

**ADVENTURE INTRODUCTION**  
(READ THIS CARD TO PLAYERS)

**A LEVEL ONE ADVENTURE FOR UP TO THREE CHARACTERS.**

**Introduction:** You have heard stories that an Ogre has inhabited a nearby ruin, making local travel on the trade route hazardous.

Late last week, a **farmer's daughter** was taken by the beast...

For **20 GOLD**, the local villagers have hired your stalwart group to **hunt-down and destroy the Ogre**.

Arriving at the ruin, your team of brave Adventurers discover an entry to the dungeons below; amidst the crumbling stonework.

The rubble has recently been cleared away, allowing easy access to what must be the Ogre's lair..

**Adventure goal:** Eliminate the Ogre to collect the villager's reward.

Dash-in Dungeons—DEMO

**ADVENTURE KEY**  
(DEALER: KEEP THIS CARD FACE DOWN)  
[Note: '#' equals the Number of Characters]

**1. Musty Chamber** The first room below ground is dark. A putrid smell rises from old, dry bones and rotting sheep carcasses.

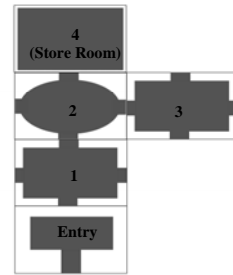
**2. Intersection** This empty circular room has two doors: one leading straight ahead and one leading off to the right. The floor of this AREA conceals a **Pit Trap**. Anyone crossing the floor without first detecting the trap will suffer it's affects. **1 GOLD** is in the Pit.

**3. Ogre's larder. Door is locked.** The farmer's daughter (thought lost) is chained to the wall here. She is weak and bruised but she lives! Several dry skeletons are also chained-up here; obviously eaten over time, and picked clean by the Ogre...

**4. Ogre Lair.** This large rectangular area once must have housed a wine cellar or storeroom. Rotted shelving, crates and barrels lie all around; obscuring your vision of the entire chamber. # **Lesser Ogres** lurk at the rear of the chamber; waiting to attack the party! **10 GOLD** is hidden in a bed of old furs.

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**ADVENTURE MAP**  
(DEALER: KEEP THIS CARD FACE DOWN)



Map Tiles needed for this adventure:

"Entry", 1 x Circle Room, 2 x Square Rooms, & "Store Room".

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**PLAYER QUICK REFERENCE CARD 1 OF 3**

**Combat Ranges:**

**Short** = Close combat / Melee Same AREA  
**Medium** = Missile range One AREA away  
**Long** = Maximum range Two AREAs away

**Task Difficulty factors:**

Easy 1 Very Difficult 4 Attack = Defence value  
Normal 2 Extreme 5  
Difficult 3 Crazy 6

(Success is equal to or greater than Difficulty factor)

**Attack Task:**

**FIRST: Defender** draws a number of cards **up to Fighting**. [Defence value = highest card + Armour + Magic]

**THEN: Attacker** draws a number of cards **up to Fighting**. [Attack value = highest card + Weapon + Magic]

**Each Combat Round:**

1. Each Player (including the Dealer) is dealt 1 card from the **Battle Sequence** deck.
2. In **ascending battle sequence order** each Player declares and executes their character or monster's **combat action**.
3. The Dealer judges the results of each **combat action** as it happens. A **success** in combat causes 1 **Injury**.

**Combat Action options (1 per creature per round):**

- Attack another creature.
- Change range (ie Move from one AREA to another).
- Surrender.
- Do Nothing.
- Bind an allies injuries. (Restore <=0 Health to 1 Health)
- Use Special skill, equipment item, or Magical device.

