

Solo Dungeon Crawl

By
Eli Silver

The council had called you to a meeting. You went, and they explained that a Dragon had been terrorizing the local villages, raiding their farms, and burning their fields. They need you to stop him. You begin to think about it, when one member rushes you and knocks you out.

When you awake, you are on a stone floor, with the only light coming from weak torches on the wall. You stand up dizzy and disoriented. You slowly realize you are in the Dragons dungeon! You turn around, but the door has been sealed shut.

You look at the ground and see a dagger and some rope lying on the ground. You pick it up and head out, hoping you will be able to survive this ordeal.

Introduction: Welcome to Solo Dungeon Crawl, a game where you are exploring a dungeon in hopes of finding the boss with: a Dragon. You start with a little equipment, but that is it. You will have to use your wits and determination to get through. I hope...

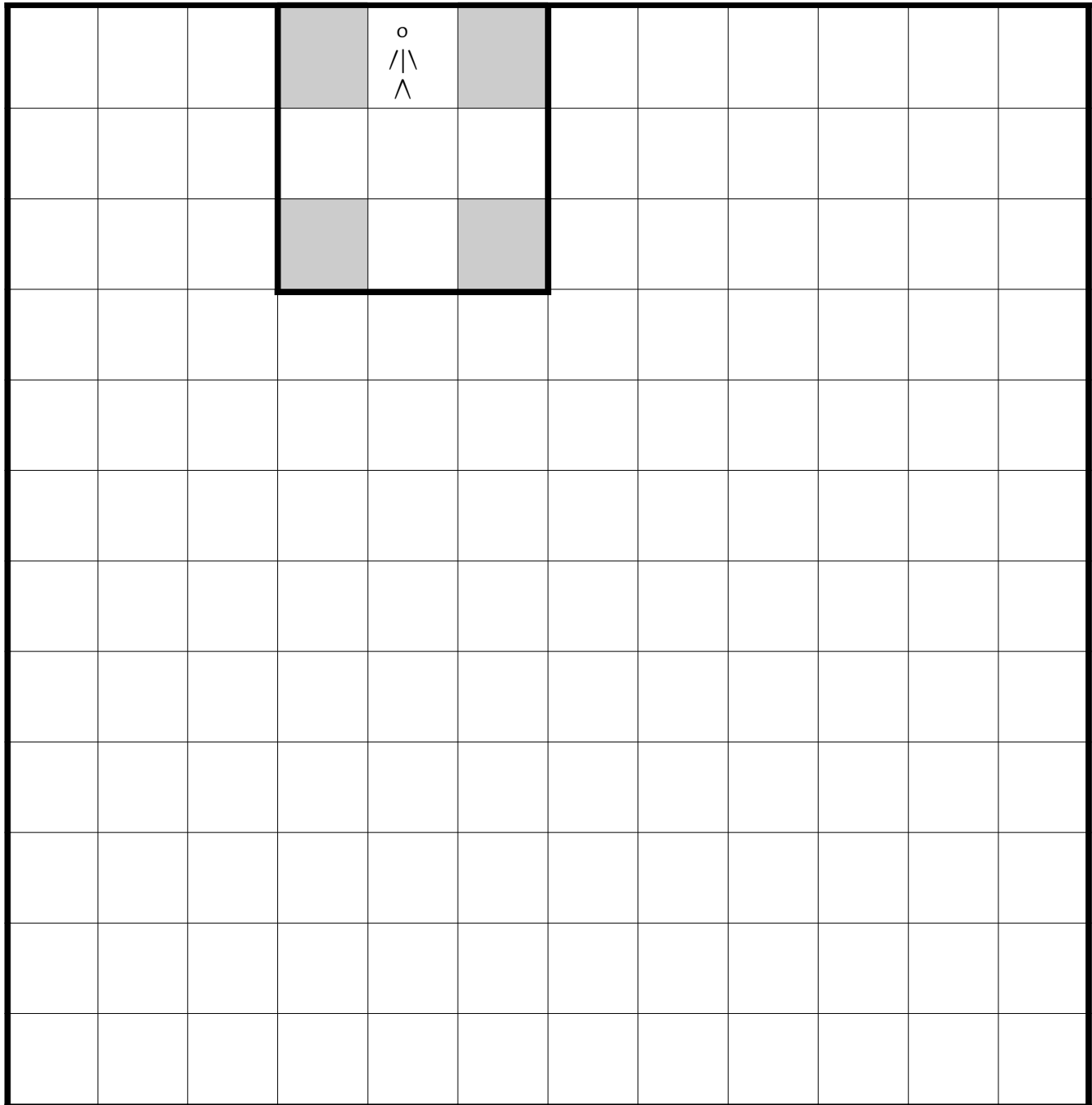
Components: These are what you will need to play this game;

