

Para Tryp Research Organization

Presents

Beta 3



Para Roles:  
Dungeon Crawl

### **Thank you for taking part in the Para Roles Beta Part 3!**

This portion introduces the players to a game mode that allows players to explore dangerous dungeons using maps, traps, treasure, and secret doors.

The first section explains a method used to generate random dungeon floors for play using a 6-sided die (d6).

The second section explains the rules for movement and combat in the dungeons.

The third section explains new enemy sub-types that you may encounter throughout dungeon adventures.

The fourth section contains information for additional magical items.

The last section has a blank grid that can be used for the Dungeon Crawl and a few custom pre-generated floors found in the Appendix.

### **Special Thanks:**

A special thanks goes out to the tri-Tryp researcher Michelle Savran for the creative work design of the King of the Dead featured on the front cover!

Another special thanks goes out to Andy Buchanan (Instagram @foxthebomb) for his creative works involved in the Dungeon Door and Boss Enemy images.

# Dungeon Crawl

Description:

Multi-floored dungeon crawl.

Supplies needed:

Token for each Player

Tokens for Enemies

Tokens for Duo Enemies

Token for Boss Enemy

Dungeon Crawl Map(s)

Requires an extra player to lead the design and implementation of the dungeon (knows where entrances/exits, traps, secret rooms, and treasure chests are located) or a tag along party member that will not intentionally spoil the surprises!

Create your own custom dungeon or produce a random dungeon using the rules found in Part 1: Designing Dungeon Floors.

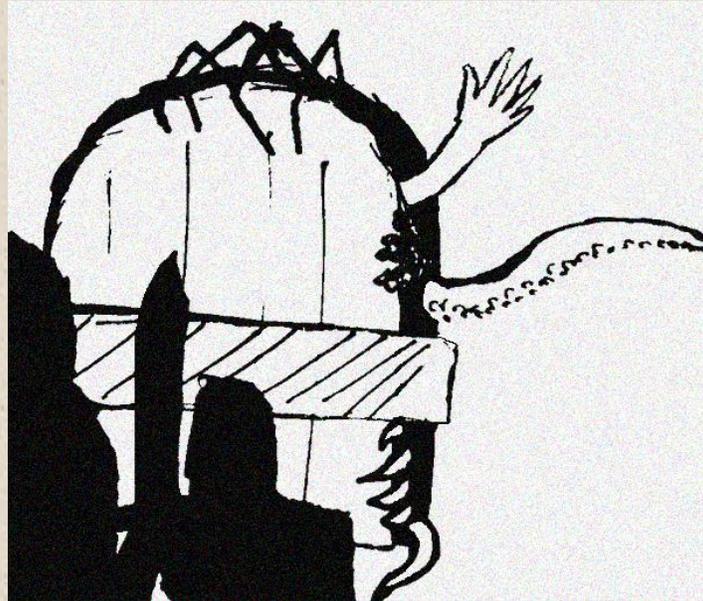


# Part 1: Designing Dungeon Floors

Design map using d6 rolls and the following rules for a 16x16 dungeon floor:

#1 Choose entrance location:

- 1) Right
- 2) Left
- 3) Top
- 4) Bottom
- 5) Reroll
- 6) Reroll



#2 Determine Multiplier Factor

- 1) x1
- 2) x1
- 3) x2
- 4) x2
- 5) x3
- 6) x3

#3 Roll d6 for site of entrance number and multiply by factor to choose site (a total of 18 is player's choice)

Indicate entrance and draw walls around outside edges of the 16x16 grid

#4 Determine paths, intersections, and rooms using d6 rolls

- Path length based on d6 result. Draw walls along path box edges.
- Place intersection with d6 roll
  - 1) Right Turn
  - 2) Left Turn
  - 3) Right & Left Turns
  - 4) Right Turn & Forward
  - 5) Left Turn & Forward
  - 6) Right/Left Turns & Forward
- Determine if intersection has an attached room using a d6 (Odd No; Even Yes)
- Room Creation Roll d6
  - 1) 1 square room
  - 2) 2x2 square room
  - 3) 3x2 rectangle room
  - 4) 3x3 square room
  - 5) 4x2 rectangle room
  - 6) 4x3 rectangle room

- Roll d6 for additional doors attached to room (Odd None; Even Yes)

Roll d6 if yes to determine door placed on wall (choose square).

- 1) Door to right wall of entrance
- 2) Door to left wall of entrance
- 3) Door to right and left
- 4) Door to right and forward
- 5) Door to left and forward
- 6) Door on all walls

Place an intersection at the additional door and continue with a path.

- Resolve all path lengths, intersections, and rooms until map is completed.
- Running into a drawn wall means it is a dead end for any path length, intersection, or room.

#5 Resolve Order for continuing passed intersections and rooms:

- 1) Right
  - 2) Left
  - 3) Forward
- Once a side meets a dead end; backtrack to the previous intersection and resolve.
  - Once all intersections lead to a dead end the map is potentially complete.

#6 Check to see if map is big enough.

- Must have a minimum of 5 intersections per level.  
If not, then choose a point to start another path connecting to one of your walls (player's choice). Treat as a secret door that opens after monsters are cleared in first area. Indicate secret door with a squiggle.

#7 Determine the site for the stairs to the next level using a random set of rolls for x and y coordinates on the map.

- Roll a d6 for a multiplier
  - 1) x1
  - 2) x1
  - 3) x2
  - 4) x2
  - 5) x3
  - 6) x3
- Roll a d6 for the number to multiply (a roll 6 is player choice)

Do this twice to determine the x and y axis values of the stairs. Place exit in nearest room in play.

#### #8 Determine number of secret rooms.

- Roll a d6 to determine the presence of a secret room on the floor
  - 1) None
  - 2) None
  - 3) Secret room with one treasure card
  - 4) Secret room with an enemy (see below for difficulty)
  - 5) Secret room with treasure chest (roll a d6 to determine number of treasure cards)
  - 6) Secret room with treasure chest (roll a d6 to determine number of treasure cards) and an enemy (see below for difficulty)
- Secret room doors open when entire floor is cleared of enemies.
- Determine secret room size using the rolls for room size. Place on the map using x and y axis values determined by rolls just like the exit stairs or wherever it will fit. If it will not fit against at least one path, intersection, or room then choose a wall to make into a portal to a pocket room dimension.

