

DUNGEON NEWBIE



A D&D-Like Game for total Newbies who have never played before. Solve the puzzles, Collect The Items, Battle the Monster and Escape the Dungeon.. And a Chicken!

DM + 3-5 Players

Allow 3-4 Hours

Game Rules and Setup

DM PREPARATION

Print out this and the sheets with maps, monsters, characters, items, weapons and scrolls. Cut-up as required. Optionally the DM can use a big white board/paper to draw the map as it unfolds.

Player stats and battle calculations can be done here, a spreadsheet or a laptop by the DM if required. The player does not need to do any calculations (unless they want to double-check the DM has done it correctly!)

CARDS

2 packs of Playing Cards required:

Packs shuffled and placed face down in the middle of the table.

Cards turned over go into an 'old' pile. When all cards used from first pile then shuffle the 'old' pile and start again

Values ACE=1, KQJ=10, Joker = Miss your turn (or value = 0)

PLAYER SETUP

Each Player picks a character picture to be their avatar. Each Avatar comes with a base HEALTH, ATTACK modifier, MANA (magic) modifier, and DEFENCE modifier number.

Players should turn over two cards from the pile to add to their HEALTH. The DM records this number.

BATTLING MONSTERS

For each monster DM picks up a card and adds it to that monster's base HEALTH number.

The DM turns over a card, if a RED card the player goes first otherwise the monster goes first, then we proceed alternating player and monster (DM) and at their turn they turn over a card.

A RED card adds to player or monster health (up to their MAX Health). (No attack)

A BLACK card adds to ATTACK or MANA (damage to foe)

Players can choose the ATTACK/SPELL and who the attack is against.

The player's weapons have the additional number of the weapon added on before any modifier.

If the player has a DEFENCE modifier then apply this before reducing their health

If HEALTH<0, the player or monster dies. A player can miss 2 turns and resurrect at the Altar of Rebirth with no items or play a ghost giving advice.

Note the DM Will do all this boring stuff for you, assuming you trust them.

CHARACTERS

The player picks a character. They don't come equipped with what's on the picture so will need those weapons, so for example if you pick a knight you get a sword, or an archer you get a bow, plus anything extra they acquire during the game. They should write their name on the picture and put it on the table.

The DM can take a player role if they want, this person can be helpful in the first few scenes then be killed off gruesomely to make a point.

The DM will also take the chickens role who follows the group around and may peck at interesting things. Or be used to give subtle hints to players assuming they don't kill the chicken. (image provided in case)

If player has weapon add this number to card before the modifier below

	<u>Name</u>	<u>INIT HEALTH</u>	<u>ATTACK</u>	<u>MANA</u>	<u>DEFENCE</u>	<u>Attack Type</u>
A	Knight	60 + card	Card x 2			Sword: Slice/Stab
B	Wizard	40 + card	-	Card x 2	½ damage	Wand: Fireblast
C	Rogue	50 + card	Card x 1	Card x 1		Dagger: Stab/Cut
D	Maiden	50 + card	Card x 2	Card x 1		Evil Stare
E	Archer	50 + card	Card x 2	-		Arrow: Shoot
F	Friar	50 + card	Card x 1	Card x 1		Staff: Smash
G	Rogue	50 + card	Card x 2	-		Dagger: Stab
H	Maiden	50 + card	Card x 2	Card x 1		Purse of death: hit
J	Bard	50 + card	Card x 1	Card x 1		Lyre: Sleep song/hit
K	Fairy	30 + card	-	Card x 3	¼ damage	Wand: Fireblast
L	Knight	60 + card	Card x 2	-		Sword: slice/stab
M	Maiden	50 + card	Card x 2	Card x 1		Purse of death: hit
N	Elfen	50 + card	Card x 1	Card x 1		Knife: stab
P	Gypsie	50 + card	Card x 1	Card x 1		Curse
Q	Knight	60 + card	Card x 2	-		Sword: slice/stab
R	Thief	50 + card	Card x 1	Card x 1		Dagger: slice/stab

DM: Do NOT show the players anything from this point forward or it may spoil the game !

1. Intro / The Wakeup / Supply Room (DM to speak)

You awake in total darkness on a hard cloth bed. Your thoughts are foggy, and wondering where you are. Your last memories were being on a commercial flight back home and the panic as the plane suddenly lost power.

The light in the room rises to full brightness and you see other beds with other people in them, they are stirring too. Before you can say anything a mysterious cloudy object forms near the rock ceiling 10 metres above and it pulsates with mysterious light. you find your body and vocal chords mysteriously paralysed.

