DUNGEON CRAWL EXPLORATION RULES

Dungeon Crawl Exploration (DCE) is a new mechanic that takes effect during some expansion stories. These new rules take effect when players encounter "Dungeon Crawl Exploration Begins" within a story. Dungeon crawls have a set of goals for the entire dungeon rather than one per map as normal. There is a DCE Creature Table included for random skirmishes and encounters. Maps are divided into rooms, which are separated by doors and/or portcullises. Gameplay is the same as Adventuring with the following differences.

LEADERSHIP CHANGES

Leadership changes from one character to the next at the end of EVERY round, instead of when a map transition occurs. However, during an encounter, leadership does not change until the combat is over.

ROOMS

A dungeon crawl map consists of rooms, which are separated by doors. A room's description in the story journal should not be looked at until that room is revealed (by opening a door).

DOORS / OPENING DOORS

When characters attempt to open a door, it remains closed until the end of the round. At the start of the next round, they are removed from the map, revealing what lies beyond. Doors may NOT be opened during combat. There are two types of doors to be found:

- Locked Doors: Locked doors require an adjacent character to pass a TRICKERY check, unless otherwise specified.
- Unlocked Doors: Unlocked doors require an adjacent character to spend their ACT to open it. When the round is over, the character who opened the door must roll a d10. If the result is a 1-3, roll on the DCE Creature Table and spawn the listed creature(s) on the new map, 3 spaces away from the character if possible.

END OF ROUND SKIRMISHES

If a door was NOT opened during the round, the current Leader must pass AWARENESS 4. On a failure, the group must skirmish with creatures from the DCE Creature Table. When determining the skirmish strength for groups with 3 or more characters, use the dice for the next lowest character group. For 2 characters, divide the result in half, rounding up.

For example, for a 5-character game, the skirmish strength would be determined by rolling the dice listed for 3-4 characters. For a 3 or 4-character game, the dice for a 2-character game would be used. For two character games, a d4 is used. If a 3-4 is rolled, the counter would be set to 2; if a 1-2 is rolled, the counter would be set to 1.

ENCOUNTERS OCCURRING MID-ROUND

Some encounters may occur before the end of a round. The Leader would act first during the character's combat turn, regardless of who would have been next. After the combat, leadership changes to the next character. Do not roll for a skirmish at the end of the round.

SKIRMISHES OCCURRING MID-ROUND

Some skirmishes may occur before the end of a round. After a skirmish is complete, the round continues with the remaining characters taking their turn.

RESTING

If you choose to rest for the chapter, normal resting rules apply, except you would roll for creatures using the DCE Creature Table. The Leader must choose to rest at the beginning of a round. After the rest, do not roll for an end-of-round skirmish because one would have been rolled for the resting. Then leadership changes to the next character.

MAPS

All non-10x10 maps are enclosed rooms without any doors or openings. The intent is for maps to connect in a variety of ways to allow for variety of options when assembling a dungeon crawl. If two maps are connected via a door or archway, the wall sharing the space with it does not exist. In the below example, the wall beneath the door is assumed to be open, even when the door is removed.
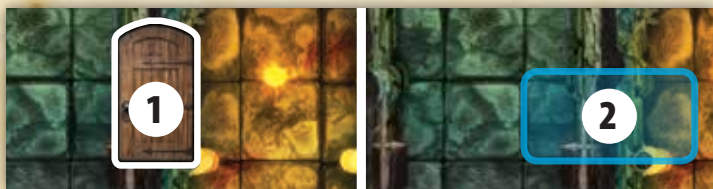
1. With Door
2. With Door Removed

When two maps are connected without a door and the Story Journal states that a wall segment is an opening, characters may pass through it without hindrance and Sight is not blocked.

Open Doorway
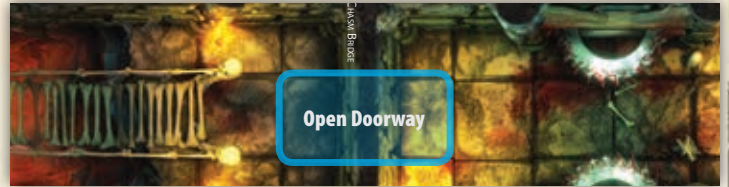
SUMMARY OF A ROUNDS END

Step 1: REVEALING NEW ROOMS if a door was open.

Step 2: ROLL FOR A SKIRMISH if a door was not open.

Step 3: LEADERSHIP CHANGES to the next character if not in combat.

EXAMPLE OF GAMEPLAY

The group (consisting of the Butcher, Courtesan and Illusionist) is currently in Room A of a dungeon crawl, which has several search tokens and one locked door leading to Room B. The Butcher is the Leader at the start of the round. He picks up one of the search tokens and discovers an Item. The Courtesan then moves to the locked door, and then rolls the specified TRICKERY check and successfully opens it. Finally, the Illusionist moves to the last search token, but fails to find anything. At the end of the round, because a door was opened, it is removed from the map, revealing Room B, and the description is read to the group.

Leadership changes to the Courtesan and the group begins a new round. They spend a whole round investigating Room B. At the end of the round, the Courtesan rolls an AWARENESS check for a skirmish, but she rolls high enough to avoid combat. Leadership then changes the Illusionist.

Within Room B is a door leading to Room C, but this one is unlocked, requiring a character to spend their ACT to open it. The Illusionist moves adjacent to the door and does so. Once the round ends, the door is removed from the map and the Illusionist rolls for an encounter because he opened it. He rolls a 1 on a d10, which means an encounter will occur. He then rolls on the DCE Creature Table and the result is a Stregha and a Wretched Hag. They are placed in Room C, 3 squares from the Illusionist, and then the room description is read. Once the encounter is complete, Leadership changes to the Butcher.

HIGH-LEVEL FLOW OF DUNGEON CRAWL EXPLORATION