

DUNGEON ROBBER

A solo board game to accompany the Random Dungeon Generator as a Dungeon Map

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BETA VERSION! Please send playtest reports to paul@blogofholding.com!

INTRODUCTION

Your character is a poor laborer, beggar, student, or other starving unfortunate. You have no possessions but the clothes on your back, a torch, and maybe a tree branch or rusty knife, and you're a day away from starvation. You have no choice but to venture into the dungeon that has swallowed so many better-trained and better-equipped adventurers and hope you can find a few gold pieces for tomorrow's meal. Maybe you'll be lucky enough to find an unguarded treasure horde, enough to buy a nice tavern, and live the rest of your days in ease! Chances are, though, you'll be killed by a skeleton.

This game is based on, and assumes some knowledge of, Dungeons and Dragons: if you don't know terms like "HP", "AC", and "1d4+1", you should consult a Player's Handbook.

This game uses the "Random Dungeon Generator as a Dungeon Map" poster (available at blogofholding.com) as well as its own Dungeon Robber gameboard.

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CHAPTER 1: SETUP

To play Dungeon Robber, you need the Random Dungeon Generator as a Dungeon Map poster, a set of polyhedral dice, and a printout of these rules.

The First Time You Play

Cut out the Character Sheets and game tokens on the last page of these rules. You can use the paper tokens as they are, but for extra weight, print them on cardstock or glue them to a penny.

Game Setup

Put the Dungeon Robber board next to or on the Dungeon Map poster.

On the Dungeon Robber board:

Put the Dungeon Level token on the "1" on the Dungeon Level track.

Put the Dungeon Room token on the "1" on the Dungeon Room track.

Put a HP token on "10" on the Your Hit Point track.

Put the Bearings token on "Mapping" on the Bearings Track. This means that you know where you are in the dungeon, and you can get out with relative ease. During the game, you may be forced to move the Bearings token to "Lost", meaning that you must wander aimlessly until you find a staircase to a higher level; or to "Pursued", meaning that you're lost AND running away from a monster. While you're Pursued, you can't stop and pick up items or treasure.

Roll up a new character (or use a survivor from a previous game).

Rolling Up a Character

Take a new Dungeon Robber character sheet. Give your character a name.

HP: Your starting HP is 10. This means you can usually survive 2 or 3 hits from a monster. (If this sounds too easy, try the Advanced Dungeon Robber optional rules in Appendix A!)

AC: Your starting AC is 10. This means that it's pretty easy for a monster to hit you.

Saving Throw: Your Saving Throw is 10. Certain traps and monsters call for a Saving Throw: roll d20. If you roll equal to or higher than your Saving Throw, you succeed. If you fail, something bad happens. You might also find spells that can be cast on monsters. All monsters have a Saving Throw of 10.

No Bonuses: Your level is 0. Your Experience is 0. Your Treasure is 0. Your sneak bonus is 0. Your attack bonus is 0.

No Class: Leave Class blank. (This line is used in the D&D Classes optional rules in Appendix A.)

Weapon: You start the game with a bludgeon (a blunt weapon such as a club, hammer, or mace). Its Damage is 1d6.

Abilities: For each of the abilities (Str, Int, Wis, Dex, Con, Cha) roll a d6. If you roll a 6, you have a High ability: write "high" next to it. If not, write "Normal."

Now give yourself one more High stat of your choice. (Note: check out the Be Yourself optional rules in Appendix A if you want to risk YOURSELF as your character!)

High Strength gives you +1 attack, +1 weapon damage, and +1 to Open Door attempts.

High Intelligence makes you less likely to get lost in the dungeon. When you make a Backtrack roll (see Movement Phase), you'll roll two dice and use either result. High Intelligence also lets you use Magic-User Scrolls.

High Wisdom gives you an 8 for your Saving Throw number instead of 10. It also lets you use Cleric scrolls.

High Dexterity gives you +1 AC and +1 Sneak.

High Constitution gives you +1 maximum HP now and +1 HP every odd level. (You're currently level 0, so you'll get a bonus HP from Constitution when you first hit level 1.)

High Charisma gives you +1 to parlay rolls to make friends with intelligent creatures and lets you have 2 henchmen at once instead of 1.

That's it! You're ready to play!

CHAPTER 2: PLAYING THE GAME

Now you're ready to send your character into the dungeon for the first time!

Your turn has two phases:

- 1) **Movement Phase**, where you go somewhere.
- 2) **Discovery Phase**, where you explore the new location.

Movement Phase

Choose one of the following options. (On turn 1, you're already in the dungeon, so you'll probably Explore.)

Explore: Move the Dungeon Room counter one space to the right (for instance, from Room 1 to Room 2). If you're in room 10 and you want to keep going, you'll have to Go Downstairs instead of Exploring.

Lost or Pursued: If you're Lost or Pursued, you can't Explore.

Backtrack: If you decide to (or are forced to) backtrack to a part of the dungeon level you've already explored, you have a chance of getting lost. Make a Backtrack roll (roll a d20). If the roll is *equal to or greater than* your current room number on the Dungeon Room track, you've successfully found your way back! You may place the Dungeon Room counter on any square *to the left* of your current position on the Dungeon Room track, including Room 1.

If your Backtrack roll was *less than* your current Dungeon Room number, you got lost! Move your Dungeon Room counter to the number specified by the Backtrack Roll, and move your "Bearings" token to "Lost."

Intelligence bonus: If your Intelligence is High, you're less likely to get lost. When making your Backtrack roll, roll 2d20 and use either result.

Lost or Pursued: If you're lost or pursued, you can't Backtrack. Ignore any effects that would force you to do so.

Wander: If you're Lost or Pursued, you can't Explore: you must Wander until you find the stairs up to the next level. To wander, move the Dungeon room counter one space to the *left*. When you're able to Go Upstairs, you're no longer lost; you may move the Bearings Token to "Mapping". If you're Pursued, you stay pursued even if you go upstairs.

You may only Wander if you're Lost or Pursued.

Go Up/Downstairs: Whenever you enter the dungeon, you'll be moving from the outside world to Room 1 of Level 1 of the dungeon. Place your Dungeon Room counter on Room 1 of the Dungeon Room track, and your Dungeon Level counter on Level 1 of the Dungeon Level track.

Whenever you're on Room 10 of a dungeon level (the end of the level), you may choose to Go Downstairs to a deeper dungeon level. Advance the Dungeon Level counter one space down, and move the Dungeon Room counter to Room 1 (the beginning of the new level). If you're already on Level 10 of the dungeon, you can't go any further.

Whenever you're on Room 1 of a dungeon level, you may choose to Go Upstairs. Move the Dungeon Level counter one space up, and move the Dungeon Room counter to Room 10 (the end of the last level). If you're already on level 1 of the dungeon, you leave the dungeon.

Lost or Pursued: If you're Lost and you Go Upstairs, you are no longer lost: move the Bearings token to Mapping. If you're Lost and you Go Downstairs, you're still Lost: place your Dungeon Room token in a random room on the Dungeon Room track (roll d10 to pick it). If you're Pursued and you go up or downstairs, you're still Pursued.

Discovery Phase

After every Movement phase, you have a Discovery phase to see what you find.

