

D3



PLAYER VS. PLAYER

CAPTURE THE FLAG

by Thomas Nesges

Capture the enemy flag with your team and bring it home!
Rules supplement for a player vs. player experience in 5e
incl. example maps, tokens and statblocks.

version 1.1 en



CAPTURE THE FLAG!

PREPARATION

PLAYING FIELD

The game can be played on any map. Maps that are divided into square fields representing 5ft x 5ft in the game world are considered the most convenient.

TEAMS

At least two teams compete against each other. A team has three or more player characters (PCs). All PCs have the same level. A team can be played by one or more players.

Example: Team Red is made up of a rogue, a paladin and a bard. Team Black has a ranger, a cleric and a wizard. All of them are 1st level characters.

HEADQUARTERS AND FLAG

Every team is assigned a marked area on the map as headquarters. The teams flag is located in their headquarters initially. The teams flag can be carried by any creature with a free hand. The teams flag is immune to damage and magic. It can't be removed from the playing field.

Hint: Place the headquarters so that all teams have equal chances and roll dice at the beginning of the match to determine who will move into which headquarter.

NON PLAYER CHARACTERS

Hostile non player characters (NPCs) are spread over the playing field. Their number is up to twice the number of all PCs summed up. The difficulty level of the NPCs is low.

Hint: Distribute NPCs evenly on the map and make sure that PCs don't have to fight many NPCs at once. As a guideline for difficulty you can plan an encounter between all NPCs and all PCs that has a difficulty level of "hard".



Example: Team Red and Team Black together have 6 PCs of 1st level. You can place up to 12 NPCs on the map. 6 Commoners and 4 Bandits have the ideal difficulty level.


[View in Kampfrechner \(german\)](#) 

TREASURE

Three or more treasures can be found on the playing field.

Hint: Highlight positions of treasure clearly, so that players don't spend much time on finding treasure, but rather try to snatch them away from each other.

Hint: It can be exciting to determine treasure randomly when it's found. Here are a [table with 12 potions](#)  and the [random tables from the Dungeon Master's Guide](#) .

PS: The icon  indicates links to external sources in this document. You will find details to all the links in the appendix.

Sure it's tempting to prepare a playing field with nasty traps, dangerous monsters, complex puzzles and well-hidden treasures. Just don't lose sight of the real goal: **It's all about the competition between the players.** A little distraction can be worthwhile, but that's just what gives it that extra something.

RULES

GOAL

Capture the opposing team's flag and bring it to your headquarters.

STARTING

Each team starts rested in its own headquarters. Their flag is there as well.

GAMEPLAY

Teams take turns one PC at a time. All PCs roll initiative. The PC with the highest initiative starts. Then its the next PC on another team with the second highest initiative and so on.

NPCs roll initiative when they are spotted by an PC and are played on their initiative as normal.

NPCs & INSPIRATION

NPCs are hostile. If a PC fights an NPC until the beginning of the PCs next turn without another PC attacking the same NPC, the PC gains inspiration.

SPECIAL ACTIONS

Any creature can perform the following special actions:

Movement: Pick up the Flag. When a creature walks over the square of the flag with a free hand, they can use half their movement speed to pick up the flag.

Action: Slap the Flag away. Slapping the flag from a creature's hand requires a successful attack roll. This attack does no damage to the target creature. The flag is placed 5ft next to the flag bearer in an empty space of the attackers choice.

Action: Loot. One item of an unconscious creature's equipment may be taken by another creature as an action. Worn armor must first be doffed from the looted creature first (light and medium armor: 1 minute, heavy armor: 5 minutes, shield: 1 action)

Dropping the flag doesn't require an action. The flag is placed 5ft next to the flag bearer in an empty space. Incapacitated creatures drop the flag automatically on a randomly chosen empty space 5ft next to the flag bearer.

TREASURE

Treasure can be used by PCs directly without the need to identify them first. PCs don't need to take a short rest to attune to magic items that need attunement.

RESTING

If a PC is within 5ft of their own flag in their own headquarters and does not perform any movement, action or bonus action until the end of their following turn, they may roll 1 hit die to regenerate hit points. If half of their hit dice are used in this way, that PC is granted the effects of a short rest. If all hit dice are used in this way, that PC is granted the effects of a long rest.

DEATH SAVING THROWS

If a PC is unconscious, its player can decide whether to discard death saving throws or remove the PC from the game. A PC that has been removed from the game is eliminated. A PC with three failed death saving throws cannot be resurrected or healed, but the player may continue to make death saving throws to disguise this.

Hint: Show your death saving throws only to the game master and keep rolling. This way, the other team can't tell if a PC is just unconscious. Important: Practice your poker face!

WINNING

If a PC holds the enemies flag and is within 5ft of their own flag at the end of their following turn at their own headquarters, their team wins. If all but PCs of one team are unconscious or eliminated at the end of one PCs turn, the team of the active SC wins. The game ends immediately when a team wins.



VARIANTS

SPECIAL ENVIRONMENTS

The following rules are suggestions. Adapt them to your playing field and expand them to your taste. Just don't make it complicated.

