

To Do List

- **Add Monsters, Elites, and Bosses of other types**
- **Add More Dungeons**
- **Add More Loot**
- **Fix Pre-Built Characters and their Decks**

Dungeon Crawlers

Dungeon Crawlers is a card game, with the idea of combat actions and abilities. It is a card game based around fast combat, and the ability to randomly generate dungeons, which can be run by a game master, or they can be randomly generated.

Dungeon Crawler Stats:

Armor Points - A measure of how hard you are to hit, or the number an attacker must roll on a d6 in order to hit you. For example, if you have 3+ AP, and that means that someone attacking you must roll a 3 or higher on a d6 to deal damage to you with an attack.

Health Points - A measure of how well you are able to take hits and damage. When you fall to 0 HP, you fall unconscious. 4 Damage is the Standard.

Energy Points - A combination of items, magic, stamina, and panache. When you fall to 0 EP, you may no longer perform certain actions.

Fortitude - A measure of how physically strong and tough you are. Fortitude rolls may be used to push or lift heavy objects, resist poisons, or to climb a rope.

Reflex - A measure of how aware and nimble you are. Reflex rolls may be used to steal from someone, to jump out of the way of an explosion, or to balance on a tightrope.

Willpower - A measure of your mental ability to keep fighting. Willpower rolls may include persuading someone, resisting an enchantment ability, or resisting fear.

Class Ability - A Passive Ability Given to you by your class.

Special Ability - An ability chosen to fit your character.

Playing the Game:

A Crawler has several actions that make up their turn. Those are:

Movement: A Crawler may move into any column not occupied by a hostile creature. They are only able to move once per turn unless otherwise specified. No major or minor action is required to move.

Minor Action: A smaller action that may be used to draw 1 card, or to play a card with a smaller effect.

Major Action: A larger action that may be used to draw 2 cards, or to play a card with a larger effect.

Special Action: Actions that are activated in specific circumstances. You keep these cards in your deck until you wish to play them.

Combat

You begin a combat encounter by drawing 7 cards.

The enemies' intentions are rolled and decided before any party member goes. Their intentions are to be declared by the GM, and the enemies go in a predetermined order at the start of combat. Their intentions (such as who they intend to attack/buff, and for how much) are read off in the order of which of them goes first, and any player may ask what each one, and any information about the enemy (such as its ability or stats) at any time. The party of Crawlers take their turn, going in a consistent order. They may choose who goes first, but this order will remain until the end of the floor. Crawlers may pick a new order at the start of each floor.

A Crawler draws two cards from their deck at the start of their individual turn (not including the first turn of combat).

At the end of each combat encounter, each character may change their deck (more info on Changing your Deck in Dungeon Generation).

General Combat Rules:

Critical Hit: When someone rolls a 7+ on an attack roll, the attack deals double damage.

Out of Action (and Death): When your character drops to 0 HP, and then takes at least 1 Hit Point of Damage, they become Out of Action (and possibly die!) until the end of the dungeon floor. More info on Out of Action, Death, and Strings of Fate in the Death Table. And Strings of Fate table.

Building a Character and Deck

The game can be played in one of two ways. Either someone can randomly pick their cards from the available options, or they can build a specific deck.

Deck: Each Dungeoneer has a deck of 30 cards. These cards can be chosen at random, or picked out. Basic Action Cards may be picked and used by any Crawler. Non-Basic Action Cards can only be put into decks if they are cards that are included on a class's Card List.

If a Crawler wishes, they may spend their Minor Action to draw one card, or their Major Action to draw two cards. They may spend both to draw three cards.

They may also use their Major Action to perform a Minor Action.

There are four categories of cards. They are:

Defensive: Prevents or hinders you from taking damage, ensures enemies may attack you.

Offensive: Deals direct damage, weakens an enemy, or buffs your damage.

Support: Makes your allies (or you) stronger, restores lost resources.

Utility: Does something helpful that the other categories don't cover.

This game uses a six-sided die to determine success or failure.

Building a Character

- 1) Select your class. The basic classes are recommended for first time players, but those more experienced may want to try the others available.
- 2) Select your creature type. There are many benefits and negatives for each creature type, as well as special weaknesses and strengths.
- 3) Select your Ability.
- 4) Select your Hero Card.
- 5) Obtain your starting deck (9 Cards that are Predetermined by your class, as well as a Hero card of your choice).

Building a Deck (Done at the beginning of every Dungeon, as well as every new character)

- 1) If your character has not beaten a dungeon successfully just before doing this, simply skip the rest of this process and create a deck where you have 8 Basic-Action Cards, and 2 Advanced Action Cards that their class can learn and choose a Hero Card of your choice. If your character has just successfully survived a dungeon, go to step 2.
- 2) Your starting deck must consist of 9 cards and a Hero Card. You may pick 9 (non Hero Card) cards from your deck that you used in the last dungeon. If you have less than 9 Cards or choose to take less than 9, you must fill the remaining cards with Basic Actions Cards or your choice to fill any missing cards until you get to 9, as well as a Hero Card of your choice.

Basic Action Cards:

Any Crawler can take these cards, and add them to their deck. These are also the cards that are selected from when building a new Crawler. In addition, when you build your starting deck for another dungeon, you may take these cards.

Advise (Support): Major Action - Give a +2 Bonus to the next die roll that you or an ally of your choice makes.

Block (Defense): Major Action - Any attacks made against you deal half damage. This effect ends at the start of your next turn. Draw 1 card.

Boom (Offense): Major Action - Force up to three enemies to make a Reflex Save. Unless they roll a 4+, they take 2 damage. Costs 1 EP.

Dodge (Defense): Major Action - Increase your AP by 1 until the start of your next turn. Draw 1 card.

Grapple (Utility): Major Action - Prevents any enemies in your melee range from retreating to a further back column until the start of your next turn.

Initiative (Utility): Major Action - Swap places with an ally.

Second Wind (Defense): Major Action - Restore 4 HP. Draw 1 card. Costs 1 EP.

Shot (Offense): Major Action - Make a ranged attack. Deals 2 damage.

Shove: Major Action - Force an enemy right next to you to the enemy's ranged column unless they fail on a 4+ Fortitude Save.

Strike (Offense): Major Action - Make a melee attack. Deals 4 damage.

Revive (Support): Special Action - (When an ally would become Out of Combat, this card plays) Costs 3 EP. This card is destroyed after use.

Treat Injury (Support): Major Action - Give yourself or an ally 4 HP. Costs 1 EP.

Advanced Action Cards

Accurate Shot (Offense): Major Action - Make a ranged attack to an enemy. You have a +1 Bonus to this attack roll, deals 2 damage if it hits.

Accurate Strike (Offense): Major Action - Make a melee attack. You have a +1 Bonus to Accuracy, deals 4 damage if it hits.

Aim (Offense): Minor Action - Any attack rolls you make until the end of your turn have a +1 bonus.

Assist (Support): Major Action - Allow yourself or an ally to draw two cards. If you target a Biological creature with this card, they may draw three cards rather than two.

Banishment (Offense): Major Action - Force a specific enemy to make a Fortitude Save. Unless they roll 4+, they take 2 damage. You may spend 1 EP to ensure that if the creature targeted is an Outsider, they cannot play a card that would increase or decrease the result of dice rolls for themselves or others.

Barrier (Support): Major Action - You may allow yourself, or an ally to gain a +1 Bonus to AP and Saving Throws until the end of their next turn. Costs 1 EP.

Brace (Defense): Minor Action - Until the start of your next turn, when an enemy attempts to hit you with a melee attack, you may make a melee attack back (after the attack missed, or you take damage). If it hits, deal 4 damage.

Careful Shot (Offense): Major Action - Make a ranged attack. Deals 2 damage if it hits. Regardless of if you hit or miss, you gain a +1 bonus to AP until the start of your next turn.

Careful Strike (Offense): Major Action - Make a melee attack. Deals 4 damage if it hits. Regardless of if you hit or miss, you gain a +1 bonus to AP until the start of your next turn.

Dark Arts (Offense): Draw an additional card when you draw this card. You may lower the max HP of a party member (or yourself) by 6 until you beat this floor. You deal 16 damage to one enemy of your choice. This card is Destroyed after use.

Dash (Utility): Minor Action - You may move an additional time this turn.

Divination (Utility): Minor Action - Roll a d6. You may replace any d6 roll made by an ally or enemy with the number you just rolled, until the start of your next turn. Costs 1 EP.

Double Shot (Offense): Major Action - Make two ranged attacks to either one or two enemies. Each attack has a -1 Penalty to Accuracy, and each shot deals 2 damage if it hits. This card is exhausted after use.

Double Strike (Offense): Major Action - Make two melee attacks. Each attack has a -1 Penalty to Accuracy, and each strike deals 4 damage if it hits. This card is exhausted after use.

Erode Synthetics (Offense): Major Action - Force a creature of your choice to make a Reflex Save of 4+. If they fail, you deal 2 damage. If the creature targeted is Mechanical, you may spend 1 EP to prevent them from playing any cards that would reduce damage taken, increase AP, or restore health until the end of their next turn.

Explosion (Offense): Major Action - Force all creatures in the enemy columns to make a Reflex Save. Unless they roll a 4+, they take 4 damage. Costs 2 EP.

Final Push (Support): Major Action - An ally's destroyed Hero Card returns to their hand when you play this card. At the start of your next turn, you take 99 damage. If the combat ends before you take the damage, you take 0 instead. This card is destroyed after use.

Goaded Shot (Offense): Major Action - Make a ranged attack against an enemy. Deals 2 damage if it hits. If it hits, they must make a Will Save. Unless they roll a 4+, if they use an Offense Card, they must use it on you.

Goaded Strike (Offense): Major Action - Make a melee attack against an enemy. Deals 4 damage if it hits. If it hits, they must make a Will Save. Unless they roll a 4+, if they use an Offense Card, they must use it on you. This card is exhausted after use.

Haste (Support): Major Action - You may allow yourself, or an ally right next to you to use the following actions on their turns. They may either take two Major Actions and no Minor Actions on their turn, or they may take a Major Action and two Minor Actions, on their turn. This card costs 1 EP. This card is Exhausted after use.

Hex (Offense): Major Action - Force a creature of your choice to make a Will Save of 4+. If they fail, the next time they take damage in this combat, it is doubled. Costs 1 EP.

Incite Fear (Offense): Major Action - Force all enemies to make a Will Save. Unless they roll a 4+, they cannot play an Offense Card on their turn.

Incite Panic (Offense): Major Action - Force all enemies to make a Will Save. Unless they roll a 4+, they cannot play a Support Card on their turn.

Meditate (Defense): Minor Action - You gain a +1 Bonus to any Fortitude, Reflex, or Willpower checks or saves until the start of your next turn. If you are a Magical Creature, you may choose to gain 1 EP as well. However, if you choose to regain EP, this card is destroyed after use.

