Dungeons Daring™

Game Masters Guide
Creature Guide

Update Version 3.0 to 4.0

A Fantasy Roleplaying Game

Free – With Open Game Content

4th Edition Updater

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Dungeons Daring™

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A Fantasy Role Playing Game

Book 2 – Game Masters Guide
Book 3 – Creature Guide

Updater Version 3.0 to 4.0

Authored by the *Vintyri™ Project*

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Ortsteil Altershausen
91481 Münchsteinach
Deutschland/Germany/Allemagne
USt-ID-Nr.: Keine - nicht gewerblich
Telefon: +49-9166-995410
Internet: http://www.steigerwaldedv.de
E-Mail: info@steigerwaldedv.de

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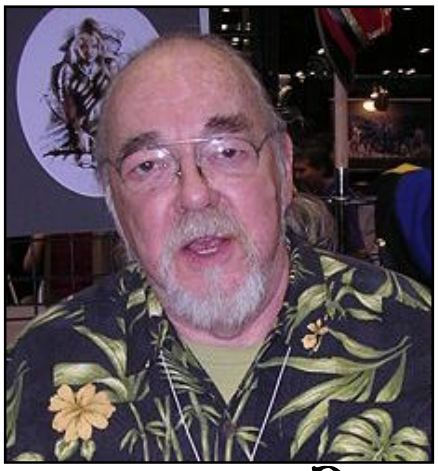

Dungeons Daring

is dedicated to the memory
of the Father of Gaming

E. Gary Gygax

1938-2008

Photo: Gary Gygax at GenCon 2007

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1. Game Masters Guide

Invalidate this 3rd Edition Section:

- **New Ability Points & Campaign Time – the Game Master's Role, Page 39**

Add These 4th Edition Sections:

- **New Ability Points & Campaign Time**

NPCs with high basic ability scores between 16-20 should be rare in your campaign, and the same goes for PCs. Your PCs should advance gradually and as the result of experience, just as real people do in the real world. The guidelines in the *Players Guide* assign new points on the basis of a PC's time and experience adventuring. In some cases, as we'll soon see, you'll need to apply the same guidelines to certain key NPCs.

A human who has basic ability scores near 20 is, at a minimum, getting old. A human with this level should be nearing at least age 60. A character at this level is someone who has done just about everything that one can do in his or her field and with such success that he or she is nearly a legend in his or her own time.

Most RPGs have their game masters award experience points on the basis of the number and power of monsters killed, the amount of treasure gained or a combination of both. Slaying opponents certainly can be helpful in gaining experience in *Dungeons Daring,* but treasure found is irrelevant. In *Dungeons Daring* encounters, whether the PCs win or lose is not particularly important for accumulating experience.

The critical factor is whether the PCs learn things that will improve their ability to deal with issues in their further adventures. The guidelines for gaining new ability points are explained in the *Players Guide*. When it comes to a players' assignment of points to basic or natural abilities, the game master should stay out of the process as much as possible, limiting his or her involvement to seeing that the proper point rotation for basic abilities is maintained. Basic abilities describe the very foundation of a character's definition in the manner in which the player wishes to shape and define his or her PC. The game master should not interfere unnecessarily in this process.

The matter is a bit different with the assignment of points to learned abilities. New points for learned abilities are not something to which a PC is entitled but rather something that should be earned through his or her experiences. The definitions of learned abilities in the *Players Guide* state which prerequisites a PC must fulfill to claim a new learned ability or to assign additional points to an existing learned ability.

At the end of each three-month gaming season, a PC will assign five new points to his or her natural and learned abilities. As game master, you're responsible for seeing that the prerequisites for those point awards have been fulfilled.

Fortunately, there is no need to calculate ability progression for most NPCs. The statistics that have been prepared for them in advance usually should be valid for the PCs' first encounter with the NPC. *However* … if your PCs are involved in repeated encounters with an NPC over a longer period of time, then it will be necessary to calculate ability progressions for the NPC just as is done for your PCs. The guidelines in the *Players Guide* apply.

- **Magic Resistance & Campaign Time**

In many RPGs, the idea of maintaining game balance is nearly a holy shrine. It's secondary in the *Dungeons Daring* game, which focuses upon character development, role-playing and story line. If a *Dungeons Daring* character is weaker than the other player characters in your group, it's because the person who plays that character designed it that way.

Likewise, if your PC group runs up against a foe far too powerful and is destroyed, that's part of the lot of luck in *Dungeons Daring,* however, it might not be entirely the fault of your players and their character design. Balance or the lack of it in a *Dungeons Daring* campaign results from the decisions that your players make for their PCs and the information that you, as the game master, make available to the PCs. It's quite all right for you to place inevitable destruction on some of their paths, but then you also need to give them some sensible warnings or provide some means for the PCs to know that a path they're considering is a path to eternity.

