Design Your Own Quests

The Basics

There are various parts to a Quest, the story, the monsters, the tables and all the little details they add. This document contains some simple steps to help create your own Dungeon Plungin' Quests.

Dice rolls.
There are two types of rolls available for the tables in DP. The first is a linear Die roll that uses one die. There is an equal chance of each of the numbers appearing. Most of the tables use a linear die roll. Any die from D4 to D20 can be used.

The second type is a curved dice roll. This uses two dice. Values in the middle of the chart are more likely to appear than those on each end. Location charts will usually use these types of rolls as it allows for certain locations to appear more often than others. Usually you would use 2D4, 2D6 or 2D8.

The Great Key
At least one Great Key is required to open Great doors that lead to the main quest rooms. So it is really important that you set up the tables so that a Great key will be rolled on the treasure table at least once per Quest.

Items that affect the odds of rolling a Great Key include Time Span and the Location, Encounter, Chest and Treasure Charts. If you have these set up correctly, you should have a pretty good chance of getting a Great Key

As an example:
Take the total of the Time span
Example: A Time Span of (5/10) would give a total of **15**
Now work out the percentage that Rooms appear from the Location chart
Example: A D12 Location chart with 8 room results (66.7%) changes the total to **10**
Work out the percentage that chests appear from the Encounter chart
Example: A D6 Encounter with 3 chest results (50%) changes the total to **5**
Now work out the average number of chests to appear
Example: D4 Chests equate to an average of 2.5. This changes the total to **12.5**
Finally work out the chance of a Great Key from the Treasure chart
Example: A D8 Treasure Chart with 1 Great key result (12.5%) changes the total to **1.56**

If the result is greater than 1.2 then odds are, you will be able to find a Great key.
These odds work for other treasure items as well.

I cannot explain the maths, but going below 1.2 tends to allow games where the Great Key is not found
I assume but have not verified that if you want two great keys you would need to have a chance of 2.4 or greater.

The chance of a Great Key in DOR is 1.27
The chance of a Great Key in KW is 1.94
The chance of a Great Key in TTL is 2.44
The chance of a Great Key in WWW is 3.8

These odds can be skewed if you have players who avoid locked chests.

This covers the basics you need to know for designing your own Quests

The Details

Introduction

The Introduction is a small summary of the Quest. It should include a listing of the major players, like the bosses and monsters, but it doesn't require a lot of detail. Its more to give a feel for the quest.

Location Chart

You need to work out what Locations you wish to have available for the Dungeon. Remember the number of Rooms vs. the number of Hallways affects the amount of treasure you can find. Do you want to use a linear die roll and have an even chance of rolling each of the locations or will you use a curved dice roll to make the central locations more common?

The more doors you have the less likely you are going to find yourself caught with a lot of dead ends and no way to reach a Great door.

Monster Chart

The Monster chart is where you determine the type and number of Monsters. You can use linear or curved dice rolls here also. The number of Monsters will depend on the amount of figures available and what you are trying to achieve. It is important to have a mix of types as well as numbers. The number of Monsters depends on the type of monsters and their abilities:

Lower stats should have larger numbers of Monsters
Medium stats should have lower numbers of Monsters
Higher stats should be unique or singular Monsters or Bosses

Encounter Chart

The Encounter chart determines what you find in a room. Try not to use "Empty" as it just makes for a drawn out game. Always have Monsters Chests or both available. Because this is where you put the number of Chests that appear in the room, you can add a lot more results and be more specific.

Doorway Chart

This is an important Chart for the flow of the Game and is linked with the Time Span. The Dice used for this Chart is usually the same as the second number for the Time Span. This is to guarantee that you will get a Great door. The Time Span number should be larger, if there is more than one Great Door in the dungeon. A quest with 2 great doors would add +1 to the second Time Span number. A quest with 4 great doors would add +3 to the second Time Span number. This guarantees that the right amount of Great Doors appear

Chest Chart

The Chest Chart is simple and just displays whether it is locked, unlocked and the difficulty of detecting a trap. Early level Dungeons will not need a lot of variation, however in Higher levels you can have a greater range of Difficulties for detecting traps. This can be linked to the Treasure Chart to make it harder to get the really good treasure.

