



**DUNGEON
GENERATOR**

RTM¹⁷
GAMES

BOX CONTENTS

1 Rules booklet (the one you are reading right now!)

1 TFD™ Entrance Room
(the base of the box)

70 Dungeon Cards

- 6 Objective Rooms
- 6 Master Rooms
- 16 Dungeon Rooms
- 14 Passageways
- 24 Unexpected Twists
- 4 Blank Unexpected Twist Cards

50 Event Cards

- 40 Generic Encounters, Traps and RPG Events
- 10 Blank Encounter Cards



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THE DUNGEON GENERATOR

The Dungeon Generator is not a set of rules, nor it pretends to cover every single aspect that can occur during a dungeon crawling game using your favourite set of rules, miniatures and gaming elements. The *Dungeon Generator* system, like *Tenfold Dungeon™*, is a tool to create an adventure of your games “on the go”. We have tried to cover as many aspects as possible using generic terms and the help and advice of veteran tabletop boardgame and dungeon crawling aficionados!

Sometimes, a good measure of “DMing” and improvising will be required, but if you are well versed on your favourite game, applying changes and adapting to *Dungeon Generator* and *Tenfold Dungeon* should be a stroll in the park!

Using the *Dungeon Generator* system is very simple and straightforward. Choose your favourite dungeon crawling game and gather your collection of *Tenfold Dungeon* boxes.

The *Tenfold Dungeon* set will substitute the regular tiles and boards in your board game and the *Dungeon Generator* system will provide the adventure and challenges your dungeoneers will face.

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THE EXPLORATION DECK

Dungeon Cards, Objective Room Cards and Unexpected Twist Cards are used to form the Exploration Deck. **An Exploration Deck must be made of at least ten Dungeon Cards and one Objective Room Card.** If you don't have enough Dungeon cards, you can complete your deck by adding Unexpected Twist cards.

The total number of cards on the Exploration Deck (not counting the Objective Room) will give you an approximate idea of your **playing time**. This, of course, will greatly depend on the set of rules you are using to conduct your game.

EXPLORATION DECK NUMBER OF CARDS			
Cards in the Exploration Deck	Of which Objective Cards	Unexpected Twist Cards	Playtime
11	1	Up to 4 (optional)	up to one-hour game
14	1	Up to 5 (optional)	one- to two-hour game
20	1-2	Up to 6 (optional)	longer games of up to three to four hours

Each card in this *Dungeon Generator* set corresponds to a *Tenfold Dungeon*™ set that is clearly marked on the bottom right corner of the card.



The Castle



The Temple



The Sewers

Put aside any cards supplied which you don't have a TFD™ box, or that you don't want to use this time.

The *Dungeon Generator* also comes with a set of blank cards, allowing players create and customise their own dungeons according to their adventures, enemies and stories.

PREPARING THE EXPLORATION DECK

Here is a visual guide on how to set and prepare the exploration deck ready for your adventure.

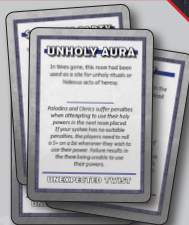
- 1** Separate your Objective Room cards from the rest of Dungeon Cards. Prepare the Dungeon Cards you want to use and shuffle them to form a deck. If you want to play with Unexpected Twist cards, select or randomly pick the desired number of them and set them aside.



Objective Room cards



All Dungeon cards



Unexpected Twists cards

2 Chose or randomly pick **one** Objective Room out of your collection – do not mix this card with the rest of Dungeon Cards yet!

3 Mix the desired number of Unexpected Twist cards with all the Dungeon Cards you want to play with. We recommend a ratio of 1-3 Unexpected Twist cards for every 4 Dungeon Cards in the Exploration Deck.



Objective Room card



Exploration Deck: Dungeon cards plus chosen Unexpected Twists cards



- 4** Divide the deck containing the Dungeon Cards and the Unexpected Twists into two halves: Exploration Deck 1 and Exploration Deck 2.



**Objective Room
card**



**Exploration
Deck 1**



**Exploration
Deck 2**

- 5** Now, shuffle the Objective Room with the Exploration Deck 1 and place it upside down on the table.

- 6** Finally, simply place Exploration Deck 2 on top of the Exploration Deck 1 (which contains the Objective Room) but do not shuffle both halves!

You have now created your Exploration Deck ready for your adventure.



**Exploration
Deck**

UNEXPECTED TWISTS

If you want to add good dynamics to the lay out of your TFD™ boxes and increase the duration of your games, you can use the Unexpected Twist cards when creating the Exploration Deck.

The **Unexpected Twists** cards generate changes to the way you can use your TFD™ boxes, such as making them into mezzanines and ramparts or re-using rooms that have been already revealed previously, adding room effects and giving the DM the opportunity to expand the roleplay elements of their game by generating bounties to claim and non-playable characters to trade and interact with. The Dungeon Master is encouraged to expand the narrative they wish to tell by using the Unexpected Twists as a trigger to create ways of their own design to further enrich their adventure's plot.