#### #9 Determine number of traps (if using traps).

- Roll a d6 for traps
  - 1) No traps
  - 2) 1 trap
  - 3) 2 traps
  - 4) 3 traps
  - 5) 3 traps and the exit stairs are trapped
  - 6) 3 traps, the exit stairs are trapped, and any chests are trapped
- Roll a d6 to determine trap type
  - 1) Small Explosion - 2 points of damage reaches 1 square radius out (Diagonals count)
  - 2) Large Explosion - 2 points of damage reaches 2 square radius out (Diagonals count)
  - 3) Summoning Trap – An enemy appears (Use floor rules for enemy creation)
  - 4) 2 enemy trap (Use floor rules for enemy creation)
  - 5) Summoning Trap and doors close till combat with summoned enemy is resolved (Use floor rules for enemy creation)
  - 6) 2 Summoning Traps and doors close till combat with summoned enemies is resolved (Use floor rules for enemy creation)
- Place traps using random X/Y coordinate generation. If the trap falls in a place that is not in a path, intersection, or room then the trap is placed in the closest viable position.

*Options for finding traps:*

1. Use an aided trick stat to attempt to find traps in a radius of squares equal to the number of players alive in the party. (Choose player with highest trick stat and add a single bonus per party member aiding the check). If the check fails then no traps are found in the location (whether present or not). Multiple attempts for a given area range are not allowed. If successful, the party identifies the trap position.
2. Discard a stat bonus treasure to instantly find and reveal all traps on the floor.
3. Step on squares blindly looking for a trap! This will activate the trap.

*Options for deactivating traps:*

1. Use an aided trick stat to attempt to deactivate the trap. Multiple attempts are not allowed. Failure means the trap remains active. Critical failure (drawing an Ace) means the trap set off during the deactivation attempt.
2. Discard a stat bonus treasure to automatically succeed on disarming a single discovered trap on current floor. Can use multiple times if treasure is in abundance.

Enemy traps that summon a random enemy use the dungeon level enemy guide. Place the enemy on a square next to the party member that activated the trap and begin combat. Some enemy traps summon an enemy duo to fight with. For these determine the enemies separately. If the trap calls for doors to close, they will trap the party members in that area (path, intersection, and/or room) with the enemy until the enemy is defeated. Party members outside the area will not be allowed to enter until the trap is resolved.

# 10 Populate dungeon floors with enemies.

- Roll a d6 to determine the number of enemies for the floor
  - 1) 3
  - 2) 4
  - 3) 5
  - 4) 5 + duo
  - 5) 5 + boss
  - 6) 5 + duo + boss
- When enemies are placed on the board it is determined whether they are on patrol or stationary until triggered. Use an odd/even roll on a d6 dice to determine patrol/stationary.
- Enemy placement on the board  
Place stationary enemies in rooms and patrol enemies at intersections. Choose the order based on the order of the rooms/intersections created or the discretion of the enemy controlling player for increased novelty and player enjoyment.
- Enemy difficulty levels for each enemy placed  
Floors 1-8:  
Roll a d6 and add the floor number  
Floors 9 and beyond:  
Roll a d6 and add 8
- Each enemy drops 1 treasure after defeat except for boss enemies which drop 2 treasure.

# Part 2: Player/Enemy Movement and Combat

## Play Begins!

Player actions per movement turn in any order:

- 1) Move (Potentially initiate combat)
- 2) Use Ability/Item
- 3) Search for Traps

### -Party movement-

The party goes first and moves their tokens one space per move if choosing a Vigilant Speed (party member goes first in combat) or two spaces per move if choosing a Rushed Speed (enemy goes first in combat).

When party tokens are touching each other, the tokens can be rearranged using one space of movement in any order for the party tokens in contact with each other. The player wishing to rearrange the tokens is the one that uses one space of movement for that turn.

After the party makes their move, resolve any potential combat actions, and finish their other potential actions. Then enemies will get a chance to move.

Players may not move through an enemy token and enemies may not move through a player token.

### -Enemy movement-

#### -Enemy triggered by party token

Enemies will move toward party members that are within their visibility area (Able to draw an imaginary straight line between the enemy and the party member tokens without hitting a wall). Once pursuing a player, the enemy will not rest until combat grants a victor or the party member escapes to another floor.

#### -Enemy speed is determined by the enemy type

Enemy Type	Base Enemy Speed
Minion of Darkness; Chaotic Defender; Unlucky Trickster; pHool of Destruction; Commander of the Void; King of the Dead	1
Royal Demon Guard; Prince of Pain; Dread Queen	2
Dragon	3

### -Patrolling Movement

The patrolling enemies move in a random direction based on the roll of a d6. Roll individually or together for faster play.

Enemy die rolls for movement:

- 1) Right
- 2) Left
- 3) Up
- 4) Down
- 5) Stay
- 6) Reroll and double result (doesn't stack)

### -Initiating Combat-

If a party member moves next to an enemy or an enemy moves next to a party member then combat begins. The party member(s) goes first if their last move was vigilant. The enemy goes first in combat if the party member's last move was rushed. Determine if combat begins after all enemies have had a chance to move. This will allow for multiple enemies to fight the party member(s) at once. Any party members connected to a player token or enemy token are also in the combat.

After all enemies have moved and resolved potential combat with the party the next movement round begins with the party deciding where they will move their tokens.

### Token placement and joining combat

Player and enemy tokens that are next to each other will begin combat. Any party member not in combat may use a movement action when it is their turn in combat in order to approach the battle. For a player to join in the combat, the player need only move their token next to their party member or the enemy.

