

	SCROLL OF CONTROL CURRENT ENEMY RUNS AWAY	SCROLL OF FLAMES DEAL 5 DAMAGE THIS TURN & 2 DAMAGE NEXT TURN	SCROLL OF TELEPORTATION RANDOMLY TELEPORT	SCROLL OF CONTROLLED TELEPORTATION TELEPORT TO ANY ROOM	MINOR HP POTION +1 HEALTH	MINOR HP POTION +2 HEALTH	MAJOR HP POTION +4 HEALTH	MAJOR HP POTION +5 HEALTH	MINOR STRENGTH POTION +1 TO min attack FOR 1 ROOM	MINOR DEFENSE POTION +1 TO AC FOR 1 ROOM
	LIL' LOOT 	LIL' LOOT 	LIL' LOOT 	LIL' LOOT 	MINOR HP POTION +2 HEALTH	MINOR HP POTION +2 HEALTH	MAJOR HP POTION +4 HEALTH	MAJOR HP POTION +6 HEALTH	MINOR STRENGTH POTION +1 TO min attack FOR 2 ROOMS	MINOR DEFENSE POTION +2 TO AC FOR 1 ROOM
	10 GOLD 	10 GOLD 	25 GOLD 	15 GOLD 	MINOR HP POTION +2 HEALTH	MINOR HP POTION +2 HEALTH	MAJOR HP POTION +4 HEALTH	MAJOR HP POTION +6 HEALTH	MINOR STRENGTH POTION +1 TO min attack FOR 2 ROOMS	MINOR DEFENSE POTION +2 TO AC FOR 1 ROOM
	SEMI-GOOD LOOT 	GOOD LOOT 	GOOD LOOT 	GRAND LOOT 	MINOR HP POTION +3 HEALTH	MINOR HP POTION +3 HEALTH	MAJOR HP POTION +5 HEALTH	MAJOR HP POTION +6 HEALTH	MAJOR STRENGTH POTION +2 TO min attack FOR 3 ROOMS	MAJOR DEFENSE POTION +3 TO AC FOR 2 ROOMS
	30 GOLD 	50 GOLD 	70 GOLD 	250 GOLD 	ROGUE'S DAGGERS CAN ATTACK TWICE	HUMONGOUS HAMMER +1 TO min attack	SCROLL OF BARGAINING -10% price FROM ONE MERCHANT ITEM	SCROLL OF FRIENDSHIP CURRENT ENEMY HELPS IN NEXT ROOM	SCROLL OF UNDYING COME BACK TO LIFE AT 1/2 HEALTH	SCROLL OF SWIFTNESS DODGE ONE ENEMY ATTACK
	DRAGON SHIELD +4 AC	KNIGHT'S SHIELD +2 AC	CRUDDY SHIELD +1 AC	BOW & ARROW DEAL 1 DAMAGE TO ENEMY IN NEXT ROOM						

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
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ENCOUNTERS

