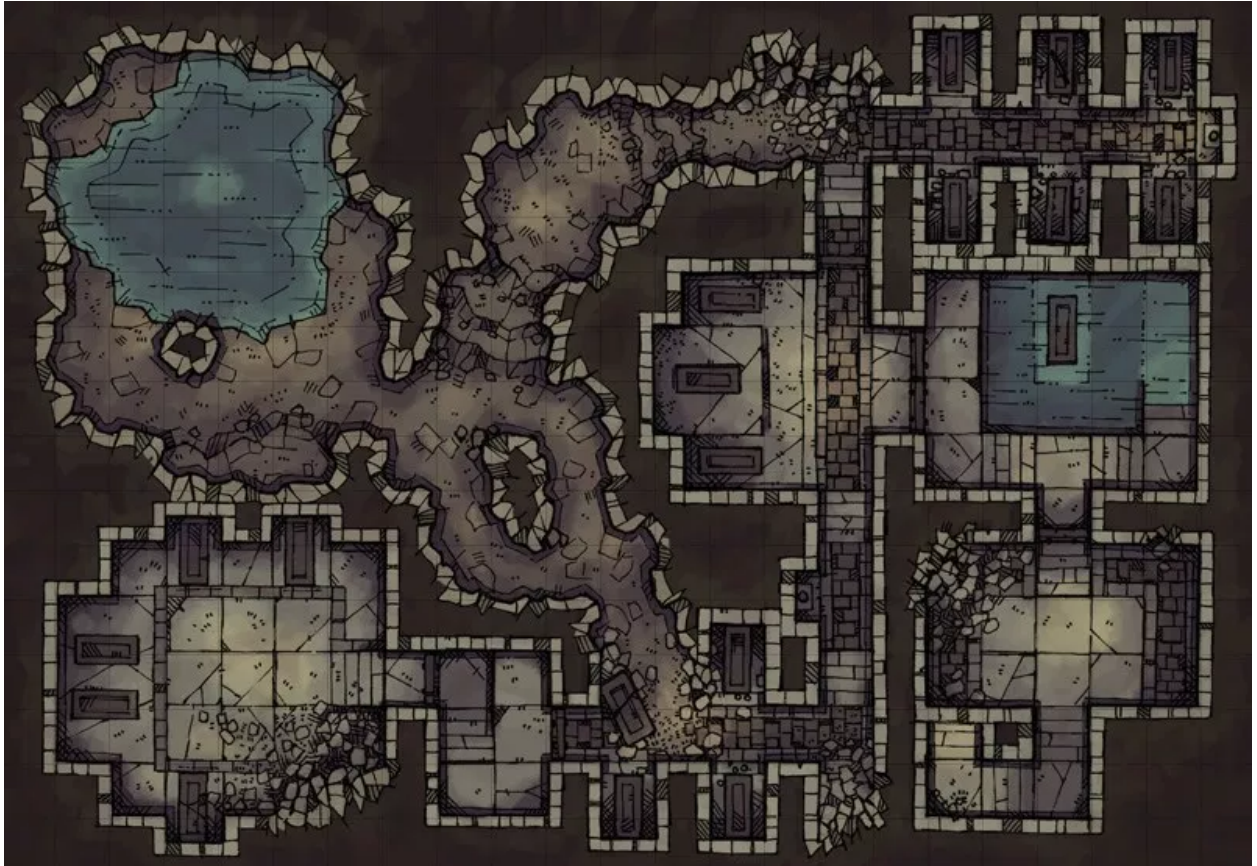


Dungeon Crawler Tactics Campaign Guide



v0.8

*Collated, imagined, and expanded upon by
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Intro	3
Winning the game	3
Campaign Play	3
Dungeon Crawling	4
Setup	4
To Start Playing	5
Pre-set Adventure Notes / Rules	5
Additional rules for backwards compatibility with D&D Adventures	9
Scaling Encounters	9
Sequence of Play	9
Hero Phase	9
Exploration Phase	10
Villain PHASE	11
Movement	12
Activating Traps	12
Condition: Advantage	12
Condition: Disadvantage	13



Condition: Stunned	13
Powers	14
Combat	14
ATTACKS	14
Daily Powers	15
At-Will Powers	15
Utility Powers	15
Targeting	15
AC and HP	15
Attack Bonus	16
Damage	16
Critical Hits	16
Critical Fails	16
Defeating Monsters	16



Defeating Heroes	18
Regaining Hit Points	18
Healing Surges	18
Card Decks	19
Encounter Deck	19
Treasure Deck	19
Treasure Tokens	20
Monster Deck	20
Chamber Cards	20
Campaign Play	20
Before the Adventure	20
After the Adventure	21
Town Actions	21
Sell Items	21
Buy Items	21
Trade Treasure Cards and/or GP	21
Level Up	21
Deck Building	22
Updating the Monster deck	22
Updating the Encounter deck	24
Building a Treasure Deck	25
Appendices	26
DCT Adventures	26
DCT History	26
Monsters and Misc DD Adventures Links and Info	26
Treasures	27



Intro

This Campaign Guide serves to extend the Dungeon & Dragons Adventure System board games, and is intended to work with the Dungeon Crawler Tactics Player's Handbook. In the Campaign Guide we examine applying the Dungeon Crawler Tactics RPG System to 3-D modeled terrain as well as developing your Hero over time with XP, levels, and new powers.

