

DUNGEON UNIVERSALIS

THE TURN MOVEMENT AND EXPLORING ACTIONS V. 3.2 (the Spanish version is V. 3.4)

EXPLORATION AND COMBAT

In DUN turns pass quickly, and tens of turns may be played in a single game. The group of heroes play first. When their turn is over, the Dark Player's turn starts. This alternate order will be maintained until the end of the game, but it may change in those cases in which one side wins an initiative roll, as we will see later on.

There are different kinds of turns . Exploration turns are the most common and include actions such as exploring rooms, searching for treasures or hidden passages, disarming traps and so on... Combat turns will take place whenever a hero is 12 or less squares away from an enemy, with or without LoS to it.

Any movement which is about to make a hero enter an unexplored area (such as turning a corner or opening a door) **must be stopped right before entering that area..** Then the Dark Player will reveal the new area with all its details (furniture, walls, doors and even monsters). Therefore, a hero must finish his movement as soon as he reveals a new area.

ACTIVATION AND ACTIONS

Heroes activate one by one, no matter the kind of turn they're in, in an order which is decided by the group of players. All heroes must activate just once per turn unless otherwise indicated. This rule applies to all the monsters and creatures controlled by the Dark Player too.

During their activation heroes can move and perform one action in the order they choose.

Heroes can't perform EXPLORATION ACTIONS during a combat turn except in those cases in which enemies have no LoS to them.

In those cases, exploration actions will have a -1 penalty (if the action requires rolling 2 or more dice, roll one less die instead).

Heroes can't perform any actions while within one enemy's melee range, except when the action itself allows it (such as melee attacks).

The different kinds of actions a hero may perform during a turn will be described later on.

MOVEMENT

The Movement attribute in the character's profile establishes the number of squares a hero can move in a single turn. Each player moves his hero, pets and mercenaries before the next hero activates. Once the miniature has been moved no corrections can be made (as would be the case in a chess game). Heroes can move in any direction (vertically, horizontally or diagonally). However, heroes can't move diagonally if that movement makes them touch the corner of a wall or an element of furniture.

Heroes can change facing at any time during their activation. This is not regarded as movement.

Heroes can't move through squares occupied by enemies or impassable hazards.

Heroes can move through squares occupied by allied heroes by spending one extra movement point for every occupied square. If a square is occupied by a knocked-out hero, other heroes may move through it normally. The Dark Player will decide whether it is possible for a hero to move through certain pieces of furniture or difficult terrain.

Climbing up or down obstacles whose height is that of a single tile square such as table, a chair or a step requires one movement point.

A hero has a Movement attribute of 5. He can move 5 squares in flat terrain. But he decides to climb over a table in his way. He moves two squares before he reaches the table, then spends one Movement point to get over it, and another one to get down. He can still use one Movement point to keep moving.

Heroes can go up or down ladders, but no actions can be carried out while in the process. If the hero is attacked while on a ladder he will be knocked down with all the penalties that condition implies.

DIFFICULT TERRAIN

Difficult terrain hampers movement. If a hero moves through terrain considered to be difficult (rocky or steep ground, swamps, deep forests, partially-flooded rooms...) each square will count as two, and a -1 penalty will be applied to shooting and melee attacks.

ACTIONS

In DUN there is a wide range of actions a hero may perform. These are the following:

1. Opening doors. (E)
2. Opening locked doors. (E)
3. Opening chests. (E)
4. Breaking down doors/chests.
5. Running
6. Swimming
7. Jumping
8. Climbing
9. Searching for secret doors (E)
10. Searching rooms (E)
11. Searching furniture (E)
12. Putting on/ taking off armor
13. Detecting and avoiding traps
14. Disarming traps (E)
15. Sorting out riddles (E)
16. Searching corpses (E)
17. Identifying magic objects and potions
18. Lighting torches
19. Engaging in melee combat.
20. Shooting
21. Casting spells
22. Other actions.

E) EXPLORATION ACTIONS:

Mercenaries and pets cannot perform these actions. Therefore, They cannot reveal unexplored areas either.

1. OPENING DOORS (E)

Heroes adjacent to a closed door may choose to open it. Heroes cannot continue moving after they open a door. Opening a closed door which was opened for the first time in a previous turn is not an action, and heroes can move through it normally.

2. OPENING LOCKED DOORS (E)

Heroes adjacent to a locked door may try to unlock it stealthily. Only one hero may try to perform this action and only once per game.

