CURD – HQ Edition

Overview
Draw a card and roll 2D6. Lay out all the equipment with a number that is less than or equal to the dice roll. Kill/explore. Go through next unopened door. Repeat until objective met.

About the Cards
The cards can be used for several different-sized rooms (either 5x4 and 5x3, 4x4 and 4x3, 6x5, or 3x2). The cards can be arranged into separate decks (for quick selection), or as a single deck that you draw cards from until you get a card for the appropriate-size room (for quicker and easier shuffling).

Starting the Game, and the Objective
At the start of the game, roll 2D6 and consult the table below:

2 Rescue the princess for a reward of 360gp. (Theme: Mixed or your choice)
3 Rescue the prince for a reward of 360gp. (Theme: Mixed or your choice)
4 Kill all the monsters you find for 15gp per monster. (Theme: Greenskins)
5 Kill the necromancer for a reward of 240gp. (Theme: Undead)
6 Find an artifact for a reward of 180gp. (Theme: Undead)
7 Kill the Orc warlord for a bounty of 240gp. (Theme: Greenskins)
8 Find an artifact for a reward of 240gp. (Theme: Greenskins)
9 Kill all the monsters you find for 20gp per monster. (Theme: Undead)
10 Kill the Orc warlord for a bounty of 360gp. (Theme: Greenskins)
11 Kill the necromancer for a reward of 360gp. (Theme: Undead)
12 Find an artifact and keep it (randomly pick a quest treasure). (Theme: Mixed or your choice)

Alternatively you may choose the *Infinity Quest*. No objectives, just room after room of exploring until you give up or die.

Orc Warlord: Attack 4, Defense 4, Move 8, Body 2, Mind 3
Necromancer: Attack 2, Defense 5, Move 8, Body 3, Mind 7

Pick any room on the board to begin, placing a single door anywhere on one of the walls of the room, and the staircase anywhere you wish. Start the adventurers on the staircase and begin the game.

Entering a Room
When you open a door and step inside, randomly pick a card that corresponds to the room size. Roll 2D6 and lay out any objects that have a value *less than or equal to* the dice roll. Objects without numbers are always present, regardless of the dice roll. When entering a room from the narrow side or a square room, the bottom of the card is the edge you enter from. When entering a room from the wider side, the edge of the card with the grey squares is the edge you are entering from, or the side with the large arrow in the case of the 3x2 cards. When entering the smaller size of the two rooms given on the card (4x3 in the case of the 4x cards) ignore the grey squares on the map (imagine that they are absent entirely) and don't lay out any of the grey furniture or creatures.

Now you are ready to fight the monsters, find treasures, run away screaming, etc, as normal.

Corridors
After entering a corridor, you can pick any previously unopened room, except for the large center room. You can only pick that room if you are rolling a die for the objective room. To enter a room from the corridor, place a door anywhere along its edge. It then acts like any other room.

When you enter a corridor, count the number of rooms you have been in, including the start room. If the total is 10 or more then you may *choose* to roll a combat dice each time you enter a new room. If you roll a skull then the new room is the objective room.

Objective Room
When you enter the objective room, draw a room card of the appropriate size, put out all the objects in the room as if you rolled a 12, and follow the instructions below.

If the objective is to kill a single monster/person:
Add a suitable model for the target, adjacent to the other monsters in the room. If there are no monsters in the room then place the target against the opposite wall.

If the objective is to find something:
Once you have killed all of the monsters in the room you can collect the object/prisoner.

Different Rooms
If you need a card for the 4x4 room with the corner cutout, make sure you get a normal 4x4 room card. Any objects that are supposed to be in the missing corner square should not be placed on the board. Doors should be placed as close to their location as possible.

Running Out of Doors and Furniture
It is possible that the cards you draw and the dice rolls you make will leave you with no unopened doors, and therefore no more rooms to explore. If this occurs, you can go to a previously explored corridor and follow the corridor rules, or place a door in the most recent room where there would have been a door if you have rolled low enough.

