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We wanted to **thank you** for being a **Dragon Cry** reader and for waiting for this landmark **ISSUE #5**… For this issue, we have for you a very special treat: a new role-playing game exclusively available right here.

So buckle up and enjoy…

Dungeon Crawl: Fantasy Action Role-Playing Game

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INTRODUCTION

Dungeon Crawl: The Fantasy Action RPG is intended to be something of a hybrid between the roots of fantasy RPGs, modern fantasy RPGs, and the popular computer action RPGs. To that end, the rules are sleek, simple, and designed exclusively for classic, dungeon-crawl style play.

SET-UP

Here's what you'll need to play:

• This rule book. A printed copy is always handy, but not necessary.
• At least two players.
• As many 6-sided (regular) dice as you can muster.
• Paper and pencils.
• A battle map or some sort of grid or facsimile to serve as the dungeon floor.
• Miniatures or distinguishable counters (multi-colored dice, beads, coins) to serve as heroes and villains.

The more realistic and fantasy themed your materials, the more fun, in general, the game will be, though it can ultimately be played with objects you would find in almost anyone's house.

The game can be played with or without a Game Master. If the game is to be played with a Game Master, which is recommended, the person selected to be "GM" should usually be the person who best knows the rules of the game. For those who simply want to learn the game on the fly and for those rare groups who prefer to play without a Game Master, random tables will be presented later in the rules so that the dungeon can build its self.

Now is the time to decide which style you'll be playing and name a GM, if applicable.

HERO BUILDING

While the GM prepares, if applicable, the other players can begin building the Heroes that will represent them in the dungeon. There are several substeps to the Hero building process. At first, it may be a time consuming prospect, but it will become easier and easier as you grow accustomed to it.

Attributes

A Hero's base qualities are expressed with four attributes:

• **Finesse** *(FN)* - Measures the quickness and overall agility of a Hero.
• **Health** *(HL)* - Measures the overall physical health and stamina of a Hero.
• **Intellect** *(IL)* - Measures a Hero's mental prowess and capacity.

•**Might** *(MT)* - Measures the brute, physical strength of a Hero.

The Game Master makes the ultimate decision on how many points the Heros may spend in their four base attributes. Generally, the suggested range is from 10 to 16 with a default value of 12.

No attribute may have a value less than 1, so that consumes your first 4 available points. Beyond that, the base cost is 1 to raise an attribute 1 point. If any attribute is raised to a value more than 1 point greater than the next highest attribute, the cost to raise the value of that attribute by 1 raises to 2 points. If any attribute is raised to a value more than 3 points greater than the Hero's lowest attribute, the cost to raise the value of that attribute by 1 increases by 1 point, to 2 or 3, whichever is appropriate.

Example #1: John is creating his Hero, whom he intends to call "Bob". John has 12 points to work with and opts to start by assigning 2 to each attribute, costing him 8 points. He then raises Might to 3, which costs 1 more point to a total of 9 points spent. To raise Might again to 4, John must spend 2 points, raising him to a total expenditure of 11 points. Since he has a total of 12 points, he cannot raise Might again, though he can raise any of his other attributes with only 1 point. Let's say he assigns his 12th and final point to Health, so Bob now has FN 2, HL 3, IL 2, MT 4. That looks reasonable enough until we realize that, if John were to raise Health by one point first, he could achieve the same attribute values with 11 points. He could then spend his 12th point on Finesse or Intellect, but not Might or Health because raising either of these would cost 2 points.

Example #2: Jane is creating her Hero, whom she intends to call "Doe". Jane has 16 points to work with and opts only to place the required 1 point in each attribute, costing her 4. She wants Doe to be extremely smart, so she raises her Intellect to 5. This costs 1 point to raise to 2, 2 points to raise to 3, 2 points to raise to 4, and 3 points to raise to 5 because Intellect is now more than 3 points greater than Doe's lowest attribute. If Jane were to do it this way, without raising the other attributes first, she will have spent 8 points, for a total of 12, and left herself

only 4 more to spend.

As you can see, it's best to "step ladder" the Hero's attributes... It is costly to raise any one attribute much higher than the others because Heroes with extreme attributes should be rare and unique.

Abilities

The Hero's base abilities are derived directly from the values of their four attributes and are expressed in 6 different categories:

•**Actions** *(AC)* - The number of total actions a Hero may make in a combat turn. Value equals IL + FN / 2.

•**Defense** *(DF)* - Measures the defending prowess of the Hero. Value equals FN + HL / 2.

•**Endurance** *(EN)* - The number of wounds the Hero may sustain before dying. Value equals HL + MT / 2.

•**Magic** *(MG)* - Measures the magical prowess of the Hero. Value equals HL + IL / 2.

•**Offense** *(OF)* - Measures the attacking prowess of the Hero. Value equals MT + FN / 2.

•**Wounding** *(WN)* - Measures the Hero's ability to damage foes in combat. Value equals MT + IL / 2.

If the division leaves fractions, round them up to the next whole number.

Example: Bob the Hero has attributes of FN 3, HL 3, IL 2, MT 4. Thus, his abilities come out to AC 3, DF 3, EN 4, MG 3, OF 4, WN 3. He's talented in every area and excels in both Endurance and Offense, making him a skilled warrior without any glaring weaknesses.

Development Points

Development points allow players to improve almost all aspects of their heroes through improving atributes, abilities, and obtaining skills, which we will discuss in the following section. Though it is up to the discretion of the Game Master, if any, a hero generally has 40 to 80 development points to spend when they are created, with a default suggested value of 50 points.

These development points can be used in the following ways:

• **Attributes:** A single attribute point can be purchased for 30 development points. Points purchased in this manner are used to increase attributes as if the character were new, following the same cost rules. Every time attributes are changed, be sure to recalculate the hero's abilities.

• **Abilities:** A hero may gain bonuses to their abilities above the base value for their attributes, expressed thus: *OF 4(+2)*. The cost for increasing this bonus grows as the bonus increases. The cost is 50 development points plus 25 * the current value of the bonus. Thus, raising from 0 to 1 costs 50, 1 to 2 costs 75, etc... The maximum bonus possible in any one ability is +6.

• **Skills:** Development points can be used to buy powerful hero skills, each of which have their own cost and requirements. See the skill section below for more information.

Skills

Skills are the backbone of the *Dungeon Crawl: FARPG* system and the last step of hero building, should the hero wish to spend their initial development points that way. Skills allow heroes to build on their talents and, ultimately, become specialized experts of dungeon liberation. Each skill is unique and includes a name, a development point cost, special requirements (if any), and a description of its effect: (No skill may be taken more than once.)
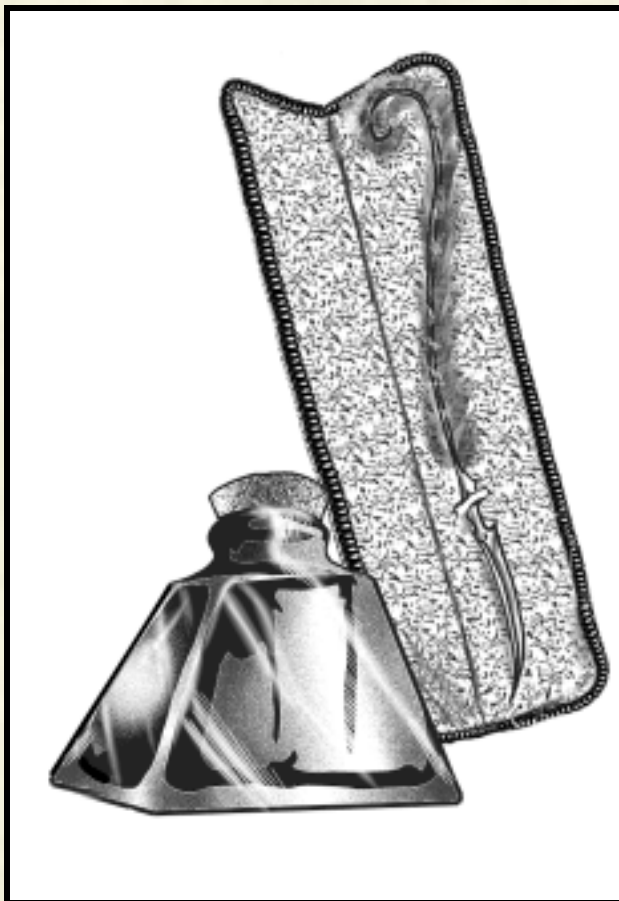
Athletic
Cost: 30
Requirements: FN 2+, MT 2+
Effect: Hero is athletic, giving them a +1 to all physical challenge rolls based on MT or FN.