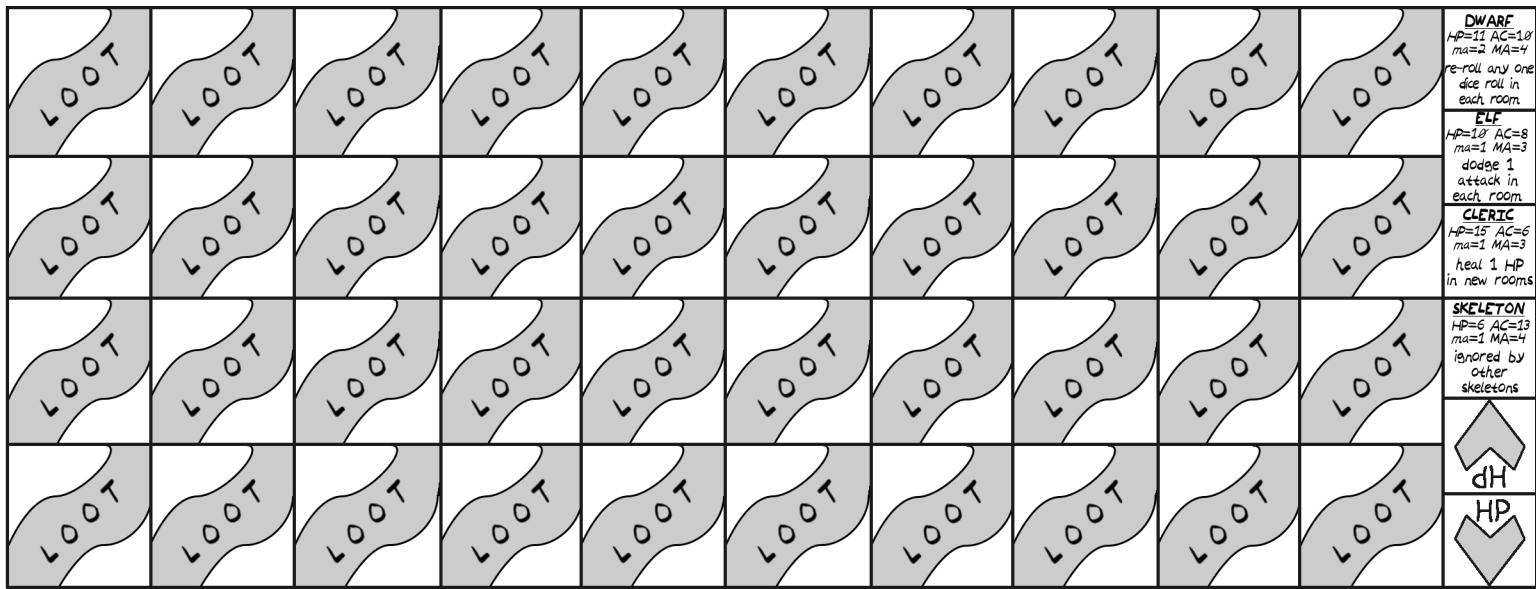
- 1 : NOTHING
- 2-11 : ENEMIES
- 12-17 : ENEMIES + TREASURE
- 18-19 : TREASURE
- 20 : MERCHANT

EQUIPMENT

SLOT 1	SLOT 2	SLOT 3
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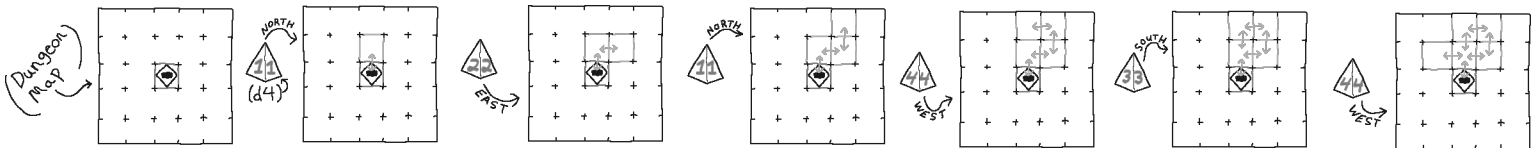
ENEMIES

<p>HP = HEALTH ma = minimum attack AC = ARMOR MA = MAXIMUM ATTACK</p> <p>RABID RAT HP = 1 ma = 1 AC = 2 MA = 1</p>	<p>1-5</p> <p>WANDERING WARRIOR HP = 4 ma = 1 AC = 6 MA = 2</p> <p>6-10</p>
<p>11-14</p> <p>SPOOKY SKELETON HP = 6 ma = 1 AC = 10 MA = 2</p>	<p>15-17</p> <p>GHOULISH GHOST HP = 7 ma = 1 AC = 12 MA = 3</p>
<p>18-19</p> <p>DARK DEMON HP = 9 ma = 2 AC = 14 MA = 3</p>	<p>20</p> <p>DEATH DRAGON HP = 12 ma = 2 AC = 16 MA = 4</p>



STEP 1 - Dungeon Makin'

