**One Dice Dungeon Delve**

This is a replayable roguelike tabletop RPG that only requires a single D6, a pen and paper. What floor will you reach?

**Adventure Hook**

Your village has been plagued by a Red Dragon for centuries. Countless adventurers have entered the mountain overlooking your village in search of the Dragon, only to be lost forever to the dungeons’ depths. You have 2 objectives:

1. Map the floors of the dungeon to aid future adventurers in pursuit of the Red Dragon
2. Kill the Red Dragon yourself and bring proof that you have ended its reign of terror

Requirements:

* Pen
* Paper
* D6

**Build your player sheet**

| Level: | | Max FlvlMapped: |
| --- | --- |
| Armor: |  Ranged Attack: | Max HP: ~~||||~~ |  Melee Attack: | |
| -  -  -  -(1H)Shortsword +1 O  -  - | ←- Helm  ←- Chest  ←- Weapon  ←- Weapon  ←- Ranged Weapon  ←- Ranged Weapon |
| Exp OOOOOO  Space for Exp if not erasing |  |

**Understanding your player sheet**

Level: You start at level 1.

\*Tip\* You should use tally marks instead of numbers so you don’t need to trash your old sheet or scribble whenever you gain levels.

Max HP: You start with 6 HP. Notice how we use tally marks, this is so you can add to your max HP.

Armor: Your armor is equal to your level plus the added armor value from your gear.

Attack: Your attack is equal to your level plus the added attack value from your weapon(s).

Your gear options include Helm, Chest, Shield and Weapon You may have one of each with the option of having 2 weapons.

You start with a Shortsword with a +1 bonus! (The O’s next to items represent 1 socketable slot for Gems)

Exp: Experience is gained from fighting monsters. Depending on the monster defeated you will fill in a number of pips or O’s until you fill in 6 to reach level 2. Every level you will need to gain one more experience than the previous level. Level 3 requires 7 pips to fill and level 4 needs 8 pips to fill and so on.

**Leveling up**

Upon reaching the required Experience to reach the next level increase your player level by 1. Also apply this level up to the Max HP, Armor and Attack.

Write in a new Exp column with one extra Pip or O and start over your Exp from 0.

**Setup**

The first floor of the dungeon will always contain a door on each of the 4 walls. Either trace a tile using your D6 or use graph paper. The first room should look like this:



Place your player on this starting tile. You can use anything to represent your player but I would suggest something you can reproduce since you will also need to represent enemies. You could draw out their movements and monster movements but the lines will start to get messy.

\*Tip\* I used the leftover paper “holes” from the hole puncher to represent my characters. I bound together 5 “holes” with different colored star stickers.

**Revealing the dungeon**

Imagine those large wooden doors with the barred window portion at eye-level. These are the doors that make up this dungeon. Start by revealing the tiles outside of the doors.

The order that you choose does not matter but if you need direction I use Up, Right, Left and Down when on the lower floors for priority.

\*Tip\* If there is ever a question of priority just use Up, Right, Left, Down.

Following our random table generators follow this order

1. Dungeon tiles (generate in straight line until a wall would block vision
   1. The dungeon can only generate a maximum of 4 additional tiles away from the entrance before hitting a wall. The first time the dungeon generates a tile along this outer wall reveals the Lair. All other outer wall tiles revealed are stair tiles.
2. Populate the dungeon

If monster is rolled roll on the monster table

If loot is rolled roll on the loot table

Stairs lead lower into the dungeon to lower floor levels

The Lair hosts a powerful monster such as the Minotaur on floor levels 1-5, or the Red Dragon on floor level 6 and higher. 1 chest of loot will be available in the lair with items equal to +4 more than they normally would be, if the roll results in a gear roll preface the item with “Adamantine”. Mark the lair on the dungeon map, the monster will leave the lair when revealed and pursue the player. Lairs can only appear once per floor.

**Player Actions**

You have one action per turn, you may move or attack. You must move or attack, you cannot simply pass your turn.

Move 1 tile

1. Flee 1 tile instead if next to a monster (See Combat)
2. When moving into a tile reveal any dungeon tiles to the extent of your adventurers vision\*If monsters are revealed they immediately attack if within range (see Combat)
3. If your new tile would create a wall over a previously unwalled tile, create the wall. Walls always have priority over open spaces.
4. If the revealed Tile is the final Tile in that floor level mark your character sheet with tallies equal to current floor level on the Max Flvl mapped.

Attack monster

1. Melee when next
2. Ranged when using ranged weapons in a straight line (No limit on range, just can’t go around corners)

Free actions

1. You may add Gems/socket

**Monsters**

Monsters will prioritize relentlessly attacking the player and their priorities are as follows:

1. Attack player
2. Move 1 tile closer to player if out of range (If two monsters would move into the same tile the stronger monster takes priority and the weaker monster waits)

**Combat**

Combat usually starts when a monster attacks after it has been revealed, granting the monster the first attack roll on the player.

\*Important\* Monsters will attack upon being revealed except when the player is in the starting tile!

When attacking a D6 is rolled and the attack is added to the roll. D6 + Attack vs Armor. If this roll meets the Armor

For example a goblin is the same level as the floor so on floor level (Flvl) 1 a goblin would roll a D6 +1 against the player.

If the resulting roll is less than the player's armor then it will result in a MISS. If the roll is equal to the player's armor it will result in half damage. If the roll is greater than the players armor, normal damage is applied. If a 6 is rolled, ignore armor value and double the damage dealt.

