

- Equipment (chainmail, axe, rope)
  - Capabilities (stealthy, wizardry)
  - Racial/cultural (elf, barbarian)
- Traits can be anything definitive about your character. For example, they can be:

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

Then, choose eight traits and assign dice to each of them. The higher the die size, the better the trait:  
Name your character, and set their *Resolve* to 30 and their *Stamina* to 15.

## First, make a hero!

The Zine-Friendly Solo RPG System

# Dungeon Hero

## Dungeon Hero Core Rules



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

Playable in about 15-20 minutes.

## 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 (💎),

- If it’s not one of yours, the outcome harms you. Reduce your *Resolve* by the

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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!

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.

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!

## 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,

You successfully make your way down into the catacombs. All is silent except the distant sound of ominous chanting. This, combined with the pungent smell of incense convinces you that there are profane rituals being conducted in this place.

- 44. d8 Library.
- 45. d10 Inscrutable riddle.
- 46. d8 Crypt crawler,
- 47. d12 The White Lady,
- 48. d8 Chilly passage.
- 49. d8 Dead adventurer.
- 50. d10 Blade trap.
- 51. d8 Scent of Blood.
- 52. d6 Footprints in the dust.
- 53. d8 Guards watching approach,
- 54. d8 Giant maggots,
- 55. d10 The huge wheel.
- 56. d8 Secrets.
- 57. d10 Gold in a coffer.
- 58. d6 Miasma.
- 59. d8 Cultist,
- 60. d8 Sinister gold idol.
- 61. d12 Armory.

After some reconnaissance, you discover where the cultists are going down, but the way is too heavily guarded. You must find an alternate path into the catacombs, but luckily the ruin and the breadth of the castle practically ensures other avenues exist.

- 26. d6 Unsettling sound.
- 27. d8 Whispers.
- 28. d4 Backtracking through tunnels.
- 29. d8 Steep stairs.
- 30. d10 Potion rack.
- 31. d8 Sudden dead end.
- 32. d6 Stuck door.
- 33. d10 Deep shaft.
- 34. d6 Stone staircase.
- 35. d8 Long-unused armory.
- 36. d8 Hidden passage.
- 37. d8 Living dead,
- 38. d10 Crypt fiend,
- 39. d10 Mummy,
- 40. d10 Curse.
- 41. d8 Treasure chest.
- 42. d8 Ruined chimney leading down.
- 43. d6 Crypt vermin,

You arrive at the summoning chamber to find a mass of cultists chanting. You watch in horror as their rituals cause ripples in the fabric of space, and something pushes out of that nothingness...

- 62. d8 Ritual chamber.
- 63. d6 Watching from the shadows.
- 64. d6 Arcane writing on the walls.
- 65. d8 Chanting cultists.
- 66. d10 Fanatics with knives,
- 67. d8 Blazing braziers.
- 68. d12 The Ebon Warden,
- 69. d8 A tome of ancient knowledge.
- 70. d12 Sorcerous threat.
- 71. d10 Necromancy.
- 72. d10 Minions,
- 73. d8 Ritual knife.
- 74. d12 Champion of Evil,
- 75. d10 A bloody altar.
- 76. d12 A human sacrifice to rescue.
- 77. d8 Waves of arcane darkness.
- 78. d10 The High Priest,
- 79. d10 Fanatics with knives,
- 80. d10 Minions,

You enter the castle ruins. Rubble and corruption are everywhere, but you do see that well-trod paths criss-cross the muddy ground. Many people have passed through these halls recently.

- 11. d6 Statue with ruby eyes.
- 12. d8 Cultist Patrol,
- 13. d6 Shadows.
- 14. d6 Unsure footing.
- 15. d6 Arrow trap.
- 16. d6 Quiet...too quiet.
- 17. d8 Killer ooze,
- 18. d6 Kennels.
- 19. d8 Guard dogs,
- 20. d8 Archers,
- 21. d6 Garrison barracks.
- 22. d8 Guard tries to raise the alarm.
- 23. d8 Skulking in the shadows.
- 24. d10 Guard ambush!
- 25. d8 Madwoman chained to wall.

Try as you might, you fail to prevent the summoning. Rising out of the arcane circle, bursting forth into this world, comes a terrifying visage from the realm of Hell!

