

CARDMASTER

ADVENTURE DESIGN DECK

By Rich Borg



CARDMASTER™ Adventure Design Deck

By Richard Borg



Contents

The Card Decks	3
The Location Deck	3
The Monster Deck	3
The Treasure Deck	4
Visual Play Aids	5

Cardmaster Fastplay	5
Getting Started	5
General Course of Play	5
Entering a New Location	6
Encountering Monsters	6
Fighting Monsters	7

Monster Stats, 7
Fighting in Ranks, 7
First Attack, 8
Options, 8
Attacking, 8
Assigning Attacks, 8
Taking Hits, 9
Fleeing, 9

Magic	9
Traps	11
Treasure	11
Magical Healing	12
Concluding the Adventure	13

Optional Rules	14
Short Games	14
Wandering Monsters	14
Secret Doors	14
Converting AD&D® Characters	14
Designing New Quests	15
Laying Out the Dungeon	15
Playing With AD&D or D&D® Game Rules	15
Playing With a DM	16

Credits

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The AD&D® CARDMASTER™ Adventure Design Deck is both an exciting tool for Dungeon Masters and a complete game for players. With the Adventure Design Deck, the DM can create tough, challenging group adventures, players can go adventuring without a DM, and even solo adventures can be played, just by shuffling the cards.

The CARDMASTER Adventure Design Deck can be used several ways: CARDMASTER Fastplay lets one or several players explore a randomly created dungeon in search of treasures or a specific goal; or, a Dungeon Master can use the cards to create a random dungeon while adding his or her own touches of color and drama; or, a DM can use the cards to lay out a previously designed dungeon as the characters explore it, eliminating the need for mapping and record-keeping.

This Set Contains:

- 108 CARDMASTER Location Deck Cards
- 54 CARDMASTER Monster Deck Cards
- 54 CARDMASTER Treasure Deck Cards
- 2 Visual Play Cards
- 1 Adventurer's Party Marker
- 1 CARDMASTER Rules Book
- 1 Card of Visual Play Aids

The CARDMASTER Adventure Design Deck allows the Dungeon Master or the players to create a three-level dungeon or castle setting. Each level is color coded—green is the easiest level, blue is medium, and red is the most dangerous. (In AD&D® game terms, green corresponds to dungeon level 3, blue to 4, and red to 5.) The higher the adventure level, the stronger the monsters become, and the greater the challenge and treasures will be for the characters.





The Card Decks

The CARDMASTER™ Adventure Design Deck actually has three decks of cards: a location deck, a monster deck, and a treasure deck.

The Location Deck

There are two different kinds of cards in the location deck: room cards and corridor cards.

Room Cards picture a room with a variety of furnishings and a number of doors.

Corridor Cards show a narrow hall with doors at either end. Corridor cards are normally just empty passages that connect rooms.

The **colored circle** in the lower left corner of a location card indicates the card's level. In this CARDMASTER set, green rooms are on the 3rd level, blue rooms are on the 4th level, and red rooms are on the 5th level.

The **colored bands** above each door indicate to which level of the dungeon or castle that particular door will lead.



The Monster Deck

There are four different kinds of cards in the monster deck: monster cards, character cards, trap cards, and one wandering monsters card.

Monster Cards show the type of monster, the number of monsters, and the monster's vital statistics: Hit Dice, Armor Class, THACO, and whether the monster has treasure.



This monster has treasure.



This monster might have treasure.



This monster has no treasure.

The color of the monster's Hit Dice circle indicates the level where the monster is usually found. A Hit Dice circle with a white background indicates that the monster can be found on any level.

Some monster cards have a number and a slash before the monsters' name. The number indicates how many of these monsters the party has run into. For example, if a card listing "2/Gargoyle" is drawn, two gargoyles are encountered.

Wandering Monsters Card. There is only one of these in the monster deck. When this card is drawn, reshuffle the discards back into all three decks and then draw the top two monster cards. The Monsters on these cards surprise the adventurers and attack, no matter what level the characters are on. And wandering monsters always get the first attack!