If you fail, then your campaign is out of balance. If you make the information available and your PCs fail to get it or ignore it, then … *sic transit gloria mundi!* However, there is an element in *Dungeons Daring* that needs to be watched by the game master, or it will go way out of balance, regardless of the good work that you and your PCs do. That element is the combination of magic and magic resistance.

Many RPGs let players develop characters that gain enough physical strength to make *Superman* and *Captain Marvel* look like a couple of wimps. There's nothing wrong with that. That fits exactly what a lot of role players want to do. *Dungeons Daring*, on the other hand, emulates real life to a certain extent. The guidelines set limits on how strong a PC can become, or how much stamina he or she has, or how dexterous he or she might become. However, it sets no limits on how powerful one can become with the use of magic.

Were things left like that, only a suicidal fool would play anything but a spellcaster in a *Dungeons Daring* campaign. However, *Dungeons Daring* subscribes not only to the old biblical adage, *Live by the sword, die by the sword,* but it also extends that to *Live by magic, die by magic.*

That's where magic resistance comes in. A hardened old warrior who has spent 40 years on the campaign trail would be a wimp compared to a spellcaster with just as many years of adventuring, were it not for magic resistance. However, a spellcaster with 40 years of adventuring under his or her buckle is more susceptible to magic than a newborn non-sorcerer baby.

2. Creature Guide

Add to Section III – Creature Magic:

• 5. Resisting Magic

Magic Resistance – How Much?

The question of whether official *Dungeons Daring* creatures have magic resistance is defined in the preceding pages. However, most game masters will want to introduce other, non-official creatures from time to time. The following guidelines will help you in such cases to decide whether such creatures have magic resistance.

Game masters should keep in mind that whether a creature has magic resistance is only the first of two important questions. The second is whether creatures with magic resistance advance in the degree of resistance, and that question applies to the creatures in this book as well as to those that are defined in other sources. Therefore, let us look at this second question first.

Those creatures who have magic resistance gain it at birth, as an intrinsic characteristic. As explained in the *Players Guide*, they are born with a 5% degree of magic resistance. Whether that degree increases is a matter of experience. Creatures become more resistant to magic the more they are attacked by it. In determining whether an NPC creature has more than 5% magic resistance, you need to ponder at first how often it has had to defend itself against magic. Only you can determine this in a campaign that you define, although that may be determined for you in ready-to-run adventures from other sources.

The basis for your decision should be the guideline for PCs in the *Players Guide.* A regularly adventuring PC gains 1% magic resistance annually. Such creatures as NPC warriors and fighters, who are involved regularly in hostile encounters, probably have about the same level of experience with magic as your PCs do, and you should assign them 1% additional magic resistance for each year that you think they have been involved in adventuring. The same probably would apply to NPCs' horses, warhorses and war dogs.

Most NPC creatures in your campaign probably have little or no experience with hostile magic. In that case, they have not been hardened to it; they have only their 5% level of intrinsic resistance. There also will be those creatures that have had occasional run-ins with hostile magic but far less frequently than is the case with most PCs. You then need to set a degree of magic resistance that you think fits their experience. This is a job that only you, the game master, can do. Only you know what background you envision for such creatures.

Magic Resistance – Yes, No or Maybe?

When you insert a creature into your campaign that is not defined in this book, you probably will need to decide whether it has magic resistance. Fortunately, there are guidelines that can lead you to a good and logical decision. In a *Dungeons Daring* campaign, magic is not a natural property of most creatures. It is a phenomenon that is brought into the world by its light elves. Because they are a part of the world, magic too has become a part of it.

As a result, some other creatures have a natural affinity for it and can learn to access and employ it. Most creatures without elven blood or an elven heritage lack this affinity and never can learn to use magic. Those who are born with an affinity for magic are called sorcerers. No one who is born a sorcerer ever has magic resistance. They are natural conduits for magic; they are unable to resist it.

This does not mean, however, that all creatures who are not sorcerers can resist magic, although that often is the case. To resist magic, a creature must live and reproduce in a natural manner, even if it is not a natural creature. Any creature that can exist only with the help of magic cannot resist it. Beyond that, a creature must have a certain ability to sense the existence or presence of magic in order to resist it. In animals, this requires a degree of intelligence. A creature with magical existence need employ no special powers to resist magic, but in some way, a will to resist whatever force it perceives the magic to be must be present.

