

Dungeon World^{2nd} Edition:

10mm Fantasy Dungeon skirmish -

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These rules are for fantasy skirmish war gamers who like the idea of taking up table top gaming, but lack either the space to play a larger scale game, or who are reluctant to spend a king's ransom collecting 28mm heroes and monsters. Larger scale dungeon games tend to look rather flat and slightly abstract, unless the collector is prepared to put in a vast amount of time and energy to make the game stand out above the norm. Well, with 10mm miniatures you can not only play highly satisfactory skirmish games on the size of a small coffee table, but you can also buy your entire resin dungeon and a complete collection of miniatures for far less money than it might normally cost you to purchase even one fantasy army using the larger scale miniatures made by most mainstream game companies.

Dungeon World is a rules system designed to allow players to use 10mm Pendraken Miniatures to conduct old school dungeon crawl adventures using heroes to battle terrible Monsters in the deep, dark places of the World. I wanted to make Dungeon World different than just any other set of table top fantasy rules; I always had the notion the Pendraken Miniatures 10mm Resin Mini-Dungeon could be so much *more* than just a nice looking toy. I wanted to create something that felt like an old school role playing game – but with miniatures added; and I wanted to make the game compact, portable, and playable on an ordinary household table.

Pendraken Miniatures provided the perfect answer with their 10mm range of models; and through long play test sessions utilizing this simple (yet robust) set of rules, I was finally able to realize this dream, and *voila*: and the first ever *true* 10mm miniatures skirmish role playing game was born.

Naturally, you are encouraged to use the fantasy models available from the Pendraken range of miniatures. Pendraken figures are really rather exquisite, and for this reason, they form the nucleus of my own extensive collection. You can *of course* use 10mm models from other manufacturers, but I would strongly encourage you to collect the Pendraken range for several reasons: (a) the pieces are aesthetic very pleasing to the eye: (b) the rules have been specifically written to make the most of the extensive list that is available: and (c) to my certain knowledge, Pendraken Miniatures are at present the *only* company selling complete 10mm 3D resin passages, chambers, dungeon furnishings, dungeon dwellers, and wandering monsters for a typical role playing style dungeon crawl.

The Main Rules

Introduction:

The only major book keeping needed to enjoy the game is to create simple hero and monster stats for each side *before* play begins (or work straight off the lists already provided in these rules). This list will mark the statistics for each miniature; movement, weapon attacks, (& range if armed with ranged weapons), armour, wounds and any special abilities (if any) the miniature possesses. All this will be explained in the rules as you read on, and will become self explanatory through play. Comprehensive army lists containing complete statistics for a myriad of miniatures are included further on in the rules.

The term **Hero** and **Monster** is mentioned a lot throughout the rules. **Hero** refers to personality types, and any other special troops you designate to be *non monsters* throughout play. **Monster** refers to the rank and file dungeon dwellers, ordinary miniatures and all non-hero types controlled by the Draken Master (the monster player).

The Models and their Statistics:

Movement: usually 4 squares per move, but some heroes and monsters such as Dwarves, Halflings and Zombies have a movement of 3. Others such as Elves may be as high as 5. Exceptionally big or swift monsters and creatures may move faster.

Weapon Attacks: the majority of monsters will have a weapon attack value of 2. This means the model will get to throw 2 dice when in melee. Some unfortunates, such as Goblins, may have a weapon attack value as low as 1. Hero types *tend* usually to be more effective and their abilities range from 1 all the way up to 10.

Shooting: similar to weapon attacks, but applied only when projectile armed monsters and heroes are shooting. It will be shown in the stat lists as two numbers separated by a dash (-). The first figure is the number of dice thrown when shooting, and the second number is the range in squares the weapon may reach.

Armour: this is simply the number an enemy needs to equal or exceed (using a D6) to inflict damage. Armour represents the model's ability to withstand adversity.

Hits (Wounds): When kill dice inflict a wound on a model, that model's *hits* drop to reflect this. If the model is a Hero type, place a marker beside the miniature *or underneath the model's base* for each wound received. The majority of monsters only have 1 or 2 wounds, and are removed from play the first or second time they take a hit. When a model's hits drop to 0, that piece is removed from the game. During shooting and melee it is always the enemy who decides which of the opponent's models are damaged. Hero and monster models that are not reduced to 0 by wounds have their status marked appropriately, so everyone can see at the drop of a hat exactly which model is at full strength and which is not.

Battle:

A move is divided into 4 phases. Battles are played out in a series of phases. Once the sides have completed all four phases - this is called a move. We then proceed to the second move and so on, repeating the steps as we go.

The phases and their order of play in the game are:

Initiative Phase

Mover's Action Phase

Non-Mover's Shooting Phase

Melee Phase

Initiative and Melee are italicised to show these are joint phases in which both sides participate.

Initiative Phase:

Every move, players each throw a die (D6) and the highest scorer chooses whether take the Mover's Action Phase, or the Non-Mover's Shooting Phase for that move. Any ties are re-rolled. The special ability *initiative bonus* is used to alter the score of one's own die.

Mover's Action Phase:

During the mover's action phase, *each* of his heroes and monsters may perform 1 action (unless a **Special Ability** says differently). Possible actions include:

Move: see the movement section below.

Shooting: see the shooting section below.

Special Abilities: using special abilities do not count as performing actions: rather, they compliment the phases. More than one ability may be used by a figure, but an individual ability can only be used once per move by each figure.

Note ~ a hero or a monster does not have to take an action if you don't want it to.

Movement: Miniatures used in the game are listed extensively, and their movement allowance can be found in the stat sheets. The number of movement points, indicated on a figure's stats, determines how far (in squares) it can move in a phase. Movement can be in any direction, regardless which way a figure is facing on the map, and may *end* the movement phase facing any of the four square sides. The movement cost to enter a square depends on the type of terrain the figure base has to cross to get there.

Clear Dungeon Tile 1

Rough Terrain (e.g. rock slide) 2

Water N/A (except flyers)

Impassable N/A

Cover: shooting at a target behind cover (behind crates or furniture, behind a rock slide square, etc) requires a 6 to score a hit - not the normal 5 or 6. *This rule applies to all forms of cover.*

You cannot cross impassable terrain. You are allowed to move through your own figures, but you cannot move through an enemy figure's base. You may *never* end your movement phase in a square that contains a figure (enemy or friend), similarly, a square designated as impassable.