Character Cards show a character and list his or her vital statistics: Hit Points, Level, Armor Class, and THAC0. These may be other adventurers exploring the dungeon or evil mercenaries working as guards. Characters always have treasure.

Trap Cards depict either a skeleton impaled on a bed of stakes or a foot about to fall through a trap. The card lists the type of trap and how many dice the players roll to resolve the trap's effect. Most traps have a white circle background indicating that the trap may be found on any level.



The Treasure Deck

Two different types of cards are in the treasure deck: treasure cards and trap cards.

Treasure Cards show a picture of the treasure. Also listed is the treasure's experience point value or its value in gold pieces, and an indication of who can use the treasure and how it is used in CARDMASTER™ Fastplay. The colored circle in the lower left corner of a treasure card indicates the level on which the treasure can be found.



Trap Cards in the treasure deck are identical to those in the monster deck.

Visual Play Aids

Two large floor plan cards (one room and one corridor), a number of doors, and a variety of other furnishings have been included to assist the DM. The doors and other furnishings are printed on a card which should be cut apart and trimmed before use. Whatever room or corridor the characters are in can be set up in 25mm scale, allowing the use of miniatures when resolving combat and giving everyone a better view of what's going on.

CARDMASTER™ Fastplay

The following rules are for CARDMASTER™ Fastplay, a fast-moving game for one or more players. No DM is needed; the dungeon setting and monster encounters are generated randomly by cards.

Getting Started

First, select a pre-generated adventure from the Fastplay Adventures sheet. There are several adventures suited to various character levels.

Second, select one or more character cards from the monster deck to use as player characters. Each player rolls a 10-sided die to determine the order in which players select their characters, with the highest roller choosing first, then the second highest roller, and so on. All unused character cards should be randomly re-inserted into the monster deck.

Players with wizard or cleric characters should check their cards to see how many spells that character gets, and record the number and level for each spell.

All characters are assumed to have the basic equipment standard to their class. A warrior has a sword and shield; a cleric has a mace and spells; a wizard has a dagger and spells; and a rogue has a sling, a dagger, and lockpicking tools.

Third, fan through the location deck and select the appropriate starting corridor card. Place it face up on the table. Shuffle all three decks and place them face down, leaving enough room for a discard pile next to each deck.

General Course of Play

To play the game, the group of characters moves from room to room in the dungeon. When the group enters a room or corridor, a new location card is flipped up. Sometimes, more than one card must be flipped. In each location the characters enter, players must check to see if monsters are encountered by flipping up monster cards. If there are monsters, a battle is fought. After any monsters are dealt with, characters can search for treasure by flipping up treasure cards.

Characters battle and search their way through the dungeon until they have either completed their mission (by killing a specific monster, rescuing a hostage, recovering stolen property, or fulfilling some other goal), all the characters have been killed, they reach a dead end and can't proceed, or the players decide their characters are too weakened to go on and opt for discretion as the better part of valor.



Entering a New Location

To leave the current location, select one of the color-coded doors. The color bar above the door indicates which dungeon level that door is likely to lead to.

After selecting a door, flip the top card from the location deck. If the colored circle on that location card matches the color of the door that the adventurers selected, then the door opens. Place the new location card face up on top of the previous location card.

If the colored circle on the card does not match the chosen door color, then the door doesn't open. Put the location card on the location discard pile.

Adventurers can try to open a door only three times. If neither the first nor second location card matches the door color, then the third card drawn is used as the new location, no matter what level it is.

Only the colored circle on the new location card must match the door. The doors on the new location don't have to match the door from the previous location; doors are exits only. Characters can try to leave a location through any door, regardless of where they came from.

Example 1: The adventurers are on the first corridor card. It has two doors, blue and red. The adventurers' goal is on the red level, so they select that door. The first location card drawn has a blue circle; the door refuses to open and the location is discarded. The second location card drawn has a red circle; the door opens. This card is placed face-up on top of the corridor card, as the adventurers step inside.

