

Dungeon Difficulties D20

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Materials needed: You'll need one d20 die, a pencil, a piece of paper for your map, and a paper for your stats or to keep a dungeon encounter log (recommended).
To play, follow the steps below.



How to Play

Generate your character by rolling a d20.

- 1-5. Tourist: 10 skill points, 5 hit points.
- 6-10. Blacksmith: 12 skill points, 6 hit points.
- 11-15. Ranger: 14 skill points, 7 hit points.
- 16-20. Knight: 16 skill points, 8 hit points.

Welcome to the dungeon, unknown visitor. After three successful encounters your legend will become known and you can name your character.

Roll for room layout, and draw it at the bottom of your paper. Then on turn 1, roll for a find.

Keep your room drawings small enough to accommodate 8-9 per page. Like a "Cavern with lake" might be large at about 9-10 graph paper squares across. A small room might be 3 squares across.

1. Cavern with lake and bridge, and of course there's a door at the end of the bridge.
2. Cavern with lake and 4-way bridge, doors at the end.
3. Great oval hall, place 3 doors other than in-door.
4. T intersection. Doors at the ends.
5. Plus-shaped intersection. Doors at the ends.
6. Medium Vault with only left door
7. Large Geometric Vault with only right door
8. Straight corridor with one door at the end.
9. Floor collapse to next dungeon level! You fall through.
Lose 1 HP. Roll for new room. Roll for a find both **now** and **after** a battle in same room. Opportunity!
10. Y intersection with two doors at the tips of the Y.
11. Y intersection with a wall in place of one of the doors.
12. Corridor with door on right-middle and one ahead
13. Corridor with door on left-middle and one ahead
14. Three parallel corridors with one door at the end.
15. Two parallel corridors with one door at the end.
16. Lumpy, organic space with side doors
17. Lumpy, organic space with side +ahead doors
18. Medium vault with 3 doors ahead.
19. Small vault with 2 doors ahead +one right.
20. Small cavern with 2 doors ahead +one left.

- If this is your first room, skip the Encounter tables below and go to the Finds table. Your first room is free of foes and may even contain something useful.

- When you exit a room, pick any door. You can make a twisty dungeon or a straight one. You can twist your rooms if needed, as well.
- Advanced players may wish to use the Foe Composition table separately to determine the Room Composition—for example, you may find yourself fighting a Foul Lava Dragon in a lead corridor. Use your imagination and assume your character doesn't have much time to ask questions.

Roll to Determine your Encountered Foe (skip this if you're still in the first room).

1-5 Foul Creature (Skill Level 8, 3 Hit Points, and you earn 10 points when you defeat it.)

6-10 Foul Ghostly Creature (10sk, 4hp, 30pts)

11-15 Foul Beast (12sk, 5hp, 50pts)

16-20 Foul Dragon (15sk, 6 hp +1 at 18-20, 100pts)

Roll to Determine your Foe's Composition. (Example: Foul Lava Beast)

1-5: ghost, mud, mold, slime, bone

6-10: smoke, iron, lead, stone, rot, gelatin

11-15: stone, mud, mold, vapor, lava

16-20: lava, gelatin, slime, mold, stone

Roll for Initiative: Roll under your skill level to see if you have the initiative. If you successfully roll under, you get to strike first!

Attack your Foul Foe.

- Won the initiative? Roll for your own attack, then the foe's, and repeat. Otherwise, foe goes first.
- If you roll under your skill level, congratulations! Your hit strikes true. Subtract one of the foe's hit points. Once they run out, they're dead.
- If the foe rolls under their skill level, you lose a hit point.
- Once you lose all of your hit points, your character's adventure through life is over. Hopefully, they became known and you'll have fond memories of their dungeon delve.

Finds (Use this after an encounter, or in your first dungeon room)

1-5: 5 multiplied by d20 (For example, if you roll a 10, multiply it by 5—you just earned 50 pieces of gold.)

6-10: +1 HP Potion. Recover one hit point now, or save it for later when you'll need it.

11-13: +2 HP Potion. Recover two hit points now, or save it for later when you'll need it.

14-15: +3 HP Potion. Recover three hit points now, or save it for later when you'll need it.

16-18: Enchanted Vapour Amulet. Add 1 to your skill level for one encounter. Your odds just went up.

19: Enchanted Vapour Armor. Subtract 2 from your foe's skill level for one encounter.

20: Magic Elixir. Restores you to full health at any time. Can be used one time only.

Potions act all at once, no splitting them up.

If you just got your first find, go back up to the room table and roll up your first **serious** room and encounter.

Feeling Defeated?

After a loss, you can keep playing in the same dungeon.

Pick up where the last adventurer left off, and roll to see how much of their stuff you are able to find:

1-5: You don't get any of their stuff.

6-12: You find and keep the gold they left.

13-15: You find and keep their potions.

16-19: You find and keep their potions, amulets, gold, and sacred armor

20: You get everything they have, plus one extra HP--auspicious vapours surround you.

Example Play: Smithy's First Slimer

1. I rolled a 7 and am thus playing as a Blacksmith. Blacksmiths have 12 skill and 6 hit points. I write that down on my character's log. I draw six little circles representing hit points, and cross them out as I lose them.
2. On my room roll, I get a 15, so my first room is two parallel corridors with a single door at the end. Because it's my first room in this dungeon, I roll for a find (result: 3) and I found 15 gold (5 multiplied by the roll result of 3). The game doesn't "use" gold, but it does make a nice deep jingling sound in one's pocket. Let's keep it and see what's behind that door...
3. I roll an 11 for my next room. On my map paper, I draw a Y intersection. Now let's see who's in it.
4. I roll a 3, meaning my first foe is a Foul Creature, with a skill level of 8 and 3 hit points. In my log, I draw 3 circles next to its description, representing its hit points.
5. I roll an 18 on the composition table, meaning I'm fighting a Foul Slime Creature!
6. I roll for initiative, and I roll an 8. That is under my skill level of 12, so I will go first.
7. I roll a 13! My blow misses the Foul Slime Creature.
8. I roll for the creature. With a 4, it easily succeeds in rolling under its skill level of 8, and I lose a hit point. Ouch.
9. I roll a 5, and the creature loses a hit point!
10. It rolls an 11, and fails to land its next strike. Maybe I'm just that good at dodging.
11. I roll a 10, and it reels in pain! The creature only has one hit point left!
12. It fails to wound me again, rolling a 20.
13. I roll a 2, and with that magnificent final blow the Foul Slime Creature is hurled across the room. Well, Foul Creatures are generally the sort of little guys you can kick all the way across a lava lake, with a bit of luck. Maybe later we'll come across something truly difficult.
14. With that creature defeated, I roll for a find. My result is a 7. That means I can restore one of my hit points now, or later. I decide to do that now, and I'm back up to 6 hit points. Now to roll for the next room...

That's the end of this example. Hopefully it gives a good idea of how the gameplay works. Good luck in your next crawl!

--Marc Carson