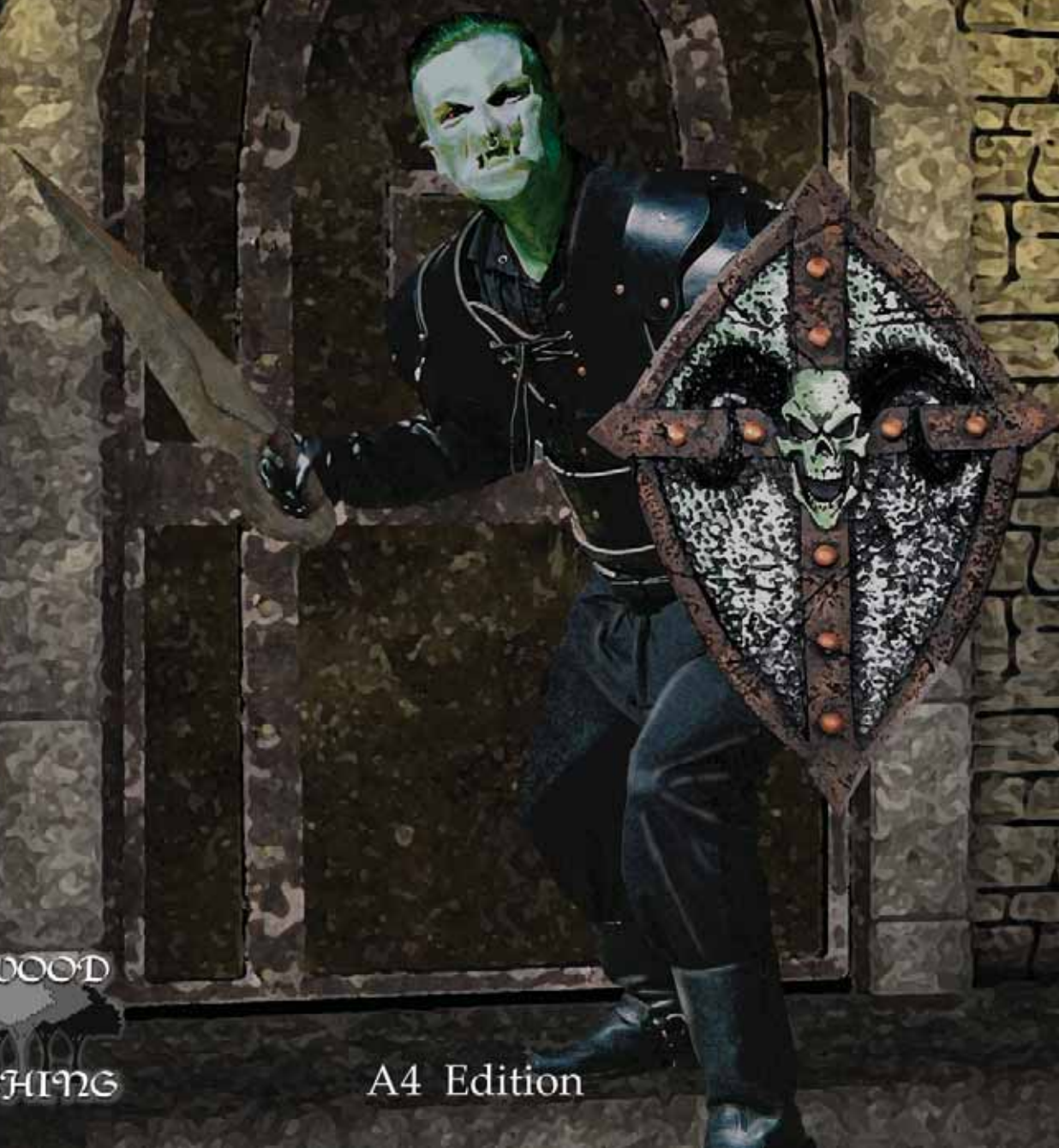


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# DUNGEON CRAWL

by  
Jamie Wallis



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If it's adventure and excitement you are looking for, you have come to the right brave adventurer. The time has come to prove your worth. Are you willing to show us your prowess with the blade, your stealth and cunning or your mastery of the magic arts? Whatever path you choose, adventure awaits.

Dungeon Crawl™ is primarily designed as a single player game set in a dungeon environment within a generic fantasy setting. You (The player) choose a character class to play (thief, fighter or sorcerer), roll up the character's attributes and place the starting equipment on the adventure sheet. The player then moves the character through the dungeon overcoming monsters, obstacles and traps in an attempt to find the dungeon's random finale card and win the game.

