



DARKEST DICE

G.H.I.

Luck shines upon you today! This magic manuscript has chosen **YOU**
to be summoned to a world of adventure!



Prepare for your life to be changed **FOREVER!**
You are now initiated into the secret realm of **DARKEST DICE!**

Playing the Game:

First, gather a congregation of 3 to 6 players. One person will be the Judge, whose duty is to build the foundation of the adventure, play the roles of Non-Player Characters (NPCs), and adjudicate the rules.

The other players roll up characters, choose a class, and flesh out who their character is. Make decisions based on how the character would respond to a challenge. Playing to win is impossible, as the only winner is CERTAIN DEATH, just like in real life!

A set of gaming dice is necessary. Throughout an adventure, the Judge calls for dice rolls to determine a character's level of success. Dice are noted as d (number of sides).



Character Creation

For each Ability, roll 4 d6, remove the lowest roll, and add up the points. Refer to the Abilities chart to determine modifiers.

Ability Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	0
13-14	+1
15-17	+2
18	+3

Abilities

Strength: *Hit, Lift, and Grapple*

Modifier applies to Melee Attacks

Dexterity: *Leap, Climb, and Hide*

Modifier applies to Ranged Attacks, Initiative, and Reflex Saves

Constitution: *Imbibe, Ingest, and Withstand*

Modifier applies to Armor Class, Hit Points, and Fortitude Saves

Charisma: *Charm, Lie, and Inspire*

Modifier applies to Cleric Spell Checks and Social Interactions

Wisdom: *Comprehend, Discern, Recall*

Modifier applies to Wizard Spell Checks, Lore Checks, and Will Saves

Warrior: Hack and slash the way to glory!

- Starts with an Attack Bonus of +2 at Level 1, gains +1 upon each leveling up.
- Makes 1 attack per level.
- Can use any weapon or armor.
- HD d10.



Wizard: Through spells and rituals, wizards harness mysterious powers from beyond the veil!

- Starts with Read Magic and two other randomly-rolled magic spells. Add one additional spell for each positive WIS modifier.
- Can only use dagger or staff as weapons, cannot use armor.
- HD d4.



Cleric: As defenders of the faith, clerics heal, banish, and destroy in the name of their deity!

- Starts with two randomly-rolled cleric spells. Add one additional spell for each positive CHA modifier.
- Turn Undead: Roll a d20 and add the creature's Hit Dice. If the total is below the PC's CHA score, the undead in immediate area are banished.
- Can only use blunt weapons, can use all armor.
- HD d8.



Thief: A lurker in the shadows trained in tricks, traps, and assassination!

- Gains advantage (roll d20 twice, take higher amount) on all DEX checks, lock picking, trap detection, and related shady dealings.
- Double damage on successful Sneak Attacks.
- Can use all weapons, can only use leather armor.
- HD d6.



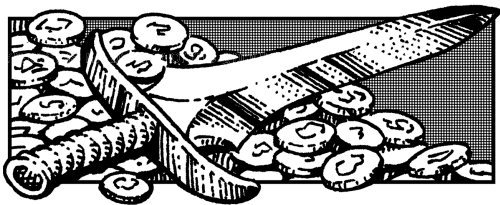
HD

Hit Dice (HD) represents the power level of a character or monster. Each class is assigned a HD between a d4 and a d10. Determine a PC's starting HP by rolling their HD and adding their CON modifier. Each time a PC levels up, roll their Hit Die and add that amount plus their CON modifier to their total HP.

HD is also a way for the judge to determine the vitality of a NPC or monster. The Hit Die used to determine the HP of an NPC or monster is a d8. A Level 1 monster has 1d8, while a Level 4 monster has 4d8. Roll the monsters HD to determine their HP.

HP

Hit Points (HP) represent the vitality of a character. If a Player Character's HP is reduced to 0, they begin to bleed out. The Reaper hovers like a vulture in anticipation of a failed DEATH SAVE!



AC

Armor Class (AC) represents a character's ability to withstand an attack. An opposing character must roll at or above a defending character's AC in order to inflict damage. A character's base Armor Class is 10 and is modified by their CON modifier and/or armor.



Death Save!

To avoid DEATH at 0 HP, the player must roll under their CON score in order to stabilize their injury and return to 1 HP. The PC's level determines the number of Death Save attempts. For example, a Level 3 PC may attempt 3 Death Saves. If any are successful, the PC stabilizes at 1 HP. If all 3 Death Saves are failures, the character dies. RIP, loser.