If you don't have enough furniture of the correct type for the new room then use an equivalently-sized piece of furniture or take it from one of the previously explored rooms. If a piece of furniture or monster would block your entrance to the room, don't place it on the board.

Fast Questing
For those who want a faster experience with fewer dice-rolls, there are numbers and letters in the bottom left and right corner of each card. Pick a side (left or right) prior to playing. You can treat the numbers as the 2D6 dice-roll, saving you having to roll dice. The letter is for if you are playing a mixed-theme dungeon and you'd like an indication of what creature types should be there, G is for greenskins and U is for undead, rather than going for all greenskins or all undead. The color is for if you are using tiles and have the option of using the full size of the room on card (represented by red, so you'd put out the red and gray objects) or the smaller size (black).

Not all rooms have themed monsters, or optional objects, but the letter and number are on every card for completeness - maybe someone will find a use for it on those cards. The numbers are distributed throughout the deck in the same proportions as 2D6 rolls - it's not perfect for the smaller decks but it is close. Using the deck in this way limits the variety of the dungeon because there are only so many cards, but in theory there will still be a lot of combinations possible due to card order). To keep the almost full variety, you can use the number on the *previously drawn* card for the current room, but it may add a little confusion.

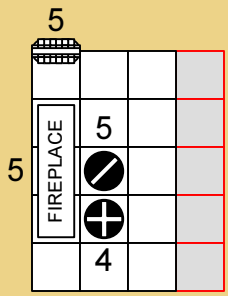
Random Extras
Each card has four different types of randomising elements: 2D6 result, greenskins/undead, large/small room, combat die roll. The first three are for Fast Questing, and are described in that section. The distribution is for the 2D6 result (or a D6 result if you take only the first number) and combat die result are perfect over the whole deck, and for individual decks of same-sized rooms as long as the 5x6 and 3x2 decks are combined. The combat die result is so that you can simulate combat by picking cards rather than rolling dice, so you can almost play a complete game using only cards from this deck.

Optional Challenges
Place fallen rock markers and pits in various corridors before starting play. This restricts where you can go next.

<u>Design Notes</u>
The generic symbols are so that you can theme the dungeons more easily and so that there will be no issues with copyrights on the actual images.

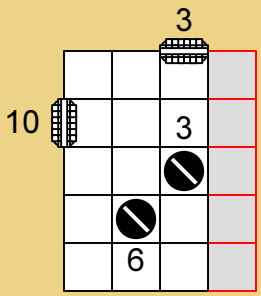
You might notice some things that seem odd during a game, like new doors that weren't there before appearing in previously explored rooms. If this happens then you might feel better about putting a secret door marker there instead of a normal door. Or you could just say it was magic.

Warming Room



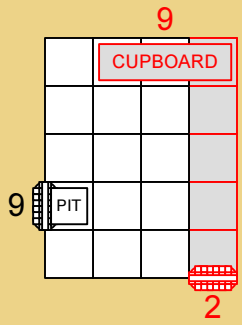
1+3 U | 3+2 G

Break Room



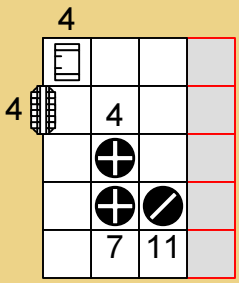
6+4 G | 2+1 U

Resting Room



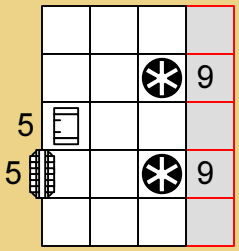
1+1 U | 3+6 G

Storage Room



5+6 G | 2+5 U

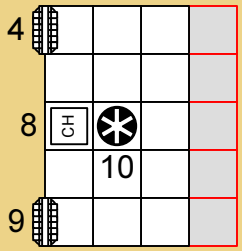
Treasure



The chest contains a spear trap and 60 coins.

