Dungeon Plungin'

Game Masterless Dungeon Crawling
Version 3.1
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Special thanks to the Play testers.
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Without them, this would have been impossible!

Oversoul Games

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Introduction

Remember when you were younger and role playing was simpler? You entered the dark dungeon, battled countless Monsters, overcoming obstacles and traps, found hidden treasure and powerful magical artifacts. Then you went deeper till you encountered and heroically engaged the villain. Finally you emerged triumphantly a little richer and a little more experienced, until the next time....

Dungeon Plungin' draws on those cherished memories. Add to that a look reminiscent of the early video role playing game legends and you get a nostalgic masterpiece. The system is designed to function without the aid of a Game Master so everyone can get in on the dungeon crawling action! This is possible through a very cleverly designed flow system built to be as true to a traditional RPG as possible. It is simple and fun to use. Equally as simple is the actual "play" system. Streamlined and uncomplicated to make the game move along faster, so you can explore more of the dungeon!

These rules are meant for 1-4 players.
Items required are polyhedral dice, pencils, paper, and a large playing surface such as a table, these rules, a Quest Set and figures.

This game will allow you to create Heroes and a dungeon populated with Monsters, traps, and treasures for those Heroes to explore. The game revolves around the use of random rolls on chart as well as some preplanned elements to make for a fun time.

Setting Up

Requirements

You will need a few items before you can start playing a game.

- A copy of these rules (with the playing aids)
- A copy of the Quest Pack you will be playing (with any Unique Tiles & Doors)
- Character sheets for each member of the party
- Polyhedral Dice (D4 – D20 with lots of D6)
- Pencil and Eraser to update the Character sheets
- Figures for the Heroes and the Monsters
- The Basic Tile set (with Doors and Chests)

There are reference sheets with game flowcharts in Appendix III. For your first few games it is recommended that you have a copy of this nearby until you are familiar with the flow of the game. There is also a Mapmaker sheet. This is used to map the dungeon, and allow you to reuse Tiles, rather than expand all over the floor or tabletop. Appendix III also includes instructions on how to use the Map maker.

There is a sample Quest Pack available for download. The tiles and Monsters are available as separate downloads. A small Tutorial will be made available on how to design your own Quest Packs. What you need to include and some of the reasoning behind the tables for the game. Other Quest Packs will become available as time goes on.

Some sample Character Sheets are at the end of these rules.

You will need polyhedral dice – at least one D4, D8, D10, D12 and D20. You will also need a lot of D6's for the main action (at least 5 to start with). Having more dice is better than not enough.

Although most of the Quest Packs will come with Stand-Ups (or Figure Flats) for the Monsters, You can also use other figures instead. The game does not require using paper figures, so feel free to use your own plastics or pewter ones. This also goes for the Character figures. We have a small number of Stand-ups available for download, but there are huge ranges of figures available to use for Characters as well.

The Basic Tile set is available as a separate download because you can get white border or black border versions. It is worthwhile spending a bit of time on these to make them a bit more resilient to wear and tear. There are many options, such as mounting them on matt board or foam card. You can protect the surface with laminate or artist's fixative. If you play the game a lot, you will wear out the Tiles fairly quickly if they are just printed on paper or card.

Before we can start a game we need to create some Characters. Hopefully they will provide you with hours of entertainment.

Character Statistics and Hero Creation

All Characters (Heroes and Monsters) in the game have a few stats to enable them to interact within the game. The stats, their abbreviations, and definitions are as follows:

Attack (ATK) - The number of dice a Character rolls when making an attack.

Defense (DEF) - The number of dice a Character rolls when defending against an attack.

Wit (WIT) - The number of dice a Character rolls when attempting to find something.

Dexterity (DEX) - The number of dice a Character rolls when attempting to unlock a Door or Chest or deactivate a trap.

Magic (MAG) - The number of dice a Character rolls when attempting to cast a spell or use a magic item.

Move (MOV) - The number of consecutive squares a Character can move in a turn.

Resistance (RES) - The number of dice a Character rolls when trying to negate the effects of fear, poison, and certain spells.

Life (LIF) - The number of hits a Character can receive before being removed from the game.

Players need to create Heroes to use in the game.

Start by coming up with names and concepts for your Characters.

It is ok for a player to create more than one Character if there are less than four players.

For example: 2 players can create 2 Heroes a piece. Or an experienced player could create 3 while a newbie creates only 1. If you are playing solo you can create all 4 Heroes.

When creating a Hero each stat will start out at 1 except for MOV which starts at 3.

If you are creating a non-magic Character, then start with a MAG of 0 and a LIF of 2. Note that creating a non-magic Character means you can never increase their MAG stat above 0.

Each player will then have 200 creation points to use to build their Heroes to match the concept.

It costs 25 creation points to increase any stat by 1. **For Example:** When creating a non-magic using character you could use 75 points to increase the ATK to 4, 50 points to increase DEF to 3, and the final 75 points to increase LIF to 4. A Hero's stats should reflect the concept you came up with for them. A Hero with a wizard concept would have a high Magic stat. A thief might have a high WIT and DEX stats.

Look at the example characters on page 12 to get a general idea of how to distribute the creation points.

For example a Move of 3 is perfectly acceptable for most starting characters

Special Abilities

A Hero can also purchase a single special ability, as a starting Character. The player only has to pay half the cost of the ability when using creation points.

For Example: The Magic School Ability will only cost 50 points instead of the listed 100 points.

A special ability may have other requirements such as prerequisite special abilities or stat levels.

For Example: A Hero wants a special ability that cost 25XP but the Hero must also have a minimum Attack of 3, before the player can purchase it for that Hero.

Below is a list of Special Abilities

SPECIAL ABILITY	COST	EFFECT	PREREQUISITE
Acrobat	50pts	The Hero is able to use an action to leap over any adjacent square and whatever occupies it.	DEX 3
Charge	50pts	The Hero can combine a move and attack. The Hero's player must declare when they are charging. The Hero must move straight forward a minimum of 4 squares before making the attack. When the attack is made the Hero rolls 2 extra dice. However for the rest of this Action phase the Hero rolls 2 less dice for defense.	MOV 4
Dodge	100pts	While the Hero is at full life he gains an extra die when making Defense rolls.	
Dual Weapons	200pts	The Hero is able to use two weapons to make an attack on any single Monster-Character. Both weapons must be able to be used in one hand. The first attack is made as normal, the second is done without a weapon Bonus.	ATK 3
Elemental Memory	200pts	The Hero is able to retain a spell even though he rolls a catastrophic failure when casting it. Once during a game, the Hero may ignore a catastrophic failure to cast a spell.	Magic School
Lock Picking	50pts	Whenever the Hero is attempting to disarm a lock, 4s, 5s, and 6s count as successes	
Lucky	50pts	Whenever the Hero rolls on the Event chart, he may make two rolls and choose the one he or she wants.	
Magic School	100pts	The Hero must select a magic school to pick spells from. Upon taking this Special Ability the Hero can pick any two spells of that school for free. Any other spells must be purchased. The choice of schools is Air, Earth, Fire, Shadow, and Water. This ability can be taken once for each school of magic.	MAG 2
Nimble	100pts	While the Hero is at full life he gains a third action per turn.	
Parry	50pts	When a player chooses this Special Ability for their Hero, they must pick a weapon the Hero possesses. The Hero can use that weapon to parry. The weapon adds 1 die to Defense rolls.	
Prosperous	150pts	Whenever the Hero rolls on the Treasure chart, they may make two rolls and choose the one he or she wants.	
Quick Learner	150pts	- Whenever the Hero receives XP for removing a Monster from the game, the Hero gets an extra XP to add to his personal pool.	
Sneak Attack	50pts	- The Hero rolls 2 extra dice whenever an attack is made on a Monster that is currently battling another Hero.	
Stealth	50pts	- Any Monster trying to detect the recipient has a 1 less die on the action.	
Trap Trickster	100pts	- When a Hero is attempting to disarm a trap, 4s, 5s and 6s count as successes	
Weapon Mastery	200pts	- When a player chooses this Special Ability for their Hero they must pick a weapon type the Hero possesses. Any time the Hero uses that weapon to make an attack, 4s, 5s, and 6s count as successes.	A Weapon
Willpower	50pts	- While the Hero is at full life he gains an extra die when making Resistance rolls.	

Spellcasting

A Hero can only use spells if he has a magic stat of at least 2 and has the 'Magic School' ability.

The Hero may have a maximum number of spells equal to his Magic stat (including free spells). They can be in any combination and always cost full price (There is no bonus for starting Heroes).

For example: A Hero may have only 4 spells (MAG 4). That Character could have 4 different spells or 2 spells twice, or could even have the same spell 4 times.

A Hero may also only choose spells from Schools of Magic they have chosen for their Hero. There are 5 Schools of Magic: Air, Earth, Fire, Shadow, and Water. More detail is given in spell casting section later.

You may use XP to purchase additional Magic Schools or additional spells (up to your maximum) between Dungeons quests. Having a second Magic School ability does not increase your maximum number of spells.

Magic School Air

Teleport – A difficulty 3 Spell that targets the Caster or a Character in an adjacent Square. The air shimmers around the Character as it disappears from sight. Move the Character up to 6 squares from its starting square. Cost: 25

Invisibility – A difficulty 2 Spell that targets Hero on the current Tile. The Hero seems to fade into the background as if no-one is there at all. Any Character trying to detect the Hero has a -3 on the action. Any damage the Hero receives immediately ends the spell. Cost: 25

Ethereal – A difficulty 3 Spell that Targets an empty square on the current Tile. A Ghostly creature appears, with the following stats:

ATK	DEF	WIT	DEX	MAG	MOV	RES	LIF
1-6*	0	0	0	0	6	1	1

> **Attack:** 1-6 The Attack stat of a summoned Monster depends on the Magic attribute of the caster. For every two points of Magic the Attack stat increases by one up to a maximum of six.
>
> **Powers:** Ethereal- The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.
>
> The caster's player controls the Ethereal. The summoned creature remains till its life is reduced to 0.
>
> Cost: 35

Lightning – A difficulty 1 Spell that targets a Character up to 6 squares away. A magical energy bolt leaps from the caster's fingers towards any one target. Use the Magic roll as if it were an Attack roll with a weapon Bonus of +2. Cost: 15

Sleep - A difficulty 2 Spell that targets all the Monsters on the current Tile. The room is filled with the feint echoes of music as it fades to utter silence. All Monsters are put to sleep and cannot detect anything, except sprung traps. If attacked all Monsters return to normal. Resist: 2 Cost: 50

Soul catcher – A difficulty 4 Spell that targets a Dead Hero on the current Tile. The Caster grabs at the empty air and seems to glow and float above the floor. The Caster then points his fingers at the dead Hero's Chest and the dead Hero revives with full life. Cost: 50

Magic School Fire

Fireball – A difficulty 2 Spell that targets a 3x3 block of squares on the current Tile. The Hero uses both hands to throw a large fireball into the room. It causes 1 point of damage to all Characters within the target block. Each Character may make a Defense roll. Cost: 30