Roll a d20 and compare it to the circled numbers on the yellow arrow on the Dungeon Robber board. You discover the corresponding dungeon feature. Each feature has special rules, which are described below, and summarized on the Dungeon Robber board.

1-2: Continue Straight. The passage continues, revealing no new features. Turn ends.

Lost or pursued: You're wandering in circles. Roll a d10. Move the Dungeon Room token to the room corresponding to the d10 roll. Immediately start a new Discovery phase.

3-7: Side Passage. You can either continue straight (in which case your turn ends), or go down the side passage (in which case your turn ends – unless your roll was an odd number).

Odd rolls: If you've rolled an odd number to get to a Side Passage (a 3, a 5, or a 7), you notice something... odd... about the side passage.

If you choose to explore the side passage, roll 1d20 on the Odd Happenings chart:

1-2: Monster! Go to the Wandering Monster section.

3-4: Trap! Go to the Tricks and Traps section.

5-6: Valuable Item! Roll on the Valuable Item table in the Treasure chapter.

7-20: False Alarm.

Being Pursued: If you're being pursued and you go down a side passage, you might lose your pursuer. Roll d6. On a 1-4, you lose your pursuer and you are merely Lost. On a 5-6, your pursuer takes a free attack at you and you are still Pursued. Either way, your turn ends.

8-10: Door. If you come to a door, roll d20 on the Door Chart:

1-10: Another passage. Your turn ends.

11-20: Room or chamber. Go to Chambers section.

Being pursued: If you're fleeing from a monster, you need to see if you can open a door in one attempt. Roll a d6 (adding 1 if you have high strength). If you get 5 or more, you can duck through the door. On a 5 or 6, you can't open the door. You must stand and fight the monster until one of you are defeated.

If you managed to open the door, you have a chance to lose your pursuer. The monster must roll a d6: on a 1 to 4, you lose the pursuer (you're now just Lost). On a 5 or 6, it gets a free attack at you and you're still pursued. Roll on the Door Chart above to see what's beyond the door.

11-13: Chamber: Roll d20 on the Chamber table:

1-12: Empty: Even if a room doesn't contain monsters or treasure, it might contain something of use to an ill-equipped explorer like yourself. Roll on the Useful Items Table in the Treasure chapter of the rules.

13-14: Monster: Roll on the Wandering Monster chart on the left side of the Random Dungeon poster. Consult the Monsters chapter for descriptions. If you defeat the monster, roll on the Useful Items table.

15-17: Monster and Treasure: Roll on the Wandering Monster chart on the Random Dungeon poster. If you defeat the monster, roll on the "Treasure" section of the Random Dungeon poster, explained in the Treasure chapter. Remember that since the treasure was guarded by a monster, you get two rolls. (However, ignore the poster text that says you get +10% to each treasure.)

18: Treasure: Unguarded treasure is your character's best chance to return from the dungeon, alive and rich!

Treasure is explained in the Treasure chapter of the rules.

19: Stairs: This room contains a stairway: roll d20 on the Stairs section of the poster. If you wish, you may end your turn here and use your next Movement phase to go up or down stairs as specified.

20: Tricks and Traps: Roll on the Tricks and Traps section of the poster. For clarification about specific results, check out Appendix B, the Dungeon Robber Rules FAQ.

Once you've searched the empty room, defeated the monster, found the treasure, and/or survived the trap, your turn ends. Return to the Main Loop.

14-16: Passage Turns: Normally, this result ends your turn.

Odd Roll: If you've rolled an odd number on this Discovery Phase (a 15), you notice something... odd... about the turn up ahead. You can either retreat (ending your turn and Backtracking next turn) or continue around the corner.

If you continue: roll 1d20 on the Odd Happenings chart:

1-2: Monster! Go to the Wandering Monster section.

3-4: Trap! Go to the Tricks and Traps section.

5-6: Valuable Item! Roll on the Valuable Item table in the Treasure chapter.

7-20: False Alarm.

Being Pursued: If you're being pursued and you go down a side passage, you might lose your pursuer. Roll d6. On a 1-4, you lose your pursuer and you are merely Lost. On a 5-6, your pursuer takes a free attack at you and you are still Pursued. Either way, your turn ends.

17: Dead End: Your turn ends. On your next turn, you must backtrack during your Move phase (and run the risk of getting lost).

If you're already lost: You don't need to backtrack.

If you're being pursued: If you're being pursued in this or any other dead end, you must turn and fight the monster!

18: Stairs: Roll on the Stairs section of the poster to find out if the stairs go up or down, and how many floors. You can always ignore stairs and continue exploring. If you decide to take the stairs, end your turn; on your next turn, you can use your Move phase to go upstairs or downstairs the specified number of levels (see the Movement Phase section of the rules). Some stairs don't let you return the way you came: in this case, you are now Lost.

19: Wandering Monster: Each level has four potential monsters you can meet. You pick the monster with a d4. For instance, on level 1, you can face 1) a kobold, 2) a fire beetle, 3) a giant rat, or 4) a skeleton. Details on escaping, parlaying, fighting, or sneaking past monsters can be found in the Monsters chapter.

If you defeat a wandering monster (by killing it or putting it to sleep, but not by otherwise escaping it) you might find a little loot. Roll on the Useful Items Table in the Treasure chapter.

20: Tricks and Traps: Roll a d20 and consult the Tricks and Traps section of the poster. There are plenty of ways to get injured or die in this section, and some are explained in more detail in Appendix B, the Dungeon Robber Rules FAQ.

Pursued or accompanied: If you're being chased by a monster and/or accompanied by a henchman, all of you are subject to the trick and trap (you must all check to see if you fall in a pit, for instance).

CHAPTER 3: MONSTERS

As much as you might like to avoid it, it's inevitable that you'll end up facing a monster. Monsters can be found in the Wandering Monster section of the Main Loop. They can also inhabit Chambers.

In Dungeon Robber, you'll only have to fight one monster at a time. Still, many a dungeon robber has fallen to a single kobold!

Choosing a Monster

When you need to fight a monster, consult the illustrated Wandering Monster table on the left side of the Random Dungeon Generator poster. Roll a d4, and cross-index with your current level in the dungeon. For instance, if you're on level 2 and you roll a 4, you'll fight a bugbear.

Look up the special characteristics of the monster in the Random Dungeon Bestiary below.

When you meet a monster, you always have the initiative. You can choose between the following interactions: **Run**, **Parlay**, **Sneak**, and **Fight**.

Run

When you run, set your Bearings counter to Pursued. You must drop any Heavy item you are carrying (like treasure in a heavy container). As long as the monster chases you, you can't stop to pick up items; and you can only Wander and use stairs during your Movement phase.

When you go through doors or go around turns, you have a chance to lose your pursuer - but your pursuer also has a chance to attack you. See the Discovery phase for details.

When you elude or defeat your pursuer, you find that you've lost your way. As soon as you are no longer pursued, Set your Bearings token to "Lost".

Dropping Items: Once per turn, at any time while being pursued, you can drop an item to dissuade pursuit. If you drop food, unintelligent creatures will have a 90% chance to stop (1 to 9 on a d10) and intelligent creatures will have a 10% chance to stop (1 on a d10). If you drop money or treasure (of value at least equal to 10 GP per dungeon level), intelligent creatures have a 90% chance to stop and unintelligent creatures have a 10% chance to stop.