Necrosis (Offense): Major Action - Force an enemy of your choice to make a Fortitude Check. Unless they roll 4+, they take 2 damage. If your target is Biological, you may spend 1 EP to ensure that they cannot draw cards on their turn. If they do not use cards, you instead force them to roll twice on their result table, with you getting to choose the result from the two rolls.

Obscure (Offense): Minor Action - Force an enemy of your choice to make a Reflex Save. Unless they roll 4+, they have a -1 to all attack rolls until the end of their next turn.

Pickpocket (Utility): Minor Action - Make a melee attack against an enemy. If the attack lands, instead of dealing damage, you draw 1d3+1 cards. This card is exhausted, but only if the attack lands.

Provoke (Defense): Minor Action - Force a group of up to five enemies to make a Will Save. Unless they roll 4+, if they play an Offense Card on their next turn, they must target you with it. If the attack/save cannot target you, they cannot play the Offense Card. This card costs 1 EP.

Purify (Support): Minor Action - Remove all buffs and debuffs from a party member of your choice.

Quick Block (Defense): Minor Action - Any attacks made against you deal half damage. This effect ends at the start of your next turn. Draw 1 Card. This card is exhausted after use, unless you are Mechanical.

Quick Dodge (Defense): Minor Action - Increase your AP by 1 until the start of your next turn. Draw 1 Card. This card is exhausted after use, unless you are Mechanical.

Quick Shot (Offense): Minor Action - Make a ranged attack. The attack has a -1 Penalty to Accuracy, and deals 2 damage if it hits.

Quick Strike (Offense): Minor Action - Make a melee attack. The attack has a -1 Penalty to Accuracy, and deals 4 damage if it hits.

Reach Grapple (Offense): Major Action - Choose an enemy at range. They must make a Fortitude Save. Unless they roll 4+, they are placed either one or two columns closer to you (your choice), and cannot move until the end of their next turn.

Reactive Advising (Support): Special Action (When an ally makes a dice roll) - You may give an ally a +1 Bonus to one dice roll. Costs 1 EP.

Rebuke (Defense): Minor Action - Until the start of your next turn, when you are affected with a card that forces you to make a saving throw, you may make an attack roll back at that enemy before you make the save. If it hits and you are in melee range, it deals 4 damage. If you are not in melee range, it instead deals 2 damage.

Resourceful Strike (Offense): Major Action - Make a melee attack against an enemy. Deals 4 damage if it hits, and you may draw 1 card regardless of if the attack hits or misses.

Return Fire (Defense): Minor Action - Until the start of your next turn, when an enemy makes a ranged attack at you, you may make a ranged attack back at them. If it hits, it deals 2 damage.

Scavenge (Utility): Major Action - You may return an ally's exhausted card back into their hand. Alternatively, make a Reflex Check. If you roll 4+, you may shuffle a destroyed card back into your deck, or shuffle an ally's destroyed card back into their deck (a failed check still means that you may acquire an Exhausted card). You may not shuffle Hero Cards back into the deck. This card is Destroyed, but only if you recover a Destroyed Card.

Silvered Shot (Offense): Major Action - Make a ranged attack against an enemy. Deals 2 damage if it hits. If a Magical creature is targeted with this attack, you may spend 1 EP to prevent them from using cards that cost energy.

Smite (Offense): Major Action - Make a melee attack against an enemy. Deals 4 damage if it hits. If you hit an Undead with this attack, you may spend 1 EP to deal an additional 4 damage.

Sneak (Utility): Minor Action - Make a Reflex Check. If you roll 4+, you cannot be targeted by enemies until the start of your next turn. This card is exhausted after use.

Sneaky Shot (Offense): Major Action - Make a ranged attack against an enemy. Deals 2 damage if it hits. Bypasses any cards that would reduce the damage, prevent targeting, or affect you with anything detrimental. Does not ignore changes to accuracy or armor.

Sneaky Strike (Offense): Major Action - Make a melee attack against an enemy. Deals an amount of damage equal to your level. Bypasses any cards that would reduce the damage, prevent targeting, or affect you with anything detrimental. Does not ignore changes to accuracy or armor.

Surge (Offense): Minor Action - For every attack you make this turn, you may roll 2d6, rather than just 1d6 to hit. You may choose the higher die as the attack roll's result. Costs 1 EP. If you are an Outsider, it does not cost EP.

Taunt (Defense): Minor Action - Force all enemies in one specific column to roll a Will Save. Unless they roll 4+, if they play an Offense Card on their next turn, they must target you with it. If the attack/save cannot target you, they cannot play the Offense Card.

Treat Group Injury (Support): Major Action - Give everyone in your party (including yourself) 4 HP. Costs 2 EP. This card is Exhausted after use.

True Inspiration (Support): Major Action - Cause an ally of your choice (including yourself) to put their Hero Card in their hand, if it is still in their deck or discard pile. They must then shuffle their deck afterwards. This card is destroyed after use.

Undying (Defense): Special Action (Activates when you would drop to 0 HP) - Make a Fortitude Check. The number you must meet or beat is equal to the number of damage dealt by the attack you just took. If you succeed, you instead fall to 1 HP. If you are a creature of the Undead Category, you must instead meet or beat the excess amount of damage taken past 0. You fail the save if you roll a 1 on the d6, regardless of the result. You may use this card multiple times in the same turn. This card is exhausted after use.

Violent Shot (Offense): Free Action - Make a ranged attack against an enemy. This attack deals 2 damage if it hits. You may only play one Violent Shot per turn. This card is exhausted after use.

Violent Strike (Offense): Free Action - Make an attack roll against an enemy right next to you. This attack deals 4 damage. You may only play one Violent Strike per turn. This card is exhausted after use.

Weaken (Offense): Minor Action - Force a creature of your choice to make a Fortitude Save. Unless they roll 4+, they lose 2 AP until the end of their next turn.

Dungeon Cards: (MIGHT SCRAP THESE, IDK)

These cards, when drawn, are held onto for the rest of the Dungeon in a separate pile. You can use these cards when outside of combat, but they do not do anything useful within combat itself. After they are used, they go back into your deck until they are used, or if you start a new floor of the dungeon.

Disarm: When you or a party member would take damage from a random encounter, you may instead choose to prevent that by playing this card. If it is an event where the health is willingly traded in exchange for something else, this card will not work.

Dungeoneer's Pack: Whenever you make a Skill Check roll in a Random Event, you may choose to add +2 to it, before rolling it. You may also choose to add the +2 to an ally's roll instead.

Haggle: When you are offered a purchase for gold, you may play this card to cut the price in half. Only one Haggle may be used on a purchase at a time.

Healer's Kit: Whenever the party encounters a Rest Stop, they may choose two actions, rather than just one to perform. Additionally, if a party member has a curse, they may spend one of their actions to remove it.

Smoke Bomb: Whenever a random encounter's outcome would result in a combat, you may simply play this card to skip the combat. No loot is obtained, however.

Hero Cards:

Every Crawler has a special kind of card they can use. They may only have one of these cards in their deck, and they all exhaust after use.

Devastating Shot: Major Action - Make a ranged attack against an enemy. You have a +1 to Accuracy, and you deal 8 damage. If the enemy is half health or below before you deal damage with this attack, they must make a Fortitude Save. If they do not roll 4+, they are instead killed instantly. This card is destroyed after use.

Disarmament: Major Action - Force all enemies to make a Reflex Save. If they do not roll 5+, they may not use cards that deal damage until the end of their next turn. This card is destroyed after use.

Dying Breath: Special Action (Activated when you fall to 0 HP) - You may play any cards in your hand, so long as they do not restore Hit Points, are either a Major Action or a Minor Action, and you have the energy to play them (if required). You then fall unconscious as normal. This card is destroyed after use.

Eruption: Major Action - Force all enemies to make a Reflex Save. Unless they roll 5+, they take 8 damage. This card is destroyed after use.

Flurry of Blows: Major Action - Make 4 melee attacks. Each one deals an amount of damage equal to your level. If a single enemy is hit by 3 or more of these attacks, until the end of their next turn, if they have 1 Major and 1 Minor action, they may only use one of them. If the creature has multiple Major Actions, they must take 1 less. This card is destroyed after use, and the Pugilist's Martial Arts does not apply.

Rallying Cry: Major Action - Every member of your party gains 4 HP. This card is destroyed after use.

Creature Type:

These are cards that only specific categories of creatures may perform, due to their innate qualities.

Biological (Very generalized) - Based on card draw, card that discards a card in exchange for drawing 4 (Necrosis, Assist)

Magical (High Will/Ref, Low Fort) - Based on having a lot of energy, regaining energy, powerful casting, ranged combat. (Silvered Shot, Meditate)

Mechanical (High Fort, Low Ref) - Have a lot of blocking and heavy defense cards, hp restoration. Low energy consumption. (Erode Synthetics, Quick Draw/Block)

Outsider (Very generalized) - Abilities and Cards with a lot of self-buff/enemy debuff (Banishment, Surge)

Undead (High Fort, Low Will)- Lots of Staying Power, highly defensive and melee focused, most have Undying (Smite, Undying)

Passive Abilities:

Every Crawler has a passive ability of some sort. You may choose your ability from the list of basic passive abilities, or an ability from the non-basic passive ability list, as long as your class may learn it. You gain that passive ability in addition to your class's ability.

Basic Passive Abilities:

Careful Aim: You gain a +1 Accuracy Bonus to all attacks.

Energetic: You gain an additional 4 Maximum Energy Points.

Evasive: You gain a +1 to your Armor Points.

Expert: You gain a +2 bonus to your Fortitude, Reflex, or Willpower checks.

Sturdy: You gain an additional 4 Maximum Hit Points.

Non-Basic Passive Abilities:

Patient: When you use either your Major Action or Minor Action to draw cards, you gain a +1 bonus to your AP. You do not gain an additional +1 AP if you spend both actions drawing cards.

Proud: The type of card that your Crawler plays cannot be influenced by a card played by an enemy (Cards such as Taunt and Incite Panic do not work on you, for example).

Retaliator: Whenever you play the cards Brace, Rebuke, or Return Fire, you may make a Fortitude Check. If you roll 5+ on that check, you may play the specific card that you just played as a Free Action, rather than a Minor Action.

Sprinter: You may move twice per turn, rather than once.

Well-Prepared: Whenever you have no Dungeon Cards at the ready, you may look through your deck and draw one of your choice to keep. You may do this at any time, including during combat as a free action. Shuffle your deck after.

Classes:

(ALL MODIFIERS ARE x4 FOR PLAYERS!!!)

Basic Classes:

Bard

Bards are traveling performers that seek to inspire and assist others through their art. Whether they be dancers, orators, or instrument players, Bards seek to eke out a living for themselves, and bring others joy along the way.

Speciality: Support

Armor Points: 3+ (Average)

Health Points: 12 (Low)

Energy Points: 8 (Average)

Fortitude: +0 (Average)

Reflex: +0 (Average)

Willpower: +1 (High)

Bard Ability (Support Master): You may use a Major Action card as a Minor Action, so long as it is a Support Card.

