

Dungeon Hero

Core Rules



A quick, fun, portable solitaire dungeon-crawling “zine” game.

Playable in about 15-20 minutes.

Dungeon Hero

The Zine-Friendly Solo RPG System

First, make a hero!

Name your character, and set their *Resolve* to 30 and their *Stamina* to 15.

Then, choose eight traits and assign dice to each of them. The higher the die size, the better the trait:

d12, d10, d10, d8, d8, d6, d6, d6

Traits can be anything definitive about your character. For example, they can be:

- Racial/cultural (elf, barbarian)
- Capabilities (stealthy, wizardry)
- Equipment (chainmail, axe, rope)

How to Play!

Each adventure is a list of situational traits – also measured as dice – describing the environment. You start with one, and you roll a 1d6 *advance* roll to get your second.

After each *advance* roll, imagine a perilous situation caused by the new environment trait you just gained, but modified by lingering effects of the previous trait (if sensible), and how you respond to that situation with two of your own traits.

For instance, if you're climbing down a hole, *Athletic* and *Rope* are good choices.

Then, roll the four dice as a *challenge roll*:

- If one of yours is highest, the outcome favors you. If either of the environment traits is marked with a gemstone (💎), earn a treasure!
- If it's not one of yours, the outcome harms you. Reduce your *Resolve* by the

difference of the environment's highest die and your highest die.

- If there's a tie, remove all dice that didn't match the highest roll, re-roll, and compare again.
- Before applying the effects of a roll, you may spend points of *Stamina* to re-roll one of the dice for each point spent.

Be honest – don't just use a d12 and a d10 for every situation! If you can't think of a reason a trait would apply, use a d4.

Afterwards, make another 1d6 *advance* roll, removing the oldest environment trait as needed so that you always have two.

Plot Points

Sometimes, you will reach *Plot Points* in the table, marked with a lock icon (🔒).

When you make an *advance* roll and it would go past one, you stop on it instead.

You do not need to do a *challenge* roll on a plot point *unless it lists a die*.

Enemies

Enemies are marked with ✂ and have a number of *Threat* next to them. If you encounter one, you have to defeat it before you can do another *advance* roll.

Roll *challenge* rolls as normal. When you roll higher than your enemy, remove *Threat* equal to your high roll minus its high roll. Keep rolling until you have reduced the enemy's *Threat* to zero or less. Then, that dungeon trait is removed; it no longer applies and you keep the trait before it on your next *advance* roll.

You get a treasure for each enemy you defeat.

Winning the Game

You win the game when your *advance* roll takes you off the end of the table. Count up your treasures to see your score!

You lose if you run out of *Resolve* before you win.

Example of Play

Argos makes the following character:

- d12** Archer of the Realm
- d10** Cautious
- d10** Ancestral Bow
- d8** Stealthy
- d8** Chainmail
- d6** Studied with the scholars
- d6** Rope
- d6** Lock-picks

He selects an adventure where he goes into a graveyard. The adventure starts with a trait of:

- d4** Rusty gates.

He rolls a d6 for his *advance* roll and gets a 4, so he goes down to the fourth entry in the list and sees:

4. **d8** Moonlit graveyard.

He imagines a dangerous situation involving the rusty cemetery gates and a moonlit graveyard. “The gates are locked,

and I have to climb over the wall into the graveyard in the darkness."

He looks at his traits and selects ones that would apply. He selects *Cautious* (d10) and *Rope* (d6) as the most likely. The dungeon has *Rusty Gates* (d4) and *Moonlit graveyard* (d8). So he rolls all four dice.

He rolls a 3 and a 2 for his two dice, and the dungeon rolls a 1 and an 8. Since the dungeon has the highest die - an 8 - it wins the *challenge roll*.

Argo's highest die is a 3, so he subtracts that from 8 to get five, the amount he will reduce his *Resolve*. He doesn't like that outcome, so he spends a point of *Stamina* to re-roll that 8. This time, it rolls a 2. Now, Argo has the highest die - a 3 - so he has successfully avoided damage.

Since his *Cautious* die was highest, he imagines that he was climbing the wall and *almost* fell, but his caution saved him from a nasty fall!

His next *advance* roll is a 3, so he moves down the list three spaces to 7, which is:

7. **d8** Zombie, ✂6

He encounters a zombie! Argo discards the oldest dungeon trait (the *Rusty Gates*) and adds the new trait (the *Zombie*).

He decides his *Archer of the Realm* (d12) and his *Ancestral Bow* (d10) are the best traits to apply. He is a strong fighter with his bow!

For his *challenge* roll, he rolls a 7 and 3 for his traits, and the zombie rolls a 7 for *Moonlit Graveyard* and a 2 for *Zombie*. There is a tie for the highest! So Argo discards the dice that didn't match – his *Bow* and *Zombie* – and rolls again.

This time, he rolls a 6 and the *Zombie* rolls a 2. Argo reduces the *Zombie's Threat* by $(6-2=4)$ four points. The *Zombie* still has ✂2 *Threat*, so the combat continues.

Will he defeat the zombie? Time will tell!

Name

Resolve

Stamina

Treasure

Traits

d12

d10

d10

d8

d8

d6

d6

d6