Fire Shield – A difficulty 2 Spell that Targets a Hero on the Current Tile. Flames lick around the Hero, forming a shape without substance. Invisible arcane armor surrounds the recipient and gives an Armor bonus of +2. Cost: 20

Pulse - A difficulty 2 Spell that targets the caster or an adjacent Character. The Hero seems to take a deep breath as a flush travels through the body to the extremities. Returns 1d4 Life instantly to the Hero up to the current maximum. Cost: 20

Fire drake – A difficulty 4 Spell that targets an empty square on the current Tile. A fire Drake appears with the following stats:

ATK	DEF	WIT	DEX	MAG	MOV	RES	LIF
1-4*	2	0	0	0	6	1	1

> **Attack:** 1-4 The Attack stat of a summoned Monster depends on the Magic attribute of the caster. For every two points of Magic the Attack stat increases by one up to a maximum of four.
>
> **Powers:** Flying- The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.
>
> The caster's player controls the Dragon. The summoned creature remains till its life is reduced to 0. Cost: 35

Flame – A difficulty 1 Spell that targets a Character up to 4 squares away. A magical flame engulfs one target. Use the Magic roll as if it were an Attack roll with a Weapon Bonus of +2. Cost: 20

Consume – A difficulty 4 Spell that Targets an adjacent Door. The Hero grabs the Door handle and the Door starts to smoke, smolder and eventually turn to ash. The entrance to the room is open. Any traps or locks are ignored. Cannot be used on Great Doors. 25

Magic School Earth

Life Force – A difficulty 2 Spell that targets the Caster or an adjacent Character. A ripple of energy flows from the Hero's feet up through the body, revitalizing some wounds. Returns 1d4 Life instantly to Hero, up to current maximum. Cost: 20

Earth Gate - A difficulty 4 Spell that targets an empty square on the current Tile. A tree-like arch forms in front of the caster. A magic link is created in the room or hallway it was cast in. At any later time and place, the caster and everything in the 4 adjacent squares can be returned to that point at the caster's will. Only one gate can be created at a time - a new one eliminates the old one. Cost: 45

Golem - A difficulty 3 Spell that targets an empty square on the current Tile. A creature made from rock pulls itself from the earth. It has the following stats:

ATK	DEF	WIT	DEX	MAG	MOV	RES	LIF
1-4*	3	0	0	0	4	3	1

> **Attack:** 1-4 The Attack stat of a summoned Monster depends on the Magic attribute of the caster. For every two points of Magic the Attack stat increases by one up to a maximum of four.
>
> **Powers:** None
>
> The caster's player controls the Golem. The summoned creature remains till its life is reduced to 0. Cost: 30

Pit - A difficulty 2 Spell that targets a Character up to 6 squares away. The earth opens beneath the Monster swallowing it in a great pit before closing up. Remove the targeted Monster. Resist: 2 Cost: 30

Harden - A difficulty 1 Spell that targets a Hero on the current Tile. The Hero's skin turns stony grey as it turns hard like rock. The recipient receives an Armor bonus of +1. Cost: 10

Rebirth - A difficulty 4 Spell that targets a dead Hero on the current Tile. The Caster stands rooted to the spot as tendrils spread from his feet to the dead Hero, wrapping around the body and hiding it from view. The tendrils suddenly disappear with a flash of light and the dead Hero revives with full life. Cost: 50

Magic School Water

Quicken - A difficulty 2 Spell that targets a Hero on the current Tile. The Hero seems to ripple and scatter as his movements seem faster than normal. The recipient gains a third action this Action Phase. Cost: 30

Wave - A difficulty 3 Spell that targets the caster. The Hero holds both hands above his head as a cascade of water flows from them. Washing the area clean. All Characters occupying adjacent squares to the caster are immediately pushed back 3 squares. Cost: 35

Fog - A difficulty 2 Spell that targets all Monsters on the current Tile. A mist clouds the room with opaque vapor. All Monsters are blinded and cannot detect anything, except sprung traps. If attacked all Monsters return to normal. Resist: 2 Cost: 40

Doppelganger - A difficulty 1 Spell that targets a Hero on the current Tile. A copy of the Hero, carved in ice, appears beside him. The doppelganger has the same stats as the Hero, but with a life of 1. It gets its own turn and remains until its life is reduced to 0 or the Hero leaves the room. Cost: 20

Ice Shards - A difficulty 4 Spell that targets a 3X3 block of squares on the current Tile. The Hero points to the ceiling where a cloud forms before dropping razor sharp icicles onto the floor below. It causes 2 point of damage to all Characters within the target block. Each Character may make a Defense roll. Cost: 45

Likeness - A difficulty 4 Spell that targets the caster. The Hero gestures to the Heavens and water falls from above filling a void around the Hero. When the water stops the Hero has taken on the likeness of a Monster in the room. The Hero has all the capabilities and stats of the Monster, however when he takes wounds, the likeness disappears instead of losing Life. Cost:30

Magic School Shadow

Drain - A difficulty 2 Spell that targets a Character on the current Tile. Shadowy tendrils form between the caster and the target. As the target weakens the caster seems to grow stronger. Any success over the initial 2 to cast the spell draws 1 point of life from the target and adds it to the caster's life, up to their current maximum. Cost: 25

Shadow Images - A difficulty 3 Spell that targets the caster. Two identical images of the caster appear in the room. These images may move about a number of squares equal to the caster's Move. They are controlled by the caster's player. They can be detected by other Characters. The images cannot attack but can perform all other actions. If an image is attacked, that image is immediately removed regardless of whether damage is taken. Cost: 20

Find - A difficulty 2 Spell that targets an Object on the current Tile. Dark cords travel from the Hero's eyes, searching and seeking. If successful the caster learns whether a Door or Chest is trapped, and what type it is. Roll on the appropriate chart. Can only be cast once, on any Door or Chest in a room. Cost: 15

Shadow Passage - A difficulty 4 Spell that targets an adjacent Door. The Hero circles his hand in front of the Door as a dark patch grows within it, to the size of a man. This spell creates an entrance to the room that can be walked through. Any traps or locks are ignored. Cannot be used on Great Doors. Cost: 25

Night - A difficulty 2 Spell that targets All Monsters on the current Tile. Darkness fills the room reaching to every corner and cranny. All Monsters are blinded and cannot detect anything, except sprung traps. If attacked all Monsters return to normal. Resist: 2 Cost: 40

Demon - A difficulty 2 Spell that targets an empty square on the current Tile. A fiery portal appears and a minor demon flies through. It has the following stats:

ATK	DEF	WIT	DEX	MAG	MOV	RES	LIF
1-8*	6	3	2	0	6	3	1

Attack: 1-8 The Attack stat of the summoned Monster depends on the Magic attribute of the caster. For every point of Magic the Attack stat increases by one up to a maximum of eight.

Powers: Flying- The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.

The caster must pass a Resistance test to control the creature. If the caster fails the roll the Demon will attack him.

The summoned creature remains until its life, or the life of the caster is reduced to 0. Cost: 40

Equipment

Lastly you will need to equip your Hero for a dungeon Quest.

Each Character starts with 100 Gold to spend on Weapons Armor and items

Heroes have a wide variety of things to use to aid them in exploring a dungeon, from weapons and armor to common items and potions. The first Equipment position is Armor. You may only carry one suit of armor (The one you are wearing) and it gives a Bonus to your DEF stat. The next two Equipment positions are your Hands. These may carry a Weapon, Shield or any combination of the two. Some weapons are two handed and require both positions.

The next Position is Attire and includes anything you can wear that isn't armor. Some common items of Attire are gloves, helmet, boots, rings, amulets and capes.

The next 4 positions are for other items. If you have a backpack (in one of the first four positions) you gain the last 4 positions for items as well.

Look at the **Item List**. This list offers all the various weapons, armor and other things you can purchase for your Hero.

Item List				
Name	Bonus	Range	Special	Cost
Weapons				
Dagger	+1	0	None	25 Gold
Mace	+1	0	None	25 Gold
Sword	+2	0	None	40 Gold
Battle Axe	+3	0	Takes up both Hand positions	40 Gold
Crossbow	+2	8	None	60 Gold
Bow	+1	8	Takes up both Hand positions	30 Gold
Spear	+2	0(3)	Can be thrown 3 squares	60 Gold
Morningstar	+2	0	None	40 Gold
War hammer	+3	0	Takes up both Hand positions	40 Gold
Manna Sword	+1 (?)	0	Magic can be used to boost the Bonus *	35 Gold
Manna Staff	+1 (?)	8	Magic can be used to boost the Bonus *	45 Gold
Armor				
Leather	+1	0	None	25 Gold
Chainmail	+2	0	None	50 Gold
Mage Robe	+2	0	None	50 Gold
Shield	+1	0	Takes up a Hand position	10 Gold
Scale mail	+3	0	None	75 Gold
Plate mail	+4	0	This armor reduces the Hero's MOV by 2 when worn.	60 Gold
Wooden Shield	+1	0	Takes up a Hand position. This shield is destroyed when hit with a fire attack.	5 Gold
Items				
Antidote	0	0	Used to cure poison etc. See the Item section.	50 Gold
Backpack	0	0	Used to carry extra items. See the Item section.	25 Gold
Bottle	0	0	Used to hold other items. See the Item section.	10 Gold
Great Door Key	0	0	Cannot be purchased. See the Item section.	-
Healing Potion	0	0	Used to heal wounds to the Hero. See item section	25 Gold
Potion of Breath	0	0	Used to Revive Dead Heroes	25 Gold
Key	0	0	Cannot be purchased. See the Item section.	-
Lock picks	0	0	Used to aid in unlocking Doors and Chests. See the Item section.	150 Gold
Torch	0	0	Used to light dark rooms. See the Item section.	10 Gold

* Instead of using the +1 Weapon Bonuses, you may roll a number of dice equal to your MAG stat. The number of successes is the Bonus to the attack. If you roll all 1s and 2s then the weapon is exhausted and cannot be used for the rest of the Dungeon.

Items

Items include anything not considered to be a weapon and armor. They encompass other tools that may be helpful depending on what the Heroes encounter in the dungeon. A Hero may only carry 4 items at a time without benefit of something else to carry them in. Some items are considered one time use items. When their use is finished that item is removed from the Hero's list of items. When an item's use is finished, is detailed with each item. Other items are considered permanent and just having them allows the Hero to benefit from it. To use an item a player simple has to meet the requirements of the item if there are any. Below is a list of some of the common items a Hero can possess and use.