Non-Basic Card List:

Defense: Incite, Meditate, Quick Dodge, Taunt

Offense: Accurate Shot, Accurate Strike, Aim, Careful Strike, Goading Shot, Goading Strike, Hex, Incite Fear, Obscure, Resourceful Strike, Sneaky Shot, Sneaky Strike, Weaken

Support: Assist, Barrier, Final Push, Haste, Purify, Treat Group Injury, True Inspiration, Reactive Advising

Utility: Dash, Scavenge, Sneak

Dungeon Cards: Haggle, Healer's Kit

Hero Cards: Disarmament, Rallying Cry

Non-Basic Passive Abilities: Fast Hands, Proud, Sprinter, Well-Prepared

Knight

Knights are heavily armored bastions that seek to protect and defend the innocent. They often follow a code of honor, willing to put themselves on the front lines, the only separation between them and certain death being a plate of steel.

Speciality: Defense

Armor Points: 4+ (High)

Health Points: 20 (High)

Energy Points: 4 (Low)

Fortitude: +1 (High)

Reflex: -1 (Low)

Willpower: +0 (Average)

Knight Ability (Defense Master): You may use a Major Action card as a Minor Action, so long as it is a Defense Card.

Non-Basic Card List:

Defense: Brace, Meditate, Provoke, Quick Block, Quick Dodge, Return Fire, Taunt, Undying

Offense: Accurate Strike, Aim, Careful Strike, Rebuke, Goading Shot, Goading Strike, Reach Grapple, Surge

Support: Barrier, Reactive Advising

Utility: Dash

Dungeon Cards: Dungeoneer's Kit, Healer's Kit

Hero Cards: Dying Breath, Flurry of Blows, Rallying Cry

Non-Basic Passive Abilities: Patient, Proud, Retaliator, Sprinter

Mage

Mages are scholars who seek further knowledge of the arcane, as well as the inner workings of the world around them. Masters of science and magic, they are able to manipulate reality on a small scale, in order to cause creation and destruction alike.

Specialty: Offense

Armor Points: 2+ (Low)

Health Points: 12 (Low)

Energy Points: 12 (High)

Fortitude: -1 (Low)

Reflex: +0 (Average)

Willpower: +1 (High)

Mage Ability (Offense Master): You may use a Major Action card as a Minor Action, so long as it is an Offense Card.

Non-Basic Card List:

Defense: Meditate

Offense: Accurate Shot, Accurate Strike, Aim, Banishment, Careful Shot, Careful Strike, Dark Arts, Double Shot, Double Strike, Erode Synthetics, Explosion, Hex, Incite Fear, Incite Panic, Necrosis, Obscure, Quick Shot, Quick Strike, Resourceful Strike, Silvered Shot, Smite, Sneaky Shot, Sneaky Strike, Surge, Violent Shot, Violent Strike, Weaken

Support: Assist, Haste

Utility: Divination, Scavenge, Sneak

Dungeon Cards: Disarm, Haggle, Smoke Bomb

Hero Cards: Devastating Shot, Disarmament, Eruption, Flurry of Blows

Non-Basic Passive Abilities: Fast Hands, Patient

Thief

Thief encompasses a wide range of peoples. A thief could range anywhere from a bandit, to a pickpocket, to an explorer. They are not always thieves, and some are in fact quite honorable. However, regardless of their actual occupation, they have a skill set well suited to a thief.

Specialty: Utility

Armor Points: 3+ (Average)

Health Points: 16 (Average)

Energy Points: 4 (Low)

Fortitude: +0 (Average)

Reflex: +1 (High)

Willpower: -1 (Low)

Thief Ability (Utility Master): You may use a Major Action card as a Minor Action, so long as it is a Utility Card.

Non-Basic Card List:

Defense: Quick Block, Quick Dodge

Offense: Accurate Shot, Accurate Strike, Aim, Careful Shot, Careful Strike, Obscure, Quick Shot, Quick Strike, Reach Grapple, Resourceful Strike, Sneaky Shot, Sneaky Strike, Surge, Violent Shot, Violent Strike, Weaken

Support: Assist

Utility: Dash, Pickpocket, Scavenge, Sneak

Dungeon Cards: Disarm, Dungeoneer's Pack, Haggle, Healer's Kit, Smoke Bomb

Hero Cards: Disarmament

Non-Basic Passive Abilities: Fast Hands, Proud, Sprinter, Well-Prepared

Combination Classes:

Combination classes specialize in two different kinds of cards, but they are not as good at using each of those different kinds as the four Basic Classes.

Pugilist

Pugilists are martial artists that are balanced in melee offense and defense. Not all of them are specifically boxers, with many Pugilists getting upset at being called that, due to them practicing a different martial art. They often fight unarmed, but some of them utilize specific weaponry, to great effect.

Speciality: Melee Defense and Melee Offense

Armor Points: 4+ (High)

Health Points: 16 (Average)

Energy Points: 8 (Average)

Fortitude: +0 (Average)

Reflex: +1 (High)

Willpower: +0 (Average)

Pugilist Ability (Martial Arts): When you play a card that has you make a melee attack, if you miss the attack, instead of shuffling the card back into your deck, you may put it back into your hand instead (If the card is destroyed, this does not apply). If the card allows you to make multiple melee attacks, you only have to miss one of them to get this card back.

Non-Basic Card List:

Defense: Brace, Meditate, Provoke, Quick Block, Quick Dodge, Rebuke, Taunt, Undying

Offense: Accurate Strike, Aim, Careful Strike, Double Strike, Goaded Strike, Incite Fear, Obscure, Quick Strike, Reach Grapple, Resourceful Strike, Smite, Sneaky Strike, Surge, Violent Strike, Weaken

Support: Reactive Advising

Utility: Dash, Divination, Pickpocket, Sneak

Dungeon Cards: Disarm, Healer's Kit

Hero Card List: Disarmament, Dying Breath, Flurry of Blows, Rallying Cry

Non-Basic Passive Abilities: Fast Hands, Patient, Proud, Retaliator, Sprinter

Sharpshooter

Sharpshooters specialize in ranged combat. They are excellent at aiming, as well as evading attacks from a distance. Some use their skills to perform, some are effective assassins, and some are simply wanderers with talented aim.

Specialty: Ranged Defense and Ranged Offense

Armor Points: 3+ (Average)

Health Points: 16 (Average)

Energy Points: 8 (Average)

Fortitude: -1 (Low)

Reflex: +1 (High)

Willpower: +0 (Average)

Sharpshooter Ability (Dead Eye): The accuracy of your attack rolls cannot be reduced by cards (yours, or others).

Non-Basic Card List:

Defense: Meditate, Provoke, Quick Block, Quick Dodge, Rebuke, Return Fire, Taunt

Offense: Accurate Shot, Aim, Careful Shot, Double Shot, Goaded Shot, Incite Fear, Incite Panic, Obscure, Quick Shot, Silvered Shot, Sneaky Shot, Surge, Violent Shot, Weaken

Support:

Utility: Dash, Scavenge, Sneak

Dungeon Cards: Disarm, Dungeoneer's Pack, Smoke Bomb

Hero Card List: Devastating Shot, Disarmament, Dying Breath

Non-Basic Passive Abilities: Fast Hands, Patient, Proud, Retaliator, Sprinter

Shaman

Shamans are people who are given psionic power. Some are born with it, and others receive it through a vision or a dream. Shamans use their psionic abilities to heal, embolden others, and assault the minds of creatures with mental energy, and psionic energy alike.

Specialty: Offense and Support

Armor Points: 2+ (Low)

Health Points: 16 (Average)

Energy Points: 12 (High)

Fortitude: -1 (Low)

Reflex: +0 (Average)

Willpower: +1 (High)

Shaman Ability (Psychic Foresight): Before you draw a card at the start of your turn, you may look at the three cards on the top of your deck. Instead of picking the card at the top of your deck, you may instead pick from those top three. You then may choose to place the other two cards at the top of your deck in an order of your choice, or shuffle them into your deck.

Non-Basic Card List:

Defense: Meditate

Offense: Accurate Shot, Accurate Strike, Aim, Banishment, Careful Shot, Careful Strike, Dark Arts, Double Shot, Double Strike, Erode Synthetics, Hex, Incite Fear, Incite Panic, Necrosis, Obscure, Quick Shot, Quick Strike, Resourceful Strike, Silvered Shot, Smite, Sneaky Shot, Sneaky Strike, Surge, Violent Shot, Violent Strike, Weaken

Support: Assist, Barrier, Final Push, Haste, Purify, Treat Group Injury, True Inspiration, Reactive Advising

Utility: Divination, Scavenge

Dungeon Cards: Disarm, Healer's Kit

Hero Card List: Devastating Shot, Disarmament, Dying Breath, Eruption, Flurry of Blows, Rallying Cry

Non-Basic Passive Abilities: Fast Hands, Patient, Proud, Well-Prepared

Hunter

Hunters are masters of the wilderness, and masters of the hunt, as their name suggests. They have equipment and knowledge specially built to defeat certain types of enemies, and are very effective when they are able to do so.

Specialty: Offense and Utility

Armor Points: 3+ (Average)

Health Points: 16 (Average)

Energy Points: 4 (Low)

Fortitude: +0 (Average)

Reflex: +1 (High)

Willpower: +0 (Average)

Hunter Ability (Favored Enemy): Choose a specific type of monster from the following:

- 1) Biological
- 2) Magical
- 3) Mechanical
- 4) Outsider
- 5) Undead

When you damage a creature of that type, you deal double damage to them. You may switch which type of creature is your Favored Enemy by spending both your Major and Minor Action on a turn, and exhausting 1 card from your current hand.

Non-Basic Card List:

Defense: Meditate, Quick Dodge

Offense: Accurate Shot, Accurate Strike, Aim, Banishment, Careful Shot, Careful Strike, Dark Arts, Double Shot, Double Strike, Erode Synthetics, Hex, Necrosis, Obscure, Quick Shot, Quick Strike, Reach Grapple, Resourceful Strike, Silvered Shot, Smite, Sneaky Shot, Sneaky Strike, Surge, Violent Shot, Violent Strike, Weaken

Support: Assist

Utility: Dash, Pickpocket, Scavenge, Sneak

Dungeon Cards: Disarm, Dungeoneer's Pack, Healer's Kit, Smoke Bomb

Hero Card List: Devastating Shot, Disarmament, Flurry of Blows

Non-Basic Passive Abilities: Fast Hands, Patient, Proud, Sprinter, Well-Prepared

Commander

Commanders are warriors that give orders to others, being able to both stand their ground, and inspire their allies at the same time.

Speciality: Defense and Support

Armor Points: 3+ (Average)

Health Points: 16 (Average)

Energy Points: 8 (Average)

Fortitude: +0 (Average)

Reflex: +0 (Average)

Willpower: +1 (High)

Commander Ability (Inspire the Weary): Whenever you use a card that would affect only you, you may spend 1 EP to have it affect an ally in the same column as you as well.