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**PLAYER QUICK REFERENCE CARD 2 OF 3**

**Surprise Attacks:**

If **in the Dealer's opinion**, a character or creature catches their opponent by surprise, then: *Perform one free action before their opponent gets to act at all. Apply a -4 penalty to a surprised defender's defence value in any attack made against them as during a surprise attack. All Spells and offensively used Special Skills used in a surprise attack are one Difficulty level easier.*

**Movement and Action Options:**

**Change range** 1 AREA per combat round.

**Sneak** Extreme(5) using Psyche.

**Hide** Very Difficult(4) using Psyche.

**Jump** Difficult(3) using Fighting.

**Look** view up to maximum LOS.

**Listen** Very Difficult(4) using Psyche.

**Listen at door** Extreme(5) using Psyche.

**Searching for: Traps in AREA/Traps on door/**

**Concealed stuff** Very Difficult(4) using Search.

**Unlock Door/Chest** Extreme(5) using Search.

**Disarm Trap** Crazy(6) using Psyche.

**Force open locked door** Very Difficult(4) using

**CURRENT Health; 1 Injury per second and subsequent attempt; noisy!**

**Break open locked chest** Crazy(6) using Fighting per attempt; noisy!

**Run** No Task needed; Not a Combat action; Runners can be surprised by enemies or traps.

Dash-in Dungeons—DEMO

**PLAYER QUICK REFERENCE CARD 3 OF 3**

**Market Prices:**

Item for sale	Price (*Purchase = 1/2)
Dagger	2 GOLD
Flail	5 GOLD
Longbow	5 GOLD
Axe	6 GOLD
Sword	10 GOLD
Shield	7 GOLD
Helm	10 GOLD
Leather Armour	14 GOLD
Chain Mail Armour	20 GOLD
Plate Armour	50 GOLD
Magical Rucksack of Great Volume	40 GOLD
Elixir of First-Aid	20 GOLD

[\*Merchants (ie the Dealer) will only pay **half** the above-listed price when **buying** items from Characters.]

All items are on a **per availability basis**. ie If **no card** exists for an item in the Dealer's deck, then that item is **unavailable** at market.

**Carrying capacity:** A character may only carry up to **6 equipment items** (items with their **OWN CARD**) without assistance; such as from a Magical Rucksack. **Note: Gold does not count against this limit.**

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**DEALER QUICK REFERENCE CARD 1 OF 7**

**Action Options:**

**Movement** - Move, Sneak, Run, Hide.

**Looking/Listening** - Look, Listen, Listen at door.

**Searching/Examining** -

*Search for:* Traps in next AREA,  
Traps on door/doorway,  
Concealed doors/compartments/  
& hidden treasure.

*Unlock door/treasure chest;*

*Disarm discovered Trap;*

*Force open locked door/treasure chest.*

**Combat** - See Combat Options - Quick Dealer Reference 2.

**Weapons and Armour:**

	Mod:	Range/Spec:
Dagger	1	Surprise at Short
Longbow	2	Medium & Long
Flail	2	Entangle
Axe	3	
Sword	3	
Helm	1	
Shield	1	
Leather Armour	2	
Chain Mail	3	
Plate Armour	4	

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**DEALER QUICK REFERENCE CARD 2 OF 7**

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**DEALER QUICK REFERENCE CARD 3 OF 7**

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**Break open locked chest** Crazy(6) using Fighting per attempt; noisy!

**Run** No Task needed; Not a Combat action; Runners can be surprised by enemies or traps.

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**DEALER QUICK REFERENCE CARD 4 OF 7**

**Success or Failure in Combat:**

In Attack Tasks where an Success or Failure is drawn, refer to the list of combinations below to determine what happens:

**Defender gets Success = Attack fails.**

**Defender gets Failure = Attack succeeds.**

**Defender gets Success, Attacker gets Success = re-draw (with no re-shuffle).**

**Defender gets Failure, Attacker gets Failure = Attack fails.**

**Pit Traps:**

Characters failing to notice a Pit Trap must succeed at a **Very Difficult(4) check against half their CURRENT Health (round-up)** when falling into the pit or take **1 Injury point** from the fall. Success at the above check means that the victim avoided damage, but they are still stuck in the pit. Pit traps are usually at least 10 feet deep, and Characters without Special Skills, Magic or Equipment enabling them to scale the walls or fly-out, will need help to escape.