If you have oil, you can drop flaming oil. Make an attack roll, trying to hit AC 10 (see the Fight rules). If you succeed, you block the pursuer's way with fire.

Running through hazards: If you're chased through a Tricks and Traps section of the map, all effects target you and your pursuer. Exceptions: Elevators and sliding walls separate you, ending the pursuit. Oil is poured randomly on either you or your pursuer.

Parlay

You can try to negotiate with any creature with the "intelligent" keyword (kobolds, hobgoblins, vampires, etc.) You can only parlay before the opposing creature has taken any action. To parlay, roll 2d6, and add any applicable modifiers:

+1: you have High charisma

+2: You offer a bribe: treasure valued at 10 GP per dungeon level

2-5: The creature is unfriendly. It immediately attacks! (It goes first in combat.)

6-8: It hesitates. You may decide again if you want to flee, parlay, or attack. If you parlay again, you don't get the benefit of any bribes you already offered. You can, however, offer new bribes.

9-12: The creature is friendly. It will let you pass. If it's guarding treasure, it will not let you take it.

13+: The creature is willing to become your henchman!

Henchmen: Through bribery or charm you may acquire a henchman. A henchman will follow you and aid you in battle. If you and your henchman fight another creature, you can both attack on your turn, and your henchman will use any special powers he possesses. On the enemy's turn, the enemy will determine randomly which of you to attack.

If you try to sneak with a henchman, you must both make the attempt. If either of you fail, you both fail.

You may have one henchman at once. If you acquire a second, you may decide which to keep.

Henchmen leave your service when they die or when you leave the dungeon.

High Charisma: You may have two henchmen at once.

Sneak

Sneaking gives you an opportunity to avoid a confrontation with a creature that is not yet aware of you. You can only attempt it before the creature has taken any actions. Sneaking is impossible if you're wearing chain mail or plate mail.

To sneak, make a d20 roll. If the roll is higher than the creature's Armor Class (10 + dungeon level), you escaped unnoticed. You may proceed with your turn as if the monster weren't there. If you fail, the monster will attack you, going first in combat.

Your sneak roll is modified by the following circumstances:

Chamber encounter: There are lots of dark shadows in the corners of rooms. If you're in chamber, you get a +2 bonus to your Sneak roll.

Random Monster encounter: It's hard to slip by a monster in a narrow hallway. If you want to sneak by a random monster, roll on the following table to determine the passage width and sneak modifier.

1: 5' wide (-1 to sneaking)

2-13: 10' wide (normal)

14-18: 20-30' wide (+1 to sneaking)

19-20: special passage (+2 to sneaking)

Sneak Bonus: Some characters get a Sneak Bonus from a power or magic item. Add this to the sneak roll.

Stealing: If you're in a room or chamber with a monster and treasure, you might try to sneak by the monster and steal the treasure. This gives you a -3 penalty to your Sneak roll. If you succeed at stealing, you get the treasure without alerting the monster.

Fight

If you have no other recourse, you may have to risk your Dungeon Robber character in a fight. You generally go first in combat.

Your Turn: If you decide to fight a monster, roll a d20. This is the **attack roll**. Certain circumstances, like using a magic weapon, add a bonus to this roll. Some characters have an Attack Bonus, which is also added to the roll.

Every monster has an **armor class**. Their armor class is equal to 10 + their native dungeon level (thus, a kobold has an Armor Class of 11, and a dragon has an armor class of 20.) If your attack roll is equal to or higher than the monster's armor class, you hit.

Every monster has 1d6 **hit points**. When you hit a monster, roll your damage according to your weapon (1d4 for a dagger, 1d6 for a bludgeon, 1d8 for a sword, or 1 point of damage for fists). If your damage is equal or higher than the monster's Hit Points, you kill it! If not, subtract your damage from the monster's Hit Points and continue the combat.

Note: This combat system is similar to the one in Dungeons and Dragons, but it is tweaked to give a lowly Dungeon Robber a chance against even the fiercest opponent. With a single lucky hit, you might be able to kill even a dragon. The ascending Armor Class of high-level monsters represents the increasing difficulty of scoring that lucky hit.

Monster's Turn: When your turn is over, surviving monsters will attack. They make an attack roll: 1d20 plus their dungeon level (thus, a dragon rolls 1d20+10). If the monster's attack roll is equal to or greater than your AC, you take 1d6 damage.

On your next turn, you may either attack the monster or try to flee. Combat continues until you flee or until you or your opponent are dead.

Critical Hits: If you or the monster ever roll a natural 20 (a 20 before any bonuses are added) the attack does maximum damage (for instance, 6 damage on a d6).

Healing after Combat: After every combat in which you defeat a monster (kill it or successfully use a Sleep or Charm spell), you heal 1 HP of damage - even if you weren't hurt in this fight. You can't heal beyond your maximum HP.

Loot from Combat: If you defeat a monster, you may have a chance of treasure. If you're in a chamber containing treasure, take two rolls on the treasure table (see the Treasure chapter). If you're in a room or chamber with just a monster, or have encountered a wandering monster, roll once on the Useful Items table (any monster may be guarding a few worthwhile odds and ends).

Fighting Two Monsters: Normally you meet one monster at once. In some exceptional circumstances, you might end up fighting two (for instance, you are fleeing from a monster and run into a different monster's lair). If this is the case, one will be ahead of you and one behind. You will not be able to flee until you have killed one of them.

Random Dungeon Bestiary:

There are 40 monsters in Dungeon Robber, each with their own unique set of powers. Remember that every monster has 1d6 HP; does 1d6 damage; has an AC equal to 10 + its level; and has an attack roll of d20 plus its level.

LEVEL 1

kobold: intelligent (will parlay with you), **armed** (drops bludgeon, 1d6 damage, when killed), **weak** (has 1d4 hp)
fire beetle: unintelligent (will not parlay), **glands** (drops 2 glowing glands, each worth 10 GP, when killed)
rat: unintelligent, weak
skeleton: relentless (will not stop chasing for food or treasure), armed, **undead** (immune to sleep and charm, can be Turned by a cleric)

LEVEL 2

centipede: unintelligent
orc: intelligent, armed
troglydte: intelligent, armed, **nauseating** (every time you miss with an attack, you roll 1d6. on a 1 or 2, you lose your next turn. High Con gives you +1 on this roll.)
bugbear: intelligent, armed, **alert** (-2 to player's sneak rolls)

LEVEL 3

bandit: intelligent, armed, **greedy** (bribes give +4 parlay bonus instead of +2, dropped money stops pursuit 100%)
ear seeker: unintelligent, **immobile** (can't chase), **ambush** (goes first), **defenseless** (AC 0)
piercer: unintelligent, immobile, ambush
toad: unintelligent, **sticky** (once hit, you cannot flee)

LEVEL 4

hobgoblin: intelligent, **well-armed** (drops sword, 1d8 damage, when killed)
shrieker: unintelligent, **passive** (doesn't attack), **loud** (every round, roll 1d6. on 1-3, it summons a random level 4 creature), immobile
spider: unintelligent, sticky
werewolf: intelligent, **werebite** (save or contract Lycanthropy disease. write this down on character sheet. No in-dungeon effects, but you can't level up till you spend 1000gp on cure. If werewolf hits henchman, henchman makes saving throw or turns into a second werewolf, attacking you next turn.)