DOORS

Exterior doors of buildings are locked. As an action they can be opened with a skill roll with thief's tools against DC 10 or kicked in with an attribute roll on strength against DC 15 or destroyed with attacks (a door has AC 15 and 15 HP). Kicked-in and destroyed doors cannot be closed again. Doors in interior rooms are usually not locked. The outer doors of your own headquarters are considered unlocked for your own team.

WINDOWS

Window shutters can be opened and closed only from the inside. As an action they can be smashed from the outside with an attribute roll on strength against DC 15 or destroyed by attacks (a window has AC 15 and 10 HP). Broken and destroyed windows cannot be closed again.

CLIMBING

Walls can be climbed. Each foot of movement costs 1 extra foot when you're climbing. At half of the climbed distance a skill roll on strength (athletics) against DC 15 has to be made. If the roll fails, the creature falls and suffers the corresponding fall damage (1d6 per 10 ft).

THE FLOOR IS LAVA

Walking through a lava flow deals 10d10 fire damage to a creature at the end of their turn. Submerging in lava deals 18d10 fire damage to a creature at the end of their turn.

GAME VARIANTS

Some variants with changes to the goal or gameplay

RAISE THE FLAG

Goal. Bring your flag to the headquarters of the opposing team.

Winning. If a PC holds their own flag at the enemy headquarters until the end of their following turn, their team wins.

SMALL RAID

Goal. Capture a neutral flag and bring it to your headquarters along with your own flag.

LARGE RAID

Goal. Capture three of five neutral flags and bring them to your headquarters along with your own flag.

Winning. The team that first holds three neutral flags and its own flag at its own headquarters wins.

TEAM-DEATHMATCH

Goal. Eliminate the opposing team.

GHOSTMATCH

Goal. Eliminate the opposing team. Eliminated PCs are replaced by undead NPCs controlled by the eliminated PC's player.

PC-Level	NPC
1-2	Zombie 
3-4	Spectre 
5-10	Wight 
11-16	Ghost 
17-20	Wraith 

KING OF THE HILL

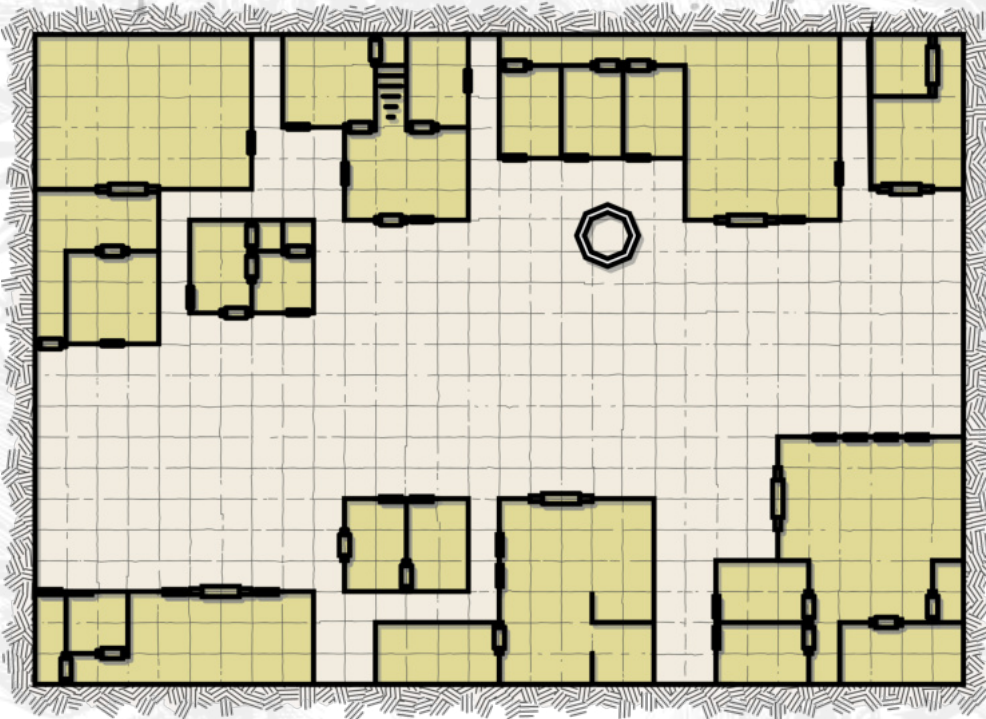
Goal. Defend your flag in the target area.

Winning. If a PC holds its own flag in the designated target area for three rounds without interruption, its team wins.

Most variants can be played without a game master, if NPCs and complex environment effects are omitted. Teamdeathmatch and Ghostmatch also work well with more than two teams. Try things that are not described here. And if you find a cool variant, share it with the #pnpde community!

URBAN WARFARE

VERSION FOR THE TEAMS











30x 21 fields
big maps in the
download pack!

Hint: If you have the option to use a **Dynamic Lighting** feature (e.g. on Roll20), then set it up for this map. Also remember to draw doors and windows as separate elements so you can open and close them. It makes the urban warfare much more exciting if the teams can't see each other permanently.