If you move into an enemy *kill zone* (all the squares adjacent to an enemy model's base), you *must* stop moving with the figure that entered the kill zone, and no further movement *with that figure* may be made for the rest of this game move: using a special ability like **Charge Attack** or being targeted by an enemy using **Control Enemy** are exceptions to this rule.

You may choose to disengage a model that *starts* the phase in an enemy kill zone by moving away from that enemy, into a non adjoining square. But if you do so, the enemy who's figure base you disengaged from makes a free attack of opportunity on the model moving away. This free attack is made immediately even though it is *out of phase*. Assuming your model survives, it may then carry on moving normally. A model that disengages from one **enemy**, but immediately enters the kill zone of another must stop moving for the remainder of that action phase *unless using stealth*.

A model that disengages from multiple enemies is subject to a free attack from each. Add up their attacks and make a single melee and kill roll. please note ~ the actual facing of a miniature is not relevant to the game.

Shooting: Instead of moving, a model with ranged attack ability may shoot. Check the miniatures stats from the list to see if the model has ranged attack and what its ability is.

Example = 3-10

The first number tells you how many dice you roll to hit with your shoot attack. The second number tells you how far (in squares) the model can shoot. Your model may only shoot at a single target (unless using certain special abilities). Before you can shoot at an enemy, you must check two things: range and line of sight. You may check both of these before deciding to shoot at an enemy.

Range ~ to check range, count the number of squares between the shooting model and the target, *including* the square the target occupies. If this number is greater than the one listed on the ranged attack of your shooting model, you cannot shoot at *that* target.

Line Of Sight ~ if the target is in range, you must now check if the target is in the shooting model's line of sight. Remember, you can change the direction your shooting model faces before you check. Line of sight is determined by drawing an imaginary straight line to a target from the shooting model. An enemy model is either (a) not able to be seen... i.e. is not visible as an eligible target; or (b) is visible but in cover *i.e. 6 to hit*.

The Shooting (or To Hit) Roll ~ roll a number of dice equal to the number shown on the shooting figure's army list stat. Each roll of 5 or 6 scores a hit.

The Kill Roll ~ for each hit you score, roll another die. These are called *kill dice*. For each kill die that is equal to (or greater) than the target's Armour, that target model loses 1 hit.

Note ~ *you may not shoot at anyone engaged in melee. Similarly, the shooter cannot use a ranged attack while adjacent to an enemy.*

Non Mover's Shooting Phase:

The non mover may now use any of his miniatures which possess ranged attacks to shoot at enemy models. Normal shooting conditions apply, and no shots may take place between models if either the shooter or target is in an enemy kill zone. Special abilities which influence ranged attacks *can* be used in this phase (e.g. **multi shot**, **fire weapon**, and **master shot**).

Melee Phase

During the melee phase, all melees in the game are resolved. The attacking player for the move decides which order the combats are resolved in. A melee is defined as a single group of engaged figures that are all part of the same weapon attack. A combined weapon attack is created by drawing an imaginary line between each model's kill zone, going back and forward between friend and foe until the line cannot be continued further. This must form a single *contiguous* link of kill zones, and all the dice for that melee are thrown as one roll. Models who are not part of this single melee must resolve their combat(s) in separate melees – even friendly flankers who are involved in the same fight, but who do not meet the above criteria, do not count as part of the same continuous weapon attack roll.

The To Hit Roll ~ each player totals up the number of attacks on their engaged models, then rolls that many dice. Each roll of 4, 5 or 6 scores a hit.

The Melee Kill Roll ~ for each hit you score, roll a kill dice. Exactly the same as with shooting.

Assigning Hits ~ after throwing for all hits, the Mover assigns all his kill dice to enemy models (within the same melee). The Non Mover follows suit, *makes his To Hit and Kill Rolls*, and then assigns his own kill dice, *after* any losses sustained from the Mover.

You may only assign hits on enemy models that are adjacent to any friendly models within the melee (though damage can usually be assigned to *any* model anywhere actually within the melee and which is adjacent to at least one of the opponent's miniatures), and only to enemy models whose Armour is lower or equal to the assigned kill dice. In other words... for each successful kill dice (i.e. a dice equal or higher than the target's Armour) assigned to an enemy, that enemy model loses 1 hit. Models reduced to 0 wounds are removed from the game.

Any damage die that cannot be assigned to an enemy model is ignored. The Heroes assigns kill dice to the Draken Master's monsters and the Draken Master assigns kill dice to the Heroes models.

Free Attacks ~ some abilities and game situations (such as disengaging) grant *immediate* free attacks. The model making the free attack gets to make a "to hit" roll and "kill roll" as it would in normal combat. The model can only assign kill dice to the enemy they are making the free attack against.

Multiple free attacks must form a single melee. This form of attack is called an *attack of opportunity*. There is no retaliatory attack made by a disengaging model.

SPECIAL ABILITIES

Berserk Attack: The **Berserk Attack** model gets an additional hit dice for each enemy (after the first) adjacent to it within the melee.

Fire Weapon: Demon types, Dragons, and some other monsters can make ranged attacks using their natural breath weapon. Similar to **Multi Shot**, except all the dice must be placed on a single enemy model or/and those *adjacent* to the initial target.

Swift Mover: This model gets double its normal move (as long as it doesn't use another special ability, shoot, start in or move into an enemy kill zone any time during this move).

Stealth: This model may move through enemy models and is *not* subject to free attacks for leaving enemy kill zones. It may not end its movement in an impassable square or a square that is occupied by another model.

Charge Attack: Provided the model is not in an enemy's kill zone at the start of its action phase, this model may interrupt its move at any time to get a free weapon attack versus enemy models in the kill zone(s) it enters, and then continue moving (provided all enemy in its own kill zone are removed as a result of the free combat).

Control Enemy: You may move any single enemy that this model has line of sight to (provided neither the target nor the ability user starts in the kill zone of an enemy) using the target model's full movement ability (but not by using the special ability **swift mover**). Activate in either the Attacker Action Phase or the Non Mover's Shooting Phase if the user can roll a 3, 4, 5, or 6.