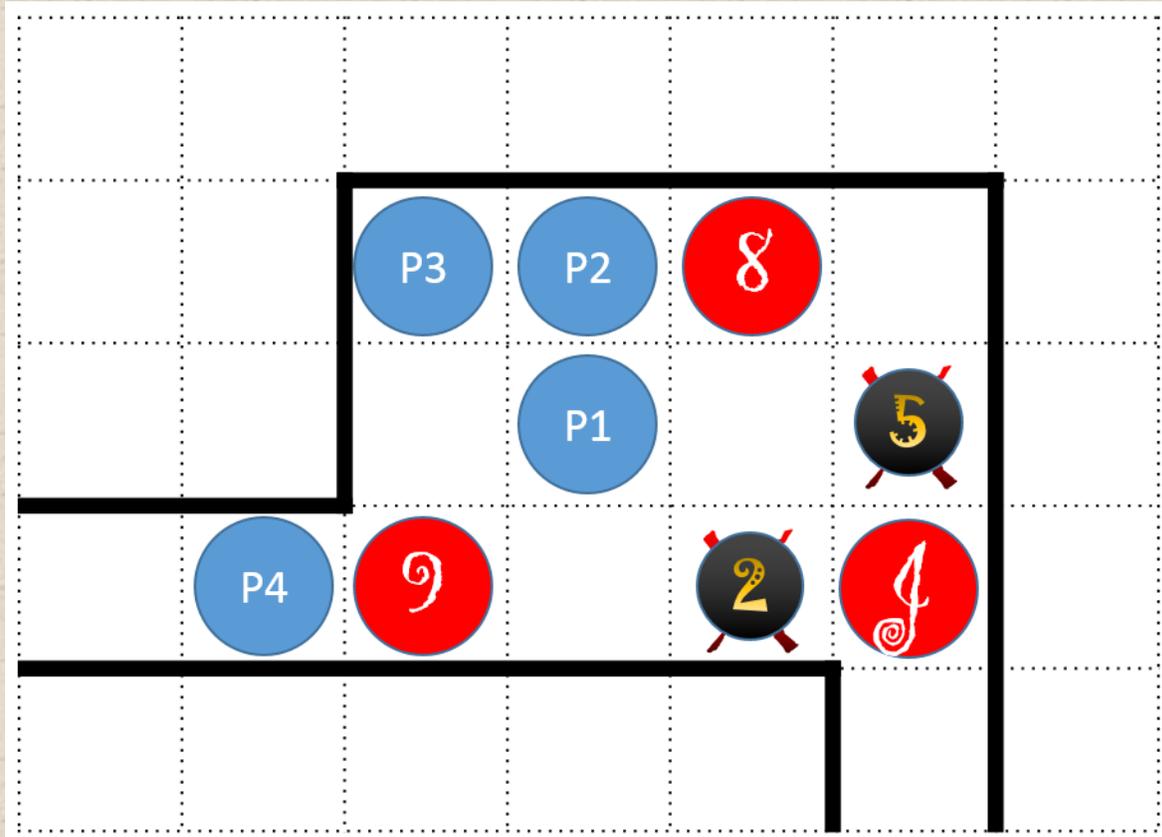
Any enemies that are able to witness the combat are allowed movement on the enemy combat turn. Once the enemy is able to move their token next to an enemy token or a party token in combat they can perform an action in the battle.

### Leaving combat

Players that wish to leave combat may use the Run Action to attempt to leave. If the Run Action is successful, then the player may use their movement to move their token to a space that they can reach with movement that is not in combat. However, there is a possibility that escape is not possible depending on the squares available for moving and whether enemies block player movement.

**Walk-Through: Part 1 of Example Movement and Combat**

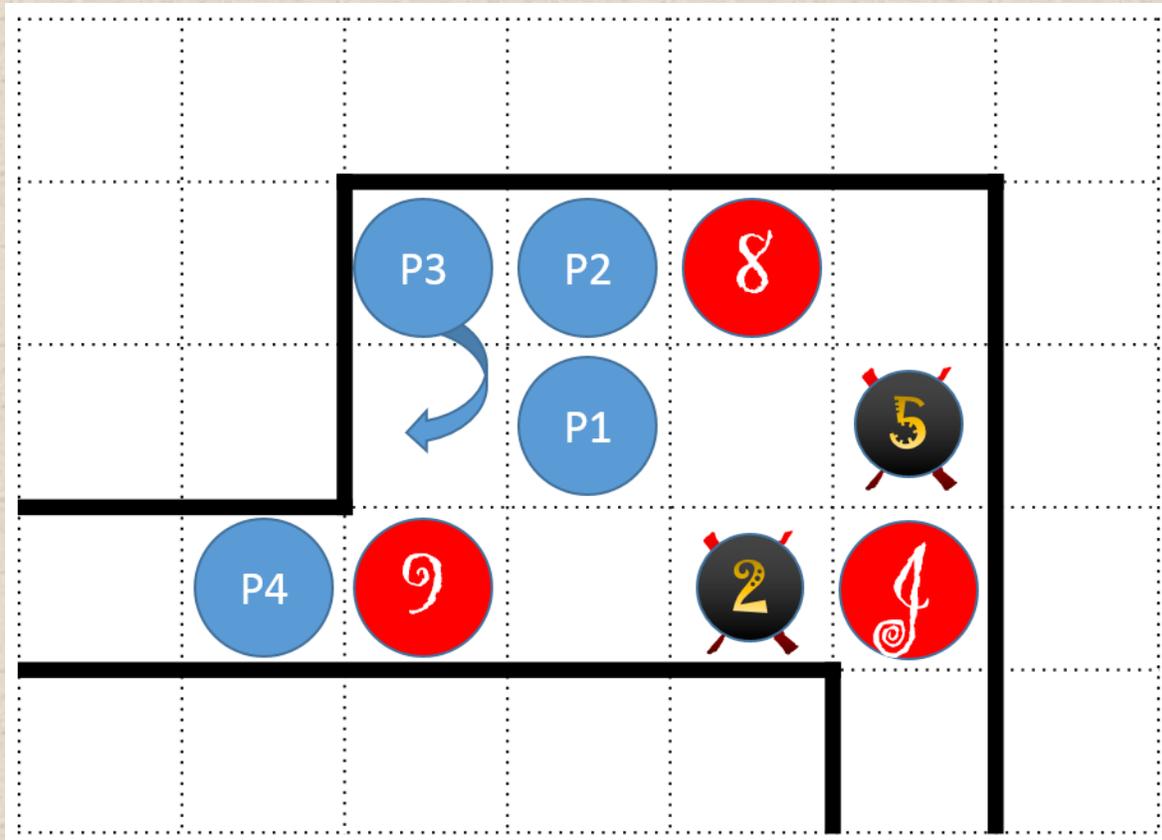
A party of four players (P1, P2, P3, and P4) has encountered a group of enemies (8, 9, and J) in this 4x3 room with 2 connecting hallways. There are 2 traps (2 and 5). Players will not be able to see the traps but the person in control of the enemies will be able to know their locations.