In DCT, Hero development is equally important to the experience as is the tactical combat scenarios. Each Hero begins with the same base stats and no Powers. Choose your Hero's species, then select a Job. Heroes are created using Jobs. These are predefined packages of Powers as well as access to groups of At-Will, Utility and Daily Powers. In this way, DCT is backwards compatible with the existing D&D Adventures board games that originally inspired it but is now highly extensible. Finally, develop your Hero the Job packages used to build them, advance with experience obtained in battle and choose how to spend it.

Each player chooses one or more Heroes to play and his figure. The Hero record should contain all the Hero's Powers and stats. If a new Hero is needed, see the [Character Creation](#) in the [Dungeon Crawler Tactics Player Handbook](#).

If using a pre-built, 3D dungeon board, be sure it is set up and contains the Adventure card in the dungeon section containing the Adventure's goal.

If using the standard quest Tiles, set up the Dungeon Tile stack with the Starting Tile, Named Tiles, any Quest Tiles based on the adventure's setup instructions, and follow the Named Tile setup instructions.

Treasure Cards your Hero owns are placed face up in front of you. As you defeat Monster and Trap Cards, place them to one side so that the dungeon is being cleared out while you play..

To Start Playing

1. Select a pre-made Hero or create one using the rules outlined in the [Dungeon Crawler Tactics Player's Handbook](#).
2. Shuffle the Monster cards into their own deck. Do the same for the Encounter cards and Treasure cards. Place these three decks in easy reach of all the players. Randomize all of the Trap and Treasure tokens and keep them face down in easy reach of all the players.
3. Place the die and the various figures in easy reach.
4. Check the "Adventure Setup" section of the adventure you are about to play to see if your chosen adventure calls for any specific cards, game pieces or terrain and make sure those have been included in the adventure setup.
5. Unless the adventure says otherwise, place two Healing Surge tokens on the table beside the board. These are the group's surges for this adventure.
6. Unless the adventure says otherwise, place each player's Hero figure on any square of the designated Start area of the dungeon board. Adventures and cards refer to the players as "Heroes."
7. You are now ready to begin play. The adventure tells you any other rules you need in the "Special Adventure Rules" section.



Pre-set Adventure Notes / Rules

- Populating a pre-built dungeon can be done as follows
 - Place Encounter Cards
Select the Encounters you want to have pre-set in your dungeon. Place one each in a location in the dungeon (like in a room). Draw any cards required for the Encounter and place them underneath the Encounter card.
 - Place Monster Cards
Select a Monster(s) you want to populate your dungeon. Place them in a location in the dungeon (like a room).
 - Place wandering monsters
 - Place a placeholder monster token on the table in place of a specific Monster mini. When any Hero or Monster moves to a square within two spaces of a wandering Monster token, draw a monster card and replace the token with the Monster's mini.
 - Encountering Pre-set Encounters
When Heroes come within 5 squares of a pre-set Encounter or Monster then turn the card(s) over. If the card is an Encounter then follow the instructions on the card. If the card is a Monster, place its figure on the board and give the Monster's card to the player whose Hero attracted the Monster's attention.
 - When Heroes enter an area 5x5sq. or larger then activate the Encounter or Monster cards present in the room. This happens no matter the room's size. If the Heroes stumble across a giant cavern with an Encounter card then the card is activated as soon as a Hero crosses the threshold of the doorway into the giant cavern.
- Special Adventure rules for Pre-build/3D Dungeons
 - Exploration Phase
 - If your hero occupies a square adjacent to an open edge do NOT draw a tile. Everything is already laid out.
 - If the hero moves to a new dungeon board section, draw a monster and place it on any open square on the same tile.
 - Villain Phase
 - If there is a villain present activate the villain
 - Activate each monster and trap card in the order in which they were encountered.
 - Chamber Cards
 - Chamber cards represent pre-set Encounters. Chamber cards are placed in an area at least 6sqx6sq. After the room is built put the Chamber card in or next it. When the Heroes enter the Chamber turn the card over it and encounter it as if it had been drawn from the Encounter Deck.
 - When heroes enter a room at least 6x6sq. that does not already have a chamber card, draw a chamber card from the deck instead of a Monster card.
 - Portals
 - When entering a magic portal, the hero exits from the matching portal. Traveling back and forth is possible.
 - Encounters
 - If the tile has a pre-set monster, encounter or chamber play it instead of drawing a new one.
 - Search Results



- Closed chest = + 1 Treasure Token
- If the Character is adjacent to a token/dungeon dressing item that is a pile of coins, the character may search the pile as one of their actions

Roll D20 and add the character's level and find the result below:

Roll	Coins
1 - 10	100gp
11 - 17	200gp
18+	300gp

- Treasure chest or pile
 - If a character is searching a treasure chest, crate, barrel or pile of treasure, roll D20, add the character's level, and find the results below from the treasure deck

Roll + level	Treasure found
1	100gp
2	200gp
3	300gp
4	Fortune: Moment's Respite
5 - 6	Potion of Recovery
7	Lift the Curse
8 - 9	Bolster
10 - 11	Brief Rest
12	Fortune: Intimidating Strike
13 - 14	Potion of Healing



15	Fortune: Intimidating Strike
16 - 18	Camp
19	Follow through
20	+1 XP to pool
21	Wand of Acid Arrows
22	Potion of Healing
23	Lucky Charm
24	Cat's Eye Head Band
25	Thieves Tools
26	Dwarven Hammer
27	Gauntlets of Ogre Power
28	Wand of Lightning Bolts
29	+100gp per PC level
30	+1 XP directly to character

- Magic Pools
 - When a character drinks ("searches") from a magic fountain roll on the table below to find the effects:

Roll	Magic Pool Effects
1 - 3	Dazed
4 - 6	Immobilized
7 - 9	Poison
10 - 14	No Effect



15 - 16	+1 HP
17	+ Surge Value in HP
18 - 19	Remove and current condition
20	+100 GP

- Searching a sarcophagus or coffin

Roll	Found
1 - 10	Zombie
11 - 19	skeleton
20	Draw a treasure card

Additional rules for backwards compatibility with D&D Adventures

A 'dungeon section' is the basic building block of the dungeon. For [my] convenience and in order to standardize the point of reference, a "Standard Dungeon Section" consists of a (typically square) board of 3D dungeon elements - walls, floors, doors, treasure chests, etc.