Gaze Attack: A single target model within range of the **gaze attack** becomes *in effect* frozen to the spot, and is unable to shoot, or use a ranged special ability attack during the proceeding Non Mover's Shooting Phase, nor can it or add any dice to melee for *this* move (place a coin or similar token next to the piece to show the model is under the influence of the gaze attack). If (a) the gazer loses line of sight with the target, (b) the affected model takes damage in any way, or (c) another special ability is used on the affected model, then the **gaze attack** is broken and the model will be able to act normally during the next Non Mover's Shooting Phase. Activated *only* during the Mover's Action Phase.

Fly: Winged models may move *over* impassable terrain (including enemy and friendly models), and alight at the end of each move in any legal square within the model's flight range.

Dedicated Shot: This model may shoot before or after it moves (not in the middle). This in effect means the model gets both to move and shoot - in the same move.

Multi Shot: The model may assign "to hit" and "kill dice" to *any number* of enemy models within range and line of sight.

Master Shot: A rank of friendly models (one deep) in front of the shooter does not block line of sight for this model. In addition, targets may be chosen from *anywhere* within range amongst the enemy ranks, *not* just at the front.

Healing Touch: Providing this hero is not in the kill zone of an enemy at the time of casting, Healing Touch may be used to heal an adjacent friendly hero +D6 wounds... up to maximum starting wounds. This model *may not* heal itself. Activate in the Mover's Action Phase.

Field Healing: If neither the healer nor the heroes being healed are in an enemy kill zone at the time of healing, the healer may use his special ability to heal up to 2 adjacent heroes 1D3 wounds each; or one hero 1D3+1.

Initiative Bonus: This ability greatly increases your chances of controlling the pace of the battle, especially as you can stack the ability with other models to get an even bigger advantage. Your side get +1 to the **initiative** roll each move. This ability is cumulative with other friendly models possessing the same ability (maximum of +2 per move).

Poison Attack: Some monsters (and traps) poison their victims when they damage them in close combat. A monster capable of making a poison attack will leave one poison counter on the enemy (homemade counter marked `Poison`) for each normal damage dice assigned to a target – but only *if a 4, 5, 6 is thrown, otherwise the hit(s) are just ordinary wounds*. Place the poison counter under the heroes' base. At the beginning of every move, *before the initiative phase*, the poisoned victim must throw a D6 for each **poison counter carried**. A throw of 1 and a poison counter is removed, throw 2, 3, 4, or 5 and there is no change this move; throw a 6 and the victim receives an immediate wound as poison courses through his/her body.

Regenerate: When using this special ability on any given move, the user can regain 1 hit (provided the figure does nothing else this move – except melee). Activate *instead* of taking an action in the Mover`s Action Phase.

Fire Weapon Similar to **multi shot**, except all the dice must be placed on a single enemy model *or/and* those adjacent to the initial target. In addition, similar to the effects of poison, a target wounded by a breath weapon has a homemade fire counter placed on the model... one fire counter for each wound assigned to the piece. Throw a D6 before every initiative phase to see if the fire goes out, continues to burn another move, or burns and causes additional damage. 1, 2, or 3 and the fire goes out, 4, or 5 and the fire burns on but without causing any additional damage this move. 6 and the fire causes an immediate fire damage wound. The range of the fire weapon attack will be shown on the monster stat list. Activate in the Mover`s Action Phase or the Non Mover`s Shooting Phase.

Listen: A hero possessing this special ability gains a temporary +1 initiative bonus on the *following* move in which he/she stands still and listens (fine tunes) to what`s happening around. The hero cannot use any action points or other special abilities on the move the **listen** ability is activated, but gains a +1 **initiative bonus on the following move**. The hero using Listen must be within 20 squares of at least one other hero in the party (who himself/herself must be within 20 squares of another party member... and so on throughout the party) to be able to use this ability.

Traps: allows a hero to avoid taking damage from question mark counters, *and* reduces the chance of activating a treasure chest trap by 1. If this reduces the danger of opening a treasure chest to 0, the chest is safe to open.

Pack: A monster possessing the special ability **pack**, gains 1 extra weapon attack dice in melee for *each and every* other adjacent pack monster (of the same species) within the same melee.

Undying: When a model possessing *undying* is killed, throw a D6. If the result is a 6, the monster spawns and returns to life with full wounds restored... monsters returned in this way obey the usual rules for monster spawning.

Acid Spit: This ranged weapon attack is resolved like a normal ranged attack, however acid spit reduces the target`s Armour value by 1 on the “kill roll”.

Underfoot Attack: If the Monster has the underfoot attack ability, this means that if/when such a monster is (included in the game and) spawned from The Random Spawn Table, the creature may be placed *adjacent* to an enemy figure if it so chooses. This means the monster has burst up through the ground like an earth worm. Once placed, the underfoot attack can no longer be used by this monster for the duration of this game... unless, of course, the monster is spawned as a different monster later on during the same game.

Battle Chant: All other heroes in same melee as the battle chanter gain +1 attack die (only one battle chant may be active in any given melee on any given move).

Checking: Allows the user to tell the Draken Master “I`m checking for secret doors in *this* section of the dungeon”. On a roll of 3, 4, 5, or 6 the Draken Master must then reveal any hidden portals (or other previously unseen ways in or out) within the tile being checked. This special ability replaces other actions in the Mover`s Action Phase.

Dungeon Specific Rules

Diagonal Movement: When moving or counting across a diagonal path, every diagonal square moved counts as 2 Movement Points. Diagonal movement around corners, cutting diagonally between models etc, *is* allowed. Please note: this restriction does not apply when counting squares in ranged attacks.

Rock Slide: any rock slide terrain which is placed on the map is classed as an obstacle and counts as cover for miniatures defending such features (6 to hit from ranged attacks). Anyone standing directly behind (adjacent) to a rock slide square has cover, provided the ranged attack comes from the far side of the cover. Never stand a miniature in a rock slide square - but DO count these squares against movement points when moving over them.

Obstacles: obstacles tend to block line of sight, movement - or both. They can also be frustrating to heroes trying to reach the other side of a room or corridor in a hurry.