Floor level 1 Goblin attacking a player with 3 armor

D6 =1 is a MISS ignore all Armor/Attack values

D6 +1=3 Against 4 Armor is a MISS

D6 +1=4 Against 4 Armor is HALF damage -0.5

D6 +1=5 Against 4 Armor is normal HIT -1

D6 =6 is a CRIT! Ignore Armor double damage -2

\*Important\* If the player steps into the space next to a monster the monster will initiate combat since it still has its action. If a monster steps next to the player then the player could initiate combat instead.

Example of exchanges between a player with 4 Armor and a Goblin on Flvl 1

| 6 |  | +4vs+1 |  | 6 |
| --- | --- | --- | --- | --- |
| -0 | MISS | ← |  |  |
| 6 |  | → | HALF | -2 |
| -2 | CRIT! | ← |  | 54 |
| 4 |  | → | HIT | -4 |

When a monster is defeated you gain experience based on the monster stat block and you roll as if you landed on a standard loot tile. Regain health up to your maximum HP (Max HP = Character Level + 5).

When you reach 0 health you are DEAD no take backs or do-overs. Mark your player sheet with the max Floor level you reached, any additional items they were carrying and send your hero off to valhalla.

**Loot**

Loot can be obtained from defeating monsters or simply found on the dungeon tiles.

Every monster will grant you a chance to roll for loot that is equal in strength to the Floor Level (Flvl) or higher.

A few of the loot rolls will further roll into sub-tables.

**Gear**

You can freely change out your gear during or outside of the dungeon. This includes your weapons and hands that your weapons are in.

**Gems**

Gems are common in the dungeon and only get more powerful the higher you roll and the further you delve. Gems come in different colors and bonus levels. Gems can be socketed into items at any time.

Gems can be “socketed” into any item and will have different effects based on the item. Gems will always increase the effect of the item it is socketed onto Armor or Attack for example.

| Helm +1 or more | 1 Gem Socket |
| --- | --- |
| Helm +3 or more | 2 Gem Sockets |
| Helm +6 or more | 3 Gem Sockets |

Socketing a Gem into an item will grant the items original bonus plus the resulting bonus from the Gem(s).

**Leaving the Dungeon**

There are a few ways you can leave the dungeon.

Stairs normally lead to the lower floors but you can instead choose to escape the dungeon when landing on a stairs tile.

The entrance is normally unused but should an adventurer find themselves in a predicament they can choose to exit from the entrance.

Death is another way out of the dungeon. You leave with nothing and you may not use your player sheet for this player again. All items on your player sheet are left in the dungeon.

**Outside activities**

Trade in any Floor Level X Maps you have and/or Red Dragons’ head. For a Floor Level 1 Map you would roll on the Gear table granting a bonus as if you are on Flvl 1 to any item received.

**Red Dragon**

The Red Dragon will chase you just like a melee monster, but if it can attack you from range it will do that instead. It has the unique ability to employ both ranged and melee attacks.

Defeating the Dragon will grant you a Dragons head +(Flvl) and allow you to roll for a piece of Dragonscale Gear when the head is returned to the village (outside activity). Roll on the normal Gear table and add “Dragonscale” before it’s name and add the +6 to the bonus, for example a Dragons head+6 would become a Dragonscale Helm+11!

**Monsters Stats**

Goblin/Goblin(Ranged)

| Health= 5+Flvl | Melee |
| --- | --- |
| Level/Attack/Armor= Flvl | |
| 2 Exp | 1 Loot Roll |

Skeleton/Skeleton(Ranged)

| Level= 7+Flvl | Melee |
| --- | --- |
| Level/Attack/Armor= Flvl+1 | |
| 3 Exp | 1 Loot Roll |

Minotaur

| Health= 12+Flvl | Melee |
| --- | --- |
| Level/Attack/Armor= Flvl+4 | |
| 6 Exp | 1 Bronze Gear Roll +2 |

Red Dragon

| Health= 20+Flvl | Melee and Ranged |
| --- | --- |
| Level/Attack/Armor= Flvl+6 | |
| 12 Exp | 1 Dragonscale Gear +6 |

Gelatinous Dice

| Health= ??+Flvl | Melee |
| --- | --- |
| Level/Attack/Armor= Flvl+?? | |
| ?? Exp | ??? |

**Roll tables**

Tiles (Published product would include 52 Tiles)

| 1 OR The 4 ACES | Dead-end/Stairs |
| --- | --- |
| 2 OR 1-10 CLUBS | Left |
| 3 OR 1-10 DIAMONDS | Right |
| 4 OR 1-10 HEARTS | Straight |
| 5 OR 1-10 SPADES | T-intersection |
| 6 OR The 12 ROYALS | All-way |

(JOKERS are either left, right or straight, whichever tile would bring you closer to the edge of the board)

Populate

| 1 | Monster |
| --- | --- |
| 2 | Monster |
| 3 | Empty |
| 4 | Empty |
| 5 | Loot |
| 6 | Loot |

Monsters

| 1 | Goblin |
| --- | --- |
| 2 | Goblin |
| 3 | Goblin |
| 4 | Skeleton |
| 5 | Skeleton (Ranged) |
| 6 | Minotaur |

Loot

| 1 | Kite Shield Flvl+1 |
| --- | --- |
| 2 | Green Gem Flvl |
| 3 | Blue Gem Flvl+1 |
| 4 | Purple Gem Flvl+24c |
| 5 | Gear Roll |
| 6 | Gear Roll |

Gear

| 1 | Helm= Flvl |
| --- | --- |
| 2 | Chestplate= Flvl |
| 3 | Crossbow(1H)=Flvl (rng) |
| 4 | Sword(1H)=Flvl+1 |
| 5 | GreatBow(2H)=Flvl+1 (rng) |
| 6 | Greatsword(2H)=Flvl+2 |