

# DELVER'S QUEST

Rules for Fantastic Miniature Boardgames Based  
on Dungeon Exploration and Conquest

**BY**  
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**Scenario Pack 1**

**Version 0.4**

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*Sample Scenario 1*  
***The Ruins of Pasha Cada***

The following tables are meant to be used with the Original TSR *Dungeon!*<sup>™</sup> Fantasy Boardgame map. The tables are laid out to allow for d6 rolls to determine results. It is suggested that secret doors are handled like the original game [1-2 for all classes except elf, who gets a 1-4 chance to find them.] It is also suggested that the gold total to win be set at 15,000 for all players. Use the gravestones and numbers as normal.

*Special Encounters:*

Witch and Evil Wizard are considered Spell Casters. If they are encountered and they survive the players' attack they will counter with their own magic spells as follows.

Witch:

1st Turn: Shield

2nd Turn: Charm Person

3rd Turn: Invisibility, at which point the Witch will flee with her treasure.

Evil Wizard:

1st Turn: Lightning Bolt

2nd Turn: Shield

3rd Turn: Fireball

4th Turn: Teleport, at which point the combat is over the Wizard escaped with his treasure.

### Dungeon Level 1 Treasure

Roll 2d6	Treasure Type	Treasure Value
2	Magic Sword +1	1,000
3-4	Sack of Gold	1,000
5-6	Sack of Gold	500
7-9	Sack of Gold	250
10-11	Sack of Gold	750
12	Wand of Secret Doors	500

### Dungeon Level 1 Monsters

Roll 2d6	Monster Name	Combat Stats Attack: E/W/K/Wiz Defense: E/W/K/Wiz
2	Trap/Special	Cage Trap lose 1d6 Turns
3-4	Skeletons (Undead -2)	Attack: 12/11/13/10 Defense: 3/4/2/5
5	Hobgoblins (Marauder -2)	Attack: 11/10/12/9 Defense: 6/7/5/8
6	Bandits (Warrior -3)	Attack: 9/10/12/9 Defense: 5/4/2/5
7	Giant Rats (vermin -3)	Attack: 10/11/13/10 Defense: 6/5/3/6
8	Zombies (Undead -1)	Attack: 11/10/12/9 Defense: 4/5/3/5
9	Giant Lizard (Vermin -2)	Attack: 9/10/12/9 Defense: 7/6/4/7
10-11	Goblins (Marauder -3)	Attack: 12/11/13/10 Defense: 5/6/4/7
12	Wolf (Canine -1)	Attack: 9/10/12/9 Defense: 6/5/3/6

## Dungeon Level 2 Treasure

Roll 2d6	Treasure Type	Treasure Value
2	Magic Sword +1	1,000
3-4	Sack of Gold	1,000
5-6	Sack of Gold	750
7-9	Sack of Gold	500
10-11	Silver Cup	1,000
12	Wand of Secret Doors	500

## Dungeon Level 2 Monsters

Roll 2d6	Monster Name	Combat Stats Attack: E/W/K/Wiz Defense: E/W/K/Wiz
2	Trap/Special	Cage Trap: Lose 1d6 Turns
3-4	Ghouls (Undead)	Attack: 9/8/10/7 Defense: 5/6/4/7
5	Giant Spider (Vermin -1)	Attack: 8/9/11/8 Defense: 7/6/4/7
6	Brigands (Warrior -2)	Attack: 8/9/11/8 Defense: 6/5/3/6
7	Giant Lizard (vermin -2)	Attack: 9/10/12/9 Defense: 7/6/4/7
8	Wererat (Werebeast -1)	Attack: 7/8/10/7 Defense: 8/7/5/8
9	Bugbear (Marauder -1)	Attack: 10/9/11/8 Defense: 7/8/6/9
10-11	Hobgoblins (Marauder -2)	Attack: 11/10/12/9 Defense: 6/7/5/8
12	Worg (Canine)	Attack: 8/9/11/8 Defense: 7/6/4/7

### Dungeon Level 3 Treasure

Roll 2d6	Treasure Type	Treasure Value
2	Magic Armor +1	1,000
3-4	Silver Ring	2,000
5-6	Silver Cup	1,000
7-8	Sack of Gold	1,000
9-10	Gold Cup	2,500
11	Gold Ring	3,000
12	Wand of Secret Doors	500

