

# DUNGEON CRAWLERS

You are a band of bold adventurers, seeking out the lost and dangerous places of the kingdom. You are the slayers of foul beasts, the banishers of evil. You are warriors and wizards, thieves and heroes. You are adventurers, tomb robbers, and legends-in-the-making. You are the dungeon crawlers!



**Movie Night Inspiration:** Conan the Barbarian, Clash of the Titans, Dungeons & Dragons, Hawk the Slayer, Krull, Legend, The Lord of the Rings, The Hobbit, Willow

## BASIC CONCEPTS

As you play keep the following in mind:

- **Story first:** tell a cool story, describe scenes like a movie and worry about the rules later.
- **Common sense:** let logic, your sense of fun and eye for cinematic action guide your story.
- **Play to find out:** don't plan too far ahead, let the dice roll and embrace the adventure.

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Art by Jason Walton.

## TAGS

All of the important, interesting and noteworthy features of the world are described with tags - a word or short statement that conveys an important detail about a character, location, object or situation. A character might be *quick* or *covered in mud*, a magic sword *razor sharp*, and a room *on fire*.

## CHARACTERS

Create a bold adventurer by giving them an evocative name and then:

**Choose your most obvious attribute:** *Bold, Charming, Cunning, Educated, Graceful, Strong, Tough, Quick, or Wise.* (Or write your own.)

**Choose your background:** *Aquatic, Dwarven, Elven, Halfling, Half-Orc, Military, Orphaned, Rustic, or Urban.* (Or write your own.)

**Choose your role:** *Archer, Bard, Cleric, Druid, Knight, Mage, Scout, Thief or Warrior.* (Or write your own.)

**Write your trademark:** what is your character really good at? For example, *brawling, cleave hordes, summon spirits, swinging my mighty axe, crush skulls, stealthy.*

### GEAR

Your character has the clothes on their back, a backpack and 10 gold pieces (gp) to spend on gear.

### HITS

All characters begin with 10 hits.

A character's attributes, background, role, trademark and gear are all tags.

## PLAYING THE GAME

Work together to tell a cool story, putting the characters in exciting situations. Explore the world. Face foes. When the outcome of actions is uncertain make a **check**.

## CHECKS

Only make a check if both success and failure offer interesting outcomes.

Only players roll dice.

Create a **dice pool** of power (P) dice and challenge (C) dice. Power and challenge dice should be different colours. Begin with (P) and add another for every helpful tag and advantageous situation. Add (P) if the character is being assisted. The GM adds (C) if the action is hard and additional (C) for each tag or scene feature that impedes the action. Add further (C) for any trauma the character has that might impede the action.

## BUILDING YOUR DICE POOL

Start with (P)	Action is hard (C)
Each helpful tag (P)	Rushed (C)
Being assisted (P)	Poor position (C)
Taking your time (P)	Outclassed in skill (C)
Well prepared (P)	Outclassed in scale (C)
Each enemy trauma (C)	Each trauma (C)

Roll the **dice pool** and compare the highest (P) with the highest (C). If one or more (P) are higher than the best (C), the action is successful. If a (C) is higher the action fails. If the highest (P) and (C) are the same, discard the pair and compare the next highest die.

Check the **oracle** and resolve the action.

## THE ORACLE

(P)	<b>Yes but / Partial success:</b> the highest die is a power die – tell everyone what price you paid or how the situation got complicated.
(PP)	<b>Yes / Success:</b> any two power dice are higher than the best challenge die – describe your success.
(PPP)	<b>Yes and / Critical success:</b> three or more power dice are higher than the best challenge die – describe what other advantage you gain.
(C)	<b>No but / Just failed:</b> a single challenge die is the highest result – tell everyone how your failure wasn't a total loss..
(CC)	<b>No / Failure:</b> any two challenge dice are higher than the best power die – describe the consequences of your failure.
(CCC)	<b>No and / Critical failure:</b> three or more challenge dice are highest – describe how things just got a lot worse.

**Botch:** If all the dice have been cancelled out the roll counts as a *critical failure*.

## COMBAT

All forms of conflict uses the above rules. When a character "attacks", they roll to cause hits. When a character is attacked, they roll to avoid the hits.

### ORGANISING THE SCENE

The GM describes the scene and the actions of opponents. Players respond by describing their character's actions. Everyone acts in the most logical order.

### DAMAGE

A successful attack deals hits equal to the single highest die used to resolve the action. When a character has lost all their hits they are out of the scene (captured, unconscious or dying).

### TRAUMA

Instead of suffering hits a character can take a trauma. Write an appropriate physical, mental or social injury. This is a new tag that will apply (C).

### HEALING

All hits are healed at the start of the next scene. Traumas are removed when an appropriate amount of time has passed or medical/magical attention given.



## EXPERIENCE & ADVANCEMENT

At the end of a game session, or when characters have an opportunity for significant downtime check for experience. Each character gains 1 experience point (XP) for each of the following that is true:

- The party overcame a significant enemy, monster or threat
- The party won a mighty, magical or significant treasure
- The party learnt something important about the world or their mission
- The character was "taken out" in at least one scene
- The party completed their mission / cleared the dungeon

Spend 5 XP to add another trademark to your character, or increase their total hits by 2 points.

## EQUIPMENT

Equipment and other objects are tags. Some equipment has further tags, such as being *heavy*.

- **Adventuring gear** (1gp each): 10' pole, 20' rope, Bedroll, Caltrops, Daily rations (5), Iron spikes, Torches (5), Wineskin
- **Melee weapon** (2gp)
- **Great weapon** (4gp): +1 hits, *two handed*
- **Bow** (5gp)
- **Crossbow** (6gp): +1 hits, *slow*
- **Shield** (2gp): -1 hits
- **Light armour** (3gp): -1 hits
- **Heavy armour** (6gp): -2 hits, *heavy*
- **Tools of the trade** (3gp each): Animal traps, Elaborate clothes, Healing salves, Holy water, Lock picks, Map and compass, Musical instrument, Spyglass

\* Weapons and armour only add / subtract hits from physical combat attacks.

