

# D4 DUNGEON - a solo random adventure by Simone Biagini

Welcome to the **D4 dungeon**, to start you need only: two sheets of paper, one for **character sheet** (CS), one for **dungeon map** (MA), a pen and a **four-sided die** (d4).

## Game Goal

To recover the **MacGuffin** and **Kill the Dungeon Boss**.

**Normal mode:** the Boss has the MacGuffin.

**Hard mode:** you need to find the MacGuffin as magic item treasure

**Nightmare mode:** as hard plus you need to return to dungeon entry killing or evading again evaded enemies. You win a test when you roll **higher than the difficulty**.

## Character creation

- Write base abilities on your CS: Attack (A) 0, Evade (E) 0, Hit Points (HP) 4, Luck (L) 4, Gold (G) 0.
- Then roll 1d4 or choose a class
  - Barbarian** - A+1, HP+1 - **Power:** +2 attack per luck point spent on combat, instead of +1.
  - Mage** - A+1, E+1 - **Power:** +1 Magic items roll
  - Thief** - E+1, L+1 - **Power:** +1 Normal Items roll
  - Cleric** - L+1, HP+1 - **Power:** cure 1 HP each time you spend luck (no more than max)
- Add **one free point** to A, E, HP or L or add another class power (yes, you can multi-class!).
- Draw on MA the first room (Depth 0)
- Start exploring (check Exploration time box)

## Encounters

**Tests:** When you Attack or Evade you succeed if you roll **higher or equal** than the difficulty.

**Luck:** spend to have +1 combat or evade rolls, can be used **after** the roll, max one point per roll.

**Damage:** Traps or Monsters deal damage to your HP total. If it reaches 0 you're dead. Game Over.

## Combat a Monster/Dungeon Boss:

- Roll **1d4 +A +1 for normal weapons** (or +2 magic weapons) **vs Room Level +3**. Each attack inflicts 1 damage to the monster (+weapon bonus, only if successful). **Each monster has HP equal to room level + room depth / 2**, round down. If still alive, it inflicts 1 damage back per 2 room levels, round up. **Dungeon Boss is Level 5 in combat**.
- Re-roll to Attack or Evade (to previous room only). Monsters never recover HP. If you roll an 1 and you are using a weapon it breaks. You can keep with you no more than 2 weapons, using only one, at a time.

**Evade a monster:** Roll 1d4 + E vs Room Level +1. If failed get 1 damage per 2 room levels round down, and continue fighting. **You cannot evade again the monster if you fail the roll**. If the monster has been evaded you can move in any adjacent room. If the monster has not been defeated it must be fought (or evaded) to pass again through the room. **You get no treasures after evading a monster of level 3 or more**.

**Rest: Only in Empty rooms.** Roll 1d4+Room level on GT. Recover all HP (or 2 HP +1 L) if no Random Monster is encountered. Recover 1 HP if monster has been encountered, then fight it. You can't evade the monster. You can't rest more than once in each empty room.

Rooms table (RT)

Roll	Level	Content	Exits
1	0	Monster	+0
2	1	Empty	+0
3	1	Monster	+1
4	1	Trap	+1
5	2	Monster	+1
6	2	Monster	+2
7	2	Empty	+2
8	2	Monster	+2
9	3	Monster	+2
10	3	Empty	+3
11	3	Trap	+3
12	3	Monster	+3
13	4	Trap	+4
14	4	Monster	+4
15+	4	Dungeon Boss	none

**Evade a trap:** Roll 1d4 + E vs Room Level +3 - if failed get Room Level damage. Roll for treasure then the room is now **Empty**.

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**Treasure:** Roll 1d4 + Room level on GT. Then re-roll 1d4 + Room Level on normal or magic column, first time in room only. **In empty rooms do not add room level**.

## Items

You can use one item per type, getting only the highest bonus.

- Weapons:** see combat
- Potions:** You can drink an healing potion to recover 4 HP
- Rope, Magic Boots, Magic Ring:** Get a bonus to Evade Traps rolls (from 1 to 3)

## Quests

Complete one of these quests to level up and gain one point in A, E or L.

- Kill your first 4 monsters
- Kill your first level 4 monster
- Gain your first 25 golds

## Exploration time!

- Enter a room.
- Roll for exits on RT (1d4 + exits), connect to the new rooms with a corridor.
- Add the rooms to MA and roll for new contents on RT (1d4 + new depth)
- Resolve the encounter (Combat Monster, Evade Monster, Evade Trap)
- Roll for treasure on GT (1d4 + Room level), take treasure.
- Move to another connected room or Rest if needed

Generic Table (GT)

Roll	Exits	Treasure	Rest	Normal Item	Magic Item	Random Monster
1	3	Normal Item	-	Gold (1d4)	-	-
2	2	None	Rest Ok	Gold (1d4)	Healing potion	Monster 1
3	2	Normal Item	Rest Ok	Gold (2d4)	Healing potion	Monster 1
4	1	None	Rest Ok	Weapon 1	Magic weapon 1	Monster 1
5	1	Magic Item	Random Monster	Rope 1	Magic weapon 2	Monster 2
6	1	Normal Item	Rest Ok	Gold (2d4)	Magic Boots 2	Monster 2
7	1	Magic Item	Random Monster	Weapon 2	Magic weapon 3	Monster 3
8	0*	Magic Item	Random Monster	Gold (4d4)	MacGuffin or Magic Ring 3	Monster 3

\* Treat as a 1 if the Boss has not been encountered and there are no more rooms.