LEVEL 5

stirge: unintelligent, **hold** (once it hits once, you cannot flee and it automatically hits on further attacks)
boring beetle: unintelligent
carnivorous ape: unintelligent, **vicious** (+1 damage)
lizard: unintelligent

LEVEL 6

gelatinous cube: hold, unintelligent, ambush
rust monster: **rusty** (hit does no damage, but destroys an equipped weapon, plate armor, or chain mail of player's choice; magic gear gets saving throw of 10)
minotaur: vicious, **map sense** (when pursuing, gets lost on a 1-2 at doors and turns; attacks on a 3-6)
medusa: **gaze** (hit: no damage, save or die)

LEVEL 7

ghast: intelligent, undead, nauseating, **paralysis** (when hit, the player must make a saving throw or lose the next turn)
leucrotta: intelligent
carriion crawler: unintelligent, paralysis
manticore: unintelligent, **tail attack** (makes 2 attacks per turn)

LEVEL 8

su monster: intelligent, ambush
yellow mold: unintelligent, immobile, ambush
hill giant: intelligent
mind flayer: intelligent, **area attack** (attacks both you and your henchmen every turn), **retreat** (if it has taken damage, it will automatically retreat after a successful hit, taking any loot or treasure with it)

LEVEL 9

doppelganger: intelligent, **double** (if you have henchmen, he will disguise himself as you (1-3) or the henchman (4-6). All attacks on the doppelganger will have a 50% chance of attacking the doubled creature instead.)
vampire: intelligent, undead, **level drain** (on every hit, the character or henchman loses a level and all level benefits, going down to the minimum XP necessary for that level. Creatures reduced below level 0 are killed.)
lurker above: immobile, ambush, unintelligent, sticky
purple worm: **powerful** (attacks do 2d6 damage)

LEVEL 10

mimic: immobile, ambush, unintelligent, sticky
succubus: intelligent, level drain
storm giant: intelligent, powerful
dragon: intelligent, area attack, powerful, **fiery** (is not damaged or slowed by fire or oil)

CHAPTER 4: TREASURE

USEFUL ITEMS TABLE Roll d100. Next to each item is the value you can get from selling it.

- 1-5: Roll on Useless Items table
- 6-50: Nothing
- 51-57: Furniture: break it to make a bludgeon (does 1d6 damage, worth 1 gp), or take it home (worth 20 gp, Heavy)
- 58-59: Dagger (1d4 damage) worth 2gp
- 60-61: Sword (1d8 damage) 8gp
- 62-63: Leather armor (+2 ac) 3gp
- 64-65: Shield (+1 ac) 5gp
- 66-67: Chain mail (+4 ac) 40gp
- 68: Plate mail (+6 ac) 200 gp
- 69-71: Food (in town, you may eat it and heal 10 HP) 30gp
- 72-83: Coins. 1d20 GP
- 84-85: Statue (Heavy) 100gp
- 86-87: 1-4 jars of oil: can be used to make attack that does 2d6 damage or can be thrown behind to stop pursuit. 10gp each
- 88-89: Bedroom: heal 1 hp, clerics/wizards can re-memorize spells.
- 90-91: Sack: to hold treasure. 1gp
- 92-93: Whip: In combat, you can use this as a weapon. On a hit, the creature takes no damage, but you steal its weapon. Unarmed creatures do 1 damage on every hit. 3gp
- 94: 10' pole: +1 to avoid pits. 1gp
- 95: Healing potion: heals 1d8 hp. 100gp
- 96-99: roll on Valuable Items table
- 00: roll on Magic Items table

USELESS ITEMS TABLE Roll d6.

- 1: Bad art: Heavy. You are convinced it is worth 500 GP and will carry it in preference to any Heavy treasure of lesser value. You will only drop it if you are fleeing from a monster; while carrying it, you will not flee if you are at full health. If you get it out of the dungeon, you'll be unable to sell it. Still, you're convinced it's a masterpiece. You'll keep it in your house, and no one will ever appreciate it like you do. *High Wisdom*: You recognize this item as worthless and leave it where it is.
- 2: Moldy clothes: When you pick them up, you must save or take 1d4 damage. *High Constitution*: no damage. 1gp
- 3: Flawed sword: it does 1d8 damage, and breaks the first time you hit with it. Worth 1gp.
- 4: Spoiled food: You can only throw away spoiled food if you're being pursued by a nonintelligent monster. If you leave the dungeon with it, you get sick and spend a month in bed (-30gp), during which time you will not heal. *High wisdom*: You recognize this food as spoiled and leave it where it is. Worth 0gp.
- 5: 1d20 cp.
- 6: 1d20 sp.

VALUABLE ITEMS TABLE Roll d10.

- 1: Plate armor (+6 ac) 200gp
- 2: Healing potion: heals 1d8 hp 100gp
- 3: Holy symbol: allow you to Turn undead instead of attacking them (they must roll 11+ or flee) 25gp
- 4: Van Helsing kit: mallet and stakes, wolfsbane, mirror. For you, werewolf, vampire, and medusa have AC 10 and 1 HP. 75gp
- 5: +1 dagger (adds 1 to attack roll, 1d4+1 damage) 500gp
- 6: Cleric scroll - see Magic Items 150gp
- 7: Wizard scroll - see Magic Items 150gp
- 8: Gold statue: Worth 100 GP times the level it's found on. Heavy.
- 9: Treasure. Roll on Treasure table.
- 10: Magic item. roll on Magic Items table.

TREASURE TABLE If you make any rolls on the Treasure Table, you'll also roll d20 on the Treasure Container Table to determine what the treasure is held in. The Treasure Table and Treasure Container Table can also be found at the top of the Random Dungeon poster. Roll 1d100.

- 1-25: 1000 cp/level. 100 copper pieces are worth 1 gold piece. On level 3, this roll would be worth 3000 cp (30 GP).
- 26-50: 1000 sp/level. 10 silver pieces are worth 1 GP.
- 51-65: 750 ep/level. 2 electrum pieces are worth 1 GP.
- 66-80: 250 gp/level.
- 81-90: 100 pp/level. Platinum pieces are worth 5 GP each.
- 91-94: 1-4 gems/level. Thus, on level 3, you'd find 3d4 gems. Each gem is worth 250 GP.
- 95-97: 1 jewelry/level. A piece of jewelry is worth 1000 gp.
- 98-100: magic item. Roll on the Magic Items table.

TREASURE CONTAINER TABLE You only need to own one container: write it on your character sheet. Roll d20.

- 1-4: Sack: The most convenient way to carry treasure. Once you own a single sack, you may use it to hold limitless treasure.
- 5-18: Heavy Box: Holds limitless treasure. You may only carry one Heavy item at once, and must drop it if you are pursued.
- 19-20: Loose: You can carry up to 100 loose coins without needing a container.

MAGIC ITEM TABLE Roll d20.