Healthy
Cost: 30
Requirements: HL 3+
Effect: Hero is exceptionally durable, giving them +2 to all physical challenge rolls based on HL.

Tough
Cost: 80
Requirements: None
Effect: Hero has developed a natural aversion to damage, giving them a +2 to EN for purposes of damage and death.

Martial Artist
Cost: 120
Requirements: FN 5+

Effect: Hero is highly trained in unarmed combat. Their fists have a Damage rating of +1, an AP rating of 0, and a Speed of 1. Additionally, they can use all "Attack" skills as if they were using a weapon.

Quick Action
Cost: 30
Requirements: FN 2+
Effect: Hero is quick to act, gaining a +2 AC for the purposes of determining combat turn order.

Quickstep
Cost: 20
Requirements: FN 3+
Effect: Hero gains +2 AC, which they may only use for movement, to be used on their combat turn. Cannot be used for actions that do not complete in a single turn.

Sharp Eyes
Cost: 20
Requirements: None
Effect: Hero gains a +2 to notice hiding foes and +1 to notice secret doors, traps, and the like.

Cheap Shot
Cost: 100
Requirements: FN 4+, OF 4+
Effect: Hero may target their opponent's vital organs, granting their opponent an additional attack die but rolling an extra damage die if the attack is successful. For this attack, the attacker rolls 2 dice and the defender 3; If a hit is scored, 2 damage dice are rolled instead of 1.

Focused Attack
Cost: 50
Requirements: OF 4+
Effect: Hero may focus the energy of their attack, taking double the normal actions to achieve an extra attack die. For such an attack, they roll 3 dice to hit their opponent instead of 2. Cannot be used in conjunction with any other "Attack" skill.

Leap Attack
Cost: 120
Requirements: MT 5+, OF 5+, Athletic, Quickstep
Effect: Using the extra actions gained by Quickstep and spending the normal actions for an attack, the hero leaps from 2 to 4 dungeon squares (count as if moving, no roll needed for the jump) to attack a foe. This attack benefits from extra attack (3 total) and damage (2 total) dice. Cannot be used in conjunction with any other "Attack" skill.

Rapid Attack
Cost: 100
Requirements: OF 6+, Sweep Attack
Effect: Hero may attack two foes in the same action, provided the foes are both within 1 grid space of the hero, at a penalty of -1 OF.

Sweep Attack
Cost: 50
Requirements: OF 5+
Effect: Hero may attack two foes in the same action, provided the foes are in adjacent grid spaces and both are within 1 grid space of the hero.

Hurricane Attack
Cost: 200
Requirements: OF 8+, Sweep Attack, Rapid Attack
Effect: Hero may attack all foes within one grid space of themselves in the same action at a penalty of -2 OF.

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Evade
Cost: 40
Requirements: FN 4+
Effect: Hero gains +2 DF versus missile weapons including targeted and area effect magic.

Sidestep
Cost: 80
Requirements: FN 6+, Evade
Effect: When hero is attacked by any weapon, they may spend 1 action to step to an adjacent square and gain an extra attack die. Thus, they may roll 3 dice in defense instead of 2. The use of this skill requires that the defending hero have an action left over from their last turn and an available, adjacent square to step into.

Sharpshooter
Cost: 80
Requirements: FN 5+
Effect: Hero halves all penalties (round up) for firing at small objects or at opponents who have cover.

Arcane Talent
Cost: 50
Requirements: MG 3+
Effect: Hero gains ability to use arcane powers from the "basic" category.

Arcane Expertise
Cost: 100
Requirements: MG 5+, Arcane Talent
Effect: Hero gains ability to use arcane powers from the "expert" category.

Arcane Mastery
Cost: 200
Requirements: MG 7+, Arcane Talent, Arcane Expertise
Effect: Hero gains ability to use arcane powers from the "master" category.

Rage
Cost: 40
Requirements: EN 3+
Effect: Hero may focus their anger for a time, giving them a temporary +2 bonus to MT and a temporary -2 penalty to FN for d6 combat turns. The hero may not use this skill twice to enhance or elongate its effects; They must wait at least 1 full combat turn before using the skill again.

Fury
Cost: 80
Requirements: EN 5+, Rage
Effect: Hero may channel their anger into intense combat power, granting a temporary +4 bonus to MT and a temporary -4 penalty to FN for d6 combat turns. After this effect expires, the hero suffers -2 EN for 2d6 combat turns. They may not use the skill twice to enhance or elongate its effects; They must wait until the penalty to EN expires before using the skill again.
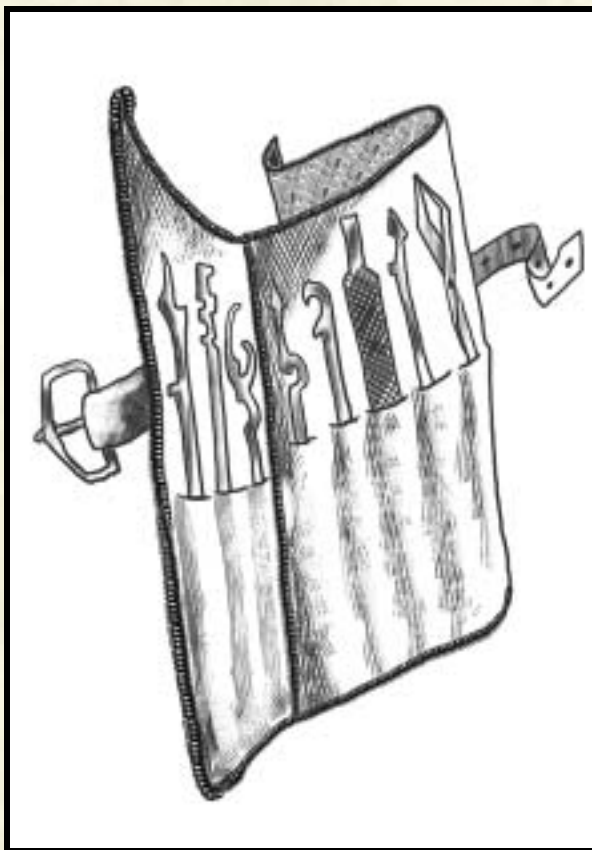
ARMS AND ARMOR

No hero is complete without a weapon in their hands and a hardened shell of armor. Arms and armor can be robbed from the corpses of evil minions or bought with dungeon loot. Most Game Masters will be kind enough to give new heroes a small amount of gold or a standard set of equipment to begin play with. By default, new heroes have 50 silver pieces (sp) to spend upon creation.

Arms

Weapons are a critical part of a hero's gear. Fists don't do much against metal armor. Each unique weapon has seven properties; a name, an average purchase cost, requirements for use, a damage bonus, an armor penetration (AP) modifier, a range (if applicable), and a speed:

Fists
Cost: (free)
Requirements: NA; Cannot use any "Attack" skill with fists
Damage: -2
AP: -1
Range: NA
Speed: 1

Sword
Cost: 20 sp
Requirements: MT 2+
Damage: +1
AP: +2
Range: NA
Speed: 2

Axe

Cost: 15 sp
Requirements: MT 3+
Damage: +2
AP: +1
Range: NA
Speed: 3

Dagger
Cost: 5 sp
Requirements: NA (FN 2+ if thrown)
Damage: 0
AP: +1
Range: 3
Speed: 1

Greatsword
Cost: 50 sp
Requirements: MT 4+
Damage: +3
AP: +2
Range: NA
Speed: 4

Greataxe
Cost: 40 sp
Requirements: MT 5+
Damage: +4
AP: +1
Range: NA
Speed: 5

Mace
Cost: 10 sp

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Requirements: NA (FN 3+ if thrown)
Damage: +2
AP: 0
Range: 2
Speed: 3

Maul

Cost: 40 sp
Requirements: MT 4+
Damage: +5
AP: 0
Range: NA
Speed: 5

Bow (missile)