“I am AARON, one of the Gods of this world. Your flying vehicle was caught in a spell as two powerful wizards battled, and was transported across dimensions into my world where all your technologies failed. I saw your sky vehicle crash, and transported your corpses all here for re-birth and a second chance.”

“To prove you were worthy of saving, your first test is to escape this place to the outside world. Look carefully and act wisely, as outside of this room lies danger, monsters and magic; however, working together you may just survive.”

The mysterious cloud dissipates and you are all un-paralysed. You see you and your friends are weirdly dressed! You look around the room, it is large with stone walls and a locked wooden door. There are 5 stout wooden beds with hard mattresses and blankets.

[char introductions here?]

A magical sound permeates the room, the walls to the west dissolve and an archway appears to another large room. The room is well lit, there are shelves and shelves of items. (show items)

Item	Qty	Attribute (Full reveal)
Sword	3	ATTACK + 5
Dagger	6	ATTACK + 2
Cleaver	2	ATTACK + 7
Bow/arrows	1	Bow + 6 arrows (ATTACK + 1) or worth nothing if non-archer char chosen
Health Potion	6	HEALTH + 10
Poison	2	ATTACK + 2 (For all monsters for all attacks for this encounter)
Fire Bomb	3	ATTACK + 20
Gold Coins	100	
Lantern	1	TURN 1-6 BRIGHT, 7-9 DIM, 10=OFF
Scroll	3	1 x Spell of Power, and 2 x Spell of revealing
Prayer Book	1	The Gospel according to Lord AARON (First Addition) Note this can be used to get some insight/help if the player sacrifices some health points (CARD ROLL) and says the prayer <u>with feeling</u> !

- Wait Player Move -

HIDDEN OBJECT: Iron key is hidden on the floor under a bed

2. Game Start

Note The Wakeup Room door only opens from inside the welcome room. It requires the hidden Iron Key to open (above)

A Passage extends East and South.

The passageway (and all other passageways) are artificial with rough-hewn grey rock walls, some with lichen and moss.

The passageway is very dim and without a light source the players can only see a few metres ahead.

You smell damp and hear the noise of water in the distance.

A chicken walks up to you, looks at you strangely then starts pecking.

Once the party starts to move this door will close and never open. And the DM can forget about rooms 1 and 1A for the rest of play.

- Wait Player Move -

If you kill the chicken it resurrects.

GO SOUTH:

The smell of damp and the noise of water get louder. The person with the lowest stealth steps on a very large animal turd as they walk. (It looks and smells fresh!) Go to room 3

GO EAST:

The Sound of water diminishes to nothing. As you walk along you see an open archway in the wall to the SOUTH and a darkened room.

[If you enter then go to Room 6]

At the far end of the corridor to the EAST there is a locked door, it looks to be very sturdy.

[Note this door can only be opened from the other side]

3. Olde Mining Area

The Passageway opens to a massive natural cavern of grey stone, modified and hewn by men with supporting walls in some places. The sound of rushing water to the EAST is very loud, but you also hear something else to the SOUTH

If you have a lantern: You see a busted mine cart on its side with scattered boulders and an old rusty crowbar.

HIDDEN OBJECT: If you have spell of revealing you see loose brick which if you move reveals:

<u>Item</u>	<u>Qty</u>	<u>Attribute (Full reveal)</u>
Scroll	2	Spell of Health, Spell of fireball

- Wait Player Move -

GO SOUTH: Goto Room 4.

GO EAST: Goto Room 5

4. Boarded off Abandoned Mine Shaft

Your lantern barely penetrates the gloom, but you see scattered debris from an old mining operation, and rusted railway lines disappearing into what looks like a tunnel. As you get closer you see a boarded off mine shaft.

The entrance is sealed off by some long sturdy planks held in place by old rusted nails. You cannot see much beyond this but the smell as you get nearer is sulphurous.

- Wait Player Move -

The boards can be prised off with the rusty crowbar or a large weapon or whatever. But may damage the weapon.

Inside you see the railway lines covered in dirt and rock. The smell of sulphur gets stronger and as you look into the shaft you see piles of rocks. Suddenly four red eyes open and the rocks begin to move slowly towards you.

[MONSTER ENCOUNTER: 1 x ROCK-SKULL]

HEALTH: 30 + CARD DRAWN By DM

ATTACK: 15 + CARD DRAWN By DM

	START	1	2	3	4	5	6	7	8	9
ROCK SKULL										
1:										
2:										
3:										
4:										

When it dies you find the following objects:

<u>Item</u>	<u>Qty</u>	<u>Attribute (Full reveal)</u>
Scroll	2	Spells of illumination

Nothing else to see here, wait for player to exit

- Wait Player Move -

5. The Subterranean Lake

You come to the edge of some fast moving water, a broken bridge leads EAST to a small island, the bridge continues east into the gloom. The waterfall filling this lake comes from a waterfall to the north. It is really loud, but you can also hear the gurgling of something to the south of the lake in the gloom.