Example 2: The adventurers are now in a red (5th level) room. It also has two doors, one green and one red. Wanting to stay on the red level, the adventurers choose to open that door. The first card drawn is blue; the door refuses to open and the card is discarded. The second card drawn is green; it, too, is discarded. The third card drawn is blue again. Even though it does not match the color of the door the characters were trying to open, it must be played because it is the third card. The door opens and the adventurers enter a blue room.

Backtracking to re-enter rooms that have been exited is not allowed (bold adventurers always go forward!). Likewise, the adventurers must stay together and act as a group. They cannot split up and go in separate directions.

Encountering Monsters

Every time the adventurers move into a new location, they must check for monsters. If any are present, the monsters attack.

Some room cards have a monster symbol inside the colored circle. There is always a monster in a room with a monster symbol. Corridors and rooms without monster symbols might contain monsters, but probably don't.

Checking for Monsters: Flip up the top card on the monster deck. If the colored circle on the monster card matches the colored circle on the location card, that monster is present. If the circle on the monster card is white, that monster can be on any level; it is present. If the colored circle on the monster card is not white and does not match the room color, that monster card is discarded.



Only one monster card is flipped up if the adventurers are in a corridor or a room without a monster symbol. If that monster card does not match the room color, then there is no monster in that room or corridor.

A room with a monster symbol, however, is different. If the first monster card flipped up does not match, discard it and draw another. If the second card does not match, discard it and draw a third. The third monster drawn is present in the room no matter what color its circle is.

Example 1: The adventurers are in a blue room without a monster symbol. One player flips up the top monster card. It is kobolds, but their circle is green. The kobold card is discarded; there are no monsters in this room.

Example 2: The adventurers are in a blue room. One player flips up the top monster card. It is orcs, with a white circle. The orcs are present in the room, regardless of whether the room has a monster symbol.

Example 3: The adventurers are in a blue room with a monster symbol. One player flips up the top monster card. It is kobolds, with a green circle. The kobold card is discarded. The next monster card flipped up is an ogre, with a blue circle. The ogre is in the room and ready to fight.

Example 4: The adventurers are in a blue room with a monster symbol. One player flips up the top monster card. It is kobolds, with a green circle. The kobold card is discarded. The player flips up the next monster card; it is a vampire, with a red circle. The vampire card is discarded. The third monster card is a mummy with a red circle. The mummy is present in the room, even though it is not on the red level (it must have wandered upstairs looking for victims).

Fighting Monsters

If monsters or other characters are in the room, they always fight.

Monster Stats: If a monster card lists only a monster type ("Ogre"), then there is only one monster. If the monster type is preceded by a number, then there is more than one monster ("5/Kobold" means there are five kobolds). If there is more than one monster, each one is identical and has the stats listed on the card.

The number in the circle is the monster's Hit Dice (HD). This is how many dice the monster rolls when it attacks. It is also how many times the monster must be hit before it is killed. Armor Class and THAC0 matter only if the AD&D® rules are being used; otherwise, ignore them.

Example: The characters have encountered three zombies ("3/Zombie"). A zombie has two hit dice. Each zombie rolls two dice when it attacks and is killed when it is hit a second time.

Fighting in Ranks: The adventurers can choose to fight in ranks. Sometimes they have no choice, and must do so.

A corridor is only wide enough for two characters and two monsters to fight at the same time. The two characters in front make up the "front rank." The third and fourth figures make the second rank, the fifth and sixth make the third rank, etc. The same thing applies to monsters.

In a room, the front rank can hold up to four figures. The adventurers can form a second rank in a room only if A) there are more than four adventurers in the room, or B) there are more adventurers than monsters in the room, in which case there must be at least as many adventurers in the front rank as there are monsters to fight.



In any case, the front rank of characters protects everyone behind it. No character who is not in the front rank can be attacked. A rogue or a wizard can attack from the second rank (the rogue with his sling, the wizard with spells). Also, a character who has picked up a bow or some other missile weapon as treasure can fight from the second rank.

First Attack: At the start of the battle, one player rolls a die (the type doesn't matter). If the result is even, the adventurers get to attack first. If the result is odd, the monsters get to attack first. Attacks continue alternating back and forth until the battle is over.