A Square is one of the spaces on a dungeon section.

The Start Tile is where heroes enter the dungeon. This is typically a dungeon section that has stairs up (or down) from which the Heroes have emerged to begin exploring the dungeon.

Scaling Encounters

When a player is directed to "...character draws a monster..." it should be treated as reading "...character draws a number of monsters whose total XP value is equal to or greater than the character's level..." In this way Encounter (and similar) cards can maintain an approximately equal challenge as Heroes level up.



For more information on Dungeon construction and the use of a Standard Square and Section see the [3D Dungeon Appendix](#) entry.

Sequence of Play

Play progresses around the table, starting with a player of the group's choice and then proceeding clockwise. You can also each roll the die and let the player who rolled highest go first.

Your turn consists of three phases:

1. Hero Phase
2. Exploration Phase
3. Villain Phae

Hero Phase

If you have 0 HP, use a Healing Surge, if available.

If the active Hero is Poisoned, take 1 damage.

Treasure cards are used now.

Perform two of the following actions during your Hero Phase:

1. Move
2. Attack
3. Disable a trap

Traps can be disabled. While a Hero is on a tile with a Trap, as an action, he or she can attempt to disable that Trap. Roll the die:

◆ If you roll a 1-10, you failed and triggered the Trap! (See [Activating Traps](#)).

◆ If you roll an 11-20, you succeeded! Remove the Trap from the board.

4. Search for a secret door
5. Use a non-combat Power or Item
6. If adjacent to another Hero, trade items
7. Once per adventure a Hero can spend 4XP, from either the party's shared XP pool or their own unused XP, to mark all the Hero's Utility Powers available for use again.
8. Open a door

D20	Door Opening Results
1-10	Unlocked
11-19	Locked door. 10+ to unlock



20	Trapped. Take 1 damage
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Exploration Phase

At the beginning of the Hero's Exploration Phase, if the Hero is within 2 spaces of an Encounter, Chamber or other card already placed on the board then the Hero activates that card.

Otherwise, the player rolls a D20. If they roll less than or equal to the Hero's Level, then the player draws an Encounter Card instead of Monsters. If the player rolled a D20 for their random Monster check and rolled a natural 20, draw a Monster cards randomly to determine how many Monsters spawn

D20 roll	Exploration Result
1 to LVL	Draw Encounter Card
20	Draw a party of wandering Monsters

The Hero's average level determines the number of the encountered Wandering Monsters. Draw a number of Monster cards' XP total as listed below:

1. Determine Challenge Rating

(APL = Average Party Level)

D20 roll	Challenge Rating Target
1	Easy (APL -1)
2-15	Average (=APL)
16 - 17	Challenging (APL +1)
19	Hard (APL +2)
20	Epic (APL +3)

2. Draw monsters until the total XP of the monsters draws equals the challenge rating target determined in step 1.



You may alternately place a trap counter (see below) instead of drawing a monster, assuming for the sake of tracking that it counts as 1XP of Monsters in your total encounter group.

For example:

At the start of the 3rd level Hero's Exploration Phase the player rolls a 20. The party consists of 1 4th lvl and 2 5th lvl Heros. That makes the average party level $(4 + 5 + 5) / 3 = 4.67 = (\text{rounded}) = 5$. The player then rolls again and is facing an Average (=APL) challenge. So, the player draws a monster card and they get a 2xp monster. They draw again and get another 2xp monster. The challenge target is 5xp, so the player draws again. This time they draw a 1xp monster. The total XP of the drawn monsters is 5, which equals the challenge target for the encounter. The party of three Heros has come across a wandering band of 3 Monsters!

Villain PHASE

This is the phase in which you draw and play Encounter cards, as well as when you activate the Villain (if the Villain is in play) and any Monster cards you have in front of you.

If the Hero didn't draw any random Monsters/Traps during their Hero Phase then draw and play an encounter card. This may be in addition to the one drawn and played at the end of the Encounter Phase.

If the Villain is in play, activate him. Activate each Villain one at a time if there are more than one.

Activate each Monster and Trap card in turn, in the order you drew them. Follow the Monster's tactics to see what it does, going down the list until a statement applies. If there is more than one Monster with the same name in play, activate each in turn.

Movement

Your Hero usually moves during your Hero Phase, but some cards ' effects may make you move at other times.

You may move a number of Squares horizontally up to your Hero's Speed in any direction, including diagonally. You may not move into a Square containing an obstruction (such as a wall), Monster, Trap or other Hero.

To move your Hero up or down 1 square vertically costs 2 movement points. If the Hero is next to a 1 Square high area they can climb it but it will slow them down. A Hero cannot climb a wall/object that is higher than 1sq tall. A Hero can move down one square vertically with no movement penalty. If a Hero jumps down vertically more than one square then they take 1 Damage for every square past the first one. For example, if a Hero jumps down a 3 square tall cliff then they take 2 Damage.