- A six-sided die (1d6)
- A pencil
- Some graph paper
- These rules

Setup: Before you can crawl through a dungeon, bashing monsters and collecting stuff, you need to make your character. This should be simple (don't know why it wouldn't be), and won't take long.

1. Choose a race from the following available:
 - Human HP 4 Strength 4 Dexterity 3 Vision 1 / Can break down doors for nothing
 - Elf HP 4 Strength 3 Dexterity 4 Vision 2 / Can avoid arrow traps for nothing
 - Dwarf HP 5 Strength 5 Dexterity 2 Vision 0 / +1 Damage for the first round of each combat
 - Half-ling HP 4 Strength 3 Dexterity 3 Vision 1 / HP potions restore full health, +1 maximum
 - Kimen HP 3 Strength 2 Dexterity 5 Vision 2 / Can cross pit traps for nothing
2. Next, distribute 2 points among those stats as you see fit. This means adding to them, not subtracting (obviously). For every 1 point added to your strength, lower your Dexterity by 1. For every 1 point added to your Dexterity, subtract 1 HP. You can lower any stat by 1 for free (but I don't know why you would want to). No stat except HP can go above 5. Your Speed is half of your Dexterity, (rounded up).
3. Now you can choose what equipment you start with. You have 4 points to spend on equipment. The cost is the number on the left of it. This same number is the number used to determine what you find. Don't worry. Its like the number's multitasking or something. You can start with a spell, but nothing else if you want.
4. Now you need to make your dungeon. Start by drawing a 12x12 grid. Notice that this magically leaves room for 16 9x9 squares (wow). Pick one of these squares that are next to the edge to start in. Box it off, then put walls in each corner of it. You start next to the edge. It should look something

like this:



Play: The game is played like this: Move, Explore, Resolve.

Move: You can move your speed in spaces across the map. You may not enter unexplored areas. You may not move through enemies. You may not move past traps.

Explore: If your vision extends into unexplored areas, you must explore them. So if your vision is 2, and you are 1 space away from an unexplored area, you explore it.

To explore, encompass a 9x9 square (like when you started). Roll on all of the following charts to see how many paths there are, how many enemies or traps or treasure there is. These are allways placed in the middle of the new square. If there are no more areas to explore, the last one is the Dragon.

Encounter Chart

	1	2	3	4	5	6
Area 2 - 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	Wyrn	Dragon
Area 29-32	Treasure	Skeleton	Zombie	Wyrn	Trap	Trap
Area 33-36	Skeleton	Zombie	Wyrn	Wyrn	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	25g
6	50g