Cost: 50 sp
Requirements: MT 2+, FN 2+, Needs arrows (Cost 1 SP per 5)
Damage: -1
AP: +3
Range: 6
Speed: 3 / 1 (to reload)

Crossbow (missile)

Cost: 75 sp
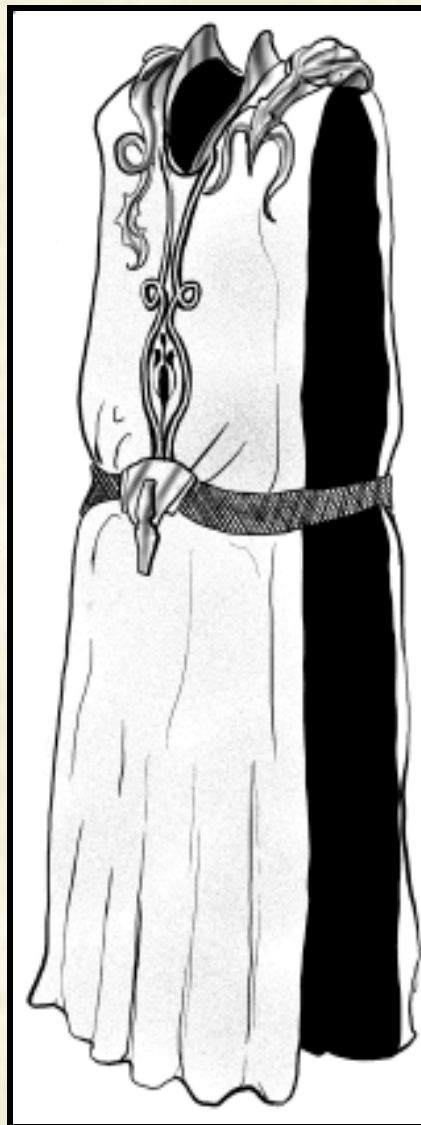Requirements: MT 3+, User must reload 1 full turn between Needs quarrels (Cost 1 SP per 3)
Damage: +1
AP: +4
Range: 8
Speed: 3 / 5 (to reload)

Armor

Without armor, a hero would die quickly. Armor protects the hero's flesh, though admittedly at the cost of his mobility. Each unique set of armor has seven characteristics; a name, an average purchase cost, a protection factor, and hindrance penalties:

Robes

Cost: (free)
Protection: 1
Hindrance: None

Leather

Cost: 10 sp
Protection: 2
Hindrance: MG -1

Ring Mail

Cost: 15 sp
Protection: 3
Hindrance: MG -1, FN -1

Chain Mail

Cost: 25 sp
Protection: 5
Hindrance: MG -2, FN -1

Scale Mail

Cost: 60 sp
Protection: 7
Hindrance: MG -4, FN -2

Plate Mail

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Cost: 120 sp
Protection: 9
Hindrance: MG -5, FN -3

Full Plate
Cost: 500 sp
Protection: 11
Hindrance: MG -7, FN -3

ADVENTURING

This section covers the base rules of adventuring from exploring the dungeon to the resolution of armed conflict. This is the most critical portion of the rules. It is best to commit to memory and / or have a printed copy of this portion of the book at all times.

Keeping the Math Current

Don't forget to update your hero's numbers for the weapon they are using, the armor they are wearing, and any other temporary effects that may change the math. This is not difficult to do, but it is easy to forget. The Game Master, if any, should make sure this is done for every hero before the dungeon crawl begins or continues.

Taking Actions

In general, everything the heroes and monsters do is an "action". While it is not generally important to track actions when the heroes are not in a conflict, the basic rules still apply in case there's ever a disagreement over who could reach a certain location first, etc... Each combat turn, a character has a number of actions equal to their AC ability that they may perform. Here's a typical list of actions and their cost in "action points":

- •Advance one dungeon square (1 point per square if moving in a straight line; If moving diagonal, odd squares cost 1 and even squares cost 2)
- •Swing, fire, or reload a weapon (Equal to the weapon's Speed rating)
- •Climb on boxes, barrels, a ladder (2 points per vertical square, otherwise as per advancing)
- •Leaping a pit, chasm, etc... (3 points + 1 per dungeon square leapt)

It's important to note that most actions (subject to GM discretion) can be "partially complete". A hero can spend their final point toward reloading a weapon and complete the reloading action on their next combat turn with their fresh set of action points. At the Game Master's discretion, heroes in the middle of actions when their turn ends may be more vulnerable to attack.

Physical Challenges

Sometimes a character will attempt an action or be faced with a circumstance that is physically challenging and cannot be called an instant success. In these cases, the Game Master (if any) must assign a difficulty (in the form of a target number) and the appropriate Attribute used for the attempt. The player then rolls a die and adds their hero's appropriate ability, trying to tie or beat the target number. For cases where the is no Game Master or to serve as a basic guideline, some examples follow:

- •**Avoiding a Pit:** To avoid falling into a pit that the hero did not notice, the hero uses their FN against a target number of 6.
- •**Balancing:** Balancing on a precarious surface uses the hero's FN versus a target number of 4. If the surface is slippery, unstable, or otherwise extraordinarily dangerous, the target number is 8.
- •**Climbing:** Climbing a difficult surface usually requires a MT roll against a target number for each vertical level climbed equal to the difficulty of the surface. For a standard rope or equivalent, the target number is

For a rough wall or natural rock, the target number is 8. For a relatively smooth wall, masonry or the like, the target number is 12. Exceptionally talented heroes can climb perfectly flat surfaces (up 1 level only) using FN on a target number of 16.

•**Detecting Hidden Objects:** Heroes use their IL score to notice subtleties and hidden objects and people. For hidden foes, the target number equals the hiding foe's FN. For open pits, the target number equals 4. For trap doors and other snares, subject to GM discretion and alteration, it's 8. For well hidden doors and disguised dungeon features, it's 10.

•**Falling into a Pit:** Falling into a pit is dangerous. Survival depends on the hero's HL. The target number is 1 per 10' fallen (+2 total if pit is spiked) to survive the fall. A secondary target number of 3 + 1 per 10' fallen determines whether the hero is knocked unconscious for d6 hours.

•**Picking a Lock / Disabling a Trap:** To successfully pick a lock or disable a trap, the hero uses their FN against a target number of 6. This may be increased or decreased according to the Game Master's discretion.

•**Jumping:** Jumping is based on the hero's MT with the target number equal to 4 + 1 per horizontal dungeon square and +2 per vertical level jumped.

Basic Combat

When combat begins, the entire dungeon enters "combat rounds", at which point an order of action should be established. The order of action, from first to last, runs from the participant with the highest current AC score to the participant with the lowest. Resolve ties by rolling dice.

To attack in combat, the person whose turn it is must be using a weapon with a "range" rating or they must move into a dungeon square adjacent to the participant they wish to attack. (If they have to move, remember to subtract their action points.) If they have the action points to complete an attack action, they roll two dice (2d6) and add the current value of their OF ability. If it is higher than 2 + their opponent's current DF ability, the defender must also roll 2d6. If the defender cannot tie or beat the attacker's modified roll (adding the current value of their DF ability), the attacker has hit and may roll damage. Otherwise the attack has missed. See the damage subsection below for more information.

When the currently active combatant runs out of action points or elects to stop, the next combatant on the list is up, etc... Continue until combat is completely resolved.

Ranged Weapons

Weapons that have a "range" rating can be fired at an opponent from a distance. The "range" is expressed in dungeon squares and represents the effective range of the weapon. For counting range, count as if the hero were moving, with each horizontal and vertical square counting as one and every other diagonal square counting as two. The attacker may still fire beyond their weapon's effective range, suffering a -1 penalty per dungeon square beyond their weapon's listed rating.