### Dungeon Level 3 Monsters

Roll 2d6	Monster Name	Combat Stats Attack: E/W/K/Wiz Defense: E/W/K/Wiz
2	Trap/Special	Trapdoor: Drop to chamber 1 level below
3-4	Harpy (Winged -3)	Attack: 7/8/10/7 Defense: 8/7/5/8
5	Evil Swordsman (Warrior -1)	Attack: 7/8/10/7 Defense: 7/6/4/7
6	Gargoyle (Golem -3)	Attack: 8/9/11/8 Defense: 8/7/5/8
7	Giant Snake (Vermin)	Attack: 7/8/10/7 Defense: 8/7/5/8
8	Werewolf (Werebeast)	Attack: 6/7/9/6 Defense: 9/8/6/9
9	Dire Wolf (Canine +1)	Attack: 7/8/10/7 Defense: 8/7/5/8
10-11	Wight (Undead +2)	Attack: 8/7/9/6 Defense: 7/8/6/9
12	Ogre (Marauder)	Attack: 9/11/10/7 Defense: 8/6/7/10

### Dungeon Level 4 Treasure

Roll 2d6	Treasure Type	Treasure Value
2	Crystal Ball	1,000
3	Magic Sword +2	2,000
4	Huge Emerald	5,000
5	Silver Coffers	4,000
6	Gold Cup	2,500
7-8	Sack of Gold	1,000
9	Gold Ring	3,000
10	Silver Coffers	4,000
11	Huge Emerald	5,000
12	Huge Sapphire	6,000

### Dungeon Level 4 Monsters

Roll 2d6	Monster Name	<b>Combat Stats</b> <b>Attack: E/W/K/Wiz</b> <b>Defense: E/W/K/Wiz</b>
2	Trap/Special	Cage Trap: Lose 1d6 Turns
3	Shadow (Spirit -1)	Attack: 8/9/11/8 Defense: 11/10/8/11
4	Hill Giant (Giant -2)	Attack: 5/9/8/5 Defense: 10/6/7/10
5	Troll (Marauder +1)	Attack: 8/10/9/6 Defense: 8/6/7/10
6	Werebear (Werebeast +1)	Attack: 5/6/8/5 Defense: 10/9/7/10
7	Ogre (Marauder)	Attack: 9/11/10/7 Defense: 8/6/7/10
8	Stone Guardian (Golem -2)	Attack: 7/8/10/7 Defense: 9/8/6/9
9	Griffon (Winged -1)	Attack: 5/6/8/5 Defense: 10/9/7/10
10	Hell Hound (Canine +2)	Attack: 6/7/9/6 Defense: 9/8/6/9
11	Evil Warrior (Warrior)	Attack: 6/7/9/6 Defense: 8/7/5/8
12	Mummy (Undead +3)	Attack: 7/6/8/5 Defense: 8/9/7/10 -2 Save vs Fireball



### Dungeon Level 5 Treasure

Roll 2d6	Treasure Type	Treasure Value
2	Ring of Protection +1	1,500
3	Silver Necklace	7,000
4	Huge Emerald	5,000
5	Silver Coffers	4,000
6	Gold Ring	3,000
7	Gold Cup	2,500
8	Silver Ring	2,500
9	Jade Idol	5,000
10	Huge Sapphire	6,000
11	Huge Ruby	8,000
12	Magic Armor +2	2,500

## Dungeon Level 5 Monsters

Roll 2d6	Monster Name	<b>Combat Stats</b> <b>Attack: E/W/K/Wiz</b> <b>Defense: E/W/K/Wiz</b>
2	Trap/Special	Trapdoor: Drop to chamber 1 level below
3	Witch (Warrior -2)	Attack: 8/9/11/8 Defense: 6/5/3/6 *See Spell List
4	Vampire (Undead +4)	Attack: 6/5/7/4 Defense: 9/10/8/11
5	Wyvern (Dragon -2)	Attack: 6/7/9/6 Defense: 11/10/8/11
6	Evil Champion (Warrior +2)	Attack: 4/5/7/4 Defense: 10/9/7/10
7	Manticore (Winged)	Attack: 4/5/7/4 Defense: 11/10/8/11
8	Flesh Golem (Golem -1)	Attack: 6/7/9/6 Defense: 10/9/7/10 Immune to Magic
9	Naga (Guardian -2)	Attack: 5/6/8/5 Defense: 11/10/8/11
10	Wraith (Spirit)	Attack: 7/8/10/7 Defense: 12/11/9/12
11	Clay Golem (Golem)	Attack: 5/6/8/5 Defense: 11/10/8/11 Immune to Magic
12	Stone Giant (Giant -1)	Attack: 4/8/7/4 Defense: 11/7/8/11