This game uses a cut down version of the Ultimate d100™ (Ud100) game system as created by Greywood Publishing.

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# DUNGEON CRAWL

Written, created and illustrated  
by Jamie Wallis

Additional illustrations  
by Martin McKenna



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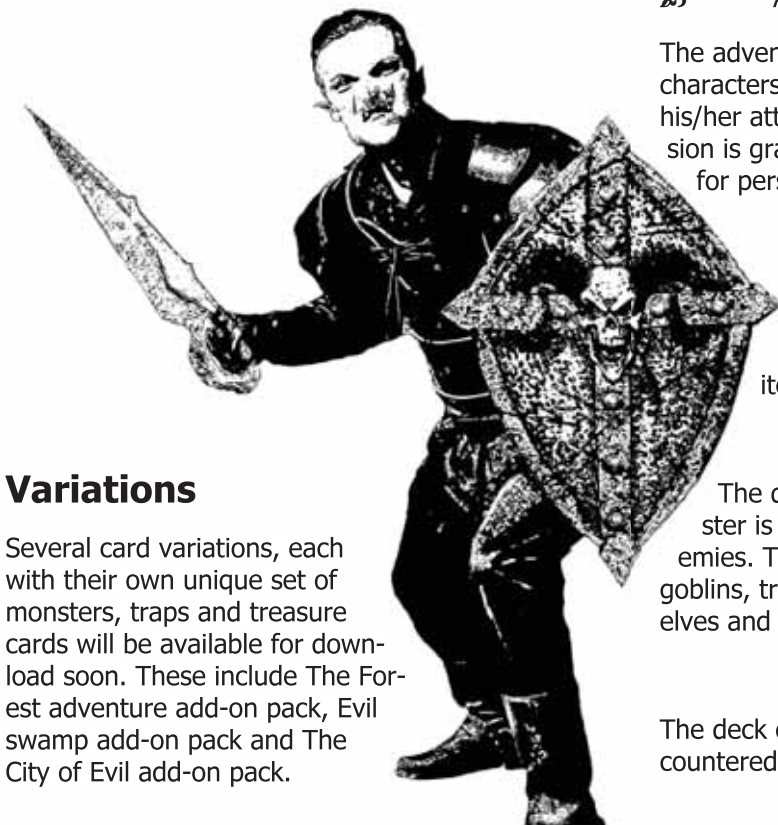
# DUNGEON CRAWL

## Introduction

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Dungeon Crawl™ is primarily designed as a single player game set in a dungeon environment within a generic fantasy setting. The player chooses a character class to play (thief, fighter or sorcerer), rolls up the character's attributes and places its starting equipment on the adventure sheet. The player then moves the character through the dungeon overcoming monsters, obstacles and traps in an attempt to find the dungeon's random finale card and win the game. This game uses a cut down version of the Ultimate d100™ (Ud100) game system as created by Greywood Publishing. Each game should take 20 – 30 minutes to play and because of the random manner of the game, each game should be very different to the previous one.

Please note that it is possible that the dungeon will finish at a number of dead ends (meaning that the finale card cannot be discovered). Not all dungeons are perfect.



## Variations

Several card variations, each with their own unique set of monsters, traps and treasure cards will be available for download soon. These include The Forest adventure add-on pack, Evil swamp add-on pack and The City of Evil add-on pack.

## Dungeon Crawl™

Dungeon Crawl™ is a one player (with options to play multi-player: see Advanced game and rules) dungeon adventure set a fantasy realm full of mythical monsters, deadly traps and mysterious magic items.

You, the player, create a character and lower yourself into the random dungeon. This game has been designed so that it plays different every time: different maps, monster encounters, traps and finale card.

## What is included in this game

The following list of items is included in this basic game set:

- ☞ Adventure Sheet
- ☞ Spell cards
- ☞ Monster Cards
- ☞ Trap Cards
- ☞ Treasure Cards
- ☞ Corridor Tiles
- ☞ Door tiles (locked and unlocked doors)
- ☞ Room Tiles
- ☞ Finale Cards
- ☞ Adventure sheet

The adventure sheet is where you keep track of your characters possessions and has a quick reference to his/her attributes, skills and character trait (permission is granted to photocopy the adventure sheet for personal use only).

## Spell Cards

The deck consists of 30 spell cards. Spell cards are used by sorcerers and thieves and can be included with some magical items.

## Monster Cards

The deck consists of 30 monster cards. Monster is the general term used in the game for enemies. The cards may have such things as: orcs, goblins, trolls and Dragons on them or evil humans, elves and dwarves.

