

# Dungeon Delvers

## MONSTERS & COMBAT

### Combat

- For wounds, monsters & characters have thresholds: Light Wound (LW), Medium Wound (MW), Heavy Wound (HW), Death. Rolling **above** the threshold yields that type of wound. 1 HW will incapacitate any foe who is not a character or a boss. 2 HW kills. 2 MW = 1 HW. 2 LW = 1 MW. Below LW is ignored.
  - For characters, roll against Characteristic when threshold passed, 1d10 for light, 2d10 for medium and 3d10 for serious:
    - Trauma = Strength. Failure yields injury (see rulebook).  
Wounds will cause Strain over time; LW per h, MW per 10min, HW per min
    - Strain = Toughness. Failure results in fatigue, yielding +1d10 to all actions for 1 scene.
    - Insanity = Willpower. Failure results in mental trauma (see rulebook).
- For damage, monsters deal a fixed amount. Translated to wound level based on character thresholds. Also do not roll monster attacks; roll character defense.

### Monsters / Foes

- Goblin, LW 3 MW 7 HW 10
  - Dagger: 10 dmg, 2 attacks
  - Shortbow: 12 dmg, silent (ranged)
  - Pyromancy: 15 dmg, may catch fire (Agility)
- Cerberus, LW 16 MW 29 HW 43
  - Claws: 15 dmg, 2 attacks
- Banshee demon, LW 6 MW 12 HW 18
  - Howl: 5 Insanity for everyone
  - Dominate person: Routine Willpower (max 1 target)
  - Claws: 12 dmg, 2 attacks
- Fiend, LW 7 MW 14 HW 22
  - Demonic sword: 20 dmg, ignores armor
  - Fire shield: 6 dmg to attack in melee
- Gorgon, LW 6 MW 12 HW 18
  - Inflict pain: 15 Strain (max 1 target)
  - Horror: 15 Insanity
- Clay Golem, LW 10 MW 20 HW 30, dmg reduction 10 against magic attacks
  - Unarmed: 18 dmg
- Skeleton, LW 4 MW 8 HW 12, dmg reduction 10 against ranged attacks
  - Spear: 15 dmg
  - Shield: negates 1 hit
- Ulthor, LW 8 MW 16 HW 24, dmg reduction 5 against ranged attacks
  - Greatsword: 24 dmg
- Bandit, LW 6 MW 13 HW 19
  - Bow: 15 dmg, silent (ranged)
  - Club: 15 dmg
- Bandit chief, LW 7 MW 14, HW 21
  - Axe: 22 dmg, offensive
  - Shield: negates 1 hit