**Walk-Through: Part 2 of Example Movement and Combat**

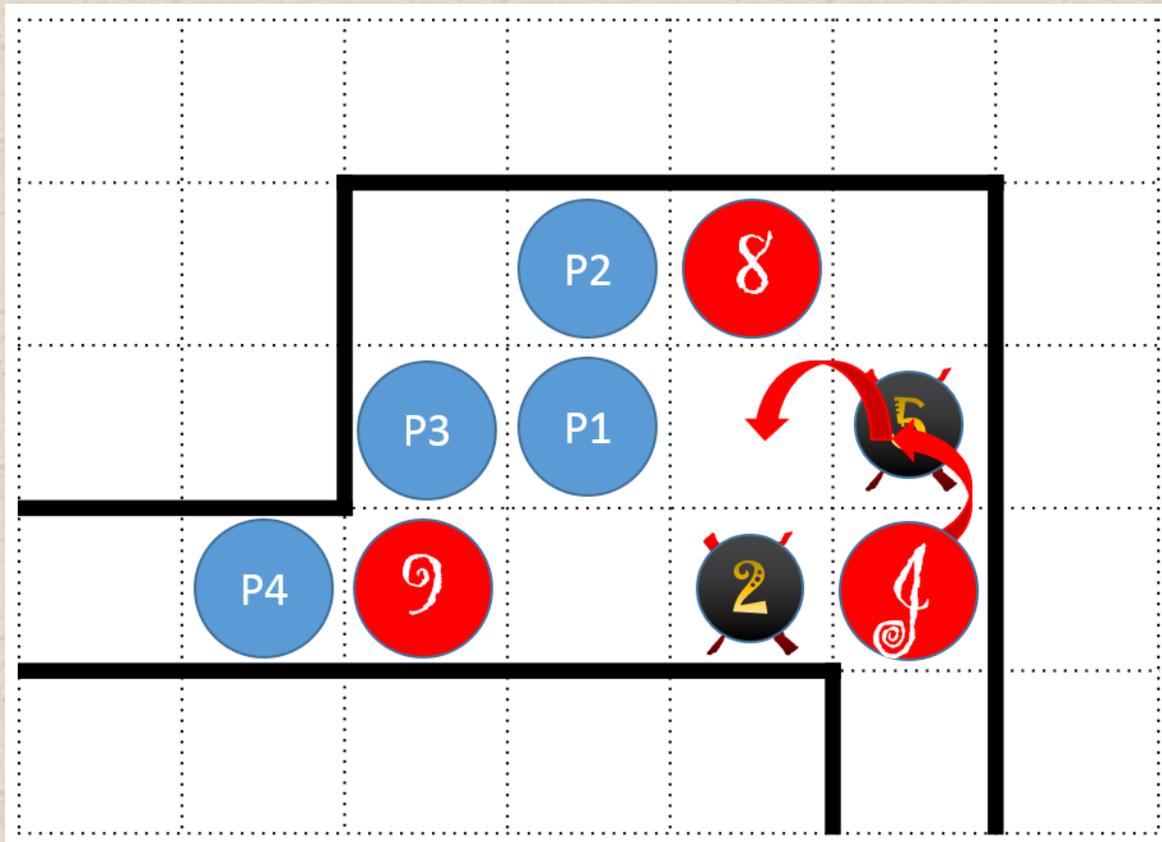
Player's 1 and 2 choose to stay in their current locations.

Player 3 might wish to move one square down in order to be able to include player 4 in a combined combat with enemies 8 and 9.



**Walk-Through: Part 3 of Example Movement and Combat**

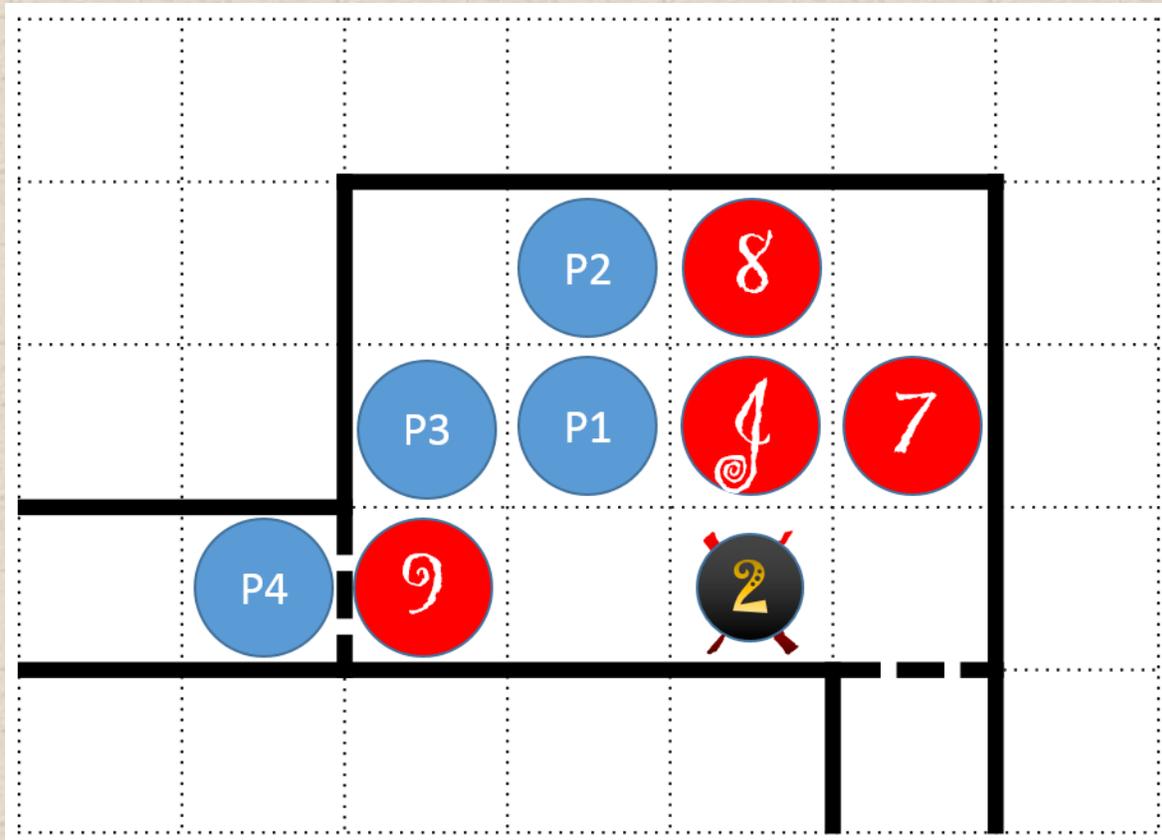
For the Enemy movement turn the Prince of Pain (Jack) should move through the Enemy Trap 5 square which will trigger the summoning of an enemy and close the doors to the room. Enemy Trap 5 is chosen instead of the explosion trap in order to add more enemies and avoid damaging the Prince of Pain (Jack).