In order to do so, a Dexterity test is required. If the roll is equal or higher than the needed roll for that kind of door, the door will be unlocked and a new area beyond it will be revealed. If the Dark Player chooses to spawn any enemies in that area, heroes and creatures will roll initiative and a combat turn will start.

When a hero rolls double 1, the Dark Player can draw a card from his obstacles and powers deck.

3. OPENING CHESTS (E)

All the chests in a game are considered to be locked. Heroes adjacent to a chest may try to unlock it. Only one hero may try to perform this action and only once per game. In order to do so, a Dexterity test required. If the roll is equal or higher than the needed value for that kind of chest, it will be unlocked and the contents in it will be revealed.

When a hero rolls double 1, the Dark Player can draw a card from his obstacles and powers deck.

4. BREAKING DOWN DOORS/CHESTS

Heroes who failed to unlock a door or a chest may try to break them in order to get through the door or have access to the chest's contents.

In both cases heroes must use their weapons as if they were attacking an enemy. However, they hit automatically, and must only roll for damage.

Doors and chests have Armor 5 and 5 vitality points, unless told otherwise by the Dark Player (*heroes may find a reinforced door whose leaves are regarded as a full plate Armor, with Armor 6 and 6 value points*).

Doors and chests can't be damaged by throwing weapons or projectiles (except fire weapons such as arquebuses and handguns).

Bonuses from combat skills can't be applied when trying to break doors or chests.

In case the Dark Player chooses to spawn any enemies on the other side of the door, their initiative roll will get a +1 for every turn the group of heroes spent trying to break it.

A door may be hit by all the heroes in adjacent squares, even if they are in one which is diagonal to it.

Chests can only be hit by one hero per turn.

5. RUNNING

Heroes may decide to run to advance more quickly during a turn. . In order to do so, they must declare they're going to run, and then roll 2D6, adding the result to their movement. However, they can never move more than the double of their movement attribute.

If they roll a double 1 they won't advance at all, and they'll be considered to have tripped over something, suffered a muscle cramp, etc.

Heroes get a -2 on Perception while running (in rolls for detecting traps, initiative etc.)

6. SWIMMING

In certain places heroes will have to swim due to the depth of water. Heroes can advance a maximum of two squares per turn while swimming. This movement is regarded as movement through difficult terrain.

If heroes are not stunned they may choose to swim fast. This is regarded as an action and requires a Dexterity test. If the roll is passed, the hero will advance two extra squares. If the roll is a double 1, the hero will feel something touching his leg and won't advance at all.

Since swimming fast is regarded as an action, heroes won't be able to perform any other actions (such as engaging in combat) at the same time. While swimming, heroes engaged in combat can only use weapons such as daggers, claws, fangs or tentacles.

Heroes can't swim while equipped with any kind of armor or shield. That gear must be left behind.

Small-size heroes must swim in order to move through flooded areas (see the "special rooms" area).

7. GREAT JUMPS

Heroes can perform great jumps over a number of squares equal to their movement value. In such cases, an Agility test is required.

Heroes can move before jumping. However, they cannot keep moving after performing the jump. When a hero successfully jumps over a pit or a ditch, place him in an empty square adjacent to the pit or ditch itself.

Heroes jumping over 2 or more squares have a -1 on their Agility test.

Heroes climbing over obstacles one-square high move normally. In order to climb over higher obstacles a climbing action is required.

Heroes jumping while within the melee range of one or more enemies get a -1 on their Agility test.

When a hero fails to perform a great jump he falls down, suffers the knocked down condition and 1D6 damage against natural Armor for every square of falling. Then his turn ends.

Pits are 4 square deep.

Cliffs and chasms are obviously fatal and heroes falling down automatically die, no damage rolls are required.

8. CLIMBING

Heroes will be required to perform a climbing action when moving vertically for a distance longer than one square.

When heroes climb they are considered to be moving through difficult terrain.

A hero must make 1 Agility test for every turn he spends climbing. If a hero fails while still in contact with the floor, his turn ends and no further actions can be performed. If he fails when he is no longer in contact with the floor, the hero will fall, and the results will be the same as those of failing a great jump.

When heroes are climbing out of a deep they will only have to pass one Agility test, and their movement value won't be taken into account.

Heroes trying to climb while within the melee zone of one or more enemies get a -1 on their Agility test.

Heroes attacked while climbing will be regarded as being still and won't be able to upkeep spells.