Lose a point of Stamina from seeing the horror emerge!

- 81. d8 Consort of Blades,
- 82. d12 Lord of Carrion,
- 83. d12 Mistress of Plague,
- 84. d12 Jester of Skulls,
- 85. d12 Queen of Famine,
- 86. d12 Scion of Bloodletting,

Your combat prowess puts an end to the foul evil that the cultists called up. Aghast, they flee when they see their gods struck down by a "mere" mortal, lest you turn your blade upon them.

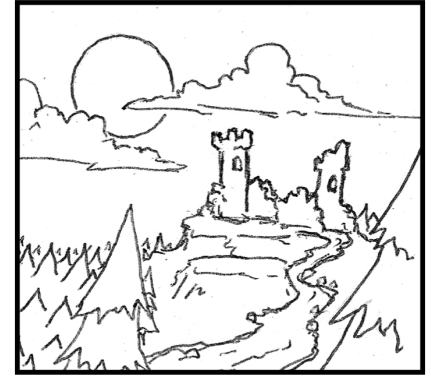
You sigh. There is a long task ahead of you to find and destroy the cult itself. But at least for now, the barrier protecting the world from the fires of hell is restored, at least for now. You turn to make your way back to town. Some ale sounds good.

## Dungeon Start

Rumors tell of robed cultists filing into the ruined castle of King Charon, the despot who employed foul magics to oppress his people long ago.

Now, a demon has attacked the Hierophant, and it is clear infernal dealings are afoot. You have come to the ruins, hoping to investigate whether the rumors are true, and, if so, to put a stop to the cultists before even worse demons are unleashed upon the world.

- 1. d6 Lightning Storm.
- 2. d4 Worm-eaten drawbridge.
- 3. d6 Confusing passages.
- 4. d6 Stone Guardian.
- 5. d4 Twilight hall.
- 6. d6 Piles of bones.
- 7. d8 Sentry Beast,
- 8. d8 Portcullis.
- 9. d4 Carnivorous worms,
- 10. d6 Pit trap.



Robed cultists have been seen filing into the ruins of King Charon's castle. Chanting has been heard, and demons have been sighted. Can you set things right?

Name	
Resolve	Stamina
Traits	
Treasure	

d12
d10
d10
d8
d8
d6
d6
d6
d6
d6
d6

Your group has penetrated the Jarl's fortress. It won't be long before the bodies of the guards and sentries your group has dispatched are discovered and the alarm raised. You need to find the Jarl and kill him while you have the element of surprise!

- 39. d6 Twisting passages.
- 40. d8 Dark corridors.
- 41. d6 Guttering torches.
- 42. d8 Trainer and ice hounds, ✕8 ✕8.
- 43. d10 Chance frost giant encounter, ✕8.
- 44. d10 Smithy.
- 45. d12 Frost Giant blacksmith, ✕12.
- 46. d8 Frost Giant barracks.
- 47. d10 Armory.
- 48. d10 Frost giant soldier, ✕10.
- 49. d8 Unfrequented storeroom.
- 50. d8 Overheard conversation.
- 51. d10 War room.
- 52. d10 Plans for conquest by the Jarl.
- 53. d8 Gaol.
- 54. d8 Frost giant warden, ✕12.
- 55. d10 Rescued prisoners.
- 56. d8 Preparations for war.

After a harrowing journey up the mountain, your group comes within sight of the Frost Jarl's fortress. It will be difficult to enter. The chieftain whispers over to you, saying that if you've never fought giants before, that you should keep an eye on their attacks from overhead.

Choose one of your traits. When fighting a frost giant, you may add +1 to its roll.

- 25. d6 Stealthy approach.
- 26. d8 Slippery ledge.
- 27. d8 Evading Frost giant patrols.
- 28. d6 Keeping to the shadows.
- 29. d6 Wolfhounds barking, ✕6.
- 30. d10 Frost giant guards, ✕8.
- 31. d8 Drawbridge over chasm.
- 32. d6 Massive doors.
- 33. d8 Deceiving the gatekeeper.
- 34. d8 Frost giant gatekeeper, ✕8.
- 35. d8 Entry hall of the fortress.
- 36. d6 Confusing passages.
- 37. d10 Frost giant guards, ✕8.
- 38. d10 Frost giant sentries, ✕8.