Pits: pit counters are sometimes placed on map squares and represent chasms and splits in the rock which occur from time to time due to volcanic activity... the natural movement of rock plates sliding over the ages... magical catastrophe etc *etc*. No miniature is allowed to end its move on a pit counter.

To jump across a pit counter to the space directly on the other side - costs 3 movement points. A miniature whose natural movement allowance is three (or less) may cross a pit provided it spends its whole Mover's Action Phase adjacent to the pit without spending any action points. The next time that miniature's side wins initiative and becomes the mover, it may spend all its action points to cross onto the other side of the pit square. ***Such a miniature may engage in melee as normal during the melee phase.*** Homemade pit tokens may be made by cutting out small squares (made to fit neatly on the Pendraken dungeon tiles) from cereal packets, etc, and marked on one side with PIT.

Staircases: Staircases allow instant movement from one part of the board to another. By using one movement point, a hero (but not a monster) may move from a space containing a staircase to any space containing another staircase of the same colour. A hero may move via a staircase even if the other end of the staircase has not yet been revealed. In this case, the new area is immediately revealed by the dungeon master.

If the new area is not yet connected to the rest of the map, simply keep the two parts of the map separate until an area is revealed which joins them together (assuming one exists).

Attacks may be made through a staircase just as if the two staircase spaces were adjacent. A figure standing on one end of a staircase has line of sight to the other end of the staircase and its adjacent space(s)... and vice versa.

Dungeon Traps: Scenario maps may include question mark counters (?) pre-determined and placed on the board, openly visible to both dungeon master and heroes.

When a hero (but not a Draken Master's monster) enters a `?` square, the Draken Master *immediately* throws a single dice, and the hero loses any remaining action points for the move.

If the result of the throw is a 6, the Draken Master must consult the Trap Table below and implement any results before the moving hero player activates any more of his miniatures.

A hero possessing the **trap** ability never need throw to see if the trap goes off, and removes the `?` counter without further mishap.

Any other hero entering a `?` square also immediately removes the counter from play, whether it activates or not.

Any hero entering a `?` counter square loses any remaining action points for the move. Incidentally, a hero possessing the special ability **trap** also reduces the chances of setting off a Treasure Chest trap by 1.

Homemade trap counters can be cut out neatly from card and marked with a (?) on one side.

Trap Table: Assuming a 6 is rolled when entering a `?` square, throw again and apply the results:

1D6

- 6 Trap automatically kills hero.
- 5 Trap inflicts 3 automatic hits and 2 poison hits.
- 4 Trap inflicts 3 automatic hits and 1 poison hit.
- 3 Trap inflicts 3 automatic hits.
- 2 Trap inflicts 2 automatic hits.
- 1 Trap inflicts 1 automatic hits.

Dungeon Conditions: The Draken Master must be vigilant when playing the game to make sure he doesn't miss when heroes activate any dungeon conditions implicit to the scenario. The dungeon will show individual squares representing: pressure pads, moving walls, trip wires, spy holes/ murder holes, triggers, magical glyphs, secret doors, etc. The Draken Master must check to see if these activate when heroes pass them. If a dungeon area is activated (according to any predesigned formula intrinsic within the scenario) special rules pertaining to the adventure should be read and implemented by the Draken Master.

Teleporters: a teleporter homemade counter (coloured red on one side and green on the other) is inactive (red side) until a hero enters the square and activates it (green side). Once activated, a teleporter remains active for the duration of the scenario. A teleporter square costs 1 action point to enter normally; but if a hero wishes to use the magical energies contained within the magical space, the miniature may teleport to any other activated teleporter on the (revealed) dungeon at a cost of 2 action points.

A monster may move across a teleporter, but can never end a move standing on a square containing one, and can never use a teleporter to teleport to another square.

Exploring New Areas & Pick Ups:

Many items that can be explored in the game are actually available from Pendraken Miniatures as accessory pieces. The following rules detail simply how best to use these dungeon furnishings to create additional depth to the dungeon. When a hero steps adjacent to (and in some instances

onto) a square containing a pick up *or* *dungeon furnishing*, that character may simply enter the square he/she is in and pay the normal 1 point movement cost; or the hero can *explore* the item in the next/same square at a cost of 2 movement points.

Camp Fire: A hero standing adjacent to *and exploring* a lit campfire may not be attacked in melee by any monster with 3 or less weapon attack dice. In fact, even more powerful monster cannot move closer than 3 squares of a campfire (but may use ranged attacks). In this instance, exploring represents pulling fire faggots from the flames and using them to ward off any unwelcome visitors... many monsters are light sensitive and very afraid of fire.

Stone Altar: The altar is covered in faint runes. Any hero (with at least one Special Magical Ability or Power Up) exploring an adjacent altar will gain new insight to the current dungeon by deciphering the words on the stone. Give a +1 initiative bonus to the hero team each move the hero reading the stone stands adjacent to the stone altar. This replaces that hero's normal action phase.

Don't forget, the maximum Initiative bonus a side may have is +2.

Treasure Pile: You can either use homemade counters *25 Gold*, *100/500 Gold* or purchase treasure piles from Pendraken Miniatures, and paint 25, 100 or 500 on the bottom of each pile.

25 Gold: these miniature furnishing pieces, (marked `25 G` on the bottom... homemade square counters will do fine if you don't own any of these) abstractly represent: gold, silver, copper coins, jinn lamps, diamond studded and jewelled trinkets, and a various assortment of bronze ornaments, semiprecious stones, silken gowns and... well! You get the picture? Each treasure stack is worth 25 gold, but two such stacks reduce a hero's movement by 1 movement point. Four stacks by 2, etc.

Gold Coins 100/500: Gold Coins (marked `100 G` or `500 G`) can sometimes be found lying in stashes around the dungeon. Unlike 25 Gold counters, these piles never affect movement capability, and a hero may carry as many of these as he can find with no detrimental effects.

Crate of Apples: A hero adjacent to and exploring this item regains 2 lost hits. Remove item from play once it has been explored.

Crate of Skulls: A hero adjacent to and exploring this item throws a D6: 3, 4, 5, 6 and the hero regains 1 lost hit. 1, 2 and the hero loses 1 hit. Remove item from play once it has been explored.