Let's look at particular categories of creatures and the measuring sticks that you can use to decide whether they can resist magic:

Special Creatures:

- **Mysterious Beings:** In a *Dungeons Daring* campaign, most such creatures are beyond the power of any other beings, and they also are barred by their own nature from attacking or damaging other creatures. They have no magic resistance nor do they need it. However, deities are a different matter. If they manifest physically in your campaign setting, they are creatures of magic and, as such, also have no magic resistance.

- **Magical Shades:** That they are the product of magic already makes the question of magic protection moot. However, shades have no physical essence and neither can harm or be harmed. Therefore, magic resistance would do nothing for them.

Humanoids:

- **Elves and Half-Elves:** All members of these folk are born sorcerers. They have no magic resistance.

- **Dwarves:** Born runestainers have no magic resistance. All others do.

- **Humans, Halflings and Giants:** Born sorcerers have no magic resistance. All others do.

Draugs:

- **All Undead:** Draugs can exist only through magic. They never can resist it.

Animations:

- **Avatars, Skeletons, Zombies and Golems** all are magically empowered objects with no existence of their own. They never can resist magic.

Mutations:

- **Blackwitches and Blackwarlocks, Chimera, Choke Vines, Cockatrices, Demons, Devils, Dragons, Elven Mutants, Flying Horses, Gargoyles, Ghouls, Gorgons, Griffins, Harpys, Hydras, Manticores and Troll Wolves, Unicorns and Werebears** all are creatures that require magic to exist or that employ magic. They never can resist magic.

- **Other mutations** have magic resistance if they are not born sorcerers and are intelligent enough to sense magic.

Beasts:

- Those that have intelligence and wit enough to sense the presence of the magical force can resist it, others not.

If the spellcaster with 40 years of adventuring tosses some nasty magic at the 40-year veteran warrior, there's a 45% chance that the magic will fail. There's no chance beyond the dice throw that the warrior's sword attack against the spellcaster will fail. Most of this is rather cut and dried, but there are some things that a game master must do to make the system work properly. Your role is dual, as far as magic resistance is concerned:

- It's up to you to monitor the success and failure of the magic resistance of your individual PCs. Expect the players to argue that a spell is subject to magical resistance when it isn't. The guidelines are in the *Players Guide.* If magic specifically targets the PC, resistance is valid. If it causes an effect, and the effect affects the PC, magic resistance offers no protection. Also remember that friendly spells are subject to resistance, if the target hasn't accepted the spell. Resistance functions automatically.

- First and foremost, you need to calculate the magic resistance of your non-sorcerer NPCs. If an NPC has magic resistance, it should receive the same benefits as the PCs do. However, in the case of creatures other than humans, halflings, giants and dwarves, you should consult the *Creatures Guide* to see whether thay have magic resistance.

• Adding Magic Resistance

Add the statistic *Magic Resistance* to all templates in the Creature Guide. Then add individual *Magic Resistance* statistics as follows:

Page	Creature	Magic Resistance
20	Light Elf	None
21	All Draugs	None
50	All Animations	None
58	Blackwitches and Blackwarlocks	None
60	Bugbears	Yes
62	Centaurs	Non-Sorcerers
64	Chimera	None
66	Choke Vines	None
68	Cockatrices	None
69	Demons & Devils	None
79	Dogfolk	Non-Sorcerers
81	Dragons	None
84	All Elven Mutants	None
91	Flying Horses	None
92	Gargoyles	None
93	Ghouls	None
95	Gorgons	None
97	Griffins	None
98	Harpys	None
103	Ogres	Yes
105	Orcs	Non-Sorcerers
110	Goblins	Yes
116	Trolls	Yes
119	Hydras	No
121	Lizardfolk	Yes
124	Manticores	None
125	Minotaurs	Yes
127	Rust Eaters	Yes
129	Slimes, Gelatins & Molds	None
134	Black Steeds	Yes
135	Night Steeds	Yes
136	Troll Wolves	None
138	Unicorns	None
140	Werebears	None
143	Werewolves	Non-Sorcerers
145	Wyverns	Yes
150	Bat, Vampire	None
151	Bears	Yes

Page	Creature	Magic Resistance
154	Boars	Yes
156	Butcherfish	None
157	Deer	Yes
158	Dogs	Yes
162	Elephants	Yes
164	Gorillas	Yes
165	Lions	Yes
167	Snakes	None
169	Spiders, Deadly	None
171	Tigers	Yes
173	Horses	Yes
178	Wolves	Yes

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Contact Information

Steigerwald EDV™ Verlag
Am Hasenloehle 12
91481 Altershausen
Federal Republic of Germany

Internet: http://www.vintyri.org

E-Mail: info@vintyri.org

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