Antidote	This is a onetime use item. The dosage contained within this small vile is enough to completely reverse the effects of any Hero who has been poisoned while adventuring.
Backpack	A simple sack made of various materials with straps on it meant to be carried over the shoulders. A backpack is a permanent item. A backpack can be used to carry items into the dungeon, or carry out items found there. A back pack can carry up to 4 items (The Hero can then carry a total of 7 items.)
Bottle	This clear glass jar can be used to carry liquids. It carries the equivalent of 1 dose of whatever is put into it.
Great Door Key	The only key that can open a Great Door. These items cannot be purchased they must be found within the dungeon. It is a onetime use item.
Healing Potion	This is a onetime use item. The dosage contained within the vial is enough to instantly return 1d4 Life to the Hero up to the current maximum.
Potion of Breath	This is a onetime use item. When used on a dead Hero, he revives with D4 life but not exceeding his original life stat.
Key	This item is used within a dungeon to safely unlock Doors and/or Chests discovered there.
Lock picks	Lock picks can be used when a Hero does not have a key. Lock picks are a permanent item. The lock picks aid the Hero in attempting to open a locked Chest or Door by giving Him +2 additional dice in the attempt.
Torch	This is a onetime use item. The torch can be used to negate the effects of Darkness. Torches are not reliable and can be used up at any time. After lighting a torch roll a D6 each action phase. On a result of one it goes out.

Levels

All Heroes have a level. A level is a numeric abstract representation of how powerful that Hero is. Each Hero begins at Level 1. The Level is increased during play with the acquisition of Experience Points (XP).

Sample Characters

NAME: Meezle		CONCEPT: Thief Warrior
ATK: 1 (3)	SPECIAL ABILITIES: Lock picking	
DEF: 1 (2)		
WIT: 3		
DEX: 3	SPELLS:	
MAG: 0		
MOV: 3		
RES: 1	TREASURE: 10 Gold	LEVEL: 1
LIF: 5		

ARMOUR:	Leather	
HAND 1:	Sword	HAND 2:
ATTIRE:		
ITEM 1:	Healing Potion	ITEM 2:
ITEM 3:		ITEM 4:
ITEM 5:		ITEM 6:
ITEM 7:		ITEM 8:

NAME: George		CONCEPT: Warrior
ATK: 1 (3)	SPECIAL ABILITIES: Weapon Master (Sword)	
DEF: 1 (4)		
WIT: 2		
DEX: 1	SPELLS:	
MAG: 0		
MOV: 3		
RES: 1	TREASURE: 0	LEVEL: 1
LIF: 5		

ARMOUR:	Chain Mail	
HAND 1:	Sword	HAND 2: Shield
ATTIRE:		
ITEM 1:		ITEM 2:
ITEM 3:		ITEM 4:
ITEM 5:		ITEM 6:
ITEM 7:		ITEM 8:

NAME: William		CONCEPT: Water Wizard
ATK: 1 (2)	SPECIAL ABILITIES: Magic School (Water)	
DEF: 1 (3)		
WIT: 1		
DEX: 1	SPELLS: Quicken, Ice Shards	
MAG: 5		
MOV: 3		
RES: 1	TREASURE: 5 Gold	LEVEL: 1
LIF: 3		

ARMOUR:	Magic Robe	
HAND 1:	Manna Staff	HAND 2:
ATTIRE:		
ITEM 1:		ITEM 2:
ITEM 3:		ITEM 4:
ITEM 5:		ITEM 6:
ITEM 7:		ITEM 8:

NAME: Sonia		CONCEPT: Sprite
ATK: 1 (3)	SPECIAL ABILITIES: Nimble	
DEF: 2 (3)		
WIT: 2		
DEX: 2	SPELLS:	
MAG: 0		
MOV: 4		
RES: 1	TREASURE: 0	LEVEL: 1
LIF: 4		

ARMOUR:	Leather	
HAND 1:	Sword	HAND 2:
ATTIRE:		
ITEM 1:	Bottle	ITEM 2:
ITEM 3:		ITEM 4: Backpack
ITEM 5:		ITEM 6:
ITEM 7:		ITEM 8:

NAME: Brother Cecil		CONCEPT: Cleric
ATK: 1 (2)	SPECIAL ABILITIES: Magic School (Earth)	
DEF: 1 (3)		
WIT: 1		
DEX: 1	SPELLS: Life Force, Rebirth	
MAG: 5		
MOV: 3		
RES: 1	TREASURE: 0	LEVEL: 1
LIF: 3		

ARMOUR:	Magic Robe	
HAND 1:	Mace	HAND 2: Wooden Shield
ATTIRE:		
ITEM 1:	Healing Potion	ITEM 2:
ITEM 3:		ITEM 4:
ITEM 5:		ITEM 6:
ITEM 7:		ITEM 8:

NAME: Konrad		CONCEPT: Chaos Knight
ATK: 1 (4)	SPECIAL ABILITIES: Weapon Master (Battle Axe)	
DEF: 1 (5)		
WIT: 1		
DEX: 1	SPELLS:	
MAG: 0		
MOV: 6 (3)		
RES: 1	TREASURE: 0	LEVEL: 1
LIF: 3		

ARMOUR:	Plate Mail	
HAND 1:	Battle Axe	HAND 2: (Battle Axe)
ATTIRE:		
ITEM 1:		ITEM 2:
ITEM 3:		ITEM 4:
ITEM 5:		ITEM 6:
ITEM 7:		ITEM 8:

Starting the Game

The Map Maker

The Map maker is used to keep a track of where you have been. The Entry Tile is marked towards the bottom centre of your Map. You use symbols to map the Dungeon onto this sheet and some ideas are found in Appendix III.

The Plot counter appears below the Map Maker.

A Quest will have a Time Span N(X). Where N and X are numbers

For Example 12(6)

The Time Span has a number, N, that equals the minimum number of Construction phases for the Quest. During play, the players keep track of each passing Construction phase and mark them off the Plot Counter. After you have played the number of phases required, you begin adding a cumulative +1 to all rolls on the Door Chart.

This modifier will go as high as X. In the phase the modifier has reached X, the Dungeon is considered completely built. Once a dungeon is complete there are no more rolls on the Location Chart. Any unexplored areas end in a room with no other Doorways but they still can have Monsters and Chests.

For example: The Time Span for a quest is 12(6). After playing for 12 Construction phases the players begin adding a +1 modifier to all Doorway rolls for each round played beyond the 12th (13th, +1, 14th, +2) However once the players have finished the 18th phase, the Dungeon is complete.

The First Tile

The first Tile placed is the Entry Tile.

There are no rolls made for this Tile. The Entry Tile has a special Door that is the Dungeon Exit and is marked by the two torches and the light on the floor. The Entry Tile will have three other Doorways on it. Each will have an unlocked Door that is not trapped. There are no Monsters or Chests located on the Entry Tile. None of the rooms behind the Doors are revealed until the door is opened. Place an unlocked Door marker on each of the other three exits. An unlocked Door marker does not have key holes.

The Dungeon Exit

If for whatever reason the Heroes wish to leave the Dungeon, before they complete the Quest, they can only do so through the Dungeon Exit.

Common reasons for leaving are a Hero needs healing, resurrection, the purchasing of new equipment, or a session has ended and the players must quit playing. Whatever the reason the Dungeon will remain as it currently is until the Heroes re-enter it. (Remember to keep your Mapmaker for the next session.)

Playing the Game

A game consists of rounds that you must repeat until you to complete the Quest.

The game round is broken up into two phases. The Action phase and the Construction phase. Although there can be multiple Action phases per round, there can only be one Construction phase, which concludes the round.

At the start of the Action phase, the Heroes perform their actions. If there are any Monsters, then those actions are performed next. Finally a check is made to see if a Hero is adjacent to an open Door leading to an unrevealed room. If a Hero is adjacent to an open Door leading to an unrevealed room, then the Action phase is complete and the Construction phase is started. Otherwise another Action phase is performed.

The second phase is the Construction Phase. This is where rooms are added to the Dungeon. The room beyond the open Door must be revealed (constructed). It is possible that more than one room can be revealed per construction phase.

One player will roll the dice to determine everything that lies beyond the Doorway/s. With multiple players they will take turns to construct the dungeon each round.

This concludes the round. Advance the plot counter and start the next Action Phase.

The First Action phase

In the first Action Phase the Players may place their Heroes where ever they like on the Entry Tile.
Usually you will place them near a Door and open it, so you can start a construction phase immediately

Construction Phase

During each Construction Phase one player makes all the rolls and decisions for that phase. That player will first roll for what Tile to place next. Then roll for Doors, Monsters, and Chests.

Tiles

The first thing to discover is what lies beyond the Doorway. Is it a room? Is it a hallway?
If the Door is a normal Door then the player consults the **Location Chart** to see what die is rolled. The player rolls the die and checks the results of the roll on the chart to see what Tile should be placed.

The chart lists three different types of Tiles: rooms, hallways, and special.
Room Tiles are the most common in the game. Rooms can be of a variety of sizes and are listed with a number of Doors (This includes the Door you enter by).

Hallway Tiles are connection Tiles and will always have Doors at their extremities even if they lead nowhere. Special Tiles are preconfigured rooms that usually have some special ability. You will need to roll on the **Special Location Chart** to determine exactly what Tile needs to be placed.

If the Door is a Great Door then the Player consults the **Unique Location Chart**. The chart may use a die roll, like the other charts, or it may have the Unique locations in a preset order. A Unique Location will only appear once in a Dungeon and has its own special rules that are included with the Quest.

Orienting and Placing Tiles

Most Tiles will fit in a 6x6 Grid, but some of the Unique locations are larger than this. To make everything fit more easily, you should try to orientate Tiles around any areas that contain 'large' Unique Locations. You should also try to place tiles so that doorways lead somewhere. This is not always possible so place the tile as best you can.

Doors

After you have determined the Tile, you will need to determine the Doors for the tile. Hallways automatically have a door at each end, so Corners have 2 Doors, Halls have 2 Doors, T intersections have 3 Doors and X intersections have 4 Doors. The Location chart will list how many doors there are leading from a room.
If there is only one Door then it is the door you have just opened, therefore you have reached a dead end and there is no other exit from the room. After determining how many doors are on the Tile, the player now consults the **Doorway Chart** to find what die to roll. Make the roll and consult the chart for each Doorway, except the one you entered the room by. The Chart lists three types of Doors - Unlocked Doors, Locked Doors and Great Doors. Do not forget to add any Modifiers to the roll from the Plot Counter.
All Doorways appear in the center of a wall and only one Doorway can be present on any wall. The player controlling the construction phase decides which walls contain this Tile's Doors. The player will place either an Unlocked Door marker, Locked Door marker or Great Door marker on each according to the results of the rolls.

Encounters

If the Tile is a room and not a hallway the player will roll for Encounters in the room. The player consults the **Encounter Chart** to find what die is needed for the roll. The results of the roll will tell you if there are Monsters, Chests, or both in this room. Chest results also include how many are in the room and the difficulty to detect traps and open the Chests if they are locked. Roll a die on the **Chest Chart** to determine whether Chests are locked or not. If you get a Monsters result, you will need to roll on the **Monsters Chart** to determine the type and number of Monsters in the room
For example: The encounter result is Monster & Chest (2) Dif: 2. The player would roll on the Chest Chart to see if either of the Chests are locked and Roll on the Monsters Chart to determine the type and number of Monsters in the room.

Monster and Chest Arrangement

Both Monsters and Chests have to be placed on the Tile. Use an appropriate marker for each of the Monsters; use a gold Chest marker for locked Chests and a silver Chest marker for unlocked Chests. Each square on a Tile is considered to be coordinated from the top left corner square. That square would be 1,1 and if this room was 6 squares by 6 squares, then the square farthest away in the lower right corner would be 6,6.