Weapons Rack: When a hero explores this item, that hero and every other member of the hero team gains a permanent +1 weapon attack dice bonus, and anyone with ranged attack also gains a +1 ranged weapon attack dice bonus. Remove item from play once it has been explored.

Bed: A hero may explore (lie in) a bed and regain 1D3 lost hits. This replaces the current action phase, and each succeeding Mover's and Non Movers Action Phase unless the hero can wake up. At the beginning of each relevant phase, throw a D6. 4, 5, 6 and the hero wakes up and may act normally. 1, 2, 3 and the hero sleeps on. A sleeping hero may defend itself if attacked in melee, at which point the sleeper wakes up normally.

Bookcase: A hero exploring a bookcase may choose any magical ability from the list. If he or she throws a 4, 5, or 6 the newly learned magic may be added to that hero's repertoire of abilities. Remove item from play once it has been explored.

Table (empty) & Chair: These may be dragged/ carried into new squares by simply having a hero move over the item, pick it up as it passes through the square, and dropped again anywhere along the hero's movement path. Tables and chairs can thus be arranged to provide barricades (cover) from enemy ranged attacks. Tables and Chairs do not count as cover in melees. Tables and chairs may be destroyed automatically at the end of a move by any adjacent miniatures – even by adjacent enemies.

Wizard's Table: A hero exploring a wizard's table may permanently add 1 weapon attack dice to melee or/and ranged attacks. Remove item from play once it has been explored.

Table full of Food: A hero exploring a table full of food may regain all lost hits, and all other members of the team regain 1 hit each. Remove item from play once it has been explored.

Torture Rack: Heroes are sickened by the sight of this item. All heroes throw 2 less ranged or melee weapon dice when they are either within line of sight, or within 8 squares of this item.

Tome on Pedestal: A hero exploring this item may choose a new magical ability from the list on the die roll of 5 or 6. Remove item from play once it has been explored.

Coffin(s): On the Draken Master's Mover's Action Phase, if he can roll a 6 on a D6 he may spring a Vampire miniature anywhere within 10 squares of a coffin, and place it in the dungeon (but not adjacent to any hero). The Vampire may be placed in line of sight of any heroes. A hero adjacent to a coffin may destroy the item if (during his Mover's Action Phase – and replaces other actions) he or she rolls a 4, 5, or 6 on a D6. Remove a destroyed coffin from play.

Floor Grills & Trap Doors: Monsters may use these as spawning areas for wandering monsters even if the spawned monsters are within line of sight of any heroes. If a hero stands on *top* of a floor grill or trap door, the item may not be used as a spawning point until the hero is killed or moves off the item again.

Pool of Water: Water does not block line of sight, but is impassable to all miniatures... with the exception of fliers. A hero standing adjacent to water may explore (drink from the pool): 1, 2: regain 1 hit. 3, 4, 5, 6: no effect. Exploring replaces all other actions for the move.

Well: A well may be used as a spawning point for (*one*) wandering monster *in the same way a floor grill or trap door* unless a hero stands adjacent to the well and prevents this. An adjacent hero exploring a well may also attempt to drink from the well in exactly the same way as a Pool of Water (above).

Poison Antidote: totally removes any adverse effects of poison the hero may be suffering from. May be used during the Mover's Action Phase of any move, and is deemed to be ingested *after* any poison checks are made on the move the potion is administered. Discard after use.

Portable Teleporter: can be placed automatically on any open/clear square during the Mover's Action Phase. Once placed, the teleporter is automatically active (no action points cost to activate) and used normally for the rest of the game. Once placed, a portable teleporter cannot be picked up again and carried; it merely exists in place as an activated portal.

Treasure Chests: There are three different types of treasure chests. Mark the bottom of the Pendraken treasure chest accessory miniatures with a number from 1 to 3. This is for in play specific scenario recognition. These will be placed at random on the map, in accordance with the

pre-made scenario map plan. Once a treasure chest square is explored by a hero, the treasure chest is treated a bit like a regular pick up *except*: **(a)** the chest is flipped over to reveal the number on the reverse side... this number is the number the hero *needs to avoid* on a D6 (i.e. throw higher than) to prevent setting off a chest trap. If a chest trap is sprung, use the same number on the reverse side of the chest to determine the effects, by using the **Trap Table** (just like you do when a question mark counter has been activated) and read along the relevant column. **(b)** a treasure chest cannot be moved, but is in fact removed from play once a hero activates it. **(c)** opening a treasure chest *as opposed to merely moving onto or adjacent to a square containing a treasure chest* costs the hero 2 action points. **(d)** the contents of a treasure chest are determined randomly on the table below.

Treasure Chest Contents Table:

(2D6)

2 magic power up

3 close combat weapon power up

4 ranged weapon power up

5 25 Gold

6 100 Gold Coins (no movement detriment)

7-8 health potion

9 major health potion

10 500 Gold Coins (no movement detriment)

11 poison antidote

12 portable teleporter

Health Potion: restores 1D6 hits *up to starting total* for the hero carrying this potion. May be used during the Mover's Action Phase of any move – then discarded.

Major Health Potion: totally restores all hit up to the heroes starting total. May be used during the Mover's Action Phase of any move - then discarded.

Ranged Weapon Power Up: Permanently increases the owning heroes ranged weapon ability by 2 weapon attack dice, and increases range by 1 square. This power up cannot be handed to another hero.

Weapon Attack Power Up: permanently increases the owning heroes close weapon attack ability by 1 weapon attack dice. This power up cannot be handed to another hero.

Magic Power Up: allows a hero to learn 1 new (randomly decided 1D6) special magical ability *from the table below*... also **Multi Shot** is permanently increased by 1 weapon attack dice. This power up and its effects cannot be handed to another hero.

Special Magical Abilities Power Up Table:

(1) Hold Portal: Allows the spell caster magically to lock any dungeon door on a D6 roll of 4, 5, 6. Throw to see if the door remains magically locked during the Mover's Action Phase of each move. Any move the die roll is lower than the number required to keep it locked means the spell has failed. The spell is activated in the Mover's Action Phase by a hero wizard standing within 4 squares and in line of sight of the chosen door *line of sight can be through friendly hero bases if the portal/door is higher (bigger) than the intervening hero(es)*.