SPACES AND AREAS OF PLAY

All *Tenfold Dungeon* sets present a 1" by 1" grid that can be used to represent any square grid from 20x20 mm to 30x30 mm with no real changes in the mechanics of the rules.

Each square can be identified as a **space** or any similar name your favourite game gives to the unit of movement and range.

Each TFD™ box should be treated as an **area** or any similar name given in your favourite game to a well-defined zone made of several spaces and defined by four walls.

Players should determine the areas as close to the original game system used and use the TFD™ walls system accordingly to further subdivide any rooms to fit the purpose of the defined **area** in the game played.

Agree with your players on these terms when larger areas are discovered and make sure that you are all clear on when and how to use the Walls System to this purpose.

YOUR HEROES IN *TENFOLD DUNGEON*



In order to adapt the rules of the Dungeon Generator System to any of your dungeon crawling games, we recommend you match your characters to the table of archetypes provided. Knowing your matching archetype will help when modifiers and special rules are applied when testing their ability facing encounters and challenges proposed mainly by the Event Cards.



Fighters: These all-round warriors excel at causing physical damage, and are well versed in utilising a variety of weapons and armour.



Barbarians: Savage warriors that cause lots of damage but lack the armour of a fighter.



Paladins: Well armed and armoured warriors with some healing and spells. They are often slow and cumbersome.



Clerics: Spellcasters dedicated to healing and defending, as well as using spells that repel demons and the undead.



Casters: Wizards and sorcerers that generally specialise in offence spells.



Eldritch Casters: Spellcasters, druids and bards that specialise in hindering their enemies or which summon creatures to aid them.



Rangers: Ranged specialists such as archers and snipers. They may also have herbal healing knowledges.



Thieves: Highly manoeuvrable and lightly armoured. Thieves, engineers and rogues often excel in arming and disarming traps and opening locked doors.



Assassins: Warriors who depend on their ability dodge attacks as opposed to blocking them. They deal high damage and often have knowledge in poisons and venoms.

TEST ROLLS

Certain events, encounters and challenges may require to **pass a test** to succeed in the task.

If the game you are playing has rules for traps and tests already in place, you should use them. If it doesn't and you would like to include these, we have included a simple ruleset for you use them.




Whenever a trap has been triggered, each player affected should roll 1 six-sided dice (D6) and attempt to roll higher than the test score, adding or subtracting any modifiers. Each card will inform you of the test scores, modifiers and success and failure effects.

A test roll of 1 is always considered a failure, even if the hero would succeed after adding modifiers.

The table in the Traps section later in this book will then explain the results on passing or failing the test. Archetype modifiers to the target number may apply.



EXAMPLE OF A TEST:

PIT TRAP	
Test: 4+	-1  +2  
Success!	No effect. Receive 1 XP.
Failure!	Fall into the pit. Receive one minor wound. Miss your next turn climbing up.

In this example a player needs to score a result of 4, 5 or 6 on a D6 to succeed on the test and receive one Experience Point. If the player was controlling a Barbarian archetype hero, the result needed would be a 5 or 6 (-1 to the result) whereas if the hero was a Rogue, a 2,3, 4, 5 or 6 would be enough (+2 to the result).



EXPLORING THE DUNGEON

The *Dungeon Generator* system is only a complement to your favourite game to help you generate random adventures in just a few moments. You will have to be familiar with your game system and ensure any needed changes are set and well explained to your players when playing with the *Dungeon Generator*.

We assume that at some point during your game there will be an exploration sequence/phase when one or several dungeoneers will face an opening that leads to a new unexplored area.

In the *Dungeon Generator* and the *Tenfold Dungeon™* system, new areas are always linked by a door that clip the existing room (box) and the new one together. When the new area is revealed, normally by having a hero standing adjacent to that door, the active player must draw a Dungeon Card from the Exploration Deck.

The Dungeon Card will depict the new area (TFD™



box) indicating the location of doors and other features and any rules that describe the area.

In general, players should feel free to set the TFD™ room as they turn up as it better fits their gaming area as long as the entrance points and exits match with those described in the illustration on the card.

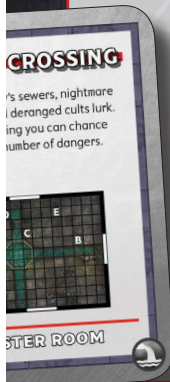
Your favourite game system may have a different and established rules mechanic to explore new areas of the game. If that is the case, follow those rules to keep up as much as possible with the mechanics of the system you choose.

DUNGEON CARDS

There are four types of Dungeon Cards in the Exploration Deck: Dungeon Rooms, Passageways, Master Dungeon Rooms and Objective Rooms.

