Minimalist Monsters RPG

Errata-Addendum for
28 AUGUST 2026 Version

09 NOVEMBER 2026

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Errata-Addendum

This material is either new items that have been added to the rules, or corrections for the last issued update of 28 AUGUST 2026. These items will be included in the next update.

Please feel free to comment with thoughts and suggestions on how to further improve the rules.

Until then here they are:

Add "The Origin of the Monster Modifier Dice (MMD) Formula" after "The 2d10 Core System…" page 4

The Origin of the Monster Modifer Dice (MMD) Formula

The MMD is derived from the old 'Hit Dice Formula' – (X)d(Y)+(Z) which originated from 19th and 20th Century naval wargaming before being adapted into early fantasy roleplaying by Dave Arneson and Gary Gygax.

1. Naval Wargame Origins: Hit points were adapted from naval miniature games (such as *Ironclads* and *Strategos-A*) by Dave Arneson for his *Blackmoor* campaign so individual characters wouldn't die from a single blow.
2. The *Chainmail* Synthesis: Gary Gygax linked Hit Dice directly to character level (X) to mirror *Chainmail* rules, where a 4th-level "Hero" fought with the power of 4 ordinary men and an 8th-level "Superhero" fought like 8 men.
3. Standardized Monster Stat Blocks: In Original D&D (1974) monsters were assigned Hit Dice expressed as (X)d(Y)+(Z) (e.g., 3d8+2) which

established both their total HP pool and overall threat tier.

4. Minimalist Design Evolution: *Minimalist Monsters RPG* distills this classic monster Hit Dice notation into a single core building block (the MMD Formula), expanding it beyond health rolls to govern level scaling, strength modifiers, and attack math.

Replace "Players build their Monsters using a Point Buy system...", page 5

Players build their Monsters using a Point Buy System with a budget of 13 Buy Points (GM is free to increase this in order to allow for the Players to build higher level Monsters). All Monsters begin with a base template: X=1, Y=d6, Z=0, AGL Bonus +0, and Defense Modifier +0.

Add Table to the entire Section "The MMD Formula: (X)d(Y)+(Z)…", page 6

NOTE TO GM AND PLAYERS: Understanding the MMD Formula

- MMD is a Blueprint, Not a Roll: Your MMD string `(X)d(Y)+(Z)` defines your monster's threat tier and stat profile. You never roll your MMD string during play.
- All Core Rolls Use 2d10: When attacking, using skills, or taking action, you always roll 2d10 + modifiers.
- How the Letters Work:
  - X (Level): Added to your Attack rolls, Skill rolls, and multiplied for HP.
  - Y (Die Size): Sets your baseline HP tier via its Mean Value (d6=3.5, d8=4.5, d10=5.5, d12=6.5, d20=10.5) and serves as your single damage die in combat.
  - Z (Strength Bonus): Flat bonus added directly to your HP pool and Melee damage.

Replace "Skill Traits and Specializations...", page 7

Skill Traits and Skills

Skill Traits

In addition to updating the Monster Modifier Formula (MMD), Monsters, both Player and NPC, can also add these basic Skill Traits which will give the Skills described below.

- Intelligent (Cost 1 pt): Grants a +3 Bonus to a specific Skill (Craftiness, Communicating, Knowledge, or Survival).
- Brutishly Strong (Cost 1 pt): Grants +3 Bonus to Physical.
- Spellcaster (Cost 3 pts): Allows the Monster to cast spells of a level up to 1/2 its X (Level) Round Up. Must include an Intelligent Skill of Craftiness or Knowledge.

Skills

A Monster may have a +3 Bonus to one or more of five (5) Skills (depending upon the above Skill Traits) which can be used to improve some Combat and Skill Rolls (GM discretion in regards to how these Skills can and will be used in the game):

- *Craftiness* is used to be sneaky, clever, cunning, and devious, or to discover other's efforts at being sneaky, clever, cunning, and devious.
- *Communicating* is used to effectively speak or otherwise express information and ideas, possibly convince others of motives and goals, and to persuade others to cooperate.
- *Knowledge* is a familiarity with facts, truths, or principles, whether from study, investigation, or experience.
- *Physical* is the ability to accomplish feats of strength and agility with the body, tools, etc.
- *Survival* is used for things like tracking, foraging, setting or spotting snares, hunting, finding water or rare herbs, determining direction, and the like.

