

Business Card Dungeon Dive

by Melu Lee

Requirements

BUSINESS CARD DUNGEON DELVE IS A SOLO ROLE PLAYING GAME THAT REQUIRES 12+ DICE TO PLAY.

RECOMMENDED 20+ DICE FOR EASE OF PLAY.

How to Play

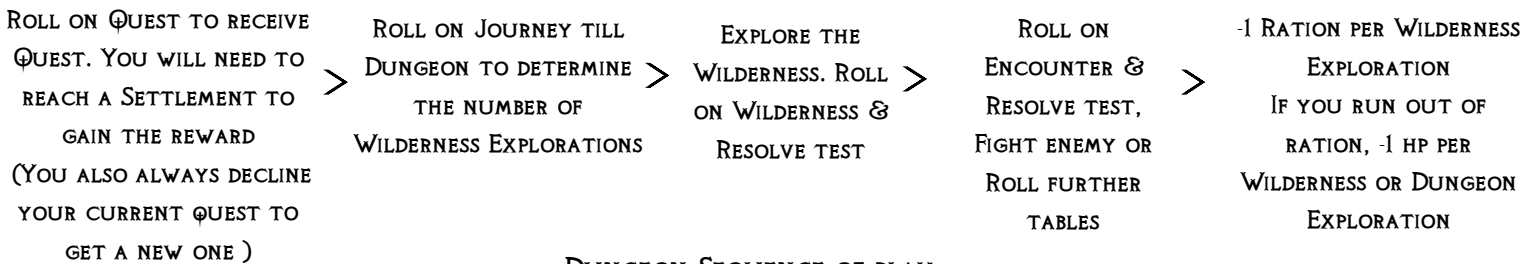
YOU ARE AN ADVENTURER TRAVELING THROUGH THE REALM. YOUR GOAL IS TO EARN 120 GOLD, ENOUGH TO BUY A PIECE OF FARMLAND TO RETIRE FROM THE RISKY ADVENTURER'S LIFE.

YOU START AT A SETTLEMENT. STARTING STAT: STR 0, DEX 0, INT 0, HP 12 (MAX 12).

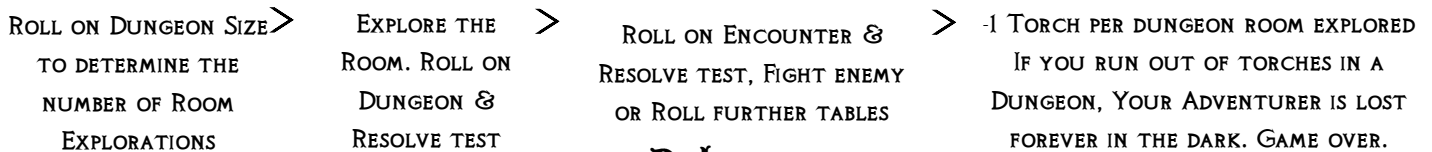
STARTING GEAR: D6 GOLD, 6 TORCHES, 6 RATION, 1 RANDOM POTION & 1 RANDOM SPELL.

YOU CAN RESTOCK OR USE FACILITIES IN THE SETTLEMENT BEFORE STARTING YOUR JOURNEY.

WILDERNESS SEQUENCE OF PLAY:



DUNGEON SEQUENCE OF PLAY:



Rules

LEVEL UP: YOU CAN SPEND 6X STAT LEVEL XP TO UPGRADE STAT LEVEL BY 1. E.G. LEVEL UP STR FROM 0 TO 1 REQUIRES 6XP, LEVEL STR FROM 1 TO 2 REQUIRES 12 XP, EACH STAT CAN BE LEVELLED UP TO MAX OF 3.

TEST: DURING YOUR JOURNEY, YOU WILL BE REQUIRED TO RESOLVE DIFFERENT TESTS. ROLL 1D6 + STAT. IF THE RESULT IS HIGHER THAN THE TEST REQUIREMENTS, YOU PASS THE TEST, OTHERWISE, YOU FAILED THE TEST. E.G. DEX 4 REQUIRES THE PLAYER TO ROLL 5,6 TO PASS THE TEST. ROLLING 1 S WILL ALWAYS RESULT IN A FAILED TEST.

SPELL / POTION: POTIONS AND SPELLS CAN BE USED ANYTIME. UNLESS SPECIFIED, ALL SPELL/POTION EFFECTS LAST THROUGH 1 WHOLE WILDERNESS OR DUNGEON PHASE. PASS AN INT 5 TEST AND YOU GET TO KEEP THE SPELL USED!

COMBAT: DURING YOUR JOURNEY, YOU WILL FIGHT DIFFERENT ENEMIES. THE PLAYER ALWAYS ACTS FIRST. ROLL 1D6 + ATK HIGHER THAN MONSTER ATK TO DEAL 1 DAMAGE. THE PLAYER THEN DEFENDS THE MONSTER ATTACK BY ROLLING 1D6 + DEF HIGHER THAN MONSTER ATK TO BLOCK DAMAGE. A FAILED DEFENSE ROLL RESULTS IN 1 DAMAGER TO THE PLAYER. ROLLING 1 S WILL ALWAYS RESULT IN A FAILED ATTACK OR DEFENSE. WHEN ENEMY HP IS REDUCED TO 0, THE ENEMY IS DEFEATED AND YOU MAY GAIN 1 XP AND COLLECT THE LOOT.