DUNGEON ROOMS

Although Dungeon rooms can have different shapes and sizes, they all share two characteristics that differentiate them from Passageways and Objective Rooms: They have four doors (including the one the dungeoneers entered the room by) and they all trigger Event Cards!



When a new Dungeon Room is discovered, locate the corresponding TFD™ area (box) and clip it to the door adjacent to the hero that revealed it.

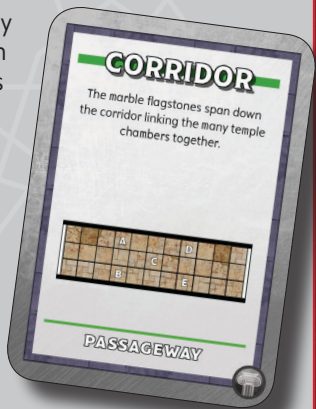
Place all the doors and features as indicated and draw an Event card (see page 27 – **Event Cards**).

Once the new room is set, continue playing as your favourite game indicates. In certain rules systems, exploration would end the active player turn's altogether, in others the hero may resume his or her turn, often completing the movement sequence.

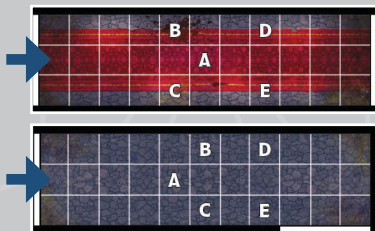
PASSAGEWAYS

Passageways are generally connecting routes between rooms. Some passageways connect rooms at same levels, others, like the Ramparts will bring a new 3D level to the dungeon.

Corridors and Turns are links between rooms with little interest and seldom constituting a challenge. Corridors have an entrance point (blue arrow) and



one door leading to a new Dungeon card at the far end whereas Turns have the exit point in a one of the walls adjacent to the entrance.



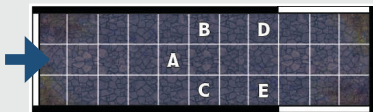
If the DM wishes, they can still draw an Event Card for a passageway. This can result in interesting and tactical battles within a confined area, where manoeuvrability is limited. Likewise, a passageway can be an ideal location for an RPG encounter such as a puzzle or non-player character is encountered who can further expand the story's narrative. As such, the Passageway Dungeon Cards have encounter spawn points placed for those DMs wishing to use them.



UNEXPECTED TWIST CARDS: T-JUNCTIONS

These are the trickiest passageways to navigate as they present the dungeoneers with a choice of paths to explore.

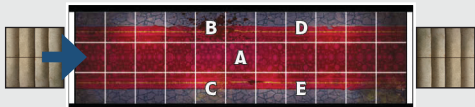
When an Unexpected Twist card produces a T-Junction passageway, the next passageway drawn is turned into a T-Junction. Divide the Exploration deck in two sub-Exploration decks starting from the bottom of the pile. Place each sub-Exploration deck next to the exits marked at the T-Junction. As the dungeoneers go one way, cards are revealed from the corresponding deck until reaching the Objective Room or the deck is exhausted - Dead End the party must retrace their steps! Keep this card close to the board to remember to use this on the next passageway drawn.



UNEXPECTED TWIST CARDS: RAMPARTS

When a Rampart Unexpected Twist card is revealed, the next Passageway box is turned into a rampart according to the card's description. Simply turn that passageway upside down. Keep this card close to the board to remember to use this on the next passageway drawn.

Ramparts are elevated corridors that take the adventurers to a new level on the dungeon. Ramparts must be set with a staircase at both ends.



MASTER ROOMS

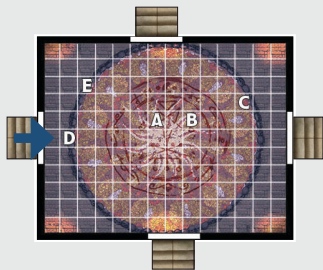
When not being used as Objective Rooms, you can use the spare larger Dungeon Rooms and their cards as Master Rooms. These rooms are treated exactly the same way as the Dungeon Rooms, and they have their own Master Room cards too additionally to the Objective Room cards!



Master Rooms trigger **two Event cards** instead of one when discovered and each one may carry special surprises as detailed in their card.

UNEXPECTED TWIST CARD: MEZZANINES

When a Mezzanine Twist card is revealed, the next Dungeon Room is replaced by its mezzanine counterpart as described on the card. If a Dungeon room has not been revealed yet, keep this card close to the board to remember this.



A mezzanine is treated exactly the same way as a room, except the TFD box is set up upside down and each door is replaced by a set of staircases. If players run out of stairways, the mezzanine will reduce the number of exits accordingly. If no more stairs are available, the mezzanine is also considered a dead end in that direction!