- 1: +1 sword (adds 1 to attack roll, 1d8+1 damage) 1000gp
- 2: +1 mace (bludgeon, adds 1 to attack roll, 1d6+1 damage) 750gp
- 3: +1 leather armor (+3 AC) 1000gp
- 4: +1 plate armor (+7 AC) 2000gp
- 5-6: wizard scroll: roll 1d4 to determine the spell. 1) sleep (automatically defeats any creature of level 4 or lower), 2) charm (intelligent creature must make saving throw or become your henchman), 3) magic missile (automatically do 1d4+1 damage with no attack roll), 4) haste (caster or caster's henchman may make two attacks per turn until the end of the battle; fleeing is automatically successful). Scroll value 150gp.
- 7-8: cleric scroll: roll 1d6 to determine the spell. 1-3) cure light wounds (heal 1d8 points of damage), 4) sanctuary (enemies must make successful saving throw to attack you; ends when combat ends), 5) command (intelligent creatures may be ordered to sleep or flee; level 6 or higher creatures get a saving throw), 6) animate dead (gives you a skeleton as a henchman).
- 9-10: 1d4 healing potions, heal 1d8 hp, 100gp each
- 11: cursed weapon that seems to be +1 version of your current weapon. Unless you have a magic weapon already, you must use it until you leave the dungeon. -1 to hit and damage. 0gp.
- 12: bracers: +4 AC, cannot be worn with armor. 1500gp
- 13: wand of magic missile: does 1d4+1 damage, breaks on a 1, hits on a 2-20. 500gp
- 14 gauntlets of ogre power: gives high strength. 750gp
- 15 boots of elvenkind: +1 sneak. 500gp
- 16 potion of treasure finding: next opportunity, roll on treasure table instead of useful item table. 500gp.
- 17 ring of invisibility: +2 sneak. 2000gp
- 18 ring of protection: +1 AC. 750gp
- 19 potion of speed: has the same effect as a Haste spell (see Wizard Scrolls). 100gp
- 20 libram of improvement: roll d6, improve that attribute. The book is consumed. If you are already high in that attribute, the book is not consumed, and you can sell it instead. 750gp

CHAPTER 5: RETURNING TO TOWN

When you return to town, you'll have lots of ways to spend your treasure. You'll need to spend money on food and healing. You'll also be able to spend your money on a better lifestyle and - if you're lucky - retire.

Selling equipment

You can sell any gear you found in the dungeon. On the Useful Items, Useless Items, Valuable Items, and Magic Items table, every item has a price next to it. Of course, you can keep anything you don't want to sell.

Healing

Magical Healing: You can go to the temple and pay 100 GP in exchange for 10 HP of healing.

Resting for a month: It will cost you 30 GP in food and lost wages to rest for a month. This will allow you to heal 1 HP of damage.

Gaining levels

You can spend your money to better your station in life and level up as a Dungeon Robber. Every gold piece you spend buys one Experience Point (XP). The more XP you have, the higher your level.

Dungeon Robber Level Advancement Chart

XP	Level	Title/Description
0-999	0	laborer: You need to keep robbing dungeons to survive. You can't retire yet.
1000+	1	yoeman: You have a little plot of land.
2000+	2	tavernkeeper: Every worker's dream is to own their own bar.
3000+	3	merchant: You have enough capital to fund your own store or caravan.
4000+	4	squire: You have a manor and the biggest farm in the village.
5000+	5	mayor: You're the leader of the local town.
10,000+	6	knight: You've been knighted for your services to the realm.
20,000+	7	baron/baroness: You've been raised to the nobility.
30,000+	8	count/countess: Your fabulous wealth has given you dominion over castles and lands.
40,000+	9	duke/duchess: Your legendary wealth makes you one of the kingdom's leading nobles.
50,000+	10	prince/princess: The king has given you his daughter's (or son's) hand and half the kingdom.
100,000+	11	king/queen: You went ahead and bought the whole kingdom. Raising this much money would require 10 of the richest treasure finds (jewelry) on level 10 of the dungeon. I don't even know if it's possible. Email me if it happens - I'd like to hear about it.

Advantages of leveling up

If you go back into the dungeon after earning levels, your Dungeon Robber levels give you some advantages over level 0 characters.

+1 HP: For every level you've earned, you have +1 to your starting HP.

+1 AC while fleeing: As you level, you get better at running from monsters. During the Discovery phase of your turn, while monsters are attacking you as you flee, your AC gets a bonus of +1 per level you've earned. Thus, a level 5 Dungeon Robber with plate armor (AC 16 during combat) has AC 21 while running away.

Retiring

Once you've bought 1000 XP and advanced to level 1, you don't need to rob dungeons to survive anymore. You could retire. Keep a list of your retired characters, and their levels and XP totals. See if you can beat your previous totals.

If you'd like, you can keep adventuring after you reach level 1. This will allow you a chance to better your station in life and beat your previous high scores. However, it also means that your character might die. A dead character can't make it onto the Retired Characters high score list.

If your character has less than 1000 XP, he or she is too poor to retire and must continue to rob dungeons. Next time you play, you must use this same character.

APPENDIX A: OPTIONAL RULES

There are lots of ways to tweak the Dungeon Robber rules to match your playstyle. Dungeon Robber is 2012's most important OD&D-like retroclone with a public playtest and lots of modular rules!

Optional Rule: Advanced Dungeon Robber

Dungeon Robber is a difficult game, but there are ways to make it even harder on yourself.

Advanced Dungeon Robber: When you start a game of Advanced Dungeon Robber, start with 8 instead of 10 HP. You start with a dagger (1d4 damage) instead of a bludgeon. You don't start with a free High attribute of your choice.

Old School Dungeon Robber: Normal Dungeon Robber is hard, Advanced is grueling, and Old School is a terrifying bloodbath. In Old School Dungeon Robber, you roll a d6 to determine your starting hit points. You start with no weapon: unarmed attacks do a single point of damage. You should avoid combat! Furthermore, you don't start with one free High attribute of your choice.

If you're playing Old School Dungeon Robber, you are encouraged to use the Real Mapping alternate rule.

Optional Rule: Multiple Players

Dungeon Robber is primarily a single-player game, but you can play it with up to four players. Here are the modifications in rules:

- 1) Choose a player to go first. That player is the "caller". The caller rolls all dice and makes all navigation decisions for the first turn. At the beginning of the next turn, the player to the left becomes the caller. The current caller has total authority over whether to explore, retrace, run, parlay, or fight. The caller is encouraged to ignore the advice of his teammates.
- 2) Every time you would meet a monster, you instead meet a number of monsters, of the same type, equal to the number of players. In combat, all the players take their turn (in any order) and then all the monsters take their turns. Monsters determine their targets randomly.
- 3) Each player may have his own henchman, may carry one heavy object, and has his own inventory. When the players leave the dungeon, they must come to an agreement about how to split loot.

Optional Rule: Real Mapping

You can use the Random Dungeon poster to make a map on graph paper as you go, using the full map instead of the shortcuts for each item on the Main Loop. If you play this way, you'll end up with a pretty map: you also have some

game advantages. When you'd normally make a Backtrack roll, you may automatically go from any mapped point on the dungeon level to any other point. You still get lost if you run from a monster (you are not allowed to map while running) or get cut off from the mapped area by a sliding wall, chute, elevator, or other one-way trick. While lost, you can't map until you get your bearings by going upstairs to a level you've mapped. You'll then be at a Down stairway of your choice.