FLEE: YOU MAY TRY TO ESCAPE FROM COMBAT BY PASSING A DEX TEST AT MONSTER ATK - 1 (TO A MINIMUM OF 1). E.G TO ESCAPE FROM A WYVERN, YOU WILL NEED TO ROLL HIGHER THAN DEX 5. (ATK 4 - 1), FAILING A FLEE TEST WILL RESULT IN A FREE ATTACK BY THE MONSTER

WEAPON / ARMOR: DURING YOUR ADVENTURE, YOU WILL GATHER WEAPONS OR ARMOR. THE PLAYER CAN HAVE 1 WEAPON AND 1 ARMOR AT A TIME. WEAPONS AND ARMOURS MAY GET DAMAGED DURING YOUR JOURNEY

TORCH / RATION: YOU CAN CARRY UP TO 12 RATIONS AND 12 TORCHES.

REST: AFTER COMPLETING A WHOLE DUNGEON, YOU CAN TAKE A REST AND HEAL UP TO 1D6 HP. IF YOU SKIP THE DUNGEON BY USING SPELLS OR POTIONS, YOU WILL ALSO MISS THE RESTING BONUS.

Legends

 Wilderness

 Dungeon

 Encounter

 Enemy

 Torch

 Ration

 Gold

 XP

 Spell

 Potion

 Atk

 Def

Wilderness:	Encounter:	Enemy:
Test, Fail, Success	Test, Fail, Success	Ath, hp, Loot
1. Plains Int 3, +21ff, -1ff	1. Enemy	1. Boar 1, 3, 2ff
2. Forest Dex 3, -1hp, +1g	2. Enemy x 2	2. Vagabond 2, 2, 1g
3. River Str 3, -2g, +2hp or +2p	3. Lost Journey +1	3. Thug 3, 2, 3g
4. Campsite Dex 4, -2ff, +2xp	4. Hunting Str 3, -2hp, +2ff or +2p	4. Bear 4, 6, 4ff
5. Hill Str 5, -2hp, +5g	5. Npc	5. Raider 4, 2, 4g
6. Swamp Str 5, -2hp, +5g	6. Settlement 1, 2g +2ff or +2p 2, 3g Restore 1hp 3, 6g +1 Potion 4, 15g +1 Spell 5, 20g Training +5xp 6, 30g Resurrection	6. Wyvern 5, 3D3, 4xp
Return to Life in Settlement		
Journey till next dungeon 1-2: 3, 3-4: 4, 5-6: 5		
Quest:	Wilderness Npc:	Spell max 3:
Objective, Reward	Test, Fail, Success	1. Healing hand Restore D6 hp
1. Hunt: Return 4 Rabbits +5xp & +2D6g	1. Wizard Int 3, -5hp, +1xp	2. Fire Ball Damage D5 hp
2. Deliver: Pass 3 npc test +5xp & +10g	2. Thief Dex 3, -5g, +1hp	3. Light Add D3 Torches
3. Scout: Explore 5 Rooms +5xp & +15g	3. Merchant Int 3, +10g, +5g	Potion max 3:
4. Destroy: Destroy 5 Dungeons or Wilderness 3+ Enemies +6xp & +25g	4. Wretch Str 3, -2hp, +2hp	1. Healing Restore 3 hp
5. Map: Journey through 3 Swamps +6xp & +35g	5. Knight Str 4, +1Ath, +2xp	2. Invisibility Sneak pass location
6. Retrieve: 3 Times from Dungeon +6xp & +30g	6. Assassin Dex 5, -2hp, +1 Treasure	3. Accelerate -3 or +3 Journey or Dungeons
Str:	Dex:	Int:
		hp:

Dungeon:	Encounter:	Enemy:
Modifier	Test, Fail, Success	Ath, hp, Loot
1. Passage Enemy +1	1. Enemy	1. Spider 1, 3, 1g
2. Prison Treasure +1	2. Enemy x 2	2. Globin 2, 2, 2g
3. Armory Treasure +1	3. Npc	3. Orc 3, 2, 3g
4. Crypts Hazard +2	4. Empty	4. Skeleton 4, 1, 2g
5. Library npc x 2	5. Hazard	5. Shaman 4, 2D3, 1xp & 3g
6. Throne Enemy x 2	6. Treasure 1. Armour +1 Def 2. Danger +1 Ath 3. Sword +2 Ath 4. Herbs +1 Potion 5. Tome +1 Spell 6. D3x10 Gold	6. Guardian 5, 2D6, Treasure
Dungeon Size 1-2: 3, 3-4: 4, 5-6: 5		
Hazards:	Dungeon Npc:	Spell max 3:
Test, Fail	Test, Fail, Success	4. Lighting Damage D6 hp
1. Pit Dex 3, -1hp	1. Tomb Robber Dex 3, -5xp, +5g	5. Morphing Temporary +D3 Stat
2. Spikes Dex 3, -2hp	2. Vampire Int 4, -5hp, +1 potion	6. Teleport Teleport to Settlement
3. Poison Darts Dex 4, -2hp	3. Dwarf Miner Str 3, -5g, +10g	Potion max 3:
4. Cave In Str 3, -1hp	4. Barbarian Str 4, -2Ath, +2hp	4. Strength +2 Str or +2 Ath
5. Gas Str 3, -2hp	5. Hermit Int 4, -1 Def, +2xp	5. Invincibility Auto pass test
6. Maze Int 3, -1 Torch	6. Assassin Dex 5, -2hp, +1 Treasure	6. Rock Skin +2 Def
Str:	Dex:	Int:
		hp:

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