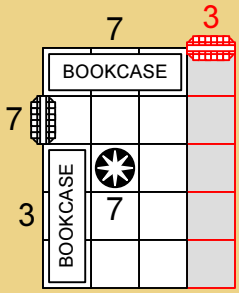
4+5 U | 2+3 G

Throne Room



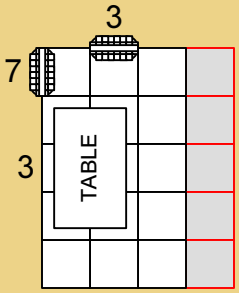
2+6 G | 5+5 U

Library



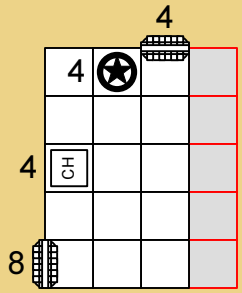
3+4 U | 6+2 G

Dining Room



4+2 G | 1+6 U

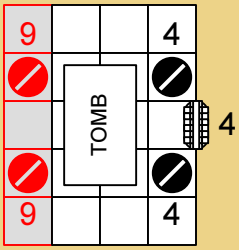
Statue



The creature will not attack and cannot be harmed until the adjacent door is opened.

1+5 U | 4+4 G

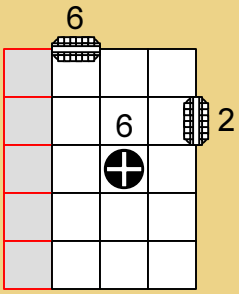
Lost Tomb



The tomb contains 150 coins.

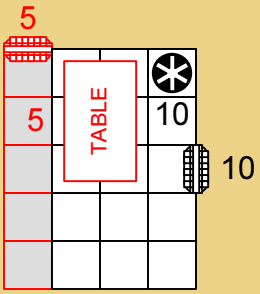
3+1 U | 6+6 U

Waiting Room



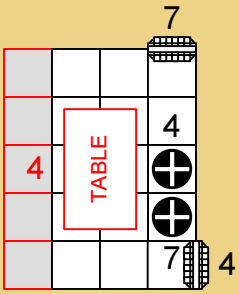
3+3 G | 1+2 U

Vacant Office



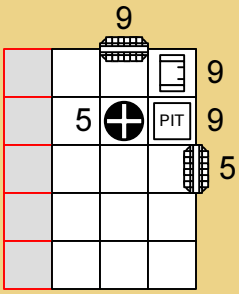
4+6 U | 1+4 G

Guard's Room



2+2 G | 4+3 U

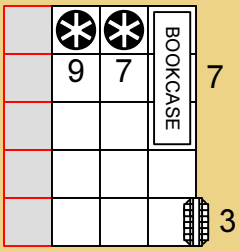
Treasure?



The chest contains 30 coins.

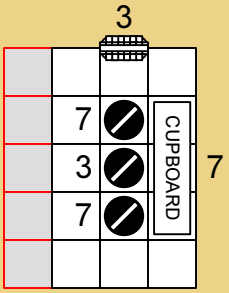
5+4 U | 4+1 G

Catalog



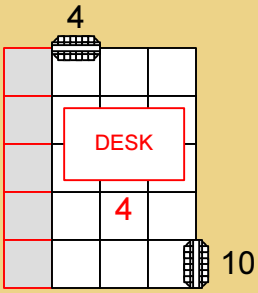
2+4 U | 6+3 G

Storage Room



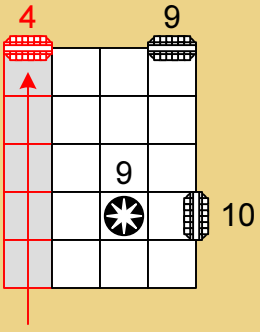
6+1 G | 3+5 U

Study



5+1 G | 5+3 U

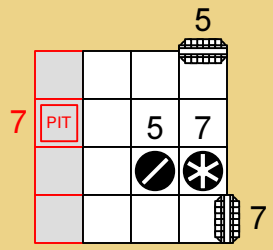
Vacancy?