- roll a d20, this is how many rooms your dungeon shall have
- beginning at the 'START' tile, roll a d4 and then make a room in that direction (1 = north, 2 = east, 3 = south, 4 = west)
- draw arrows pointing to the direction you are making the rooms in, to know where your heroes will be able to move



- if you bump into a wall, ignore that roll & roll again
- on your last room, write the word 'EXIT' in it to know this is where you must get to in order to complete the dungeon

STEP 2 - Dungeon Crawl'n'

- choose which room you'd like to explore, making sure you obey the arrows
- move your hero to that square, and then, if the room is undiscovered, roll a d20 to see what that room has in store for you
- use the ENCOUNTER TABLE, see what you need to do, do it, and then mark that room as discovered [place an 'X', scribble it out, whatever]

NOTHING [1]: the room's empty, carry on

ENEMY [2-11]: oh dear, there's an evil-doer in this room! roll a d20 & refer to the ENEMY TABLE to see who you're up against

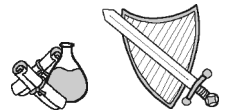
ENEMY+TREASURE [12-17]: same as above, but this one is guarding some treasure! upon slaying the baddie, draw a loot card

TREASURE [18-19]: the enemy that normally resides in this room is out to lunch, and they left the loot exposed! draw a loot card

MERCHANT [20]: I don't know why they thought it would be a good idea to set-up shop in a dark & dingy dungeon, but they may have some valuable items draw 3 loot cards, and pay 100 gold for any you'd like to have. discard the rest

'OCCASIONAL' SIDE-STEP - Monster Slayin'

- whenever you encounter an enemy, you first must find out what kind of enemy it is you do this by rolling a d20, and looking up the corresponding number in the ENEMY TABLE
- once you've got your enemy, you may then begin to fight. Much like Han Solo, your hero always attacks first
- first, roll a d20, if the result is equal to or greater than the ARMOR [AC] of your enemy, you hit! otherwise, it's the enemy's turn
- roll a d4 to see how much damage you deal to the enemy [taking into account your minimum attack [ma] value], subtract this amount from the enemy's health
- for the enemy's turn, repeat the steps above, except they are now attacking you [so swap their AC with yours, etc.]
- don't forget to take into account the enemies minimum / MAXIMUM attack [ma/MA] when they hit you
- at any point in battle, you may play any loot you have that may be of use



ADDITIONAL INFO / TIPS

- you can only carry 3 items at a time, you must discard items you remove / pass on
- discarding items take them out of play for the length of this dungeon-layer
- feel free to print out extra dungeon-maps [or simply erase your current one], and draw a new layout to continue playing after completing a dungeon, each new dungeon map you create and play through counts as one dungeon-layer
- grab yourself a pencil and start scribbling on this paper. write down your AC/ma/Enemy Health, or anything else you need to keep track of

LOOT CLARIFICATIONS

Scroll Of Control: current enemy leaves, collect any loot that may be due to you [depending on the encounter-type]

Scroll Of Teleportation: roll a d20, starting at the top left of the map count left to right, when you hit this number place your hero in that room. roll an encounter if the room is undiscovered

Scroll Of Controlled Teleportation: pick any room you'd like & place your hero there, roll an encounter if the room is undiscovered

Scroll Of Friendship: current enemy will stop fighting you, & instead travel with you into the next room. if the next room contains an enemy, your new 'friend' will fight it along side you both you and this enemy get to attack the new foe [attack with it the same way it would attack you, using stats from the table]

Bow & Arrow: before entering an undiscovered room, fire off a 'warning' shot, if that room's encounter contains an enemy, that enemy takes 1 damage

Rogue's Daggers: both attacks require you to roll a d20 to see if you manage to hit your enemy's armor [AC]

HERO ABILITY CLARIFICATIONS

Dwarf: in each room, you may re-roll any one dice roll and keep whichever number you'd like [works for encounters, attacks, damage, and enemy-spawning]

Skeleton: whenever you encounter a SPOOKY SKELETON as an enemy, they will leave you alone [they respect their fellow boney-bros]