

improvised Dungeon Crawl



Ogre Mage Games



improvised Dungeon Crawl

v1.0

a dice and card game for 1-4 players

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About the name...

Yes, I know, it doesn't look so improvised any more now that I wrote down all the rules and made little character sheets and all that. I still call it the *improvised Dungeon Crawl*, though, because that's how it started.

It was about a year ago as of writing this that I went to see some colleagues for a movie and some beer, but somehow we decided against the movie. My colleagues asked me how “these geek games” worked which I had asked them to play with me. They of course meant role-playing games. Unfortunately I didn't have any of my books with me, but in my rucksack I still had my dice bag from my last rpg evening with my usual group.

So I first introduced them to the dice from d4 to d20 and when one of them said he'd like to play, I improvised. He had several sets of poker cards at home and thus was the idea for character creation and equipment born. I quickly wrote the first ideas up on a sheet of paper and we started right away.

During play we worked on the rules and the abilities, added some and removed others to keep the system simple, because we wanted to add some more colleagues to the group next time. By then I had the rules written on down on my computer and gave every player their printed copy of the dungeon exploration table.

Some weeks afterwards I was assigned a job at a different location and our little iDC group was disbanded. But the idea stuck in my head and I wrote more. I translated it to English (from the original German) and decided to make it available to the public.

I hope you're enjoying iDC as much as I did!



Michael Bauer

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What's needed for play?

The Cards

The standard variant of iDC uses a normal 52-card poker deck for items, characters and such, and another 52-card poker deck for the dungeon. One deck will be enough if you play with character sheets.

Face Cards are your player characters, each card represents a class for your party.

Pip Cards have several uses – they are resources and items, traps and monsters and so on.

The Dice

The iDC uses the following dice: **d4, d6, d8, d10 and d12**. Bring your entire collection as you might need a few of each.

The Rest

Some prefer keeping track of Hit Points (HP) and Loot Points (LP) with tokens like coins and such things.

Another way to track Hit Points is to use your character's HP die and switch it to the side showing your current Hit Points.

Loot Points are most easily tracked with a sheet of paper and a pencil. That way, your table won't be cluttered with LP tokens when playing, especially in longer campaigns.

If you play your character over several adventures it makes sense to write down the stats – iDC provides a Character Sheet at the end of this document.

Recommendation:

Use the character sheets to manage stats and gear. It does work otherwise, but your table will be cluttered with stuff. The character sheets help keep things organized. That's why I made them.

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Character Creation

Shuffle the card deck. The players take turns, drawing one card each until everyone has 6 cards on their hand.

Step 1: Class & Race

Face cards are your hero options. Pick one of them to be your hero class. This card is now your Character Card (CC) The face determines your class, the suit determines your race:

FACE	CLASS	SUIT	RACE
Jack	Fighter	Hearts	Human
Queen	Thief	Diamonds	Elf
King	Cleric	Clubs	Dwarf
Ace	Wizard	Spades	Halfling

If you have more than one face card, choose which character to play.

In case your group cannot decide on who will play which class, the player with the least face cards on hand chooses class first, then the player with the next higher number and so on, until the player with the most face cards has chosen a class. If you play with character sheets and/or more than 4 players, you might agree that a class can be played by more than one player. To provide a balanced game experience though, we'd advise to play different classes in 2-4 player games.

If a player didn't draw a face card, there are two options to get one: Either get another player to give away one of their leftover face cards, trade it with another player or drop your highest pip card and draw another 3 cards. Keep face cards and discard the other cards. Proceed character creation as normal. If still no face card has been drawn, either ask the other players again or drop the next highest pip card for another 3 cards and a new chance on one or more face cards.

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Each class and each race has special characteristics:

CLASS	ATTACK	SPECIAL
Fighter	d10	Slay!, Can use any armour + shield
Thief	d6	Disarm Traps, Evade
Cleric	d8	Pray, Heal, Resurrect, can use shield
Wizard	d4	Spellcasting, Ritual

RACE	HIT POINTS	SPECIAL
Human	d8	+10 Resource Points at character creation
Elf	d6	2 spell dice regardless of class (wizard gets +2 spell dice) and access to all wizard spells
Dwarf	d10	Repair: repair broken items Natural AR 1 against magic can use shields independent of class
Halfling	d6	Lucky: Re-roll any four rolls per dungeon

Unlike most Old School games you don't roll for Hit Points but get the full die amount to start with. So, if you play an Elf, put your HP die with the 6 facing up or note 6 Hit Points on your character sheet. If you want more of that Old School feel (and are not afraid of dying), roll your HP die and use whatever comes up. It's much more convenient to just use the die maximum as your maximum HP, though.