You find your way to the throne room. The Jarl sits on his throne of ice, glowering. You need to sneak up on him.

- 57. d10 Skulking behind tapestries.
  - 58. d10 Sneaking under tables.
  - 59. d10 Sticking to the shadows.
  - 60. d12 Silencing a giant who notices.
  - 61. d8 Raucous laughter and ale.
  - 62. d10 The Jarl barks orders.
  - 63. d8 Servants bring food.
- You are there! Fight the Jarl and escape! (Advance to 64.)
- 64. d12+1 The jarl, ✕24.
  - 65. d12+1 His winter wolf pet, ✕16.
  - 66. d12 Enraged giants, ✕12, ✕12.
  - 67. d12 Blocking giants, ✕12, ✕12.
  - 68. d12 Summoned giants, ✕12, ✕12.
  - 69. d12 Dodging spears.
  - 70. d12 The alarm is raised, ✕12, ✕12.
  - 71. d12 Cut off by giants, ✕12, ✕12.
  - 72. d8 Scrambling down the mountain.
  - 73. d8 Winter wolves giving chase, ✕6.
  - 74. d6 Hiding in the woods.

Roll 1d6+2. You have that many Vikings you can use to fight enemies. You may spend a Viking to add +2 to one of your challenge die rolls OR to ignore all Resolve loss from a challenge roll. Each time you use a Viking, add an extra, third d8 "Despair" trait to the environment on the next challenge roll.

- 7. d8 Distrustful companions.
- 8. d6 Mountain slopes.
- 9. d4 Tudging through snow.
- 10. d6 Dropping temperatures.
- 11. d10 Frostbite.
- 12. d6 Slippery ice.
- 13. d8 Chasm of Ice.
- 14. d8 Winter wolves, ✕6.
- 15. d6 Rising above the tree line.
- 16. d8 Yeti attack, ✕8.
- 17. d6 Weaving through giant ice shards.
- 18. d8 Howling winds.
- 19. d8 Ice field wreaths, ✕8.
- 20. d6 Ice remains of a battlefield.
- 21. d8 Frost giant sentry, ✕8.
- 22. d6 Unaware frost giant, ✕6.
- 23. d8 Choke point in the ice chasm.
- 24. d8 Rime ravens, ✕6.

Returning to the viking hall, the chieftain claps a hand on your shoulder. He raises an ale to your name for having delivered the final blow to the jarl, and all the other vikings raise their ales in unison.

Then, the chieftain raises his ale for those brave vikings who fell in battle. "May their souls be claimed by the valkyries so that we may meet them again in the Happy Hunting Grounds!" All in attendance raise their flacons to the fallen, as do you.

For each Viking you did not use, you gain a lifelong friend – gain an extra for each.

The chieftain welcomes you as an honorary member of the clan. You spend the winter with them. You often have to fight off the remaining giants, but without their formidable leader, the giants are no longer a major threat to the people you have come to call clan-mates.

But soon, the ices thaw, and it is time to head back south. You bid your fond farewells and head back out on the path of adventure!

## Fortress of the Frost Giant Jarl

A Dungeon Hero Zine Adventure

- You stagger through the freezing snow and in the darkness, you see the faint glowing of a fireplace at an encampment.
- 1. d6 Ice wind.
  - 2. d6 Steep slopes.
  - 3. d8 Snowslides.
  - 4. d6 Falling icicles.
  - 5. d8 Aggressive sentry, ✕6.
  - 6. d6 Closed encampment.
- You meet with the village chieftain, and he agrees to give you shelter for the winter, if you agree to help his men fight the Frost Giant Jarl who has set up camp in a nearby ravine and has been conducting raids against his people of late. You have no choice to agree, and set off with him and his men.

## Fortress of the Frost Giant Jarl

A Dungeon Hero Zine Adventure



Freezing and starving, you find a Viking outpost, but to stay with them for the winter, you must help them put down the Frost Giant jarl.

Name \_\_\_\_\_

Resolve	Stamina	Treasure
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Traits

d12 \_\_\_\_\_

d10 \_\_\_\_\_

d10 \_\_\_\_\_

d8 \_\_\_\_\_

d8 \_\_\_\_\_

d6 \_\_\_\_\_

d6 \_\_\_\_\_

d6 \_\_\_\_\_