- (2) **Shield:** increases the wizard's Armour by 2 (up to the normal maximum of 6) during the proceeding Non Mover's Shooting Phase. Activated during the Mover's Action Phase.
- (3) **Invulnerable to Fire:** the wizard is impervious to fire attack damage during the proceeding Non Mover's Shooting Phase. Activated during the Mover's Action Phase.
- (4) **Invulnerable to Poison:** the wizard is impervious to poison attack damage during the proceeding Non Mover's Shooting Phase. Activated during the Mover's Action Phase.
- (5) **Finger of Death:** the wizard can kill *any* single enemy miniature within line of sight, provided (a) the wizard does not use action points to do anything else this move (b) the wizard is not shot at by an enemy model capable of harming the spell casting miniature during the Non Mover's Shooting Phase (c) the wizard is not in an enemy kill zone (d) no dungeon condition affects the wizard this move. If all the above conditions are met, a *single* chosen target within the wizard's line of sight automatically dies at the end of the Non Mover's Shooting phase. Only usable once per game.
- (6) **Resurrection:** allows one hero miniature (but not self) to re-spawn in the same square the model was killed in, and *without* the Draken Master gaining any Victory Points for the kill. The casting wizard must have line of sight to the killed hero to be able to resurrect that piece. Spell is activated immediately after a hero is killed.

Note: magical power ups, and weapon power ups are permanent, and may be kept and used in future games by heroes *who survive a scenario*.

Dungeon Master Victory Points & Winning/ Losing The Game:

The Draken Master gains a *victory point* for each kill he succeeds in inflicting on the heroes. Each scenario will state exactly how many kills the Draken Master needs to claim a victory (often 5). Heroes need to avoid getting killed enough times for the Draken Master to win by victory point default... while simultaneously working to achieve the scenario's objectives.

Re-spawning Heroes: heroes always re-spawn on active teleporters (exception: **Resurrection**). A killed hero can re-spawn on any active teleporter already revealed on the dungeon.

Wandering Monsters:

Spawning Monsters: Monsters spawn differently from re-spawned heroes. Spawned monsters are placed on the board before the Mover's Action Phase, *regardless who wins initiative for the move*. Monsters *never* re-spawn, but appear when rolled randomly on the Draken Master's Spawning Table.

This table tells you which models can be added to the game each move – if any at all. Models all ready removed from play as casualties can be used to spawn more of that type of model. If the maximum collection is all ready in play, additional spawned models are lost.

Models spawned from the spawn table can set up anywhere on the dungeon as long as (a) they do so out of the line of sight of any hero models all ready in play, and (b) the spawned models must be set up on sections of the board that have all ready been revealed. Other than that, the Draken Master is free to choose where he wants his monsters to appear.

If the conditions for spawning monsters cannot be met... all monsters indicated by the spawn table for that move are lost.

Before each Mover's Action Phase, the Draken Master gets to roll throw 3D6.

For each die which initially came up a 6: roll 1D6 again to see which monster(s) are spawned.

Apply the normal rules for spawning.

Draken Masters are advised to tailor their Random Spawning Tables to suit their needs for each dungeon complex.

(sample) Random Spawning Table (2D6):

2 2 Skeleton Patrol Models

3 1D3 Skeleton Warriors

4 1 Deadly Pudding

5 1 Corpse Crawler

6 1D3 Zombies

7 1D3 Orcs

8 1 Troll

9 1 Slime

10 1 Vicious Grub

11 1 Ogre

12 1 Giant

Multiples of the same monster sometimes occurs when spawning. Obviously, monsters can only spawn provided there are enough models in the game owner's collection to cover this situation. It is legal for the Draken Master with a model already in play, to *vanish* that piece for re spawning elsewhere on the map board.

Doors & Keys: Some doors only open if the heroes possess the right key. Key counters can come in any colour you like. But the door accessory models should be painted (or marked) to correspond to the colour of at least one similar key. Monsters may not open key coded doors.

Ordinary doors may be opened by an adjacent hero or monster at a cost of 2 action points. Monsters may only open doors in already revealed areas of the dungeon... heroes may open any ordinary door. Opened doors will remain open unless an adjacent hero or monster specifically states he/she/it is closing the door. It costs no points to close a door.

Wizards & Heroes: incidentally, the word hero and wizard are both interchangeable with one another throughout these rules. Any hero can become a wizard and any wizard can potentially fight like a warrior. This is a purely personal choice, and reflects the way my own home brew campaign works; naturally, other Draken Masters may change things to suit their own tastes.

In *my* Dungeon World game, magic spilled into the cosmos eons ago and created a raw force of energy which may be tapped by sensitive individuals and shaped into spells. Some people devote their lives to learning how to harness this power, while others sometimes merely dabble with the complexities of magic.

The majority of people simply steer clear, treating it with varying degrees of suspicion.

Ye Olde Shoppe

Between Games, heroes may spend their hard earned gold to purchase additional items and special abilities to take with them on future adventures.

A Magical Power up allows the hero to learn one randomly determined spell from the Special Magical Abilities Power Up Table on page 9... *and* increases Multi Shot attacks the hero makes from now on by 1 weapon attack dice. This power up and its effects cannot be handed to another hero.

Ranged Weapon Power Up increases the owning heroes ranged weapon ability by 2 weapon attack dice. This power up cannot be handed to another hero.

Melee Weapon Power Up increases the owning hero's melee ability by 1 weapon attack dice. This power up cannot be handed to another hero.

Other Skills includes all the special abilities throughout the core rules (*which the Draken Master chooses to allow*). These may be purchased at 2000 Gold each. The `default` skills listed below in `the old shoppe` cost only half this amount of gold.

No skill may be purchased by a hero more than once, and a hero who already owns a skill may *not* double up and buy the same ability again in the hope of increasing a skill's effect.

Familiar this is a homemade counter which represents a small animal (a rat, squirrel, owl, bat, etc) which is used for three purposes. (1) To hinder enemies in melee: (2) provide additional line of sight for the hero team (allowing the familiar owner to see through the eyes of the pet); and (3) allows the familiar owner to store hit points in his pet (like a battery) which he can tap into to regain lost points when needed.