## MAGIC

Using magic requires a check but only characters with appropriate tags can cast spells. Magic is freeform, meaning that there are no lists of spells or strict rules on what is possible - it's magic after all! Players be clear about the effect they are trying to achieve. Add **U** to the check if the magic persists for more than a moment, affects more than one target or does more than one thing.

### EXAMPLE SPELLS

**Bolt:** a blast of energy that harms a single target is no different to a physical attack.

**Fireball:** a fiery blast that can injure many targets **U** and set things on fire **U**. Any success will do one of these, and a critical success will do both.

**Heal:** restore d6 hits or remove a trauma.

**Illusions:** create a sound or image. The environment and the target's intellect will affect the difficulty.

**Summon:** call a spirit or creature to do your bidding. This could be large scale **U**, persistent **U**, or dangerous **U**. Success will bind the creature for a short period. Failure might summon a creature not under your control!

**Telekinesis:** move objects about with merely a thought. Big or heavy objects are harder to move **U**.

### EXAMPLE MAGIC ITEMS

- **Boots of Swiftnes:** double your speed.
- **Cap of Grace:** **G** when dancing.
- **Dungeon Clock:** tells you the time of day.
- **Goblin Slayer:** **G** when attacking goblins.
- **Ring of invisibility:** turn invisible for d6 minutes.
- **Scrying mirror:** on a successful check, see a specific person, place or thing.

## QUICK & DIRTY ADVERSARIES

Difficulty	Hits	Challenge	Traumas	Examples
Minor	6		0	A few goblins, a wolf, pixies, a large serpent, a zombie or two
Modest	6	<b>U</b>	1	Orcs, giant spider, several wolves, well prepared bandits
Mighty	12	<b>U</b>	2	Troll, golem, kobold horde, necromancer, a few orcs, a werewolf
Monstrous	24	<b>UU</b>	4	Giant, several ogres, a small dragon, a master vampire
Mythic	24	<b>UUU</b>	Any	Dragon, demon prince, demi-god

## ADVERSARIES

Use common sense when creating your monsters. A brief description will give you their most obvious tags and they will have hits based on their general size or durability.

### QUICK & DIRTY ADVERSARIES

Use the above chart to create adversaries on the fly.

**Hits:** number of hits they can take.

**Challenge:** guide to how many challenge dice to add to checks.

**Traumas:** how many traumas you can give the adversary, instead of taking hits. Traumas will grant characters **G** in the right circumstances.

### EXAMPLE ADVERSARIES

Use these examples to create your own adversaries. Apply **U** and traumas based on situation and common sense.

**Bandit** [6 hits]: mean and wants your money.

**Dragon** [24 hits]: huge, fire breathing winged lizard. Armoured, wise and cunning.

**Giant spider** [6 hits]: Quick, scary and hard to pin down. They trap you in sticky webs and their bites are poisonous.

**Goblins** [4 hits]: small and wicked, with a strong sense of self preservation.

**Horde of goblins** [12 hits]: a teeming mass of teeth, rusty blades and wicked intent.

**Medusa** [6 hits]: her gaze will turn you to stone.

**Necromancer** [12]: an evil sorcerer intent on living forever, no matter the cost to the living.

**Orc** [6 hits]: strong and stubborn.

**Skeleton** [6 hits]: rattling bones and rusty blades. Attacking them with arrows or pointy weapons suffers **U**.

**Troll** [12 hits]: big, stupid and able to regenerate their injuries (take an action to heal d6 hits or remove a trauma).

**Vampire** [24 hits]: charming and cunning, with a thirst for blood. Turns into a bat and uses magic.

**Zombie** [6 hits]: a shambling body intent on eating your brains. A called shot to the head **U** will instantly kill it.

## ADVENTURE GENERATOR

Roll or choose items to complete the quest.

You have journeyed to the **1** of **2** to **3** the **4**.

However, it is guarded by **5**.

**1 Location:** Cavern, Lost City, Forest, Mount, Palace, Pit, Temple, Tomb, Tower

**2 Noun:** Bats, Bones, Despair, Eyes, Fear, Golems, Hounds, Ice, Stars, Tears

**3 Action:** Banish, Destroy, Find, Kill, Rescue, Steal

**4 McGuffin:** Black Crown, Chalice of Life, Fire Lord, Ghost Queen, Heart of the Sky, Last Prince of Arak, Ring of Night

**5 Enemy:** a horde of goblins, the King's champion, a clockwork vampire, elven rebels, frost giants, an ancient witch, holy knights

## THE 5-ROOM DUNGEON

The 5-room dungeon is a quick and easy way to get characters kicking down doors and fighting monsters. It can have any number of rooms / chambers / encounters, but make sure to include the following parts:

**Entrance:** what is stopping the characters from entering? Make it physical to kick things off with a bang. It could be trapped, guarded, or just hard to find / get to.

**Challenge:** what non-combat challenge is stopping progress? It could be a mental or social challenge, like a puzzle, NPC, maze, prisoners or non-combat monsters.

**Setback:** what unexpected thing is between the characters and victory? The plan goes wrong, the characters were tricked, someone/thing is not what it seems, or something is lost or stolen.

**Big finish:** a boss fight with a cool, powerful enemy in an interesting environment.

**Mix adversaries, environments and physical and mental challenges to keep characters on their toes.**



NAME:

Attribute

Background

Role

Trademark

Trademark

Trademark

Trademark

## GEAR

HITS

## TRAUMAS

XP

GP