The Tiles are specifically designed to match with common polyhedral dice to make placing Monsters and Chests easier. To place a Monster or Chest roll the corresponding dice and place the Monster or Chest at those coordinates.
For example: If the room was 6X6 roll a two D6. If the results were a 4 and a 6, then you would place that Monster or Chest in the square with the coordinates 4, 6.

Do this for each Monster or Chest appearing in the room and place a miniature representing them on the Tile. Chests and/or Monsters cannot occupy the same square. If rolling for coordinates indicates the Chest or Monster will occupy a square currently occupied by a previously placed Chest or Monster, it is instead placed in one of the 4 adjacent squares of the player's choice. Chests can never occupy a square in front of a Doorway and nothing can occupy the square in front of the Doorway in which the Heroes will enter.

Monsters have to be oriented and are done so with a roll of a D4. The room's sides are numbered with the Top being 1, the Right 2, the Bottom 3 and the Left 4. The Player rolls a D4 for each Monster it is turned to face the result of the die roll.

Special Locations

Special Locations can be found in many different dungeons. Some of them are detailed here to help give you a better understanding of how they work.

Fountain of Healing

This room is 6X6 and in the center of the room is a large tranquil fountain. Once per visit to this room any Hero, who moves onto a fountain square, may use an action to drink from it. Any Hero drinking from the fountain is affected as if they had just had a Pulse spell cast upon them and immediately have 1d4 hits returned to them up to their current maximum.

Fountain of Healing Rooms never have treasure Chests but can have Monsters. Ignore any results for Chests and keep the results for Monsters. Proceed as normal.

Sarcophagus of Reviving

This 6X6 room contains a large ornate stone sarcophagus in the center of it. Any Hero killed during the game may be placed inside and restored to life. The Hero emerges from the sarcophagus at the beginning of the next round with 1 LIF. A sarcophagus may only be used once per Hero in a game.

A Sarcophagus of Reviving Room never has treasure Chests but can have Monsters. Ignore any results for Chests and keep the results for Monsters. Proceed as normal.

Open Doors

Open Doors do not have any special rules. You may move through them freely and they may never be locked again.

Unlocked Doors

Unlocked Doors need to be opened before you can pass through them and they may never be locked again. Some unlocked Doors will be trapped. You will need to disarm or activate the trap before you can proceed through the Door.

Locked Doors

Locked Doors need to be unlocked before you can open them. Some (but not all) locked Doors will be trapped. You will need to disarm or activate the trap before you can proceed through the Door.

Great Doors

A roll on the Doorway Chart may result in a Great Door. Place a Great Door marker on the correct Doorway. A Great Door means that something important to the story lies on the other side. When a Great Door is discovered it is always locked, never trapped, and cannot be affected by any magic. A Great Door cannot be opened with a common key. A Hero must possess a Great Door Key in order to open it.

Unique Locations

Most Unique Locations are completely individual to the dungeon they are in. Each dungeon would not only include rules for its Unique Locations but if they required their own Tiles, they would be included there as well.

A Unique Location is a room that will affect the course of the game. It may contain a mini-boss, boss or other equally important milestone. A Unique Location, like a Special Location, is pre-planned so you do not roll for Doors, Monsters or Chests. The quest will contain full rules for each Unique Location.
For Example: This is the Unique Location from the sample Dungeon "The Knocking Wall".

Eye of Doom

The Eye of Doom tile is a 6 by 6 room with an "eye" symbol in the centre.
There is only the one entrance to this room which is the Great door you enter by.
The Eye of Doom is the base of the old tower. A minor demon has been using the building as a location to hide while becoming more powerful. He and his minions have been performing evil augmentation rituals and stealing treasures from the local population. In his possession is the sacred staff from the Fainsworth shrine.
He is using the staff to boost the power of his rituals and this is the origin of the strange knocking noise late at night.
He must be stopped, before he gets too powerful!

Setup

The Demon figure is located on one of the Eye squares in the centre of the room. He will always detect the hero and attack immediately. Four Gremlins are also in the room, roll for their locations as normal.
You must kill the Demon to retrieve the sacred staff. This will be proof you have defeated the evil and earned your gold. Killing all the Monsters will end the Quest You discover a secret exit in the room that allows you to return to the village without backtracking through the Dungeon.

Action Phase

During the Action Phase each player will have a turn to have their Hero interact within the room in some way. The order that they do this in is called the Initiative Order. The player whose Character entered the room first gets to go first, followed by the player's Character that entered next, and so on. After the last player has had their turn any Monsters in the room can now interact if possible. The order in which the Monsters act is determined by rolling a d6 for each Monster in the room. The highest score goes first and so on. Reroll any ties. The current Action Phase ends when both Heroes and Monsters have had their turns. If one Hero stands at an open Doorway and is ready to enter another room or hallway then the Construction Phase begins, otherwise another Action Phase is played.

Rolling Dice

During the action phase, players may roll dice to determine the outcome of a particular action for their Heroes. The descriptions of the various actions a Hero can perform in the action phase follows. The descriptions will tell you which stat to use for each action and if a roll is required. Roll a number of dice equal to the correct stat.

For Example: If the stat is 3, you roll 3 dice. Look at the score of each die rolled. Normally each die that shows a result of 5 or 6 is counted as a success.

For Example: You roll 3 dice and they show a 3, 5, and a 6, so you would have 2 successes for the action.

The more successes you have the better results the action has. To complete some actions successfully may require more than 1 success.

For Example: You need 2 successes on a Magic roll to cast a spell of Difficulty 2, or it does not work.

1s and 2s on Roll

If a player rolls all 1s and 2s on a roll, that player must automatically make a roll on the **Random Event Chart**. This rule does not apply to reactive rolls: Defense and Resistance rolls. Nor does it apply to rolls made by Monsters or Traps.

Actions

A player can have their Hero do several things on their turn. They can opt to do nothing at all, or they can perform two of the following: Move, Attack, Cast a Spell, Change Weapons, Detect something, Disarm a lock or trap, or Use an item. Some actions can only be performed once per Action phase while other actions can be performed twice.

Nothing

When a player opts to do nothing, they forfeit their turn and the next Character in the Initiative order now has their turn.

Moving

A Hero can move a number of squares up to and equal to their Move stat.

For example: A Hero with MOV 5 could move 5 squares.

A Hero can only move once per action phase. This does not include other actions that result in movement

For example: A Hero can move 5 squares and then move using the nimble special ability

A Hero cannot move diagonally between squares, nor can they move through a square occupied by another Character or Chest. Finally a Hero cannot move through a closed Door. There will be other situations where a Hero's move action is effected, such as traps or events, but they will be described in those sections.

Attacking

A Character can also try and attack another Character. There are two types of weapons for attacking, a melee weapon and a ranged weapon. A melee weapon can only be used to attack a Character in one of the 4 squares adjacent to the attacker. A ranged weapon can be used to attack a target Character from a number of squares away. Each ranged weapon will have its range in squares listed with it on the **Item List**. When counting range begin in the square adjacent to the attacker on the side nearest the target. You can only count adjacent squares in as straight a

line as possible to the target. The total number of squares to and including the target's square must be equal or less than the range of the weapon. Only Walls and doors block line of sight for ranged weapons – not Monsters or Heroes. To see if you hit the target in either case you roll a number of D6s equal to your Attack stat plus your weapon's **Attack Bonus**. The Attack Bonus of a weapon looks like this: +1. This number adds to the Attack stat and increases the number of dice you roll for the attack.

For example: A Hero with an Attack: 2 and a Sword +2 would roll 4d6 for the attack.

Every 5 or 6 you roll counts as a success, add up your total amount of success to see how many hits the target received.

For example: Using the above stats you roll 4d6 and get a 1, 5, 6, and another 6, that would be 3 successful hits.

You can Attack twice per Action Phase

Damage

Once you have hit the target you need to know how badly you hurt it. The target rolls a number of D6s equal to their Defense stat plus their armor's **Armor Bonus**. The Armor Bonus of a piece of armor looks like a Weapon Bonus This number adds to a Character's Defense stat.

For example: A Character has a Defense 2, Leather armor +1 and a shield +1 to give a total of 4d6.

As with an Attack any die showing a 5 or 6 counts as a success. The total number of successes a player gets on a Defense roll is subtracted from the total number of successes on the attack roll. Any remaining successes is damage taken to the Character and is subtracted from that Character's Life stat.

For example: An attack had 3 successes and 3d6 is then rolled for the Character's defense and gets a 2, 5, and a 6 for 2 successes. 3 - 2 = 1.

So the Character sustains 1 point of damage and subtracts it from their Life stat.

If a Character's Life stat is reduced to 0 then the Character is removed from the game.

Pushback

When a Character is successfully hit, that Character is **Pushed Back** by the attack, whether he sustained damage or not. The Character is moved away from the attacker by one square. The attacker is able to follow up into the open space as a free action if he or she chooses. Refer to the Monster's Law to determine whether they will follow up.

For example: A Character receives 3 hits from an attack but negates 2 of those with a defense roll, so the Character only sustains 1 point of damage, that Character is still pushed back 1 square, away from the attacker.

A Character cannot be pushed back through an occupied square. Anything blocking the pushed back Character stops the pushed back movement.

Damage Side Effects

Damage can also have a few side effects other than loss of Life. A Character may be stunned or incapacitated, depending on how bad the damage was. When damage is received the player compares the amount to the Resist stat (RES).

If it is equal to or less than the RES, then there is no effect.

If it is greater than the RES but less than twice the RES then the character is stunned

If it is greater than twice the RES then the character is incapacitated.

For Example: A Hero with RES of 2 takes 3 damage so is stunned by the attack. If he had taken 4 damage he would have been incapacitated.

A Character who is stunned must make a RES roll on their next turn and get a success. If they fail they remain stunned and their turn ends and proceeds to the next Character. If they get a success that Character may move this turn but cannot make another action. Unless that Character becomes stunned again, on their next turn they can act normally.

A Character that is incapacitated must make a RES roll on their next turn and get 2 successes. If they fail they remain incapacitated and their turn ends and proceeds to the next Character. If they get a 2 successes that Character is no longer incapacitated but cannot make another action this turn. Unless that Character becomes stunned or incapacitated again, on their next turn they can act normally.

A Hero can assist a stunned or incapacitated Character as an action. They must be in an adjacent square to the Character. They can add their WIT to the stunned or incapacitated Character's RES on their next dice roll.

Magic

A Character can only have a certain amount of spells at once, depending on the Magic stat.

A Character with a spell may attempt to cast that spell as one of their actions. All spells have a **Difficulty**, a **Range**, a **Target**, and an **Effect**. A spell's Difficulty is how many successes are needed to cast that spell. Roll a number of D6s equal to the Character's Magic stat. Any die showing a 5 or 6 counts as a success. A spell's range works just like a ranged weapon. A spell's target is what the spell can be cast upon. It could be another Character or object, or a certain number of squares and any object or Character on them. Finally is the spell's effect this is what the spell does to the target. Each spell is described full on the **Spell Chart** in Appendix 2.