Options: Characters have several options during combat. Each option takes a complete round, so a character cannot attack in the same round that he or she does something else; a character who switches ranks, for example, can't attack that round. All of the options that are available are:

- **Attack.** This is the standard action. The figure must have a sword, mace, or other hand weapon, and be in the front rank.
- **Launch a Missile Attack.** This is like a standard attack, but the character must have a sling, bow, or other missile weapon. Missile attacks can come from the front or second rank.
- **Cast a Spell.** A wizard can cast a spell from the front or second rank. Wizard's spells are explained under *Magic*.
- **Change Ranks.** A character can move forward or backward one rank, if doing so does not break the rules on forming ranks (for example, a warrior can't step into the front rank in a corridor if it already contains two other characters). Two figures can change places simultaneously.
- **Flee.** If the characters are losing a fight or they want to avoid it for any reason, they can try to run away from a room. This is explained under *Fleeing*.

Attacking: When an adventurer attacks, the player rolls a number of dice equal to that character's level. A 4th level character, for example, rolls four dice, regardless of whether the character is a warrior, wizard, cleric, or rogue.

Likewise, when a monster attacks, a player acting for the monster rolls a number of dice equal to the monster's Hit Dice number. If a character is encountered in the monster deck, it fights as a character of the appropriate type and level rather than as a monster.

The type of dice rolled depends on who is attacking. So does the number needed to score a hit, as shown on the table.

Example: A 4th level warrior rolls four 10-sided dice (4d10) every time he or she attacks. For each die that rolls a 7, 8, 9, or 10, the warrior inflicts one hit. An attack with rolls of 3, 4, 7, and 9 inflicts two hits, enough to instantly kill monsters with only one or two Hit Dice.

Assigning Attacks: When a player character attacks, his or her attack is made against a specific enemy. Every hit scored is against that one enemy. If more hits are scored than were needed to kill that monster, the excess hits have no effect.

A...	Rolls...	and Hits on...
Warrior	d10	7, 8, 9, 10
Cleric	d8	6, 7, 8
Rogue	d6	5, 6
Wizard	d4	4
Monster	d8	6, 7, 8



Example: A 5th level warrior attacks a skeleton (1 HD). His die rolls are 3, 4, 8, 8, and 10, causing three hits. The skeleton is killed by the first hit and the other two have no effect.

Monster attacks are handled differently. The total number of dice that the monsters get to roll is divided as equally as possible between all the adventurers in the front rank. Each player then rolls the dice for the attacks that are directed against his or her own character. If the attacks can't be divided exactly equally, the players decide which characters suffer the extra attacks.

Monsters fight at full strength until they have no hits left, and then they are killed.

Example: Five characters are being attacked by two bugbears—two warriors and a rogue are in the first rank and a cleric and a wizard are in the second. The bugbears attack with a total of 10 dice. Of the warriors and the rogue, two must roll 3d8 and one must roll 4d8. The wizard and the cleric are protected by the front rank, so they cannot be attacked.

Taking Hits: Each time a character gets hit, he or she loses one hit point. If the character has any hit points left, the character is fine. When the number of hit points drops to zero or less, the character falls unconscious.

An unconscious character can move only with help from another character. He or she can't fight, cast spells, or do anything else helpful until some hit points are restored by healing spells, a drink from a magical fountain, or some other magical aid.

An unconscious character can still be hit, however. If a character's hit points ever drop to -5, he is killed.

Every time a hit is scored against a monster, the monster loses one hit point. When its hit points drop to zero or less, it dies. If more than one monster is represented by the card, keep track of each monster's hit points separately.

Fleeing: Sometimes, even the bravest adventurers must run from a fight. When it is the players' turn during a battle, the entire party can try to escape instead of fighting. This must be a group action; no one can escape if anyone remains behind. Heroic adventurers cannot backtrack, so they must escape by moving forward to another location card.

Instead of attacking, one player draws the top card from the Location deck. If the color circle on the location card is the same as the color on any door in the room the characters are fleeing from, the door opens and the characters escape. Play the location card. The battle is over.

If the new location card does not match any of the current location's doors, none of the doors open and the escape attempt fails. Discard the drawn location card. It is now the monsters' turn to attack!