Sometimes a ranged weapon will be fired at a small object or an opponent covered partially by a dungeon feature or another combatant in the way. As a general rule, it's a -1 penalty to the attack die for every 25%
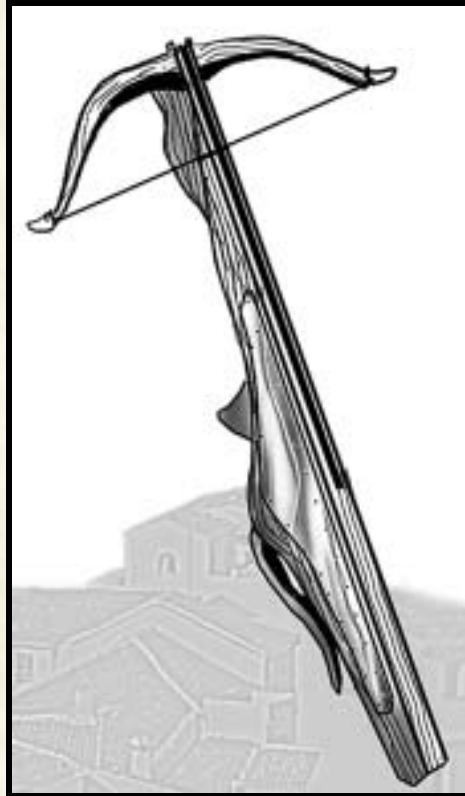
smaller than a human silhouette the target represents. For instance, firing at a person half covered by another combatant would suffer a -2 penalty to the attack die. Firing at something roughly half the size of a human would also suffer a -2. This is largely a judgement call, but anything covered or small enough to warrant a penalty greater than -4 cannot effectively be targeted. If there is no Game Master to make judgement calls, treat all cover as half cover (-2) and all objects as either one half human sized (-2) or one quarter (-4).

Since combat is assumed to be fought in stages with combatants stopping to attack or defend themselves, movement does not affect ranged combat.

Damage

If an attack scores damage, the attacker rolls a die (d6) and adds this number to the current value of their WN ability and the damage factor of the weapon they are using. They then subtract the protection factor of their opponent's armor minus the AP factor of their weapon with a maximum possible result of 0; The AP factor cannot cause more damage, only defeat the opponent's armor.

If the resultant number is higher than the defender's current EN attribute value, the difference (between the number and the current EN score) is subtracted directly from the defender's EN attribute. This is temporary damage, but it affects all aspects of the character's current EN score.

If the resultant number is less than or equal to the defender's current EN score, the defender has endured the blow and suffers only -1 to their EN attribute value.

Dying and Death

If a combatant's EN attribute value is reduced to 0, they fall unconscious. If their EN attribute is reduced to a negative number equal to (in absolute value) the full original value of their EN attribute, they have died permanently. They are gone forever and the player should create a new hero if they wish to continue playing.

Healing Naturally

For every 8 hours (a normal camp) spent in rest, a hero recovers 1 temporary EN damage point and 3 temporary MG damage points.

Camping

The heroes may make camp to rest, heal their wounds, and prepare for a new day of dungeon crawling. Camp may only be made when there are no foes in sight. Camping costs 5 sp per hero for supplies and food. If there is a Game Master, they may choose to occasionally interrupt camps with a "wandering encounter". If a camp is interrupted, its benefits are lost, no supplies are used, and a new camp must be created.

MAGIC

This section details the power available to those heroes who have purchased Arcane skills. Using their MG ability and expending their available EN points, a hero may create many supernatural effects.

Casting Magic

Casting magic is a relatively simple process. First, the hero must have the appropriate skill allowing them access to the appropriate magic category. Second, the hero selects the magical effect they will create, spends the actions, and the results are determined. Third, the appropriate total of MG and EN points are subtracted from the hero as if they had been dam-

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aged by a weapon, possibly resulting in the hero going unconscious or dying. A hero may only cast magic equal to or less than their available MG points (without going below zero) and using actions from the current turn. Unlike most actions, magic cannot be held over to the next turn.

Basic

Basic magic allows the apprentice arcane user to manifest minor effects from creating a simple light to causing or healing minor damage to a mortal being. Four basic magical effects are available to this level of caster:

Healing Touch
AC: 3
MG: 2
EN: 1
Effect: Hero cures d6 temporary EN and MG damage for self or any being in an adjacent dungeon square.
Special: Recipient may refuse effects if desired.

Phase
AC: 4
MG: 4
EN: 1 per dungeon square moved
Effect: Hero relocates themselves up to 6 dungeon squares away without having to physically move through the squares in between. This relocation happens instantly. Hero cannot move through walls, but they can move over pits or other obstacles.
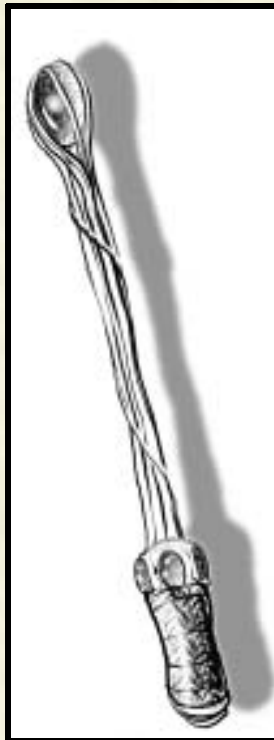Special: None.

Rogue's Touch
AC: 4
MG: 3

EN: 1
Effect: Hero instantly unlocks any door, chest, or other locked object with a non-magical lock, with their touch. This has no effect on any trap the lock may have.
Special: None.

Torchlight
AC: 2
MG: 1
EN: 1
Effect: Creates the effective light of a torch centered on an inanimate object of their liking. Heroes within 6 dungeon squares of this light receive a +2 to spotting hidden objects.
Special: Lasts indefinitely until the hero camps.

Expert

Expert magic allows the advanced arcane user to manifest moderate effects. Six magical effects are available to this level of caster:

Augment Attribute
AC: 2
MG: 4
EN: 2
Effect: Hero augments one of their own attributes, causing a temporary bonus of +2.
Special: Lasts indefinitely until the hero camps.

Enchant Armor
AC: 2
MG: 3
EN: 2

Effect: Hero enchants armor worn by themselves or someone in an adjacent dungeon square, increasing its Protection rating by 2.
Special: Lasts indefinitely until the casting hero camps.

Enchant Arms
AC: 2
MG: 3
EN: 2
Effect: Hero enchants a weapon they hold or someone in an adjacent dungeon square holds, increasing its Damage and AP ratings by 1.
Special: Lasts indefinitely until the casting hero camps.

Fire Bolt
AC: 4
MG: 6
EN: 2
Effect: Hero fires a flaming bolt at a single opponent as if they were firing a weapon with Damage +6, AP +9, and Range 12.
Special: Standard attack and defense rolls must be made.

Healing Circle
AC: 5
MG: 5/3
EN: 2/1
Effect: Hero creates a healing circle in which up to 6 heroes can camp. This circle doubles the benefits of the camp.
Special: Note the two costs for MG and EN. The first cost for each is paid when the magic is used. The second cost is paid when the camp is over, representing the magical drain on the casting hero.

Skeleton Key
AC: 5
MG: 6
EN: 2
Effect: Unlocks all locks, magical or not, and suspends all traps within 6 dungeon squares of the location where this magic was used.
Special: Locks are permanently unlocked. Traps are suspended until the hero camps.

Master

Master magic allows the most powerful of arcane users to manifest incredible, supernatural effects. Six dynamic magical effects are available to this level of caster:

Arcane Shroud
AC: 5
MG: 7
EN: 3
Effect: Hero shrouds themselves in arcane energy which acts as armor with a Protection rating of 9 and no hindrance penalties.
Special: Lasts indefinitely until the casting hero camps.

Fire Blast
AC: 5
MG: 9
EN: 3
Effect: Hero explodes in flames, bathing everything within 6 dungeon squares in scorching flame. The hero makes an attack roll using their maximum effective (not current total) MG rather than OF. All creatures within the effect, friends and foe alike, make a defense roll normally. Those who exceed the caster's attack roll by 6 or greater take no damage. Those who tie or exceed the attack roll by up to 5 take 6 points temporary EN damage. Those who fail to exceed the attack roll take 12 points EN damage and 1 point temporary damage to all attributes, which heals in their next camp.

Special: This is an area effect spell and classifies as a missle weapon for all purposes.

Fire Strike
AC: 4
MG: 8
EN: 3
Effect: Hero fires a large flaming stone at a single opponent as if they were firing a weapon with Damage +9, AP +11, and Range 12.
Special: Standard attack and defense rolls must be made.

