

DIE ROLL DUNGEON

A GAME FOR 1-4 PLAYERS



EACH PLAYER NEEDS ONE D6 AND A TOKEN FOR THEIR CHARACTER.

HOW TO PLAY:

THE PLAYER WHO HAS LAST CELEBRATED THEIR BIRTHDAY ROLLS TO SEE IN WHICH ROOM THE PLAYERS WILL START. PLACE THAT TILE ON THE BOARD. THE NEXT PLAYER BEGINS BY ROLLING THE ROOM'S CHALLENGE. EACH PLAYER ROLLS THEIR D6. IF THE SUM OF THE NUMBERS ROLLED MEETS OR BEATS THE CHALLENGE SCORE OF THE MONSTER, THEN THE MONSTER HAS BEEN DEFEATED AND THE PLAYERS ROLL ON THE STUPENDOUS REWARDS TABLE. IF THE SUM DOES NOT BEAT THE CHALLENGE SCORE, THEN A ROLL IS MADE ON THE DISASTROUS RESULTS TABLE.

CHALLENGE SCORE:

EACH MONSTER ON THE CHALLENGE TABLE HAS A CHALLENGE SCORE. MULTIPLY THAT NUMBER BY THE NUMBER OF PLAYERS, AND THAT'S THE TOTAL THAT NEEDS TO BE ROLLED TO DEFEAT THE MONSTER.

SPLITTING UP:

PLAYERS CAN SPLIT UP AS THEY EXPLORE ROOMS, BUT THE CHALLENGES WILL STILL BE RATED FOR THE NUMBER OF PLAYERS PLAYING, SO IF YOU GO IN TO SOLO A DRAGON, THAT'S ON YOU IF YOU GET EATEN. WHEN THE PLAYERS SPLIT UP THE REWARDS AND DISASTERS ONLY APPLY TO THE PLAYER IN THE ROOM WITH THE CHALLENGE. IF A PLAYER IS IN A DIFFERENT ROOM WITH A CHALLENGE, THEY MUST COMPLETE THEIR CHALLENGE BEFORE THEY CAN GO ASSIST THEIR FRIEND IN ANOTHER ROOM. SPLITTING UP CAN CAUSE UNFORESEEN CONSEQUENCES.

EXPLORING THE NEXT ROOM:

WHEN PLAYERS ARE READY TO EXPLORE THE NEXT ROOM, THEY ROLL ONE D6 TO SEE WHICH ROOM COMES UP NEXT. PLACE THAT ROOM AT A DOORWAY OF CHOICE LEADING FROM THE ROOM THE PLAYERS ARE CURRENTLY OCCUPYING.

ROLLING AN EXISTING ROOM:

WHEN EXPLORING, IF A ROOM IS ROLLED THAT IS ALREADY ON THE BOARD, AND IF THAT ROOM IS UNOCCUPIED MOVE IT TO THE DOORWAY YOU ARE TRYING TO EXPLORE. DON'T WORRY ABOUT GOING BACK TO THE PREVIOUS ROOM, YOU ALREADY EXPLORED THAT ONE ANYWAY. IF THE ROOM IS OCCUPIED, YOU'RE AT THE END GAME. ROLL TWICE ON THE CHALLENGE TABLE AND FIGHT FOR YOUR LIFE!

CHALLENGING MONSTERS TABLE

- 1 - A COUPLE OF GOBLINS (CS: 2)
- 2 - AN OGRE (CS: 3)
- 3 - SOME GREEN SLIME (CS: 3)
- 4 - TRAPS! (CS: 4)
- 5 - THE DUNGEON CREEPER (CS: 4)
- 6 - A DRAGON! (CS: 5)

STUPENDOUS REWARDS TABLE

- 1 - 2 COPPER PIECES... YAY LOOT!
- 2 - 100 GOLD PIECES... YAY REAL LOOT!
- 3 - A THROWING AXE. ADD 1 TO NEXT ROLL TOTAL
- 4 - HEALING POTION. REMOVE ALL INJURIES (MAY BE SAVED FOR LATER)
- 5 - MAGIC POTION! ADD 2 TO NEXT ROLL TOTAL
- 6 - A REALLY COOL SWORD! ADD 2 TO ALL ROLL TOTALS

DISASTROUS RESULTS TABLE

- 1 - DEAD. SORRY, YOU DIDN'T MAKE IT. BETTER LUCK NEXT TIME.
- 2 - THEY CHOPPED OFF MY LEG! SUBTRACT 2 FROM ALL ROLL TOTALS
- 3 - POISONED! SUBTRACT 2 FROM NEXT ROLL TOTAL
- 4 - THEY BROUGHT A FRIEND. ROLL AGAIN ON THE CHALLENGE CHART
YOU MUST NOW DEFEAT BOTH CHALLENGES TO MOVE FORWARD
- 5 - A FLESH WOUND! SUBTRACT 1 FROM NEXT ROLL TOTAL
- 6 - IT WAS ALL AN ILLUSION. THERE WAS NO MONSTER...BUT ALSO NO LOOT