This door has a spear trap.

6+5 G | 5+2 U

Guards

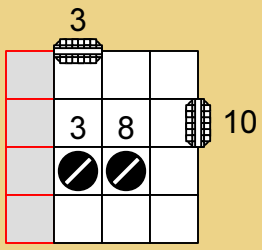


1+6
U



2+3
G

Easy

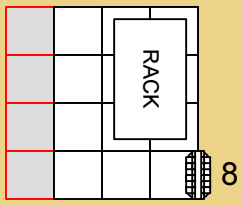


5+5
G



2+4
U

Torture Chamber

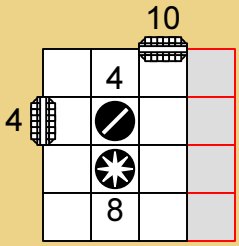


4+4
U



6+1
G

Guard Room

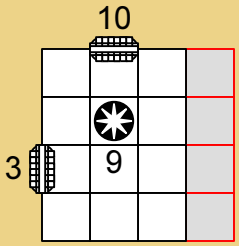


1+4
G



6+2
U

Danger

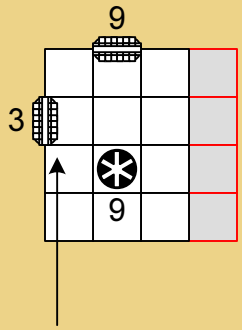


5+3
G



1+1
U

Which Way?



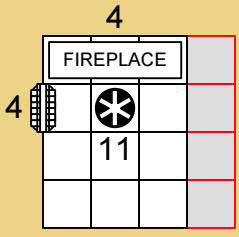
This door has a spear trap that triggers when opened.

4+5
G



1+5
U

Warm Room

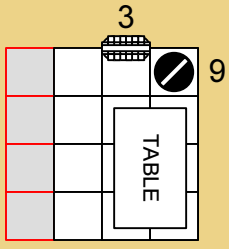


5+2
G



6+5
U

Dining Room

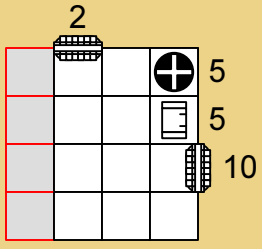


1+2
U



5+4
U

Treasure?



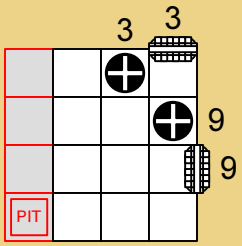
The chest contains 24 coins.