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**DEALER QUICK REFERENCE CARD 5 OF 7**

**Examples of Task Resolution:**

**Example:** A Journeyman Wizard wants to unlock a treasure chest. According to the Searching and Examining Rules, to **Unlock door or treasure chest** is a **Extreme(5) Task using Search**, and failure means that the Character cannot attempt the same lock again. This means that the Wizard needs a 5 to succeed in unlocking the treasure chest.

As a 1st level Wizard's Search score is 2, the Wizard's player may draw up to 2 Fate cards to achieve their result. The Wizard's player draws a **1 & then 3**. Unfortunately, this means that they failed, and the lock proves beyond their skill to open. The Journeyman Dwarf in the party steps forth and says "Stand aside. Let me try my way!" Raising his Axe, the Dwarf hacks at the chest with his weapon...

According to the Searching and Examining Rules, to **Break open locked chest** is a **Crazy Task(6) using Fighting**. This means that the Dwarf needs a result of 6. As the Dwarf's Fighting score is 4, he may draw up to 4 Fate cards. The Dwarf's player draws **1, 3, 4 & 6**. As his last card (**a 6**) was the required number, he succeeds in breaking-open the chest, but the attempt makes a lot of noise.. which may have alerted monsters in the dungeon to the party's presence...?

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**DEALER QUICK REFERENCE CARD 6 OF 7**

**Examples of Attack Task Resolution:**

**Example 1:** A Journeyman Dwarf is using an Axe to attack an Orc during the first round of a combat. For Defence, the Dealer may draw up to 2 Fate cards for the Orc Dwarf because an Orc has a Fighting of 2. The cards drawn are **1 (not a high number, so the Dealer draws again) 3 (better!)** As an Orc has an **Armour bonus of +2**, and it's highest result was a 3, it gets a total Defence value of **5 (3 + 2 = 5)**. Thus, the **target number** for the Dwarf's attack is 5.

The Dwarf's player may draw up to 4 Fate cards because their Fighting score is 4. The Dwarf's Axe provides a **+3 to Attack**, so the Dwarf needs a 2 or better to hit the Orc.

The Dwarf draws **1, 1, 3** and then **stops** because they have reached greater than the required target number. The Dwarf's total attack value is **6 (3 + 3 = 6)**. As 6 is greater than the target of 5, the Dwarf **hits** the Orc...

**Example 2:** If the Dealer drew Fate cards **3 then 6** for the Orc, and the Dwarf's player drew **1, 1, 3, & 4** then the Dwarf would have **missed** because their highest Attack result was 7.

**Example 3:** If the Dealer drew a **Failure** card for the Orc, and the Dwarf drew a 1 and then **stopped**, the Dwarf would also **hit** the Orc, because the Orc was unable to defend itself.


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**DEALER QUICK REFERENCE CARD 7 OF 7**


**Map Reference:**

The following Map Tile icons are commonly used to describe Adventure Environment layouts (aka map) on an Adventure Map card of a Dash-in Dungeons adventure.

 = **Special Room Tile**. These tiles are usually named with a specific theme in mind. *Example: Store Room.*

 = **Circular Room Tile**. These tiles usually represent round or oval shaped rooms with up to four exits.

 = **Square Room Tile**. These tiles usually represent square or rectangular rooms with up to four exits.

 = **Entry/Exit Tile**.

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**FOLD-UP MINIATURES**

Dash-in Dungeons comes with paper-card fold-up miniatures for use in tracking the movement of Characters on the Dungeon tiles during a game.

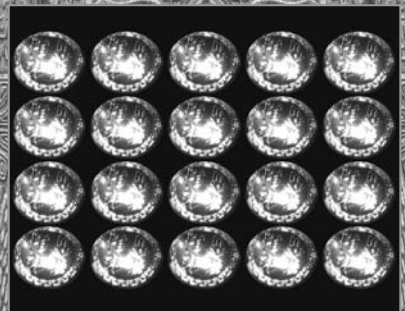


These 'fold-up' miniatures can be folded flat again for storage and transport after each use. To construct a fold-up miniature, simply fold the miniature in half so that a picture of the character is on each outward side. Carefully cut a short slot in both ends of the miniature and also cut two slots in the small rectangular base.

