P2D pen, paper, dice

Solo pen, paper and dice dungeon-crawling map making game

HOW TO PLAY:

1. Have the RULESET
2. Have pen/pencil, paper and **2 six-sided dice (2d6)**
3. Draw the starting room at the bottom of the sheet
4. Roll one six-sided die and check the **[ROOMS]** Table to see the room you generated, draw on the exit of the last room
5. Roll for events:
   a. One dice for the type of encounter
   b. Other dice for the encounter on the table
6. Resolve them
7. Repeat step 4
8. Do it until you meet the ending requisite
9. Good Luck and Have Fun!

RULES OF LIVING:

You start with **10 Resources**, write this in your paper, this is the **stamina and life** of your party of delvers, if it reaches 0, **you die and lose the game.**

RULES OF COMBAT:

Enemies have **Combat Scores (CS)**, you must roll two six-sided dice and results must be **equal or greater** than the enemy's CS, if you fail, you **lose Resources equal to the Enemy's Damage**. If you succeed, you **kill the Enemy and Resolve the encounter.**

RULES OF PARTY:

You can only choose **two delvers per play**, every adventurer has a **technique**, some of it are passives, others cost **Resources**. You must use the techniques before you roll the dice.

DELVERS:

SOLDIER
Way of the Sword
+1 IN COMBAT ENCOUNTERS. +2 AGAINST KNIGHTS.
Passive

ARCHER
Recon
RECEIVE +1 RESOURCES IN TREASURE EVENTS.
Passive

MAGE
Fireball
+3 IN ONE COMBAT ENCOUNTER.
*Cost: 3 Resources*

CLERIC
Protection
IN THE NEXT 4 ROOMS, YOU TAKE -1 DAMAGE FROM EVERYTHING, THE MINIMUM IS 1.
Cost: 1 Resources

Catacombs of Dalh'umbra

The **Catacombs of DALH'UMBRA**, known as **THE OLD EMPIRE'S JEWEL** are now accessible for delvers to search for treasures and find the **LOST COMMANDER OF THE EMPIRE ARMY, YORN GILLIAD** and his soldiers and knights that eternally walk the dead rooms of the catacomb.

ROOMS

1:   2:   3:   4:   5:   **6: Choose a Room**
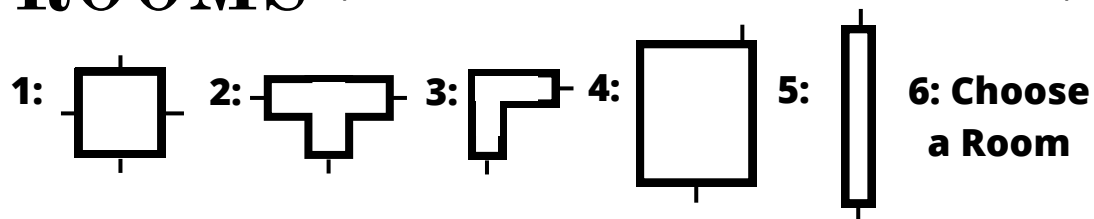
EVENTS

1-2 ENEMIES

1 /Skeletons [CS]: 4; Damage: 1.
2 /Zombies [CS]: 5; Damage: 1.
3 /Group of Bats [CS]: 6; Damage: 2.
4 /Soldiers of the Old Empire [CS]: 8: Damage: 3
5 /Dead Witch [CS]: 9; Damage: 3
**6 /Old Imperial Knight** [CS]: 11: Damage: 4

3-4 TREASURES

1-2 /A small box of content, **receive 2 Resources.**
3-4 /Another dead party of delvers, their stash is here, **receive 3 Resources.**
5-6 /Old Imperial stash of goods, **receive 4 Resources**

5 SPECIAL EVENTS

1-3 /A room filled with cursed treasures lures the group inside. **Roll the Dice:**
  1-3 /You are unable to resist the urge to take that strange gold, it burns the skin, **lose 4 Resources**.
  4-6 /You resist the urge and pass the room without harm.
4-6 /A strange pond with golden liquid sings for the group, you find a secret supply. **Receive 3 Resources**.

6 TRAPS

1-3 /Arrows come from the Walls! **Lose 2 Resources**
4-6 /A Trap Door of Spikes appears! **Lose 4 Resources**

To Complete: After 10 Rooms, you must fight **YORN GILLIAD** to complete the dungeon.
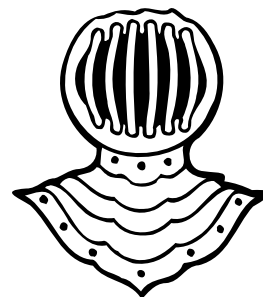
YORN GILLIAD
LOST KNIGHT COMMANDER
[CS]: 12 Damage: 5