

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: 3 Resources

BOTANIC



Weakening Potions
ENEMIES HAVE -1 IN THEIR COMBAT SCORES.

Passive



Thalasso, Plague-Ridden City

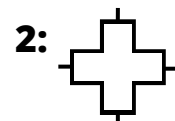
Hidden in the desert and built inside a colossal skeleton of horrors past, the city of **THALASSO** has been ravaged by a deadly plague, it all came from a monster that lurks in the sewers among the mutated population only known as **NORON, PLAGUE LORD**. The path to the city has been uncovered and delvers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

DUNGEON EFFECTS

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

ROOMS

1: Choose a Room



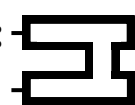
3:



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.