A blue tentacled head with red eyes pops out of the water and begins to slowly advance towards you, exposing more and more of its fat blue bulbous body.

[MONSTER ENCOUNTER 3 x SLATTER-BUGS]

HEALTH: 10 + CARD DRAWN By DM

ATTACK: 5 + CARD DRAWN By DM

There are two others that come out to surround you if you fight.

	START	1	2	3	4	5	6	7	8	9
Slatter Bug 1										
Slatter Bug 2										
Slatter Bug 3										
1:										
2:										
3:										
4:										

If you look carefully the broken bridge is maybe 4M and on the island you can see another creature, which looks like a large blue rat. Its eyes glow fiercely red and it is gnashing its teeth and snarling. It doesn't look friendly!

Note the best option to shoot this creature with something rather than battle it after getting over. There are 6 Monsters (River Imps) and they will keep coming into range to fire a bow or throw a spell.

Plenty of options to try and cross, best is to use a plank to span the broken bridge. Freeze the water or levitate over. If the monsters are not dead they will come across and attack.

6. The Altar of Rebirth

Through an intricate stone arch you enter a large Chamber with smooth dark obsidian walls and floors. Which makes it very dark even with a lantern.

In the centre of the room is a magnificent altar. There is a sign engraved in the bottom of the altar which says:

ALL PRAISE THE GOD AARON

GIVE ME YOUR BONES AND I WILL GIVE YOU BACK LIFE.

NICE PEOPLE DESERVE ANOTHER CHANCE !

Found Items (if they look carefully)

<u>Item</u>	<u>Qty</u>	<u>Attribute (Full reveal)</u>
Arrow	6	Poison Arrows (Green tipped arrows)
Scoll	2	Spell of Health and Spell of Magical Shield

Notes:

1. If a member of the party dies they are re-born here after two turns
2. [If you come in here a second time and have time then you can have an Optional NPC Encounter]

A crackling of magic sounds and a young woman appears on the altar (one of the maiden characters) she gets up patting herself.

“Oh my!” she says, “Did I get killed again.. Ooh but you are such handsome and gallant men, I should be safe now” She can join the party but her HP is tiny and she will die on first monster encounter

7. Subterranean Lake Shore

The rickety bridge lands you on a large flat dirt bank which extends a short way to the south to the waters edge.

Landing on the shore and if there are any left you must fight the 6 x River Imps

[MONSTER ENCOUNTER 6 x RIVER IMPS]

HEALTH: 20 + CARD DRAWN By DM

ATTACK: 10 + CARD DRAWN By DM (BITE Attack)

	START	1	2	3	4	5	6	7	8	9
River Imp 1										
River Imp 2										
River Imp 3										
River Imp 4										
River Imp 5										
River Imp 6										
1:										
2:										
3:										
4:										

There are two large wheels on the NORTH WALL with mystic runes inscribed (Need reveal or prayer to read)

LEFT WHEEL TURNS OFF DRAIN

RIGHT WHEEL TURNS OF WATERFALL

The EAST exit is a brick arch that changes from a rough hewn natural rock wall to a man made one built of large grey stones. This then branches into two wide passageways to the NORTH and to the SOUTH.

If you stop the waterfall the lake drains through the whirlpool,

under the waterfall are the following items:

<u>Item</u>	<u>Qty</u>	<u>Attribute (Full reveal)</u>
Key	1	BRASS KEY (For Door between 9 and 10)

- Wait Player Move -

GO NORTH: Passageway leads to area 9 (Exit Passage and stairs out)

GO SOUTH Passageway leads to Room 8 (The Olde Wine Cellar)

8. Olde Wine Cellar

Nothing to see here. It's just a safe place to get drunk

After a small walk your party sees a rotted old wooden door which is locked.

you can bash it down or whatever

The old door takes you into a dusty old wine cellar long ago abandoned. There are many old barrels and bottles cracked and empty, but some of the shelves still remain standing and untouched behind layers of cobwebs and dirt.

- Wait Player Move -

<u>Item</u>	<u>Qty</u>	<u>Attribute (Full reveal)</u>
Bottle	5	Dusty dark red wine of undetermined variety maybe 50 years old

If the party gets pissed then take the top heart card from the strongest player

9. Exit Passage

You walk through a large wide passage of grey stone to a larger open area which goes WEST the NORTH. To the WEST you see a locked door with a lever next to it, to the NORTH you see stairs leading up to another locked door.