Roles in the party

The classes have different roles in the group, depending on gear, group build and sometimes also on race. **Tanks** keep the foe occupied, taking hits. **Damage dealers** deal damage (duh), **healers** heal (duh-uh), **supporters** help the other characters do their job.

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Step 2: Spend Resources

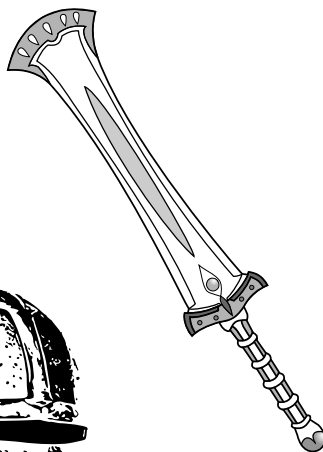
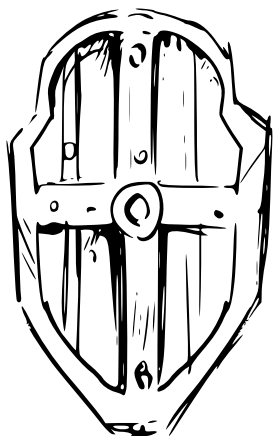
All cards you have not yet used (that is, all cards except your Character Card) are now your resource cards. You have a number of Resource Points (RP) indicated by the value of the pip cards combined. Additional face cards you didn't use as your CC count as 10 RP.

This table can also be used during play when trading in Loot Points for actual items. Be aware though that **during play it costs you double the RP to acquire an item!** (You can find the table for costs during play in the appendix section of this document for easy print, see p.21)

Add all RP numbers and spend them on equipment.

Some items are very limited, as there are a limited number of representing cards in the deck. When using a Character Sheet, you don't need to limit your supply in such a way.

Unused Resource Points go into your Loot Points pool on a 1:1 basis.



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Equipment Table

RP COST	EQUIPMENT	NOTES/CARD
[HP value]	Healing Potion: heals [HP value] HP	Just keep a Hearts card to represent your Healing Potion.
10	Potion of Divine Intervention	10 of Hearts Resurrects a fallen hero to full strength.
20	Magic Weapon: ** max damage +2*	9 or 10 of Clubs only one per hero
15	Amulet of Vitality: ** Hit Point maximum +2*	9 or 10 of Diamonds only one per hero
15	Amulet of Spell Protection: + 1 armour vs magic	3 or 4 of Clubs only one per hero
30	Amulet of Protection: +1 AR	5 or 6 of Clubs only one per hero
3	Cloth Armour: AR 1	2 of Spades or 2 of Diamonds
6	Leather Armour: AR 2	4 of Spades or 4 of Diamonds Wizard maximum
10	Chain mail: AR 3	6 of Spades or 6 of Diamonds Thief maximum
15	Scale Armour: AR 4	8 of Spades or 8 of Diamonds Cleric maximum
20	Plate Armour: AR 5	10 of Spades Fighter only
7	Shield: AR +1	3 of Spades or 3 of Diamonds Fighter and Cleric only

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* The attack or HP die goes up a level, that means a d4 becomes a d6, a d6 a d8 and so on. The maximum is a d12.

** Alternatively these cards can be a Spell Wand or an Arcane Amulet, each granting wizards the ability to use 1 more spellcasting dice per spell cast.

How armour works:

Armour values range from 0 (unarmoured) to 6 (full plate and shield).

To keep track of your Armour Rating (AR) you can use a d6 in a different colour (so to not confuse it). Put that d6 on your Character Card, the number showing your AR. If you use character sheets, just note your current Armour Rating in the according box.

AR is subtracted from damage when you get attacked, and sometimes when you activate a trap.

Equipping heroes:

There is no limitation on how many potions a hero can carry around.

There is of course a limit to how many items a hero can use. Each hero can only use one of the following items each at once:

- * magic weapon
- * shield
- * armour
- * amulet

Optional Rule – Better Gear:

If you're playing alone or if you want to allow players better gear during longer campaigns, allow items to stack for additional bonuses, but double the item cost for the second item.

Example:

Upgrading a Magic Weapon to add 2 steps to the attack die (+4 max damage) costs 40 Resource Points (or even 80 Loot Points during play!).