Activating Traps

When a Hero moves into a square adjacent to a Trap token they can attempt to disable the trap. When a Hero fails to disable the trap, or when the Hero moves, trigger the Trap and flip the token face up to reveal its effect. Monsters do not trigger Traps.

Drawn trap tokens are placed face down on the board within 5 spaces of the Hero. After placing the trap marker, put the Trap Card in front of you with any other Monster and Trap Cards. On your Villain Phase, the Trap activates like a Monster; take the actions on the card. If it attacks, it does so like a Monster.

A Hero in a square adjacent to a trap marker may attempt to disable it instead of making an attack during their Hero Phase by rolling a 10 or higher. If they succeed, discard the Trap card and/or marker. Hero receives 1 XP for success.

If the token doesn't have a damage number, the Hero suffers no effect. Otherwise, the Hero takes the damage indicated. Then remove the token from the board. If your hero was in the middle of his or her move, you may continue moving them normally.

Condition: Advantage

A divine light blinds a monster, creating an opening. A spell marks an enemy, helping guide attacks to the target. These attacks and others like them cause a Hero to gain Advantage.

- If an attack or other effect causes your Hero to gain an Advantage, put an Advantage marker on your Hero card.
- You can have only one Advantage marker on your Hero card at a time.
- While your Hero has Advantage, the next time he or she makes an Attack, roll the die twice and use the higher result. Then, discard the Advantage marker.
- If your Hero gains Disadvantage while having Advantage, discard both markers.

Condition: Disadvantage

An Air Cultist's bolt releases a blinding powder on impact. The stench of a Troglodyte makes it impossible to concentrate. These attacks and others like them cause a Hero to gain Disadvantage.

- If an attack or other effect causes your Hero to gain Disadvantage, put a Disadvantage marker on your Hero card. You can have only one Disadvantage marker on your Hero card at a time.
- While your Hero has Disadvantage, the next time he or she makes an Attack, roll the die twice and use the lower result. Then discard the Disadvantage marker.
- If your Hero gains Advantage while having Disadvantage, discard both markers.



Condition: Stunned

A mighty blow from Alaeros's axe knocks a cultist prone. Magic vines erupt from Talon's arrow and wrap around a hobgoblin's feet. These attacks and others like them cause a Monster to gain the Stunned condition.

- If an attack or other effect causes a Monster to become Stunned, put a Stunned marker on that Monster's figure.
- While a Monster is Stunned, it skips its next activation and does nothing.
- After the Monster skips its activation, discard the Stunned marker.



Powers

Your Hero attacks using either one of his powers or the powers of a particular item that they can use at that time. Their benefit applies to all Heroes while they are in play. When first building your Hero you select Powers according to your class, species and other factors. These remain with the Hero, and raising up a level grants the Hero a new Power as well.

Whenever your Hero attacks, you pick a power that Hero has and use as described in Combat.

At-Will Powers can be used again on your next turn.

Daily Powers are marked when used and cannot be used again until some other effect allows you to recover it.

Utility Powers are marked when used and cannot be used again until some other effect allows you to flip it back up. These powers don't actively attack monsters, but provide other advantages. Many don't require an attack to use, but specify an alternate time to use the ability.

For more information on Powers, see the [Dungeon Crawler Tactics Player's Handbook](#).

Combat

As your Heroes explore the dungeon, they will encounter cultists, elementals, and other Monsters. You need to battle your way past these creatures to complete the adventure using your Hero's attacks and magic items!

ATTACKS

A Hero makes attacks using either his or her Hero's Powers or the powers of Treasure cards. A Hero's Powers represent weapons, physical training, arcane spells, or divine prayers, depending on a Hero's class.



Daily Powers

Daily powers represent a significant attack or spectacular effect. When you use a Daily power, you mark it used and cannot use it again until some other effect (usually a Treasure card) allows you to flip it back up. Daily powers are the strongest attacks you have access to in the game.

At-Will Powers

At-Will powers are relatively simple attacks, spells, or prayers. Using an At-Will power requires no special effort. It is weaker than a Daily power, so when you use it you do not mark it used. You can use it again on your next turn.

Utility Powers

Utility powers are special maneuvers that don't actively attack Monsters but instead provide other advantages. These advantages may include a specialized move or the ability to counter a Monster's attack. Many of these powers don't require an attack action to use, instead specifying when to use the ability. Unless the card states otherwise, when you use a Utility power, you mark it used and cannot use it again until some other effect (usually a Treasure card) allows you to.

Targeting

When you decide to attack, first determine which Monsters your Hero can target. A power specifies what Monsters you can target, ranging from only Monsters in an adjacent square to a Monster as far as 10 squares away. You cannot attack if the path to the target is blocked by walls, Monsters, or Heros. Most important, keep in mind that you can never trace a diagonal path between squares. Ranged attacks and magic attacks follow Line Of Sight rules. Draw a line from any corner of the attacker's square to the square the attacked unit is on. If all corners on the attacked units' square can be seen with no obstruction, and the target is within range, that attacker has Line Of Sight. If any square corner is obstructed, the target unit is under cover and receives +1 AC for each obstructed corner. If 4 corners are obstructed, the attacking unit does not have Line Of Sight. A Monster or Hero is obstructing Line Of Sight if it's base size is equal to or larger than the attacking unit.

A target unit is under cover and receives +1 AC for each obstructed corner. If 4 corners are obstructed, the attacking unit does not have Line Of Sight.

AC and HP

The AC (Armor Class) of a Hero or a Monster determines how difficult it is to hit. It represents a combination of physical armor, agility, and natural toughness. HP (Hit Points) show how much damage a Hero or Monster can take before being defeated.