VERSION FOR THE GAME MASTER

Level 1:

-  **COMMONER**  x6
-  **BANDIT**  x4
-  **POTION**  x3
-  **Table B (DMG)**  x2

Level 2:

-  **GOBLIN**  x6
-  **ORC**  x2*

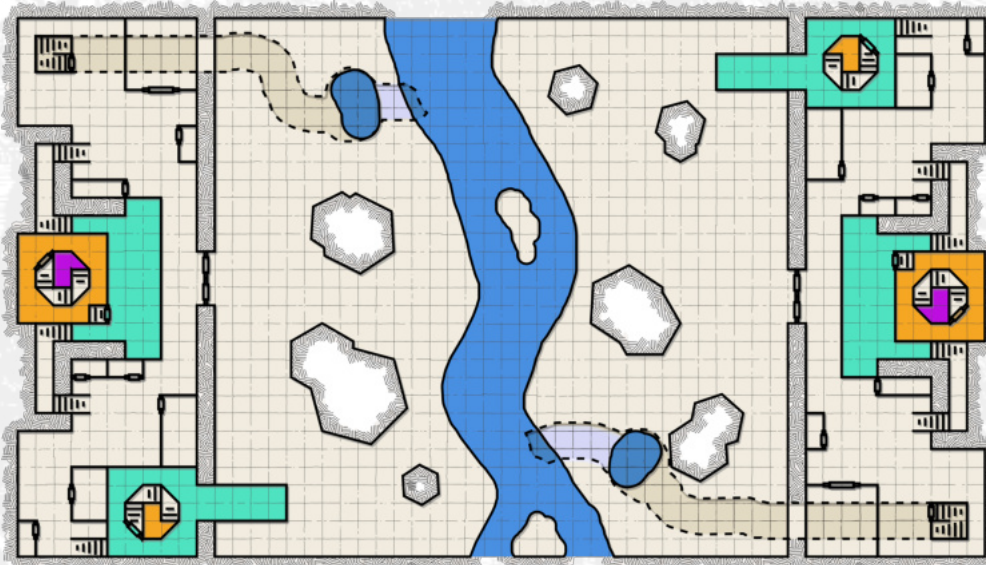
* fill only two
of the four positions



In the download package you will find the maps as high resolution image files for printing and online play, as well as a save file for **Dungeon Scrawl** 

MIRROR CASTLE







VERSION FOR THE TEAMS



54 x 30 fields
big maps in the
download pack!

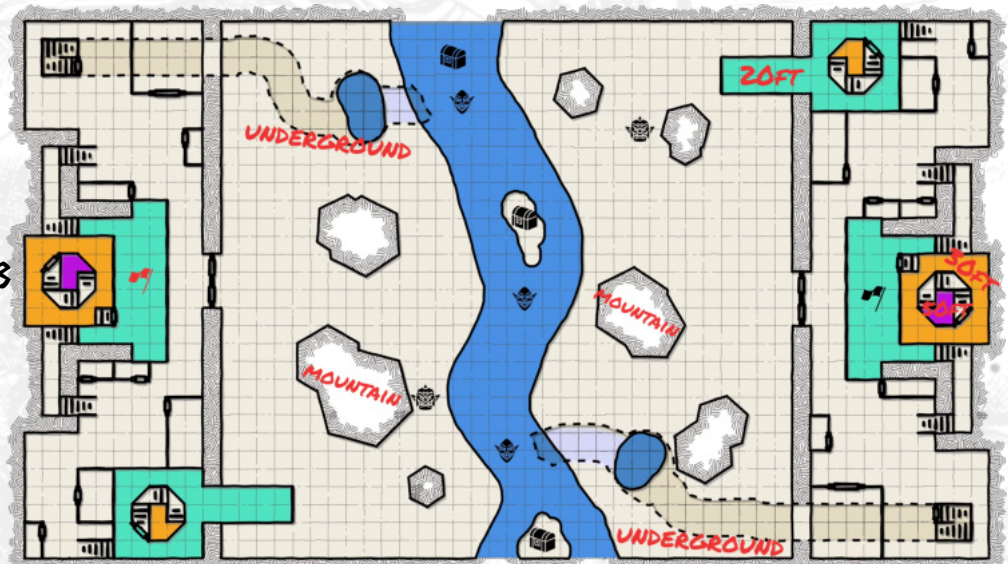
VERSION FOR THE GAME MASTER

Level 3:

-  **Swarm of Quippers**  x3
-  **Brown Bear**  x2
-  **Table B (DMG)**  x3

Level 4:

-  **Crocodile**  x3
-  **Rhinoceros**  x2



GREEN platform: 20ft, ORANGE: 30ft, MAGENTA: 50ft

"MOUNTAINS" block Line of sight

dashed Lines are UNDERGROUND passages that Lead INTO the RIVER.