Now, fit the rectangular base (*cut with 2 slots*) at 90 degrees into the opposing slots on each end of the character card so that the character is able to stand-up in a triangular configuration— see illustration.

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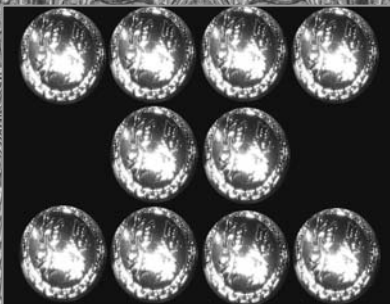
**20 (TWENTY) GOLD TREASURE**



**TRADE THIS TREASURE FOR NEW EQUIPMENT BETWEEN ADVENTURES.**

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**10 (TEN) GOLD TREASURE**



**TRADE THIS TREASURE FOR NEW EQUIPMENT BETWEEN ADVENTURES.**

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**1 (ONE) GOLD TREASURE**



**TRADE THIS TREASURE FOR NEW EQUIPMENT BETWEEN ADVENTURES.**

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**Lesser Ogre RANK 1 - BASIC MONSTER**

Illustration by Ron Harty ©2007



Armour	2
Fighting	3
Health	2
Magic	0
Psyche	1
Search	0

Attack: Club adds +2 to Attack result  
Damage = **1 Injury**

**Special Skills:**

Special Attack: **"Big Smash"** – *Once per fight*, when an Ogre successfully hits, the defender must make a **Difficult(3) test (using Fighting)** to avoid an **extra 2 Injuries** from the Ogre's Club strike.

A cousin of Orcs and Goblins, Lesser Ogres are big humanoids with great strength but low intelligence. They are often found in remote Lairs where they can attack travellers and lone farmers.

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**WIZARD**(Journeyman - 1<sup>st</sup> level)

Illustration: Robert Hwang ©2007



**Fighting 1**  
**Health 3**  
**Magic 4**  
**Psyche 3**  
**Search 2**

**Special Skills:**

Call Fire (3 uses ONLY per adventure)

Equipment carried: **Dagger** (+1 Attack bonus), a 20' length of fine rope, flint and tinder for starting fires, a torch to burn for light, a waterskin and some trail rations.

*"By the arcane energies of the cosmos, feel my wrath!"*

*Wizards are the wielders of magical energies. They are not known for their physical Combat skills, but their spells can be powerful and deadly.*

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**Wizard - Special Skills**

**Call Fire** - A practitioner using this spell causes either a small flame equivalent to a torch from their hand OR a jet of flame at an enemy OR a wall of flame around the caster and their comrades.

**Create Torch** = A successful **Difficult(4) Magic** attribute test creates a torchlike flame to emanate from the user's hand. The light will illuminate most rooms, but cannot be used to attack an enemy. The user can still perform any other one-handed actions they desire; **except another Call Fire**. This effect lasts until terminated.

**Jet of Flame** = A successful **Very Difficult(5) Magic** attribute test creates a fire blast at **Medium Range only (cannot be used at Short)** causing 3 Injury Points against an opponent unless they are resistant to fire, or have some Special Defence or Magical Device that protects them.

**Wall of Flame** = A successful **Very Difficult(5) Magic** attribute test creates a sheet of flame to burst into existence surrounding the user. **ALL** opponents **within Short range** of the user suffer 1 Injury instantly! [Note: The user's allies suffer **no damage** from this effect.]

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**INJURY****INJURY**

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**DWARF**(Journeyman - 1<sup>st</sup> level)

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**Fighting 4**  
**Health 5**  
**Magic 3**  
**Psyche 2**  
**Search 2**

**Special Skills:**

Tunnelling

Equipment carried: **Chain Mail armour** (+3 Defence bonus), **Axe** (+3 Attack bonus), a 20' length of fine rope, flint and tinder for starting fires, a torch to burn for light, a waterskin and some trail rations.