If a Familiar counter is in a melee with its owner, each enemy within that combat fights with 1 less attack die. If 3 "kill dice" 6's are thrown by the Draken Master within the combat containing a Familiar; instead of using these to inflict hits on the heroes as normal, the Draken Master may use those 3 kill dice to remove a Familiar. A Familiar may not enter a melee on its own or a melee which does not contain its owner.

A Familiar may move like a normal miniature, and be used to provide line of sight (to block enemy spawning). A Familiar may not be used to explore an item or to open portals/doors. Ranged attacks on a Familiar will automatically remove a Familiar from play if hit as normal and then 2 "kill dice" 6's are assigned to it.

A Familiar may store 3 wounds for its owner; which the owner may use to replenish his own depleted health at any time by simply being adjacent to the Familiar (replaces Mover's Action Phase) and using as many of these three points as he/she wishes. These stored points (used or not) in no way effect the health of the Familiar. If a Familiar is removed from play, the points are lost for that game. Familiars removed from a game may not spawn again during that game, but may enter play as normal in other games. Familiars removed from play do not count towards Victory Points for the Draken Master.

Familiar

Movement 4 (6 if it is a flyer)

Weapon Attacks *special*

Armour 3 "kill dice" in melee or 2 ranged attack "kill dice" will remove it from play.

Wounds 1

Surviving Games & Keeping Treasure etc: The heroes can exit the game via an active teleporter PROVIDED the Draken Master has not yet claimed his default victory point total for the chosen scenario. ALL the heroes in play must leave via any of the active teleporters to class as a successful escape, otherwise the Draken Master claims a victory. Heroes who retreat from a dungeon have not completed the scenario – but neither have they lost. A dungeon quest that is unfinished in this way must be completed at a later time if the heroes wish to proceed further with the campaign story line. Heroes who have to re-play a scenario will face the monsters and dungeon conditions all over again. Obviously random monsters will be different each time.

There is no limit to the number of times a party of heroes may attempt to beat a scenario and proceed further with the plot; and provided the Draken Master doesn't win the game by default, the heroes get to keep any power ups, gold, potions, etc they have previously bought from the shop, or have carried out of the dungeon with them. Heroes can re-spawn during a game as many times as the scenario conditions allow before the Draken Master wins by default - but if the heroes LOSE the game, any coin, items, power ups, found/purchased spells and abilities etc become permanently lost.. and the heroes will have to start at the bottom again with their basic level character stats..... either that, or pick a new hero to play with.

Item Cost in Gold Coins

Healing Potion 50

Major Healing Potion 100

New Skill* 1000

Other Skills 2000

New Spell 1000

Familiar 2500 (3000 if it is a flyer)

Purchasable Abilities Purchasable Spells

Resurrection

Trap Finger of Death

Listen

Shield

Fast Magic Power Up

Charge Attack

Ranged Weapon Power Up

Weapon Attack Power Up

Dungeon World Bestiary:

Orc

Movement 4
Weapon Attacks 2
Armour 4
Wounds 2

Pack.

Wraith

Movement 4
Weapon Attacks 3 (3-5*)
Armour 4
Wounds 2

Undying, Control Enemy or Multi Shot*; *the Draken Master must decide whether to have his Wraith use control enemy or multi shot – but not both on any single move.*

Troll

Movement 3
Weapon Attacks 6
Armour 6
Wounds 4

Regenerate, Charge Attack.

Ogre

Movement 4
Weapon Attacks 5
Armour 5
Wounds 4

Charge Attack.

Skeleton (patrol* or warrior) * patrols have bows

Movement 4
Weapon Attacks 2 (2-7)
Armour 3
Wounds 2

Undying.

Goblin

Movement 5
Weapon Attacks 1 (2-7)
Armour 3
Wounds 1

Zombie

Movement 3
Weapon Attacks 2
Armour 3
Wounds 2

Undying, Pack.

Giant

Movement 4
Weapon Attacks 5
Armour 6
Wounds 7

Berserk Attack.

Ghoul

Movement 5
Weapon Attacks 4
Armour 3
Wounds 2

Gaze Attack.

Corpse Crawler

Movement 3
Weapon Attacks 5 (4-4*)
Armour 5
Wounds 4

Acid Spit* *reduces the target's Armour value by 1 on the to hit roll and kill roll.*

Deadly Pudding

Movement 3
Weapon Attacks 5
Armour 4
Wounds 3

Underfoot Attack.

Vicious (Pink) Grub

Movement 4
Weapon Attacks 5
Armour 4
Wounds 3

Poison Attack.

Slime

(can move through any closed door)

Movement 2

Weapon Attacks 4

Armour 4

Wounds 2

Stealth.

Dragon

(cannot fly in dungeon)

Movement 4

Weapon Attacks 5 (8-19*)

Armour 5

Wounds 8

Fire Weapon*.

Amazon Warrior

Movement 4

Weapon Attacks 3 (2-6: *if bow armed*)

Armour 3

Wounds 3

Swift Mover.

Generic Fighter (*Caravan Guard, Amazon Male Slave Fighters, etc*)

Movement 4

Weapon Attacks 2

Armour 4

Wounds 2

Heroes:The following list covers a collection of pre-made heroes (sample characters).

Scout Battle Witch:

Movement 5

Weapon Attacks 4 (7-8*)

Armour 4

Wounds 6

Multi Shot, Dedicated Shot.

Warmage

Movement 4

Weapon Attacks 6 (5-5)

Armour 4

Wounds 7

Charge Attack, Multi Shot.

Old Sage

Movement 3
Weapon Attacks 4
Armour 4
Wounds 6

Resurrection, Finger of Death.

Front Line Warrior (Main BattleTank)

Movement 4
Weapon Attacks 8
Armour 6
Wounds 7

Berserk Attack.

Scout

Movement 5
Weapon Attacks 4 (3-7)
Armour 4
Wounds 7
5 4 4 7

Listen, Initiative Bonus.

Back Up (Front Line) Fighter

Movement 5
Weapon Attacks 8 (3-4)
Armour 5
Wounds 5

Stealth, Charge Attack .