Non-Basic Card List:

Defense: Brace, Meditate, Provoke, Quick Block, Quick Dodge, Rebuke, Return Fire, Taunt, Undying

Offense: Careful Shot, Careful Strike, Goadling Shot, Goadling Strike, Incite Fear, Incite Panic
Support: Assist, Final Push, Haste, Purify, Treat Group Injury, True Inspiration, Reactive Advising

Utility: Dash

Dungeon Cards: Haggle, Healer's Kit

Hero Card List: Dying Breath, Rallying Cry

Non-Basic Passive Abilities: Patient, Proud, Retaliator, Sprinter, Well-Prepared

Tinkerer

Tinkerers are scientists who specialize in machinery. They study with other tinkerers, and delve into dungeons, seeking blueprints and information on long-lost techniques and materials, to further their technology.

Speciality: Defense and Utility

Armor Points: 4+ (High)

Health Points: 16 (Average)

Energy Points: 4 (Low)

Fortitude: +1 (High)

Reflex: -1 (Low)

Willpower: +0 (Average)

Tinkerer Ability (Assistive Technology): Once per turn, when you make a check or save, you may choose to use your highest stat for that check or save, instead of whatever you would normally use.

Non-Basic Card List:

Defense: Brace, Meditate, Provoke, Quick Block, Quick Dodge, Rebuke, Return Fire, Taunt, Undying

Offense: Careful Shot, Careful Strike, Goadling Strike, Goadling Shot, Obscure, Reach Grapple, Sneaky Shot, Sneaky Strike, Weaken

Support:

Utility: Dash, Pickpocket, Scavenge, Scouter's Gear, Sneak

Dungeon Cards: Disarm, Dungeoneer's Pack, Healer's Kit, Smoke Bomb

Hero Card List: Disarmament, Dying Breath

Non-Basic Passive Abilities: Fast Hands, Patient, Retaliator, Sprinter, Well-Prepared

Alchemist

Alchemists are scientists who study both the arcane, and the scientific. Through an alchemical understanding, alchemists may take seemingly worthless ingredients, and create something

wonderful from them. Some alchemists use their abilities to study, some use them to heal, and some use their abilities to detonate anything in their path.

Speciality: Support and Utility

Armor Points: 3+ (Average)

Health Points: 16 (Average)

Energy Points: 12 (High)

Fortitude: +0 (Average)

Reflex: +0 (Average)

Willpower: +0 (Average)

Alchemist Ability (Throwable Solutions): When you use a Support or Utility card that is normally only able to have an effect on you, you may affect any of your allies with it instead.

Non-Basic Card List:

Defense:

Offense: Careful Strike, Careful Shot, Obscure, Resourceful Strike, Sneaky Shot, Sneaky Strike, Weaken

Support: Assist, Barrier, Final Push, Haste, Purify, Treat Group Injury, True Inspiration, Reactive Advising

Utility: Dash, Divination, Pickpocket, Scavenge, Sneak

Dungeon Cards: Disarm, Dungeoneer's Pack, Haggle, Healer's Kit, Smoke Bomb

Hero Card List: Disarmament, Rallying Cry

Non-Basic Passive Abilities: Fast Hands, Patient, Proud, Sprinter, Well-Prepared

Specialized Classes:

Specialized Classes do not have particular card types that they are good at using. Instead, they have unique abilities or card lists that allow them to perform effectively, even if they do so in unorthodox ways.

Assassin

Assassins are people who act so quickly and end their combat so decisively that they usually defeat their foe before they realize that they are nearby. Masters of Stealth and Precision alike, they are a horrifying foe.

Armor Points: 4+ (High)

Health Points: 12 (Low)

Energy Points: 8 (Average)

Fortitude: -1 (Low)

Reflex: +1 (High)

Willpower: +0 (Average)

Assassin Ability: (Vital Precision): When you roll a Critical Hit (7+ or higher Result on Attack Roll) on an enemy, you deal 3x damage rather than 2x. If you would already deal 3x damage, you deal 4x damage, etc.

Non-Basic Card List:

Defense: Meditate, Quick Block, Quick Dodge

Offense: Accurate Shot, Accurate Strike, Aim, Banishment, Careful Shot, Careful Strike, Dark Arts, Erode Synthetics, Hex, Incite Fear, Incite Panic, Necrosis, Obscure, Quick Shot, Quick Strike, Resourceful Strike, Silvered Shot, Smite, Sneaky Shot, Sneaky Strike, Surge, Weaken

Support:

Utility: Dash, Pickpocket, Scavenge, Sneak

Dungeon Cards: Disarm, Dungeoneer's Pack, Smoke Bomb

Hero Card List: Devastating Shot, Disarmament

Non-Basic Passive Ability: Fast Hands, Patient, Proud, Sprinter, Well-Prepared

Berserker

Many negative emotions may be used to create something else. Artists channel their negative experiences into their art. Berserkers are artists in their own right, using their rage and brute strength in tandem that turns even violence into a sort of art form.

Armor Points: 3+ (Average)

Health Points: 20 (High)

Energy Points: 4 (Low)

Fortitude: +1 (High)

Reflex: +1 (High)

Willpower: -1 (Low)

Berserker Ability (Brutal Satisfaction): Whenever you roll a 6 on the d6 rolled when making a melee attack to attempt to hit an enemy, you regain 1 energy.

Non-Basic Card List:

Defense: Brace, Undying

Offense: Accurate Strike, Aim, Dark Arts, Double Strike, Incite Fear, Quick Strike, Reach Grapple, Sneaky Strike, Surge, Violent Strike

Support:

Utility: Dash, Scavenge

Dungeon Cards: Dungeoneer's Pack, Haggle

Hero Card List: Dying Breath, Flurry of Blows

Non-Basic Passive Abilities: Fast Hands, Proud, Sprinter

Jester

Armor Points: 4+ (High)

Health Points: 16 (Average)

Energy Points: 8 (Average)

Fortitude: -1 (Low)

Reflex: +1 (High)

Willpower: +0 (Average)

Jester Ability: (Dance of The Fool): When you move, you may choose to swap places with an ally (included in that movement). When you do so, if either of you have any effects active on either of you (such as Taunt, Brace, Dodge, etc), you may choose which effects go to you, and which go to them.

Non-Basic Card List:

Defense: Brace, Meditate, Provoke, Quick Block, Quick Dodge, Rebuke, Return Fire, Taunt

Offense: Aim, Careful Shot, Careful Strike, Goading Shot, Goading Strike, Incite Fear, Incite Panic, Resourceful Strike, Sneaky Shot, Sneaky Strike, Surge, Violent Shot, Violent Strike, Weaken

Support: Reactive Advising

Utility: Dash, Divination, Scavenge, Sneak

Dungeon Cards: Disarm, Haggle, Healer's Kit, Smoke Bombs

Hero Card List: Disarmament, Dying Breath, Rallying Cry

Non-Basic Passive Ability: Fast Hands, Patient, Proud, Retaliator, Sprinter, Well-Prepared

Trickster (WIP)

Armor Points: 3+ (Average)

Health Points: 16 (Average)

Energy Points: 8 (Average)

Fortitude: +0 (Average)

Reflex: +0 (Average)

Willpower: +0 (Average)

Trickster Ability: Null. This ability does nothing.

Trickster Sub-Ability: Mask Maker. When in a combat encounter, you may spend a minor action to swap abilities with an enemy of your choice. Abilities that you gain are kept through rooms, but are reset to Null at the start of each floor. You retain the sub-ability of Mask Maker, regardless of which ability you currently possess. If you attempt to swap abilities with an elite or boss enemy, you must make a 4+ Reflex Check, and if failed, you retain your current ability.

Zealot

While there are no gods within the dungeon... There are those who seek to purge the unholy, even from these godless places. Zealots may employ Arcane ability, Psionic influence, or Martial technique along with their devotion, to bring death, whether that be with swift blade, psychic assaults, or cleansing flame.

Armor Points: 2+ (Low)
Health Points: 20 (High)
Energy Points: 8 (Average)
Fortitude: +0 (Average)
Reflex: -1 (Low)
Willpower: +1 (High)

Zealot Ability (Inhuman Intensity): Whenever you play a card that is destroyed, you regain 1 HP.

Non-Basic Card List:

Defense: Meditate, Provoke, Rebuke, Taunt, Undying

Offense: Aim, Banishment, Dark Arts, Erode Synthetics, Goading Shot, Goading Strike, Hex, Incite Fear, Incite Panic, Necrosis, Silvered Shot, Smite, Sneaky Shot, Sneaky Strike, Surge, Violent Shot, Violent Strike

Support: Haste

Utility: Dash, Pickpocket, Scavenge

Dungeon Cards: Haggle

Hero Card List: Dying Breath, Rallying Cry

Non-Basic Passive Abilities: Fast Hands, Proud, Retaliator, Sprinter, Well-Prepared

Pre-Built Characters

(These need a MASSIVE overhaul lol, very outdated)

Dani Lightfoot

Class: Bard

Armor Points: 4+

Health Points: 12

Energy Points: 8

Fortitude: +0

Reflex: +0

Willpower: +1

Class Ability (Support Master): You may use a Major Action card as a Minor Action, so long as it is a Support Card.

Passive Ability (Evasive): You gain a +1 to your Armor Points (Already included in stat block).

Deck (Name of Card - Amount)

Advise - 3, Assist - 3, Barrier - 3, Boom - 2, Distant Assistance - 2, Haste - 2, Melee Attack - 5, Ranged Attack - 3, Reactive Assistance - 2, Revive - 1, Treat Injury - 3, Rallying Cry (Hero Card) - 1

Lady Akoni the Stalwart

Class: Knight

AP: 4+

HP: 20

EP: 4

Fortitude: +1

Reflex: -1

Willpower: +1

Class Ability (Defense Master): You may use a Major Action card as a Minor Action, so long as it is a Defense Card.

Passive Ability (Expert): You gain a +1 bonus to your Willpower checks.

Deck (Name of Card - Amount)

Block - 5, Brace - 2, Dodge - 2, Incite - 2, Melee Attack - 5, Ranged Attack - 2, Return Fire - 1, Revive - 1, Second Wind - 2, Taunt - 3, Treat Injury - 2, Undying - 2, Dying Breath (Hero Card) - 1

Pat

Class: Mage

Armor Points: 2+

Health Points: 12

Energy Points: 12

Fortitude: -1

Reflex: +0

Willpower: +1

Class Ability (Offense Master): You may use a Major Action card as a Minor Action, so long as it is an Offense Card.

Passive Ability (Patient): When you use both your Major Action and Minor Action to draw cards, you gain a +1 bonus to your AP, and any checks you make until the start of your next turn.

Deck (Name of Card - Amount)

Aim - 3, Careful Strike - 7, Double Shot - 3, Explosion - 2, Hide - 2, Precise Pyrotechnics - 2, Ranged Attack - 5, Revive - 1, Snipe - 2, Treat Injury - 2, Devastating Shot (Hero Card) - 1

Hugo Despereaux

Class: Thief

Armor Points: 3+

Health Points: 16

Energy Points: 4

Fortitude: +0

Reflex: +1

Willpower: -1

Class Ability (Utility Master): You may use a Major Action card as a Minor Action, so long as it is a Utility Card.