Learn Skill
AC: 6
MG: 4 + (Skill's cost in DP's / 10; round up)
EN: 1 + (Skill's cost in DP's / 20; round up)
Effect: Casting hero gains ability to use any skill whose requirements they already meet.
Special: Lasts indefinitely until the casting hero camps.

Refresh
AC: 6
MG: 10/3
EN: 4/1
Effect: Upon casting, all beings within 6 dungeon squares receive the benefit of a full camp without having to expend resources or time.
Special: Note the two costs for MG and EN. The first cost for each is paid when the magic is used. The second cost is paid when the camp is over, representing the magical drain on the casting hero. If used in conjunction with Healing Cir-cle, the second cost for both effects is applied after the camp concludes.

Speed
AC: 3
MG: 9
EN: 4
Effect: Doubles hero's available actions each combat turn.
Special: Lasts indefinitely until the casting hero camps.

GAME MASTER

This section is designed to aid the Game Master or to help the players run a game without the benefit of a Game Master. All players should be basically familiar with the following sections.

Dungeon Map

The dungeon is mapped out in squares, on a grid, with walls and doors and special features. Doors are designed to separate one portion of the dungeon from the next. If there is no Game Master, it is suggested that players take turns drawing the next room or hallway beyond a door and rolling a d6 to see if there are monsters in this area (result of 1 or 2). If there are monsters, that player is responsible for making dice rolls for them. In this case, they may wish to allow someone else to roll dice for their hero. In games with a Game Master, he or she will draw out the dungeon, place monsters and features where they appear, and roll for encounters, traps, and such.
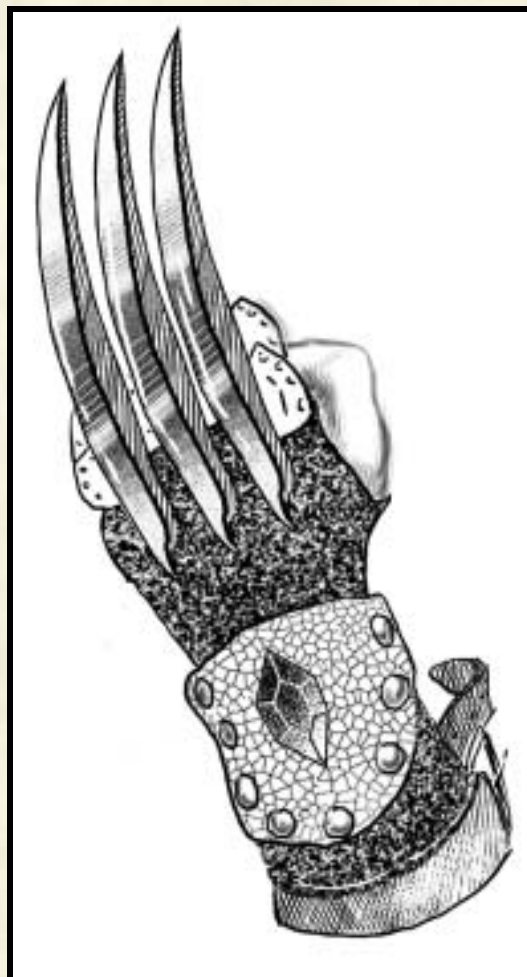
Traps and Surprises

Traps and other special features are entirely optional and not recommended for games without a Game Master. These details require a great deal of personal judgement which a player cannot objectively make. As an example for Game Masters, some ideas of traps and surprises follow:

Secret Door
Description: This is a door, usually leading to a special place, that is cleverly hidden in the architecture. Any hero within 2 dungeon squares of a secret door can make a d6 roll and add their IL attribute. For most secret doors, it requires a 10 or better to spot it, though the range could be 6 to 12 depending on the door.
Special: Secret doors close themselves and disappear again. Finding the secret door a second time receives a +2 bonus. Wedging the door open is generally simple to accomplish and can be done on request.

Pit with Trap Door
Description: This is a trap door in the floor dropping heroes into a deep pit. Any hero within 2 dungeon squares of the trap door can make a d6 roll and add their IL attribute. For most trap doors, it requires an 8 or better to spot it. If they do not spot it and they fall into the pit, they make a d6 roll and add their FN. If it is greater than 6, they did not fall in. If they do fall in, they make a d6 roll and add their HL. The target number is 1 per 10' fallen (+2 total if pit is spiked) to survive the fall. A secondary target number of 3 + 1 per 10' fallen determines whether the hero is knocked unconscious for d6 hours.
Special: The average pit is 30' with no spikes. The Game Master can play with all the details per their discretion to increase or decrease all of the target numbers as long as they have a good reason and explanation for doing so.

Attack Trap
Description: Usually rigged with a spear or arrow, the attack trap fires at a hero who steps on a certain portion of the floor. It makes an attack roll with an OF 4, WN 3, and the appropriate details for the weapon used.
Special: Once again, all of the numbers can be modified. These are just average examples.

Monsters and Foes

This section details some example monsters and foes that can be placed in the dungeon. Notice the list is numbered for random selection using 2d6:

(2) Goblin
Typical # Appearing: d6
Attributes: FN 2, HL 1, IL 1, MT 1
Abilities: AC 2, DF 2, EN 1, MG NA, OF 2, WN 1
Weapon: Dagger (Damage 0, AP +1, Range 3, Speed 1)
Armor: None
Skills: Quickstep (+2 AC for movement)

(3) Orc
Typical # Appearing: d6
Attributes: FN 2, HL 2, IL 1, MT 2
Abilities: AC 2, DF 2, EN 2, MG NA, OF 2, WN 2
Weapon: Sword (Damage +1, AP +2, Range NA, Speed 2)
Armor: None
Skills: None

(4) Skeleton
Typical # Appearing: d6
Attributes: FN 1, HL 1, IL 1, MT 4
Abilities: AC 1, DF 1, EN 3, MG NA, OF 3, WN 3

Dungeon Crawl Fantasy Action Role–Playing Game

Weapon: Sword (Damage +1, AP +2, Range NA, Speed 2)
Armor: None
Skills: None

(5) Brigand
Typical # Appearing: d6 - 1
Attributes: FN 3, HL 1, IL 2, MT 3
Abilities: AC 3, DF 2, EN 2, MG NA, OF 3, WN 3
Weapon: 3 Daggers (Damage 0, AP +1, Range 3, Speed 1)
Armor: Robes (Protection 1)
Skills: Cheap Shot

(6) Half-Giant
Typical # Appearing: 1
Attributes: FN 2, HL 8, IL 2, MT 9
Abilities: AC 2, DF 5, EN 9, MG NA, OF 5, WN 6
Weapon: Axe (Damage +2, AP +1, Range NA, Speed 3)
Armor: Natural (not worn) (Protection 4)
Skills: None

(7) Ghoul
Typical # Appearing: d6 - 1
Attributes: FN 2, HL 2, IL 1, MT 6
Abilities: AC 2, DF 2, EN 4, MG NA, OF 4, WN 4
Weapon: Sword (Damage +1, AP +2, Range NA, Speed 2)
Armor: Natural (not worn) (Protection 1)
Skills: Focused Attack

(8) Theurgist
Typical # Appearing: 1
Attributes: FN 1, HL 4, IL 8, MT 1

Abilities: AC 5, DF 3, EN 3, MG 6, OF 1, WN 5
Weapon: Fists (Damage -2, AP -1, Range NA, Speed 1)
Armor: Natural (not worn) (Protection 1)
Skills: Arcane Talent

(9) Fae
Typical # Appearing: d6
Attributes: FN 9, HL 1, IL 1, MT 1
Abilities: AC 5, DF 1, EN 1, MG NA, OF 5, WN 1
Weapon: Dagger (Damage 0, AP +1, Range 3, Speed 1)
Armor: None
Skills: Evade, Sidestep

(10) Ninja
Typical # Appearing: 1
Attributes: FN 9, HL 5, IL 5, MT 6
Abilities: AC 7, DF 7, EN 6, MG NA, OF 8, WN 6
Weapon: Fists (Damage +1, AP 0, Range NA, Speed 1)
Armor: None
Skills: Martial Artist, Sweep Attack, Rapid Attack

(11) Archmage
Typical # Appearing: 1
Attributes: FN 2, HL 6, IL 10, MT 2
Abilities: AC 6, DF 4, EN 4, MG 8, OF 2, WN 6
Weapon: Fists (Damage -2, AP -1, Range NA, Speed 1)
Armor: Ring of Armor (Protection 4)
Skills: Arcane Talent, Arcane Expertise

(12) Felldrake
Typical # Appearing: 1

Attributes: FN 1, HL 10, IL 6, MT 12
Abilities: AC 4, DF 6, EN 11 (13), MG 8, OF 7, WN 9
Weapon: Natural (Damage +1, AP +2, Range NA, Speed 4)
Armor: Natural (not worn) (Protection 6)
Skills: Arcane Talent, Tough, Quickstep

Rewards

Generally, each hero receives 1 development point per dungeon room explored. For combat, development point awards should be approximately equal to the difficulty of the monster encountered. As a rule of thumb, take the 2d6 roll that determined the monster type and divide it among the surviving heroes – never less than 1 per hero. If there is a Game Master, these numbers can be changed per their discretion. In general, surviving a trap is worth 2 development points any hero / all heroes who disarmed it or took damage from it.

