

Delve the Dice Game

What you need to play:

Play sheet, Six 6 sided dice and a pencil.

Rules:

You have a party of four adventurers, each with unique abilities – a Fighter, a Rogue, a Wizard and a Cleric. They will face six groups of monsters in order. The goal of the game is to destroy all of the monsters and to finally slay the Dragon with at least one surviving adventurer. You fight battles one round at a time, rolling for your adventurers first.


For your adventurer's attack, roll 6 dice up to three times, setting aside any you want to keep. You can stop at any point. You can roll any of the dice each time, even those previously set aside. After the rolls, determine which attack you will make, based on your surviving character's abilities. For example, if you end up with three 5's, a 6 and two 1's, you could use the Fighter's "Charge" to do one point of damage, the Rogue's "Sneak attack" to do two points of damage to one opponent and the Wizard's "Ray of frost". Note that you can only use a dice once, so if you rolled four 6's and use those for the Wizard's "Fireball", they cannot be applied to the Fighter as well. Mark off any damage you do to your opponents on the appropriate checkboxes.


For your opponents, roll a six sided dice for every unchecked box in the current battle that is left. Roll the dice just once. For each successful hit (usually a 5 or a 6), mark off a box on your party.


Once you have finished a battle, move on to the next until either all of your adventurers are killed or you have defeated the Dragon!


Sample game: (Shaded dice are the ones set aside)

Sam starts the game by battling the first opponents, the 3 Orcs.

Adventurer's Roll 1  Sam decides to keep the 6 and the 1 for the Fighter and the Rogue as well as the two 2's to try for one of the Wizard's abilities.

Adventurer's Roll 2  The 3's are not helpful, so Sam rolls both of those dice for the third time.

Adventurer's Roll 3  Even though there are three 1's, the Orc's only have two health each, so the Rogue can only use up to two 1's for the sneak attack. Using the Rogue's "Crippling strike" (Full-house) ability is not helpful either since it also only damages one opponent, and the two 1's already finishes an Orc off. Sam could also use the three 1's for the Wizard's "Ray of frost". Sam decides to use two 1's for a "Sneak attack" to kill one Orc, then use the 6 for the Fighter's "Charge" to weaken another. Sam now rolls for the remaining opponents.

Opponent's Roll  Only three dice are rolled because there are three boxes remaining on the opponent's side. Since the Orcs hit on a 5 or a 6, Sam marks one of his Fighter's checkbox for the 5 that was rolled. He is now ready to roll for his adventurers for round 2...