For each enemy a Hero's Power or Monster's attack targets, roll a D20 and add the Power's Attack Bonus. If the result is equal to or greater than the target's Armor Class the attack hits. If the attack hits, it deals the listed damage to the target. Use the HP tokens to track damage and HP left.



Attack Bonus

Most attack powers and Monster attacks have an attack bonus. A power with a higher attack bonus is more likely to hit than one with a lower bonus. In addition, apply any Combat Modifiers that apply:

Combat Modifiers

Target is in a space 1 level lower than the attacker	+1 attack per level
Target is in a space 1 level higher than the attacker	-1 attack per level
Unit is attacked from behind or from the side	+1 attack
Unit gives up a Move and only attacks	+1 attack

Damage

If an attack hits, it deals the listed damage to the Monster or Hero. Damage that reduces a Monster or Hero's Hit Points to 0 defeats them (see below). Damage that does not reduce a Monster or Hero to 0 Hit Points stays on that Monster or Hero (use the Hit Point tokens to track damage).

Critical Hits

When a Hero attacks and rolls a natural 20 on an attack *that hits*, that attack deals +1 damage. This damage bonus is in addition to any existing damage bonuses and takes precedence over any armor or other damage reducing status effects the target currently has in place.

Critical Fails

When a Hero attacks and rolls a natural 1 on an attack *that fails to hit*, that attack deals 1 damage to the Hero that attacked. This damage penalty is in addition to any existing damage penalties and takes precedence over any armor or other damage reducing status effects the target currently has in place.

Defeating Monsters

If a Monster is reduced to 0 HP, remove it's figure from the board and draw a Treasure Token per Monster killed.

If the Token grants a treasure, draw one Treasure Card. If a Villain is defeated draw one Treasure Card and one Treasure Token. The player discards the Monster card and receives the XP listed on



the card.

Alternatively, roll on the search results table below (see [searching action](#) section):

Roll + level	Treasure found
1	100gp
2	200gp
3	300gp
4	Fortune: Moment's Respite
5 - 6	Potion of Recovery
7	Lift the Curse
8 - 9	Bolster
10 - 11	Brief Rest
12	Fortune: Intimidating Strike
13 - 14	Potion of Healing
15	Fortune: Intimidating Strike
16 - 18	Camp
19	Follow through
20	+1 XP to pool
21	Wand of Acid Arrows
22	Potion of Healing
23	Lucky Charm
24	Cat's Eye Head Band
25	Thieves Tools
26	Dwarven Hammer
27	Gauntlets of Ogre Power



28	Wand of Lightning Bolts
29	+100gp per PC level
30	+1 XP directly to character

Defeating Heroes

If a Hero is reduced to 0HP, put the figure on it's side. Monsters ignore the downed Hero and the Hero cannot take any additional damage or use any powers or items. Other effects still apply. If the Hero is healed before the start of their turn the figure is stood up again and can act normally.

A Hero starting their turn with 0 HP must spend a Healing Surge. Discard a Healing Surge token and regain HP equal to the Hero's Surge Value, then take your turn as normal. If there are no Healing Surges left when a Hero starts their turn at 0HP, the surviving Heroes can continue to play or opt to end the Adventure at that point.

Regaining Hit Points

Heroes and Monsters can regain lost Hit Points through various means. A Hero or Monster can never regain more Hit Points than his or her Hit Point total. Whenever a Hero that has been reduced to 0 Hit Points regains any hit points, stand it back up—the Hero is back in the fight and can use powers and items normally. In addition, there are Powers and Treasures that will also heal Heroes.

Healing Surges

A Healing Surge represents a Hero's ability to fight on against overwhelming odds. Despite pain and injuries, a Hero can push forward to continue the battle. The Heroes begin the game with two Healing Surge tokens. These tokens are a resource that the entire group shares. You use Healing Surge tokens to revive a Hero that has been reduced to 0 Hit Points.

- ❖ If your Hero is at 0 Hit Points at the start of your turn, you must use a Healing Surge token. Discard one Healing Surge token and your Hero regains Hit Points equal to his or her Surge Value. You then take your turn as normal.
- ❖ If there are no Healing Surge tokens remaining when your Hero starts your turn at 0 Hit Points, the Heroes lose the adventure and the game ends.



Card Decks

Encounter Deck

The Encounter Deck is where most of the events and discoveries take place. Players are encouraged to build an Encounter Deck customized for the Adventure being set up. An Encounter Deck should be made up of at least 30 cards. Encounter cards can vary from spooky noises to treasure chests, events such as stumbling on a Monster's lair to traps, and so on. Contents of an Encounter Deck should be open-ended for player experimentation. See the [Deck Building](#) section of the [Campaign Appendix](#) for more information.

When drawing an Encounter Card, its effects apply immediately. Some definitions of terms referred to on Encounter Cards follows:

Active Hero: The Hero played by the player who drew the card.

Environment: The effect applies to all Heroes, Allies and Monsters. Place the card where everyone can see it. If you draw an Environment Card when there is already one in play, discard the old one and replace it with the newly-drawn card.

Trap: The Trap effect applies to all Heroes, Allies and Monsters. Place the Trap Card's corresponding marker within 5 Squares of the Active Hero. After placing the marker, put the Trap Card in front of you with any other Monster and Trap cards. On your Villain Phase the Trap activates like a Monster - take the actions on the card. If it attacks, it does so like a Monster.

A hero on a Square adjacent to a Trap marker may attempt to disable it, instead of making an attack, by rolling the number on the card or higher. If the Hero succeeds, discard the Trap card and marker. The Hero receives 1XP.