9. SEARCHING FOR SECRET DOORS (E)

The Dark Player will inform the heroes that they can search for secret doors whenever there is one or more of them in a room or corridor. Such secret doors must have been included beforehand in the adventure sheet. They will always lead to some other explored or unexplored area in the dungeon.

Only one hero may try to perform this action and only once per game. However, when there is no other way to their goal, and only after heroes have explored the whole dungeon without succeeding in finding other ways, they will be allowed to search a room for secret doors more than once. However, the Dark Player will draw one card from his obstacle and powers deck and get 3 reserve points for every new attempt.

In order to find a secret door heroes must pass a Perception test. If they manage to do so, the Dark Player will place a door leaf in the place indicated in the adventure sheet.

When a hero rolls double 1, the Dark Player can draw a card from his obstacles and powers deck.

10. SEARCHING ROOMS (E)

Heroes in a room (not a corridor) which hasn't been searched before may perform a searching room action. In order to do so, a Perception test is required. If the roll is successful, a number of hidden objects worth 1D3 gp are found.

If a hero rolls double 6 a minor magic object is also found.

When a hero rolls double 1, the Dark Player can draw a card from his obstacles and powers deck.

11. SEARCHING FURNITURE(E)

Heroes adjacent to a piece of furniture may choose to search for objects in it. Its contents will be consulted in the furniture chart (or in the furniture card, depending on each case). In case there is a number of similar objects in the same area (a number of vases or statues, for example) heroes will be required to be adjacent to just one of them in order to search them all. Each piece of furniture can be searched just once.

12. PUTTING ON/OFF AN ARMOR

Heroes must use a full turn to put on/off an ARMOR. This rule is not applied to shields.

Heroes can't move and perform this action in the same turn.

13. DETECTING AND AVOIDING TRAPS

Heroes may try to detect those traps the Dark Player sets against them.

The Dark Player can set traps for heroes in the following situations:

- 1- When a hero moves adjacent to a locked chest or door and tries to open it.
- 2- When a hero moves to a square with an exploration arrow.
- 3- When a hero moves to a square with a trap already included in the adventure sheet.
- 4- When a hero moves to any other square. The Dark Player must interrupt the hero's movement in order to do so. Once the hero has finished his movement, he creates a safe area free of traps. This area has a range of two squares around him in every direction. The Dark Player won't be able to use any Obstacle cards while other heroes move within that area.

A trap only affects 1 square unless otherwise told by the Obstacle card.

If the Dark Player chooses to activate a card with a trap, the hero must stop his movement before stepping on the square with the trap, opening the door or the chest. Then he must make a Perception test. If the test is passed it means the trap was detected. The hero has 2 options then:

- 1- Finishing his activation (even if he had some movement left) and try to disarm the trap in the following turn.
- 2- Trying to bypass the trap with an Agility test whose difficulty depends on the kind of trap. If the test is passed the hero can finish his movement as if the trap wasn't there.

When a hero rolls double 6 when trying to detect a trap he and his allies get a +1 to disarming/bypassing it.

When the hero fails to detect or bypass a trap, the trap is triggered with all the effects described on its card.

14. DISARMING TRAPS (E)

Heroes may try to disarm a trap in the turn following to detecting it. In order to do so, a hero must be adjacent to a square with a trap and pass a Dexterity test whose difficulty depends on the kind of trap. (notice that in the example card, the required roll for detecting the trap is 9, but the one for disarming it is 6).

Once a trap is disarmed it will remain like that for the rest of the game.

A failed disarming roll instantly triggers the trap with all the effects described on its card.

If the trap was protecting a chest, heroes will have to disarm it before the try to open it.

15. SORTING OUT RIDDLES (E)

The Dark Player may sometimes use magic riddles to lock doors. In such cases, heroes must pass an intelligence test with a -2 penalty.

Only one hero may try to perform this action and only once per game. If he fails, the heroes will have to break the door down in order to open it.

When a hero rolls double 1, the Dark Player can draw a card from his obstacles and powers deck.

16. SEARCHING CORPSES (E)

As soon as a combat ends, heroes may choose to spend one full turn in searching the corpses of slain allies or enemies in order to get their belongings. Heroes don't need to be adjacent to them to do so, but must be in the same room or corridor.

Roll 1D6 for every slain enemy. On a 5+ you find objects worth 1gp (lower level enemy), 3gp (middle level), or 5gp (higher level).

The quest's final boss gives a number of gp equal to his Value Points. Besides, if the Dark Player equipped him with some magic object, they'll be able to take it and use it (unless otherwise told by the Dark Player).