## Dungeon Level 6

Roll 2d6	Treasure Type	Treasure Value
2	Efreeti Bottle	4,000
3	Ring of Protection +2	3,000
4	Huge Sapphire	6,000
5	Silver Necklace	7,000
6	Jade Idol	5,000
7	Silver Coffe	4,000
8	Huge Emerald	5,000
9	Huge Ruby	8,000
10	Gold Necklace	9,000
11	Huge Diamond	10,000
12	Magic Sword +2	2,000

## Dungeon Level 6 Monsters

Roll 2d6	Monster Name	Combat Stats Attack: E/W/K/Wiz Defense: E/W/K/Wiz
2	Trap/Special	Cage Trap: Lose 1d6 Turns
3	Black Dragon (Dragon -1)	Attack: 5/6/8/5 Defense: 12/11/9/12
4	Evil Wizard (Warrior -1)	Attack: 7/8/10/7 Defense: 7/6/4/7 *See Spell List
5	Purple Worm (Dragon -1)	Attack: 5/6/8/5 Defense: 12/11/9/12
6	Vampire (Undead +4)	Attack: 6/5/7/4 Defense: 9/10/8/11
7	Basilisk (Guardian -1)	Attack: 4/5/7/4 Defense: 12/11/9/12
8	Stone Golem (Golem)	Attack: 5/6/8/5 Defense: 11/10/8/11 Immune to Magic
9	Ghost (Spirit +1)	Attack: 4/5/7/4 Defense: 12/11/9/12
10	Fire Elemental (Elemental)	Attack: 3/4/6/3 Defense: 11/10/8/11 Immune to Fireball
11	Blue Dragon (Dragon)	Attack: 4/5/7/4 Defense: 13/12/10/13 Immune to Lightning
12	Fire Giant (Giant +1)	Attack: 2/6/5/2 Defense: 13/9/10/13 Immune to Fireball

## Sample Scenario 2

### ***Delver's Chess***

Delver's Chess is meant to be a quick skirmish game between 2 or more players. All that is required is a normal chessboard, or optionally a Chinese Checker board for 3 or more players. The *Creature Codex*, the *Combat Tables*, and 2 six sided dice.

**Setup:** Each player gets to choose their troops. They get 5 soldiers, 2 captains, and 1 commander.

Soldiers can be any 1st level monster. Captains can be any 4th level monster. The Commander can be any character or monster but there should be some level of parity. If one side wants use a Balrog, aka Greater Demon, the the other side should not be a straight warrior. Unless the players agree on something to even the field. One suggestion is that for each level of difference between the commanders the weaker commander should gain 1 magic item. A minimum if one side has a spell caster the other side should also.

**Deployment:** These forces can be deployed in opposing corners in a wedge. Or each side can deploy across the last row facing each other.

**Objective:** This scenario can be played with the objective as a kill the Commander, or you can play a capture the flag style game where you place an object in the center of the board and the first side to retrieve the object and return it to the one of the corner spaces they control win.

**Turns/Movement:** To determine who goes first each player should roll 1 die, the highest roll goes first. At the start of each turn the player rolls 2d6 to determine movement points. Soldiers can move 2 spaces, Captains and the Commander can move 4. Spend movement points as you wish on a 1 square per 1 point basis. Entering a square with an opposing force means that combat has begun. Attackers roll first.

### *Sample Scenario 3*

## ***Haunted House***

Haunted House is played on a board in the style of the famous 1949 murder mystery boardgame. Included here is a simple map that can be used or if you have this famous game in your house you can easily use the original game board. Other requirements are game pieces or figures for each player, the tables below and 2 six sided dice.

**Setup:** Place the board out, each player should choose a character type to run and place him/herself on an entry point or in the Entry Hall.