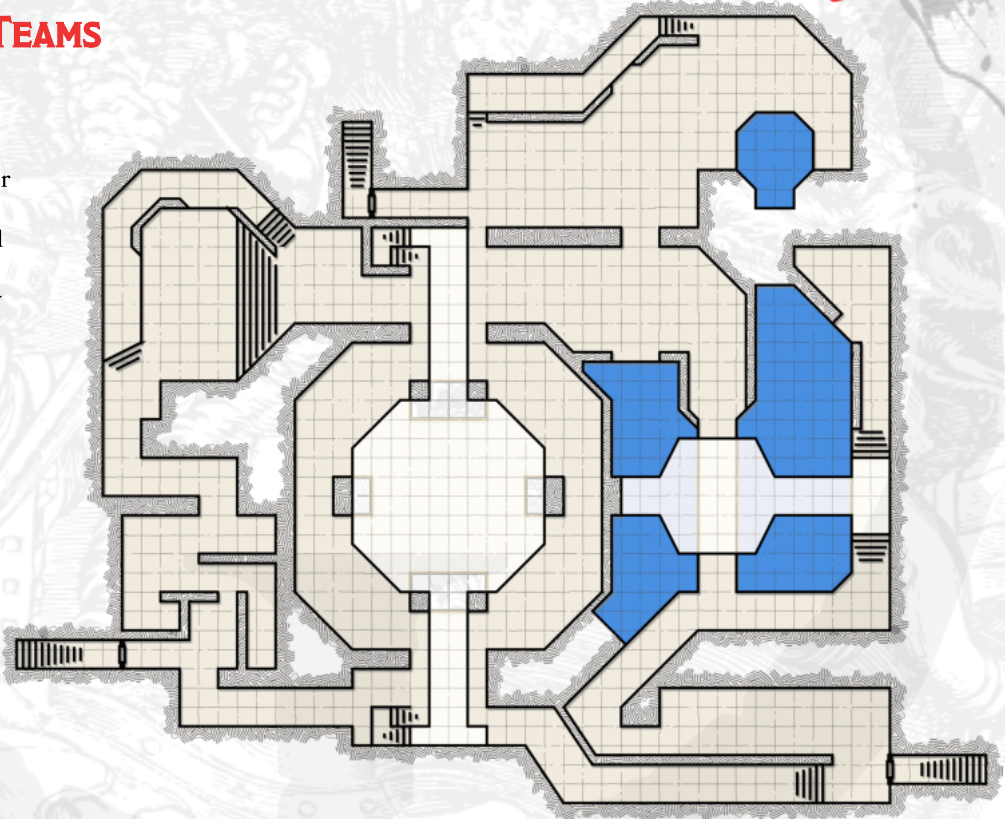
DM3#DEATHMATCH

VERSION FOR THE TEAMS

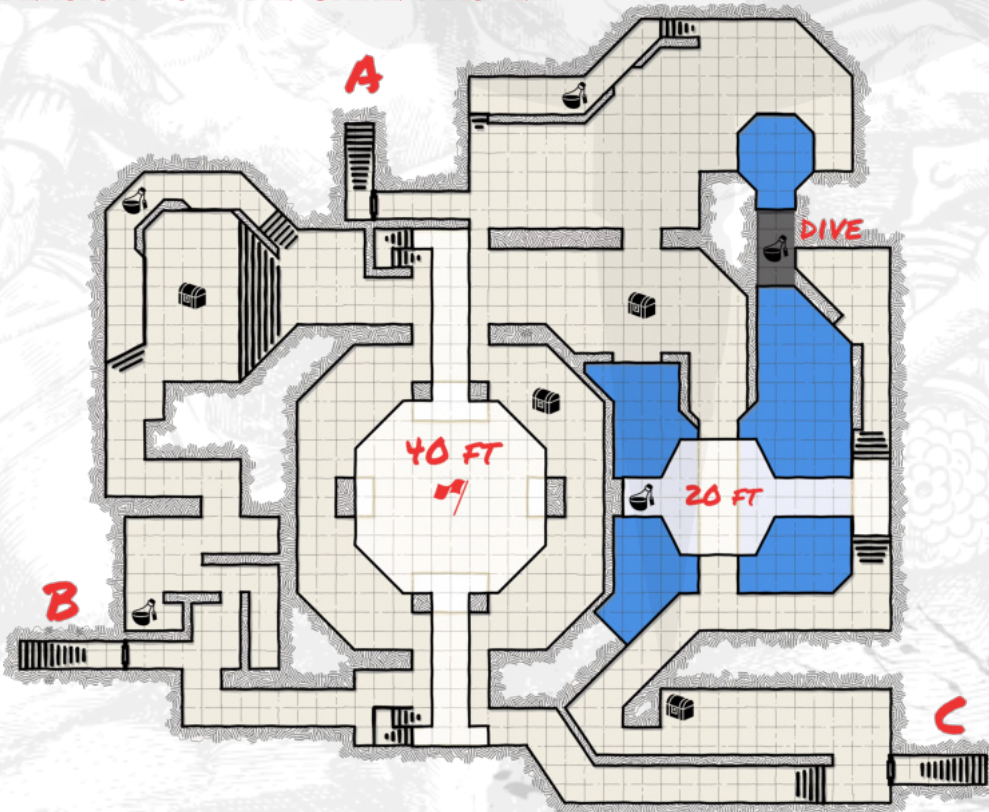
This map is especially suitable for deathmatch variants. Two or three teams can enter the map through the entrances A, B and C. Behind them the doors fall shut and open again when only one team is left...