A Character can cast any spell they have as many times as they like in a Dungeon, although they can only cast spells twice per Action Phase. If a Character attempts to cast a spell and the player rolls all ones and twos then the Character loses whatever spell it was he or she was casting for the rest of the Quest. If the spell is successful, check to see if the spell has any other requirements and how to apply its effects or any specific rules for that effect.

Resisting a Spell

Certain spells will allow the target to attempt to resist the effects of that spell. These are normally mind controlling or altering spells. If a spell allows it, it will look like this RES: 2. This means that if the spell is successfully cast the target Character will have to make a roll using a number of D6s equal to their Resistance stat and get that many successes in order to avoid the spell. If successful the spell fails to work, otherwise the spell takes effect as normal.

Changing a Weapon

If a Character carries a second weapon, He can choose to switch them as an action. Whichever weapon the Character is currently armed with, gives the Character his current weapon bonus, and other effects.

Trap Detection

As an action a Character can attempt to investigate an object such as a Chest or Door to try and determine whether it is trapped. You can only attempt to detect traps on one item at a time and a Hero can only attempt a specific detection once per action phase. To attempt a detection roll a number of D6s equal to your WIT stat. The number of successes you need depends on the object and quality of the items. The **Encounter Chart** for the Quest, will list the Difficulty (number of successes) to detect a trap on a Chest. The **Door chart** for the Quest, will list the Difficulty (number of successes) to detect a trap on a Door.

If the attempt was successful roll on the **Door Trap** or **Chest Trap Chart** to determine if/and what type of trap is in place on the object and mark the Map Maker. If the attempt was unsuccessful, then you still do not know whether the Door or Chest is trapped.

You can still attempt to open Doors or Chests without knowing if they are trapped, but if they are trapped then you automatically suffer the consequences. See the **Opening an unlocked Chest or Door** and **Opening a locked Chest or Door** sections.

For example: A Hero attempts to detect if a Dif: 1 Chest is trapped and has a WIT: 2.

The player rolls the dice and scores a 3 and a 4. The Character did not detect a Trap and cannot try again this action phase. Next action Phase he tries again and rolls a 6 and 2. He was successful in the Detection. Rolling on the **Chest Trap Chart**, he gets a 1 and discovers the Chest is not trapped.

A Character may also attempt to detect other objects but these are Quest specific and all rules pertaining to them are found with that Quest.

Keys

Keys will appear in some Quests and will include specific rules for using them, in the Quest. However, if you use a key, any traps are automatically bypassed and you can open the Door or Chest safely.

Great Keys

Great Keys are a Treasure item that has to be discovered in a chest. You need a Great Key to open a Great door.

If you come to the last chest in a Dungeon and you have not found a Great Key, do not roll for treasure, it will automatically be a Great Key.

Disarming

If a trap was detected a Character can attempt to disarm it. Each type of trap will have a Difficulty with it along with what type of stat to use. This is how many successes, in this stat, are needed to disarm the trap. If the player is attempting to disarm a trap and the roll is successful then the trap is safely disarmed. If the roll fails the trap is sprung. **For example** A Chest has a Swinging Axe trap that is Dif: 2 DEX. The Hero has a DEX of 3. He rolls a 1 and two 5s, successfully disarming the trap.

Opening an unlocked Chest or Door

A Character can open an unlocked Chest or Door as an action. Regardless of any failed detection attempts when a Character opens a Door or Chest its true nature becomes known to all. The player whose Hero is making the attempt will make all rolls for that particular object.

If you have not already determined whether the object is trapped, roll on the **Door Trap** or **Chest Trap Chart** to determine if/and what type of trap is in place on the object. If it isn't trapped then you successfully open the object with no consequences. Remove the Door Marker and mark the Map Maker.

If it was trapped, the trap is sprung. A sprung trap may affect the Character who sprung it or possible others nearby depending on the trap. The Door Trap and Chest Trap Charts will give information on what types of traps are found in the dungeon. Traps and how they function are discussed in the Traps section. If you successfully detected the trap, but did not disarm it, all Characters affected by the trap, get an extra die to avoid it.

For Example: A Hero detected a poison needle trap on a Chest but failed to disarm the trap with his first action. He decides he will open the Chest anyway, knowing he gets an extra die on the DEF roll to avoid the trap's effect.

Opening a locked Chest or Door

A Character can try to open a locked Chest or Door without a key. To attempt to open the object, roll a number of D6s equal to your DEX stat. The number of successes you need depends on the object and quality of the items. The **Encounter Chart** for the Quest, will list the Difficulty (number of successes) to open a locked Chest. The **Door chart** for the Quest, will list the Difficulty (number of successes) to open a locked Door. If you succeed then you successfully open the object with no consequences.

If you fail, then you need to determine whether the object is trapped, roll on the **Door Trap** or **Chest Trap Chart** to determine if/and what type of trap is in place on the object. If it isn't trapped then you can try again with your next action (safely), to open the object again. If it was trapped, the trap is sprung. A sprung trap may affect the Character who sprung it or possible others nearby depending on the trap. The Door Trap and Chest Trap Charts will give information on what types of traps are found in the dungeon. Traps and how they function are discussed in the Traps section. If you successfully detected the trap, but did not disarm it, all Characters affected by the trap, get an extra die to avoid it.

Once the trap is sprung you can try again with your next action (safely), to open the object again.

For example A locked Chest Dif: 1 has been detected as trapped with a poison needle. Your thief with DEX: 3 decide he can unlock it without disarming the Trap. He rolls 3 dice and fails to get any successes. He then resolves the effect of the Trap (which he manages to avoid). In his next action, he attempts to open the Chest again, knowing the trap is already sprung and cannot effect him if he fails

Use an Item

A player may opt to use an item as an action. A player may attempt to use items that are neither a weapon nor armor. This could be a key to unlock a Door or Chest, or possibly a magic item. When and how an item may used will be listed with that item. Using an item might be giving that item to another Character. To use an item in this way the Character must be occupying a square adjacent to the Character receiving that item.

Random Events

Random Events represent the whims of luck while exploring a dungeon. The sample Quest includes only one random event.

Monster Patrol - Monsters appear at the Doorway through which you entered the room or hallway. Roll on the Monster Chart and place the monsters at the Doorway..

Each Event on the chart has a full description with it. Not all are applicable in every turn. If the results indicate a Random Event that is not possible for any reason, reroll again on the chart till one that can be applied is obtained.

Traps

A trap is a one-time problem for the Heroes. Traps are only located on Doors and Chests (although Random events may also cause traps to appear). When sprung they take effect immediately. Characters may do nothing else until the trap's effect is resolved. A trap is sprung when a Character opens a Chest or Door without having detected and disarmed the trap. A trap is also sprung when a Hero fails a disarming roll for a trap.

Traps can have a variety of effects. The most basic is an attack against one or more of the Heroes. This is resolved like a normal attack and the Heroes get to roll Defense for it. Others may require other types of rolls and a number of successes.

For example: A trap may require the Hero to roll RES and get two successes or a DEX and get one success.

Some have more varied rules that require a sequence of events to be completed. The sample Quest includes a few traps, including the one below.

Poison Needle – Dif: 1 WIT

A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the hero opening the chest or door. The needle makes a 3d6 attack against the hero. The hero rolls DEF as normal.

Dead Heroes

If a Hero is reduced to zero life then he is dead. That doesn't mean he is gone! It is assumed that a dead Hero is somehow transported along with the group. Even if there is only one Hero alive, he is carrying (or dragging) the other three Heroes where ever he goes. He can use items from the other Heroes, but he cannot use their weapons, armor or spells.

A dead Hero can be revived by a potion, a spell or the Sarcophagus of Life.

If you return from a dungeon with a dead Hero, you do not have to revive him. You can just create a new level 1 character to join your party. It is assumed you have sold the original Hero's items to pay for a burial   (and maybe entice the new Hero to join your party!)

Monsters

Monsters have Attack, Defend, Wit, Dexterity, Move, Resistance and Life stats just like Heroes. Some may even have the Magic stat. The player who controlled the previous Construction Phase makes all rolls for any Monsters until the next Construction Phase. Monsters get two actions each turn.

Monsters, while having similar stats to a Hero, do not have an intelligent player to decide what they do and when they do it. Instead they rely on a series of preplanned methods, called Laws to function. The Laws are listed below.

Laws

Brutal- Once a Monster detects the Heroes it will always move and attack the nearest. It will follow-up a Pushback. This is the basic Law for all Monsters.

Conspire- Once the Monster detects the Heroes it will move away and attack the nearest Hero with magic. The basic Law for all magic user Monsters

Frenzy- Once a Monster detects the Heroes it will always move and attack the nearest. It will follow-up a Pushback. If it survives a turn, it will always attack a different Hero usually the next nearest.

Lured- Once a Monster detects the heroes it will always move and attack the nearest with a Magic special ability. It will follow-up a Pushback.

Maneuver- Once a Monster detects the Heroes it will always move away from the nearest Hero and attack it with ranged weapons. The basic Law for all ranged weapon Monsters.

Regroup- All Monsters of a type will move away from a single Hero and attack it with ranged weapons together. Which Hero that is attacked depends on which Monster is activated first? It will move to attack the nearest Hero and the rest will follow suit.

Repulsed- Once a Monster detects the Heroes it will always move and attack the nearest Hero without a Magic School special ability. If there is no non-magic user it will retreat and use a ranged weapon to attack the nearest.

Sneaky- The Monster will wait and only attack the nearest Hero in an adjacent space to another Monster. The Monster will attack if cornered and attacked by a Hero.

Swarm- All Monsters of a type will move and attack a single Hero together. Which Hero that is attacked depends on which Monster is activated first? It will move and attack the nearest Hero and the rest will follow behind. It will follow-up a Pushback.

Malicious- Once a Monster detects the Heroes, it will always move and attack the nearest. If the Heroes leave the room then the Monster will follow unless the Heroes outrun it by having two doorways between them and the Monster. It will follow-up a Pushback.

Pack- All Monsters of a type will move and attack a single Hero together. Which Hero that is attacked depends on which Monster is activated first? It will move and attack the nearest Hero and the rest will follow behind. If the Heroes leave the room then the Monsters will follow unless the Heroes outrun them by having two doorways between them and the Monsters. It will follow-up a Pushback.

Monster Detection

Monsters placed during the construction phase are never aware of the Heroes when they enter the room. The Heroes have to do something in order to be noticed. Every Monster has a **Detection Range**; it appears as the Monster's RNG stat. A Detection range is like a weapon's range, it is counted starting out from a square adjacent to the one occupied by the Monster. If a Character moves onto a square in the front facing of the Monster out to the limit of its detection range, the Hero is automatically detected. If the Hero moves into any square adjacent to the Monster the Hero is detected. If a Hero springs a trap in a room occupied by a Monster the Hero is automatically detected. If a Monster detects one Hero it detects all the Heroes. Naturally, all other Monsters in the room detect the Heroes as well. Monsters will not pursue the Heroes into another room or hallway, but will remain in their current room till they are removed from the game. (Note some Monsters may have a law or power that ignores this rule.)