## Trap cards

The deck consists of 30 trap cards. Traps can be encountered in corridors and rooms

# DUNGEON CRAWL

## Treasure Cards

The deck consists of 100 treasure cards. Treasure is a general term for items found and equipment.

## Corridor Tiles

The deck consists of 50 Corridor tiles. Corridor tiles can be empty, populated with monsters, traps and treasure or be special encounter cards.

## Room Tiles

The deck consists of 20 Room tiles. Room tiles can only be entered by a corridor tile with a door.

## Finale Tiles

The deck consists of 5 Finale tiles.

## What do I need to play?

All you need to play this game are 2 ten-sided dice, some scrap paper, a pencil and some scissors to cut out the cards with.

## Where can I play?

This game can be played anywhere:

- ☞ At home in any room (a nice amount of table space is recommended)
- ☞ In the garden (on a nice day)
- ☞ At a friends house
- ☞ At school during lunch or break
- ☞ On an office desk

## Can I play this game alone or with friends?

Dungeon Crawl™ is primarily designed as a single player game. However, advanced rules are included so that Dungeon Crawl™ can also be played with two or three players either acting together to complete the random quest or by using the optional Quest Cards.

## Getting Started

Looking through this PDF you will notice that there is a fair amount to print off and cut out. Once all the cutting has been done, sort the cards into their separate piles as well as the corridor and room tiles. The Adventure sheet may be printed as many times as you like for use with this game only.

## Cutting the Cards

You may want to consider laminating the different packs, or indeed, mounting them onto a hard substrate that will keep them in a nice condition and

prolong their life. Card sleeves are also available from game and hobby shops.

## Create a Character

Before embarking on this adventure you must first create your character. This game uses a cut down version of the Ultimate d100™ Game System (Ud100) as designed by Greywood Publishing. This game uses percentile dice to determine every outcome. Percentile dice are two different coloured ten-sided dice which, when rolled together, will create a number from 01 to 100 (represented as 00 on the dice roll). These dice can be purchased at any game or hobby shop.

## Attributes

Your player character is made up of the following attributes: Intellect (INT) – a measure of your learning ability. This attribute can grant a bonus to skill points and INT related skills; Agility (AGI) – a measure of your eye-hand coordination. This attribute can grant a bonus to defence in combat and AGI related skills; Constitution (CON) – a measure of your health. This attribute can grant a bonus to your Life points (LP) and CON related skills; Muscle (MUS) – a measure of your physical muscle. This attribute can grant a bonus to weapon damage in combat and MUS related skills; Senses (SEN) – a measure of your character's senses. This attribute can grant a bonus when trying to find a trap.

## The Two Values of an Attribute

The first value of an attribute represents how well the character has trained in his life and has a score between 2 and 20, with 11 being the average score. For every point above 11 in an attribute, the character will receive a bonus to skills related to that attribute. Scores below 11 will incur a penalty to skills related to that attribute.

The second value of the attribute is determined by multiplying the first value by 5. This will give your character a percentile score of between 10 and 100%. This score is used when a skill is not present to cover a specific situation. In the basic game, only the MUS % is used. This concept is expanded with the addition of other Dungeon Crawl™ Card sets.

**NOTE:** A ROLL OF 100 (represented as 00 on a d100) IS ALWAYS A FAILURE.

## Determining a Attribute

To determine your character's INT, MUS, CON, SEN and AGI roll 2d10, consult the left hand column on the Attributes table opposite and fill those scores in on the character sheet.

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**Table: Attributes**

Dice Roll	Attribute Score	Skill Bonus/Penalty	Attribute Percentage	Attribute bonus/penalty*
2	2	-20%	10%	-20
3	3	-17%	15%	-17
4	4	-14%	20%	-14
5	5	-11%	25%	-11
6	6	-9%	30%	-9
7	7	-7%	35%	-7
8	8	-5%	40%	-5
9	9	-3%	45%	-3
10	10	-1%	50%	-1
11	11	+0%	55%	+0
12	12	+1%	60%	+1
13	13	+3%	65%	+3
14	14	+5%	70%	+5
15	15	+7%	75%	+7
16	16	+9%	80%	+9
17	17	+11%	85%	+11
18	18	+14%	90%	+14
19	19	+17%	95%	+17
20	20	+20%	100%	+20

\* This score is used for INT, MUS & CON. It modifies your character's starting Life Points (LP), starting skill points, starting Magic points and damage bonus to melee attacks.

Always keep your attribute scores regardless of how low they may be. This will result in a challenge for you when trying to complete the adventure.

## Skills

Skills are a list of special actions which your character can use while adventuring in the dungeons. Each character class has access to the same skills but vary in the amount of skill points you can assign to them (see Character classes).