Magic

Three types of magic can be used in CARDMASTER™ Fastplay: wizard spells, clerical spells, and magical treasures.

Spell Levels: The number of spells that a wizard or cleric knows is listed on the Wizard or Cleric Spell Progression table (on page 16). This table shows how many spells of each level the wizard or cleric knows, depending on the character's level.

The level of the spell determines how effective the spell is—higher level spells are more effective than lower level spells.



When a wizard or a cleric casts a spell, the player rolls dice to determine the spell's effect. The number of dice rolled equals the wizard's or cleric's level. The type of dice rolled depends on the spell's level.

A Spell of This Level ...	Uses This Type of Die ...
1st	d6
2nd	d8
3rd	d10
4th	d12
5th or higher	d20

Example 1: A 3rd level wizard knows two 1st level spells and one 2nd level spell. When he casts a 1st level spell, he rolls three six-sided dice. When he casts a 2nd level spell, he rolls three eight-sided dice.

Example 2: A 5th level cleric knows three 1st level spells, three 2nd level spells, and one 3rd level spell. She rolls five ten-sided dice when casting a 3rd level spell, five eight-sided dice for a 2nd level spell, and five six-sided dice for a 1st level spell.

Using Up Spells: Every time a spell is cast, it is gone and can't be cast again that game. The 3rd-level wizard from example 1, above, can cast three spells. When the character has done so, he or she has no more spells available.

Wizard Spells: There is only one wizard spell in the Fastplay game—*Magical Bolt*. This spell is a straightforward blast of magical energy. It must be aimed at one specific enemy, and can be cast from the front or second rank.

Cleric Spells: There is only one cleric spell in the Fastplay game—*Healing*. This spell magically restores hit points to injured characters. *Healing* spells cannot be cast during combat, but can be cast at any other time.

Spell Effects: The number of damage points inflicted by a *magical bolt* and the number of hit points restored by a *healing* spell are shown below. The amount of damage or healing is counted for each die separately.

A Roll of ...	Causes This Much Damage	or Restores This Many Hit Points
1, 2, 3	0	0
4, 5, 6, 7	1	2
8, 9, 10, 11	2	4
12, 13, 14, 15	3	6
16, 17, 18, 19	4	8
20	5	10

Example: A 4th level wizard casts a 2nd level spell. The player rolls four eight-sided dice, getting results of 3, 5, 6, and 8. The spell inflicts four points of damage on its target. If the spell had been a *healing* spell cast by a cleric, it would have restored eight hit points to its lucky recipient.



Traps

Trap cards can be encountered in both the monster deck and the treasure deck. They work the same in both cases. All the rules that apply to flipping up monster cards and treasure cards apply to trap cards as well.

A trap attacks with the number of dice listed in the circle on the lower left. Every character in the group is attacked by that many dice. Traps always attack with eight-sided dice, causing one hit for every roll of 6, 7, or 8.

Disarming Traps: A rogue can try to disarm a trap before it attacks. The player rolls a number of six-sided dice equal to the rogue's level. If any die rolls a six, the trap is disarmed and has no effect. If none of the dice rolls a six, the trap goes off while the rogue is working on it; the trap attacks every character in the group normally, but gets one extra die against the rogue.

Example 1: An acid trap attacks with two dice. When the trap card is flipped up, a player announces that his 4th level rogue character will try disarming the trap. He rolls four six-sided dice, getting results of 1, 3, 4, and 4. He fails to disarm the trap. Two eight-sided dice must be rolled for every character in the group; one hit is inflicted for every roll of 6, 7, or 8. The rogue's player must roll three dice.

Example 2: If the rogue's dice rolls had been 1, 3, 4, and 6, he would have disarmed the trap so that it could not attack anyone.

Treasure

After defeating a monster or entering a room that contains no monster, adventurers can search for treasure. If a monster card contains a treasure chest symbol, that monster definitely has a treasure. If the treasure chest has a question mark, the monster might have treasure, but probably does not. A (—) in the circle means the monster definitely has no treasure; no treasure card can be drawn. Characters encountered in the monster deck always have treasure.