Events: Most Events are yellow cards; those that attack heroes are red and are called Event-Attacks. Events are discarded once resolved.

Treasure Deck

Treasure Cards explain when and how they can be used. You can benefit from multiple Treasure Cards in play that apply to your Hero. Construct the Encounter Deck with any 30 cards the players choose.

After defeating a Monster draw one Treasure Token. If the token grants a treasure, draw one Treasure Card. Villains give one Treasure token and one Treasure Card. To transfer a Treasure item later in the game, a Hero must end a move action adjacent to another Hero and can only do so if the Hero hasn't used the Treasure in their previous turn.

Blessings are played immediately and last until the end of your next turn, when they are discarded.

Fortunes are played immediately, and provide an immediate benefit and then are discarded. Their benefit applies to all Heroes until the player's next turn.

Items provide lasting benefit. Decide if you wish to keep the item for your Hero or give it to another Hero. Between Adventures, Heroes can purchase items from the Treasure Deck for face



value or sell them for ½ face value. See the section Campaign Play below for further information.

Treasure Tokens

In some instances, an Adventure's setup will direct the players to place Treasure Tokens in a particular place on the dungeon board. Place these face down in a square. When a Hero is placed on the square they pick up the token during their Hero Phase at the cost of one action. When picked up the Hero receives the gp. Indicated or may be directed to select a treasure card.

Monster Deck

Construct the Monster Deck with the following cards, 30 cards total:

- 15 'common' Monsters
- 10 "uncommon" Monsters
- 5 "rare" Monsters

Chamber Cards

Chamber cards represent pre-set Encounters. Chamber cards are placed in an area at least 6sqx6sq. After the room is built put the Chamber card in or next it. When the Heroes enter the Chamber turn the card over it and encounter it as if it had been drawn from the Encounter Deck.

Campaign Play

Before the Adventure

It is suggested that, in order to provide continuity, Players use the same Encounter, Treasure and Monster Decks and Heroes during a campaign. This allows players to develop their Heroes as they gain levels and new Powers.

Using the same Decks is somewhat similar. Begin the campaign with 30 card decks. Some adventures played in the course of the campaign may add cards to the decks as a course of the outcome of the adventure. Continuing to use these same decks allows the environment and equipment available to the Heroes to develop as well.



After the Adventure

If you successfully complete the adventure, follow the Aftermath instructions which normally explain which cards to add from the advanced deck. You may then take Town actions (see below).

- ◆ Missed Campaign Adventures: If a Hero did not participate in a successful adventure, that Hero does not gain any experience points, gold, or any other benefit of having risked in life for glory.
- ◆ If you fail an adventure, you may keep the Treasure cards you gained, take Town actions, and then try again. Lick your wounds, steel your resolve, and attack once again.
- ◆ Treasure cards and gold pieces your Hero has at the end of an adventure carry over to the next adventure, even if you failed the adventure and are trying again. If you pause between adventures, make sure to keep track of what your Hero has collected!
- ◆ Experience points gained by defeated monsters carry over. Each Monster card lists the Experience Points (XP) it is worth. A villain is worth the XP equal to its level. By defeating Monsters (and other means) your Hero accumulates XP. Once the Hero has enough XP to spend, they can spend points to raise their level.

Town Actions

Before and after each adventure, each player can take any number of Town actions to prepare for the next adventure. A player can choose from the Town actions below.

1. Sell Items

You may sell any Item Treasure cards your Hero has gained. The sold Treasure card(s) goes back into the Treasure deck and the Hero gains the half the value listed on the card in gold pieces.

2. Buy Items

You may buy any item in the treasure deck for the GP price listed on the card.

3. Trade Treasure Cards and/or GP

You can barter with other players, exchanging Item Treasure cards for other Treasure cards or GP (gold pieces). Alternatively, you may give another player an Item Treasure card or gold pieces without receiving anything in return. You can only trade items and GP with Heroes that are participating in the adventure. For example, if no one has played the Fighter for 2 adventures, you can't "borrow" the Fighter's 400 GP. Even if you're playing the Rogue.

4. Level Up

Between scenarios a Hero can spend their XP to level up. Raising your Hero's Level increases their Hit Points, Armor Class, and Surge Value. It also allows you to choose a new Power (based on the level attained).

Leveling up costs $(\text{current level} - 1) * 10$. So, to go to 2nd level a Hero needs to spend 10XP. To go to



10th level a Hero would need to spend 90xp.

Leveling up increases the Hero's HP, AC and Surge Value: +2 HP, +1 AC, +1 Surge Value.

The Level Up Treasure Card can also give you the opportunity to level up your Hero.

The new Power earned with the level depends on the level. See below.

Power Type	Level	XP	HP	AC	Surge
Daily	1	0	---	---	---
Utility	2	10	2	1	1
At-Will	3	20	2	1	1
Daily	4	30	2	1	1
At-Will	5	40	2	1	1
Daily	6	50	2	1	1
Utility	7	62	2	1	1
At-Will	8	70	2	1	1
Daily	9	80	2	1	1
At-Will	10	90	2	1	1

Deck Building

As the party advances in level using the same monster deck to fight becomes easier over time. In addition, once a player has accumulated a number of homebrew cards they tend to be harder to find in the deck since the deck grows every time.