- Wait Player Move -

OPEN WEST DOOR:

The door opens back to a location **2**

OPEN NORTH DOOR:

The door opens with the brass key to location **10**

10. Castle Keep Passageway

The rough grey stone bricks of the subterranean area are now replaced by large brown bricks and yellowed crumbling mortar. Magic lanterns illuminate the area well with the occasional flickering shadows showing that the spell that originally created the light is running out.

Ahead of you to the EAST the passageway opens out into a wide area you can only partially see, you can however see a large wooden door at the end with bars in the top. A sign above the door reads Guard Room.

The quiet is broken by the occasional rattle.

You get to the wide area of the passageway and see it extends SOUTH and north with very sturdy locked doors on the NORTH and the WEST side of the passageway. It continues SOUTH until it branches to the EAST. The sign above the door to the north says "Snake Venom Extraction Room"

- Wait Player Move -

Options are:

GOTO EAST DOOR (Guard Room): GOTO Location **11**

GO SOUTH (Chamber of Athena): GOTO Location **13**

*You cannot open the WEST DOOR it opens automatically when you get to **13** so 2 x snakes come up behind you see location **13***

You cannot open the door to the North it is a diversion.

11. Guard Room

The door to the EAST is locked, through the bars you see a man's face approaching. (See below NPC encounter rules)

Norman the guard is a bit chubby with well styled black hair and a goatee. His guard uniform is immaculate and his boots polished, he has a cosh and a bunch of keys hanging on his belt, he ignores the woman but flirts with the men.

NPC GOALS:

1. Scared of Snakes so wont open door to let them in
2. Wont open the door for women only men, insults women, also has the jail keys on his belt. If snakes are dead then will open the door but wont let you open jails unless authorised from the king. You can persuade him or fight him. He persuades easily!

Inside the room there is a table and 2 chairs with a flowery tablecloth and a vase with flowers. There is a corridor at the end of the room leading to 3 doors at the end of the room which are the dungeons for the prisoners.

- Wait Player Move -

[NPC ENCOUNTER: NORMAN THE GAY GUARD]

HEALTH: 25 + CARD DRAWN By DM

If attacked will use cosh on his belt or run if Health goes below 20.

	START	1	2	3	4	5	6	7	8	9
Norman										
1:										
2:										
3:										
4:										

If you get the keys there are 3 dungeon doors you can open.

- Wait Player Move -

Open Dungeons -> 12

Go out -> 10

12. Dungeons

Every dungeon has a bunk and a slop bucket. The only way in or out is by the locked door.

12A Holds the Thieving Gypsy Bastard. You can talk to him if you want but at the first opportunity he will steal one of the player's scrolls and run to the wine cellar. If it's the 'spell of transgender' you will have to follow!

12B Holds a scared fair maiden dressed in orange. She says she was imprisoned for crimes against fashion by the guard and gives you 4 scrolls before going her merry way to find her sister who is looking for her.

Item	Qty	Attribute (Full reveal)
Scroll	4	1 x Spell of Trans-Genderism (Man <-> Woman) 1 x Spell of Magical Shield 1 x Spell of Fireball 1 x Spell of Freeze
Map	1	Map of dungeon

12C has 2 x snakes

[MONSTER ENCOUNTER 2 x SNAKES]

HEALTH: 30 + CARD DRAWN By DM

ATTACK: 15 + CARD DRAWN By DM (BITE-STRIKE or CONSTRICTION Attack)

[illegible]

13. Temple of Athena

The passageway leads to an intricate archway; the sign outside says something in Runes. If you can read the runes (prayer or spell of revealing) it says. (and you may have to change all this if the party is all women!)

TEMPLE OF ATHENA

A REFUGE FOR THE GENTLE WOMEN OF THIS CRUEL WORLD

NO MEN ALLOWED!

- Wait Player Move -

If any men enter You hear an angry hissing in front of you and see two giant snakes, you also hear a door opening behind you which allows 2 more snakes to come from behind

[MONSTER ENCOUNTER 4 x MAN-HATING SNAKES]

HEALTH: 20 + CARD DRAWN By DM

ATTACK: +15 + CARD DRAWN By DM (BITE-STRIKE or CONSTRICTION Attack)

	START	1	2	3	4	5	6	7	8	9
Snake 1										
Snake 2										
Snake 3										
Snake 3										
1:										
2:										
3:										
4:										

If you win the battle

You see a beautiful ornate temple with statues of beautiful women. At the far EAST end is a rippling portal archway above the archway there are runes

If you can read the runes (prayer or spell of revealing) they say

PASS IN PEACE BEAUTIFUL FEMALE

Note: Men CANNOT Pass through this and get -5 taken off their health if they try Women can pass.