Item Chart

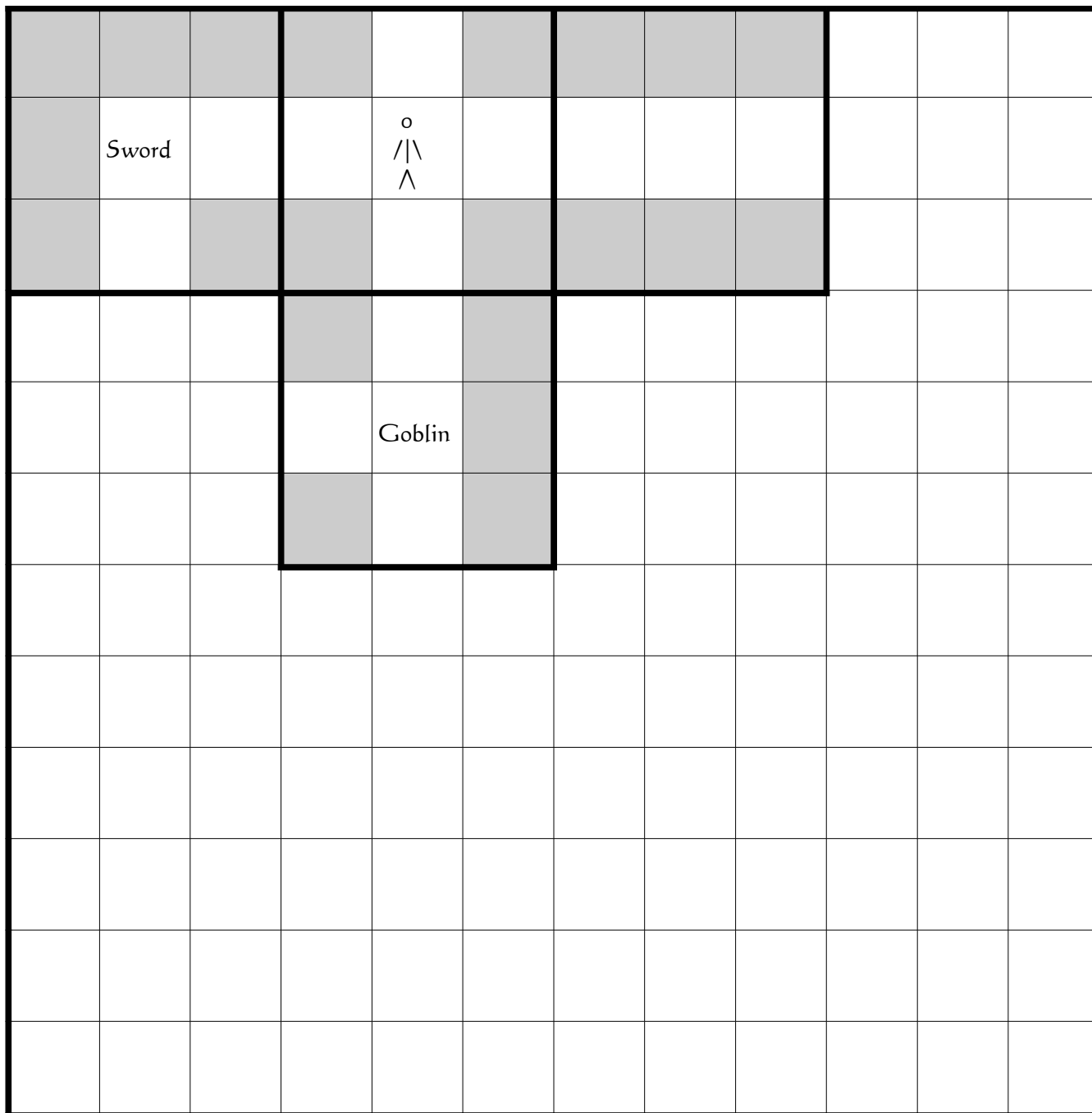
Die Roll	Result
1	Torch
2	Potion
3	Rope
4	Shield
5	Key
6	Platemail

Paths Chart

Die Roll	Result
1	No paths
2 - 3	1

Die Roll	Result
4 - 5	2
6	3

This is what your map might look like after you have moved and explored once:



Resolve: If you are on a trap or treasure, or next to an enemy, you must resolve it. If you are on a treasure, you can simply pick it up, provided you have enough space. You can only hold one thing in each hand, and three extra on your belt if it does not require hands to hold. There is a list in the back of these instructions that details each weapon.

If you are on a trap, you must test a stat. If it is a pit or arrow trap, you must test your Dexterity. If it is a door, you must test your Strength. If you succeed, you can pass the trap. **DO NOT ERASE IT!** (was that big enough?) If you are on a door in a dead end, it is a secret path! It can lead to all adjacent areas.

If you are next to an enemy, you must complete combat.

Combat: If you are next to an enemy, you must fight them. To do this:

- Pick a weapon you are holding to fight with (if you do not have a weapon, you get no bonuses. Instead, see Fighting With no Weapons).
- Test whatever stat the weapon you are fighting with tells you to. So if you are fighting with a sword, test your strength. If the weapon has a B(onus), subtract it from your roll.
- If you succeed, deal damage to the enemy equal to your weapons D(amage).
- If you fail, you miss. If you rolled a six, it is an automatic miss, and your weapon is broken. Get rid of it.
- Now roll for the enemy. If you roll a hit, deal their damage to you.
- Repeat until one of you are dead. You can retreat, but the monster will gain full life.
- If you win, you may take loot from his body. If it is a Goblin, he is carrying 1 Club. If it is a Skeleton, he is carrying 1 Sword. If it is a Zombie, it is carrying 1 HP potion. If it is a Wyrmling, it is carrying 1 Key.