Additionally, each combat survived comes with a reward in silver pieces (SP) as well. In general, this should equal the 2d6 roll to determine the creature. This amount can be split among the group. For this purpose, however, there is no minimum of 1 per hero.

In Closing…

We hope you enjoy the game and we thank you for supporting the **Dragon Cry Periodical**.

Keep an eye out for updates and expansions to the **Dungeon Crawl Fantasy Action RPG** on **RPGNow.com** and **DDGGames.com**. If you have ideas on how to improve the game or would like to submit information to expand it, feel free to drop us a line at:

John@ddggames.com
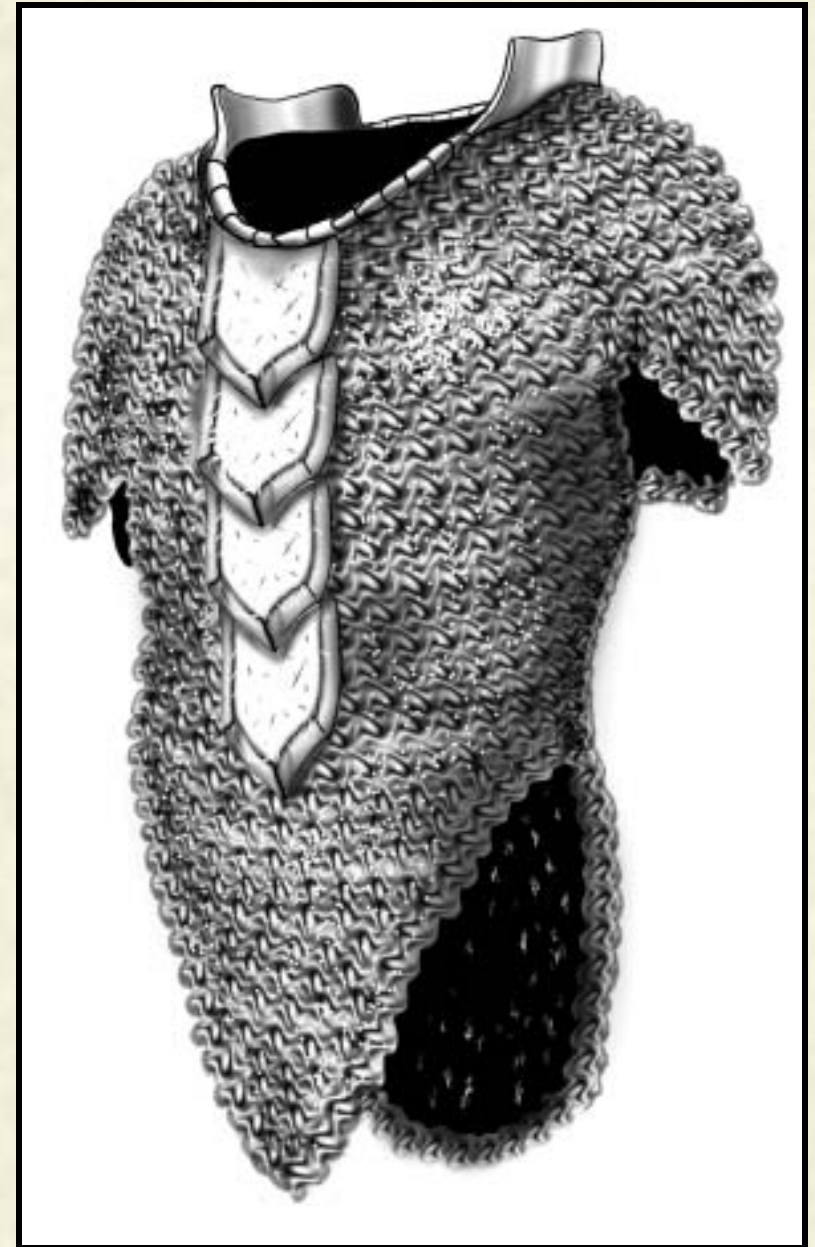
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The Dragon's Paradox

By The Le Games

Here's an interesting scenario for you: Let's say you and your party have been campaigning for months now, searching for some world class artifact. On the final session, you enter a dark and evil dungeon. When you reach the last room, you find a dragon deity that can wipe out your party with just a sneeze.

The Dragon knows of your quest, shows you 100 unopened doors and says, "Behind 1 of these doors is the artifact you seek. Behind 99 of these doors you will find death and eternal hell for all your souls (no save). Choose wisely". That is all you are told -- nothing more, nothing less. All the doors look the same, and there are no other clues what-so-ever as to which door the artifact is behind. It is all completely random where you are concerned.

Now, let's say you choose a door, but do not open it -- you are too busy trying to decide which of you will open the door, and frankly you are scared senseless.

The Dragon senses your hesitation and then says to you, "There are 99 unopened doors that you have not chosen. Of these, I will open 98 of them to show you the death you have avoided." True to it's word, the Dragon opens 98 other doors showing death (which suspsiciously looks like Lorraine Williams). There are now only 2 unopened doors left -- the door that you chose, and the door that the Dragon did not open.

The Dragon continues, "You now have a choice. You may keep the unopened door that you have chosen, or you can switch to this last unopened door. Choose wisely."

What do you do? What do you do? Do you keep the unopened door that you initially chose, or do you switch to the last unopened door?

When you initially chose your door, you had a 1/100 that you chose the door with the artifact behind it, a paltry 1% probability.

However, now that there are only 2 unopened doors left, what is the probability that the *other* door has the artifact?

Answer: 99%

Yes, it's true. You should always switch to the last door in the end, because there is *always* a higher probability that it will have the artifact.

I know what you're thinking: "At the end there are 2 doors, and therefore the probability of either door having the artifact is 50/50". Well, you'd be wrong.

The initial door you chose was based on a sample of 100, and therefore your door *always* has a 1/100 chance of being correct, even when there are only 2 unopened doors left. And that is the paradox.

Need proof? Try it on your players. I guarantee you that the last unopened door will have a 99% chance of having the artifact, while the initial door your players choose will have 99% chance of instant death and hatred towards the GM.

Sometimes it's hard being right all the time. What can I say? It's my gift—and my curse.

Note: This scenario is based on the Monte Hall Paradox.

Agree? Disagree? Let me know at **TheLeGames@gmail.com**

Arcana on a Plate

Armor Enchantments

Arcana on a Plate

By John C. Walborn / Dungeon Dwellers' Guild Games

ANTIMAGIC (+2 / +3 / +4; Any) [Lesser Antimagic / Antimagic / Greater Antimagic]
Grants Spell Resistance to wearer. Three different levels: 12,14,16

SPEED (+2; Armor and Helms)
Grants user Haste for up to 10 combat rounds per day.

FEARSOME (+3; Armor and Helms)
Armor emits an aura of fear. 30' radius, Willpower DC 14, failure causes subject to flee d4 rounds.

FORCE (+5; Armor and Shields)
Armor is made of pure force. For purposes of encumbrance the armor wears like clothing, though non-proficiency penalties still apply. In the case of shields, an arm is still needed as per the shield's size, but encumbrance penalties are negated.

ILLUMINATION (+1; Any)
Armor emits a glowing light equivalent to a torch.

CONSECRATED (+3; Any)
The armor and a 15' radius around it are treated as Consecrated per the spell.

