Dice Masters Dungeon Crawl 1.25
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This is a good old fashion dungeon crawl (or a sewer crawl if you use Mutant Ninja Turtles)

Determine your goal: number of monsters killed, allies gained, spells found, high level creature killed, etc.

Items needed: set of D&D dice masters or your favorite setting, Two d6 each different color (one is to be a wild die).

Set of Dungeonmorph cards
(the reason I choose these particular cards is because they are numbered 1 through 6, but you can use any type of dungeon tile you prefer as long as they are labeled 1 trough 6)
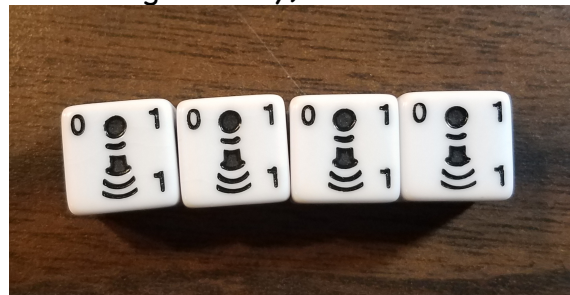
Choose a random Dungeonmorph card as your starting card and place a token to represent your warband.
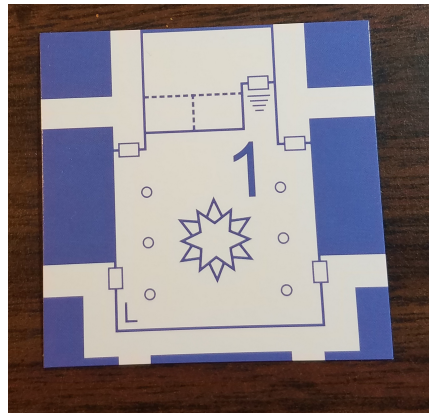
You should be familiar with the basic rules from the Dice Masters rulebook.

You begin the game with four sidekicks. (Don't fret; you will increase the number of characters in your warband along the way)

Separate all the Dice Master cards into six sets. (The number of cards in the set is up to the player but at least 10), Each set will consist of its corresponding level of card (ex. 1st set contains all cost one cards, 2nd set will contain all cost two cards, etc.). The sixth set will also contain any characters/creatures past level six. (only if you choose to make it harder)

Roll your 2d6, the normal die determines the level of the next dungeon tile card and the level of the character/creature within that tile, the wild die determines the threat level. Randomly pull a Dice Masters card from the corresponding deck that matches the normal die number (i.e. Its level).

Variation: An option is to place even numbered dungeon tiles horizontally and odd numbered tiles vertically

If the wild die is higher than the normal die the character/creature in that area are not friendly and must be fought to get past that area. (if you choose to enter the area and can defeat it of course) If the wild die is double that of the normal die then there are two creatures in that area. (and so on) If your warband is not strong enough to defeat the character/creature then you must take a different path and the unfriendly character/creature die stays on that tile at its first level.

If the normal die is higher than the wild die then the character/creature in that area are friendly to the party and could possibly be persuaded to join in their quest.
Roll all your dice in your current party, if they meet the energy cost requirement of the card (including the symbol) then you have successfully convinced it to join your warband. Place its corresponding card in front of you and its die at level one. If you did not meet the cost requirement then you failed to convince the character/creature to join you and it walks away. Remove the die from the tile and place the card back in its corresponding deck. If the normal die is double that of the wild die then there are two friendly character/creatures in that area. (and so on)

Variation: After encountering a friendly or empty tile, move one unfriendly unit that you passed, one tile towards you

When a character/creature joins your warband it begins at level one. It can increase its level by defeating unfriendly character/creatures along the way as your party defeats other unfriendly character/creatures.

If you roll doubles you have two options: one, the room is empty or two, there is a sidekick for you to add to your party.

Variation: You can either remove any defeated unfriendly units from the game or you can add them back to their corresponding deck to regenerate at a later time. And the same applies to friendly units as well.

After you complete the goal you set: you can either declare victory or make your way back to the starting tile. If you choose the later, when you enter an area, roll the dice as normal. This is to indicate if the area is empty or if there are friendly or unfriendly units in that area. Remember, The level of the tile is already indicated by the number on the tile when it was first placed.

Variation: if you want to make it harder then you must make it back to the starting tile with at least one sidekick still alive.

Campaign mode: If you complete all the goals you have set for yourself and make it out then you can retain one unit that joined you to accompany the warband in their next quest with four fresh sidekicks. There should be one more quest added For every friendly character/creature that has joined you from previous quests on any following quests. (ex: if after two successful adventures you have two extra friendly units that has been added, then you should have three goals for the third adventure)

In combat, multiple characters can gang up against an enemy in order to meet the defense threshold of the character/creature. And, if you want to make it harder, When an enemy unit does damage, distribute all the left over damage from the enemy to one or more friendly units. (The price of ganging up on someone or something)

When adding "Basic Action" cards, try only to add cards that are usable. Basic Action cards are used as traps against the party when drawn.

Variation: If you want to make it harder, roll an action die to see if any of the special powers kick in against you.

Variation: If you drew a basic action card in a friendly room, then your party was able to avoid the trap.