The skills used in this game are: Melee weapon, Parry, Jump, Swim, Pick locks, Search and Disarm trap.

**Melee weapon skill:** This skill is used in combat

**Jump Skill:** This skill is used to cross pits and chasms.

**Example:** an elf sorceress has no choice but to jump a chasm (all other paths have been explored). The chasm card reads: Jump skill -10% and 50 LP damage. The elf sorceress has a jump skill of 30%

To jump the chasm safely, she needs to roll 20% (30% skill - 10% for the difficulty of the chasm = 20%) or less on 1d100. She rolls 15 and easily clears the chasm and continues on her journey.

**Swim Skill:** This skill is used to swim across underwater lakes and rivers.

**Example:** The dwarf fighter is going to attempt to swim across a small river. The card reads: swim skill +10% or lose 1 item. The dwarf fighter has a swim skill of 10% (skill of 30% + 10% for the fish out of water character trait, -30% for wearing chain mail armour = 10%). He decides to put his chain mail armour in his backpack before attempting the swim, increasing his skill back up to 40%. The fighter's has a very good chance of crossing the river and has to roll 40% less on 1d100. Luck does not smile on our intrepid adventurer and he rolls 89% on the dice. His penalty for failing his swim skill is to lose one item. The random selection of one treasure card ends up being his backpack, which had his armour in! Both items are lost in the river.

**Pick locks skill:** This skill is used to unlock doors which bar your progress within the game.

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**Example:** The human thief has come across a locked door. The card reads: Locked door. Pick lock skill -20% (MUS - 40%). The thief has on Pick locks skill of 60% (skill of 50% + 10% for the Master Thief character trait). To open the door, the thief needs to roll 40% or less on 1d100 (60% skill - 20% for the difficulty of the lock). He rolls 16% and may continue with his journey. If he had failed the roll, he would get a second attempt to open the door because he is a thief character. If he failed that roll as well, he would have been able to attempt to break open the door with a MUS check at -40%.

☞

**Search skill:** This skill is used to find traps.

**Example:** The sorcerer character enters a tile that has a trap present. He draws a trap card (see card explanations), which reads: Arrow trap; Search skill -20%, Disarm skill +10%; damage 20. The sorcerer has a search skill of 30%. To find the trap, the sorcerer needs to roll 10% or less on 1d100 (30% skill - 20% for the difficulty of the trap). Only if he is successful in discovering the trap will he have the option to disarm it (see disarm skill below).

☞

**Disarm trap skill:** This skill is used to disarm traps, but only if they have first been discovered (see search skill above).

**Example:** We will continue the example from above and presume that the sorcerer has made a successful search check and found the Arrow trap. The sorcerer decides to attempt to disarm the trap. The card reads: Disarm trap +10%. The sorcerer has a disarm trap skill of 10%. To disarm the trap, the character will need to roll 20% or less on 1d100 (10% skill +10% for the trap). He rolls 19% and disarms the trap without taking any damage...

## Using skills

The formula for using skills is very simple. When a character needs to cross a river, jump a chasm, search for a trap, unlock a door or disarm a trap he/she does the following:

Look at the tile or card and see what skill you need to use (swim across a river etc.) and either add or subtract the bonus or penalty given on the card (example swim skill -10%) from the score you have recorded on your adventure sheet (example cont. The sorcerer has a swim skill of 20%. The card reads swim skill -10% so  $20\% - 10\% = 10\%$ ).

You must roll equal to or less than the final figure in the sum on a d100

If you are successful (i.e. you rolled equal to or less than the required number) you do not take the damage/penalty listed on the card.

A roll of 01 is always a success and a roll of 00 is always a failure regardless of skill scores.

## Character Trait

Character traits are a specific field of expertise that your character has specialized in. Your character may choose a single character trait to aid him/her in the adventure.

**Table: Character Traits**

Character Trait	Bonus
Weapon Master	+10% to the melee weapon skill
Blocking expert	+10% to the parry skill
Agile like a cat	+10% to the jump skill
Fish out of water	+10% to the swim skill
Master thief	+10% to the Pick locks skill
Eyes like a hawk	+10% to the search skill
Nerves of steel	+10% to the disarm traps skill
Tough as Nails	+20 starting Life Points

## Life Points

Life points are a measure of your health. Every time you are hit in combat your Life Points will decrease. If your Life points reach 0 or below you are dead! So take good care of yourself.

To determine your Life Points you must roll on the table below

You must add your bonus for CON to this starting score and record the result on the character sheet.

Dice Roll	Starting Life Points
01 - 50	80
51 - 60	90
61 - 70	100
71 - 80	110
81 - 90	120
91 - 99	130
00	150