- Wait Player Move -

If you can go through the portal it comes to the exit.

14. EXIT (BOSS-LEVEL)

The portal exits in a wide castle courtyard, the sky is blue, the birds are singing but the sounds of far away monsters and screaming is not so far away

(If pushed for time, then end the game here and say the bit at the bottom otherwise...)

The tranquillity is broken by a large crash as a monster awakens

[MONSTER ENCOUNTER - TRANTH]

HEALTH: 50 + CARD DRAWN By DM

ATTACK: 25 + CARD DRAWN By DM (BASH Attack)

	START	1	2	3	4	5	6	7	8	9
TRANTH										
1:										
2:										
3:										
4:										

If you win it crumbles to rock.

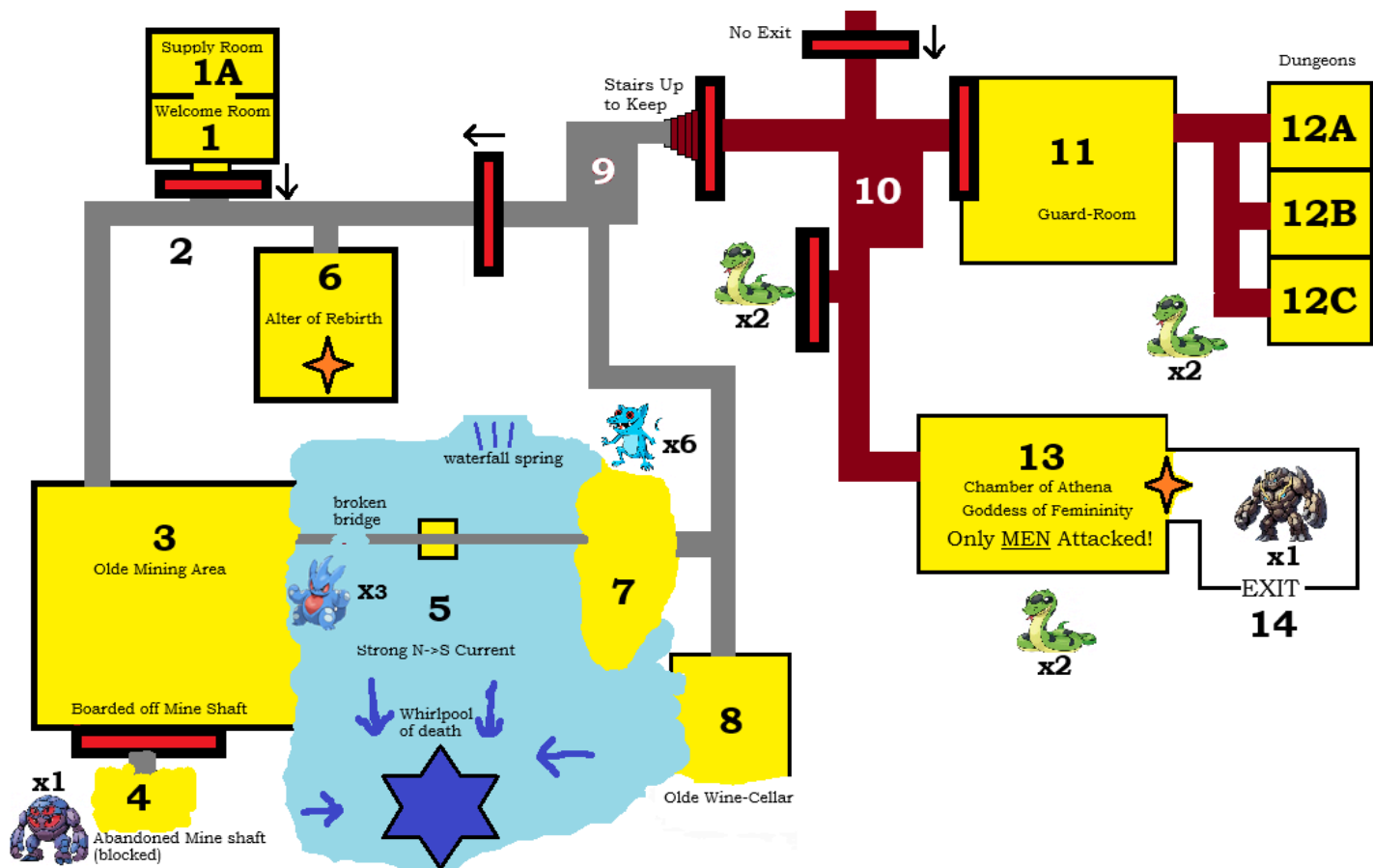
A mystical swirling smoke appears and the God AARON says

“Well you passed my first test, that was a bit easy wasn't it! but next time it won't be!”