Passive Ability (Acrobat): You may ignore obstacles and traps, unless you end your movement on one of them.

Deck (Name of Card - Amount)

Dash - 2, Dodge - 2, Hide - 2, Hunker - 2, Melee Attack - 5, Pickpocket - 2, Quick Dodge - 3, Ranged Attack - 2, Revive - 1, Search - 1, Shove - 2, Sneak - 2, Treat Injury - 3, Disarmament (Hero Card) - 1

Monsters

Monsters are creatures that dwell within dungeons. They are often hostile, and oftentimes, they must be killed before you can advance. There are several types of monsters that dwell in dungeons.

Creature Categories

Biological

Magical

Mechanical

Outsider (Demons, Angels, Extraplanar Creatures, Aliens)

Undead

Regular Monsters

Chainwraith:

Chainwraiths are the bodies of prisoners who were abandoned in dungeons. After their death, a link of their chains eventually rust away, leaving nothing but bones, rusted chains, and hatred. Now, they shuffle around dungeons, seeking revenge for their torment on anything that moves.

Creature Type: Undead

AP: 2+

HP: 16

EP: 4

Fortitude: +1

Reflex: +0

Willpower: -2

Chainwraith Ability: Chainwraiths can make melee attacks to creatures in the enemy's ranged column, as long as they themselves are in their respective melee column.

Chainwraith Behavior: Up Close, Aggressive (Stays).

Action Table (d6)

1-2: (Offense) Deal 4 melee damage to two random targets. Each attack has a -1 to Accuracy.

3-4: (Offense) Deal 6 melee damage to a random target.

5-6: (Defense) Heal self for 2 HP. Costs 1 EP.

Chaos Imp:

Manifested from dimensions with no more stars, Chaos Imps squirm into other dimensions through small tears. While they may resemble fairies, their wings are useless, and they wish to cause destruction, rather than simple mischief. However, such weak demons hate the brightness and warmth of the outside world. So they prefer to gather in caves and dungeons while they scheme, and gather their power.

Creature Type: Outsider

AP: 3+

HP: 8

EP: 8

Fortitude: -1

Reflex: +1

Willpower: +0

Chaos Imp Ability: Chaos Imps regain one energy when they roll a 6 on a dice roll.

Chaos Imp Behavior: Skirmisher, Random (Leaves)

Action Table (d6)

1-2: (Utility) Move an additional time and gain 1 AP for this turn.

3-5: (Offense) Deal 4 ranged damage to a random target.

6: (Offense) Force three random creatures to make a Reflex Check, taking 4 damage unless they roll 3+. Costs 2 EP. (Only one Chaos Imp may use this ability in a turn, rerolling if they get this one)

Handsquid:

Handsquids are a mad alchemist's attempt to create an intelligent, many-limbed animal that could perform many tasks at once. The only problem is that the specimens were so smart that they escaped. They appear to be a ball of flesh, with six long human arms protruding from the ball, leading to a small beak. They prefer sheltered climates, out of the elements, even if that means they invade native cave and dungeon climates. However, Handsquids tire easily.

Creature Type: Biological, Magical

AP: 3+

HP: 12

EP: 4

Fortitude: +0

Reflex: +1

Willpower: +0

Handsquid Ability:

Handsquid Behavior: Skirmisher, Low AP (Stays)

Action Table:

1-2: (Defense) Take half damage this turn.

3: (Offense) Deal 4 melee damage to the enemy with the lowest AP in the column.

4: (Offense) Deal 4 melee damage to two random targets. Each attack has a -1 to Accuracy. Costs 1 EP.

5: (Support) Give a random ally +2 to all saves until the end of next turn. Costs 1 EP.

6: (Utility) Move an additional time.

Mad Hunter:

Some Hunters are called to mysterious areas of nature, mostly untouched by human influence. Most of the time, these hunters are simply observers or protectors, but some go mad in their isolation, or form a sort of cult if they are in an isolated group. They are immediately hostile towards any humans, or anything they see as a threat to the peace of the environment.

Creature Type: Biological

AP: 3+

HP: 12

EP: 6

Fortitude: -1

Reflex: +0

Willpower: +1

Mad Hunter Ability: Mad Hunters deal 2x damage to Biologicals. They may switch which creature type they prefer as a Major and Minor Action together, changing to a random creature type from the following table, if their Favored Enemy creature type is not present as an opponent.

Favored Enemy (d6 Table)

1: Biological

2: Magical

3: Mechanical

4: Outsider

5: Undead

6: Roll again

Action Table (d6):

1-3: (Offense) Roll to see the effect used by this roll on the result table below.

Result Table:

1: Make two melee attacks. Each attack has a -1 Penalty to Accuracy, and each strike deals 4 damage if it hits. Costs 1 EP.

2: A random enemy must make a Fortitude save, taking 3 damage unless they roll 4+ on a Fortitude Check. You may spend an EP to make it so if your target is an Outsider, they lose the ability to manipulate dice rolls.

3: A random enemy must make a Reflex Save of 4+. If they fail, you deal 3 damage. If the creature targeted is Mechanical, you may spend 1 EP to prevent them from playing any cards that would reduce damage taken, increase AP, or restore health until the end of their next turn.

4:

5:

6: Roll a d3. If the result is 1, your target must make a Fortitude Save. If it is 2, they must make a Reflex Save. If it is 3, they must make a Willpower Save. The target must make a save against the stat you rolled. Unless they roll 4+, they take 3 damage. If the creature you targeted is Biological, you may spend 1 EP to ensure that if they have 1 Major and 1 Minor action, they may only use one of them. If the creature has multiple Major Actions, they must take 1 less. A creature may only be affected by one secondary effect from Necrosis at a time. This effect lasts until the end of their next turn.

Minor Action Cards (d6 Table)

1-2: Meditate

3-4: Aim

5: Quick Shot

6: Quick Strike

Major Action Cards (d6 Table)

1: Banishment

2: Erode Synthetics

3: Necrosis

4: Silvered Shot

5: Smite

6: Sneaky Strike

Manaroach:

Cockroaches are excellent survivalists, resilient against poisons, able to eat almost anything. That ability even extends to mana crystals, naturally appearing crystals underground that absorb ambient magical energy in the air. When a cockroach eats mana crystals, they grow in size and intelligence, and gain the ability to fire raw energy from their mouths. However, eating the mana crystals does not nourish them, so they use their ability to fire energy to assist in their hunt, making them able to take down creatures much larger than them.

Creature Type: Biological, Magical

AP: 3+

HP: 12

EP: 8

Fortitude: +0

Reflex: +0

Willpower: +1

Manaroach Ability: Dead Eye: The Manaroach's accuracy to attack rolls cannot be lowered by their own, or by others' cards.

Manaroach Behavior: Distance, Low HP (Leaves)

Major Action Cards (d6 Table)

1-2: Boom

3-4: Double Shot

5: Accurate Shot

6: Explosion

Minor Action Cards (d6 Table)

1: Aim

2: Meditate

3-6: Quick Shot

Mimic

A common enemy that Dungeon Crawlers have been dealing with ever since there were dungeons, and people to crawl in them. Since most adventurers know how to spot a chest from a mimic, the mimics have been adapting. Sometimes, they appear as key locks, sometimes as the bottom boards of a chest, and occasionally as the carpet below it. Regardless, they have managed to make themselves a decent threat to crawlers yet again.

Creature Type: Biological, Mechanical

AP: 3+

HP: 5x Level

EP: 3x Level

Fortitude: +2

Reflex: +1

Willpower: -1

Mimic Ability: Shapechanger (Whenever the mimic takes damage, it changes creature type)

1: Biological, 2: Magical, 3: Mechanical, 4: Outsider, 5: Undead, 6: Roll again twice (reroll if rolled again)

Mimic Behavior: Up Close, Random (Stays)

Major Action Cards (d6 Table)

1-4: Double Strike

5-6: Sneaky Strike

Minor Action Cards (d6 Table)

1: Aim

2-6: Quick Strike

Moss Puppet:

When people die in dark, damp, open spaces, there is a small chance that a spore may infect the corpse's brain. The moss then takes over their nervous system, and eats the corpse's brain. It then replaces it with a mass of moss, and using a combination of its own energy and ambient magic in the air, it puppets the body around, searching for flesh to eat, water to drink, and bodies to infect. If they can't find a strong body, they'll make one from unliving flesh.

Creature Type: Biological, Undead

AP: 3+

HP: 16 Level

EP: 2x Level

Fortitude: +2

Reflex: -1

Willpower: -1

Moss Puppet Ability: When the Moss Puppet fails a Fortitude Check, if the effect deals damage, it only deals half.

Moss Puppet Behavior: Up Close, High HP (Stays)

Major Action Cards (d6 Table)

1: Incite Fear

2-4: Strike

5-6: Reach Grapple

Minor Action Cards (d6 Table)

1-3: Quick Strike

4-6: Nothing

Special Action (Activates when Moss Puppet would fall to 0 HP) Cards (d6 Table)

1-2: Nothing

3-6: Undying

Stonecrab:

Stonecrabs are creatures that tunnel through rocks, gems, and other hard substances. They then use their Acid Spit to eat through the middle of hard objects, then they use those substances as protective shells. They are extremely territorial creatures, willing to attack anything that comes remotely close to them.

Creature Type: Biological

AP: 4+

HP: 12

EP: 1x Level

Fortitude: +0

Reflex: -1

Willpower: -1

Stonecrab Ability: Mobile: Stonecrabs may move twice a turn, rather than just once

Stonecrab Behavior: Up Close, Aggressive (Stays).

Minor Action Cards (d6 Table)

1-2: Surge

3-4: Quick Block

5-6: Quick Strike

Major Action Cards (d6 Table)

1-2: Accurate Strike

3-4: Sneaky Strike

5: Erode Synthetics

6: Weaken

Elite Monsters

Corrupted Hero:

A Corrupted Hero is a living person who was once a master adventurer. However, through picking up a cursed relic, they were corrupted by that relic, and now wander in hope of finding a worthy opponent, or more power.

Creature Type: Biological, Outsider

AP: 4+

HP: 4x Number of Party Members x Level

EP: 2x Number of Party Members x Level

Fortitude: +2

Reflex: +1

Willpower: -1

Corrupted Hero Ability: Unstable Bond: They regain 1 energy anytime they roll a 5 or 6 on any dice roll.

Corrupted Hero Behavior: Up Close, High HP (Leaves)

Elite Enemy: Has an amount of Major Actions equal to the amount of members in the party. If there are more party members than there are Major Action tables, simply start at the beginning of the tables and work your way down again.

Major Action 1 Cards (d6 Table)

1: Grapple

2: Accurate Strike

3: Careful Strike

- 4: Double Strike
- 5: Goading Strike
- 6: Explosion

Major Action 2 Cards (d6 Table)

- 1: Banishment
- 2: Erode Synthetics
- 3: Necrosis
- 4: Silvered Shot
- 5: Smite
- 6: Incite Panic

Major Action 3 Cards (d6 Table)

- 1: Block
- 2: Dodge
- 3-4: Second Wind
- 5-6: Brace

Puppeted Bear:

Puppets prefer stronger hosts, and many of them settle on bears as strong enough hosts. Some Puppets will even leave their underground dwellings in order to seek out bears in order to use them as hosts. They are truly terrifying creatures.