2+2
U



1+3
G

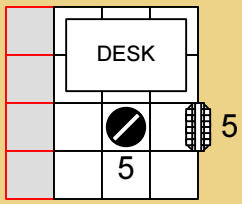
Guarding



6+3
U

5+1
G

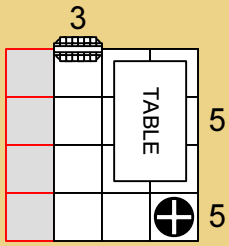
Study



6+4
G

3+2
U

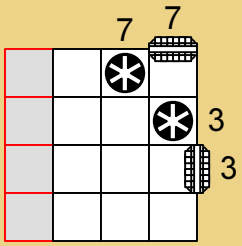
Study



4+1
U

3+6
U

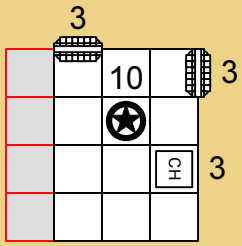
Get Through



2+1
G

4+3
U

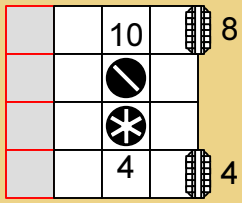
Tough or Easy



2+6
G

5+6
U

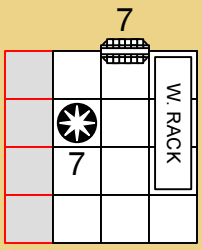
Ways



3+5
G

4+6
U

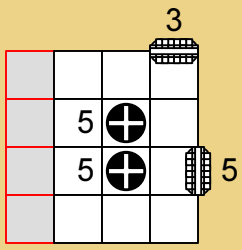
Armoury



3+4
U

4+2
G

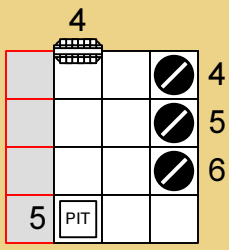
Guards



6+6
U

2+5
G

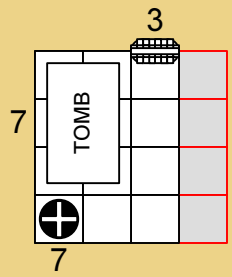
Guards!



3+1
U

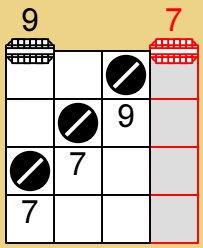
3+3
G

Tomb Room



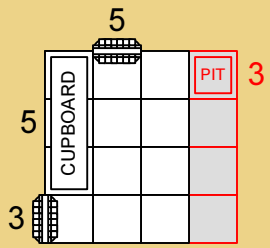
5+5 U | 1+3 G

Full or Empty



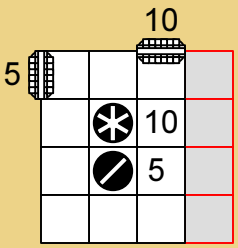
4+5 G | 2+4 U

The Stores



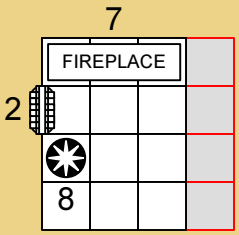
2+1 U | 5+3 G

Through Room



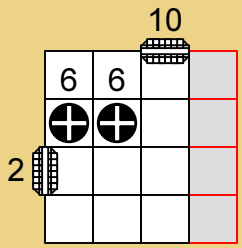
5+6 G | 1+6 U

Cozy Room



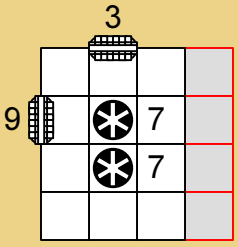
4+4 G | 2+5 U

Guards



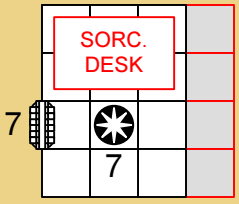
2+3 G | 6+6 U

Guard Room



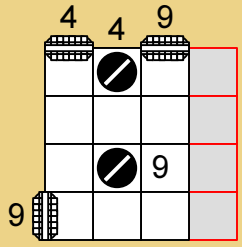
5+2 G | 5+4 U

Sorcerer's Room



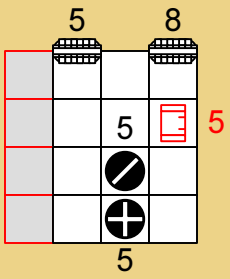
4+1 U | 3+3 G

Quick



2+2 U | 6+3 G

Loot

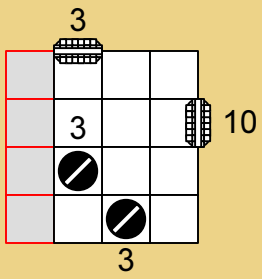


The chest contains a spear trap and 60 coins.

