

Stonehell: Prepare to Die  
Summoner Adventurer Playbook

Name	Level	Treasure	Spent	Hit Points	Armor Class

**Abilities**

Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
STR Bonus	DEX Bonus	CON Bonus	INT Bonus	WIS Bonus	CHA Bonus
STR Die	DEX Die	CON Die	Max Spells	Max Miracles	Max Minions

**Equipment**

Head	Torso	Left Hand	Right Hand

**Gear**

1	2	3
4	5	6
7	8	9
10	11	12
13	14	15
16	17	18

**Moves**

<b>Ability Check.</b>	Roll 1d20. Aim for $\leq$ appropriate ability score.
<b>Recover.</b>	Set Hit Points = (CON Die $\times$ Level) + CON Bonus. Refresh all spells.
<b>Advance.</b>	Spent treasure = Level $\times$ 1000 to advance Level by 1 (max 10). Choose one Ability Score to increase (max 18). Set Spent treasure = 0.
<b>Cast Spell.</b>	Resolve spell then make INT check. INT fail $\rightarrow$ lose the spell.
<b>Resist Death.</b>	Make CON check. Success $\rightarrow$ swoon, failure $\rightarrow$ YOU DIED.
<b>Melee Attack.</b>	Roll 1d20 + weapon bonus + STR Bonus; aim for enemy AC. <i>On success, roll damage: weapon die + STR Bonus.</i>
<b>Missile Attack.</b>	Roll 1d20 + weapon bonus + DEX Bonus; aim for enemy AC. <i>On success, roll damage: weapon die.</i>
<b>Recover Stamina.</b>	Make CON check.
<b>Reaction: Shield Block.</b>	Make STR and CON check. CON failure $\rightarrow$ out of stamina.
<b>Reaction: Dodge.</b>	Make DEX and CON check. CON failure $\rightarrow$ out of stamina.

Stonehell: Prepare to Die  
Summoner Adventurer Playbook

**Spells**

1	2	3	4
5	6	7	8

**Minions**

1	2	3	4
Loyalty	Loyalty	Loyalty	Loyalty
5	6	7	8
Loyalty	Loyalty	Loyalty	Loyalty

**Ability Score Bonuses and Dice**

Score	9	10	11	12	13	14	15	16	17	18
Bonus	+0	+0	+0	+0	+1	+1	+1	+2	+2	+3
Die	1d4	1d6	1d6	1d8	1d8	1d10	1d10	1d12	1d12	1d12

**Summoner Adventurer Creation**

1. *Record abilities:* STR 9, DEX 12, CON 11, INT 13, WIS 10, CHA 12.
2. *Record ability bonuses:* set INT Bonus to +1.
3. Set STR Die to 1d4, DEX Die to 1d8, and CON Die to 1d6.
4. Set Max Spells to 3, Max Miracles to 0, and Max Minions to 2.
5. Roll 1d6 for starting Hit Points.
6. You can carry 9 items. Cross-off gear slots > STR score (slots 10 through 18).
7. *Choose melee weapon:* sacrificial dagger (1d6) OR hand sickle (1d4).
8. *Gear:* Roll 1d6 on the Starting Gear table below. Add a yew catalyst.
9. *Spells:* You start with three spells: Charm, Summon, and Ward.

**Starting Gear**

1. flask of acid (2/6), home key (2/6), fire bomb (2/6), poison throwing knives (2/6), whistle bomb (2/6), torch (6/6)
2. lantern, flask of oil (2/6), acid flask (2/6), whistle bomb (2/6), torch (6/6), goblin key (1/6), iron spike (6/6), small hammer
3. poison throwing knives (2/6), goblin key (1/6), throwing knives (6/6), smoke bomb (2/6), acid flask (2/6), wind-up toy
4. iron spike (6/6), small hammer, flask of acid (2/6), flask of wine (1/6), badger mushrooms (2/6), antidote moss (2/6), steel mirror
5. rope (50 feet), grappling hook, poison charm (2/6), home key (2/6), poison throwing knives (2/6), lightning charm (2/6), clotting moss (2/6)
6. home key (2/6), throwing knives (6/6), fire charm (2/6), rations (6/6), goblin key (1/6), flask of acid (2/6)

- Charm.** Bind a neutral or friendly creature as a minion. Compel with CHA checks.
- Summon.** In a puff of smoke, a monster appears. Choose: *careful*, *reckless*, or *named*.
- Ward.** Draw a boundary. Summoned creatures may not transgress this boundary.