“Oh and you girls look a bit ridiculous in those outfits !”

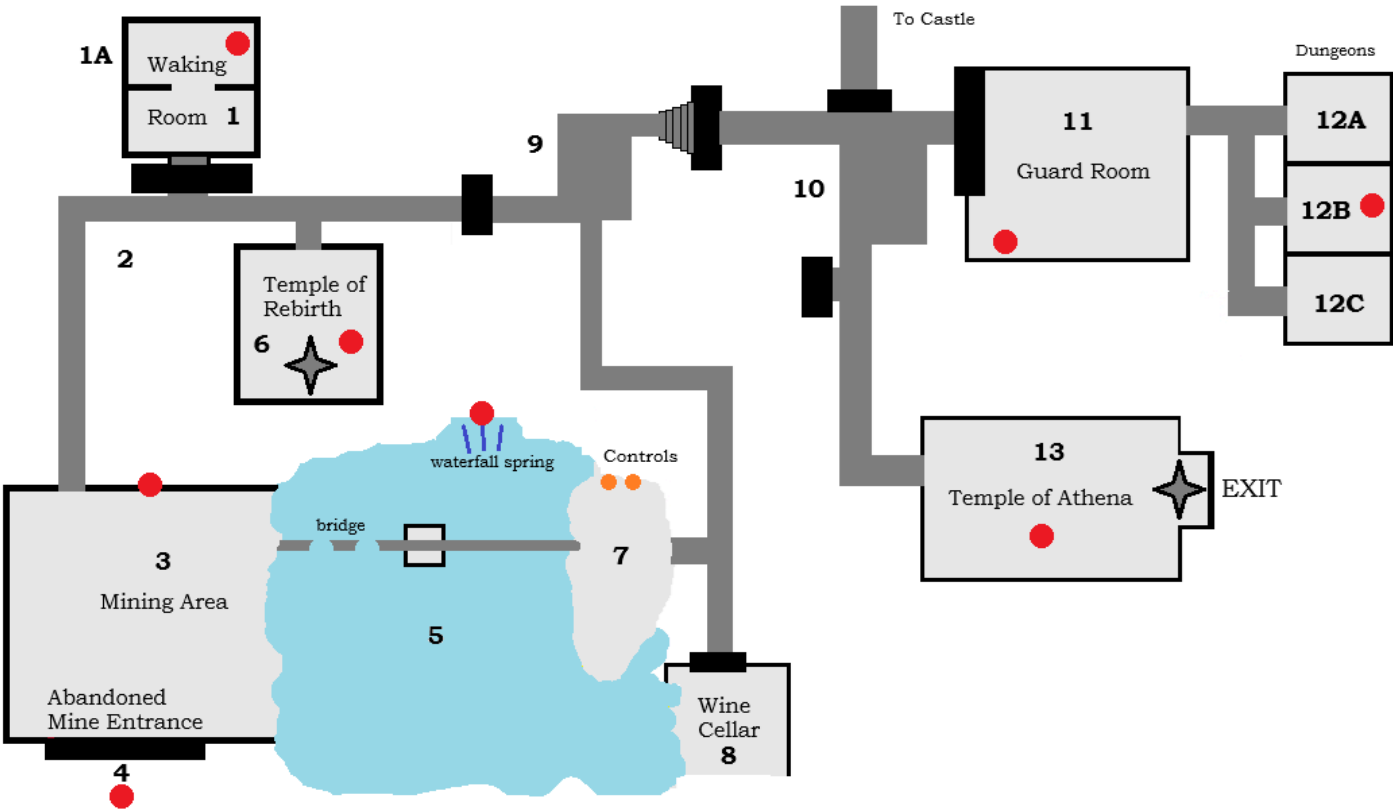
The smoke vanishes

APPENDIX 1: DM's MAP



APPENDIX 2: PLAYER MAP

(DEFAULT LOCATION 12B)