· DM GOLDEN RULE ·

PLACING DOORS AND ALTERNATIVE ROUTES

Each Dungeon Card features the room or passageway that will be placed next, as well as the location for any doors that are found in the room.

Depending on the length of the gaming session you have, or the area of space you have to play, you may wish to remove certain doors to make a more linear dungeon. Likewise, you may wish to change the location of the doors or set up the rooms in a slightly different position than is shown on the card to fit your gaming space or make a more thematic looking dungeon.

If you have multiple doors in a room, this will create alternative routes for the players to select from. If you want your dungeon to be less linear and more interesting and complex, when multiple doors are found, divide the Exploration Deck in two sub-Exploration Decks starting from the bottom of the pile. Place each sub-Exploration Deck next to the exits marked at each door.




PUSHED DOWN

If your gaming system has rules for being pushed off edges, you should use them as much as possible. If they don't but you would like to include the environmental effect of being pushed off a rampart or mezzanine we have created a simple rule for this.

Minion class enemies can be pushed off a Rampart or Mezzanine as a result of a close combat or a range attack if they are stood next to an edge. When an enemy receives an amount of damage equal or above half its original amount of life points **with one single attack**, the enemy may fall off.

The attacker can test to check if he or she can push down the target enemy with the below test. If an enemy is pushed out of play, any loot or treasure they would leave is lost.

Test: 5+	+1 
Success!	The creature falls. Remove from play. Does not affect ether or ghostly creatures.
Failure!	No effect

You may wish to give certain hero archetypes bonuses or penalties to perform a **Push Down**, depending on the theme and lore of your gaming system. For example, a Paladin with a shield may gain a +1 bonus as they shield

bash their opponent off the edge. You may also wish to exclude certain enemies from being pushed off, such as ghosts or spirits. This is down to the DM's discretion.

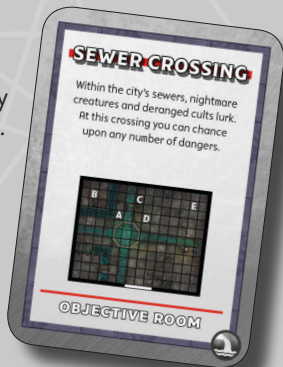
UNEXPECTED TWIST CARD: DEAD-ENDS

When an Unexpected Twist card brings a Dead-End, the next Dungeon Room, Master Room or Passageway will have no other doors than that from which the dungeoneers entered the area. They must turn around and re-trace their steps.

If the Exploration Deck runs out of cards, the last card pulled will also be considered a Dead-end. Do not place any more doors on it.

OBJECTIVE ROOM

This is the final goal of every dungeon crawling adventure. Here the dungeoneers will face the final boss, the greatest challenge and receive the biggest rewards and glory! Or face the ultimate and shameful death!



They only ever have one door (the entrance doors) and we recommend you use the Double Gate door frame to represent the entrance to such a glorious room!

Objective Rooms are not Dungeon Rooms and they follow their own set of rules.

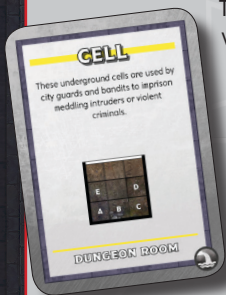
Objective Rooms, like Master Rooms trigger two Event Cards, but unlike Master Rooms, the first Event Card is drawn from the Event Card Deck. After that has been resolved, the next Event Card to be played is the Boss Encounter, that has been selected or randomly drawn by the DM.

Since there are two sets of cards representing the same large Dungeon room (as Objective Room and as Master Dungeon Room), make sure you choose your Objective Room before using the Master Dungeon Room cards and that you remove the Master Dungeon Room card counterpart and you don't end up having two cards of the same TFD™ box in play at the same time.



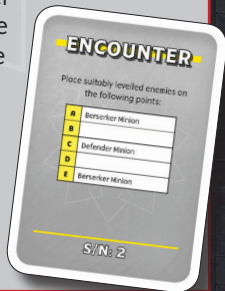
SPAWN POINTS

When you draw a Dungeon Card, the room or passageway will feature various letters (the Spawn Points), that match up with the corresponding points on an Encounter drawn from the Event Deck.



The Encounter on the Event Card will state what enemies you will face in this room, and what points in the room to place these enemy models. If you ever have an Event Card with more enemies to place than you have Spawn Points, place what you can and keep the remaining enemies aside. Place them at the start of the first turn their Spawn Point becomes available, as they arrive at the board as reinforcements.

Due to the random nature of the Dungeon Generator, there may be times when the positioning of enemies isn't very tactical. Maybe a healer has been placed at the front rank, while a fighter is placed all the way at the back of the room. If the DM wishes to take more control of the positioning, at their discretion, they may swap round the spawn points to better suit their adventure, and pose a real threat to the dungeoneers.