Updating the Monster deck

To produce a custom Monster deck you can use the following formula:

30 cards total:

15 'common' monsters

10 "uncommon" monsters

5 "rare" monsters

How these 3 categories of cards are interpreted is open-ended on purpose. One approach is to create *themed decks*. When a player has accumulated a number of homebrew Monster cards it becomes easier to create your own themed decks. Examples could be Undead, Orcs and such, Aberrants, Town Guards, etc. The idea here is to include only cards that fit the theme or feeling you want to add to the game. An example Undead Monster deck could look like:



15 Zombies and Skeletons
 10 Undead Warriors, Wraiths, Ghouls
 5 Liches, Vampires, etc.

For larger dungeons increase each tier of Monsters by the same ratio. For example:

x1.5 Monster Deck should consist of 45 cards:

23 'common' Monsters
 15 'uncommon' Monsters
 7 'rare' Monsters

It is up to the players to decide what constitutes common, uncommon and rare Monster tiers for their deck. The default is to construct a 1st level Monster Deck with the following XP value cards, 30 cards total:

15 'common' 1 XP Monsters
 10 "uncommon" 2 XP Monsters
 5 "rare" 3 XP Monsters

The Monster Deck's challenge level can be increased or decreased by basing it on the average level of all Heroes in the party.

Challenge	Average Party Level 1	Average Party Level 2	Average Party Level 3
Easy	20 'common' 1 XP Monsters 7 "uncommon" 2 XP Monsters 3 "rare" 3 XP Monsters	15 'common' 1 XP Monsters 10 "uncommon" 2 XP Monsters 5 "rare" 3 XP Monsters	15 'common' 2 XP Monsters 10 "uncommon" 3 XP Monsters 5 "rare" 4 XP Monsters
Average	15 'common' 1 XP Monsters 10 "uncommon" 2 XP Monsters 5 "rare" 3 XP Monsters	15 'common' 2 XP Monsters 10 "uncommon" 3 XP Monsters 5 "rare" 4 XP Monsters	15 'common' 3 XP Monsters 10 "uncommon" 4 XP Monsters 5 "rare" 5 XP Monsters
Challenging	15 'common' 2 XP Monsters 10 "uncommon" 3 XP Monsters 5 "rare" 4 XP Monsters	15 'common' 3 XP Monsters 10 "uncommon" 4 XP Monsters 5 "rare" 5 XP Monsters	15 'common' 4 XP Monsters 10 "uncommon" 5 XP Monsters 5 "rare" 6 XP Monsters
Hard	15 'common' 3 XP Monsters 10 "uncommon" 4 XP Monsters 5 "rare" 5 XP Monsters	15 'common' 4 XP Monsters 10 "uncommon" 5 XP Monsters 5 "rare" 6 XP Monsters	15 'common' 5 XP Monsters 10 "uncommon" 6 XP Monsters 5 "rare" 7 XP Monsters



Epic	15 'common' 4 XP Monsters 10 "uncommon" 5 XP Monsters 5 "rare" 6 XP Monsters	15 'common' 5 XP Monsters 10 "uncommon" 6 XP Monsters 5 "rare" 7 XP Monsters	15 'common' 6 XP Monsters 10 "uncommon" 7 XP Monsters 5 "rare" 8 XP Monsters
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In general, this table can be extended using the following formulas:

Challenge	Average Party Level N (AVPL)
Easy	20 'common' <AVPL> XP Monsters 7 "uncommon" <AVPL + 1> XP Monsters 3 "rare" <AVPL + 2> XP Monsters
Average	15 'common' <AVPL> XP Monsters 10 "uncommon" <AVPL + 1> XP Monsters 5 "rare" <AVPL + 2> XP Monsters
Challenging	15 'common' <AVPL + 1> XP Monsters 10 "uncommon" <AVPL + 2> XP Monsters 5 "rare" <AVPL + 3> XP Monsters
Hard	15 'common' <AVPL + 2> XP Monsters 10 "uncommon" <AVPL + 3> XP Monsters 5 "rare" <AVPL + 4> XP Monsters
Epic	15 'common' <AVPL + 3> XP Monsters 10 "uncommon" <AVPL + 4> XP Monsters 5 "rare" <AVPL + 5> XP Monsters

Updating the Encounter deck

The same concept can be applied to other cards as well. Specifically, homebrew Encounter cards accumulate quickly like Monster cards can. Building a custom encounter deck may be a little more vague, given that encounters do not usually have a standard measure to them like a Monster's XP. When Encounters do have XP listed, use that for party-leveling. Similarly, one could build a themed Encounter deck - say one that is trap-heavy for a Thieves Guild base.

One way to try to "level set" or measure Encounter cards is to look at their actions/effects and assign a XP value per relevant entry. This is not meant to be an exhaustive list, only a starting



place. Feel free to add more elements to help define an Encounter's "XP" for the sake of deck construction. Note, this is not to assign actual XP reward value to Encounter cards. Instead, this is a way to compare Encounters relative to each other.

Attack one Hero (1xp per Hero)	For each Monster summoned
Adds condition, advantage or disadvantage	Place a trap marker
Recovers a Power that has been marked used	For each point of Damage a Hero takes
Add a tile to the top of the stack	Effect over time

For example:

Bloodlust - At the start of your Hero Phase, you take 1 damage.
Discard this card when you defeat a Monster.

1 point of damage given = 1xp

Effect over time = 1xp

Bloodlust Encounter card = 2xp relative to other Encounter cards.