51x41 fields

big maps in the
download pack!



VERSION FOR THE GAME MASTER



 Healing Potion  x5

 Table A (DMG) 

x4

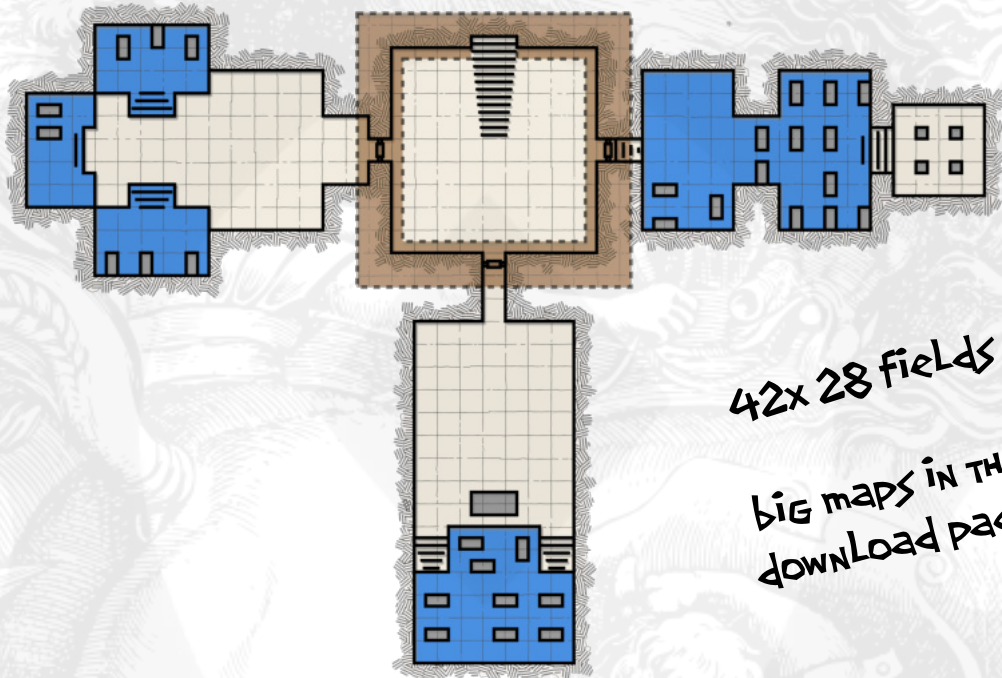
 for raids only

central platform 40ft

eastern platform 20ft

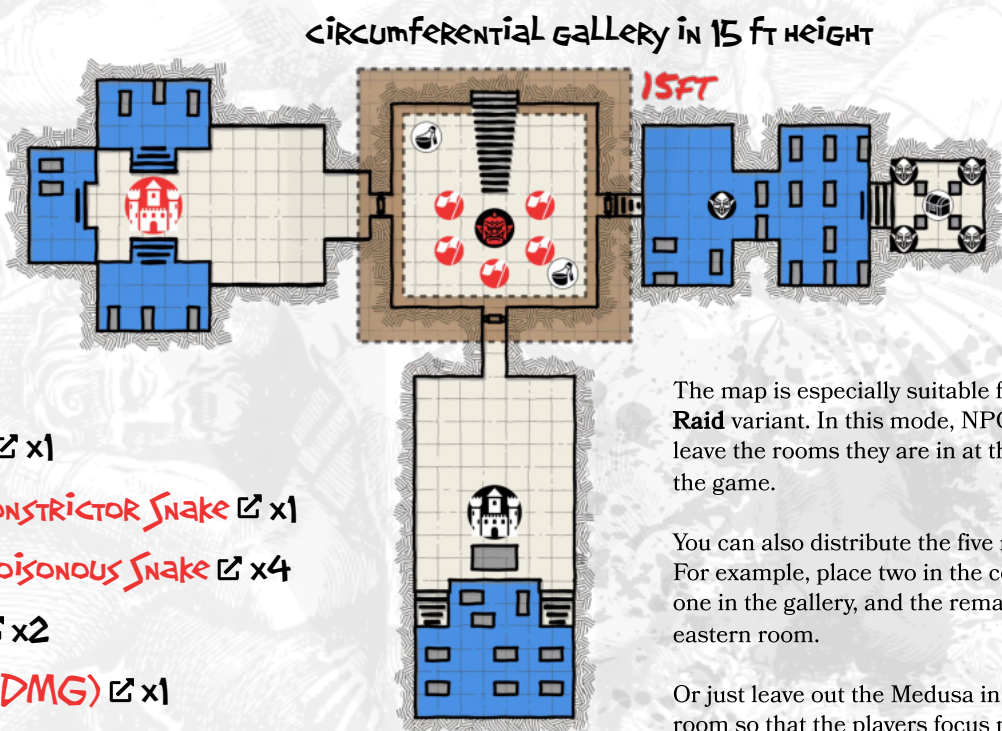
DARKMASTER

VERSION FOR THE TEAMS



42x28 fields
big maps in the
download pack!