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Class Abilities

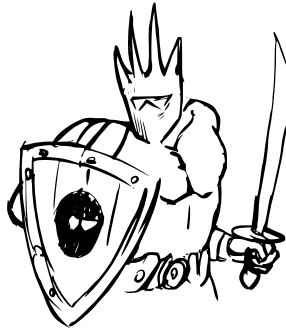
Fighter

Fighters aren't the brain of the party and their ability is a no-brainer too. They can use any armour and a shield.

Fighters get the **Slay!**-ability which grants them a 5d6 pool to add to their attacks. This allows you to boost your attack power to make sure you get through powerful enemies' defences. Before you attack, decide how many Slay!-Dice you want to use and roll them with your Attack die. Add the results and compare it with the monster's Wound Threshold (p. 15 & 20).

Example:

Thor the Orcslayer and his party fight the dragon. The beast's Wound Threshold (WT) is a mighty 6. Thor and the rest of the party are already severely wounded, so Thor's player decides to add Slay!-Dice to the next attack. The player rolls the fighter's d10 Attack Die and adds 2 Slay!-Dice, rolling 8, 6 and 4 for a total of 18! This score is triple the dragon's Wound Threshold and therefore inflicts 3 wounds!



The fighter's role in the party

You're the damage dealer of the group. Your job is to stand in the front row and hack and slash until you're down. Let the cleric and the wizard keep you safe from damage during a fight because you have the best chances to inflict wounds on any enemy.

When equipped with a good armour, fighters can make good tanks.

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Thief

Thieves can spot traps automatically and try to disarm them. When encountering a trap (no matter who drew the card), the thief spots it and can attempt to disarm it. Roll a d6. If you roll a 1, the thief sets off the trap and gets damaged. Rolling 2 – 6 means the trap is disarmed.

In addition, all thieves get 5d6 **Evade** dice. After a successful attack (and even traps), a thief can roll one or more of the Evade dice to get a bonus to AR for a chance to dodge the enemy blow or the trap after all. The die result is added to the thief's AR and again checked against the attack roll.

Example:

Lara the Thief has an AR of 2 (Leather Armour). A goblin (d6 Attack Die) rolls a 5 and would cost Lara 3 Hit Points. She is already down to 2 so she decides she must evade the attack at all cost! Lara uses one of her Evade dice and, rolling a 2, still gets hit but only for 1 Hit Point damage, as her new AR for this attack is 4. Had she used another Evade die to raise her AR to 5 or higher, she would not have taken damage at all.



The thief's role in the party

You're the one who spots traps before the others trigger them and then you even disarm them. Everybody will love you! Also, with your Evade Dice you can actually keep bigger monsters occupied by raising your AR so you don't get damaged.

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Cleric

Clerics have three abilities: Heal, Pray and Resurrect.

They get 5d6 as **Heal** dice to spend as they see fit for healing themselves or other party members. They must spend at least 1 die for every hero they want to heal. Roll the Heal die, the result is the amount of Hit Points healed. If used during battle, the cleric can not attack this round.

The **Pray** ability doesn't work during combat and demands an offering: for every 5 Loot Points offered to their deity a cleric gets a Heal die back to a maximum of 5. The other heroes can also offer their own Loot Points.

Resurrect is the mighty ability to bring a fallen hero back to life. With as many Heal Dice as you like, beat the number 40 minus the Loot Points sacrificed as an offering. The minimum difficulty is 8.

Example:

Myra the Mighty, the fighter of the group, died in battle against the dragon which in turn was slain by the group's wizard with a Missile spell. Because the group wants to play again with the same characters, Joseph the Chaste attempts to resurrect Myra, using 30 Loot Points from the dragon's hoard. The difficulty is now 10.

Joseph sacrifices the last 10 Loot Points of the dragon hoard and another 5 from his personal loot to regain 3 Heal Dice. Joseph's player rolls 4 Heal Dice total, scoring 3, 1, 2 and 5 for a total of 11, beating the difficulty of 10 and bringing Myra back to life.



The cleric's role in the party

Clerics are decent damage dealers and healers. If equipped accordingly, they can even tank, healing themselves if necessary.

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Wizard

The wizard is the spellcaster in the group. Wizards start with 8d6 **Spellcasting** dice. These dice can be used to fuel different spells: Buff, Confuse, Missile and Protect.

Per default you can spend 2 dice per spell. An Arcane Amulet and a Spell Wand item each add 1 to the dice you can use for a single spell.