**Walk-Through: Part 4 of Example Movement and Combat**

With the movement of the Prince of Pain (Jack) the Enemy Trap will summon a random enemy for the current floor. In this case a 7 is selected and placed in the square where the trap was triggered since the Prince of Pain (Jack) is able to continue moving.

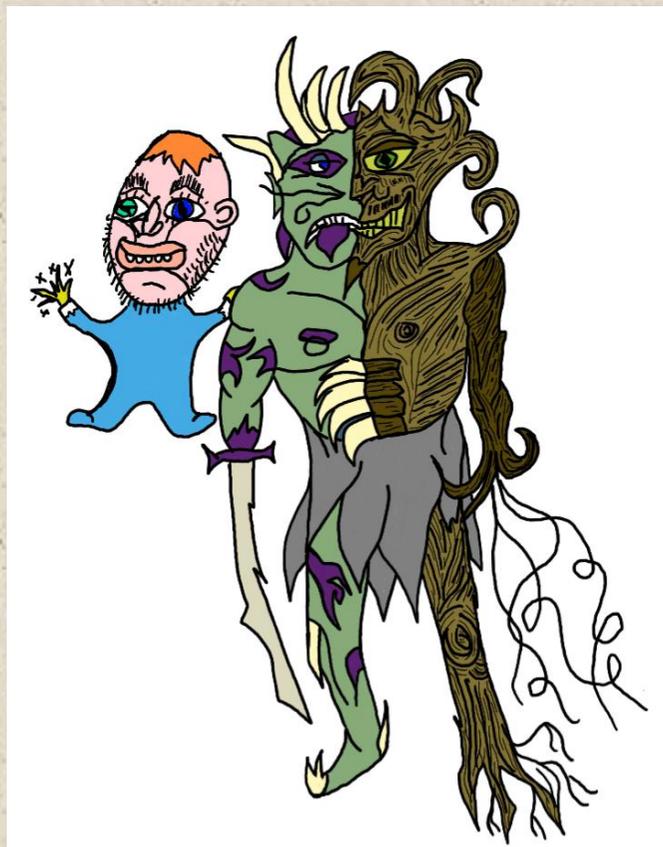
Additionally, the doors are marked as closed causing Player 4 to be excluded from combat until the 7 or the party inside the room is defeated.



## Part 3: New Enemy Sub-Types

### Duo Enemy Groups

- Duo Creation:  
Follow the rules for enemy difficulty in the creation of the lead enemy. The partner enemy's difficulty is determined using the previous floor's rules for difficulty (The first floor just uses the first floor rules).
- Duo Movement:  
Use the rules for movement for the lead enemy.
- Duo Combat:  
The lead enemy goes first and then the partner enemy will perform their action based on the same dice roll.



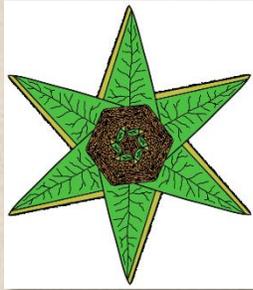
### Boss Enemies

- Boss enemies are created with the maximum difficulty for all stats found on the current floor and have 2 treasure cards that buff their stats. To determine the stats affected by the treasure cards draw 2 random cards from the Treasure Deck and place according to the suit drawn. The placement of the treasure cards will not change the enemy type. When defeated, boss enemies will drop both treasure cards instead of the usual 1 when defeating an enemy.



# Part 4: New Items from the Treasure Hoard

The following new Legendary Items are available for purchase and may be found in treasure chests:

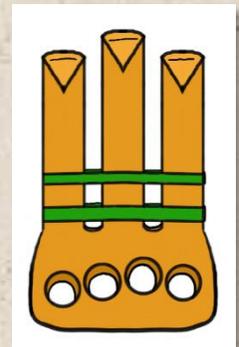


## Throwing Leaf [Costs 4 Treasure per item]:

This throwing star fashioned out of magical plant materials has the sole purpose of impeding enemy movement. To use this item, perform an attack against any enemy within a 3 squares distance of the player wielding the item. Upon a successful hit, the enemy is entangled in vines and roots that instantly grow from the core of the item. However, when used, the entangling vines do not cause the enemy to take damage. Thus, these one-use items should only be used when deemed necessary to prevent enemy movement. An enemy must succeed on a trick stat draw to escape the entangling vines that continue to grow and react to their attempts at movement. Success means that the enemy may move but will not be able to perform other actions after that action's movement. Entangled enemies can attack players that step within reach even if the enemy has yet to successfully escape bondage.

## Knuckles of Climbing and Scratching [Costs 8 Treasure]:

These brass knuckles come with a set of claws that are perfect for inflicting wounds and aiding in difficult climbing obstacles. In combat, the knuckles enhance attacks with a wounding effect if the player draws a club for their attack card. When a targeted enemy accumulates 3 wounds from this weapon, the target loses 3 health automatically on top of any other damage inflicted. During movement, players with these claws may climb on/over structures and other objects that would normally impede movement including walls. May only carry one of these per party.



## Blue Flame Wand [Costs 8 Treasure]:

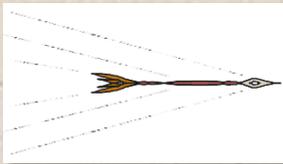
A blue flame burns brightly on this wand. When used properly, the fire will set ablaze a square with a permanent fire effect. Any friend or foe that steps into that square is subject to the fire effect each round that they stay in the fire. Any non-fire-based individual occupying this square will take 1 point of hit point damage each round at the end of their turn. Any fire-based individual (creatures made of fire or creatures with fire abilities) occupying this square will add 1 point of fire damage to their normal attacks. To use the blue flame wand again, a treasure card must be sacrificed as an action to re-light the wand. May only carry one of these per party.

**Crest Shield of Blocking [Costs 10 Treasure]:**

The runes on this shield are able to anticipate danger and alert the bearer after a quick learning period. When players are attacked with an Enemy Attack Action for a second time in combat, the wielding player may draw 2 cards for their defense action and use the best card if they are targeted. This effect will occur for each subsequent round when attacked by the same enemy. This effect does not work with Enemy Special Abilities. May only carry one of these per party.