**Objective:** The object of this game is rid the house of evil forces. The players go about this individually and the first one to defeat the controlling spirit wins the game.

**Turns/Movement:** At the start of the game each player should roll 2d6 to determine who goes first. The player with the highest roll is first and play should proceed counter-clockwise around the board.

At the start of each turn a player rolls 2d6 to determine how far they can move during that turn. Whenever any player enters a room a roll is made to determine what is in the room. At first only roll on the Phase 1 Spooks, until a player successfully finds the First Key. [See Phase 1 Treasures.] Once a player has the First Key each room they enter will contain a creature from Phase 2 Guardians, again until they find the second key as treasure. [See Phase 2 Treasure]. Once they have the Second Key they must proceed to the Ballroom or Hall which ever is further away from them. There they will confront the controlling spirit using Phase 3 Controlling Spirit. There is only 1 controlling spirit so once it is generated and placed it remains until defeated. However no player who does not have both the first and second key can enter the room that contains the controlling spirit once it is generated. They must continue play to acquire the keys.

Note that as player acquire treasure they can use it to bribe monsters as per the Core Rules section. So it is important to keep track of treasure if only to save the player from a losing battle. Spellcasters can regain spells at their entry square. Secret Passages can be found on a roll of 1-2, except for the Elf and Halfling which can detect them on a 1-4.

Also note that a player can not simply exit and re-enter a room to generate a new monster, the player must go to at least 2 other rooms before returning to a room already emptied.

**Special Rule:** In the interest of preventing a long streak of bad luck if a player has defeated 3 of any 1 type of monster they automatically get the Key for that phase.

**Phase 1 Spooks:**

Roll each time an on occupied room is entered.

- 2-3 Were-rat (Werebeast -1)
- 4-5 Worg (Canine)
- 6 Giant Rats (Vermin -3)
- 7 Zombie (Undead -1)
- 8 Skeleton (Undead -2)
- 9-10 Ghoul (Undead)
- 11 Bugbear (Marauder -1))
- 12 Gargoyle (Golem -3)

**Phase 2 Guardians:**

Roll each time an on occupied room is entered by a player holding the first key. Once generated only players holding the first key can enter that room.

- 1 Flesh Golem (Golem -1)
- 2 Hellhound (Canine +2)
- 3 Shadow (Spriit -1)
- 4 Werewolf (Werebeast)
- 5 Wight (Undead +2)
- 6 Necromancer (Warrior -3)\*

**Phase 3 Controlling Spirit:** Roll once after the first player claims the Second Key.

- 1 Mummy (Undead +3)
- 2 Spectre (Spirit +1)
- 3 Vampire (Undead +4)
- 4 Witch\* (Warrior -2)
- 5 Wraith (Spirit)
- 6 Efreeti (Elemental -1)

\*Witch/Necromancer will have a Shield spell in place before the encounter. He/She will then try the following spells

- 1-2: Charm Person
- 3-4: Lightning Bolt
- 5-6: Dispel Magic

If at any time the Witch/Necromancer loses his/her Shield, the next turn she will cast Shield instead of any other action.