SACRED (+4; Any)
Wearer is immune to Negative Energy effects and attacks.

WINGED (+3; Armor only)
Eagle-like wings extend from armor, allowing wearer to fly at a rate of 40' with average maneuverability.

DISGUISE (+2; Armor and Helms)
Glamoured to change appearance, granting a +10 situational modifier to Disguise.

SILENCE (+2; Armor only)
Armor is enchanted to suppress sound, granting a +10 situational modifier to Move Silently.

DIM (+2; Armor only)
Armor fades into shadows, granting a +10 situational modifier to Hide.

STEALTH (+3; Armor only)
Armor suppresses sound and fades into shadows, granting +10 situational modifiers to Hide and Move Silently. Additionally, the armor's wearer leaves no tracks, causing a +20 situational modifier to DC for anyone trying to Track the wearer.

THORNS (+1/+2/+4; Any) [Thorns / Barbs / Blades]
All those successfully striking the wearer of the armor take physical damage as the armor reflects some their own force back at them. The three levels inflict 2,5, and 10 damage with a negating Reflex DC of 10,12, or 16. In the case of a Helm or Shield, they must be currently worn for the effect to apply.

COURAGE (+2; Armor and Helms)
Wearer immune to natural fear and receives a +2 saving throw to all forms of magical fear.

LEADERSHIP (+2; Armor and Helms)
Armor is enchanted to look particularly imposing, granting to its wearer +5 situational modifiers to Diplomacy and Intimidate.

HEROISM (+3; Armor and Helms)

Wearer is immune to natural fear and receives a +3 saving throw against all forms of magical fear. Additionally, the armor is formed and enchanted to appear especially imposing, granting +5 situational modifiers to Diplomacy, Intimidate, and Gather Information.

DEFLECTION (+1; Armor and Shields)

Against missiles, the armor's base magical bonus is treated as two higher even when raised above +5.

DANGER SENSE (+3; Armor and Helms)

Armor is enchanted to grant wearer Uncanny Dodge while worn, making it impossible for them to be flanked or surprised.

PLANAR (+5; Armor only)

When worn, this armor magically converts its occupant to an Outsider of their respective alignment. This grants DR 5/+1, SR 12, and makes the wearer immune to Sneak Attack, critical hits, and poison.

FAVOR OF A GOD (+1/+3; Armor and Shields)

Conveys an additional +1 bonus on the armor, even if that boosts it to +6.

INTELLECT (+2; Helms only)

Grants a +4 to all Intelligence based skills when worn.

PERCEPTION (+2; Helms only)

Grants a +2 to Spot and Listen when worn.

MASTERY (+3; Helms only)

Grants a magical +1 Proficiency bonus to Attack roles when worn.

HUNTING (+2; Helms only)

Grants +10 to Wilderness Lore.

REFLECTION (+2; Shield only)

If a missile weapon fired at the shield's wearer misses by less than or equal to the shield's total armor bonus including all enchantment modifiers, the missile is reflected at the attacker and uses the firer's attack roll against them. Note that the shield must be providing a defense bonus factored into the user's Armor Class for this effect to apply.

FIREBREATH (+3; Shield only)

Once per day, shield may issue fire in a 10' cone, dealing 5d6 flame damage. Reflex DC 18 reduces damage by half.

FROSTBREATH (+3; Shield only)

Once per day, shield may issue frost in a 15' cone, dealing 3d6 frost damage and causing victims to be Slowed for d4 rounds. Reflex DC 18 reduces damage by half and negats Slow effect.

THROWING (+1; Shield only)

Shield may be used as a throwing weapon. Range and damage depend on the shield type:

Type	Range	Damage
Buckler	60'	d4
Small Shield	40'	d6
Large Shield	20'	d8
Tower Shield	10'	d12

Alignments Analyzed

By John C. Walborn / Dungeon Dwellers' Guild Games

There are generally two major ways any given alignment can be portrayed: passive and active. For each of the five major elements, one's approach affects the character's personality greatly. Following, we've listed the six elements of alignment and provided an active and passive interpretation for each:

Lawful

Active: An actively lawful character takes the a certain code of laws (usually the laws of the land, but possibly a well establihed honor code of some kind) very seriously, perhaps even more seriously than their theology, especially if their theology is passive. Such an individual is likely to defend this code, right or wrong, religiously and with extreme prejudice.

Passive: A passively lawful character prefers order to chaos. They are likely to plan their daily activities carefully and keep a close watch on their own behavior, but they are not likely to confront another individual unless specifically provoked.

Chaotic

Active: An actively chaotic character despises structures and rules and demands the personal freedom prevail at any cost. Such an individual is likely to break laws just to prove they can be broken, to play practical jokes on those they view as stuffy and stern, and generally make a nuisance of themselves in polite society.
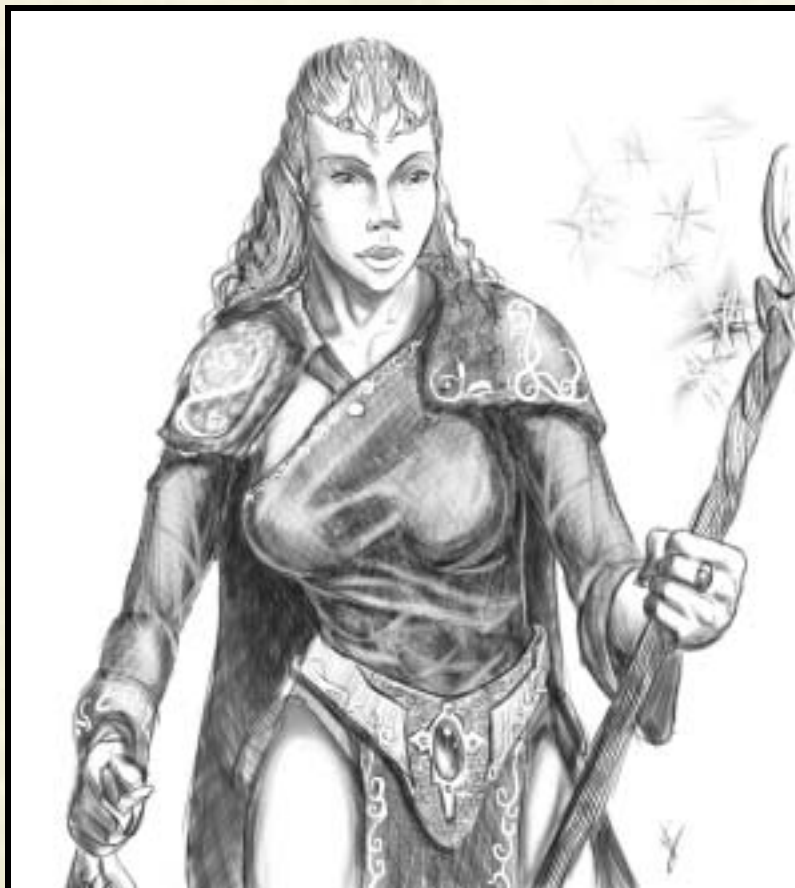
Passive: A passively chaotic character holds their freedom dear but is not quick to judge those with a different bent. Such a personality is likely to be emotional but not necessarily confrontational except when those emotions swing to anger.

Good

Active: An actively good character is an idealist who believes there is an overlying "purpose" they must help fulfill. These individuals pursue and readily confront acts and concepts they view as evil, stopping at little to do their part to further the ideal. Such a character is likely to want to destroy creatures and factions believed to be evil for the sole, "holy", purpose of serving their cause.

Passive: A passively good character believes generally that the world would be a better place if everyone loved everyone else and didn't hurt one another. Such a person is likely to be generous with their resources, possibly to a fault, and only mildly insistent that others act and believe the same.

Evil

Active: An actively evil character thrives on death and destruction. They love cruelty and depravity, often have sick and perverse habits and desires, and generally want to sew seeds of hatred and war throughout as much of the world as possible. These folks are generally sick individuals, suffering from severe mental deficiencies and lacking any hint of decency or compassion.

Passive: A passively evil character owns a simmering taste for dark mindedness and, usually, a thirst for power at any cost. These are the intellectuals of the dark side, chosing their theology by preference rather than curse. They will abandon no method, good or evil, to achieve their desires. Often, such individuals mask their theology in an attempt to win friends and influence people, but it's only to get what they want. They will as quickly save the life of a valued "friend" as they will plunge a dagger into his back if it serves their purpose.