If the Monster Definitely Has Treasure: Draw the top card from the treasure deck. If the colored circle on the treasure card matches the colored circle on the monster card, the treasure has been found. If the colors don't match, discard the treasure card and draw a second card. If those colors don't match, draw a third card and keep it, even if the colors don't match.

If the Monster Might Have Treasure: Only one treasure card is drawn if the monster's treasure symbol has a question mark. If the first draw doesn't match, then the monster has no treasure.

If Searching an Empty Room: Only one treasure card is drawn if the adventurers are searching a room that had no monster. The treasure's color must match the room's color; otherwise, it is discarded. Treasures are never found in empty corridors or rooms with healing fountains.

Matching White Circles: If the monster's HD circle is white, the treasure card must match the color of the location card. A white treasure can be found anywhere.



Traps: A treasure card that is a trap may be protecting a treasure. If a rogue disarms the trap, the players get one more treasure card draw. If the treasure card matches the color on the monster card, the party gets the treasure. If it does not match, then the monster had no treasure. If another trap card is drawn, it has its usual effect; if a rogue disarms it, another treasure card can be drawn, and so on.

Swiping Treasure During an Escape: A rogue can try to swipe a monster's treasure as the characters flee from a battle. It must be a monster that definitely has a treasure, and the escape attempt must succeed. To swipe the treasure, the rogue rolls a number of six-sided dice equal to his or her level. If any of the dice roll a 6, the rogue gets to draw the top treasure card. If the colors match, the rogue gets the treasure. If the colors don't match or the card is a trap, it is discarded.

Who Gets the Treasure?: Players should take turns drawing treasure cards. Whoever draws the treasure card can either keep it for his or her character, give it to another character, or trade it to another character for a different treasure. A rogue who swipes a treasure always draws the card himself.

Using Treasure: Some treasures are simply valuable items. These have a gold piece value and no other information or use.

Other treasures, however, are useful. Many of these are magical items which give special abilities or bonuses to characters. A character can start using those bonuses as soon as he or she gets the treasure card.

Some treasure items have a limited number of uses or limited duration. The player decides when to start using the item, but once it is in play it remains in play until used up. Keep track of how many times it has been used or how many turns it has been in operation. A character can keep the card, even after it stops working, if it has an experience point value; otherwise, it should be discarded.

Magical Healing

Characters who have been hurt in battles or by traps can recover hit points in four ways. A character can never recover more hit points than he or she has lost.

Healing Spells can be cast by clerics (see *Spell Effects*, above).

Magical Healing Items can be used (if the players have found one).

Magical Healing Fountains can be found in several rooms. In every room with a fountain, every injured character automatically recovers two hit points. Every character may recover one additional hit point if an offering is tossed into the fountain. An offering must be a treasure card with a gold value or a magical treasure card that still works. The treasure card is discarded. Any number of offerings can be made. There are never any monsters or treasures in fountain rooms.

Natural Healing will remove all hits from any character who gets out of the dungeon alive. Even if the current expedition was a failure, there's always tomorrow.



Concluding the Adventure

The game ends when:

- The adventurers achieve their goal;
- All of the adventurers are slain or unconscious;
- The adventurers reach a dead end and cannot proceed;
- The players decide their characters are too weakened by battle to go on safely, and voluntarily withdraw from the dungeon.

If the adventurers completed their mission, everyone wins. Otherwise, the dungeon wins.

Treasures: In an ongoing game, each character can keep one treasure from those he or she brought out of the dungeon. This treasure can be used again the next time the character enters the dungeon. All other treasure cards must be returned to the treasure deck.

Rewards: Rewards for completing a mission are divided as equally as possible between the surviving adventurers. If the mission was not completed, there is no reward. Reward money can be used to buy new or better equipment, if the AD&D® game rules are being used.

Experience Points: Characters gain experience points (XPs) for defeating monsters. As they earn XPs, they also attain higher experience levels. The Experience Tables (on page 16) show which level the different types of characters are when they have various XP totals.

Experience point awards are only given at the end of an adventure, so characters never rise a level in the middle of an adventure. Stock characters chosen from the monster deck start with the minimum number of XPs needed for their level.