VERSION FOR THE GAME MASTER



Level 6:

- Medusa ☑ x1
- Giant Constrictor Snake ☑ x1
- + Giant Poisonous Snake ☑ x4
- Potion ☑ x2
- Table (DMG) ☑ x1
- NEUTRAL FLAG x5

The map is especially suitable for the **Large Raid** variant. In this mode, NPCs should not leave the rooms they are in at the beginning of the game.


You can also distribute the five neutral flags. For example, place two in the central room, one in the gallery, and the remaining two in the eastern room.

Or just leave out the Medusa in the central room so that the players focus more on fighting each other.

Just try what works for you. You'll be fine! Have fun!

TREASURE

You can use these tables to randomly determine which treasures are found at treasure markers.

Stats of the items can be found in the D&D Game Master Manual on the respective page. Alternatively, see the [random tables A to I](#)  starting on page 144 or create tables of your own.

POTIONS

1d12	Potion	Page
1	Potion of Healing	188
2	Potion of Climbing	187
3	Potion of Greater Healing	188
4	Philter of Love	184
5	Potion of Giant Strength (hill)	187
6	Potion of Animal Friendship	187
7	Potion of Water Breathing	187
8	Potion of Fire Breath	187
9	Potion of Poison	188
10	Potion of Growth	187
11	Potion of Resistance	188
12	Oil of Slipperiness	184

TREASURE CHESTS

3d20	Treasure	Page
3	Adamantine armor (breastplate)	150
4	Alchemy Jug	150
5	Amulet of Proof against Detection and Location	150
6	Bag of Holding	153
7	Bag of Tricks (grey)	154
8	Boots of Elvenkind	155
9	Boots of Striding and Springing	156
10	Brooch of Shielding	156
11	Cap of Water Breathing	157
12	Circlet of Blasting	158
13	Cloak of Elvenkind	158
14	Cloak of Protection	159
15	Decanter of Endless Water	161
16	Driftglobe	166
17	Dust of Disappearance	166
18	Staub der Trockenheit	191
19	Dust of Sneezing and Choking	166
20	Eversmoking Bottle	168
21	Eyes of Charming	168
22	Eyes of Minute Seeing	168
23	Eyes of the Eagle	168

3W20	Trank	Seite
24	Gauntlets of Ogre Power	171
25	Gem of Brightness	171
26	Gloves of Missile Snaring	172
27	Gloves of Swimming and Climbing	172
28	Gloves of Thievery	172
29	Goggles of Night	172
30	Hat of Disguise	173
31	Headband of Intellect	173
32	Helm of Comprehending Languages	173
33	Helm of Telepathy	174
34	Javelin of Lightning	178
35	Keoghtom's Ointment	179
36	Lantern of Revealing	179
37	Mariner's Armor	181
38	Medallion of Thoughts	181
39	Mithral Armor	182
40	Necklace of Adaptation	184
41	Periapt of Health	184
42	Periapt of Wound Closure	184
43	Pipes of Haunting	185
44	Pipes of the Sewers	185
45	Quiver of Ehlonna	189
46	Ring of Jumping	191
47	Ring of Mind Shielding	191
48	Ring of Swimming	193
49	Ring of Warmth	193
50	Ring of Water Walking	193
51	Robe of Useful Items	195
52	Rope of Climbing	197
53	Sending Stones	199
54	Sentinel Shield	199
55	Slippers of Spider Climbing	200
56	Stone of Good Luck	205
57	Trident of Fish Command	209
58	Weapon of Warning	213
59	Wind Fan	213
60	Ring of Feather Falling	191

STATBLOCKS

COMMONER

Medium humanoid (any race)

Armor Class 10
Hit Points 4 (1d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 0 (0 or 10 XP)
Proficiency Bonus +2

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.

GOBLIN

Small humanoid (goblinoid)

Armor Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)
Proficiency Bonus +2

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

BANDIT

Medium humanoid (any race)

Armor Class 12 (leather armor)
Hit Points 11 (2d8 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10
Languages any one language (usually Common)
Challenge 1/8 (25 XP)
Proficiency Bonus +2

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

ORC

Medium humanoid (orc)

Armor Class 13 (hide armor)
Hit Points 15 (2d8 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	11 (+0)	10 (+0)

Skills Intimidation +2
Senses darkvision 60 ft., passive Perception 10
Languages Common, Orc
Challenge 1/2 (100 XP)
Proficiency Bonus +2

Aggressive. As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

ACTIONS

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

SWARM OF QUIPPERS

Medium swarm of tiny beasts

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

ACTIONS

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

BROWN BEAR

Large beast

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

CROCODILE

Large beast

Armor Class 12 (natural armor)

Hit Points 19 (3d10 + 3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +2

Senses passive Perception 10

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Hold Breath. The crocodile can hold its breath for 15 minutes.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10 + 2) piercing damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the crocodile can't bite another target.