Random Event

Some example random events follows.

Wandering Monster A Monster appears at the Doorway through which you entered the room or hallway. Roll on the Monster Chart to determine the type, ignore the numbers.
Broken Weapon The Weapon the Hero last used is broken and must be discarded.
Quake Crevice A tremor flows through the dungeon and a crack opens up in the floor. Roll a D6. On an odd number the crevice goes across the room, on an even it goes down the room. Roll the appropriate coordinate die to determine which row or column of squares is now a crevice. Any Characters on the crevice can jump to one side but must randomly

determine which side. Chests on the Crevice are lost. To cross the crevice a character must get 2 successes on a Dexterity roll.
Missing Item † The Hero suddenly discovers one of his Items is missing. Randomly remove one item from the Hero. If he has no items, ignore this event.
Hidden Chamber Only usable in a room with at least one wall without a Doorway. The Hero makes a detection roll and on 3 successes he or she will find a secret Door on the chosen wall. If a Tile is already on the other side of the chosen wall the Door leads into that room or hallway. If there is no Tile on the other side then place a 6x6 Room with no other doors. Place 6 Chests in the room, rolling on the Chest Chart. A Secret Door is never trapped.
Sliding Floor The floor of the room drops away starting at the row of square near the door you entered. It advances 1 row of squares each Action Phase. All Characters must leave the room or be swallowed by the pit and die! When all characters are out of the room the trap resets.
Monster guards Monsters appear at the Doorway through which you entered the room or hallway. Roll on the Monster Chart to determine the type and number.
Lost Treasure The Hero discovers that he has lost 20 Gold. Decrease the treasure by twenty gold but not below 0.
Hidden Compartment Only usable on an open Chest. The Hero makes a WIT roll. If the Hero gets 2 successes he or she finds a hidden compartment in the Chest. The Hero immediately makes another roll on the Treasure Chart.
Trap! The Hero trips a hidden trap, roll on the Door Trap chart as normal but apply the results to Heroes location.
The Way is Shut The door you entered the room by closes behind you. The door then makes a grinding, clanking sound as it becomes locked and possibly trapped. Treat the door as a new locked door.
The Way is Open This event opens the next locked door the Heroes encounter. However it may still be trapped.
Pitch Black The lights go out in the room it! The Heroes may only move at half MOV and all rolls are made with 2 less dice (but cannot be reduced below 1 die). You may use a torch or some other light source to combat the effect. There is a torch hidden in one corner of the room. Each Hero may search a corner once, when searching roll a D4 a results of 4 indicates the torch is in that corner. A Hero adjacent to the torch may use an action to light it.

† Items only - Backpack and Unique items are exempt

Door Trap Chart

Door Trap difficulties should always be only 1 or two points greater than the level of the characters. Don't be afraid to throw in an easy one now and again!

Falling Stone – Dif: 1 DEX A sandstone block drops to the ground, shattering as it impacts the Hero. All characters in the two squares directly in front of the door take two points of damage. Each gets to roll DEF
Wing Darts – Dif: 1 WIT A group of Darts, fly from the side wall. They make a 2d6 attack against all characters on the tile. The characters roll DEF as normal.
Spiked Ball – Dif: 2 DEX *A giant spiked ball on a chain swings down in front of the door. All characters in its line of travel from wall to wall suffer an attack. Make an attack roll with 3d6 against each character in line. Each gets to roll DEF but without Armor or Shield bonuses.*
Sleep Trap – Dif: 1 WIT *When sprung all Characters in the room make a RES roll and must get two success or fall asleep. Characters may*