· DM GOLDEN RULE ·
FIGHTING AT ELEVATED HEIGHTS

There may be times when a combat takes place over two different levels. You might be using your TFD set to create a mezzanine within a larger room, be using terrain miniatures, or considering certain artwork on your TFD box such as the Temple's Pitfall Chamber, as different levels that the models are occupying.

The DM may want to include additional rules to cover these situations. If your system has rules for fighting at different heights, you should use them wherever appropriate. If not, the DM can reward a bonus to the model fighting from higher level. Bonuses can include a re-roll to a fight roll dice, and additional +1 to hit, or any relevant bonus for your gaming system.

EVENT CARDS

When a new section of the dungeon is set, chances are that enemies and other creative surprises will spring once the door is open. When a **Dungeon Room** is discovered, an **Event card** is drawn and put face down in the centre of the room. The first dungeoneer who enters that room will reveal and play the Event card.

EVENT CARDS SEQUENCE OF PLAY

Sometimes more than one Event card may turn up as a result of several draws or the discovery of a large Dungeon Room. Each Event card has a sequence number indicated on the card (displayed as S/N) and whenever the case, these must be played from lower to higher sequence value.

If two or more Events happen have the same sequence number, they are resolved simultaneously. If they are not able to be resolved simultaneously, assign each card a dice and roll to see who is the highest and lowest (re-rolling any duplicates), then continue as if these are the new sequence numbers for the cards. Unexpected Twist cards are always played after an Event card.

It is most likely that your favourite game system has a different rules mechanic to determine and resolve events triggered after exploring a new area. In this case, we recommend you to follow the game's rule to keep up as much as possible with the mechanics of the system you choose.

EVENT CARD TYPES

The Event Cards used are split into several different categories, that will allow the DM to a varied and thematic adventure. The categories are as follows:

ENCOUNTER

This is the most frequent encounter and will features a battle against the DMs chosen enemies. There are more details on enemy types below.

ENCOUNTER AND TRAP

In this encounter, the dungeoneers have triggered a trap that they must first try to avoid or disarm or risk taking damage from. Once the trap has been resolved, they must battle against an encounter of enemies.



ELITE ENCOUNTER

This is often an encounter against fewer, but tougher enemies and the whole encounter may be slightly tipped in the DMs favour.

RPG ENCOUNTER

This is a non-combat encounter that features riddles and puzzles. The DM is encouraged to be creative with these, and tailor them to their dungeons theme, their players gaming experience and additional resources such as dungeon furniture models that are available to them.

MINI BOSS ENCOUNTER

This is an encounter against a single boss model that should challenge the dungeoneers. This can be a monster or legendary opponent.

BOSS ENCOUNTER

This is the climactic battle against the final boss and their minions of the DM's adventure and should challenge the players to their limits. Boss Encounter cards are always triggered in the Objective Room and do not need to be shuffled into the Encounter Deck. You can choose your final Boss to fit the theme of your adventure, or randomly select one.

· DM GOLDEN RULE ·

IGNORING/CHANGING EVENT CARDS

Due to the random nature of the Dungeon Generator, there may be times when you draw a card that you don't deem to be appropriate for your adventure. Maybe the dungeoneers have fought their way to the objective room ready for the final epic battle. The first Event card is drawn, and it ends up being a puzzle that would have no effect in the current room.

During these situations a DM is encouraged to ignore this event card and swap it for a more suitable event that fits their narrative better. If you still wish for a degree of randomness when doing this, you can create a side deck of unused Event cards and draw from these or you can use the blank Event cards to create encounters and events specifically for situations such as these.

TRAPS

Whenever the players turn over an Event Card that triggers a Trap, the DM can choose to activate an appropriately levelled trap from their gaming system. If their gaming system doesn't include traps, they can select or randomly roll for one of the traps below. The trap type and effect is stated below:

TRAPS

Encounter	D6 Roll	Test to Avoid	Effect if Failed
Pit Fall	1	4+	Fall into the pit. Receive one minor wound. Miss your next turn climbing out.
Slicing Blade	2	3+	You are sliced by the heavy blade. Receive one Major Wound and gain a Condition Marker.
Poison Darts	3	4+	You have been poisoned. Receive one minor wounds every turn. You can treat the poison by missing a turn to treat it.
Fungus Spore	4	5+	You are gagged by a cloud of fungus spores. Gain a Condition Marker.
Rolling Rock	5	3+	A boulder hurtles towards you. All dungeoneers (whether they are in the area or not) must roll to evade. If failed receive two wounds.
Cage	6	4+	You are trapped in a cage or net. Miss a turn until you can roll a 5 or 6 to escape. An ally can assist by missing their turn.