Creature Type: Biological, Undead

AP: 3+

HP: 5x Number of Party Members x Level

EP: 2x Number of Party Members x Level

Fortitude: +3

Reflex: +1

Willpower: -1

Puppeted Bear Ability: Bear Skin (When the Puppeted Bear fails a Fortitude Check, if the effect deals damage, it only deals half)

Puppeted Bear Behavior: Up Close, High HP (Stays)

Elite Enemy: Has an amount of Major Actions equal to the amount of members in the party. If there are more party members than there are Major Action tables, simply start at the beginning of the tables and work your way down again.

Major Action 1 Cards (d6 Table)

- 1-2: Grapple
- 3: Strike
- 4-6: Double Strike

Major Action 2 Cards (d6 Table)

1-2: Reach Grapple
3: Strike
4-6: Double Strike

Major Action 3 Cards (d6 Table)

1: Block
2-4: Strike
5-6: Second Wind

Wyrms:

Wyrms are the evolutionary cousins of dragons. Rather than gaining wings, they simply developed better claws, and went underground. Their large bodies, powerful burrowing claws, and fire breath often make them apex predators for areas of several miles. Sometimes, such creatures emerge from the surface, in order to feed.

Creature Type: Biological

AP: 4+

HP: 16x Number of Party Members

EP: 4x Number of Party Members

Fortitude: +1

Reflex: +1

Willpower: +0

Wurm Ability: Proud: The type of card that a Wurm plays cannot be influenced by a card played by an enemy (effects such as Taunt and Incite Panic do not work, for example)

Wurm Behavior: Skirmisher, Low HP (Stays)

Elite Enemy: Has an amount of Major Actions equal to the amount of members in the party. If there are more party members than there are Major Action tables, simply start at the beginning of the tables and work your way down again.

Major Action 1 Cards (d6 Table)

1-2: Sneaky Strike
3-4: Sneaky Strike
5: Careful Strike
6: Careful Shot

Major Action 2 Cards (d6 Table)

1-2: Incite Fear
3-4: Boom
5-6: Explosion

Major Action 3 Cards (d6 Table)

1-2: Return Fire
3-4: Brace

5-6: Block

Boss Monsters

Boss Monsters are typically as strong as 3 normal monsters, put together. They often have additional abilities, or the ability to summon monsters to fight for them. Furthermore, bosses have 3 Major Actions that they can take every turn, and 1 Minor Action.

False Guardian:

A False Guardian is a creature with innate magical power that feeds off of the energy of the region, without properly contributing to it, or protecting it. It is still, however, afraid of anything threatening being in its land, so it hunts these potential threats down.

Creature Type: Biological

AP: 5+

HP: 3x Number of party members x Level

EP: 5x Number of party members x Level

Fortitude: -1

Reflex: +2

Willpower: +1

False Guardian Ability: (False Protector) When you roll a 1 on an attack against the False Guardian, it uses the card that you just used, as a free action, for 1 energy.

False Guardian Behavior: Skirmisher, Random (Leaves)

Boss Enemy: Has an amount of Major Actions equal to the amount of members in the party. If there are more party members than there are Major Action tables, simply start at the beginning of the tables and work your way down again.

Major Action 1 (d6 Table)

1-2: Dodge

3-4: Second Wind

5-6: Advise

Major Action 2 (d6 Table)

1: Double Strike

2-3: Double Shot

4: Sneak Attack

5-6: Explosion

Major Action 3 (d6 Table)

1-4: Melee Attack

5: Ranged Attack

6: Boom

Mana Queen:

When enough manaroaches gain intelligence, they come together and form a rudimentary social hierarchy. They use this hierarchy to organize, and hunt larger creatures. The Mana Queen is the roach that rules over the others. It uses magically enhanced pheromones to communicate with the hive at a longer distance, allowing for roaches to act with organization, even hundreds of meters away from each other. It also has grown to a massive size, sustained by energy from mana crystals, and from animal flesh that could not be processed by the normal roaches.

Creature Type: Biological, Magical

AP: 3+

HP: 4x Number of Party Members x Level

EP: 4x Number of Party Members x Level

Fortitude: +1

Reflex: +0

Willpower: +2

Mana Queen Ability: Bursting Energy: Whenever a card that uses Energy is used, everyone in melee attack range must make a 4+ Reflex Save, or take an amount of damage equal to its level.

Mana Queen Behavior: Distanced, Random (Stays)

Boss Enemy: Has an amount of Major Actions equal to the amount of members in the party. If there are more party members than there are Major Action tables, simply start at the beginning of the tables and work your way down again.

Major Action 1 (d6 Table)

1-4: Block

5-6: Second Wind

Major Action 2 (d6 Table)

1: Grapple

2: Boom

3: Accurate Shot

4: Double Shot

5-6: Explosion

Major Action 3 (d6 Table)

1-2: Grapple

3-4: Sneak Attack

5-6: Snipe

Moss Neuron:

When an infestation of moss puppets gets large enough, the bodies of weaker creatures may be placed into the same area, and through a combination of magical energy and undead flesh, such a thing may gain intelligence, then sentience, then psionic ability. These creatures may command not only Moss Puppets, but also all kinds of mindless undead through psionic influence.

Creature Type: Biological, Undead

AP: 2+

HP: 5x Number of party members x Level

EP: 3x Number of party members x Level

Fortitude: +2

Reflex: -2

Willpower: +2

Moss Neuron Ability: The Puppet Neuron may use its Minor Action to allow another monster of the Undead creature type to take a Major Action. Additionally, they spawn with 1d3 Moss Puppets.

Moss Puppet Behavior: Distanced, Random (Leaves)

Boss Enemy: Has an amount of Major Actions equal to the amount of members in the party. If there are more party members than there are Major Action tables, simply start at the beginning of the tables and work your way down again.

Major Action 1 (d6 Table)

1-2: Ranged Attack

3-4: Return Fire

5-6: Block

Major Action 2 (d6 Table)

1: Melee Attack

2-3: Snipe

4: Accurate Shot

5-6: Double Shot

Major Action 3:

1: Melee Attack

2-4: Boom

5-6: Explosion

Monster Behaviors (Optional to run, not needed)

Combat Behavior

This behavior takes effect before the other

Distanced - This creature will attempt to stay in range from enemies, attacking at range. Once out of energy, they will use Skirmisher Behavior.

Skirmisher - This creature will make melee attacks, then attempt to retreat.

Up Close - This creature will attempt to fight a creature, and stay within melee, if possible.

Targeting Behavior

Determines how a monster finds which enemy to target.

Aggressive - Targets the closest enemy. If there are several enemies at equal distance, it picks at random.

Random - Targets a random enemy. This creature will target another creature once their target hits 0 HP, or cannot be attacked.

Low AP - Targets enemy with lowest current AP.

High AP - Targets enemy with highest current AP.

Low HP - Targets enemy with lowest current HP.

High HP - Targets enemy with highest current HP.

Low EP - Targets enemy with lowest current EP.

High EP - Targets enemy with highest current EP.

AND EITHER

(Leaves) - This creature will target another creature if that new target better fits the criteria (if they can attack them this turn), or if their target hits 0 HP.

(Stays) - Once it locks onto a target, it will continue attacking and targeting them. This creature will target another enemy once their target hits 0 HP, or cannot be attacked within that turn.

Dungeon Generation:

Room Generation:

Combat has 4 lanes where adventures and monsters may reside. The leftmost two are dedicated for adventurers, while the other two are dedicated for monsters.

Encounter Generator for each Biome:

1-3: Combat

4-5: Random Encounter

6: Elite Enemy

After each Combat Encounter (including Combat, Elite Enemies, and Boss Fights) is won, each player gets the chance to perform one of the following actions:

- Look at a random card from your class' card pool. Look at 2 random cards if it is an Elite Enemy, and look at 3 random cards if it is a Boss Enemy. Then, you may take one of those cards available to you, or pass up on it. You may either take the card and add it to your deck, or replace an existing card in your deck (of your choice) with it.
- You may remove a single card from your hand.

Dungeon Floors should generally have a smaller number of encounters based on level.

Level 1: 1d3 Encounters

Level 2: 1d3 + 1 Encounters

Level 3: 1d3 + 2 Encounters

Level 4: 1d6 + 3 Encounters

Level 5: 1d6 + 4 Encounters

Level 6: 1d6 + 5 Encounters

Level 7: 3d3 + 4 Encounters

Level 8: 3d3 + 5 Encounters

Level 9: 3d3 + 6 Encounters

Level 10: 2d6 +8 Encounters

Types of Dungeons:

(RANDOM ENCOUNTERS FOR OTHER DUNGEON TYPES!!!)

Otherworldly Bed (For Outsider and Magical Dungeon): The party sees a bed with many runes and sigils inscribed upon it. Each party member may attempt to rest on the bed, but they must make a Willpower Check when doing so. Each of the following events occurs based on their result:

1-2: Nightmare: The party member takes an amount of damage equal to half their level (bringing them to a minimum of 1 HP)

3-4: Visions: The party member gains a random Fortune Telling.

5-6: Restoration: The party member regains an amount of energy equal to twice their level.

7+: Otherworldly Gift: The party member gains a random blessing.

Sacrificial Altar (For Outsider Dungeon):

The party comes across a bloodstained altar. Each party member may choose to Exhaust their Hero Card without playing it, if it is not already exhausted. If they choose to do so, they may gain a blessing of their choice until the start of the next floor.

Magical Well-Spring (For Magical Dungeon):

The party comes across a small chasm in the floor, filled with blinding light. One party member may use this light to refill their consumable item.

Each Dungeon is based around a specific type of creature. Creatures of that type may appear in this dungeon.

Overgrown Cave: Biological

Magical Cave: Magical

Ancient City: Mechanical

Corrupted Earth: Outsider (Demons, Angels, Extraplanar Creatures, Alien)

Buried Tomb: Undead

Dungeon Tables:

Overgrown Cave

Encounter

d6 Table

- 1: Elite Combat
- 2-4: Combat
- 5-6: Random Event

Overgrown Cave Elite Combat (d3 Table)

- 1: One Corrupted Hero
- 2: One Puppeted Bear
- 3: One Wyrn

Overgrown Cave Combat (1d6 Table)

- 1: X Number of Handsquids
- 2: X Number of Mad Hunters (with or without some Stonecrabs)
- 3: X Number of Mana Roaches
- 4: X Number of Moss Puppets
- 5: X Number of Stonecrabs
- 6: X Number of Assorted Enemies seen Above

Demonic Rift Random Event Table (Greater d6/Lesser d6 Table)

3,1: Possessed Item: A random party member sees a possessed item from the Moderate Item table lying on the ground. That specific party member may choose to leave it alone and make no save, but get no item. Alternatively, they may make a 4+ Willpower Save. If successful, you gain the item with no consequence. If you fail, you still get the item, but obtain a random curse.