The Wizard's Spells

- Buff:** Support another player's attack roll with Spellcasting Dice.
- Confuse:** Costs 2 dice. The monster cannot attack this round. Additional dice add 1 round to the effect.
- Missile:** Attack an enemy with a Magic Missile spell. Each Spellcasting Die used is directly rolled for damage.
- Protect:** Boost a player's Armour Rating (AR) by an amount equal to the number of Spellcasting dice used to cast the spell. Lasts 1 round per Spellcasting die spent.

The Ritual ability allows the wizard to regain lost Spellcasting dice. Offer 5 Loot Points worth of treasures to an otherworldly being for each Spellcasting die you want to regain.



The wizard's role in the party

Wizards are the group's wild cards. They can be damage dealers, supporters and even tanks (for a while). Adjust your wizard's spellcasting to the group's needs. It has often been a spell at the right time which turned the battle against the dragon in favour of the heroes.

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Dungeon Crawling

Now that you have your character it's time you learn the basics of the game and what to expect down in that nasty old dungeon! In this section you'll learn how to fight and kill your enemy, and how to loot the dead. You'll also learn more about your classes' special abilities.

The Dungeon Round

- 1.) Every player draws a card.
- 2.) One player describes the room the party enters now.
- 3.) Monsters are put on the table.
Everyone who puts a monster card on the table should describe the monster. Is it a skeleton? An orc? An undead unicorn?
- 4.) Counter Cards (Queens, Kings, Aces) are put on the Dragon stack. If the stack is full (12 cards), the dragon appears, scorching all other monsters on its way. Bossfight, baby! *See p. 21.*
- 5.) Players who drew a trap put it in front of their character sheet.
They're the unlucky ones who will trigger it. Unless the thief helps!
- 6.) Treasure cards are put on the table. *See p. 19.*
Some groups equally share treasure, others play by finders, keepers. In the end you should help each other out to maximise your party before the dragon appears.
- 7.) Fighting is resolved. *See p. 15.*
- 8.) Traps are resolved. *See p. 19.*
- 9.) Treasures & Looting are resolved. *See p. 18-19.*

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Exploring

One deck of poker cards will be used to build the dungeon.

At the beginning of a round, going around every player draws a card. Every card has a meaning you can check reading the table Dungeon Exploration at the end of this document (p. 20). Ideally, every player has a print-out copy of that table for faster reference. Now that every player knows what their card represents, it's time to build that dungeon.

First, one player describes the next room your party goes into. You can also draw a map on paper, that adds some old school flair and lets you replay the dungeon (maybe even in another role-playing game) later. If you do that, you might want to add some descriptions and what treasure and monsters you found in the room, too.

Next, all players who drew a monster card put it on the table.

Next, all counter cards (Queens, King and Aces) are put to the side. Once all 12 of these have been drawn, the heroes face the dragon who controls the dungeon (see p. 18)!

As the last step all other cards (traps and treasure) are put on the table.

Depending on what's on the table now, proceed to Fighting (if there are monsters), Traps (if any) or Treasure (if any).

NPC's

NPC's are Non-Player Characters, in other words, people the players might meet in their Dungeon Crawl. They might be trapped there, awaiting rescue by the heroes, or maybe they're exploring on their own.

Every NPC has a specific use to the players as seen on p. 19 on the NPC Encounters Table. After the meeting NPC's are considered to escape the dungeon the way the characters came so they cannot be found again.

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Fighting

Monsters attack the hero whose player drew the monster card. When battle begins, only this hero and this monster can attack each other. Once these two attacks are resolved, the battle is open and everyone can attack any monster they like. Monsters will stick to fighting their first target.

To determine who attacks first, compare the attack dice of the combatants. The higher dice go first. In the event of a tie, either let the players go first (Hey, they're heroes, right?) or roll the attack dice and let the better result go first. That way you can also solve which hero goes first.

For a standard attack, roll you classes' attack dice. For a missile spell, roll the amount of Spellcasting dice used. This game assumes you're professional Dungeon Crawlers with good training, so you'll hit what you aim at, that means, you don't have two separate to-hit and damage rolls. Instead, your attack roll represents a combination of these. If you do damage with your attack die, your attack hit and you got through the enemy's armour. If you don't do damage the hit wasn't good enough. Maybe you missed or your blow was caught by the armour.

Damaging Monsters:

Monsters have a stat called Wound Threshold (WT), symbolizing both natural toughness and worn armour. Taking damage equal to or higher than this threshold counts as a wound, flip the monster card 90°.

A second wound kills the monster. Time to loot!