Experience points for all the monsters the adventurers defeated are totaled, then divided as equally as possible by the number of adventurers who entered the dungeon. Characters who do not survive the adventure do not earn any experience points, but their share of the points is not divided among the survivors; it is lost.

Example: A cleric with 3,500 XPs is a 3rd level cleric. If that character goes on an adventure and raises her total to 5,200 XPs, she is still a 3rd level cleric. If a second adventure raises her total to 6,700 XPs, she becomes a 4th level cleric at the end of that adventure.



Optional Rules

CARDMASTER™ Fastplay is a simple, open-ended game and it can be modified many ways. The following rules are options; they can be used or ignored, as the players wish. After playing the standard game a few times, experiment with the optional rules. All players should agree at the start of the game which optional rules will be used. And if you enjoy these, feel free to make up your own rules, too!

Short Games

For a shorter game, divide the location deck in half. Be sure that any rooms that are special for the quest are in the deck. The game ends when all location cards have been played or discarded.

Wandering Monsters

If characters spend too much time in one location, monsters may be attracted by the noise, or simply wander in and attack them.

Check for wandering monsters when characters try to open a door twice without getting a matching color. Before drawing the third location card, draw a monster card. If the color matches the current location color, the monster attacks (or the characters spring an unnoticed trap). Wandering monsters always get the first attack, and have their usual treasure. After dealing with the monsters, draw the third location card and move on.

Secret Doors

When the adventurers are in a room that contained no monsters, or in any dead end room, they can search for a Secret Door.

Players decide what color of door the characters want to locate, then draw the top card from the location deck. If the color of the card matches the color they were looking for, a secret door opens. Play the new location card normally.

If the colors don't match, no secret door is found. Discard the location card and check for a wandering monster by drawing a monster card (looking for secret doors takes time!). A room can be searched for secret doors only once.

Converting AD&D® Characters for CARDMASTER Fastplay

Players with existing AD&D® characters can convert them for use in a CARDMASTER Fastplay game. The character's armor class and THAC0 are ignored. His level and class don't change.

To convert a character's hit points for CARDMASTER Fastplay, add the character's level to the appropriate character class base number. A 4th level warrior, for example, has 14 hit points.

Warrior base number = 10

Rogue base number = 6

Cleric base number = 8

Wizard base number = 4



Designing New Quests

After playing the game a few times, players can easily design their own quests. Simply select a task to be accomplished. This should usually have several parts; then, even if one goal becomes unattainable, another can still be reached so the mission is completed. Also decide what level the first corridor is on and whether any rooms, monsters, or traps have special significance or effects.

Laying Out the Dungeon

Rather than simply stacking the location cards as they are played, they can be laid out to actually form a dungeon floorplan. This takes quite a bit more space and creates some restrictions on play, but also adds more options and looks great!

Aligning Location Cards: When a new location card is played, lay it on the table next to the previous location card so that two doors line up. The colored bars above the doors don't need to match, or even correspond to the rooms they lead into (once the cards are laid out, everyone can see what color of room the doors lead into anyway).

When drawing for a new location, however, the new location card still has to match the color above the doorway being exited.

As the dungeon is created gradually during play, it will crawl and twist all over the table. It is OK for location cards to overlap, or even stack on top of other locations (remember, the dungeon has many levels).

Moving Through the Layout: The restriction against backtracking is ignored when this optional rule is in use. Characters can freely move back through previously explored rooms. Any monsters that were left behind in a location (by escaping from combat) must be fought if that location is re-entered. Also, every time characters re-enter a location, players must check for wandering monsters by drawing a monster card.

Characters are more likely to run into a dead end using this option, but they can get around it by backtracking and looking for secret doors.

Leaving the Dungeon: The game does not end when the characters complete their mission, or even when they decide to give up; it ends when they leave the dungeon. To leave, they must move back to the starting corridor card, checking for wandering monsters all the way. Simply getting out alive can be a problem for a group that has overextended itself.

