Hero or Rascal.

Give your guy a name! Pick something that sounds old-fashioned and cool, like “Quimpus” or “Kordak”. Your dude’s name should be followed by a title, like “the Magnificent” or “the Insane”. Feel free to change this as you get to know your person a little better. Maybe she is not so insane after all.

Give your guy six Hit Points. This is a measure of health - if you run out of Hit Points, your person is dead. If this happens (and it probably will) you’ll need to make up another - maybe your guy had a brother!

Choose six Specials. Specials are bonus things your guy can do when you roll the die just right. If you are playing a Hero, choose four good and two bad Specials. If you are playing a Rascal, choose two good and four bad Specials.

If you are playing a Rascal, choose a Rascal ability to start with. This is something cool your guy gets to do one time per session, like cast a spell of be a freakin’ ninja for a little while. Heroes can only watch in amazement when you pull out your Rascal moves.

That’s it! You are ready to play.

THE BASIC RULE

The basic rule is roll a die and try to beat a challenge number between one and six. If you beat it, good things happen. If you roll under it, bad things happen. If you match it exactly, something special happens.

BECOMING AWESOMER

When you have used all six of your Specials, your guy becomes more awesome. This is called “refreshing”. When you refresh, choose six new Specials, and choose one more good Special than you had before. If you had two good and four bad, when you refresh you will have three good and three bad. If you have six good, you just choose six good ones you like.

If you want to keep a Special your guy already has, it becomes better (if good) or less terrible (if bad). So you could choose to keep “Bonus to damage” and make it +2 instead of +1, or “Damage an Ally” and reduce it from 2 to 1 damage.

You can also make up your own!

The final step to refreshing is rolling a die and adding that to your guy’s Hit Points. Your guy is tougher now, but the monsters will be tougher, too...

THANKS!

I hope you enjoyed Dungeon Squad 2. I certainly enjoyed bringing it to you and if you have comments—particularly if you play it—I would like to talk to you. I can be reached at jason@bullypulpitgames.com or @jmstar on Twitter.

None of this was done in a vacuum—there's a whole community of talented, generous, creative people out there making and sharing their work. I borrowed from a few and stole from many, who in turn eagerly did the same.

Creative Commons License

Dungeon Squad 2 by Jason Morningstar is licensed under a Creative Commons Attribution-NonCommercial-ShareAlike 3.0 United States License.



www.bullypulpitgames.com