APPENDIX 3: AVATAR/CHARACTER TILES



A



B



C



D



E



F



G



H



J



K



L



M



N



P



Q



R

APPENDIX 4: MONSTER TILES



HEALTH	
ATTACK	



HEALTH	
ATTACK	



HEALTH	
ATTACK	



HEALTH	
ATTACK	



HEALTH	
ATTACK	



HEALTH	
ATTACK	



HEALTH	
ATTACK	



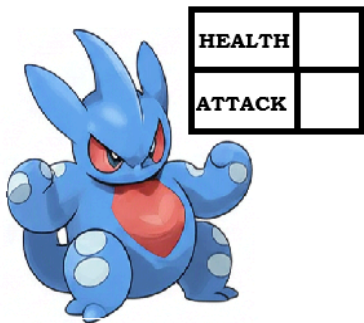
HEALTH	
ATTACK	



HEALTH	
ATTACK	



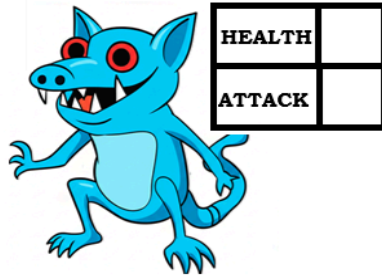
HEALTH	
ATTACK	



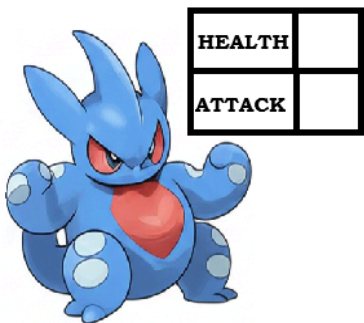
HEALTH	
ATTACK	



HEALTH	
ATTACK	



HEALTH	
ATTACK	



HEALTH	
ATTACK	



HEALTH	
ATTACK	



HEALTH	
ATTACK	

APPENDIX 5: POTION TILES

Health Potion
Health +5
Weight 0.2Kg



Health Potion
Health +5
Weight 0.2Kg



Health Potion
Health +5
Weight 0.2Kg



Health Potion
Health +5
Weight 0.2Kg



Health Potion
Health +5
Weight 0.2Kg



Prayer Book
To Use Recite
what Spiritual
guidance you
need, and
sacrifice 5 Health.
(or sacrifice a chicken)

Fire Bomb
Damage +10
weight 0.2Kg



Anti-Venom
(Also cures
poisoning)



Fire Bomb
Damage +10
weight 0.2Kg



Fire Bomb
Damage +10
weight 0.2Kg



APPENDIX 6: SPELLS



Spell of Illumination "**Lumen-Cito!**"
Illuminates the Room Entirely
CARD < 5 Fizzles.



Spell of Fireball. "**Lumen-Vis-Magna-Ascendo!**"
Directs magical fireball at enemy damaging ALL
CARD < 5 Fizzles. (CARD x MANA / num enemies)



Spell of Health. **Corpus-Restoro!**
Restores Health of person directed at
CARD < 4 Fizzles! Otherwise HEALTH + CARD Num



Spell of Trans-genderism "**Clito-Scrotus-Transformo!**"
Changes the sex of the character or monster
CARD < 5 Fizzles.



Spell of Revealing "**Arcanum-Revelare!**"
Shows all Items in Room (Single use)
CARD < 5 Fizzles.



Spell of Power "**Vis-Magna-Pronto!**"
Increases Attack power of next character attack
CARD < 5 Fizzles. Num Adds to next attack damage



Spell of Cold Freeze "**Frigus-Immobilis!**"
Freezes Item with intense cold
CARD < 5 Fizzles. Num Adds to next attack damage



Spell of Magical shield "**Morta-Fortus-Defendo!**"
Halves power of all further attacks this encounter
CARD < 5 Fizzles.



Spell of Levitation "**Levitas-Ascendo!**"
Gives the player power to fly for 1 turn (Single use)
CARD < 5 Fizzles.