Damaging Heroes:

Subtract the hero's Armour Rating from the attack die result. This is the damage actually done to the hero's Hit Points. If Hit Points fall to 0, the hero dies. Time to loot (unless you have means to resurrect the hero)!

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Critical Damage:

If you are so lucky as to roll your Attack Die's best result which is also double the WT (or more) of a monster, you even inflict two wounds, killing any standard monster with one blow and severely wounding even dragons!

When you use Slay!-Dice or are target of a wizard's Buff spell, you trigger Critical Damage even if your Attack Die didn't come up at its maximum, as long as the added result is double the WT.

If you roll triple the WT of a monster (through Slay!-Dice or Buff spells), inflict 3 wounds and so on.

Example:

Milo the wizard fights a Spades-4 monster (WT 2), rolling his d4 and scoring a 4. It's his best result and it is double the monster's WT, so it's a critical hit, slaying the monster instantly.

Another Example:

Fighter Thor engages a troll chieftain (a Jack monster) with a WT of 5. He wants to quickly end the fight, so he adds 2 Slay!-Dice. Thor's player rolls d10 and 2 d6, scoring 4, 3 and 3 for a total of 10. Because he used Slay!-Dice, Thor doesn't need to roll a 10 on his Attack die to trigger a critical hit. He scored a 10 which is double the troll's WT – a critical hit instantly killing the enemy!

Why do we use a fix die for damage, no matter what weapon we use? In addition to it being simpler, I felt that even if you equip your wizard with a battleaxe, he'd be so bad using that weapon that it's not deadlier in his hands than a dagger. And if your fighter uses only a dagger it's fine too, still doing d10 damage because that guy is one hell of a badass warrior, trained to kill even with cutlery!

If you feel that Critical Damage is unbalanced because it favours heroes with lower Attack Dice, you're right. It was originally intended to make the wizard a little more powerful in standard combat situations. In the end it's not a lot, though. But if you don't like the rule, just drop it.

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Optional Fighting Rules

Optional Rule – Potions During Combat

Often enough a potion was the last straw to save a hero's life. Feel free to allow or restrict using potions during combat. We felt it made sense but you'll have to sacrifice your attack this round.

Optional Rule – Defending Players

There might arise an occasion when one player wants to protect a fellow party member from damage to save their life. A possible scenario is, the wizard's player draws a big monster card and gets attacked in the first round, but oh! – the wizard is already down to 1 Hit Point! The mighty fighter tries to step in...

Allow any character to draw enemy attention in one round but they will have to forfeit their attack this round.

Optional Rule – Elite Monsters

Players running short on Loot Points might want to fight bigger monsters to gain LP faster. A player putting a monster on the table can declare it to be an elite monster.

Elite Monsters get an additional wound (so they will die after taking 3 wounds – turn the monster card on the back after the 2nd wound) and add 1 step to their attack die (d4 becomes d6, d6 becomes d8 and so on). Get 2 additional Loot Points when defeating Elite Monsters.

There are no Elite Dragons and who knows what rules would apply? Or maybe so far no one has met one and survived...

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Looting

As a professional Dungeon Crawler you probably know that as soon as any being drops dead it's time to loot the body. That's mostly even true for dead heroes – if you can't revive them somehow.

With dead heroes it's pretty easy to determine what items they carried. Just ask the poor guy's player! There is one restriction though: a dead hero's armour counts as damaged and has only half its AR left. To indicate this, turn the armour item card by 90° (or note it on your character sheet) until it is repaired.

When you have defeated a dungeon-dwelling creature and you loot it, grab one Loot Point token for each point of Wound Threshold the monster had (exceptions are Jacks and the dragon, see p. 20). If you use a character sheet, note the Loot Points there. But mind that not every character gets the entire LP amount, no way! You have to split it up!

So what are Loot Points and how do they help me, you ask? A valid question! Loot Points (LP) are an abstract currency and measure both actual monetary wealth and the chance to find a valuable item on your Crawl. You can either just hoard your LP, or you can trade them in for equipment That represents your chance of finding a good item after so many kills. One of those wolves just must have a plate armour in its belly, right? More realistically, you just find the armour on a dead body or on an armour rack, though. Describe as you like!

When trading Loot Points for gear during an adventure, refer to the table on page 25.

If you are a cleric, maybe you happen to stumble over a box of holy incense you can use for an offering to your god (see cleric's Pray ability).

If you're playing more than one Crawl, then after a successful Crawl, Loot Points become Resource Points and you can spend them to buy equipment just like you did during character creation. You also use the same table (p. 26).