Skill Checks

Want to do something cool? Roll for it! There will come a time when a challenge presents itself like a locked door, a floor of lava, or an interrogation. The PC's success in navigating the challenge comes down to the roll of the dice and your creative narrative of the attempt. The Judge determines the difficulty level from 5 (easy) to 20 (wicked hard). Roll a d20 and add the related modifier.



For Example:

Black Leaf attempts to pry out the emerald eye of the cyclops statue with her bare hands. The Judge determines a Strength Check of 15, due to the construction of the statue. The Judge has the player roll a d20 and add her Strength modifier. She rolls a 14 and adds her +1 Strength modifier for a 15. Success! Black Leaf rips out the emerald from the statue, preserving the beautiful cut of the gem. With a serpent's hiss, a green fog carrying psychedelic spores begins to pour out from the empty eye socket and into the lungs of the party!

Combat

Need to kill something? Roll for it! If a threat appears, the Judge initiates combat by having each character roll initiative: Roll a d20 and add the character's DEX modifier. This will determine the order of action for combat, highest total going first. The Judge will roll for the NPCs.

The first in initiative chooses a target and describes the attempt at attack. To attack, roll a d20 and add the STR modifier for melee attacks or DEX for ranged attacks. If the total is equal to or exceeding the target's AC, the attacker then rolls damage based on the weapon's damage rating. That damage is subtracted from the target's HP. That makes for one "turn" of combat, and the turn moves onto the next in line of initiative. After all engaged complete their "turn", it ends the combat "round" and the character first in initiative starts the cycle again. Combat concludes with retreat, defeat of the NPCs/ Monsters, or "total party kill" of the PCs (TPK).



Crits and Fumbles

Roll a Natural 20? **CRITICAL HIT!** The gods applaud your performance! Roll your damage twice and show that creature who is boss!

Roll a Natural 1? Hide your face in shame, you **FAILURE!** The Judge will have something particularly disheartening up their sleeve for your character to suffer through!

Save Yourself!

The Judge may have you make a **SAVE** Roll when things get tough! Roll a d20. If the result is less than the related Ability score plus/minus the modifier, it is a success.

Reflex (Dexterity) - *When you need to get out of the way!*

Fortitude (Constitution) - *When that sweet, sweet poison gets into your blood!*

Will (Wisdom) - *When that wizard tries to mess with your head!*



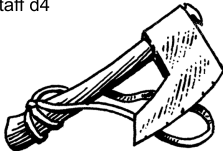
Armor Bonus (Add to AC)

Leather +1
Shield +1
Chain +2
Plate +3



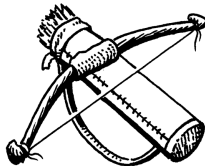
Melee Weapons (Damage)

Longsword d8
Shortsword d6
Battle Axe d8
Hand Axe d6
Mace d6
Warhammer d8
Dagger d4
Staff d4



Ranged Weapons (Damage)

Longbow d8
Shortbow d6
Crossbow d6
Sling d4
Spear d6
Blowgun d4



Wizard Spellcasting

Magic-users rely on the dark arts to wreak havoc upon those that oppose them. Magic is a REAL and DANGEROUS force, and should not be taken lightly!

Every day, the wizard reads from their spell book and memorizes a selection of known spells that they can access via spell slots in their memory.

The wizard must be able to speak and have the use of both hands in order to summon the magic spell. Once the spell is cast, it is exhausted from the wizard's memory. The empty spell slot can be refilled after a full rest.

Wizard Level/ Spell Slots

1- 1 First Level Spell

2- 2 First Level Spells

3- 2 First Level Spells/ 1 Second Level Spell

4- 2 First Level Spells/ 2 Second Level Spells



Cleric Spellcasting

The gods are fickle, jealous beings, so the cleric has a limited amount of spell slots they can access within a day. When those spells are exhausted, the cleric must have a full rest (8 hours) and say their prayers in order to refill their slots.