Wandering Monsters

These are Monster that spontaneously reappears in an already cleared room. Monsters can only reappear in rooms that have been cleared of all Monsters, if at least one Monster is left in a room nothing can reappear in that room. When you re-enter a cleared room (and complete your movement) roll a D6. A result of 1 indicates wandering Monsters, roll on the Monster Chart. Monsters that reappear always detect the Heroes and are placed at any

Doorway. If there are no empty square in front of the Doorway they appear in the nearest empty square. Determine which Doorway the wandering Monsters appear at by numbering each Doorway and rolling an appropriate die. A Wondering Monster will always attack first even if their Law normally prevents them from doing so.

Bosses and Mini-Bosses

Bosses and Mini-Bosses are normally Unique Monsters that do not usually appear on the Monster Type Chart. They are usually in Unique Location rooms, placed during the Construction Phase. Both have laws associated with them and some have special laws that appear in the Quest.

Bosses and Mini-Bosses do not have a Life stat like other Characters. Instead they have a **Life Chart**. A Life Chart insures that no player knows exactly how much damage it will take to remove a boss or mini-boss from the game. When a boss or mini-boss takes damage, the player whose Hero caused the damage, rolls on the Boss's Life Chart adding the Damage to the result. **For example:** A Hero causes 3 points of damage to the boss.

The player then rolls on the Life Chart for that boss and the die shows a 4. The player checks the Life Chart for a result of 7.

A boss or mini-boss does not roll on the Damage Side Effect Chart.

Treasure

Some Monsters will have gold with them and some Chests will have gold or other treasures hidden inside. Each Monster will have the amount of gold they carry on them listed with them in the Monster Description. When the Heroes remove that Monster from the game, the Heroes get the gold it had. All gold is pooled together and divided up among the Heroes.

When a Chest is successfully opened the player whose Hero opened it makes a roll on the **Treasure Chart** to see what the Chest contained and gets to keep it. Check the Treasure Chart for the appropriate die to roll. Items such as keys, weapons, armor, gold, and gems are common treasure. Some treasure is Unique, once it is found in a dungeon it cannot be found again. Treasure of this sort will say so. If the same results are rolled again for a Unique treasure it is ignored and the player must re-roll until another result is obtained.

One important item of Treasure is the Great Key. You need a Great Key to open a Great door. If you come to the last chest in a Dungeon and you have not found a Great Key, do not roll for treasure, it will automatically be a Great Key.

Gold, Gems and Trinkets that do not have a special use, can be stored as Treasure on the Hero.
Treasures that have a special use will take up an item location.
Treasures that a Hero can wear will take up an attire location.
Examples of attire are: Rings, boots, hats and amulets.
You are allowed one item of attire per location.

For Example You could wear 10 rings (1 for each finger) but you could not wear a set of boots and a set of shoes.

Abandoned Treasure

Sometimes a Hero cannot carry something that has been found. Perhaps they do not have room for it in their inventory. For whatever reason a Hero leaves treasure or an item in a room and then leaves the room, it is gone forever.

Advancement

When a Hero removes a Monster from the game, disarms a trap or lock successfully casts a spell successfully, or completes a quest task for the Quest, the group receives a set amount of Experience Points (XPs). When the Heroes have accumulated 120 XP then this gets divided between the living members of the Group.
30 XP each for 4 Heroes, 40 XP each for 3 Heroes or 60 XP each for 2 Heroes
The XP can be used to gain a level or purchase abilities and spells.

If a Hero has enough XP to gain a level, he or she can immediately choose to gain that level, even if in the middle of a dungeon Quest. The players then receive points to increase the Hero's stats immediately.

For Example: A Hero is on level one and has just received his second lot of 30 points from the XP pool to bring him to a total of 60 points. He spends 50 points to increase his level to two. He now has 10 points left. He needs to accumulate another 90 points to increase his level to three.

The Chart shows how much XP is required to increase a level, how many points you get to increase statistics and what the maximum values are for a statistic in each level.

Level	XP	Points	Cap	Level	XP	Points	Cap
1	0	0	6	6	600	36	8
2	50	12	6	7	800	42	8
3	100	18	6	8	1000	48	9
4	200	24	7	9	1250	54	9
5	400	30	7	10	1500	60	10

Unlike creation points where raising a stat by 1 costs 1 point, from level 2 onwards, to raise a stat, you must spend the amount of points equal to the new stat.
For example: To raise ATK from 2 to 3 would cost 3 points. If you want to raise it to 4 it would cost 7 points (3 points to raise it to 3 and then 4 points to raise it to 4)

Gaining XP

The XP you gain for Monsters is included in the Monster's stats.
Quest related XP can vary and is given with the rules for each dungeon.
The XP you get for successfully casting a spell or disarming a lock/trap is equal to 2 times the difficulty of that spell/lock/trap.

For example: A Hero disarms a trap with a Difficulty of 1. That Hero Character would earn 2 XP for the group.
A Hero unlocks a chest with a Difficulty of 2. That Hero Character would earn 4 XP for the group.
A Hero casts a spell with a Difficulty of 4. That Hero Character would earn 8 XP for the group.

Each Hero has the option to purchase another special ability after they have increased a level. You must use your XP to purchase the ability and it cannot be purchased while you are in a Dungeon.

If your MAGIC goes up you may also be able to purchase extra spells, but only between adventures not during a Dungeon.

Appendix 1: Monsters

This section lists off some level 1 Monsters that could be encountered on a Dungeon Plungin' quest. Each gives all the stats, powers, laws of that Monster type. It also gives the amount of gold and XP that can be won by defeating that Monster, as well as a physical description of it.

Stone Deviling

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	3	3	4	3	0	3	3	1	4	11

Powers: *Flying* - The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason.
Law: Swarm- All Monsters of a type will move and attack a single Hero together. Which Hero that is attacked depends on which Monster is activated first? It will move and attack the nearest Hero and the rest will follow suit.
Description: Devilings are the smallest and weakest of the demons. They resemble ghoblins but have pink skin, short stubby horns, and wings. They live to wreak havoc and enjoy mayhem. They prefer to concert their efforts on a single enemy with their strength being in numbers.

Stone Gargoyle

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
4	2	4	6	4	0	6	3	1	6	14

Powers: *Flying* - The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that is normally impassable for some other reason.
Law: Brutal- Once a Monster detects the Heroes it will always move and attack the nearest.
Description: Gargoyles are your typical minor demon. They have grey or black skin, horns, and wings. They tend to keep to themselves and live to wreak havoc and enjoy mayhem.

Wood Ghoblin

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
2	2	4	4	4	0	3	4	1	4	9

Powers: None
Law: Sneaky-The Monster will wait and only attack the nearest Hero in an adjacent space to another Monster. The Monster will attack if cornered and attacked by a Hero.
Description: Ghoblins are the smallest of the green skinned races. They are not as strong as their larger cousins, the Orcs, but they are smarter and just as cruel and vicious. Like the Orcs they dwell in abandoned places avoided by other races, but close enough to civilization to occasionally attack them.

Orc

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
3	3	3	4	2	0	3	3	1	6	11

Powers: None
Law: Brutal -Once a monster detects the Heroes it will always move and attack the nearest Hero.
Description: Orcs are a brutal and savage race of green-skinned humanoids. They delight in war and violence. They lack most of the higher intelligence of other races, but they are cunning and clever in devising new ways to cause mayhem. Orcs dwell in abandoned places avoided by other races, but close enough to civilization to occasionally attack them.

Giant Scorpion

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
3	3	3	4	3	0	3	1	1	0	11

Powers: *Venomous* - The Monster is able to deliver an attack capable of injecting venom into its prey. If the attack roll is all successes and target fails to roll any 5s or 6s on their Def roll then the venom has been successfully injected into the defender. Each round thereafter the victim must make a RES roll and get at least 1 success or suffer 1 point of damage. The only way to counter the venom is with a healing spell or potion, healing fountain, or a vial of antidote. If one of those is consumed by the afflicted, the venom is negated and no further rolls are required.
Law: Brutal- Once a Monster detects the Heroes it will always move and attack the nearest.
Description: This giant insect has a hard black carapace, sharp claws and a segmented tail with a deadly spear like stinger, full of venom. Giant scorpions are commonly found throughout warmer and desert regions.

Bone Skeleton

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
3	3	3	3	2	0	2	-	1	3	13

Powers: *Undead* - the Monster is not alive, so automatically passes any Resistance type rolls (spells, poison, fear) however they are susceptable to attacks or spells that target such creatures.
Law: Brutal-Once a Monster detects the Heroes it will always move and attack the nearest.
Description: Skeletons are the reanimated bones of fallen warriors. Unlike zombies, skeletons are almost completely decomposed.

Will O'the Wisp

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
1	3	4	6	1	4	6	2	1	0	13

Powers: *Sleepy spell* - All Heroes on the Tile are affected and all their actions require 6s for success.
Law: Conspire-Once the Monster detects the Heroes it will move away and attack the Heroes with magic.
Description: The Will O'the Wisp Looks like a small cloud. Its spell is its only real defense. Other Monsters quite often train Wisps to help them.

More Monsters

Sometimes Monsters will appear as Bosses or Mini-bosses. In these cases you use the Boss rules for the Quest rather than the standard rules for the Monster. Sometimes Monsters will have levels to match the Quests, so it is always better to use the Monster stats that appear in the Quest. As a final surprise to whet your appetite, here is an example Level 10 Monster

Doom Dragon

ATK	DEF	WIT	RNG	DEX	MAG	MOV	RES	LIF	Gold	XP
15	15	8	8	6	0	8	10	2	200	45

Powers: *Flying* - The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that is normally impassable for some other reason.
Fire Breath - The creature is able breath fire into a 2x2 block anywhere on the current tile. All Characters within the target block take 7 points of damage. Each Character may make a Defense roll.
Nimble - The creature gains a third Action per turn.
Law: *Maneuver*- Once the Monster detects the Heroes it will always move away from the nearest Hero and attack them with ranged weapons. The Doom Dragon will try to use all 3 Actions on using Fire Breath but will choose a different target for each attack. If a Hero is in an adjacent square he will use one Action to attack that Hero normally.
Description: The Doom Dragon is the dumbest of all dragon kind, but is still a formidable foe. They tend to fly to a corner and breathe fire at the enemy indiscriminately. Although Large and cumbersome they can deal out a lot of damage very quickly.