Ranger

Movement 4
Weapon Attacks 5 (4-4)
Armour 5
Wounds 5

Master Shot, Trap, Initiative Bonus.

Healer

Movement 4
Weapon Attacks 5
Armour 5
Wounds 5

Swift Mover, Healing Touch.

Physician

Movement 4
Weapon Attacks 4
Armour 4
Wounds 5

Field Healing, Stealth.
-----**Mage**

Movement 4
Weapon Attacks 4
Armour 4
Wounds 7

Hold Portal, Control Enemy, Invulnerable to Fire (*permanent*).
-----**Hobbit**

Movement 3
Weapon Attacks 4 (2-4)
Armour 4
Wounds 5

Stealth
-----**Dwarf**

Movement 3
Weapon Attacks 6 (3-4)
Armour 6
Wounds 6

Battle Chant, Checking.
-----**Wood Elf**

Movement 5
Weapon Attacks 5 (4-8)
Armour 4
Wounds 4

Dedicated Shot, Master Shot. *Wood Elves hit with ranged attacks on a "to hit" roll of 4, 5, or 6; or 5, 6 if target is in cover.*

High Elf

Movement 5
Weapon Attacks 6 (3-8)
Armour 5
Wounds 6

Master Shot. *High Elves hit with ranged attacks on a "to hit" roll of 4, 5, or 6; or 5, 6 if the target is in cover.*

Type/Style of Game, and Scaling Difficulty:

Players can choose which of the heroes they want to take into the dungeon, The stats for all the miniatures have been carefully worked out to give a balanced combination of weaknesses and strengths. Obviously some combinations of characters will work better with one another than others, depending on the players preferred tactics, their ability to work as a team, and their game experience.

Many old school role playing dungeon crawl games seems to be keyed towards four heroes entering a dungeon together, and I have focused my version of the game on that number as well; though fewer should work well if you like more of a challenge. It is of course quite possible for you to create your own custom characters to face the dangers. A beefed up Conan type character for a solo quest perhaps? How about Xena the Warrior Princess and Gabrielle? A few well placed slices with the modeling knife, a touch of glue, a slap of paint, and bingo – you have a new custom model to play with. The world`s your oyster.

A single player versus the Draken Master might like to run just a couple of heroes through the dungeon... but the Draken Master will have to go a bit easy on the heroes, and will possibly have to reduce the danger level of the dungeon slightly if completing the game becomes too difficult. Maybe try reducing the Spawning Monster Table to 2D6 instead of 3D6? Two players could take a couple of heroes each and run with the full complement.

A single player managing all four heroes by himself might be a bit of a challenge to an inexperienced player, but it can be done. Three players can either work with one hero short, or one of the players (the most experienced) can control two miniatures to balance things out. By trial and error you will find your own happy medium. Of course, the main assumption is that players will want to create and lead their own unique heroes and heroines through the game. Never the less, the above list is a good place to start, and can be used as a rough *how-to-do-it* guide. In addition, any of the 14 premade characters make perfect NPC`s (non playing characters) for the Draken Master to use in home brew campaigns.

Finally, we have shown in the rules how heroes can *find* treasure... but we have not discussed exactly *what* all that wealth is for? Between games, heroes may purchase from “ye olde shoppe” list, and enter succeeding scenarios with healing potions, purchased abilities, power ups, and even newly acquired spells. If players are not playing campaign games, the wealth can simply be a measure of player success; the wealthiest player would of course be the *most* successful and heroic, and could be described as being the *winner*.

These Dungeon World rules play slightly differently than a standard game of Dungeons & Dragons. Of course, you can use this game to play anyway you like, but there are a few assumptions made throughout which assume you will be following the path I have already laid out...i.e. that the abstracted way of dealing with re-spawned characters will remain uncomplicated. When a hero is removed from play (and re-spawned again during the same scenario – sometimes multiple times) the lost character is not necessarily a replacement of a deceased self. The removed miniature might represent, for example, let`s say: a badly injured hero, a character who has retreated to another location to recuperate health, a hero who is stunned and who has wandered away to recover... re-incarnate, etc *etc*. Treat Dungeon World more like a third person shooter pc game, along with all the *taken for granted* assumptions which go with that image - and you`ll better understand the style I try to evoke throughout the game.

Spice & Fluff

Draken Maser versus Heroes: you can of course play just to win. The game can be played that way. However, Dungeon World is really geared more towards group participation and mutual enjoyment derived from *furthering the plot and storyline*. As Draken Master, it is your job to make the game enjoyable for everyone, and if that means fudging the rules a bit sometimes (behind the scenes) to make things run more smoothly... then so be it.

Dungeon Conditions and Events: this game and these rules work just fine either with or without any dungeon conditions and random events, other than the ones already mentioned. When the Draken Master creates a new scenario, he must bring along his bag of atmospheric tricks to keep the players entertained and on their feet. Breeze filled tunnels, mournful voices on the wind, eerie echoes, scuttling sounds of many tiny feet, the echo of rocks crashing in the distance, screams, rattling chains, spider webs, bloody flagstones, a half gnawed bone lying on the ground... the list is endless. In addition to these atmosphere building tools, the Draken Master will need to flesh out his creation with *real* dangers and challenges. Falling blocks of stone, exploding doors, needle (dart) traps in the walls, trip wires which detonate stinking gas bombs, etc *etc*. The more of yourself you put into your creations, the better the game will be in the long run.

Dropping Treasure gold which is deliberately dropped to avoid any movement penalty due to overloading (e.g. treasure stack and gold nugget counters), may be lost if such items haven't been reclaimed by the heroes by the end of the game.

Monster Lists and Trimmings - these are the finishing flourishes which bring a game to life and have players nervously licking their lips every time the Draken Master rolls his dice. The lists included within Dungeon World are short and sweet; perfectly suited to a simple game. But I leave the bulk of creating extended wandering monster tables (random monster spawning) to inventive Draken Masters, who can design these dungeon fillers for themselves.

Likewise with all the other tables found throughout the game; they are only simple samples, and you can create your own elaborate tables for yourselves. For those who want a straight and relatively simple game – straight out of the box as it were, just can use everything as it is presented here.

Enjoy.