**Phase 1 Treasure:**

Roll each time an Phase 1 Spook is defeated

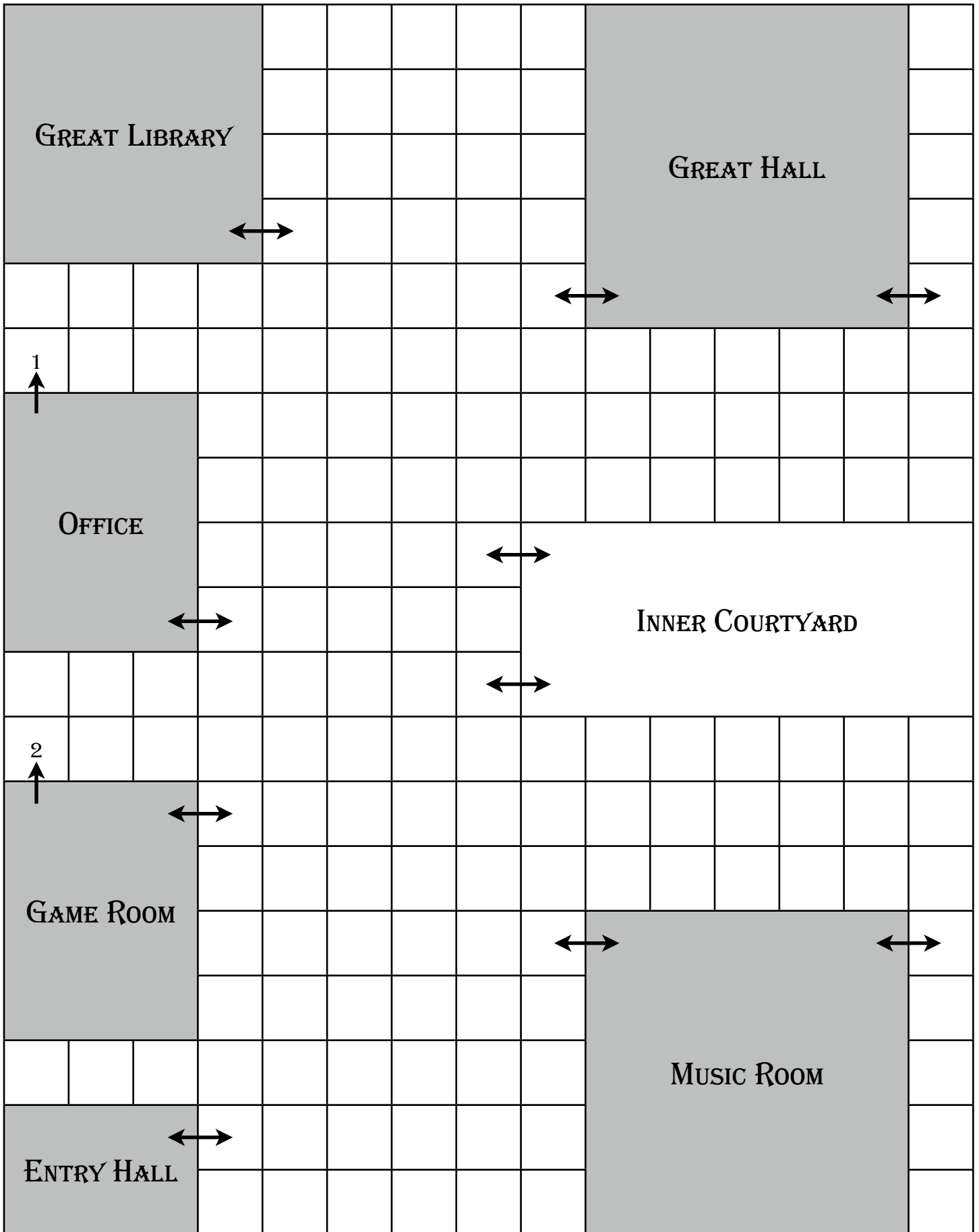
- 2-4 First Key
- 5 Potion of Holy Water
- 6 Sack of Copper (100gp)
- 7 Sack of Gold (500gp)
- 8 Sack of Silver (250gp)
- 9 Gold Ring (750gp)
- 10 Potion of Heroism
- 11 Magic Sword +1
- 12 Ring of Protection +1