3,2

3,3

3,4

3,5

3,6: Tome of Power: Vines reach down and attempt to suck the energy from your party, in exchange for forbidden knowledge. Each party member may spend 2 EP in order to gain a single card of their choice, and this may only be done once per party member.

Overgrown Cave Random Event Table (Greater d6/Lesser d6 Table)

The Greater d6 Roll is the first number, Lesser d6 Roll is the second number.

1,1: The party comes across a large door. It asks them to pay tribute. They must sacrifice an amount of gold equal to their level, and an amount of HP equal to their level, or an amount of

EP equal to their level. They may pass through without paying, but you gain a curse until the start of the next floor.

1,2: Cursed Fountain: There is 10 gold sitting at the bottom of a fountain. The party may obtain the gold, but the party member who grabs it gains a random curse.

1,3: Fountain of Chance: The party comes to a fountain where the inscription to it has worn off. Party members may choose to bathe in it. If they choose to do so, they must roll a d3. If they roll a 1, they gain a Curse. If they roll a 2, they gain a Fortune Telling, If they roll at 3, they'll gain a blessing.

1,4: Trapped Treasure: Roll a d3. A 1 is Fortitude, a 2 is Reflex, and a 3 is Willpower. One party member may make a save of the type rolled above, and if they roll 4+, they gain 16 gold. If they fail, they take a 4 damage and get no gold.

1,5: Spike Trap: One party member may make a Reflex Save, if they roll 4+, they gain an amount of gold equal to the party's level. If they fail, they take an amount of damage equal to their level and get no gold.

1,6: Light Trap: Gas Trap: One party member may make a Willpower Save, if they roll 4+, they gain an amount of gold equal to the party's level. If they fail, they take an amount of damage equal to their level and get no gold.

2,1: Garden of Power: The party comes across a garden of magical power, not knowing if it is a blessed or cursed garden. Each party member may choose to eat the fruit or not, rolling a d6 to determine the result:

(d6 Table)

1: Cursed Fruit: You gain a random curse until the end of the next encounter.

2: Hollow Fruit: You lose an amount of health equal to your level (minimum of 1 HP).

3: Leeching Fruit: You lose an amount of energy equal to your level (minimum of 1 EP).

4: Healthy Fruit: You regain an amount of energy equal to your level.

5: Heart Fruit: You regain an amount of health equal to your level.

6: Blessed Fruit: You gain a random blessing until the end of the next encounter.

2,2: Hidden Hunters: You come across a small gathering of mad hunters, resting in a nearby shadow. None of them have noticed your party, but you feel as though you may reason with this particular group. You may move past them without penalty, or you may have a party member of your choice make a Willpower Check of 2+, but for every party member that is not Biological, you must roll 1 higher on the check. If you succeed, you may consider this spot a Rest Site, picking two options rather than one, and if you fail, you have an encounter with a group of Mad Hunters.

2,3: Thirsty Dog: You come across a thirsty looking dog. If any party member has a potion, they may use it on the dog. If they do so, the dog will fetch the party an item rolled from the Moderate Item Table.

2,4: Manaroach Nest: You come across a nest of Manaroaches, with some mana crystals tucked within it. You may move on, or you may send a party member forwards to make a Reflex Check of 5+ to steal the crystals. If successful, all members of the party regain 2 EP. If failed, that party member takes 6 damage when blasted by manaroaches, and only 1 party member gains 4 EP.

2,5: Handsquid Gathering: The party comes across a small group of Handsquids, having found an item of restorative power. You may choose to ignore them, or send a party member of your choice forwards to wrestle the head stonecrab, making a Fortitude Check of 5+. If successful, all party members may add up to 3 destroyed cards (not including Hero Cards) back into your deck.

2,6: Maddenning Darkness: You come across a stretch of cave that is completely dark, and dead quiet. You may send a party member forwards, to find a shortcut through the cave. The party member sent forwards must make a Willpower Check of 5+. If they are successful, the party may skip a non-boss encounter of their choice this floor. However, if they fail, 2 of their cards of their choice are replaced with Madness (A card with no type, that is a Major Action to draw 1 card).

3,1: Blood Sacrifice: You may either lose 4 Max HP until the end of the floor or Destroy your Hero Card In exchange for your EP being restored to full.

3,2: Sadistic Witch: Each party member may choose to gain a specific blessing, of their choice, until the end of the floor, but if they do so, they also gain a random curse.

3,3: Disheveled Mage: You encounter a studious Mage who was not prepared for the dangers of this dungeon. If you remove a Necrosis from your deck and give it to them, or you destroy one of your Dungeon Cards of your choice, they will pay you 20 gold. They will only take this deal once per encounter.

3,4: J'onnn, Magical Insurance Salesman: You may spend 5 gold to ensure that if you go Out of Action in this dungeon, that you may roll the Death Table twice, and take the result that you most prefer.

3,5: Medicinal Mushrooms: You come across 3 mushrooms. They are either all healing (restore 4 HP), or all poisonous (take 4 damage). In order to find out which kind they are, you must roll a 5+ Willpower Check. On a success, you find out what kind they are. On a fail, you do not know what kind of mushrooms they are.

3,6: Secret Stash: You find markings of a secret stash under a large stump. In order to move the boulder, you must roll 5+ on a Fortitude Check. On a success, your party gains a dungeon card of your choice that your class can have. On a failure, you get no dungeon card, and take 1 damage from a bruised ego.

4,1: Bioluminescent Wonder: The party comes across a stunningly beautiful clearing, as a moment of respite in the hostile dungeon. Through observing this beauty, every party member regains 2 HP, 1 EP, and regains 1 destroyed card (not Hero Cards).

4,2: Shaman of the Wood: You come across a powerful Shaman that protects the life of this dungeon. You may pay them 2 EP in exchange for 4 HP. Alternatively, you may pay them 2 EP to remove one of your curses. Each party member may only do so once.

4,3: Hidden Temple: You come across a small hidden temple of devout monks. They are willing to teach the party of their spiritually healthy ways, in exchange for money for supplies. You may remove 1 Card from your deck for the cost of four gold. Each Crawler may only take the deal once, for one option. Haggle applies to all gold spent by a single person in this case, regardless of the amount of cards removed for that one crawler.

4,4: Cleansing Pool: A single party member may remove a curse. If any additional party members wish to do so, they may remove all curses, in exchange for also removing all blessings.

4,5: Old Hunter's Scythe: A party member encounters an old Hunter, ready to lay down their blade. They'll bet their Scythe on a battle of wits. You may send a party member forth to make a Willpower Check of 5+. If successful, they gain the Old Hunter's Scythe. If failed, the party must pay out 10 gold total.

4,6: Traveling Poison Seller: A single Crawler of your party's choice may trade in three cards of their choice, in exchange 3 for Necrosis Cards, regardless of class.

5,1: Merchant Encounter, Random Lesser item for 5 gold.

5,2: Merchant Encounter, Random Moderate item for 10 gold.

5,3: Oracle Encounter, Random Fortune Telling for 5 gold.

5,4: Oracle Encounter, Specific Fortune for 10 gold.

5,5: Witch Encounter, Random Blessing for Random Curse.

5,6: Witch Encounter, Random Blessing for 10 gold.

6,1: You come across a chest. Roll a d6. If you roll a 1-2, you encounter a Mimic. If you roll a 3-6, you gain a roll from the Lesser Item Table.

6,2: You come across a chest. Roll a d6. If you roll a 1-3, you encounter a Mimic. If you roll a 4-6, you gain a roll from the Moderate Item Table.

6,3: You come across a chest. Roll a d6. If you roll a 1-4, you encounter a Mimic. If you roll a 5-6 or defeat the Mimic, you gain a roll from the Greater Item Table.

6,4: Rest Site

6,5: Rest Site

6,6: Rest Site

Overgrown Cave Boss Combat (d3 Table)

1: False Guardian

2: Mana Queen

3: Moss Neuron

Restless Crypt Random Event Table (Greater d6/Lesser d6 Table)

4,6: Traveling Cleric: A single Crawler of your party's choice may trade in three cards of their choice, in exchange 3 for Smite Cards, regardless of class.

Types of Encounters:

Combat - Combat is one of the most common kinds of encounters to have. All enemies must be defeated to progress, and lesser loot is obtained when it is defeated.

Elite Combat - A Combat against a singular, greater enemy. However, while riskier than regular combat, you instead gain Moderate Loot. Unlike other Combat Encounters, you may choose to skip this one without penalty.

Boss Combat - A Combat that has you all face a singular, great threat. There is only one boss combat per floor, at the end of the dungeon. When defeated, the players progress to the next floor, or exit the dungeon. Greater Loot is obtained from fighting bosses.

Random Event - An event with a variety of outcomes that may be positive or negative. Each type of dungeon has its own random event table.

Specific Random Events

Rest Site - A safe room where Crawlers rest for a small time. A crawler may choose to perform one of the following actions:

- 1) Restore all lost HP
- 2) Restore all lost EP
- 3) Put all exhausted cards back into deck

They sometimes come with a price attached to enter.

Merchant - A single one-use or passive item is offered for a specific gold price. The rarity of such an item will depend on the random event rolled.

Oracle - A Fortune Telling is offered for a specific gold price.

Witch - Will give you a blessing for money, or a blessing as well as a curse.

Loot, Fortune Tellings, Blessings and Curses

Loot

Lesser Loot (Lesser d6, Greater d6)

- 1: 1 Gold for every 2 party members
- 2: 1 Gold for every party member
- 3: 1 Health Potion
- 4: 1 Energy Potion
- 5: 1 Potion of Restoration
- 6: 1 roll of the Lesser Items Table

Moderate Loot

- 1: 1 Gold for every party member.
- 2: 2 Gold for every party member.

Greater Loot

- 1: 2 Gold for every party member.
- 2: 4 Gold for every party member.

Fortune Tellings

Fortune Tellings may be acquired by several means, but are mainly acquired through a rare encounter with a Fortune Teller.

Unlike Blessings and Curses, which remain with you until you remove them or acquire more, Fortune Tellings last for the rest of the floor.

Fortune Tellings (d6 Table)

- 1: Know the Path (Generate the rest of the path all at once for the floor, including enemies generated, elite enemies generated, and boss generated. You then let the player know this information)
- 2: Known Event (Roll a d6 and record the number rolled. You may replace one die roll made by anyone with the result. You retain this roll until the end of the floor)
- 3: Change your Fate (Select the next type of encounter, being a Combat, Elite Combat, or Random Event. If the next event would be a boss fight, you may add an additional one)
- 4: Prevent Disaster (The next time you or one of your allies would fall to 0 HP, you may prevent that, instead allowing them to fall to 1 HP)
- 5: Accept your Fate (The first time you fall to 0 HP in a combat encounter on this floor, all of your allies may draw 3 cards as a free action)
- 6: Know Weakness (Choose 1 kind of card from you, or an ally's deck. That card will deal double damage against the boss of this floor)

Blessings and Curses

You may only have 1 blessing, and 1 curse at a time. You get to choose which blessing or curse to retain if you are offered another option.

