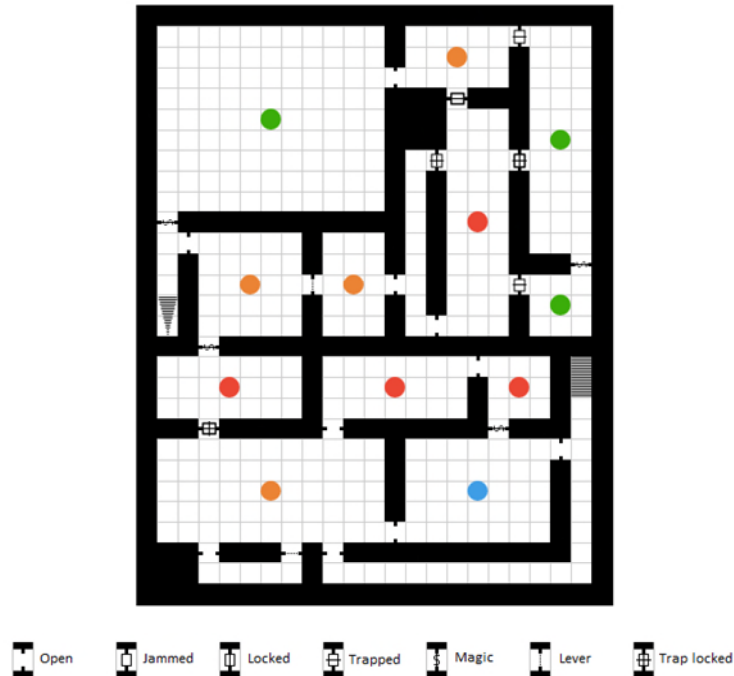


# D100 DUNGEON RULES

## FOR DUNGEON GENERATOR

Ed. 1.1



### About the dungeon generator

You can use the dungeon generator online at this address: <http://mgmgeo.free.fr/d100>

Or you can download the files from BoardGameGeek and run the locally with your web browser. The dungeon generator consists in two files:

- Index.html ← this is the file to open with your web browser
- Dungeon.js

Your web browser shall be "HTML 5" capable.

You can tweak various aspects of the dungeon using generator options.


This dungeon generator is a fork of <https://donjon.bin.sh/apps/> "Random Dungeon Generator v1.0.3", released under "Creative Commons Attribution-NonCommercial 3.0 Unported License".

You can find the complete original license here: <https://donjon.bin.sh/code/dungeon/>

### How to play D100 dungeon with a map created with the dungeon generator

It is recommended to use D100 DUNGEON V3 rules. You can also include the "BLAST THOSE DOORS" rules from the DRAGON ARMOUR book and any other rule from ulterior books (e.g. THE LOST TOME OF EXTRAORDINARY RULES).

You play basically almost like any D100 Dungeon adventure with these differences:

1. **START AREA** – If you created a dungeon using stairs, you start on the stairs coming from the ground level: . If you want to play a multiple levels dungeon, you can go down to a lower

level using these stairs:



If you created a dungeon without stairs, start where you like ☺

2. **CORRIDORS** – Corridors are just plain boring corridors, with no color. Each time you travel through a corridor, shade 1☺ and treat any effect as usual. You cannot search or salvage dungeon in a corridor.
3. **AREA** - Here is the main difference with traditional random D100 Dungeon. When you enter a new area, you do not have to roll on Table M, instead only consider the color of the room (yellow, red, green or blue) then follow the D100 dungeon rules associated to the area color.
4. **DOORS** – Doors are already placed. Each room entry has a door. Door types are the following:



Open



Jammed



Locked



Trapped



Magic



Lever



Trap locked

When you want to go through a door:

- a. If the door type is Open or Magic, follow the standard D100 Dungeon rules (cf. Table D – DOORS)
- b. Otherwise, you must first determine the door level. Roll 1d10:
  - i. 1-2 : door type is level 1
  - ii. 3-4 : door type is level 2
  - iii. 5-6 : door type is level 3
  - iv. 7-8 : door type is level 4
  - v. 9-10 : door type is level 5

Once you have determined the door type level, check Table D – DOORS to know how to pass the door.

For instance, you face a "Trapped" door; you roll 1d10 and get 5. You're in front of a trapped level 3 door. Check instruction for door code "T3" (TRAPPED LEVEL 3) door in Table D.