*"My sword-arm is as steadfast as the Mountain, and I know the Mountain's secrets"*

*A tough physical people, Dwarves are miners and master workers of metal and precious minerals. They are also fierce, formidable fighters.*

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**Dwarf - Special Skills**

**Tunnelling** - A practitioner using this skill may dig dirt or rock to make tunnels, construct *buttresses* to stop tunnels from collapsing, and determine information about a tunnel such as how it was built, whether it is unstable or dangerous, or whether the tunnel is sloping. Any of the above tasks require success in a **Normal(2)** task check using **Psyche**.

A 'Tunneller' also has ability to *detect and dodge Falling Stone Traps and Pit Traps* which lay in their path:

**Detect Stonework Traps:**  
 If the practitioner actively concentrates (*ie declares that they are Searching for Falling Stone or Pit Traps*) they will succeed should they pass a **Difficult(3)** task check using their **Psyche**.

**Dodge Stonework Traps:**  
 If the practitioner is the **victim** of a Falling Stone or Pit Trap, they are allowed a **Very Difficult(4)** check using their **Fighting** attribute to avoid the Trap's effects.

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**STREETMAN**(Journeyman - 1<sup>st</sup> level)

Illustration: Robert Hwang ©2007



**Fighting 2**  
**Health 4**  
**Magic 1**  
**Psyche 2**  
**Search 3**

**Special Skills:**

Expert Lock Picking

Expert Sneak

Equipment carried: **Sword** (+3 Attack bonus), a 20' length of fine rope, flint and tinder for starting fires, a torch to burn for light, a waterskin, some trail rations and a **set of lock-picks**.

*"My home is the shadows; no lock nor barrier foils me for long..."*

*Streetmen know the streets cellars and back alleys of big cities. Their realm is the manmade, untrusting world of locked doors, strongrooms and treasure chests.*

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**Streetman - Special Skills**

**Expert Lock Picking** - The practitioner using this skill must succeed at a **Difficult(3)** test using their **Psyche** attribute to unlock a selected lock without the use of the correct key. *Expert Lock Pickers* not only have a better chance of success, but they are more likely to understand the consequences of any failed attempt. Thus, upon examination of any given lock, an Expert may choose to ask the Dealer one 'yes or no' question of a technical nature regarding the lock; before they make a picking attempt.

**Expert Sneak** - This skill allows the practitioner to move undetected through any terrain which provides even the smallest amount of cover more effectively than non-specialist characters or creatures.

The practitioner attempting to Sneak, must succeed at a **Difficult task(4)** using their **Psyche** attribute to achieve the desired results.

This skill may not be use in combat, but it could be used to enter a combat with surprise. [The Dealer is the final arbiter on whether the practitioner gets to surprise their opponents.]