**Phase 2 Treasure:** Roll each time an Phase 2 Guardian is defeated.

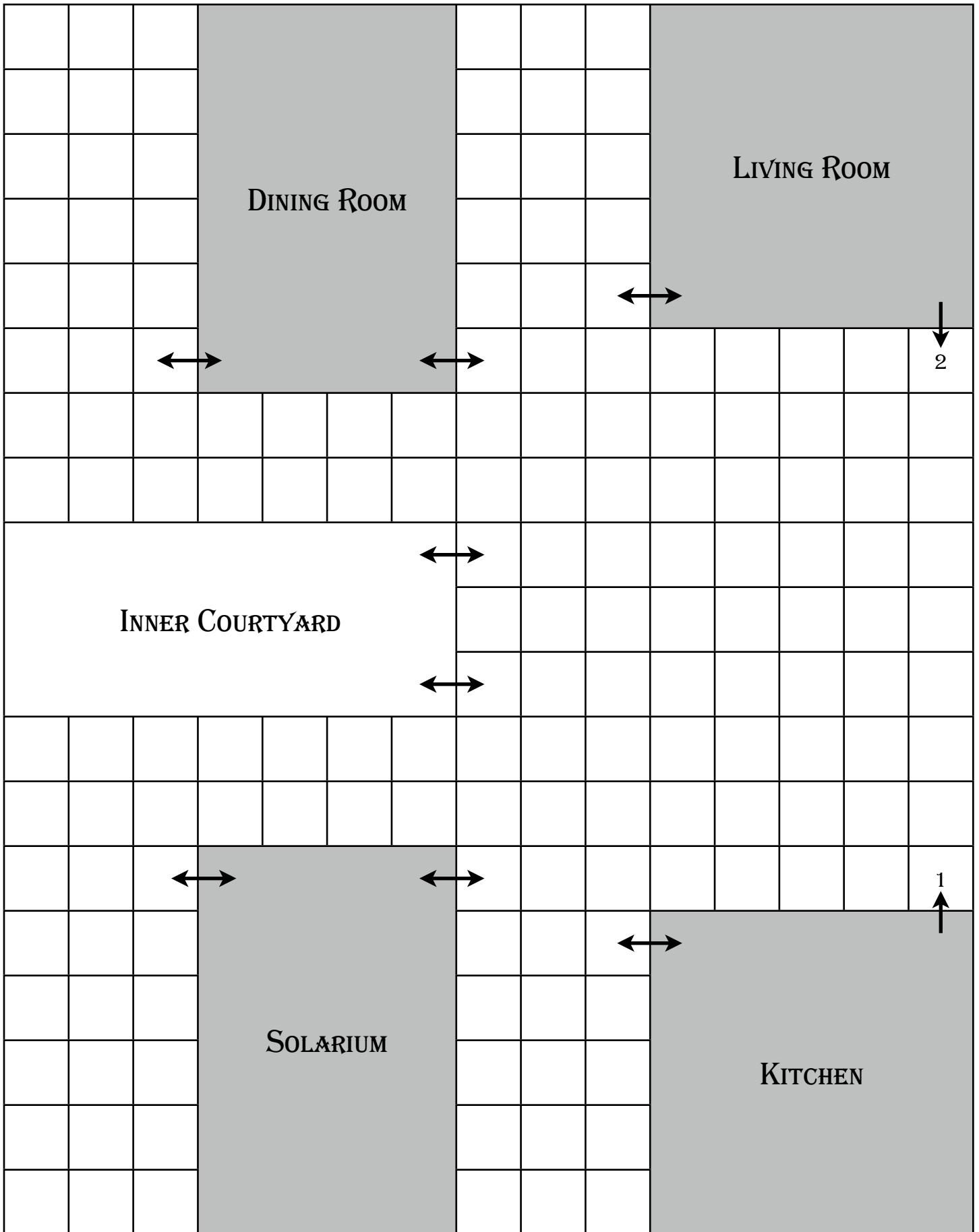
- 2-4 Second Key
- 5 Potion of Invisibility
- 6 Silver Bracelet (1,000gp)
- 7 Sack of Gold (500gp)
- 8 Sack of Silver (250gp)
- 9 Gold Necklace (1,500gp)
- 10 Figurine of the Wolf (Summon a Wolf: Canine -1, for 10 Turns 3 Charges)
- 11 Magic Sword +1
- 12 Magic Armor +1







1 - SECRET PASSAGE KITCHEN/OFFICE    2 - SECRET PASSAGE GAME ROOM/LIVING ROOM



1 - SECRET PASSAGE KITCHEN/OFFICE    2 - SECRET PASSAGE GAME ROOM/LIVING ROOM

*Sample Scenario 4*  
***The Mean Streets of Capitale***

The Mean Streets of Capitale scenario is played using the Monopoly® game board.

**Objective:** The first style of play is to accrue at set amount of money. Depending on how long you have the total could be 5,000gp, 10,000gp, or 15,000gp. Treasure is gained after encounters, but can be lost via fleeing combat or the Tax squares on the game board. Each time around the board the player should also collect 1 Sack of Copper [100gp]. The first player to pass GO with the required amount wins.

Another option for play is to just set a number of times around the board and not worry about the money. A short game might be 2 trips around the board.