Replace "Defense Modifier (DM)...", page 10

- Defense Modifier (DM): 10 + AGL Bonus + Monster's natural armor or great size (GM discretion) + Armor Bonus.

- Armor Bonus

Armor Type	Armor Bonus	Cost
Light Armor	+1	+1
Medium Armor	+2	+2
Heavy Armor	+3	+3

Replace "Combat: Melee Attack...", page 10

Combat: Melee Attack +4 (X 1 + Phys 3)

Replace "Combat: Melee Attack...", page 11

Combat: Melee Attack +2 (X 2)

Replace "Combat: Melee Attack...", page 12

Combat: Melee Attack +1 (X 1)

Replace "Combat: Melee Attack...", page 13

Combat: Melee Attack +2 (X 2)

Replace "MMD Formula:...", page 14

MMD Forumula: 3d8+4.

Replace "Combat: Melee Attack...", page 14

Combat: Melee Attack +3 (X 3)

Replace Entire Section "III. Gameplay: Defending the Dungeon…", page 16

III. Gameplay: Defending the Dungeon

Combat and Actions

Each Combat Round lasts 6 seconds, and non-Combat Rounds can last as long as the GM thinks appropriate. During a Combat Round, Monsters can move 30 feet and perform one action:

- Move-and-Enter Combat (Melle or Ranged),
- Move-and-Skill Roll,
- Double Move,
- Cast a Spell, or
- Create Assets or Complications.

During non-Combat all non-Combat movement and actions are performed as the GM directs.

Combat

Melee and Ranged Attacks

The initiating party first rolls to determine the success of the attack using the following Attack Bonus Table against the Targets Defense Modifier

(DM), and if the Attack Roll exceeds the defender's DM use the Table for Damage found below.

Melee Attack Bonus: X (Level) + Physical + 2d10. Ranged Attack Bonus: X (Level) + AGL Bonus + 2d10.

Attack Damage

Most of the time, a Monster will be 'unarmed' and 'unarmored' using its body as a formidable natural weapon and armored protection, but some Monsters will have and use weapons, particularly if they are magical items.

Heroes will always use weapons if they have them, otherwise they will have to fight unarmed.

Damage for Melee Attack: For Monsters: (X+Y dice roll+Phys+Z) + Magic Item For Heroes: Weapon Damage Die + Z
Damage for Ranged Attack: For Monsters: (X+Y Dice Roll+AGL) + Magic Item For Heroes: Weapon Damage Die + AGL

Weapons

Melee Weapon Type	Damage Die
Unarmed Hero	1d4
Light Weapon (Dagger, Hand Ax, etc.)	1d6
One-Handed Medium Weapon	1d8

(Battle Ax, Long Sword, Spear, etc.)	
Two-Handed Heavy Weapon (Great Ax, Great Sword, Long Spear, etc.)	2d6
Ranged Weapon Type	
Light Ranged Weapon (Dart, Rock, Thrown Light Melee Weapon, etc.)	1d4
Medium Ranged Weapon (Bow, Light Crossbow, Javelin, etc.)	1d6
Heavy Ranged Weapon (Heavy Crossbow, Longbow, Sling, etc.)	1d8

Skill Rolls

When the GM believes that the Player Monster, Minion, or NPC needs to perform some action that requires a Skill Roll, the following formula in the following table is used, the GM sets the Difficulty for the action:

Skill Rolls: 2d10 + X (Level) + Skill Bonus (if any)

Setting a Trap is an example of an action that would require a Skill Roll as well as substantial time to do so. Thus, setting a Trap could not be done during a Combat Round.

Magic Use

Magic is fueled by the life force of the Monster (Player or NPC). Casting a Spell costs Hit Points. A Monster can cast spells with a Spell Level equal to

or below half its level (X), rounded up. The Player MUST pay 3 pts for Spellcaster Skill as described in the instructions found in 'Player Monster Creation'.