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Traps

Another enemy of the Dungeon Crawler are traps, and for whatever reason, dungeons are full of 'em. You don't have to worry about traps if you have a thief in your group though. It's the thief's special ability to find and disarm traps as they come up. Spotting is automatic. Roll d6 to disarm. Unless you roll 1, the thief disarms the trap. A 1 triggers it in the thief's face.

If no thief is in your group and you roll a trap, the character whose player drew the trap card found the trap. The hard way. Roll a d6 to determine the type and damage of the trap.

A roll of 1 – 3 means it's a magical trap and you take the die result (1 – 3) as damage directly.

On the other hand, a roll of 4 – 6 means it's a physical trap and you take the result (4 – 6) as damage, but armour counts. Hopefully it wasn't the wizard who found that trap!

Treasure

No one knows why exactly dungeon keepers tend to put their belongings in chests and rather randomly spread them out over the dungeon instead of keeping them behind that one big locked door, but that's how it is. That means you'll sometimes come across a treasure chest which means extra loot without bloodshed (except it's a trapped chest and your thief is at home, see Traps).

Treasure chests have a 2-in-6 chance to be trapped, that means as soon as you want to grab this loot, roll a d6. 1 – 4 means that all is well, but a 5 or 6 means you go Traps above and see what hits you!

Again, if you have a thief in your group, you don't need to worry a lot about traps. You still roll the 2-in-6 roll as usual, but this time it's your thief rolling to spot the trap. 1 – 4 means you can go ahead and loot, 5 or 6 means your thief spotted a trap and – if you ask really nicely – will try to disarm it.

A treasure chest contains 2d6 Loot Points.

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Monsters

It's that big old question: What was there first – the monsters or the dungeon? No one really knows but dungeons and monsters seem to go very well together and that means you'll meet quite a few of these fellows down in the dungeons. Apart from them trying to kill you on sight, they have the nice habit of carrying loot. That's just another reason why you will want to kill them on sight, too. There's a big debate whether who started this endless feud – did an adventurer first kill a monster or did a monster first kill an adventurer? Regardless of the truth, just know this: monsters are there to be killed.

Monsters come in different shapes and difficulties. The shape is partly determined by the suit of the card, the exact form is up to you – the player who drew the monster gets to describe it (the dragon always stays a dragon, but you should describe it a little!). To determine the “stats” of the monster, check the following chart:

Card Values	Attack Die	Wound Threshold	Notes
2, 3	d4	1	1 Loot Point
4, 5	d4	2	2 Loot Points
6, 7	d6	3	3 Loot Points
8, 9	d8	4	4 Loot Points
10	d10	5	5 Loot Points
Jack	d10	5	2d6 Loot Points
Queen King Ace	d12	6	Dragon! Spawns as soon as the last of all Queens, Kings and Aces have been drawn. Unlike other monsters the dragon always attacks the toughest target first. 40 Loot Points!

Half the card value (round down) is a monster's Wound Threshold (WT).

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Dragons

If you want, you can just use any mighty beast here, of course. It doesn't have to be a dragon. It's just... a classic bossfight.

Once all 12 Queens, Kings and Aces have been drawn and put on the Dragon Counter stack, the Dragon awakes to fight the intruders in its dungeon.

Dragons attack the toughest foe first – usually the fighter. If the fighter is already severely wounded, the dragon might go for another player. Once the dragon has chosen a target it will fight it until it is dead and only then choose another prey.

The dragon is the exception to the damage rules. Dragons can take 12 wounds! That's right folks, dragons are really tough badasses! When a dragon takes a wound, remove one of the 12 cards that spawned it.



Dragon Fight – Tactical Hints

Experienced players will most likely see a good strategy already but I'll spell it out anyway.

The dragon bossfight is best fought in a group consisting of at least a fighter and a cleric or a fighter and a wizard. The thief's abilities are not of much use here, unless you count the thief's own survival, of course. If geared up with a magic weapon a thief has decent chances to add to the damage output of the party, though. The fighter tanks the dragon, meaning he's taking the hits (and likely at the same time dealing a lot of damage). The cleric's job is to heal the tank when necessary, while the wizard either boosts the fighter's AR with a Protect spell or deals additional damage.

If you're unlucky and you're facing the dragon without a fighter, the thief can be a decent tank too. The Evade-dice combined with a Protect spell can keep a thief alive for a while.