**Echo Dart [Costs 10 Treasure]:**



Attacks made with this magical returning throwing weapon remember their path. When used in an Attack Action, the card drawn for the attack can be set aside with the player that drew it instead of being placed in the discard pile. Any subsequent attack made by the player may instead use the card that was drawn previously and then place it into the discard pile. Only one card may be saved for use in an Attack and the card is placed back into the deck after the encounter is resolved. May only carry one of these per party.

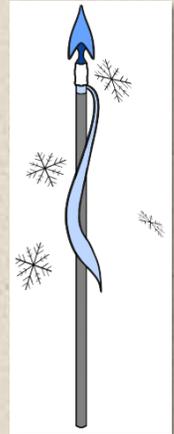
**Mage Staff of Miracles [Costs 12 Treasure]:**



The scales of destiny can be tipped with the magic of this staff. When a player chooses the defense action and is successful, they may choose to have one enemy reroll their action determining die after the die has been thrown and an action has been determined. However, this reroll may lead to the same outcome as the first roll. May only carry one of these per party.

**Snow Spear [Costs 12 Treasure]:**

Once this spear from the frigid south islands of the Wastes was used to protect the snow-covered borders from northern aggressors. In combat, the spear enhances attacks with a chilling effect that slows enemy reaction time to incoming attacks if the player draws a diamond for their attack card. Success on the attack means that the enemy will use a Clumsy Defense in response to the next single attack targeting it; 2 cards are drawn, and the highest number is used for the enemy's defense. Ice-based enemies are immune to the effect. May only carry one of these per party.

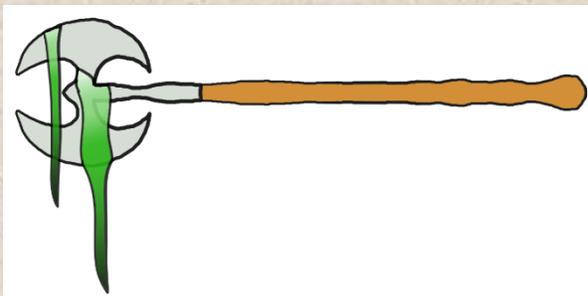
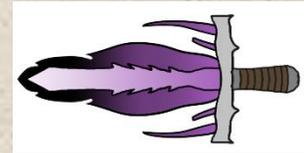


**Quiver of Action [Costs 12 Treasure]:**

Magic imbued in this quiver allows the bearer to take a second attack action on the player turn. The effect is activated when the player declares an Attack Action and draws a spade for their attack card. The energy requirement for this feat of unnatural speed drains the quiver. A quiver found in new condition can perform this feat 6 times. To replenish the quiver, a treasure card must be sacrificed to restock it with 6 uses. May only carry one of these per party.

**Dagger of Voidspark [Costs 17 Treasure]:**

The magic surrounding this item allows the player to send enemies briefly or permanently into the Void. To activate this ability, a player must succeed on an Attack Action and declare that they would like to use the Voidspark. The enemy does not draw for defense but instead draws on their highest stat. Failure means that the enemy is banished into the Void and lost to time. Success means that the enemy loses a turn as they fight to maintain their grip on reality. Once used, the player must sacrifice a treasure card as an action to use it again.

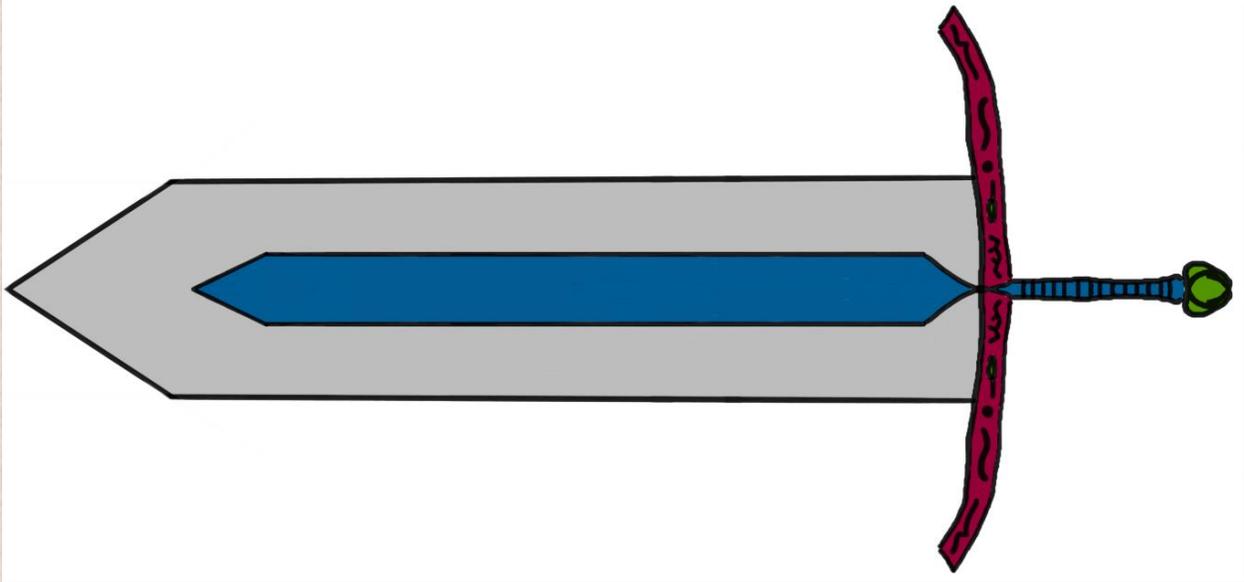


**Acid Drip Axe [Costs 19 Treasure]:**

The acid that drips from this axe coats any surface with a compound that is hard to get rid of. To activate this effect, when a player uses an Attack Action and draws a heart for their attack card, the enemy is coated with the acidic liquid. Each subsequent round, the enemy will take 1

point of acid damage at the end of their turn. May only carry one of these per party.

An enemy can knock off the coating when a Defense Action is used. Some enemies do not have the ability to defend themselves and are thus in trouble. However, some enemies have abilities that can reflect damage back at attackers. When such an ability is activated, the player that used the acid drip axe will suffer the consequences of attacking the enemy for any ongoing acid coating present.



