D100 DUNGEON MAPPING GAME

The D100 Dungeon Mapping Game has been designed to provide you with an alternative way to play D100 Dungeon. It combines the original rulebook with cards and tokens to give your quests a board game feel. You will need the original Version 3 rulebook in order to use this game.

FOR MORE INFORMATION ABOUT D100 DUNGEON VISIT - WWW.MK-GAMES.CO.UK

A GAME BY MARTIN KNIGHT
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**Instructions**

Permission is given to print off 1 working version of this game for your own personal use. With the exception of the Rulebook, all other pages have a front and back page. Front pages have a cut line for each component, back pages do not. When you print back to back, please make sure that the front page numbers and back page numbers are the same (i.e. PAGE 1 FRONT is printed to PAGE 1 BACK).

All non-paper components from the original game have been reconstructed into counters for your convenience. The round tokens have been converted into square tokens to make them easier to cut to size.

The images that have been used to create the print and play version of the game are the same images and sizes used in the making of the original Mapping Game, which is available from [www.thegamecrafter.com](http://www.thegamecrafter.com).

For more information about D100 Dungeon, please visit [www.mk-games.co.uk](http://www.mk-games.co.uk).
**D100 DUNGEON MAPPING GAME**
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**HOW TO SET UP A MAPPING GAME**
When you are ready to begin a new quest, follow the set up procedure below.

1. Shuffle the Map Cards.
2. Create the Door Pool.
3. Create the Monster Pool.
4. Create the Geographic Pool.
5. Select which side of the Monster Cards will be used.
6. Place all other tokens within easy reach.
7. Draw the top Map Card and you are ready to begin the Quest.

**MAP CARDS**

The Map Cards feature areas that are based on 96 of the dungeon areas found on Table M – Mapping of the main rulebook, and like the areas from the table they have various doors and exits that allow movement through the dungeon. All of the cards have an entrance, which is marked with a white arrow. During the course of a game when the adventurer would normally roll on Table M – Mapping, they instead draw a Map Card and place it aligned to the exit they are using. The player must place the new card so that its entrance is adjacent to the exit the adventurer is passing through (see the diagram below).

The adventurer is moving from the red area through the exit. They have already dealt with the door and need to generate a new area, so instead of rolling on Table M – Mapping, the player draws a Map Card and places its entrance (marked with the white arrow) aligned to the exit the adventurer was using.
DOOR COUNTERS

At the start of the game the Door Pool is created by gathering up all the Door Counters and removing those that are marked with the “O” code. The player sets them aside, and then mixes up the remaining counters together face down on the table. Ten are chosen at random and returned to the game box (they will have no further use in the quest). Lastly, the player returns the Door Counters set aside earlier (Door Code O) and mixes them all together face down to create the Door Pool.

The Door Counters are used to track all of the doors shown on the Map Cards. When a new Map Card is placed, if it has any exits blocked by a door icon, the player draws a Door Counter and places it face down on each of the exits showing a door icon. When the adventurer uses an exit that has a Door Counter, it is flipped over to reveal its door code, and the player looks up the doors details on Table D – Doors to discover how it can be opened.

When a door is successfully opened (i.e. its door code has been changed to O) the Door Counter is removed from the Map Card and placed back into the Door Pool. When a Door Counter is flipped over, but the adventurer fails to open the door, it remains on the Map Card flipped face upwards.

When a door would normally be ticked to show that it has been checked against the adventurers Key and Lever Track and has failed to open, a Blue Door Crystal is placed on the Door Counter to show it cannot be checked again. When the adventurer shades a Lever or Key Pip on a track, the player removes all associated crystals from the Map Cards (i.e. if a Lever Pip is shaded, the player removes all crystals from Door Counters with the LV codes).

MONSTER CARDS AND COUNTERS

The Monster Cards are used as a reference for the monsters your Adventurer will face during their Quest. They each have a number that corresponds to a Monster Counter, and at the start of a Quest, the player
gathers up the Monster Counters into a pool by selecting those counters relevant to the Quests Encounter Modifier using the table below.