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The Dungeon Round

- 1.) Every player draws a card.
- 2.) One player describes the room the party enters now.
- 3.) Monsters are put on the table.
- 4.) Counter Cards (Queens, Kings, Aces) are put on the Dragon stack.
See p. 21 for dragon fights.
- 5.) Players who drew a trap put it in front of their character sheet.
- 6.) Treasure cards are put on the table. *See p. 19.*
- 7.) Fighting is resolved. *See p. 15.*
- 8.) Traps are resolved. *See p. 19.*
- 9.) Treasures & Looting are resolved. *See p. 18-19.*

NPC ENCOUNTERS TABLE

d6- Roll	NPC description
---------------------	------------------------

- | | |
|---|---|
| 1 | <i>Smith:</i> A smith repairs any broken equipment for free. |
| 2 | <i>Priest:</i> The priest heals all party members. |
| 3 | <i>Adventurer:</i> The adventurer shares 1 d6 LP. |
| 4 | <i>Alchemist:</i> The alchemist gives you a potion healing d10 HP. |
| 5 | <i>Warrior:</i> The warrior teaches to fight, refilling all Slay!-Dice. |
| 6 | <i>Gnome:</i> The gnome casts a spell, refilling all Casting-Dice. |

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DUNGEON EXPLORATION TABLE

Suit / Card	Meaning	Notes
Diamonds / pip cards	Treasure 2d6 Loot Points	Roll d6: 1 – 4 = no trap; 5 – 6 means it's trapped If no thief is in your group, 5 – 6 means you trigger the trap. Thieves spot the trap as soon as it's rolled and can disarm it on a d6-roll of 2 – 5. Rolling a 1, the thief triggers the trap.
Clubs & Spades / pip cards & Jacks	Monster	Attack Die is the die that “fits” in the card value. Wound Threshold is half the card value (rounded down).
Hearts / pip cards	Trap	If a thief is in your group, the trap gets spotted immediately. If no thief is in your group, the player who drew the card triggers the trap. See p. 19 for more information about type and damage.
Jack of Diamonds	NPC	Roll on the NPC table to determine the type of NPC you meet. And maybe also describe why the NPC is in the dungeon!
Jack of Hearts	Altar	The group cleric can pray at the altar. When you do, every party member is healed to full strength.
All Queens, King and Aces	Counter Cards:	As soon as all 12 cards are drawn, the dragon appears to fight the invading heroes.

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MONSTER TABLE

Card Values	Attack Die	Wound Threshold	Notes
2, 3	d4	1	1 Loot Point
4, 5	d4	2	2 Loot Points
6,7	d6	3	3 Loot Points
8, 9	d8	4	4 Loot Points
10	d10	5	5 Loot Points
Jack	d10	5	2d6 Loot Points
Queen King Ace	d12	6	Dragon! Spawns as soon as the last of all Queens, Kings and Aces have been drawn. Unlike other monsters the dragon always attacks the toughest target first. 40 Loot Points!

Half the card value (round down) is a monster's Wound Threshold (WT).



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LOOT POINTS ITEM COSTS (during crawls)		
LP COST	EQUIPMENT	NOTES/CARD
[double HP value]	Healing Potion: heals [HP value] HP	Just keep a Hearts card to represent your Healing Potion.
20	Potion of Divine Intervention	10 of Hearts Resurrects a fallen hero to full strength.
40	Magic Weapon: ** max damage +2*	9 or 10 of Clubs only one per hero
30	Amulet of Vitality: ** Hit Point maximum +2*	9 or 10 of Diamonds only one per hero
30	Amulet of Spell Protection: + 1 armour vs magic	3 or 4 of Clubs only one per hero
30	Amulet of Protection: +1 AR	5 or 6 of Clubs only one per hero
6	Cloth Armour: AR 1	2 of Spades or 2 of Diamonds
12	Leather Armour: AR 2	4 of Spades or 4 of Diamonds Wizard maximum
20	Chain mail: AR 3	6 of Spades or 6 of Diamonds Thief maximum
30	Scale Armour: AR 4	8 of Spades or 8 of Diamonds Cleric maximum
40	Plate Armour: AR 5	10 of Spades Fighter only
10	Shield: AR +1	3 of Spades or 3 of Diamonds Fighter and Cleric only