Blessings (d6 Table)

- 1: Blessing of the Lucky (On one encounter per floor, you may choose to roll 2d6 instead of 1d6. When you do this, you may choose the higher result)
- 2: Blessing of the Hearty (You gain an additional amount of Maximum HP equal to your level. You also regain an amount of HP equal to your level)
- 3: Blessing of the Energetic (You gain an additional amount of Maximum EP equal to your level. You also regain an amount of EP equal to your level)
- 4: Blessing of the Brave (You start combat with Seven Cards in your hand, rather than Five)
- 5: Blessing of the Hero (The first time that you play your Hero Card per floor, it returns back into your deck, rather than being exhausted. If you have already used your Hero Card this floor, you may return it to your deck)

6: Blessing of the Compassionate (When you play a card that restores health or energy, and it restores you to your maximum, you may give the excess health or energy to a party member of your choice)

Curses (d6 Table)

1: Curse of the Unlucky (Every floor, on the next encounter, or the first encounter of the floor, you must roll 2d6 instead of 1d6. When you do this, you must take the lower number)

2: Curse of the Frail (You lose 4 maximum HP)

3: Curse of the Lethargic (You lose an amount of Maximum EP equal to your level. If your amount of Maximum Energy is already 1x, it becomes equal to half your level)

4: Curse of the Coward (You start combat with Three Cards in your hand, rather than Five)

5: Curse of the Villain (When you draw your Hero Card, it is automatically exhausted)

6: Curse of the Selfish (When you are subjected to an effect that causes you to lose health or energy, and you fall to zero HP or EP, a random party member takes the excess damage or loses the energy)

Items

Each Crawler has the ability to carry one item with them at a time. If they have the ability to use a consumable item, but do not want to drop their passive item, they may consume it in the same place where they picked it up, or simply leave it.

Lesser Items (Lesser d6 Table, Greater d6 Table)

1,1: Potion of Energy

1,2: Potion of Healing

1,3: Potion of Restoration

1,4: Cursed Tome

1,5: Dungeoneer's Pack

1,6: Talisman of Protection

2,1: Magical Fruit Jam

Moderate Items (d6 Table)

1,1: Potion of Bear Skin

1,2: Potion of Giant Strength

1,3: Potion of Purification

1,4: Masterwork Weapon

1,5: Refilling Flask

1,6: Hidden Blade

2,1: Talisman of Hope

3,1: Scythe of the Woods

Greater Items (d6 Table)

- 1: Alchemist's Flask
- 2: Chain Weapon
- 3: Vorpall Weapon
- 4: Warrior's Banner
- 5: Necromancer's Staff

List of Items

Alchemist's Flask (Passive)

You may also carry a potion with you using this item. Roll a d3 every time you beat a combat encounter or an elite combat encounter. If you roll a 3, your potion refills. This effect also works for the rest of your party.

Chain Weapon (Passive)

Whenever you make a card that requires you to make a melee attack, you may make it to enemies in range as well, assuming you are in your side's melee column.

Cursed Tome (Passive)

Each time you enter combat, elite combat, or boss combat, gain a curse and gain a blessing, which you must always change into a new curse or blessing.

Dungeoneer's Pack (Passive)

Whenever you make a check within a random event, you gain a +1 to the roll.

Hidden Blade (Passive)

On the first turn of combat, instead of only drawing cards from your draw pile, you may choose to draw one less card from your deck, and draw a single random card from your exhausted cards (Draw another card instead if you get your Hero Card).

Magical Fruit Jam (Consumable)

As a Free Action, or at any time outside of combat, you may activate this item, rolling a d6 twice, then picking one of the numbers rolled.

(d6 Table)

- 1: Cursed Fruit: You gain a random curse until the end of the current/next combat encounter.
 - 2: Hollow Fruit: You lose an amount of health equal to your level (minimum of 1 HP).
 - 3: Leeching Fruit: You lose an amount of energy equal to your level (minimum of 1 EP).
 - 4: Healthy Fruit: You regain an amount of energy equal to your level.
 - 5: Heart Fruit: You regain an amount of health equal to your level.
 - 6: Blessed Fruit: You gain a random blessing until the end of the current/next combat encounter.
- This item refills at the start of each floor.

Masterwork Weapon (Passive)

You gain a +1 Accuracy Bonus when you make an attack roll against an enemy.

Necromancer's Staff (Passive):

When an ally of yours rolls on the Death Table and rolls Death, you may use this cursed relic to bring your ally back to life as a shade of themselves known as a Revenant. Their creature type changes to Undead, and they gain the Revenant Ability. They permanently die and cannot be revived at the end of the dungeon, after the last boss is defeated, or when all characters are Out of Action.

Revenant Ability: Feel No Pain: Every time the Revenant takes damage, they roll a d6. If they roll a 6+, they do not take damage.

Old Hunter's Scythe (Passive):

Whenever you use one of the following five cards: Banishment, Erode Synthetics, Necrosis, Smite, or Silvered Shot, you deal an additional 2 damage if the attack hits.

Potion of Bear Skin (Consumable)

For the rest of the encounter, you take half damage.

Potion of Energy (Consumable)

You regain 8 EP.

Potion of Giant Strength (Consumable)

For the rest of the encounter, you deal double damage.

Potion of Healing (Consumable)

You regain 8 HP.

Potion of Purification (Consumable)

If you have a curse, you may remove it and gain one blessing until the end of the encounter instead.

Potion of Restoration (Consumable)

Roll 2d3. You may regain an amount of destroyed cards equal to the rolls you made, but not Hero Cards.

Refilling Flask (Passive)

You may carry a single potion along with this item, but only potions made from this item.

Whenever a room is cleared, the player with this item may roll a d6, and gain the item from the following table, which is contained within this flask. If the flask is filled at the end of a room, do not roll on the table. The Crawler who carries the item is the only one who can drink potions from this. (d6 Table)

1: Potion of Energy

- 2: Potion of Healing
- 3: Potion of Restoration
- 4: Potion of Bear Skin
- 5: Potion of Giant Strength
- 6: Potion of Purification

Talisman of Hope (Passive)

Once per floor, you may return your destroyed Hero Card into your deck. If done in combat, may be done as a minor action, and brings it into your hand.

Talisman of Protection (Passive)

At the start of each floor, you gain a +2 bonus to one of your stats, which is reverted and replaced with a different stat at the start of each floor. Roll a d3 to see what stat you have increased.

- 1: Fortitude
- 2: Reflex
- 3: Willpower

Vorpal Weapon (Passive)

Whenever you roll a 7+ on an attack roll, rather than dealing 2x damage, you deal 3x damage. If you would already deal 3x damage, you deal 4x damage, etc.

Warrior's Banner (Passive)

Whenever you finish a combat encounter (Enemy, Elite Enemy, or Boss Encounter) you regain 2 HP.

Death Table:

When a character drops to 0 HP, and then takes 1 or more damage from any source, they are removed from the party until the end of the dungeon encounter, due to an injury. That character is Out of Action. Regardless, they become untargetable in combat, and cannot take turns. Your character may be brought back at the end of the current encounter at 1 HP, or through the use of certain cards, such as Revive. However, that player is still able to play, as the Strings of Fate (detailed below). Even as your player is playing the Strings of Fate, your character who is Out of Action befalls a certain event along with their injury.

Out of Combat Table:

(Greater d6, Lesser d6 Table)

1,1: Roll on the Death Table two more times. Reroll any additional 1,1 rolls.

1,2:

1,3:

1,4: Concussion: A random, non-hero card in your deck is destroyed.

1,5: Indefinite Madness: Whenever you build your deck for your next dungeon, you have to include 1 Lingerin g Madness Card. A Lingerin g Madness card is a card without a type, and as a Major Action, you draw one card. The card is removed from your deck at the end of a floor.

1, 6: Temporary Madness: Whenever you build your deck for your next dungeon, you have to include 3 Madness. Madness is a card without a type, and as a major action, you draw one card. These cards may be removed from your deck by changing them or getting rid of them at the end of combat encounters, or by certain random events.

6,1: Change: Whenever you build your deck for your next dungeon, you may make one of those 9 cards any non-basic or basic card that you want.

6,2: Growth: Whenever you build your deck for your next dungeon, you make your starting deck of 9 cards and a Hero Card into a deck anywhere between 1-15 cards of your choice, and 1 Hero Card. You may fill empty card slots with basic cards.

6,3: Determination: Whenever you build your deck for your next dungeon, you may duplicate a single card, making your starting deck either 9 cards and a Hero Card, or 10 cards and a Hero Card.

6,4: Clarity: Whenever you build your deck for your next dungeon, you may choose to make 3 of your starting deck of 9 and a Hero Card into

6,5: Resilience: Whenever you build your deck for your next dungeon, you may choose to make 3 of your starting deck of 9 and a Hero Card into Undying, regardless of your class.

6,6: Heroism: Increase your Fortitude, Reflex, or Willpower by 2 until the end of your next dungeon.

Strings of Fate:

(Greater d6, Lesser d6 Table)

1,1: Chaos: You roll on the Strings of Fate table twice, rerolling any subsequent 1,1 rolls)

1,2: Devil: (The Devil is a powerful entity that will appear as an enemy. However, they are hostile to all life, and appear in the enemy's melee, and are willing to attack other enemies.

1,3: Ragnarok: All enemies and allies on the board take 6 damage.

1,4: Mutation: A random ally or enemy creature is targeted and their type changes to something else until the end of the combat. .

1,5:

6,3:

6,4: Warrior: Choose a character at the table. They regain 4 HP or 2 EP.

6,5: Fortune: Choose a character at the table. The next time they roll a d6, they instead roll 2d6 and take the higher result.

6,6: Angel: The player gains the stat block of the Guardian Angel and may play with them and use their deck for the rest of the encounter. After the encounter ends, or if they are dropped to 0 HP, they are harmlessly dispelled, and the player goes back to pulling the Strings of Fate or their character.

Devil Stat Block

Creature Type: Outsider

Armor Points: 3+

Health Points: 16

Energy Points: 12

Fortitude: +2

Reflex: -1

Willpower: +1

Devil Ability: Weak Physical Bond: Whenever The Devil is hit with a Banishment Card, if it fails the saving throw, it is instantly taken to 0 HP.

Guardian Angel Stat Block

Creature Type: Magical, Outsider

Armor Points: 4+

Health Points: 20

Energy Points: 12

Fortitude: +1

Reflex: +0

Willpower: +2

Starting Deck:

2 Smite, 2 Banishment, 1 Revive, 2 Treat Injury, 2 Quick Block, 1 Surge

Guardian Angel Ability: Hollow Radiance: The Guardian Angel cannot pick up consumable or passive items. They also may not change their deck in any way. If this ability is removed from the Guardian Angel, they may gain additional cards from the Shaman's pool.