**Turn/Movement:** As per normal board game rules players should roll 1 die to determine who goes first. Highest roll begins and play continues around the board. To move each player rolls 1d6 at the start of his or her turn and can move that many spaces.

**Details:**

Encounters are rolled on the tables below. Each side of the board is rated at a Level, use the corresponding table to generate an encounter. There is no depletion in this game, there will always be an encounter on all the properties. If a Monster drives a Player away then that monster should remain until defeated with whatever extra Treasure it has gathered from defeated Players.

First Side (Purple, Light Blue) = Level 1  
Second Side (Mauve, Orange) = Level 2  
Third Side (Red, Yellow) = Level 3  
Fourth Side (Green, Blue) = Level 4  
Railroads = Level 5  
Utilities = Level 6

Community Chest = Free Treasure see Chart

Chance = Random Events See Chart

Free Parking/Go = Safe Zones, Spell caster may rest here.

Income Tax/Luxury Tax = Surrender 1 Treasure.

Go To Jail = Causes Player to go Jail. Player may bribe their way out by surrendering 2 Treasures, or escaping by rolling doubles on 2d6.

**Level 1 Encounters:**

- 1 Bandits (Warrior -3)
- 2 Giant Lizard (Vermin -2)
- 3 Goblins (Marauder -3)
- 4 Hobgoblins (Marauder -2)
- 5 Wolf (Canine -1)
- 6 Zombie (Undead -1)

**Level 2 Encounters:**

- 1 Brigands (Warrior -2)
- 2 Bugbear (Marauder -1)
- 3 Evil Swordsman (Warrior -1)
- 4 Ghouls (Undead)
- 5 Giant Spider (Vermin -1)
- 6 Worg (Canine)

**Level 3 Encounters:**

- 1 Dire Wolf (Canine +1)
- 2 Evil Warrior (Warrior)
- 3 Gargoyle (Golem -3)
- 4 Giant Snake (Vermin)
- 5 Harpy (Winged -3)
- 6 Wererat (Werebeast -1)

**Level 4 Encounters:**

- 1 Griffon (Winged -1)
- 2 Hellhound (Canine +2)
- 3 Ogre (Marauder )
- 4 Shadow (Spirit -1)
- 5 Werewolf (Werebeast)
- 6 Wight (Undead +2)

**Level 5 Encounters:**

- 1 Frost Giant (Giant)
- 2 Manticore (Winged)
- 3 Mummy (Undead +3)
- 4 Naga (Guardian -2)
- 5 Spectre (Spirit +1)
- 6 Wyvern (Dragon -2)

**Level 6 Encounters:**

- 1 Basilisk (Guardian -1)
- 2 Dragon (Dragon)
- 3 Fire Elemental (Elemental)
- 4 Ghost (Spirit +2)
- 5 Fire Giant (Giant +1)
- 6 Stone Golem (Golem +1)

**Unified Treasure Tables: [Roll 2d6]**

- 2 - Ring of Protection +1
- 3 - Magic Sword +1
- 4 - Bag of Gems (1,000gp)
- 5 - Sack of Gold (500gp)
- 6 - Sack of Silver (250gp)
- 7 - Sack of Copper (100gp)
- 8 - Sack of Silver (250gp)
- 9 - Sack of Gold (500gp)
- 10 - Bag of Gems (1,000gp)
- 11 - Potion of Holy Water
- 12 - Potion of Heroism

## Random Event Chart: [Roll 2d6]

- 2 - Wandering Dwarven Weaponsmith offers to make you a Magic Sword +1, pay 500gp
- 3 - Wandering Alchemist offers to sell you Potion of Invisibility, pay 250gp
- 4 - Ancient Dragon is out hunting, Retreat 3 Spaces.
- 5 - Troll was waiting in Ambush.
- 6 - You discover buried treasure, roll once on the Treasure Chart.
- 7 - You found a secret passage, you may advance to GO
- 8 - You meet the Tax Collector on the street, you must pay 100gp.
- 9 - You encounter a funeral procession, lose 1 Turn.
- 10 - The local Thieves Guild has framed you for a series of recent crimes, go to Jail.
- 11 - Wandering Priest offers to sell you Potion of Holy Water, pay 100gp.
- 12 - Wandering Elven Armorsmith offers to make you a Suit of Magic Armor +1, pay 750gp