While lost or fleeing, you'll continue to use the full dungeon generation poster; you just won't draw the results on your map. Take note that you have a 4 in 6 chance to evade pursuers when making turns or going through doors.

Alternate Rule: Just Be Yourself

Instead of rolling up a random Dungeon Robber, you can choose to play yourself. Use your own name. Decide whether you have High scores in every attribute according to the following highly scientific tests:

STRENGTH: Can you bench your weight or do a single pull-up (or 150% your weight or 5 pull-ups for men)? Then you have high Strength!

INTELLIGENCE: If you're in school, and you got straight As any time this year, you have high Intelligence. If an online test tells you that your IQ is higher than 130, you have high Intelligence. If your combined Verbal and Quantitative scores on the SAT was higher than 1300, you have a high Intelligence.

WISDOM: If you have all of your wisdom teeth, you have High Wisdom.

DEXTERITY: Time yourself! Over 10 seconds, how many times can you tap your forefinger on the table? If it's 70 or more, you have high Dexterity! (You can try this fun tool: <http://www.all8.com/tools/bpm.htm>)

CONSTITUTION: Have you thrown up in the last 12 months? If not, you have a high Constitution!

CHARISMA: Do you have more than 300 Facebook friends? If so, you have a high Charisma!

Optional Rule: Using D&D Rules

This game includes a lot of simplified D&D rules. You can try playing the game using any real D&D rules for any edition. The game may become easier or harder. For instance, you could replace the simplified "saving throw of 10 for everything" with the real 1e saving throws for a level 0 human. This will make the game harder. You could also replace the Dungeon Robber D&D Classes optional rules with the real details for a D&D class of your choice. This will make the game easier.

Optional Rule: D&D Classes

For more dungeon-exploring options, you can try these Dungeon Robber versions of the D&D classes.

When you have enough XP to advance to level 1, you can become a level 1 Fighter, Wizard, Thief, or Cleric instead of a level 1 Dungeon Robber. These classes have different limitations and benefits. If you don't meet the prerequisite for any of these classes, you could wait to level up until you do. Once you become a level 1 character in any class, including Dungeon Robber, you can't switch classes.

THIEF

Prerequisites: Must have a High Dexterity. Must have successfully stolen a treasure (using the Sneak action).

Proficiencies: Unlike a Dungeon Robber, who can use all weapons and armor, a thief can use only a dagger and leather armor. A thief must make a saving throw to successfully use a scroll. On a failure, the scroll is ruined.

Hit Points: A Thief gets +1 HP per level.

Dungeon Cunning: A thief gets a +1 to open doors, +1 to any roll made to avoid pits or traps, and +1 to saving throws vs traps and gas.

Sneak Bonus: A Thief gets +1 to his or her Sneak bonus per level.

Backstab: On a successful sneak, a thief can backstab a monster instead of sneaking away (making an attack roll at +4 attack, and doing 2x damage).

FIGHTER

Prerequisites: Must have a High Strength. Must have critically hit a monster.

Proficiencies: All armor and weapons. May not use scrolls.

Hit Points: A Fighter gets 2 HP per level.

Attack Bonus: A Fighter gets +1 to his or her Attack Bonus per level.

CLERIC

Prerequisites: Must have a High Wisdom. Must own a Cleric scroll.

Proficiencies: All armor, bludgeon. May not use wizard scrolls.

Hit Points: A Cleric gets 1 HP per level.

Attack Bonus: A Cleric gets +1 to their Attack Bonus every even level.

Turn Undead: Clerics have access to a new combat action, Turn Undead, which may be used on any creature with the Undead keyword. The creature must make a saving throw (roll 10+ on a d20) or flee. If the cleric has a Holy Symbol, the creature must roll a 12+.

Quick Healing: After every sleep, a Cleric and any henchman is fully healed. Clerics don't need to pay for healing between adventures.

Cleric Spells: A level 1 Cleric can cast 1 Cleric spell per day (cure light wounds, sanctuary, command, or animate dead: see the scrolls on the Magic Item chart). The cleric can choose the spell when he or she casts it. For each level gained, the cleric can cast one more spell.

WIZARD

Prerequisites: Must have a High Intelligence. Must own a Wizard scroll.

Proficiencies: No armor. Dagger. May not use Cleric scrolls.

Hit Points: A Wizard gets 1 HP every even level.

Wizard Spells: A Wizard can spend a Wizard scroll to "learn" that spell. A level 1 Wizard can cast 1 Wizard spell per day that has been learned. The wizard must memorize the spell in the morning. For each level gained, the wizard can cast one more spell per day.

Alternate Rule: Advanced Odd Happenings

For extra variety, replace the standard Odd Happenings table with this d100 chart.

- 1 You discover a secret door that leads to a treasure room (a chamber with monster and treasure).
- 2 You discover a secret door that leads to a creepy staircase (go to the Stairs section; if you go up or down the stairs, immediately roll again on this table)
- 3 You are surprised by a monster. (Go to the Wandering Monsters section; the monster goes first and attacks.)
- 4 You surprise a monster. (Go to the Wandering Monsters section: if you choose to attack right away, you get two consecutive attacks.)
- 5 You enter an unfinished tunnel that leads to ancient caves. From now until you a) backtrack or b) go up or downstairs, whenever you enter a chamber, you will roll 1d6. On a 6, the chamber contains a magic pool (rules for magic pools are found on the Caves section of the poster).
- 6 A gust of wind blows out your torch. Next turn, you must make a Backtrack roll. *Pursued*: You must fight your pursuer in the dark. All attack rolls by both sides are at -1.
- 7 You eavesdrop on some monsters and learn their password. Choose an intelligent monster from this level. From now until you go up or downstairs, your Parlay attempts with that monster are automatically successful.
- 8 You find a friendly NPC who is willing to become your henchman. Treat the NPC like a monster who is intelligent, armed, and of the same level as the current dungeon level.
- 9 It's a trap! Go to the Tricks and Traps section.
- 10 There's an odd smell coming from the side passage. Make a roll on the Gas subsection of the poster under Tricks and Traps. There's a 50% chance the gas is protecting a treasure. Roll a single treasure on the Treasure section.
- 11 You see a kobold carrying a sack of treasure. The kobold sees you and runs away. If you choose to give chase, use the Fleeing rules, but in reverse; every time the monster would normally be able to attack you, you may attack the kobold. If you kill the kobold, you may make one roll on the Treasure table on the poster map. (The treasure is contained in a sack.) After the chase, you'll be lost.
- 12: You run into some horrible gimmick monster from the Fiend Folio. Roll d10:
 - 1-9 it is an unintelligent, of appropriate power for the dungeon level. If it hits you, you take no damage, but must make a saving throw or die.
 - 10 It is a Lawful Good flumph. It will not attack you, and will aid you by giving you wise counsel. This confers no game advantages.
- 13: You find a puzzle that involves sliding blocks, unscrambling runes, chess pieces, or other such foolishness. Unless your intelligence is High, treat this as a dead end.
- 14: You reach a portcullis. Unless you have a high Strength, treat this as a dead end.
- 15: You find an altar to a forgotten god. If you have high Wisdom, you gain a blessing: the next time you're hit in combat, you take no damage.