- Spell Cost: 1 + (Double the Level of the Spell).
- Recovery: HP lost to magic use is only recovered after a long rest (such as returning to the lair's inner sanctum for a Player Monster).

Casting Mechanics for Magic Monsters

- Magic Attack Bonus: The Monster uses its Level (X) + applicable Skill Bonus (e.g. +3) 2d10 for its attack roll. If successful the Monster can cast the Spell.
- HP Cost: Monsters must pay for magic with their life force. The cost is 1 + double the level of the Spell.

Grappling

A contest of strength and dexterity using two opposed rolls (X + Z + AGL Bonus + Physical + 2d10). The loser is grappled and the winner gets a free unopposed attack or can disengage. During the next Round the Grapple continues until one Monster is defeated.

Create Assets and Complications

A Monster can use its action to change the environment or the situation (e.g., knocking over a pillar). This grants allies an Advantage on a roll

related to that action (Asset) or gives heroes a Disadvantage (Complication). Use an appropriate Skill Roll to check for success and explain how it will work (obviously Monsters with Skills will have an advantage). The GM should set the difficulty of the action, and also the GM should decide if it will be a one-time Advantage or Disadvantage or ongoing, and if so for how long?

Critical Successes and Failures

A roll of a Natural 19 or 20 is automatically a Critical Success (that means an automatic success), and a roll of a Natural 2 is a Critical Failure.

A Critical Success during Combat results in the Monster making an automatic Hit, and doing Maximum Damage + Exploding Die Damage. The GM decides the result of a Critical Failure during Combat (perhaps a dropped weapon, a damaged weapons, or even a self-inflicted injury – or perhaps nothing?).

During non-Combat the GM decides what results would be appropriate for a Critical Success or a Critical Failure.

Advantage and Disadvantage

At different times the GM can determine that a roll should be done with advantage or disadvantage. This is accomplished by rolling an additional 1d10 –

for advantage take the two higher die, and for disadvantage take the two lower die.

Monster Magic Spells

In *Minimalist Monsters RPG*, a magic-using Monster's capabilities are primarily determined by its Monster Modifier Dice (X), which acts as its caster level. A Monster can cast spells with a Spell Level equal to or below half its level (X), rounded up.

Note for GMs: When creating a magic-using Monster, consider selecting one Signature Spell for it. This reduces the HP cost of that specific Spell by 1 HP, making the Monster more dangerous in a prolonged encounter.

Below is a list of appropriate spells categorized by common Monster archetypes.

1. The Dungeon Guardian (Offensive/Tactical)

These spells are ideal for Monsters defending a lair or narrow pass.

- Entangle (1st-Level): Plants in a 40-foot radius entangle heroes, restricting movement for one minute per level.
- Magic Dart (1st-Level): 1d4+1 damage; +1 missile per two X Level above 1st (max 5).

- Fiery Globe (2nd-Level): Creates a rolling ball of fire that deals 2d6 damage and lasts for one Round per level.
- Great Ball of Flame (3rd-Level): A powerful 20-foot radius blast dealing 1d6 fire damage per caster level.
- Thorn Barrier (3rd-Level): Creates a damaging wall that slows movement and deals d4 damage per 5 feet moved.

2. The Stalker (Stealth/Misdirection)

Perfect for ambush-predators like Cobolds, Rascals, or Cave Creepers.

- Minor Illusion (1st-Level): Creates a minor visual illusion to lure heroes into a trap.
- Invisibility (2nd-Level): Makes the Monster invisible for one minute per level or until it attacks.
- Mirror Image (2nd-Level): Creates 1d4+1 illusory decoys of the Monster to confuse attackers.
- Mislead (6th-Level): For elite Monsters; turns the Monster invisible while creating an illusory double to lead the party astray.

3. The Ancient/Boss Monster (Power/Endurance)

High-level spells for Monsters with a significantly high MMD (X).

- Iron Flesh (4th-Level): The Monster ignores the first 10 points of damage from every physical attack for 10 minutes per level.
- Death Fog (5th-Level): Automatically kills creatures with 3 MMD or less; higher-level targets must save or suffer X Stat damage.
- Authentic Vision (6th-Level): Allows the Monster to see through all disguises and invisibility used by the party.
- Monster Kill (9th-Level): For legendary entities; instantly kills one target with 100 HP or less.