ENEMY TYPES

A DM should decide what type of enemies they wish to use in their adventure. They should choose these based on their chosen theme. The dungeoneers may have to battle against a marauding orc swarm in an abandoned castle, or maybe against a hoard of undead in a ruined temple. The Dungeon Generator gives you three different levels of difficulty of enemies that you can use to build exciting and varied encounters, as well as all the archetypes you'll need to utilise the many different classes in your favourite system. These are explained below.

ENEMY LEVELS

MINION. These are low level threats that individually shouldn't be too challenging for the dungeoneers but should form a challenge when in a group or supporting an elite enemy.

ELITE. These are unit commanders or champions. They should offer a much tougher challenge to the dungeoneers, and with the assistance of additional Elite enemies or a group of Minions will be a formidable encounter.

BOSS. A Boss is a formidable foe that can challenge the dungeoneers to their limit on their own. A Boss can also be accompanied by Minions or Elite allies to form a climactic

final fight, or midpoint challenge, for the adventure that the dungeoneers must use all of their skills and expertise to survive.

ENEMY ARCHETYPES

GRUNT. These should be the rank and file and most numerous encounters that the dungeoneers will face. These can range in variety depending on the adventure's theme from rats and spiders, to goblins and orcs or skeletons and zombies.

BERSERKER. These enemies specialise in causing a high amount of damage, often at the expense of their own defence. These include enemies armed with double handed weapons, assassins and barbarians.

DEFENDER. These enemies are heavily armoured, naturally tough or equipped with shields that give them extra protection. They don't always deal a large amount of damage and are often slow but are not quickly killed. These include knights, armoured guards or rock golems

RANGED. Ranged enemies are armed with artillery weapons such as bows, crossbows, slings or rifles. Ranged enemies also includes spellcasters with ranged attacks such a fire balls and lightning bolts.

HYBRID. These enemies include more than one type of skill set. They may be fighters with limited spellcasting abilities

such as paladins and warlocks or monsters that have impressive physical abilities while able to attack from a distance just as well, such as a dragon or elementals.

SUPPORT. A support enemy does not specialise in being physically offensive or defensive but does offer a range of abilities to both support their allies and hinder their opponents. These can include healers, clerics, witches and alchemists.

· DM GOLDEN RULE ·
LEVELLING ENCOUNTERS

If your gaming system has a levelling cost to ensure that the enemies you choose are balanced, always follow those rules, using the archetypes provided here, levelled appropriately to the dungeoneers. If it doesn't, you will need to guess the correct balance for your encounter. If you are not sure what balance to use, it is always safest to use slightly weaker enemies. If the dungeoneers make short work of them, bring on a second wave that are slightly tougher. This not only allows you to gauge a levels party were no clear rules are indicated but adds further narrative elements as you start to introduce reinforcements.

EXPERIENCE POINTS

Many games offer a system to gain experience (XP). Here you character can increase in strength and knowledge. Wherever possible, you should use your systems XP process. If your system doesn't use XP, but you wish to include some reward for the dungeoneers, we have created a simple XP system that you can utilise. Below states how dungeoneers can gain XP and what uses they may have for it, either individually, or as a group.

Certain encounters will put the dungeoneers to the test and in return for their success, they will produce Experience Points.

Experience points are a measure of wealth, heroic deeds or any other form of reward that indicate the progression of the dungeoneers in the awareness and knowledge of the dungeon.

Players must record the Experience Points (XP) received every time they successfully pass a challenging encounter as indicated in the table on the following page. We have included blank spaces on this table so the Dungeon Master can create their own type of Encounters and rewards according to their adventurers and game systems.

Encounter	XP Gained
Killing an Elite enemy	1
Taking part in, and surviving, a Mini Boss encounter	2
Taking part in, and surviving, a Boss encounter	3
Successfully evading a trap	1

XP's can be used to improve rolls and outcomes during Encounters and other tests individually and for the Hero's benefit or as a Group as indicated in the table on the following page. For Group benefits, one or several players can 'chip in' any XP's earned to pay for the amount needed to benefit the entire group of heroes.

Action	Value in XP	Used By:
Ignore one Unexpected Twist card	2	Group
Ignore an Event card and draw a new one	2	Group
Discard an Event card altogether	4	Group
Move one space	1	Hero
Re-roll a Test	1	Hero
Ignore test Archetype modifier	1	Hero
Automatically pass a Test	3	Hero
Heal a minor wound/stamina	2	Hero
Heal a major wound	4	Hero

A series of blank spaces are provided on this table for those players and DMs that may want to create their own Experience Point rewards in their favourite game system.

TAKING DAMAGE IN TENFOLD DUNGEON

Whatever system you're using with your Tenfold Dungeon sets, there is likely a ruleset for taking damage and wounds. You should always use the rules presented in your system whenever possible. When using the Event or Unexpected Twist cards or when taking damage from an enemy or trap, any wound that is stated as a "Major Wound" is considered to be taken from a model's main wound or health stat. Once this runs out, they are dead or removed from the game, as stated in your system's rules.