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RESOURCE POINTS ITEM COST (between Crawls)		
RP COST	EQUIPMENT	NOTES/CARD
[HP value]	Healing Potion: heals [HP value] HP	Just keep a Hearts card to represent your Healing Potion.
10	Potion of Divine Intervention	10 of Hearts Resurrects a fallen hero to full strength.
20	Magic Weapon: ** max damage +2*	9 or 10 of Clubs only one per hero
15	Amulet of Vitality: ** Hit Point maximum +2*	9 or 10 of Diamonds only one per hero
15	Amulet of Spell Protection: + 1 armour vs magic	3 or 4 of Clubs only one per hero
30	Amulet of Protection: +1 AR	5 or 6 of Clubs only one per hero
3	Cloth Armour: AR 1	2 of Spades or 2 of Diamonds
6	Leather Armour: AR 2	4 of Spades or 4 of Diamonds Wizard maximum
10	Chain mail: AR 3	6 of Spades or 6 of Diamonds Thief maximum
15	Scale Armour: AR 4	8 of Spades or 8 of Diamonds Cleric maximum
20	Plate Armour: AR 5	10 of Spades Fighter only
5	Shield: AR +1	3 of Spades or 3 of Diamonds Fighter and Cleric only

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mini Character Sheets

iDC – FIGHTER CHARACTER SHEET				Name:	
Attack		Special	5 d6 Slay!-dice O O O O O		
Race		Hit Points	()	AR:	Best Armour: all + shield
Race Special:				Gear:	
Loot Points					

iDC – THIEF CHARACTER SHEET				Name:	
Attack		Special	Disarm Traps 5 d6 Evade-dice O O O O O		
Race		Hit Points	()	AR:	Best Armour: Chainmail
Race Special:				Gear:	
Loot Points					

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mini Character Sheets

iDC – CLERIC CHARACTER SHEET				Name:	
Attack		Special	Pray, Resurrect 5 d6 Heal-dice O O O O O		
Race		Hit Points	()	AR:	Best Armour: Scale mail + shield
Race Special:				Gear:	
Loot Points					

iDC – WIZARD CHARACTER SHEET				Name:	
Attack		Special	Ritual, 8 d6 Spellcasting-dice OOOOO OOO (Elf: + OO)		
Race		Hit Points	()	AR:	Best Armour: Leather
Race Special:				Gear:	
Loot Points					

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iDC Character Sheet		Name:		
CLASS			Attack	
<input type="radio"/>	Fighter	Slay!-Dice O O O O O	Hit Points	(max.: ____)
<input type="radio"/>	Thief	Disarm Traps Evade-Dice O O O O O	AR	
<input type="radio"/>	Cleric	Pray, Resurrect Heal-Dice O O O O O	Best Armour	
<input type="radio"/>	Wizard	Ritual, Spellcasting Dice: O O O O O O O O	Loot Points	
RACE			GEAR	
<input type="radio"/>	Human	+ 10 RP at creation		
<input type="radio"/>	Elf	Spellcasting Dice: O O Access to Wizard spells		
<input type="radio"/>	Dwarf	Repair, can use shields, AR 1 vs. magic attacks		
<input type="radio"/>	Halfling	Re-Rolls: O O O O		
Wizard Spells				
Buff:	Support another player's attack roll with Spellcasting Dice.			
Confuse:	Costs 2 dice. The monster cannot attack this round. Additional dice add 1 round to the effect.			
Missile:	Attack an enemy with a Magic Missile spell. Each Spellcasting Die used is directly rolled for damage.			
Protect:	Boost a player's Armour Rating (AR) by an amount equal to the number of Spellcasting dice used to cast the spell. Lasts 1 round for each Spellcasting die used to cast.			

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THANK YOU FOR PLAYING!

For feedback and questions please mail to

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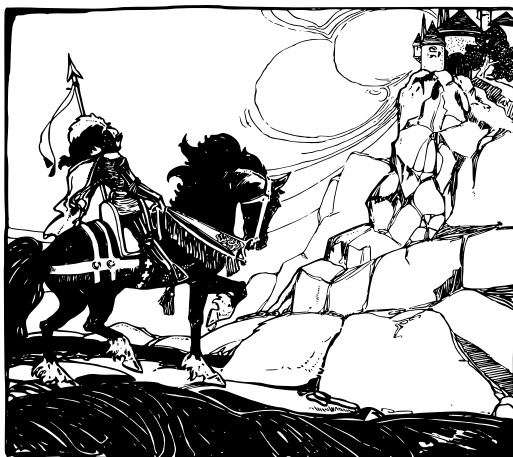
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quick character creation

fast-paced dungeon-crawling

deadly encounters



Available soon: **iDC expanded**

new classes

new spells

new challenges

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