make no actions on each following turn except to repeat the RES roll, when two successes are achieved that Character wakes up and may make one action this turn. A Hero may awaken another Hero as the second part of their action. If that Hero moves adjacent to a sleeping Hero they are awoken and may make one action this turn. Any action directly against a Character will also awaken them with the same results.
Expanding Pit – Dif: 2 DEX *When sprung a pit appears in the four square in the centre of the room. Characters can immediately move to an adjacent square to avoid falling. All characters have 2 rounds to exit the room or fall to their death! When all characters are out of the room the trap resets. All chests in the room are lost.*
Swinging Axe – Dif: 1 DEX *A giant axe on a pendulum swings down in front of the door. All characters in its line of travel from wall to wall suffer an attack. Make an attack roll with 4d6 against each character in line. Each gets to roll DEF*
Poison Needle – Dif: 1 WIT *A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the hero opening the door. The needle makes a 3d6 attack against the hero. The hero rolls DEF as normal.*
Collapsing Ceiling – Dif: 2 DEX *When sprung the ceiling begins a rumbling and moving towards the floor, all characters have 3 rounds to exit the room or be crushed to death! When all heroes are out of the room the trap is gone.*
Slime Wall – Dif: 2 DEX *A wave of slime Spurts from the wall with the door. All characters in squares adjacent to the wall are knocked from their feet. They must spend their next action phase getting up. While fallen, they cannot use their DEF but they do get the bonuses for Armor.*
Shower of Darts – Dif: 2 WIT *A shower of Darts, fall from the ceiling. They make a 5d6 attack against all characters on the tile. The characters roll DEF as normal.*
Transformation – Dif: 2 RES *When sprung a transformation spell is cast on the Hero making them weak. The Heroes Attack and Defence stats are reduced to zero until they can get 2 successes on a Resistance roll.*
Collapsing Ceiling – Dif: 2 DEX *When sprung the ceiling begins a rumbling and moving towards the floor, all characters have 3 rounds to exit the room or be crushed to death! When all heroes are out of the room the trap is reset.*
Portcullis – Dif:2 WIT *A portcullis drops down in front of the Door. The portcullis cannot be moved, so makes this Door completely unusable.*
Gate Trap – Dif:2 DEX *When sprung all Characters in the room are transported back to the dungeon entrance/exit. This is a one way trip.*
Moving Floor Trap – Dif:2 DEX *The floor of the room begins to shift up and down causing you to slide. When Moving, the Hero moves as normal. However after the movement is complete roll a d6 on the following Chart.*

Floor Movement Chart	
1	You move the same number of squares forward again.
2	You move 2 squares in the reverse direction - turn right and move another 2 squares.
3	You move 2 squares in the reverse direction - turn left and move another 2 squares.
4	You move 2 squares in the same direction - turn right and move another 2 squares.
5	You move 2 squares in the same direction - turn left and move another 2 squares.
6	You leave the Character where he is

Chest Trap

Chest Trap difficulties should always be only 1 or two points greater than the level of the characters. Don't be afraid to throw in an easy one now and again!

Venom Barb – Dif: 1 WIT A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the Hero opening

the chest. The venom reduces the Hero's stats (except LIF and MAG) to 1, until he can consume an Antidote and reverse the venom's effect. Also, at the end of each Action Phase the Hero will lose 1 LIF
Snapper – Dif: 1 WIT *Mechanical Jaws are hidden within the lock ready to crunch the would-be disarmer. This trap only affects the hero opening the chest or door. The Jaws make a 3d6 attack against the hero. The hero rolls DEF but without Armor or Shield Bonuses*
Poison Needle – Dif: 1 WIT *A small barb is hidden within the lock ready to prick the would-be disarmer. This trap only affects the hero opening the chest. The needle makes a 3d6 attack against the hero. The hero rolls DEF as normal.*
Stupid Dust – Dif: 2 WIT *A skin of powdered mushroom is set to burst and cover the would-be disarmer. This trap only affects the hero opening the chest. The Dust reduces the WIT of the Hero to 0. The hero must consume an antidote to go back to normal.*
Booby Trap – Dif: 1 WIT *A small Powder bomb is hidden within the chest, ready to explode if the not opened correctly. This trap only affects the contents of the Chest. If the trap is sprung, do not roll for treasure as it has been destroyed by the explosion.*

Treasure Chart

Magic Items

Treasure can also be a magic item. A magic item is what appears to be a common item with powers similar or greater than a spell. Some magic items have a limited number of uses. The number of times a magic item can be used is called charges. Once all charges are spent in a magic item it cannot be used again and is removed from the Character's inventory. Some do not require a roll to be used but requires an action to activate. Other may require a stat roll of some type to use. A magic sword might require an attack roll, a spell scroll might require a magic roll. Some have a range, target, and duration just like a spell. These must be met if the magic item is to be used. Some typical magic items, their abilities, and requirements are listed below.