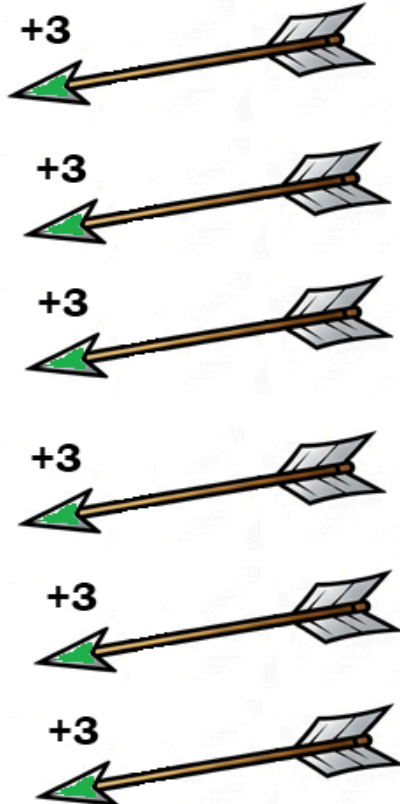
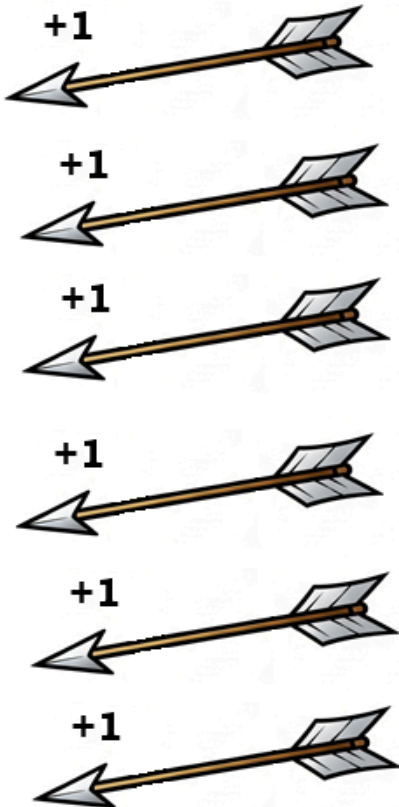
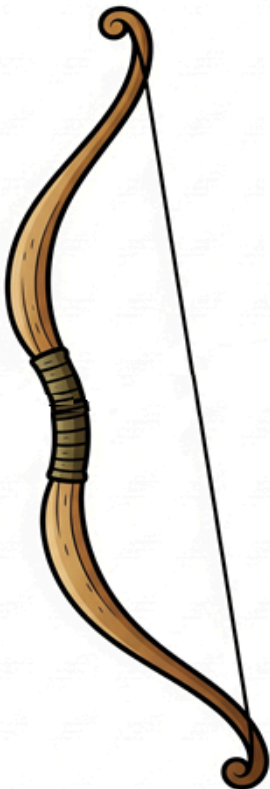
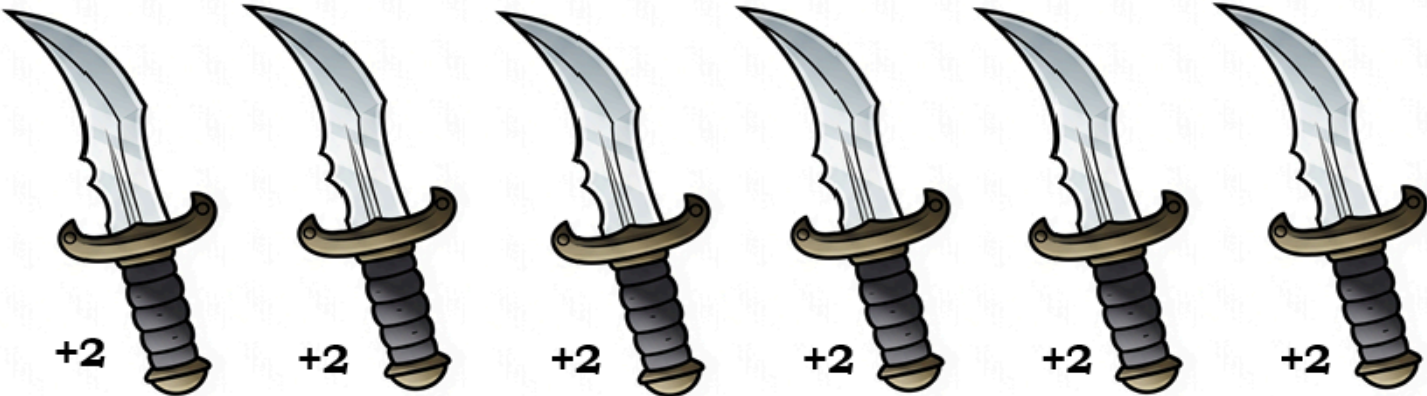
Spell of Power "**Vis-Magna-Pronto!**"
Increases Attack power of next character attack
CARD < 5 Fizzles. Num Adds to next attack damage



Spell of Fireball. "**Lumen-Vis-Magna-Ascendo!**"
Directs magical fireball at enemy damaging ALL
CARD < 5 Fizzles. (CARD x MANA / num enemies)

APPENDIX 7: WEAPONS

Handed to players



APPENDIX 8: AARON and the CHICKEN