RHINOCEROS

Large beast

Armor Class 11 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	15 (+2)	2 (-4)	12 (+1)	6 (-2)

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Charge. If the rhinoceros moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

MEDUSA

Medium monstrosity, lawful evil

Armor Class 15 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Skills Deception +5, Insight +4, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Petrifying Gaze. When a creature that can see the medusa's eyes starts its turn within 30 feet of the medusa, the medusa can force it to make a DC 14 Constitution saving throw if the medusa isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the medusa until the start of its next turn, when it can avert its eyes again. If the creature looks at the medusa in the meantime, it must immediately make the save.

If the medusa sees itself reflected on a polished surface within 30 feet of it and in an area of bright light, the medusa is, due to its curse, affected by its own gaze.

ACTIONS

Multiattack. The medusa makes either three melee attacks—one with its snake hair and two with its shortsword—or two ranged attacks with its longbow.

Snake Hair. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage plus 14 (4d6) poison damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.

GIANT CONSTRICTOR SNAKE

Huge beast, unaligned

Armor Class 12

Hit Points 60 (8d12 + 8)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	12 (+1)	1 (-5)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the snake can't constrict another target.

GIANT POISONOUS SNAKE

Medium beast, unaligned

Armor Class 14

Hit Points 11 (2d8 + 2)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +2

Senses blindsight 10 ft., passive Perception 12

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

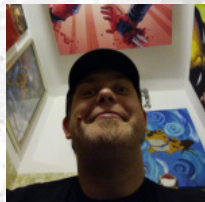
ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

CREDITS

THOMAS NESGES

Thomas runs the german-language fansite **D3: Dungeons & Dragons auf Deutsch** at dnddeutsch.de and publishes adventures, or translations of adventures, on D3 and the Dungeon Masters Guild.



Here are some more of my publications in the **Dungeon Masters Guild**:

ESMERALDAS SCHWIMMENDER ZIRKUS



A floating circus has appeared. Rumors say that there are evil creatures hiding among the circus people, who are said to be responsible for some deaths and disappearances. Explore the circus ship, meet performers, crew and guests and find out what happened to the missing man!

DER TRAUM DES PRINZEN PAPO



Prince Papo, a little boy no more than three years old, is determined to save his twin brother from the scary blue monster flying around in a great big red hand. He invites you to join him on this adventure and before you know it, you find yourself in the Astral Plane!

EINSTEIGERSET FÜR SPIELER*INNEN



When you ask experienced D&D players what the ideal introduction to the 5th edition of Dungeons & Dragons is, the answer is almost always the same: The Starter Set! And while that's a very good answer, it only applies to one person at the table: the Dungeon Master. But what about the players? This set is for you!

You can reach out to Thomas via mail to thomas@nesges.eu or find him on Twitter as [@dnddeutsch](https://twitter.com/dnddeutsch).

MANY THANKS

Butzi for the invitation to the Battle Royale of the Facebook group **Dungeons & Dragons Deutsch**. The fun round gave me the idea for this rules expansion in the first place.

Justin, Lars, Franzi, Frank and **Jochen** for testing my crazy ideas! Your input has made it work smoothly.

Stefan, Khaz and **Seb** for revising my english translation!