Heroes may take all non-magic weapons of those similar-size enemies they have just slain, but they will have a -1 on Combat/Shooting skills when they use them. When the slain enemy is bigger or smaller than the hero, he won't be able to use them. Such weapons don't have any trading value and can't be sold by any means.

Magic objects taken from corpses may be used with no penalties only when heroes know about their properties or effects.

17. IDENTIFYING MAGIC OBJECTS AND POTIONS.

Heroes with the skill "Secrets of Magic" may try to identify magic objects to find out about their properties or effects. In order to do so they must pass an intelligence test. If there is nobody in the party with that skill, heroes will have to visit an expert once the quest is over.

However, they can also dare to use a magic object and see what it does. The Dark Player must reveal its effects as soon as the events in the game start being affected by them. Besides, as soon as a hero uses an unidentified magic object he will get the condition “cursed”, and will have to roll all dice with a result of 6. The “cursed” condition will be removed as soon as the object is inspected by an expert or by a player with the skill “Secrets of Magic”.

Heroes with the skill “Alchemist” can instantly identify potions as soon as they hold them and know about their properties and effects.

However, heroes may also try to guess the effects of a potion by having a sip of it. In that case, the Dark Player will roll dice and check the result in the potions chart. Then he will reveal its effects, and the hero who sipped from the potion will instantly be affected by them. Most of the potions have beneficial effects, but players should notice that some of them are poisonous.

18. LIGHTING TORCHES

Heroes may use an action to light a room by lighting torches, candles... Once a room is lighted, all penalties regarding darkness (like those suffered by humans and halflings) are removed.

The Dark Player will inform the players about which areas are affected by darkness whenever he uses a card with the effect.. The Main Hall of the quest will always be well lighted unless otherwise told in the quest’s briefing.

Heroes using a lighted torch or candle will place the fitting token next to their miniature so allied heroes can benefit from it.

19. ENGAGING IN MELEE COMBAT

Heroes may use their action to engage an enemy and attack him (see the Melee Combat section).

20. SHOOTING

Heroes may use their action to shoot or throw a weapon at an enemy (see the Shooting section).

21. CASTING SPELLS

Heroes may use their action to cast a spell (see the Magic section).

22. FREE ACTIONS

In addition to their main actions, heroes may perform one free action per turn which includes closing doors, changing weapons, using shields, operating levers or mechanisms, handing objects to allies,

dropping or picking up objects, drinking from fountains, reloading weapons, drinking potions, mounting/dismounting a horse... Rolls are not usually required in these actions.

Heroes may choose to replace their main action with a second free action.

DEEPS AND CHASMS

Pits and chasms are relatively easy to find in a scenario and they sometimes block the heroes' way towards their goals. In these cases, great jumps will be needed in order to avoid these obstacles.

In order to jump over a pit or climbing out of it heroes must pass an Agility test. Other heroes may help a mate who's trying to jump or climb by using a piece of rope (it will be regarded as a main action). In that case, the jumping/climbing hero can also add the Strength of the hero helping them to his Agility test. When there are other heroes adjacent to the one with the rope, their Strength can be added to the roll too. Heroes won't be able to help their allies this way while within an enemy's melee range.

Heroes helped this way will always jump or climb directly towards the hero who's helping them.

Large creatures helped this way only add their helper's Strength divided by 2.

Huge creatures ignore pits and chasms 1 square wide.

Heroes won't be able to climb out of a pit if there are no empty squares adjacent to it. When there are empty squares but one or more enemies are adjacent to them, the hero will get a -2 to Agility. This represents the fact that his enemies are trying to prevent him from getting to the top of the pit in different ways.

BRIDGES AND FOOTBRIDGES

Heroes may try to build an improvised footbridge when trying to avoid a chasm. In order to do so, two heroes must remain in opposite sides of the chasm for three full turns. Improvised footbridges can be built as long as one of the heroes has pickaxes and some rope among his belongings.

Improvised footbridges are regarded as difficult terrain. Roll 1D6 every time a large creature tries use a footbridge. On a result of 1 the footbridge collapses and is lost. The creature will fall with it.

Huge creatures can't use improvised footbridges.

FALLING AFTER A HIT

When a hero fighting at the edge of a pit is pushed as a result of a successful hit, he will have to pass an Agility test or else fall down. If the test is passed he won't be pushed, and will stay in the same square.

The fall has the same effects of a fail during a great jump. However, if the hero only falls from a height of 1 square, the hero will get stunned and suffer 1D6 damage.