Some systems may have alternative forms of damages, for example damage that temporarily lowers your skills, fatigue or stamina. If your system includes such a rule, use this when a model suffers a "Minor Wound". If your system does not include these rules but you would like to utilise Minor Wounds, we have created the following rules:

MINOR WOUNDS

When a model loses a Minor Wound, they take a standard wound as if they had taken a Major Wound. This wound will automatically heal at the end of the current encounter.

CONDITION EFFECTS

Some game systems may include rules for a variety of effects, such as being knocked down, becoming stunned or stupefied or suffering a contusion or minor shock. If your gaming system doesn't and you wish to use to include some we have created a set of rules that allows it.

When using the *Dungeon Generator* rules, after a hero suffers a **Condition Effect** from an injury, an event or a trap, place a chit or a token to mark that on the character. This can be done by simply writing the condition on the character sheet or placing a wooden cube or any other flat counter next to the hero's miniature.

A hero marked with a Condition Effect, suffer the following penalties until the condition is removed or overcome:

- Subtract 1 from result of any test for every Condition marker accumulated.
- Reduce one space the movement allowance for a hero if he or she has any Condition markers.

The effects of Condition can be healed using any form of healing object, medium or equipment (like healing potions, parchments, minor healing spells, etc.).

A player can remove the effects of 1D6-1 Condition affecting the hero every time they use any form of healing or recovery item, spell or ability.

MAGIC PORTALS

If you are playing with the TFD™ magic portals, you can include the two or four **Magic Portal** Unexpected Twist cards in the Unexpected Twist deck (two red Magic Portals and/or two blue Magic Portals). Magic portals can be used in many ways, you can decide to link them all as they turn up or link them by colour. Here is how they work.



Portals come to play in the form of **Unexpected Twist** cards and replace one of the doors in the next Dungeon Room revealed. The door they replace cannot be the one dungeoneers entered the room by.

When a hero decides to explore through a Magic Portal, the game reaches a new level as a new dungeon is formed altogether. This is a great opportunity to use a different setting if your collection allows for it!

When the first hero enters the new area through the portal, place the first card from the **inter-dimensional Exploration Deck** somewhere on the table and clip a portal door of the same colour in the entrance position.

From this point, all the explorations that follow are drawn from the inter-dimensional Exploration Deck. To return to the main dungeon, dungeoneers must go back to the entrance portal.

If another portal is revealed in the inter-dimensional Exploration Deck is the players choice to make it link back to the original dungeon or to create a second inter-dimensional Exploration Deck!

THE INTER-DIMENSIONAL EXPLORATION DECK

- 1** Select or randomly pick an Objective Room card of your collection and set it aside.
- 2** Select or randomly pick six Dungeon cards from your collection. If you want, add two Unexpected Twists cards to the inter-dimensional Exploration deck and shuffle all the cards thoroughly.
- 3** Divide the deck into two halves.
- 4** Mix the Objective Room with Exploration Deck 2 and place it under Exploration Deck 1 as you would do normally.

After revealing the next Exploration Deck card - an Unexpected Twist: Magic Portal (Blue) - the barbarian player states that in the next room placed, a door will be replaced by a Magic Portal.

Now, the DM decide to create a new themed sub-dungeon. This magic portal will take them to the ruins of an ancient and mysterious Temple! They will be using The Temple TFD™ collection to create the inter-dimensional Exploration deck.

Continuing with the turn, the Elf ranger enters the portal and reveals the first Dungeon card in the new Exploration deck. It is a Passageway. The area (box) is set in a convenient place on the table with the other blue magic portal plastic door as the entrance point and the inter-dimensional Exploration deck next to it, all ready to build up as the new exploration continues.



**Objective Room
card**



**Inter-dimensional Exploration Deck:
Dungeon cards plus chosen
Unexpected Twists cards**

· DM GOLDEN RULE ·
ADDING ROLEPLAY ELEMENTS

You may wish your adventure to be a simple story that sees the dungeoneers hacking and slashing their way to the final boss. If you wish to do that, the Dungeon Generator more than has you covered with a huge wealth of encounter cards.

If you wish to add roleplaying elements that further enriches your narrative, we have included several opportunities to do so with certain Event and Unexpected Twist cards. These can include an appearance of a non-player character (NPC) that you can use to have a verbal encounter with. Maybe the dungeoneers can talk the NPC into giving them clues to find secrets within the dungeon, or hints on how to defeat the final boss. You can also use NPCs to give hints and teases of future adventures.

There may be times when you wish to add further roleplay elements to rooms after an encounter has taken place or little has occurred within the room. For example, you may place a dungeon room, and randomly draw a trap. This leaves a large room with no enemies to fight.