6+2
U

3+2
G

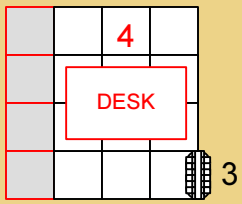
Trainees



1+5
U

4+6
G

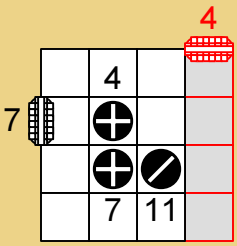
Alchemist Room



3+6
U

1+1
U

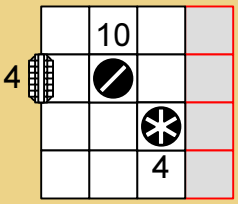
Occupied



6+5
G

3+4
U

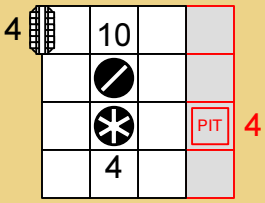
Guards



1+4
G

5+1
U

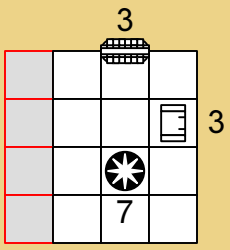
Guards



3+5
G

2+6
U

Gold!

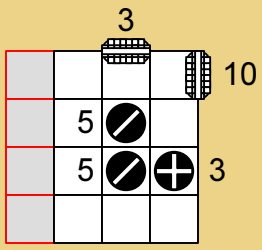


The chest contains 120 coins.

6+1
U

4+3
G

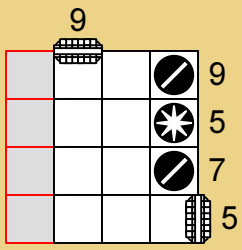
Many Guards



1+2
G

4+2
U

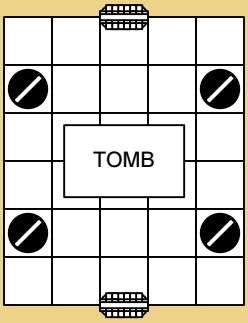
Alert!



3+1
U

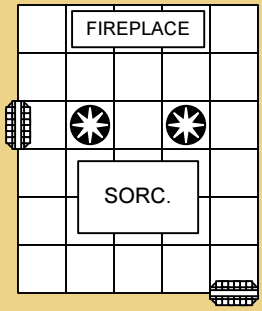
6+4
G

Guarded Tomb



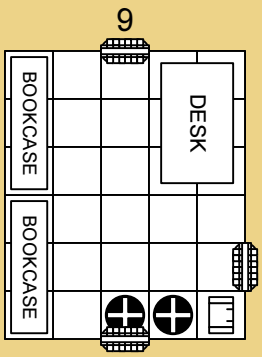
1+1 U — 5+2 U

HQ



2+1 G — 4+6 U

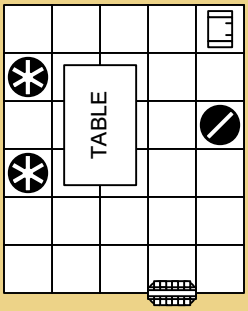
Master



The chest is empty.

1+3 U — 6+4 U

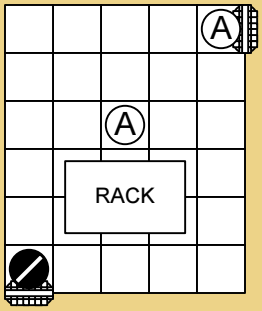
Mr Big



The chest is empty.