Cleric Level/Spell Slots

- 1- None
- 2- 1 First Level Spell
- 3- 2 First Level Spells
- 4- 2 First Level Spells/
1 Second Level Spell

Wizard Spells

Level 1

1. Shield - *Invisible shield in front of caster improves AC by +3 vs melee and +6 vs ranged for 5 rounds.*
2. Charm Person - *Humanoid of up to 4 HD follows the orders of the caster as if they were an old pal. Target must make a Save vs. caster's Wisdom score each round or remain charmed.*
3. Sleep - *Creatures of 4 HD or less fall into a magical slumber for 8 hours. This does not affect elves or undead.*
4. Detect Magic - *Any magical object or creature within sight will be exposed by a ghostly glow.*
5. Hold Portal - *Puts a magical lock on doors, gates, and windows of any material.*
6. Magic Missile - *A magical blast of energy shoots from the caster's fingers to cause 1d6 + 1 dmg to one target per caster's level.*

Level 2

1. Darkness - *A impenetrable cloud of darkness fills 30 ft. of space per caster's level for 1 d6 rounds.*
2. Invisibility - *The caster or touched target becomes invisible for 24 hours.*
3. Levitate - *The caster can move themselves, another creature, or an object up or down 20 ft per the caster's level.*
4. Web - *Sticky, flammable webs anchor to a nearby area, stopping movement. Creatures entangled in the web are stuck for 2d4 rounds.*
5. Knock - *Target that contains a lock, including magically locked items, becomes unlocked.*
6. ESP - *The caster focuses on a direction to tune into the surface thoughts of all creatures in that area for 1 round per caster level.*

Cleric Spells

Level 1

1. Detect Evil - *Creatures or enchanted objects with evil intentions glow for several minutes.*
2. Cure Light Wounds - *With the touch of the caster's hand, a target is healed 1d6+1 Hit Points.*
3. Light - *Target object glows for 1 hour, giving 15' of light. When cast on a creature's eyes, that creature is blinded for 6 turns.*
4. Protection from Evil - *An invisible shield repels physical contact from evil forces, granting +2 to AC and +2 to all Saves for 3 rounds multiplied by the caster's level.*
5. Bless - *Caster's allies gain +1 to all attack and damage rolls for 6 turns.*
6. Purify Food and Water - *Contaminated or poisoned food and drink become safe to consume.*

Level 2

1. Augury - *Struck with a fleeting glimpse of the omniscience of the gods, the caster will be able to determine whether an action within the next 3 rounds will be helpful or harmful to the party.*
2. Hold Person - *1d4 targets cannot move or speak. Target must make a Save vs. caster's Charisma score each round or remain paralysed.*
3. Silence - *Silence blankets a 20' radius within the caster's line of vision.*
4. Resist Fire - *Target is impervious to fire for 1 turn per level.*
5. Speak with Animals - *Communicate with animals for 1 hour.*
6. Charm Animal - *Animal of 1 HD per caster's level follows the orders of the caster as if they were an old pal for 1d4 +1 rounds.*

Level Up!

Oh, you brave and lucky soul! You have survived the quest! As you clean the blood off of your blade, the glowing vibration of EXPERIENCE warms your veins!

The Judge decides when your character crosses the threshold into the NEXT LEVEL. When this honor is bestowed upon you, roll the Hit Die assigned to the character's class to increase their Maximum Hit Points. Then, roll a d20 for each Ability. For every roll above the Ability score, add +1 to that Ability.



Hark, a monster!

Ghoul: AC 12, HD 2, Atk- 2 claws (1d4 dmg), 1 Bite (1d4 dmg) , SP: CON test or paralysed, Undead



This flesh-hungry undead abomination is a formidable foe! AC 12- Player must roll 12 or over to hit the ghoul. HD 2= The Judge rolls 2d8s to determine the ghoul's Hit Points. The ghoul can attack three times per turn- two claw attacks that cause 1d4 damage each if they hit, and one bite that also causes 1d4 damage if successful. SP= Special: If a character is hit by any of the ghoul's attacks, they must roll under their Constitution score plus or minus their Constitution modifier. If they fail, they become paralysed. Ghouls are undead, so they can be turned by Clerics, but are immune to spells affecting the mind.

Monsters!

Goblin: AC 10, HD 1, Atk- Bite (1d4) or as weapon, SP: Infravision

Orc: AC 12, HD 1, Atk as weapon

Skeleton: AC 9, HD 1, Atk- Claw 1d4 or as weapon, SP: Half damage from slashing or piercing weapons

Owl Bear: AC 14, HD 5, Atk 2 claws (1d8), 1 Bite (1d8), SP: Resistant to Magic

Basilisk: AC 16, HD 5, Atk: Bite (1d10), gaze, SP: Gaze, WIS test or turned to stone



Name _____ *Class* _____ *Level* _____

HP _____ *HD* _____ *AC* _____ *Weapon* _____ *Dmg* _____

Ability Score

Modifier

Spells

Str

Dex

Con

Equipment

Cha

Wis

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