- 16: You find a magic mirror. If you try to touch it, roll a d4:
 - 1: Your double comes out of the mirror and fights you. You can fight or run but cannot parlay or sneak. You each have a 50% chance of attacking first. Your double has your AC, HP, attacks, and items. If you cast a spell on it, it will cast the same spell next turn. It is equipped like you, so if you kill it, you can double your money.
 - 2: The dungeon goes topsy turvy. The dungeon's only exit to town is now in room 10 of level 10. This effect ends when you leave the dungeon.
 - 3: You find that you can control a random wandering monster that's one level lower (deeper) in the dungeon, in a random room (roll 1d10). For as long as you want, you may play the game as that monster. If it dies, you return to your body. If you manage to get the monster upstairs, to the same room that you're in, it will give you all the treasure it's collected and then leave.
 - 4: You return to town.
- 17: You see the glint of a gem in a crack in the floor. If you choose to pick it up, roll 1d6:
 - 1-5: It's a gem! (It's worth 250 GP.)
 - 6: It's a trap! (Go to the Tricks and Traps section.)
- 18: You discover a battle between two wandering monsters (roll them on the wandering monster table). If you walk away, they won't notice you. If you join the fight on the side of an intelligent monster, it will become your henchman.
- 19: You meet a rival tomb robber. On his turn, he will run away. You can pursue him, using the Flight rules in reverse. While fleeing, he gets a bonus to his AC equal to the dungeon level. If you defeat him: roll 1d6. On a 1 or 2, he has a treasure in a sack (take a single roll on the Treasure table). If he survives: until you go up or downstairs, every time you find a treasure, roll 1d6. On a 1 or 2, the treasure is gone.
- 21: You see signs that a monster has recently passed this way. Next time that you roll a 19 and encounter a random monster, you may, if you wish, ignore the encounter.
- 22: You stumble into the lair of a dangerous creature! You enter a chamber containing a monster and treasure: both are two levels higher (more difficult/richer) than the current dungeon level (maximum level 10).
- 23: Until you backtrack or go up or down a level, you're in a crypt. If you're on level 1, every monster is a skeleton. On level 7, every monster is a ghost. On level 9, every monster is a vampire. On any other level, this has no effect.
- 24: Until you backtrack or go up or down a level, you're in a dwarven mine. Whenever you would roll on the Useful Items chart, you instead find a gem (worth 250 GP/level).
- 25: You find a shopkeeper in the dungeon. You can sell items. You can also buy anything on the Useful Items table for double its sell price.
- 26: The passage takes you to a chamber which contains the study of a powerful wizard. He cannot be attacked. He will buy any scroll for 200 and sell any scroll for 300.
- 27: Monster! Go to the Wandering Monster section.
- 28: Two monsters! Go to the Wandering Monster section.
- 29: Trap! Go to the Tricks and Traps section.
- 30: Valuable item! Roll on the Valuable Item table.
- 31-00: False alarm.

APPENDIX B: DUNGEON ROBBER RULES

FAQ

Here are some game explanations of some of the entries on the Random Dungeon poster.

Tricks/Traps Section:

pit: 1d6 damage

spiked pit: 1d6+1 damage

pit with closing walls: 1d6 damage. roll 1d6 every round: 4-6 lets you escape. The following modifiers apply: +1 with high str, -1 with plate armor, -1 if you have something heavy you don't want to leave behind.

elevator: you go down one or more levels and are Lost. Roll 1d10 to determine what room on the Dungeon Room track you start in.

chute: Same rules as elevator. It is optional to enter a chute. If the chute is hidden by illusion, you have the same chance to fall in as if it were a pit.

Sliding wall: Permanently separates you from henchmen and pursuers. You are now Lost.

arrow and spear trap: attack as a level 1 monster. poison: save or die.

falling door/stone: use a falling door on levels 1-5 of the dungeon, a falling stone on levels 6-10.

illusory wall: Any result but chute has no effect. Chute: 1-3 on a d6 falls in.

Gas Section:

obscuring: If you are being pursued, you have a 4 in 6 chance to lose followers.

blinding: ends all pursuit. Next turn you must make a Backtrack check.

fear: Your turn ends. Next turn you must make a Backtrack check.

sleep: 1 hp is restored.

strength: gives you High strength until you leave the dungeon.

sickness: Cannot Explore during your Movement phase until you leave the dungeon.

DUNGEON ROBBER CHARACTER SHEET

NAME _____
 LEVEL XP
 CLASS none
 STR _____ HI STR: +1 attack, +1 damage, +1 dexes
 INT _____ HI INT: +1 back-track die, M-U
 WIS _____ HI WIS: Saving Throw 8, Cleric scroll
 DEX _____ HI DEX: +1 AC, +1 sneak bonus
 CON _____ HI CON: +1 HP now and at odd levels
 CHA _____ HI CHA: +1 reaction rolls, +1 henchman

MAXIMUM HIT POINTS ARMOR CLASS SAVING THROW

Sneak bonus: +
 attack bonus: +
 Weapon Damage: 1d6

POSSESSIONS

Container none

CP: _____
 SP: _____
 EP: _____
 GP: _____
 PP: _____
 Gems: _____
 Jewelry: _____

DUNGEON ROBBER CHARACTER SHEET

NAME _____
 LEVEL XP
 CLASS none
 STR _____ HI STR: +1 attack, +1 damage, +1 dexes
 INT _____ HI INT: +1 back-track die, M-U
 WIS _____ HI WIS: Saving Throw 8, Cleric scroll
 DEX _____ HI DEX: +1 AC, +1 sneak bonus
 CON _____ HI CON: +1 HP now and at odd levels
 CHA _____ HI CHA: +1 reaction rolls, +1 henchman

MAXIMUM HIT POINTS ARMOR CLASS SAVING THROW

Sneak bonus: +
 attack bonus: +
 Weapon Damage: 1d6

POSSESSIONS

Container none

CP: _____
 SP: _____
 EP: _____
 GP: _____
 PP: _____
 Gems: _____
 Jewelry: _____

DUNGEON ROBBER CHARACTER SHEET

NAME _____
 LEVEL XP
 CLASS none
 STR _____ HI STR: +1 attack, +1 damage, +1 dexes
 INT _____ HI INT: +1 back-track die, M-U
 WIS _____ HI WIS: Saving Throw 8, Cleric scroll
 DEX _____ HI DEX: +1 AC, +1 sneak bonus
 CON _____ HI CON: +1 HP now and at odd levels
 CHA _____ HI CHA: +1 reaction rolls, +1 henchman

MAXIMUM HIT POINTS ARMOR CLASS SAVING THROW

Sneak bonus: +
 attack bonus: +
 Weapon Damage: 1d6

POSSESSIONS

Container none

CP: _____
 SP: _____
 EP: _____
 GP: _____
 PP: _____
 Gems: _____
 Jewelry: _____