Potion of Healing	This is a onetime use item. The dosage contained within the vial is enough to instantly return 1d4 Life to the Hero up to the current maximum.
Antidote	This is a onetime use item. The dosage contained within this small vile is enough to completely reverse the effects of any Hero who has been poisoned while adventuring.
Potion of Revival	This is a onetime use item. When used on a dead Hero, he revives with full life.
Spell Scroll	These magic scrolls contain 1 to 3 spells, unlike regular spells anyone can cast a spell on a scroll. When the rhyme is read, a small flame consumes a like amount of the scroll it was written on. So a spell containing 1 spell the entire scroll is consumed, if it had two only half is consumed when one each is cast. How many spells and what spells are on a scroll are determined on special chart with each dungeon, to better tailor them to the game.
Puppet Clay	This is a small amount of magic clay. When in a room with a Monster, the Hero can use an action to mold the clay into an effigy of the Monster. The Hero can then bend and move the clay effigy and control the actions of the real Monster. While controlling the Monster the Hero can make no other action other than move. The clay effigy lasts for 3 rounds after that the clay dries up and crumbles.
Gate Lock	This magic item is set of two locks with keyholes in the center. To use them each lock is placed in a room. Their magical nature allows them to be placed anywhere, they can be attached to a wall or hung in mid-air. Once both are placed a key is used to "open" one lock and a magical Doorway opens to the location of the other lock. The locks can be moved at anytime by the Hero who placed them.
Orc Blood Whetstone	The Orc blood Whetstone can be used to sharpen a bladed weapon. That weapon then gets a +1 when fighting Orcs and Green skins (as well as its normal other bonus). The whetstone is discarded after use.

Special Location

These always include the fountain room and the Sarcophagus. There will occasionally be other rooms in scenarios, for example Gate rooms. These are not unique locations that require a great key, but they have their own special rules that are preplanned and work differently than normal.

Example:
Portcullis control room: A 6x6 room that is always heavily defended. Roll on the Monster chart twice. From this room you can raise or lower all of the portcullis in the Dungeon.

Unique Location

Most Unique Locations are completely individual to the Dungeon they are in. It should affect the course of the game. It may contain a mini-boss, boss or other equally important milestone. A Unique Location, like a Special Location, is pre-planned so you do not roll for Doors, Monsters or Chests.

Setup

You should include all the rules for the Unique Locations including the Monsters and how they are set up. Any extra rules will also need to be added like treasure that is available or quest objectives.

Boss

Often the Unique location will contain a Boss. This Monster is very similar to other Monsters except it will have a Life Chart. A Boss will usually be very powerful, but a bit of thought needs to be used to make sure it is not unbeatable.

The Adventure

This section is where you can mention any global rules that apply to the whole Dungeon or any quest specific tasks that need to be completed. It is also a good opportunity to describe the Entrance and any special rules that apply to it.

Time Span

The Time Span is used to determine the length of the game and linked with the Door Chart, you should not be able to roll a Great door until the first part of the Dungeon has been explored. The Time span is also linked to the odds of getting a Great key (or any other treasure items), so be aware of that as you determine the numbers

Monsters

Monsters have a stat cap of the level+4 for levels 1-5 and level+5 for levels 6-10

The XP for killing a monster is determined by the following formula:

ATK + DEF + ((MAG + MOV)/2) + ((WIT + RNG + DEX + RES)/4) + 1 per positive power -1 per negative power + 1 if using a life chart.
An extra +1 or -1 may be added if a power is particularly good or particularly bad for the Monster.

Gold or treasure from Monsters can be random, but should be comparable with the level of the Dungeon. Wild animals or creatures will not give any gold or treasure, except under special circumstances e.g. a Dragon who likes shiny things.