Building a Treasure Deck

Using the same principle as Monster Decks, building a Treasure Deck can be done generically with the following proportions:

30 cards total:

- ❖ 10 buffs - heal all conditions, remove all curses, gain +1 damage for 1 turn, etc.
- ❖ 10 treasure - GP, gems, etc.
- ❖ 10 items - cards that stay with a Hero until discarded, for example an axe, an invisibility potion
- ❖ 5 healing cards - potion, scroll, well, buff



Appendices

1. DCT Adventures

- [Hunt for the Awesome Item](#)
- [Quest to Kill the ...](#)
- [The Everdungeon Campaign Handbook](#)

2. DCT History

Dungeon Crawler Tactics began as a set of homebrew rules meant to mimic AD&D character creation for the Adventure System. I spent a long time balancing out the existing character's species and "class" attributions to create a simple system to create customized characters that would be compatible with the existing characters and games. That led to new rules for leveling up characters as they gain XP. Again, intended to be in line with the original game's Powers, characters and rule sets.

Then I went through a period of interest in building tabletop gaming terrain. From the start I had the Adventure System in mind. I have a large assortment of pieces now and wanted to adapt the D&D board games I have to make use of them.

Dungeon Crawler Tactics is inspired by many great games of the past, video and tabletop. A large debt is owed to the fan community on boardgamegeek. There is an actively developed treasure trove of adventures, cards and inspiring homebrew ideas there. Similarly, the D&D Adventure System Wiki is an invaluable resource for rules and references for all of the many excellent Adventure System board games that have been released. I know many individuals deserve credit for their homebrew additions to the games. I will try to accumulate a more complete credit section/citations as time goes on. At this point I have accessed, collated and been inspired by so many contributions it is not possible to remember them all.

Jobs, Specialties and Powers are all based on the original D&D Adventure System board game Heroes where possible for backwards compatibility. In addition, the collection has been extended inspired by source material from D&D (1e and 4e specifically), the D20 OSR, info and suggestions from the many forums of boardgamegeek.com and reddit.com, as well as video games such as Final Fantasy Tactics. Homebrewed.

[TODO - look through resources for attributions that can be added.]

3. Monsters and Misc DD Adventures Links and Info

- a. In both Ravenloft and WoA, each monster deck is composed of 10 different monster types. 3 of each for a total of 30. Each deck contains:
 - i. 4 - Level 1 monsters (1 experience)
 - ii. 4 - Level 2 monsters (2 experience)



- iii. 2 - Level 3 monsters (3 experience)
- b. Chromaticdragon's Monster Manual - Castle Ravenloft Edition
<https://boardgamegeek.com/filepage/65660/chromaticdragons-monster-manual-castle-ravenloft-e>
- c. [D&D additional monsters by Sev](#)
- d. Shared workbook -
<https://docs.google.com/spreadsheets/d/1d6hfTmUpZBO4tZQ2B9OtSoidFPm uP7s02WvqjXIaz4/edit#gid=982959236>
- e. (Local) Dungeon Crawler Tactics Monster Manual
 - i. https://docs.google.com/spreadsheets/d/1nrWYP7_76ZuJZRv5h37fKA pUjcnaJnwKLkNcMOLsyfg/edit#gid=162493645
- f. Mini Boss variant cards
<https://boardgamegeek.com/thread/1290992/variant-mini-boss4xp-deck>
- g. misc cards
<https://boardgamegeek.com/thread/2135136/new-custom-allies-talenta-twins-unicorn>
<https://boardgamegeek.com/filepage/161395/goat-ally-custom-card>
<https://boardgamegeek.com/filepage/161849/donkey-ally-custom-card>
<https://boardgamegeek.com/thread/1721938/animal-ally-variants>
<https://boardgamegeek.com/thread/1759755/some-custom-monsters-nolzurs-marvelous-miniatures>
<https://boardgamegeek.com/thread/1721938/animal-ally-variants>
<https://boardgamegeek.com/thread/1721938/animal-ally-variants>
- h. The Crypt deck just lets you draw random encounters for Castle Ravenloft when you hit a named tile.
<https://boardgamegeek.com/thread/779781/dungeon-masters-guide-crypt-deck-v2-complete>
- i. The Lair deck is for Ashardalon and works in a similar way but uses doors instead of named tiles.
<https://boardgamegeek.com/thread/736104/dungeon-masters-guide-lair-encounter-deck-wrath-as>
- j. Dungeons & Dragons Castle Ravenloft, Wrath of Ashardalon, Legend of Drizzt Adventure Database
<http://www.boardgamegeek.com/geeklist/59113/dungeons-dragons-castle-ravenloft-wrath-of-ashardalon>
- k. adventure lists
<https://www.boardgamegeek.com/geeklist/59113/dungeons-dragons-castle-ravenloft-wrath-ashardalon>
- l. Castle Ravenloft Board Game: Bonus Adventures
http://comaboy.co.uk/CastleRavenloft/Castle_Ravenloft_Scenarios%201.pdf

4. Treasures

- a. D&D Adventure System Wiki Treasures page
<https://ddadventuresystem.fandom.com/wiki/Category:Treasures>



- b. Treasure Deck Supplement - Mordenkainen's Magnificent Emporium
<https://boardgamegeek.com/thread/750985/variants-treasure-deck-supplement-mordenkainens-ma>

5. General References / Resources

- a. <https://www.tofugu.com/japan/japanese-horror-structure/>
 - Introduction (ki): introducing characters, era, and other important information for understanding the setting of the story.
 - Development (shō): follows leads towards the twist in the story. Major changes do not occur.
 - Twist (ten): the story turns toward an unexpected development. This is the crux of the story, the yama (ヤマ) or climax. In case of several turns in the narrative, this is the biggest one.
 - Conclusion (ketsu), also called ochi (落ち) or ending, wraps up the story.
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