DUNGEON ROBBER CHARACTER SHEET

NAME _____
 LEVEL XP
 CLASS none
 STR _____ HI STR: +1 attack, +1 damage, +1 dexes
 INT _____ HI INT: +1 back-track die, M-U
 WIS _____ HI WIS: Saving Throw 8, Cleric scroll
 DEX _____ HI DEX: +1 AC, +1 sneak bonus
 CON _____ HI CON: +1 HP now and at odd levels
 CHA _____ HI CHA: +1 reaction rolls, +1 henchman

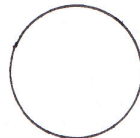
MAXIMUM HIT POINTS ARMOR CLASS SAVING THROW

Sneak bonus: +
 attack bonus: +
 Weapon Damage: 1d6

POSSESSIONS

Container none

CP: _____
 SP: _____
 EP: _____
 GP: _____
 PP: _____
 Gems: _____
 Jewelry: _____

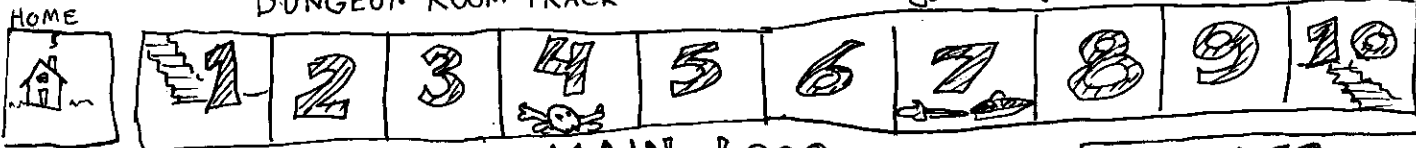


DUNGEON ROBBER

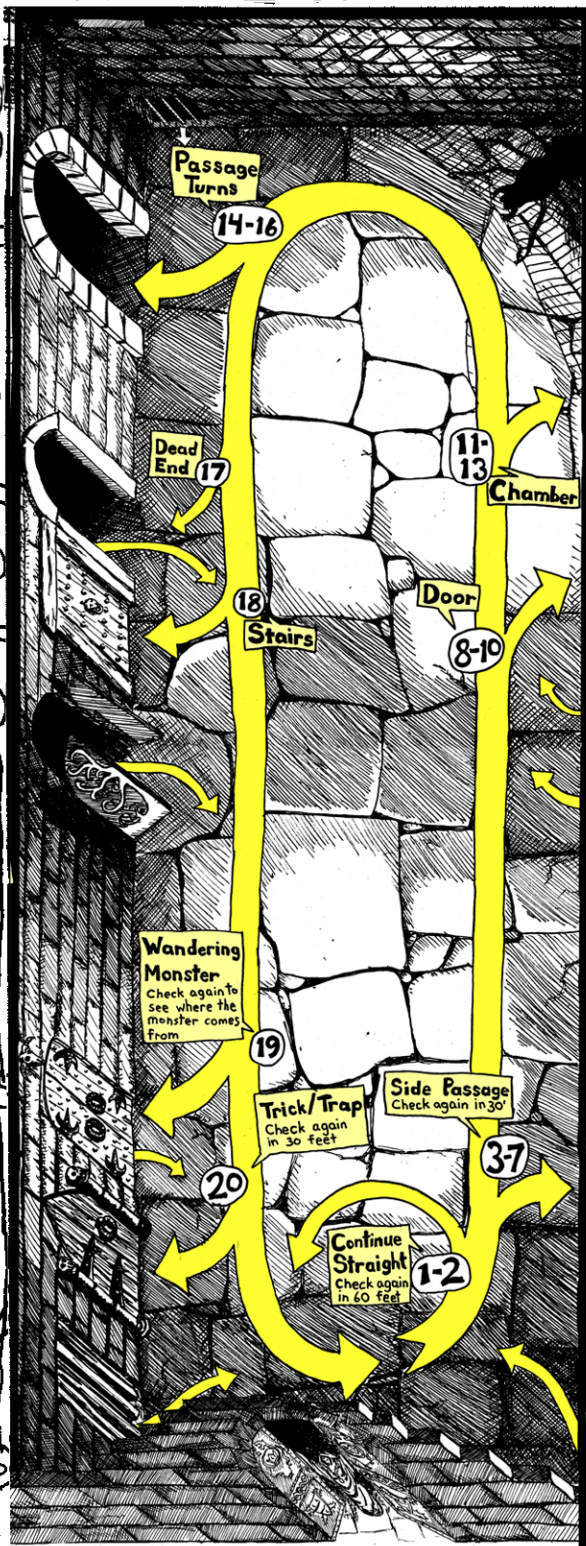
Playing Board.
Put this at the
center of the Random
Dungeon Generator
poster.

blogofholding.com

DUNGEON ROOM TRACK



MAIN LOOP



CHAMBER

Room Contents (d20):
1-12: Empty. Useful Items Table
(see Wandering Monsters)
13-14: Monster (see
Wandering Monsters)
15-17: Monster+Treasure
(see Wandering Monster;
2 rolls on Treasure Table)
18: Treasure (1 roll)
19: Stairs ("Special" on
Room Contents on poster)
20: Trick/Trap

DOOR

Roll d20:
1-10: End of Turn
11-20: Chamber
If you're being chased, make
Open Door check (roll 5-6 on db)
If you fail, stand and fight

SIDE PASSAGE

Roll on an odd number (3,5,7)
you may a) ignore or b) investigate
an Odd Happening. Roll d10:
1-Wandering Monster
2-Trick/Trap
3-Valuable Item table
4-10: False alarm
Pursued: roll 1d6.
1-4: Escape! (lost)

CONTINUE STRAIGHT

Turn ends.
If you're lost: you're going
in circles. Roll d10. Put
Dungeon Room counter in
that numbered room on the
Dungeon Room Track.

MONSTER HIT POINTS



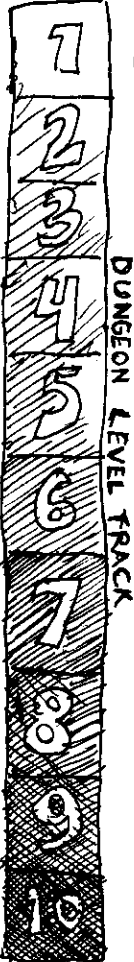
PASSAGE TURNS
15: Odd Happening (14)
(or backtrack) (15)
Roll d20.
1-2: Wandering Monster (16)
3-4: Trick/Trap
5-6: Valuable Item
7-20: False Alarm

DEAD END
Must backtrack
next turn (17)

STAIRS
Roll on poster.
stairs up: No
longer lost (18)

WANDERING MONSTER (19)
-RUN: Drop food, coin, oil
-Drop heavy items.
-Monster attacks.
-Bearings: Pursued.
-PARLAY: roll 2d6.
1-5: attack
6-8: hesitate
9-12: Friendly
-SNEAK: d20+sneak
7=monster's AC
-FIGHT: d20+hit
7=monster's AC
Monster AC: 10+level
Monster HP: 1d6
Loot: Useful Items
roll d100:
1-5 Useless Item Table
6-50 nothing
51-95 Useful Item
96-99 Valuable Item
00-magic item
Heal 1 HP

Trick/Trap
Roll on poster (20)



TURN:
1) MOVEMENT
-Stair
-Explore
-Backtrack
-Wander
2) Discovery
(roll on
Main Loop)

HERO HIT POINTS