**The Big One [Costs 21 Treasure]:**

A weapon so big that it takes at least 2 players to lift and wield it. Lifting the sword is one action that requires all players wishing to use it to perform a lift check with their highest stat (Heart -> Encouragement; Diamond -> Leadership; Spade -> Brute Strength; Clubs -> Knowledge of Physical Sciences). A minimum of 2 players must succeed on this lift check and players may use a number of rounds to accomplish success, if needed; however, a new draw is required for all players each round. In the next round, players wishing to attack with the sword must succeed on a Clumsy Attack in which 2 cards are drawn for the attack but the highest valued card is used to determine success. If at least 2 players succeed in this attack and can cause damage by bypassing the enemy's defense, then the single targeted enemy is instantly defeated. After an attack with this weapon, the amount of energy released causes the weapon to glow red hot for the rest of the encounter and may not be used. May only carry one of these per party.

Items and abilities that allow for an additional card draw will stack with the Clumsy Attack such that 2 cards are drawn in 2 sets. The most favorable of the worst are then chosen.

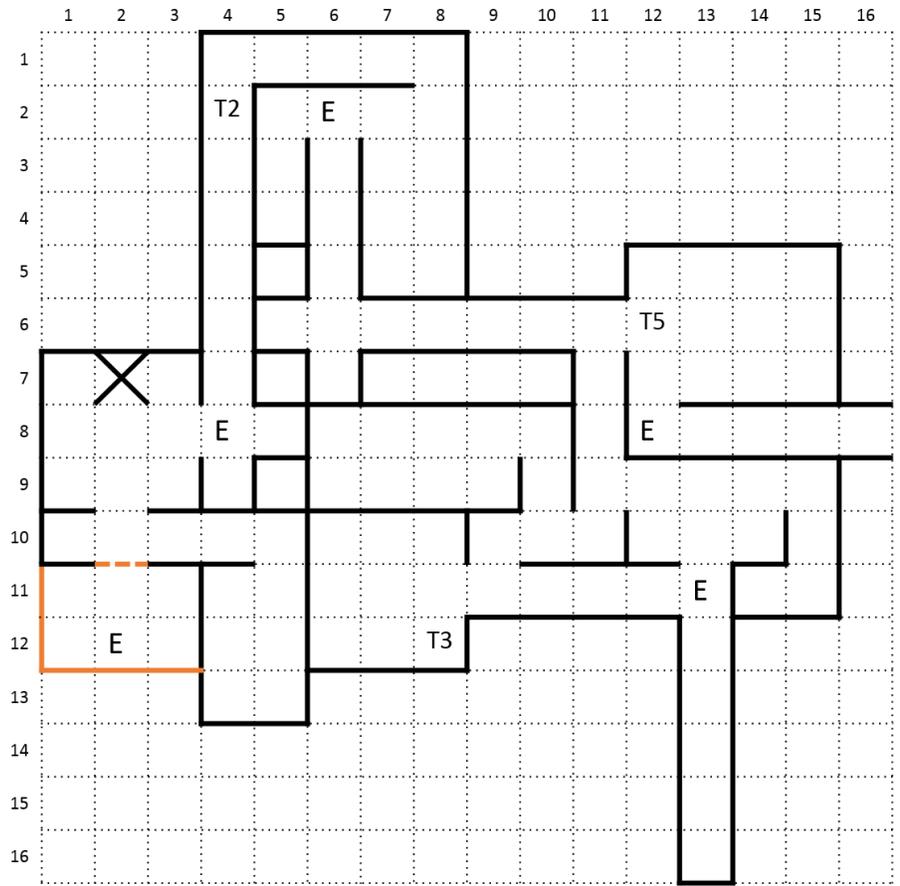
Enemy interrupts can cause players to stop assisting in the use of this item. If players are mind controlled by an enemy, they will attack players with their normal attacks. However, if at least 2 players wielding the weapon are mind controlled after the weapon is lifted, then they will attempt to use the sword against the party members. When targeting a party member, use the suit of the first card drawn by the first player attacking.