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**Success!**

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*FATE*

**Failure!**

*FATE*

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STREETMAN



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DWARF



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WIZARD



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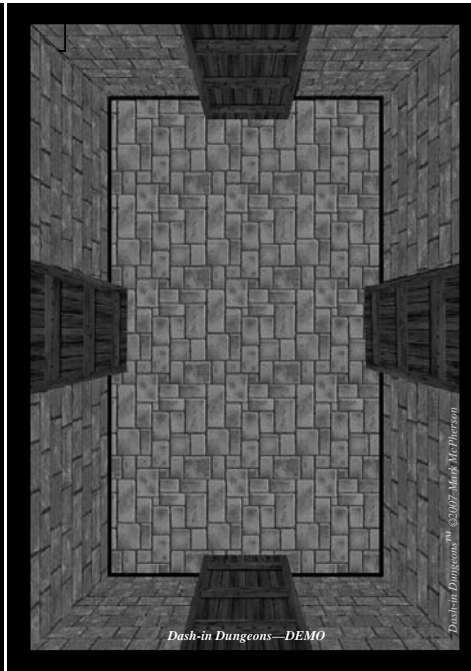
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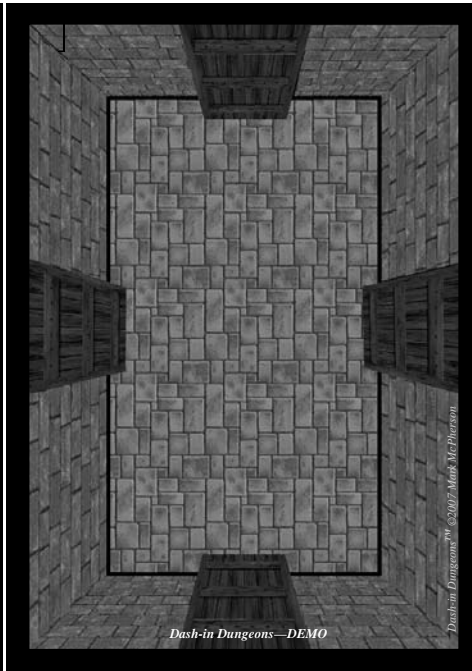
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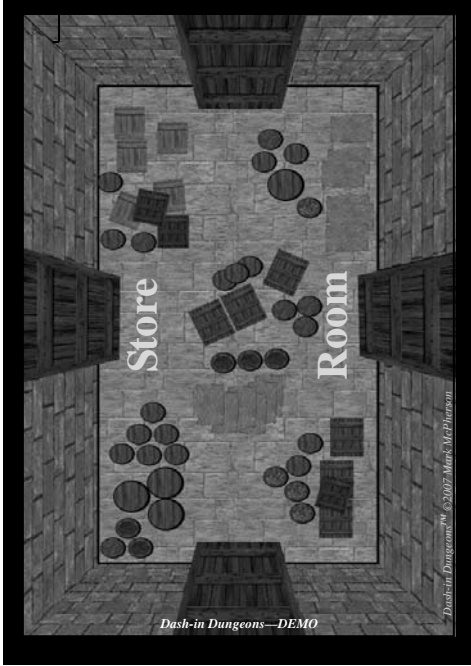
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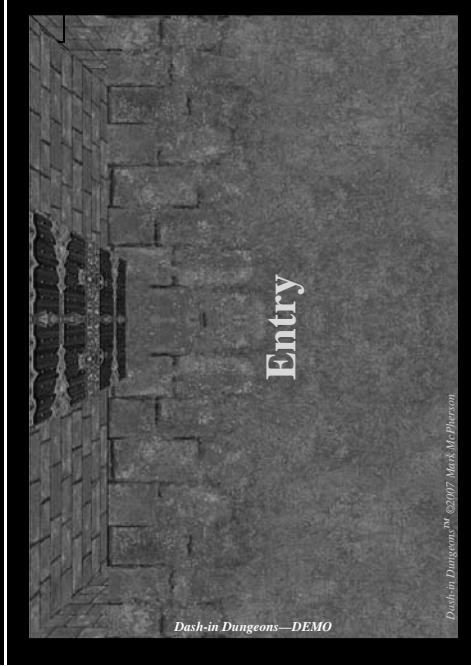
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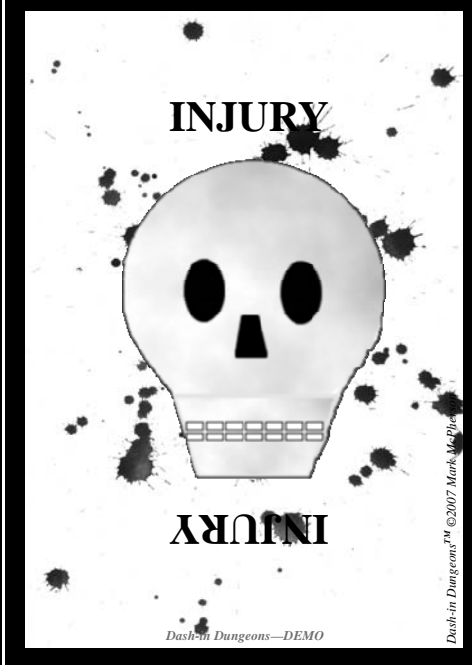
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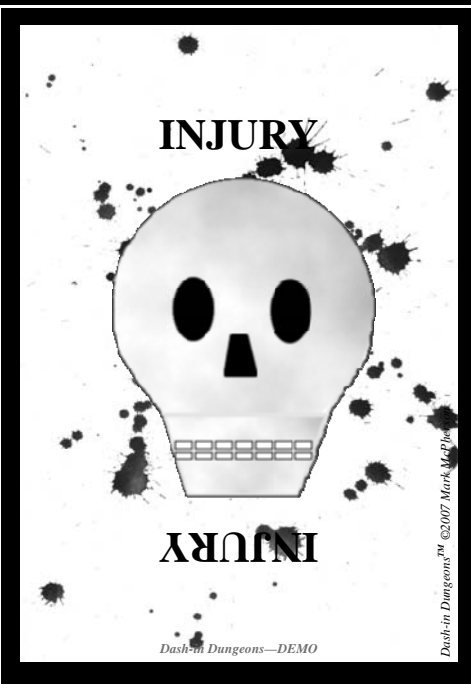
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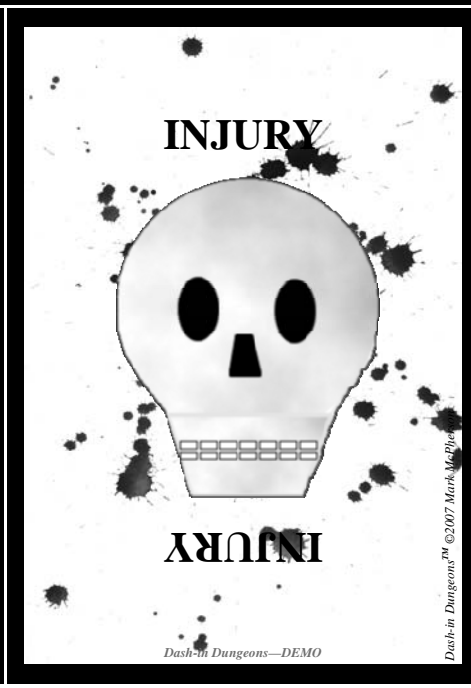
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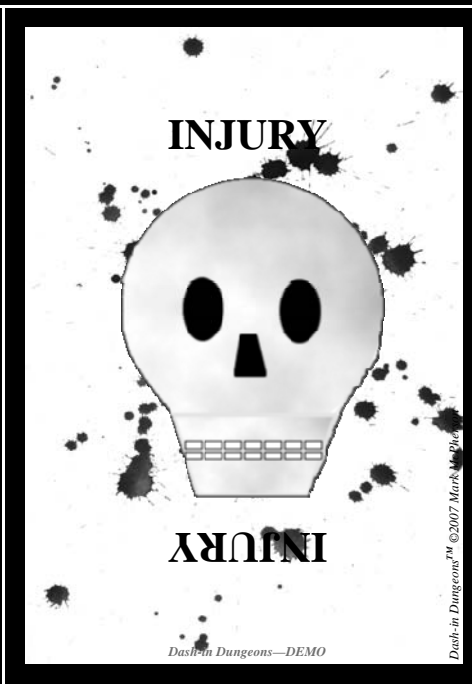
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**INJURY**



**INJURY**

*Dash-in Dungeons—DEMO*

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*Battle Sequence*



Ilus: Rich Hemp ©2007

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*Battle Sequence*



Ilus: Rich Hemp ©2007

Dash-in Dungeons—DEMO

*Battle Sequence*



Ilus: Rich Hemp ©2007

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*Battle Sequence*



Ilus: Rich Hemp ©2007

Dash-in Dungeons—DEMO

*Battle Sequence*



Ilus: Rich Hemp ©2007

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*Battle Sequence*



Ilus: Rich Hemp ©2007

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*Battle Sequence*



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*Battle Sequence*



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*Battle Sequence*



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Dash-in Dungeons—DEMO

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Dungeons  
Demo***

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Dungeons  
Demo***

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Dungeons  
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Dungeons  
Demo***

***Dash-in  
Dungeons  
Demo***

***Dash-In  
Dungeons  
Battle  
Sequence***

***Dash-In  
Dungeons  
Battle  
Sequence***

***Dash-In  
Dungeons  
Battle  
Sequence***

***Dash-In  
Dungeons  
Battle  
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