<table>
<thead>
<tr>
<th>Encounter Mod</th>
<th>Counters Used</th>
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<tbody>
<tr>
<td>-40</td>
<td>1-18</td>
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<tr>
<td>-30</td>
<td>1-23</td>
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<td>-20</td>
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<td>-15</td>
<td>1-38</td>
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<td>-10</td>
<td>1-43</td>
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<table>
<thead>
<tr>
<th>Encounter Mod</th>
<th>Counters Used</th>
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<tr>
<td>-5</td>
<td>1-48</td>
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<tr>
<td>+0/+5/+10</td>
<td>1-53</td>
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<tr>
<td>+15</td>
<td>2-53</td>
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<tr>
<td>+20</td>
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The counters are placed face down, and when the player is instructed to roll on an Encounter Table, they instead draw a counter from the Monster Pool and place it face up in the centre of the current area, and then finds the Monster Card with the same number.

The Monster Cards are double sided. One side has the monsters found on Table E (from the main rulebook), and the other side has the monsters found on Table EA (from the Adventurers Companion expansion). At the start of a quest, the player must select which side of the Monster Cards they will be using for the forthcoming quest, and flips the cards to the correct side.

When a monster has been defeated, the player adds it to the combat track and returns the counter to the Monster Pool. If a monster escapes, the player returns the counter to the Monster Pool. When the adventurer escapes a monster, the counter remains in the current area, and will be encountered again the next time the adventurer revisits the area.

Counter Number

Adventurers Companion Card Icon
GEOMETRIC COUNTERS

At the start of the game, the Geographic Counters are mixed together face down to create the Geographic Pool. When the player is instructed to roll on Table G – Geographic, they instead draw a counter from the Geographic Pool and place it face up in the centre of the current area. Then they look up the result that matches the number on the Geographic Counter in its Geographic Pool. Please note that every possible number on Table G – Geographic is represented with a Geographic Counter, with the exception of result 42.

There are three different types of Geographic Counters used, and each is handled slightly differently. Below are the three types of counters.

- **Immediate Geographic Counters** are looked up using the reference number found on the counter on Table G – Geographic, and the rules are dealt with immediately. Then the counter is returned back to the Geographic Pool.

- **Interactive Geographic Counters** are looked up using the reference number found on the counter on Table G – Geographic and can be dealt with at any time (outside of combat) during the quest when the Adventurer Marker is in that area. They are marked with a tick symbol as a reminder that they can be interacted with. Once the feature has been interacted with, the counter is returned back to the Geographic Pool.

- **Overlay Geographic Counters** are looked up using the reference number found on the counter on Table G – Geographic, and will require the player to find the correct Overlay Counter, and place it face up in the centre of the current Map Card. The player must then either return the Geographic Counter back to the Geographic Pool, or it should be removed from the game (see Overlay Counters below).

OVERLAY COUNTERS

The Overlay Counters are used when specific Geographic Counters are drawn, and can behave differently when being placed, see the details at the end of this rulebook of how to use the different Overlay Counters.
When the last Overlay Counter of its type has been placed during a Quest, the matching Geographic Counter is returned to the Game Box and has no further use in the current quest (i.e. if the player has placed all available G88 Overlay Counters, and with no more remaining, the player returns the matching G88 Geographic Counter to the game box).

OTHER RULES

The adventurers position is tracked on the Map Cards using the Adventurer Marker. When the Adventurer moves into a new area the marker is moved to that Map Card. When an area has been searched, a Green Search Crystal is placed on the Map Card to signify it has been searched and cannot be searched again.

There are four Find Counters. They are double sided and each shows two possible results from Table F – Find that need to be placed on the Map Cards. If at any time the player rolls one of these two results but there are no more Find Counters available to be placed (because they are all being used) the result is ignored and the player rolls again. When the Tomb Find Counter has been interacted with, the counter is removed from the Map Card and can be used again.

Some quests may include a special encounter table, and in order to use them with the Mapping Game, you will need to create a Monster list. The list should reference each monster found on the table with a number, and when you create the Monster Pool, you will only use the numbered Monster Counters that match up with a monster on the special encounter table. For instance, if a table has 12 monsters, you would number the monsters from 1-12, and only use the Monster Counters numbered from 1-12 for the quests Monster Pool.

