

# 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:

### SWORDSMAN



**Monster Hunter**  
+2 AGAINST  
**MONSTERS** IN  
COMBAT  
ENCOUNTERS.

**Passive**

### MUSKETEER



**Sharpshooting**

+1 IN COMBAT  
ENCOUNTERS

**Cost: 1 Resource**

### ARCANIST



**Time-shaping**

YOU CAN RE-ROLL  
THE **EVENTS** STEP  
ONCE.

**Cost: 2 Resources**

### BOTANIC



**Weakening Potions**

ENEMIES HAVE -1  
IN THEIR COMBAT  
SCORES.

**Passive**



## Thalasso, Plague-Ridden City

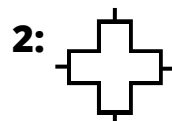
Hidden in the desert and built inside a colossal skeleton of horrors past, the city of **THALASSO** has been ravaged by a deadly plague, it all came from a monster that lurks in the sewers among the mutated population only known as **NORON, PLAGUE LORD**. The path to the city has been uncovered and delvers can enter it's poisonous streets

### DUNGEON EFFECTS

**POISONED AIR:** After every room, the party loses 1 Resource.

## ROOMS

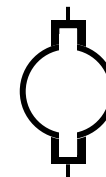
**1: Choose a Room**



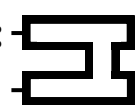
**3:**



**4:**



**5:**



**6:**



## EVENTS

### 1 SPECIAL EVENTS

- 1-4/A** red cloud of gas approaches and fills the party lungs! **Lose 3 Resources.**  
**5-6/You** find an old botanist lab, the relaxing smells guides you to a big stash of goods, **receive 5 Resources.**

### 2-3 ENEMIES

- 1 /Mutated Citizen** [CS]: 3; Damage: 2.  
**2 /Mutated Soldier** [CS]: 4; Damage: 2.  
**3 /Plagued Monster Younglings** [CS]: 5; Damage: 3.  
**4 /Plagued Monster** [CS]: 7; Damage: 4  
**5 /Plagued Botanist** [CS]: 8; Damage: 4  
**6 /Plagued Monster Herald** [CS]: 10; Damage: 5

### 4-5 TRAPS

- 1-3/A** group of small plague animals ambush the group! **Lose 2 Resources.**  
**4-6/The** group walks through uncertain ground, they fall on infected bones! **Lose 4 Resources.**

### 6 TREASURES

- 1-2/You** find food and a stash from a family killed by the plague. **Receive 3 Resources.**  
**3-4/A** checkpoint made by the Army is filled with items! **Receive 5 resources.**  
**5-6/You** find a big stash of a supposed revolution against the Army! **Receive 6 Resources.**

To Complete: After 12 Rooms, you must fight **NORON** to complete the dungeon.



**NORON**  
**PLAGUE MONSTER LORD**  
**[CS]: 11 Damage: 5**

### [AURA OF CORROSION]

Before every round of combat, roll a dice, on a 5 or 6, you lose 1 Resource.