Example: You are fighting a Goblin with a sword. Your strength is 4. You roll the die and get a 5. This means you fail. Now you roll for the Goblin. You roll a 1, which means it hits you. Its damage is 1, so you subtract 1 from your HP. Then you roll again, and you get a 3. Success! Your sword has 2 damage, so you subtract 2 HP from the Goblins HP, which kills it.

Fighting With no Weapons: If you have no weapons, you must roll a 6 to successfully kill the enemy. They can still hit you like normal. This does not work on Zombies and Dragons (bummer).

Testing: If you are told to test a stat, roll 1d6. If the roll is equal to or lower than the trait being tested, you succeed. If it is higher, you fail. Some weapons or items will affect your roll, so be sure to include any modifiers. 1 is an automatic success. 6 is an automatic fail.

Spells: If you have a spell, you can use it whenever you want to. Each spell has a certain number of uses.

Upgrading: For every three enemies you kill, you can add one point to any stat you want, but no stat except HP can go above 5.

Resting: At the end of your turn, if there are no enemies in your area, you may rest. Regain 2HP. However, resting is dangerous in a dark, monster infested cave. Roll 1d6: 1-4, 1 random monster appears (same placement). 5-6, nothing happens.

Difficulty: If you want a more difficult or longer game, simply make a 15x15 square, or 18x18. Use the same table as before, as it has tables for these size levels as well. If you are playing a game on a 15x15 map, treat the Dragon in areas 13-16 as a Trap. If you are playing on a 18x18 map, treat the Dragons in both areas 13-16 and 25-28 as a Trap.

Ending the Game: If you die, or if you kill the Dragon, the game ends. Count up your points by adding +10 Gold for every 1 point the weapon cost. So the Sword would be worth 30 gold. Then add any other gold you found. Add 10 points for every enemy you killed. Add 5 points for every area explored. Lastly, if you killed the Dragon, add 50 points. This is your total score.

Example after you have been playing for a while:

									Skeleton		
	Door										
	Rope			Arrow Trap			Zombie				
							o / \ ^		Door		

Dwarf HP 7/4

S 5

D 3

V 2

Left Hand: Shield

Right Hand: Sword

Belt: Key

Kills: | | |

Spells:

Gold: 25

As you can see, you are injured, but not to badly. You have explored 13 areas, which means you could run into the Dragon at any time (gulp!).

So lets suppose after you kill the Zombie, you explore the adjacent, rooms, and the Dragon is in one of them! You decide to attack it (cocky, huh?).

You roll 1d6 and get a 4. Whoo! You hit him.

The Dragon has 6 HP, so you take 2. The Dragon attacks you, and rolls a 2. Ouch! You get hit, but your shield takes some damage first. It has 3 HP, and has already taken 1 hit, so it takes another 2 hits, and then shatters into pieces. The Dragons Damage is 3, so if 2 went to the shield, and 1 goes to you.

You roll again, getting a 5. Yeah! The Dragon only has 2 HP now.

The Dragon Gets a 4, and now all 3 Damage points are going to you. NOOOOOO!!!!!! You are DEAD!!! DEAD!!! DEAD!!! WHY!!!!!! Your score would be 250.

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	1	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
Wym	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, -1 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. -1 HP

2-Players

As you were walking through the town, a gang of robbers attacked you, and knocked you unconscious. When you awoke, you were in a dungeon, with little light coming from the torches. You heard a booming voice blast through the caverns. "Attention, all people. The two contestants must fight to survive, and the last man standing will be set free. Good luck."

All the rules apply as before, but to win, you must be the last man alive. If you are next to the other player, you may attack them like normal. Each player starts on opposite sides of the board. If you move out of an area, erase what was inside it. Once you move back in, reroll to see what is in it. If you kill/destroy an obstacle, reroll when you enter again. There is no vision in this game. You draw a new area when you move into it. Last man standing wins.