Playing With AD&D® or D&D® Game Rules

Players of the AD&D® and D&D® games can use the characters, combat rules, and magic spells from those games instead of the simplified Fastplay rules. This will make the game longer, of course, but also adds a lot more variety.

Monsters have their armor classes, THAC0s, and hit dice listed on the cards. Their hit points should be rolled at the start of combat. Note that hit dice are given in whole numbers on the monster cards; players obsessed with accuracy can check the *Monstrous Manual* or the *MONSTROUS COMPENDIUM™*, Vol. 1, to find each monster's exact hit dice value, including modifiers.



Traps cause 1d6 points of damage for each die listed on their cards; a successful saving throw vs. breath weapon cuts that damage in half. Traps in the monster deck affect all characters in the room; traps in the treasure deck affect only the character whose player drew the card.

Playing With a DM™

In the hands of an experienced Dungeon Master, the CARDMASTER™ Adventure Design Deck is a powerful tool. When there is just not enough time to prepare a complete and detailed adventure, the CARDMASTER Adventure Design Deck is invaluable as a means for quickly generating exciting adventures for 2nd to 5th level characters.

The DM can use as many or as few of the cards as he needs to create his adventure. The various elements on the room cards—tables, chests, ladders, bookcases, skulls, and coffins—can be worked into the adventure ahead of time or as play progresses.

The simplest method of playing with a Dungeon Master is to let the DM flip the cards and control the monsters, and judge the results of unusual actions by the player characters. This gaming-by-the-seat-of-your-pants style of play works well for DMs who react quickly to changing situations.

An alternative approach is for the DM to review the card decks before the game begins. He or she selects only those cards that suit the upcoming adventure. The rest are set aside.

Now, the DM arranges the card decks in the order he wants the rooms and encounters to occur. As the adventure progresses, cards are flipped and positioned by the DM in their preassigned places. Only the DM knows what is coming, but no one needs to keep maps or notes; the players can see where they've been, and the DM's planning is all stored in the stacks of cards. The DM also decides exactly where treasures and traps are hidden, what sort of saving throws are appropriate, and may even allow some monsters to negotiate with the adventurers.

Whatever style the DM prefers, the thing to remember is that the CARDMASTER Adventure Design Deck is a tool to help generate ideas. The DM's creative interpretation and application of this tool are the keys to creating good role-playing adventures.

Experience Progressions					Wizard Spell Progression					Cleric Spell Progression				
— XP Totals —					Wizard	Wizard Spells				Cleric	Cleric Spells			
Level	Warrior	Wizard	Cleric	Rogue	Level	1st	2nd	3rd	4th	Level	1st	2nd	3rd	4th
1	0	0	0	0	1st	1	—	—	—	1st	1	—	—	—
2	2,000	2,500	1,500	1,250	2nd	2	—	—	—	2nd	2	—	—	—
3	4,000	5,000	3,000	2,500	3rd	2	1	—	—	3rd	2	1	—	—
4	8,000	10,000	6,000	5,000	4th	3	2	—	—	4th	3	2	—	—
5	16,000	20,000	13,000	10,000	5th	4	2	1	—	5th	3	3	1	—
6	32,000	40,000	27,500	20,000	6th	4	2	2	—	6th	3	3	2	—
7	64,000	80,000	55,000	40,000	7th	4	3	2	1	7th	3	3	2	1

Attack Table

Roll one die per level or hit die of the attacker

A. . .	Rolls. . .	and Hits on. . .
Warrior	d10	7, 8, 9, 10
Cleric	d8	6, 7, 8
Rogue	d6	5, 6
Wizard	d4	4
Monster	d8	6, 7, 8

Spell Potency Table

Roll one die per level of the caster

A Spell of This Level. . .	Uses This Type of Die. . .
1st	d6
2nd	d8
3rd	d10
4th	d12
5th or higher	d20

Spell Effect Table

Count the effect of each die separately

A Roll of. . .	Causes This Much Damage	or Restores This Many Hit Points
1, 2, 3	0	0
4, 5, 6, 7	1	2
8, 9, 10, 11	2	4
12, 13, 14, 15	3	6
16, 17, 18, 19	4	8
20	5	10