Dungeon Crawl  
Floor Grid  
16x16  
Random Example

E = Enemy  
T# = Trap and type  
X = Exit  
Orange = Secret room

Doors may be added to  
rooms or left off



Dungeon Crawl

Floor Grid  
16x16

Pre-made  
Floor 1

Door = 

Enemy = E#

Boss = \*#

Trap = T#

Treasure Card

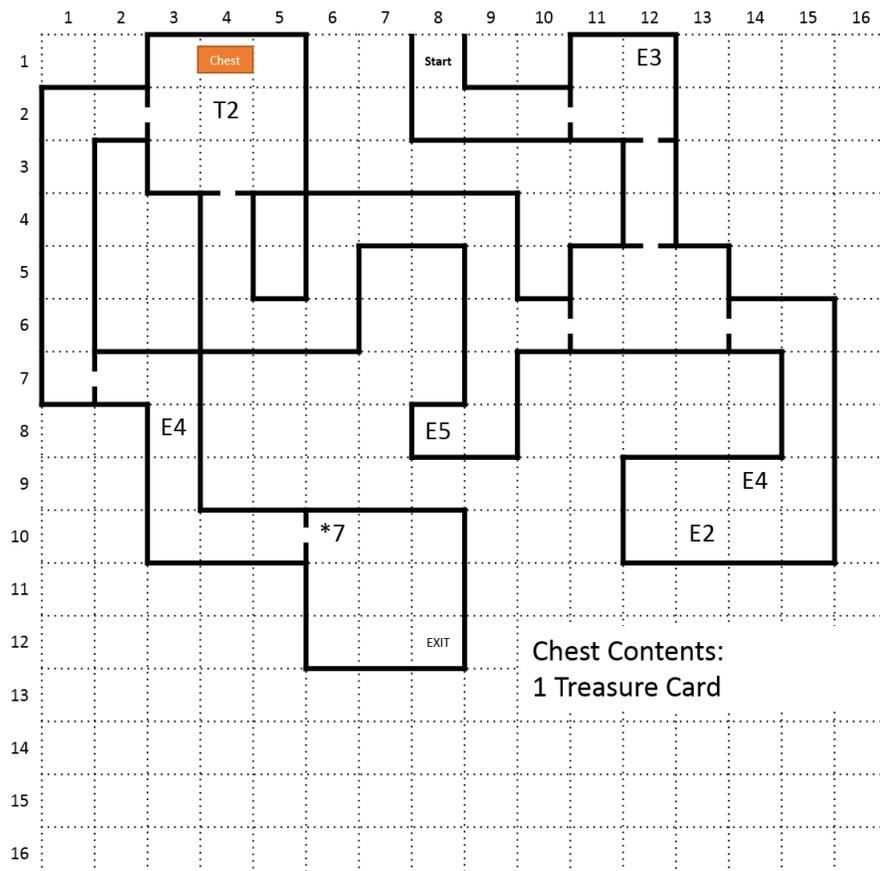
Chest = 

Secret Room

Door = 

Summoned  
Enemy = S#

Trapped Exit = Exit\*



Dungeon Crawl

Floor Grid

16x16

Pre-made

Floor 2

Door = |

Enemy = E#

Boss = \*#

Trap = T#

Treasure Card

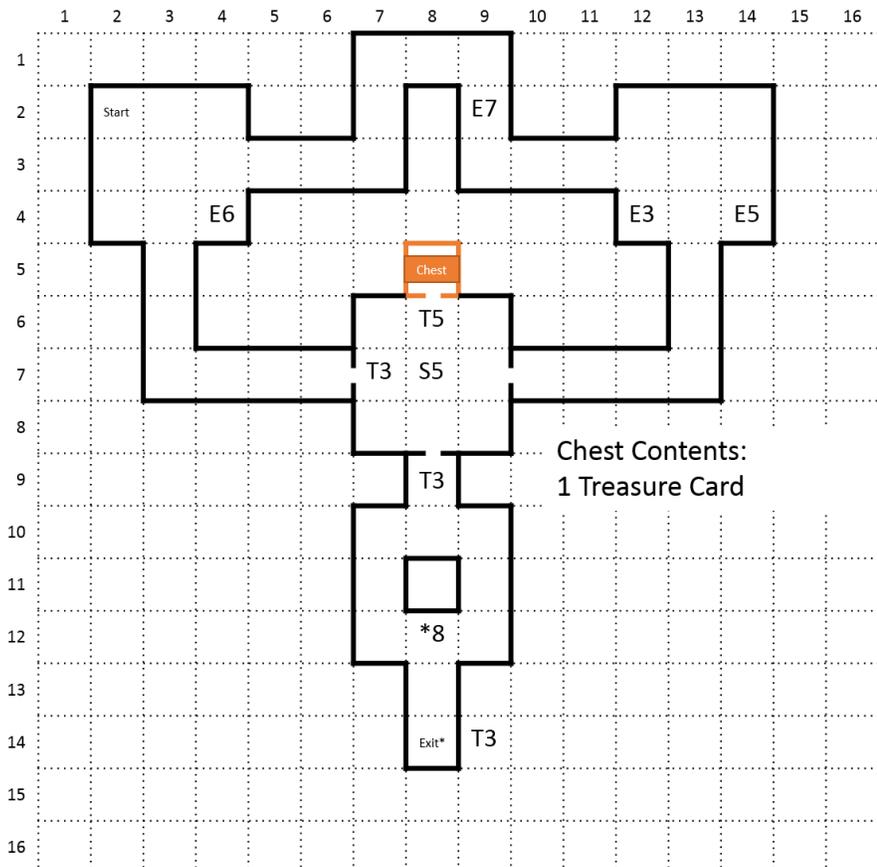
Chest = 

Secret Room

Door = |

Summoned  
Enemy = S#

Trapped Exit = Exit\*



Dungeon Crawl

Floor Grid

16x16

Pre-made

Floor 3

Door = |

Enemy = E#

Boss = \*#

Trap = T#

Treasure Card

Chest = 

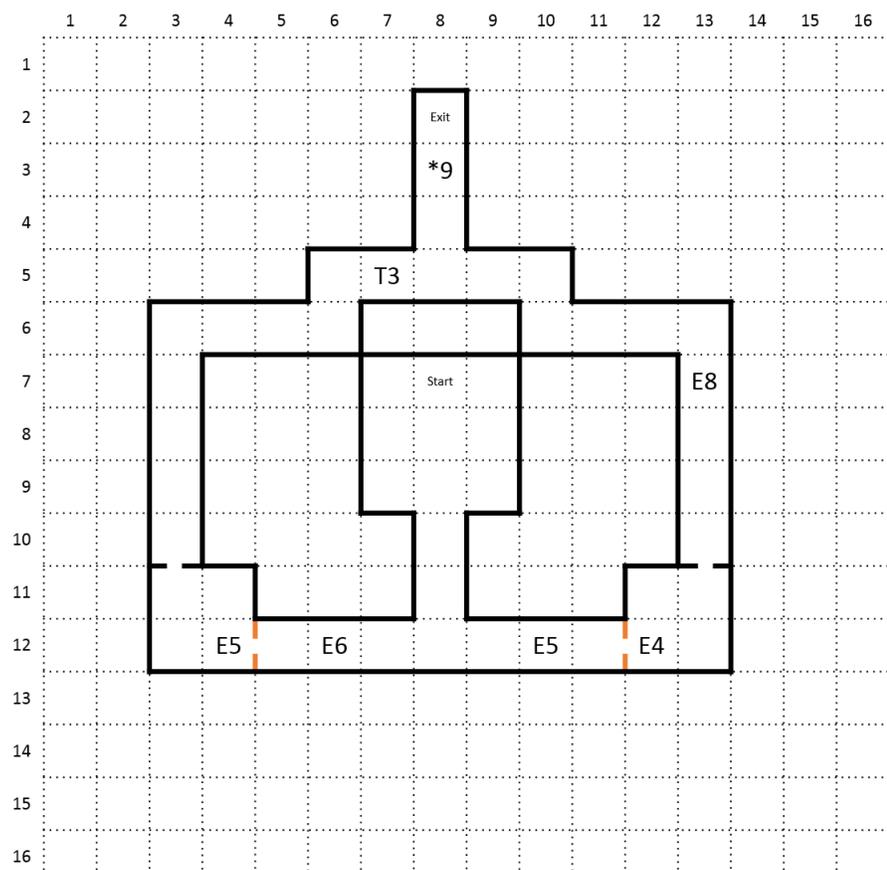
Secret Room

Door = |

Summoned

Enemy = S#

Trapped Exit = Exit\*



Dungeon Crawl

Floor Grid  
16x16

Pre-made  
Floor 4

Door = |

Enemy = E#

Boss = \*#

Trap = T#

Treasure Card

Chest = 

Secret Room

Door = |

Summoned  
Enemy = S#

Trapped Exit = Exit\*

