Character Sheet

Race: HP /

S: Kills:
D: Gold:
V:
Sp: Spells:

Right Hand:

Left Hand:

Belt:

Here is a list of all the Equipment and Items. Each Weapon has a Damage, Bonus, Hands, Weight, and Stat.

- Damage is dealt to the enemy if you successfully land a blow.
- Bonus subtracts from your roll, making it more likely you will hit them.
- Hands are how many hands are needed to hold the weapon.
- Weight is how heavy the weapon is. Please note you cannot hold a weapon if its Weight is over your strength. If an item has no 'Hand' value, it goes on your belt, except for armor.
- The Stat is what stat you test when using this weapon in combat.

Weapon Stuffs

Weapon Type	Damage	Bonus	Hands	Weight	Stat
Club	1	0	1	2	Strength
Dagger	1	1	1	1	Strength
Sword	2	0	1	3	Strength
Bow	2	1	2	2	Dexterity
Mace	3	0	1	5	Strength
Chain Blade	3	1	2	4	Dexterity

Item Stuffs

Item Type	Hands	Notes
Torch	1	+1 Vision
Potion	0	1 use / +4 HP
Rope	0	1 use / Cross Pit Traps
Shield	1	HP 3
Key	0	1 use / Unlocks a Door
Platemail	0	HP 6

Spells from the Spellbook

Spell Name	Uses	Effects
Search	2	When you roll to see what is in a new area, change it to Treasure.
Fireball	2	+2 Damage while in battle / Disarm an Arrow Trap.
Smoke	1	Move through an enemy.
Vision	1	+5 Vision and +2 Dexterity for 1 turn.
Shadow	2	Confuse the enemy. Only take half rounded down of their Damage.

Monster List

Monster Name	Damage	Hits on a	HP
Goblin	1	1 – 2	2
Skeleton	2	1 – 2	3
Zombie	2	1 – 3	4
Wyrm	2	1 – 4	5
Dragon	3	1 – 5	6

Trap Stuff

Trap Name	Details
Pit Trap	Test your Dexterity: Success, you get across. Fail, you fall down, -2 HP, lose 1 Item or Weapon if you have one.
Arrow Trap	Test your Dexterity: Success, you get through. Fail, you are hit. -2 HP
Door Trap	Test your Strength: Success, you bash it open. Fail, it is still locked. -2 HP

SOLO DUNGEON CRAWL

by

Eli Silver

Encounter Chart

	1	2	3	4	5	6
Area 1 - 4	-	Treasure	Treasure	Goblin	Goblin	Trap
Area 5 - 8	-	Treasure	Goblin	Skeleton	Trap	Trap
Area 9 -12	-	Treasure	Skeleton	Skeleton	Trap	Trap
Area 13-16	Treasure	Goblin	Skeleton	Zombie	Zombie	Dragon
Area 17-20	Treasure	Goblin	Skeleton	Zombie	Trap	Trap
Area 21-24	Treasure	Goblin	Skeleton	Zombie	Zombie	Trap
Area 25-28	Treasure	Skeleton	Skeleton	Zombie	Wyrm	Dragon
Area 29-32	Treasure	Skeleton	Zombie	Wyrm	Trap	Trap
Area 33-36	Skeleton	Zombie	Wyrm	Wyrm	Trap	Dragon

Trap Chart

Die Roll	Result
1 – 2	Arrow Trap
3 – 4	Pit Trap
5 – 6	Locked Door

Weapon Chart

Die Roll	Result
1	Club
2	Dagger
3	Sword
4	Bow
5	Mace
6	Chain Blade

Treasure Chart

Die Roll	Result
1	Spellbook
2	Spellbook
3	Item
4	Weapon
5	2gp
6	50g

Item Chart

Die Roll	Result
1	Torch
2	Potion
3	Rope
4	Shield
5	Key
6	Platemail

Paths Chart

Die Roll	Result
1	No paths
2 – 3	1

Die Roll	Result
4 – 5	2
6	3