Neutral

Active: While it may seem like an oxymoron, active neutrality is both common and interesting. Whether the neutrality lie in philosophy or theology, an individual with this nature believes that a strict balance must be kept between the two extremes. They are quick to take action if they see an overbalance on either side. Active neutrals often believe in a "circle of life" or a "natural balance", seeing the value of both sides in moderation, and perceive it as their duty to help balance prevail.

Apathetic: Only neutrality allows for apathy. An apathetic character truly just doesn't care one way or another. They may recognize a "right" and "wrong" way, but they are entirely indifferent in either case.

Passive: A passively neutral character doesn't care. In whatever category they are neutral, they have no preference one way or another and are likely to look down on crusaders on either side. They honestly believe the argument does not matter and take no action to further either side.

The Old Watchtower

By John C. Walborn / Dungeon Dwellers' Guild Games

Location

The old watchtower is located near some kind of stronghold on the border of a small, rushing stream. Once tall and proud, most of the tower now lies crumbled. Only the first floor and a portion of the walls of the second floor remain intact.

The first floor of the tower contains two round tables where soldiers once ate and played cards, both covered in and surrounded with various piles of stone and wood debris. On the north wall, a crumbled hearth once provided a place to prepare simple meals. Along the east wall, a ruined staircase leads to the second floor. Visible (from the first floor, especially during the day) holes and portions of rot in the upper level floor discourage visitors from attempting to ascend the broken stair.

The second floor, now the roof, is dangerous and mostly featureless. Portions of the walls still stand on this level, though most have fallen away. Only vague bits of remnants suggest this level's previous use as a bunking room. As mentioned above, the floor of this level is treacherous.

Hooks

1.   The ruined portions of the tower have blocked the stream, a critical problem for local farmers who use its water for irrigation. When the farmers tried to look into the cause for the blockage, they found the problem was much more severe than they could solve. Depending on which peril you choose or invent, it's possible the farmers could have either been scared away or lost a man or two in the process.

2. The party learns that an ancient and magical sword was once concealed within this tower. The details are sketchy as to whether or not the sword is still there, but it's worth checking out since the tower is nearby / on their way.

3.   The local magistrate (or similar entity) is seeking help because the old tower ruin seems to be the centerpoint for a recent hotbed of monstrous activity. He suspects some kind of larger monster has laired there and is attracting groups of smaller creatures for some nefarious reason.

4.   The party is interrupted while traveling in the area of the tower, either by a cry for help or other conspicuous event. As with the other hooks above, this could either be an honest occurrence or the lure of a trap.

Perils

1. The tower ruin makes a suitable lair for a creature, or pair of creatures, up to size Huge. The exact creature type should depend on the CR the Game Master wants to use. Such a creature, or pair, is likely to attract a number of smaller creatures to create a semi-organized encampment. To tie in with the hooks above, it's possible the creatures have intentionally dammed the stream with the rubble from the tower. After all, monsters get thirsty too.

2. Rogues have rigged the area around the tower to look like a monster encampment. Likely, they are in league with a diplomatic entity who is out and about, trying to lure adventuring parties into the trap. The rogues lie in wait, well hidden in the trees, and watch the fake encampment. Once their prey nears the tower, they spring a two-pronged attack from the trees and from shadows inside the ruin, trying to get as many Sneak Attacks as possible.

3. The area around and / or within the tower has been rigged with deadly traps, either magical or physical. Ideally, the traps are designed to allow the prey to reach the tower but not to leave. The creator of the traps uses many methods to try and lure wealthy travelers to the tower, kill or trap them, and take their valuables or hold them for ransom.
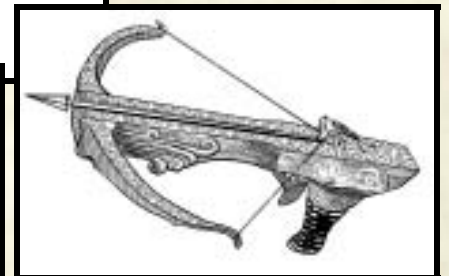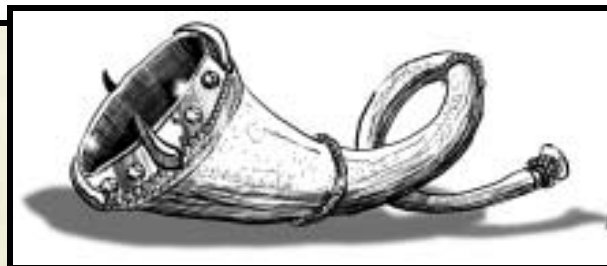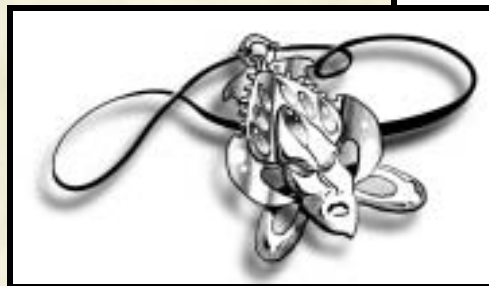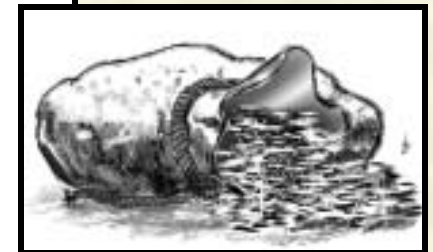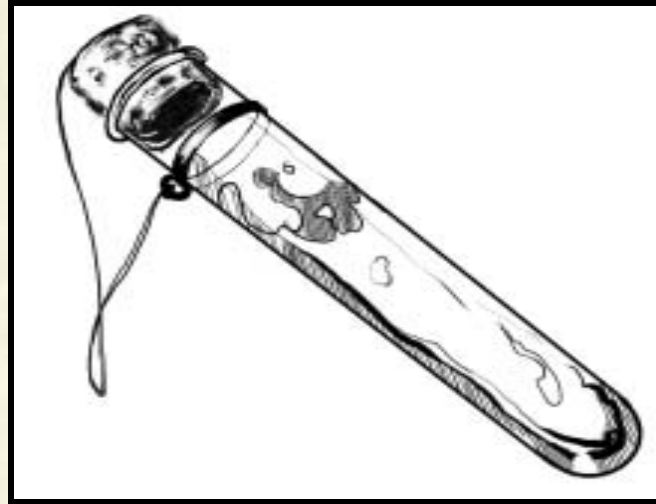
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Decorative fantasy page borders, a new FONT exclusive to this volume, paragraph dividers, graphics (Dragons, Architecture, etc.), places, scenes, characters NOT all posing but involved in some kind of action. There are even common animals and a few odd creatures. APE 7 was designed with the page layout person in mind; all images are 300 dpi Tiff grayscale files. Most all scene images are a usable 4x5 inch landscape & portrait dimensions. All the licensing of the art is the same as previous versions, what ever you want to do with them, just can't resell them as clip art. This volume has 50 images, and a new font : Wizard Kanji, I feel will be helpful to you, the publisher.

Even non-publishers will find the art in this volume exceedingly useful! I personally used this art to build an incredible Player's Guide for my new campaign.
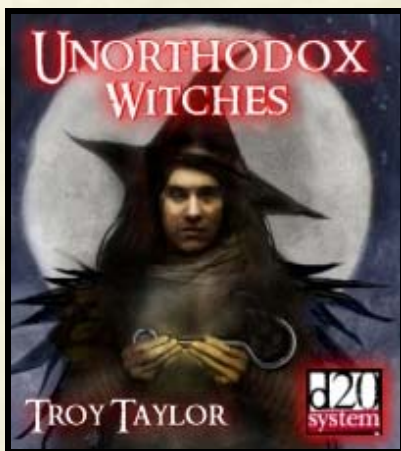
Unorthodox Witches

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Unorthodox Witches is a new 50-page pdf book for your d20 fantasy world. This book includes six full 20-level witch classes, 1 prestige class, and half a dozen mini artifacts! Each core class comes with a full flavor description and some fantastic new class abilities. Still not sure? Then check out the free demo!

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