Appendix 2: Spells

School of Air

Name	Dif	Range	Target	Effect	School	Cost
Teleport	3	Adjacent or self	1 Character	The air shimmers around the Character as it disappears from sight. Move the Character up to 6 squares from its starting square.	Air	25
Invisibility	2	Entire Tile	1 Hero	The Hero seems to fade into the background as if no-one is there at all. Any Character trying to detect the recipient has a -3 on the action. Any damage the Hero receives immediately ends the spell.	Air	25
Ethereal	3	Entire Tile	1 Square	A Ghostly creature appears, with the following stats: **ATK** 1-6* **DEF** 0 **WIT** 0 **DEX** 0 **MAG** 0 **MOV** 6 **RES** 1 **LIF** 1 **Attack:** 1-6 The Attack stat of a summoned Monster depends on the Magic attribute of the caster. For every two points of Magic the Attack stat increases by one up to a maximum of six. **Powers:** Ethereal- The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason. The caster's player controls the Ethereal. The summoned creature remains till its life is reduced to 0.	Air	35
Lightning	1	6 Squares	1 Character	A magical energy bolt leaps from the caster's fingers towards any one target. Use the Magic roll as if it were an Attack roll. Weapon Bonus: +2	Air	15
Sleep	2	Entire Tile	All Monsters	The room is filled with the feint echoes of music as it fades to utter silence. All Monsters are put to sleep and cannot detect anything, except sprung traps. If attacked all Monsters return to normal. Resist: 2	Air	50
Soul catcher	4	Entire Tile	1 dead Hero	The Hero grabs at the empty air and seems to glow and float above the floor. The Hero then points his fingers at the dead Hero's Chest and the dead Hero revives with full life	Air	50

School of Fire

Name	Dif	Range	Target	Effect	School	Cost
Fireball	2	Entire Tile	3X3 Block	The Hero uses both hands to throw a large fireball into the room. It causes 1 point of damage to all Characters within the target block. Each Character may make a Defense roll	Fire	30
Fire Shield	2	Entire Tile	1 Hero	Flames lick around the Hero, forming a shape without substance. Invisible arcane armor surrounds the recipient and gives an Armor bonus of +2.	Fire	20
Pulse	2	Adjacent or self	1 Hero	The Hero seems to take a deep breath as a flush travels through the body to the extremities. Instantly returns 1d4 Life to the Hero up to the current maximum.	Fire	20
Fire drake	4	Entire Tile	1 Square	The Hero screams and A fire Drake appears with the following stats: **ATK** 1-4* **DEF** 2 **WIT** 0 **DEX** 0 **MAG** 0 **MOV** 6 **RES** 1 **LIF** 1 **Attack:** 1-4 The Attack stat of a summoned Monster depends on the Magic attribute of the caster. For every two points of Magic the Attack stat increases by one up to a maximum of four. **Powers:** Flying- The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason. The caster's player controls the Dragon. The summoned creature remains till its life is reduced to 0.	Fire	35
Flame	1	4	1 Monster	A magical flame engulfs one target. Use the Magic roll as if it were an Attack roll. Weapon Bonus: +2	Fire	20
Consume	4	Adjacent	Door	The Hero grabs the Door handle and the Door starts to smoke, smoulder and eventually turn to ash. The entrance to the room is open. Any traps or locks are ignored. Cannot be used on Great Doors.	Fire	25

School of Earth

Life Force	2	Adjacent or self	1 Hero	A ripple of energy flows from the Hero's feet up through the body, revitalizing some wounds. Instantly returns 1d4 Life to Hero up to current maximum.	Earth	20
Earth Gate	4	Entire Tile	Tile	A tree-like arch forms in front of the caster. A magic link is created in the room or hallway it was cast in. At any later time and place, the caster and everything in the 4 adjacent squares can be returned to that point at the caster's will. Only one gate can be created at a time. A new one eliminates the old one.	Earth	45
Golem	3	Entire Tile	1 Square	A creature made from rock pulls itself from the earth. It has the following stats: **Attack:** 1-4 The Attack stat of a summoned Monster depends on the Magic attribute of the caster. For every two points of Magic the Attack stat increases by one up to a maximum of four. **Powers:** None The caster's player controls the Golem. The summoned creature remains till its life is reduced to 0.	Earth	30
Pit	2	6 Squares	1 Monster	The earth opens beneath the Monster swallowing it in a great pit before closing up. Remove the targeted Monster. Resist: 2	Earth	30
Harden	1	Entire Tile	1 Hero	The Hero's skin turns stony grey as it turns hard like rock. The recipient receives an Armor bonus of +1.	Earth	10
Rebirth	4	Entire Tile	1 dead Hero	The Hero stands rooted to the spot as tendrils spread from his feet to the dead Hero, wrapping around the body and hiding it from view. The tendrils suddenly disappear with a flash of light and the dead Hero revives with full life.	Earth	50

Golem stats:

ATK	DEF	WIT	DEX	MAG	MOV	RES	LIF
1-4*	3	0	0	0	4	3	1

School of Water

Quicken	2	Entire Tile	1 Hero	The Hero seems to ripple and scatter as his movements seem faster than normal. The recipient gains a third action this Action Phase.	Water	30
Wave	3	Entire Tile	Self	The Hero holds both hands above his head as a cascade of water flows from them. Washing the area clean. All Characters occupying adjacent squares to the caster are immediately pushed back 3 squares.	Water	35
Fog	2	Entire Tile	All Monsters	A mist clouds the room with opaque vapour. All Monsters are blinded and cannot detect anything, except sprung traps. If attacked all Monsters return to normal. Resist: 2	Water	40
Doppelganger	1	Entire Tile	1 Hero	A copy of the Hero, carved in ice, appears beside him. The doppelganger has the same stats as the Hero, but with a life of 1. It gets its own turn and remains until its life is reduced to 0 or the Hero leaves the room.	Water	20
Ice Shards	4	6 Squares	3X3 Block	The Hero points to the ceiling where a cloud forms before dropping razor sharp icicles onto the floor below, Causes 2 point of damage to all Characters within the target block. Each Character may make a Defense roll	Water	45
Likeness	4	Entire Tile	Self	The Hero gestures to the Heavens and water falls from above filling a void around the Hero. When the water stops the Hero has taken on the likeness of a Monster in the room. The Hero has all the capabilities of the Monster, however when he takes a wound, the likeness disappears instead.	Water	30

School of Shadow

Drain	2	Entire Tile	1 Monster	Shadowy tendrils form between the caster and the target. As the target weakens the caster seems to grow stronger. Any success over the initial 2 draws 1 point of life from the target and adds it to the caster's life, up to their current maximum.	Shadow	25
Shadow Images	3	Entire Tile	Self	Two identical images of the caster appear in the room. These images may move about a number of squares equal to the caster's Move. They are controlled by the caster's player. They can be detected by other Characters. The images cannot attack and if they are attacked, that image is immediately removed.	Shadow	20
Find	2	Entire Tile	1 object	Dark cords travel from the Hero's eyes, searching and seeking. If successful the caster learns either whether a Door or Chest is locked or trapped, but not both. He also learns what type it is. Roll on the appropriate chart. Can only be cast once, on any Door or Chest in a room or hallway.	Shadow	15
Shadow Passage	4	Adjacent	Door	The Hero circles his hand in front of the Door as a dark patch grows within it, to the size of a man. Creates an entrance to the room that can be walked through. Any traps or locks are ignored. Cannot be used on Great Doors or Doors that require a key.	Shadow	25
Night	2	Entire Tile	All Monsters	Darkness fills the room, reaching to every corner and cranny. All Monsters are blinded and cannot detect anything, except sprung traps. If attacked all Monsters return to normal. Resist: 2	Shadow	40
Demon	2	Entire Tile	1 Square	A fiery portal appears and a minor demon flies through. It has the following stats: (see below) **Attack:** 1-8 The Attack stat of the summoned Monster depends on the Magic attribute of the caster. For every point of Magic the Attack stat increases by one up to a maximum of eight. **Powers:** Flying- The creature is able to pass through but not occupy squares already occupied by other Characters, objects, or that are normally impassable for some other reason. The caster must pass a Resistance test to control the creature. If the caster fails the roll the Demon will attack him. The summoned creature remains until its life, or the life of the caster is reduced to 0.	Shadow	40

ATK	DEF	WIT	DEX	MAG	MOV	RES	LIF
1-8*	6	3	2	0	6	3	1

Appendix 3 : Game Aids

Map Maker & Plot Counter Sheet

You will need a copy of the Map Maker for each game you play. This is used to track the tiles & doors that you have placed to build the Dungeon. The following lists some suggestions for marking items.

Hallway   Corner   T Way   X Way   Room

Open Door   Locked Door   Unique Room   Special Room
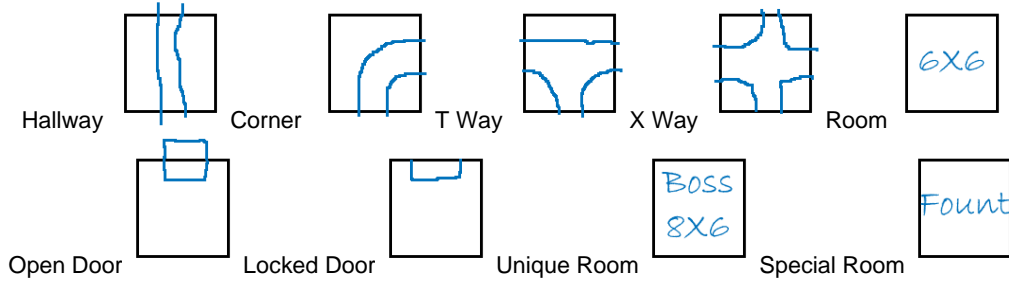
Doors that are known to be trapped can be marked with a T
You can also keep a track of any other details such as unopened chests and monsters you haven't killed.
There is no need to track their locations, just how many and any other details.

Here is a sample Map.
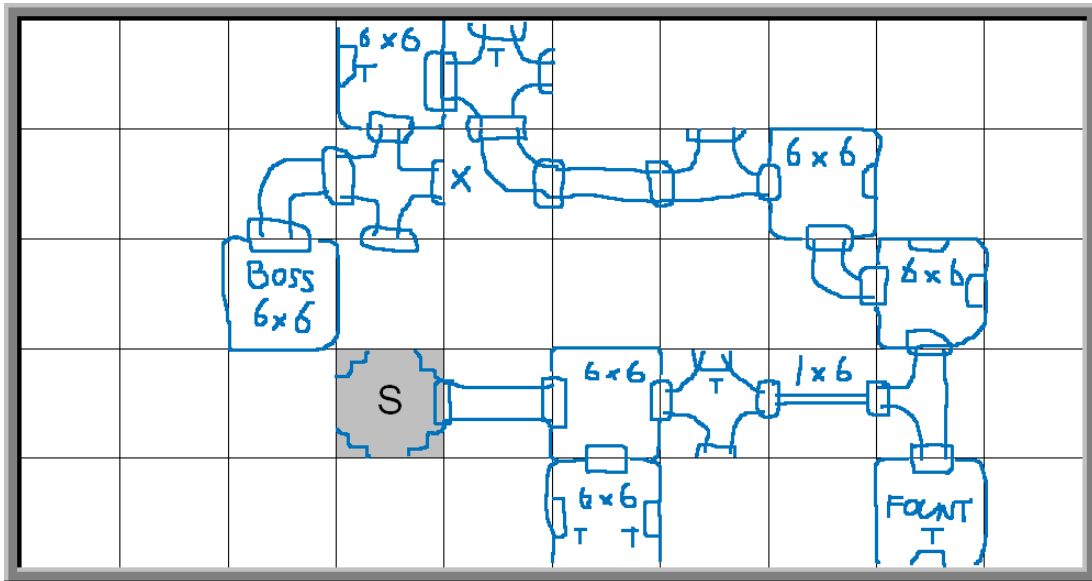
*Note the **X** where a doorway leads nowhere.*

You start the Plot counter at the first number of the time span and when you construct the first room cross off the next number. After each construction phase you cross off the next number until you reach the first pink 1. From now on, as well as crossing off the number, you also add it to the **Door Chart** Roll.