As an alternative to creating a Monster List, you may prefer to write in pencil the monsters number in the book alongside the table. When a Monster Counter is revealed, you will need to refer to the special Encounter table for the monsters details, instead of using the Monster Cards. In some cases, all of the monsters found on a special encounter table may include monsters represented by a Monster Card. If this is the case, the Monster pool is created by selecting the correct Monster Counters from the Monster Cards that are present on the special encounter table.

Each of the Map Cards have been created using 96 of the map results found on Table M – Mapping, and each has been assigned a number. The number also shows its position on the mapping table and may be required when setting up a pre-generated dungeon. Results 1, 5, 10 and 19 from Table M – Mapping are not represented and do not have Map Cards.
At times in a game the adventurer may have escaped a monster they have encountered from a table found in the main rulebook, and do not have a Monster Counter to place on the Map Card. When this happens the player finds the Monster Card and Counter that matches the monster they have escaped from, and places the counter on the map card; the player may need to search the Monster Counters that were returned to the box at the start of the game. If no such Monster Card or Counter is available, because it is already in play on another Map Card, or it doesn't exist, the player must randomly draw a Monster Counter from the monster pool and place it face down on the current Map Card. If the adventurer re-visits the area, the Monster Counter is flipped face up and the monster is encountered.

All other rules not presented here are used directly from the Main rulebook.

COMPONENTS

1 Rulebook (This Book)
1 Adventurer Marker
53 Monster Cards
1 Bonus Monster Card
96 Map Cards
24 Overlay Counters
56 Geographic Counters
37 Door Counters
53 Monster Counters
4 Find Counters
25 Green Search Crystals
10 Blue Door Crystals

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For more information about D100 Dungeon visit: www.mk-games.co.uk
OVERLAY COUNTERS

These four Overlay Counters are placed in the centre of the current Map Card and have no other placement rules.

These Overlay Counters must observe the correct orientation when being placed. They are always placed so that the white arrow on the Map Card and the green arrow on the Overlay Counter point in the same direction.

When the Geographic Counter G17 is revealed, instead of rolling for the type of moss encountered, the player takes all of the G17 Overlay Counters that have not been placed already, mixes them up face down on the table, and then chooses one at random to place on the current area.

When Geographic Counter G88 is revealed, the player takes one of the unplaced G88 Upper Level Overlay Counters and places it in the centre of the current Map Card. They then draw a random Map Card (treat it as a yellow area) and places it face up on its own and apart from the other Map Cards. Lastly, they place the matching G88 Lower Level Overlay Card in the centre of this new card. These two areas are now linked and can be moved between each other using the stairs, as explained in the main rulebook.
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HOBGOBLINS
AV: 25
DEF: 1
DMG: -2
HP: 4/4/3
K: A/W
Monster Abilities
Pack

GIANT OOZES
AV: 20
DEF: 0
DMG: -3
HP: 3/3/2/2
K: 1D10 GP
Monster Abilities
Pack
Web (Sticky Ooze)
Regenerate

LIZARDMAN ROCKS
AV: 25
DEF: -1
DMG: -1
HP: 6
K: A/W
Monster Abilities
Poison
Surprise

LIZARDMAN
AV: 25
DEF: 1
DMG: -1
HP: 6
K: A/W
Monster Abilities
Poison

REVENANT DWARF
AV: 30
DEF: 1
DMG: +0
HP: 5
K: A/W
Monster Abilities
Fear

R. ELF ARCHER
AV: 30
DEF: 0
DMG: +0
HP: 5
K: A/W
Monster Abilities
Surprise
Fear
GOBLIN ARCHER
AV: 25
Def: 1
HP: 2/3/3
K: A/I/W
Monster Abilities

Surprise

GOBLIN WARRIOR
AV: 30
Def: 1
HP: 7
K: I/T/A

Dark Magic

BEAR
AV: 40
Def: 2
HP: 10
K: P2

None

RATMEN
AV: 30
Def: 2
HP: 3/3/4
K: A/I/W

Discreet

RATMEN CHAMP.
AV: 40
Def: 2
HP: 9
K: A/I/W

Discreet

GOATMAN
AV: 40
Def: 1
HP: 11
K: A/I/W

None