6+5 G — 1+6 G

Occupied

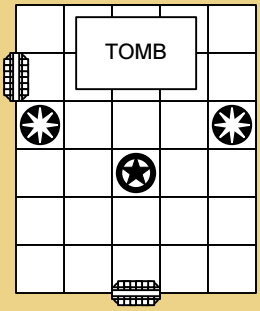


Roll 2D6 — 2-5 — 6-12

A = ✱ or ⁄

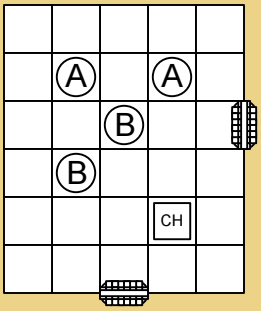
4+5 G — 3+1 U

Final Threat



6+2 U — 1+4 G

Throne Room



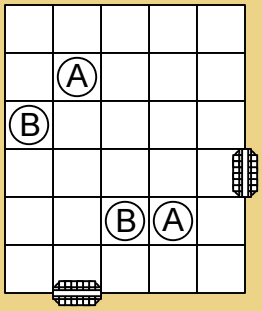
Roll 2D6 — 2-7 — 8-12

A = ✱ or ✱

B = ⁄ or ✚

3+3 U — 4+3 G

Bodyguards



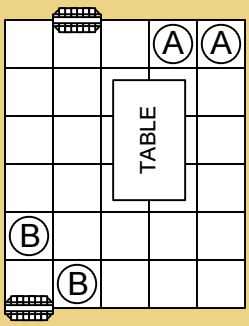
Roll 2D6 — 2-5 — 6-12

A = ✱ or ⁄

B = ✚ or ✱

3+2 G — 2+4 U

Guarded



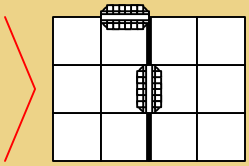
Roll 2D6 — 2-5 — 6-12

A = ✱ or ⁄

B = ✚ or ✱

5+4 U — 1+5 G

Nothing

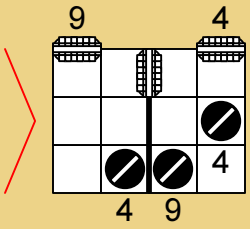


1+2 G



6+1 U

Small Mercies

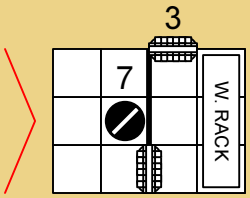


4+2 G



5+5 U

Armoury

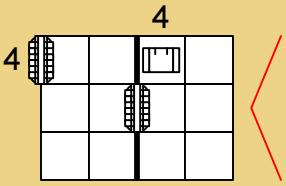


5+6 G



5+3 U

Hidden



Roll 2D6 when opening the chest:

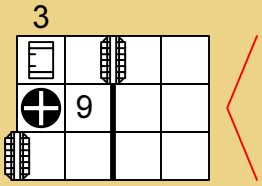
	2-7	8-12
=	Find 120 coins	Trigger a spear trap

2+3 U



6+6 G

Chesty



Roll 2D6 when opening the chest:

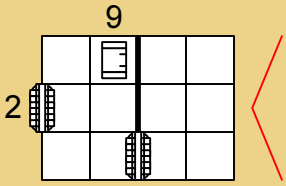
	2-7	8-12
=	Find 180 coins	Trigger a spear trap

6+3 G



2+2 U

Abandoned



Roll 2D6 when opening the chest:

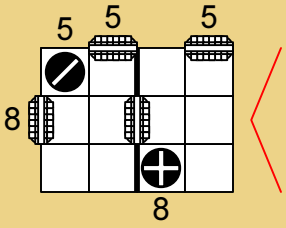
	2-7	8-12
=	Find 60 coins	Find nothing

5+1 G



3+5 U

Soloists

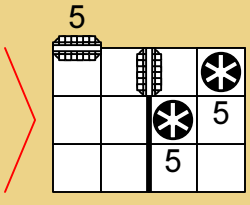


2+6 G



4+1 G

Cell

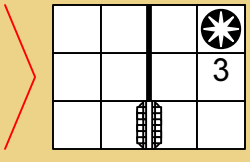


4+4 U



3+4 G

Cell



3+6 U



2+5 G