Replace "Dungeon creation begins by…", Page 24

Dungeon creation begins by defining the Dungeon Type and establishing a Defense Budget based on the Player Monster's Level (X) – add traps and secret doorways and passages according to X (perhaps the first AP 1 Trap and 2 Secret Doorways and Passage should be free? – GM discretion).

Replace "Using AP to Recruit Minions", page 26

Using AP to Recruit Minions, Create Secret Doorways and Passages, and to Create Traps

The Player Monster begins the game with 10 AP for each Player Monster (or the GM can set some amount for the entire Dungeon). The GM should consider setting limits on the use of AP at the start of the game since multiple Players could populate the Dungeon with Dragons that might be impossible for a normal crew of NPC Heroes could deal with. Beginning AP that is not used in the creation of the Dungeon is lost… so use them all.

Once the Player Monsters Advance, additional AP is earned it can be saved, spent on personal leveling, or used to to recruit more Minions, Create more Secret Doorways and Passages, and to create more Traps.

The AP Cost of recruiting Minions is the X value of the MMD formula. For the a Small Animal (MMD 1d6) would be 1 AP, and the AP Cost of a Skeleton (MMD 1d12) would still be only 1 AP (perhaps that is why you see so many skeletons in dungeons?).

Add "Secret Doorways and Passages" after "Using AP to Recruit...", page 26

Secret Doorways and Passages

The Player Monster gets 4 Secret Doorways and 2 Secret Passages for its initial X value (2 Secret Doorways per Secret Passage), and additional Secret Doorways and Passages will cost 1 AP for the set (2 Secret Doorways and 1 Secret Passage). Unused Secret Doorways can be placed elsewhere turning a small room or a passage into another escape route or hidden chamber.

Add the following paragraph and tables at the end of the paragraph beginning with "Here are some very basic builds..." after "Using AP to Recruit...", page 36

In addition the GM should provide the invading heroes with some weapons and armor as appropriate.

Armor Bonus

Armor Type	Armor Bonus	Cost
Light Armor	+1	+1
Medium Armor	+2	+2
Heavy Armor	+3	+3

Weapons

Melee Weapon Type	Damage Die
Unarmed Hero	1d4
Light Weapon (Dagger, Hand Ax, etc.)	1d6
One-Handed Medium Weapon (Battle Ax, Long Sword, Spear, etc.)	1d8
Two-Handed Heavy Weapon (Great Ax, Great Sword, Long Spear, etc.)	2d6
Ranged Weapon Type	
Light Ranged Weapon (Dart, Rock, Thrown Light Melee Weapon, etc.)	1d4
Medium Ranged Weapon (Bow, Light Crossbow, Javelin, etc.)	1d6
Heavy Ranged Weapon (Heavy Crossbow, Longbow, Sling, etc.)	1d8

Replace "Combat: Melee Attack…", page 37

Combat: Melee Attack +4 (X 1 + Phys 3)

Replace "Point Spend… MMD Formula… Hit Points… Combat Melle Attack…" for The Young Mystic (Novice Spellcaster), page 38-39

- Point Spend (8 pts): X=1 (0 pts), Y=d8 (1 pts), Z=2 (1 pts), Spellcaster (3 pts), Intelligent: Knowledge (1 pt), AGL Bonus +1 (2 pts).
- MMD Formula: 1d8.
- Hit Points: 6 (Mean Value 4.5 + 2, rounded down).
- Combat: Melee Attack +1 (X 1)

Replace "Combat Melle Attack…" for The Veteran Leader, page 39

Combat: Melee Attack +2 (X 2)

Replace all "As Above" in the Monsters table, Page 41-43

Replace all 'As Above' in the Monsters table under 'Attack Damage' with 'Use Standard Damage for Monsters – Pg 18'.

and...

Replace all 'As Above' in the Heroes table under 'Attack Damage' with 'Use Standard Damage for Heroes – Pg 18'.