There is a wide variety of furniture and terrain available (or if you are a hobbyist, you can build it) that you can add to the dungeon rooms. This not only add a visual element to your games but gives the dungeoneers something to search as well as added tactical challenges such as blocking line of sight and movement. As a DM, this gives you a wide variety of roleplay elements to include. Maybe the dungeoneers have found an item, triggered a trap or raised an alarm, the only limits are your imagination.

You should always feel free to add roleplay elements to expand and enrich your adventure and keep the pace of the game flowing, just remember to try and keep everything as balanced as possible.



GLOSSARY OF TERMS

Dungeoneers: the miniatures controlled by the players.

Enemies: the miniatures controlled by the DM or the game AI.

Miniatures: all the character in play both enemies and dungeoneers.

Archetype: in these rules and while using the *Dungeon Generator* archetype refers to those provided on the pages 10-11.

Area: all *Tenfold Dungeon™* boxes described as Dungeon Rooms, Passageways, Mezzanines, or Ramparts.

Dungeon Room: Exploration cards described as Dungeon Rooms.

Passageway: Exploration cards described as Passageway.

Line of Sight: if LOS is applied in your favourite game, this is always blocked through any door, open or closed.

Wound: a generic term that refers to the measure of vitality or health a hero has in your favourite game system.

Adjacent: different game systems treat the concept of adjacent in different ways. Some systems consider adjacent both the diagonal and the orthogonal spaces, whereas some others only orthogonal spaces count as adjacent. Bear this in mind when using the *Dungeon Generator*.

Stairs: stairs occupy the same number of spaces as they represent when placed on the room. However, only one miniature can be occupying one set of steps at a time. This is a compromise to the actual space available to represent that miniature holding the higher ground that the “staircase” represents.

STARTING AN ADVENTURE **WITH TENFOLD DUNGEON**

Our DM wishes to run an adventure they have written for their favourite gaming system using their *Tenfold Dungeon* set. The story is that the heroes will be taking back a castle that has become overrun with orcs and goblins.

It's randomly decided that the climactic final battle will take place in the castle's courtyard, so the DM takes the **Courtyard Objective Room** card and puts it to one side.

They then take all of the **Dungeon Room** cards for the rooms they wish to use. The DM looks at the **Unexpected Twists** cards and decides that they want to use the T-Junction card as well to give the dungeon a little more variety. The DM's gaming group is new to gaming and this is their first game, so picks the Bounty card. This will allow them to utilise their dungeon a little more, while expanding their story. If the

heroes kill the bounty, they'll have a reason to go back to town and claim their prize. The final Exploration Deck size is 17 cards: 15 Dungeon Rooms and 2 Unexpected Twists.

The DM then shuffles the Dungeon Room and Unexpected Twists cards and splits the deck into Exploration Deck 1 and 2. The DM then shuffles the Objective Room card into Exploration Deck 2 and places Exploration Deck 1 on top of this, creating the complete **Exploration Deck**.

The DM knows he wants the villains to be orcs and goblins but isn't sure on who the final boss will be, so randomly selects a **Boss Encounter** card. They draw an encounter against a Ranged Boss, so decide that this will be represented by an Orc Shaman who has masterminded the attack. The DM puts this card aside, it will be automatically triggered when the Objective room is placed. The remaining Boss encounters are put to the side and aren't used for the remainder of this adventure.

The DM then takes the **Event Cards**. Their gamers are new and are all starting levels, so removes the Elite Encounter cards, they'd be too tough for this gaming group. But the DM does want a Mini Boss somewhere in the adventure, so takes the **Mini Boss: Berserker Boss** card and sets the others to the side. The DM also decides to put a couple of **Traps** and **Trap & Encounter** cards in and one **Puzzle** card in, and the rest are standard Encounter cards. 17 encounters in total, one for each room and passageway,

plus the additional one each for having an Objective Room and Master Room in the Exploration Deck.

The DM now decides what enemies they will use. They want to keep it simple as it's their gamers first adventure.

Grunts will be Goblins, **Rangers** will be Goblin Archers, **Defenders** will be Orcs with Shields, **Berserkers** will be Orcs with Double-Handed Axes, **Hybrids** will be Orcs with Crossbows and Axes, the **Berserker Mini Boss** will be a Troll and the **Ranged Boss** will be an Orc Shaman. Any Elites will be tougher versions of the Minions, so an **Elite Grunt** will be a Goblin Champion, for example.

With that all sorted, the DM then draws the first card from the Exploration Deck as the **Entrance** card and places any doors that they wish to use in the room. The heroes then set up by the starting door. The DM then draws the first Event Card and places it face down.

The first player steps into the room and turns over the Event Card, an encounter against two Grunts and a Berserker and places them in the corresponding **Spawn Points**. Using the game system's rules for initiative and combat, the players decide on a starting order and the adventure begins!