Here is the plot counter for the above map

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10

MAP MAKER

						S							
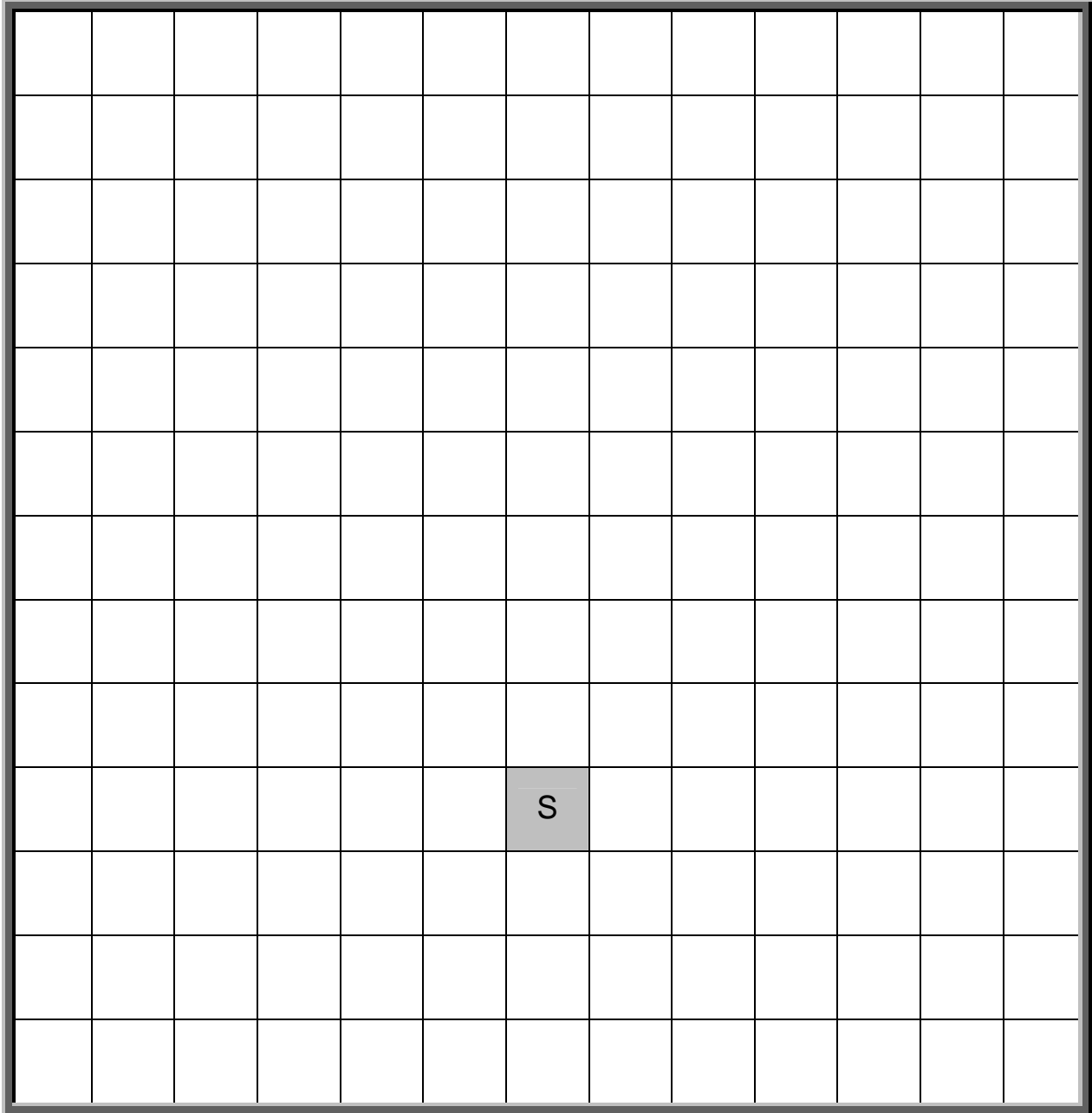
PLOT Counter

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11
10	9	8	7	6	5	4	3	2	1	1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30

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Action Phase flowchart

```
┌──────────────┐     ╱────────────╲   YES   ┌──────────────┐     ╱────────────╲   YES   ╭──────────────╮
│   Heroes     │     ╱ Do the      ╲───────▶│  Monsters    │────▶╱ Is a Hero   ╲───────▶│  Go to       │
│ perform two  │────▶╲ Monsters     ╱        │ perform two  │     ╲ adjacent to  ╱        │ Construction │
│ actions each │     ╲ detect the  ╱         │ actions each │     ╲ an open     ╱         │  Phase       │
└──────────────┘     ╲ Heroes?    ╱          └──────────────┘     ╲ door?      ╱          ╰──────────────╯
                      ╲──────────╱    NO                           ╲─────────╱    NO
```
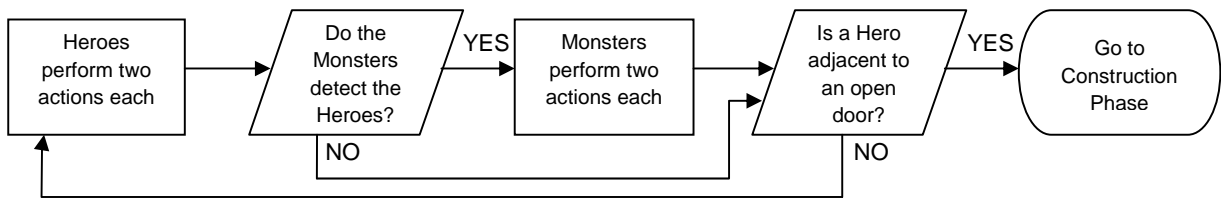
Construction flowchart

```
                    NO    ┌──────────────┐     ┌──────────────┐     ┌──────────────┐     ┌──────────────┐
                          │ Roll on the  │     │ Roll on the  │     │ Roll on the  │     │ Roll for the │
                   ┌─────▶│ Location     │────▶│ Doorway      │────▶│ Encounter    │────▶│ locations of │
    ╱────────╲     │      │ Chart and    │     │ Chart and    │     │ Chart for    │     │ the Chests   │
   ╱ Is the   ╲    │      │ place the    │     │ place the    │     │ Monsters     │     │ and place    │
  ╱  door a    ╲───┘      │ matching tile│     │ matching door│     │ and Chests   │     │ any Chest    │
  ╲  Great      ╱         └──────────────┘     │ markers      │     └──────────────┘     │ markers      │
   ╲ Door?     ╱                               └──────────────┘                          └──────────────┘
    ╲────────╱     YES   ┌──────────────┐     ┌──────────────┐     ┌──────────────┐     ┌──────────────┐
                  └─────▶│ Roll on the  │────▶│ Use the      │     │ Roll for the │     │ Roll on the  │
                         │ Unique       │     │ Description   │     │ locations and │◀───│ Monsters     │
                         │ Location     │     │ to place      │     │ facing of the │     │ Chart for    │
                         │ Chart and    │     │ Monsters,     │     │ Monsters and  │     │ the type and │
                         │ place the    │     │ Chests and    │     │ place any     │     │ number of    │
                         │ matching tile│     │ other items on│     │ Monsters      │     │ monsters     │
                         └──────────────┘     │ the tile      │     └──────────────┘     └──────────────┘
                                              └──────────────┘
```

Opening an Unlocked Door or Chest flowchart

```
    ┌───▶╱────────────╲   Succeeds   ┌──────────────┐
    │   ╱ The Hero     ╲────────────▶│ Open door or │
    │   ╲ attempts to   ╱            │ chest and    │
    │   ╲ detect a     ╱             │ Resolve the  │
    │    ╲ Trap       ╱              │ Trap with    │
    │     ╲──────────╱               │ bonus        │
    │  Fails    │ Succeeds           └──────────────┘
    └────┐      │                                        ┌──────────────┐
         │      │        Fails                           │ Open door or │
         │      └──────────────────────────────────────▶│ chest and    │
         │      ▼                                        │ Resolve the  │
    ┌───▶╱────────────╲   Succeeds   ┌──────────────┐   │ Trap         │
    │   ╱ The Hero     ╲────────────▶│ Open door or │   └──────────────┘
    │   ╲ attempts to   ╱            │ chest and do │
    │   ╲ disarm a     ╱             │ not resolve  │
    │    ╲ Trap       ╱              │ Trap         │
    │     ╲──────────╱               └──────────────┘
    │  Fails
    └────┘
```

Opening an Locked Door or Chest flowchart

```
    ┌───▶╱────────────╲   Succeeds                      ╱────────────╲   Succeeds   ┌──────────────┐
    │   ╱ The Hero     ╲──────────────────────────────▶╱ The Hero     ╲────────────▶│ Open door or │
    │   ╲ attempts to   ╱                           ▲  ╲ attempts to   ╱            │ chest and do │
    │   ╲ detect a     ╱                         ▲     ╲ unlock the   ╱             │ not resolve  │
    │    ╲ Trap       ╱                                ╲ door        ╱              │ Trap         │
    │     ╲──────────╱                                  ╲──────────╱               └──────────────┘
    │  Fails    │ Succeeds                                   │ Fails
    └────┘      │                       ┌──────────────┐     ▼
               │                       │ Resolve Trap │◀───────
               │          Fails        │ on first     │
               │      ┌───────────────▶│ failure only │
               ▼      │                └──────────────┘
    ┌───▶╱────────────╲   Succeeds                      ╱────────────╲   Succeeds   ┌──────────────┐
    │   ╱ The Hero     ╲──────────────────────────────▶╱ The Hero     ╲────────────▶│ Open door or │
    │   ╲ attempts to   ╱                              ╲ attempts to   ╱            │ chest and do │
    │   ╲ disarm a     ╱                               ╲ unlock the   ╱             │ not resolve  │
    │    ╲ Trap       ╱                                 ╲ door        ╱              │ Trap         │
    │     ╲──────────╱                                   ╲──────────╱               └──────────────┘
    │  Fails                                                 │ Fails
    └────┘
```

Character Sheets

NAME:	CONCEPT:
ATK:	SPECIAL ABILITIES:
DEF:	
WIT:	
DEX:	SPELLS:
MAG:	
MOV:	
RES:	TREASURE: LEVEL:
LIF:	

ARMOUR:

HAND 1:   HAND 2:

ATTIRE:

ITEM 1:   ITEM 2:

ITEM 3:   ITEM 4:

ITEM 5:   ITEM 6:

ITEM 7:   ITEM 8:

NAME:	CONCEPT:
ATK:	SPECIAL ABILITIES:
DEF:	
WIT:	
DEX:	SPELLS:
MAG:	
MOV:	
RES:	TREASURE: LEVEL:
LIF:	

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