IMAGES & LICENSES

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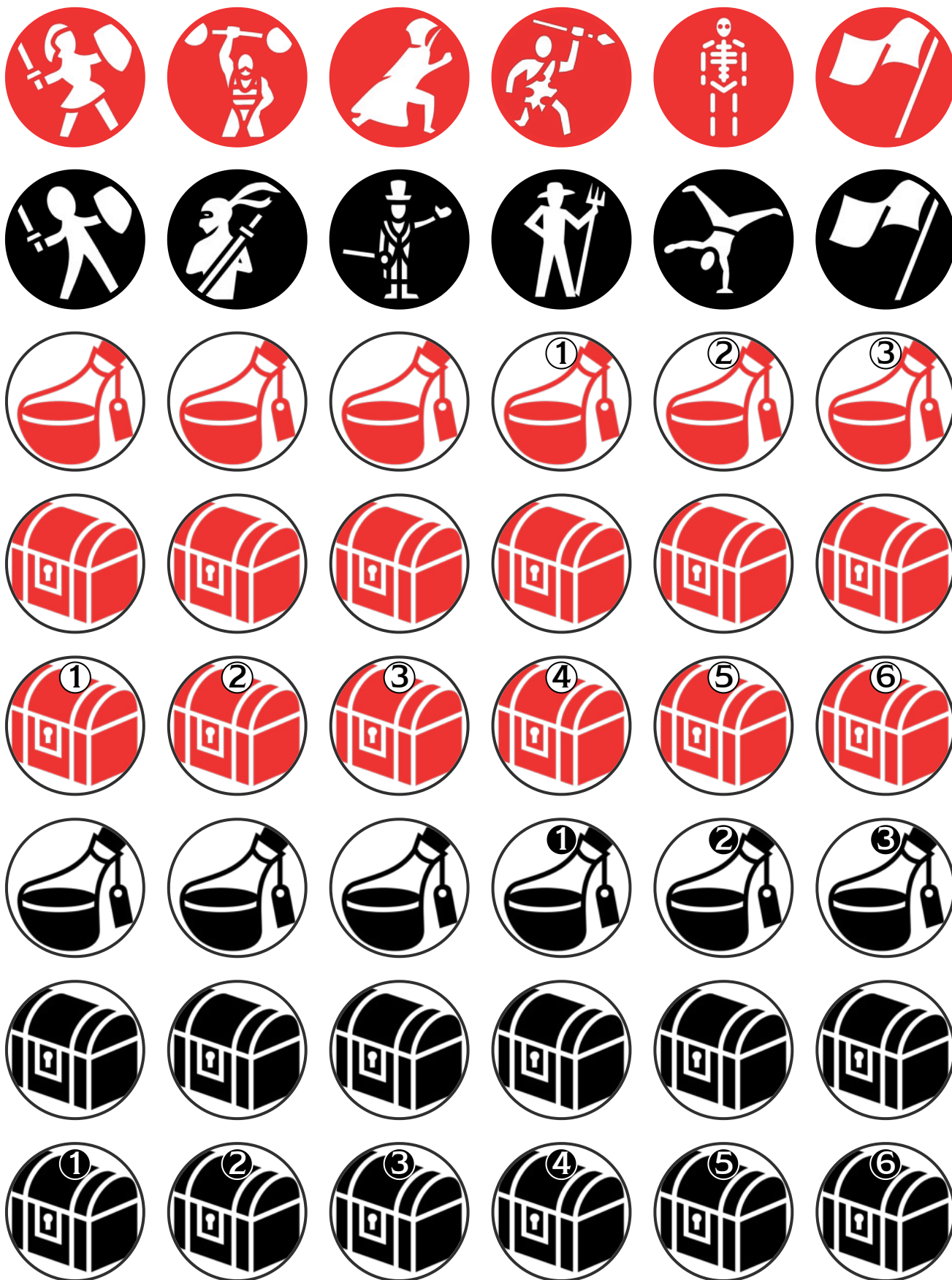
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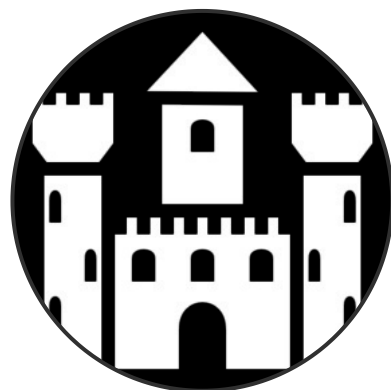
Print these pages and cut or punch out needed markers.
Use heavy paper and glue the markers to a wooden plate,
coin or something similar so they stay put.

For online games you can also find all token images in
the "Marker" folder in the download package.

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APPENDIX 2 - LINKS








PAGE 2 - PREPARATION

- Kampfrechner: <https://www.dnddeutsch.de/kampfrechner-ctf-haeuserkampf> 
- 12 potions: <https://www.dnddeutsch.de/wuerfeltabelle-12-traenke> 
- random tables DMG: <https://www.dnddeutsch.de/zufaellige-magische-gegenstaende/> 






PAGE 4 - VARIANTS

- Zombie: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/zombie/ 
- Spectre: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/spectre/ 
- Wight: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/wight/ 
- Ghost: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/ghost/ 
- Wraith: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/wraith/ 


PAGE 5 - URBAN WARFARE

- Commoner: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/commoner/ 
- Bandit: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/bandit/ 
- Potion: <https://www.dnddeutsch.de/wuerfeltabelle-12-traenke> 
- Table B (DMG): <https://www.dnddeutsch.de/zufaellige-magische-gegenstaende/?filter%5B%5D=rndtable%3AB> 
- Goblin: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/goblin/ 
- Orc: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/orc/ 
- Dungeon Scrawl: <https://dungeonscrawl.com/> 






PAGE 6 - MIRROR CASTLE

- Swarm of Quippers: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/swarm_of_quippers/ 
- Brown Bear: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/brown_bear/ 
- Table B (DMG): <https://www.dnddeutsch.de/zufaellige-magische-gegenstaende/?filter%5B%5D=rndtable%3AB> 
- Crocodile: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/crocodile/ 
- Rhinoceros: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/rhinoceros/ 

PAGE 7 - DM3

- Healing Potion: https://www.dnddeutsch.de/srd/gamemaster_rules/magic_items/potion_of_healing/ 
- Table A (DMG): <https://www.dnddeutsch.de/zufaellige-magische-gegenstaende/?filter%5B%5D=rndtable%3AA> 

PAGE 8 - DARKMASTER

- Medusa: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/medusa/ 
- Giant Constrictor Snake: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/giant_constrictor_snake/ 
- Giant Poisonous Snake: https://www.dnddeutsch.de/srd/gamemaster_rules/monsters/giant_poisonous_snake/ 
- Potion: <https://www.dnddeutsch.de/wuerfeltabelle-12-traenke> 
- Table C (DMG): <https://www.dnddeutsch.de/zufaellige-magische-gegenstaende/?filter%5B%5D=rndtable%3AC> 

PAGE 9 - TREASURE

- random tables A to I: <https://www.dnddeutsch.de/zufaellige-magische-gegenstaende/?filter%5B%5D=rndtable%3AB> 

PAGE 13 - CREDITS

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