

# Dungeon Quest D6

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## Summary

*Dungeon Quest D6* is a solitaire, role-playing, dungeon-crawling game that emulates a simplified Dungeons-and-Dragons-style experience. You play the role of an adventurer on a journey through caves and caverns, collecting weapons and battling monsters, as you search for three magical gems. The game uses a single six-sided die and a "Narrative Card System": a set of cards that track all game-related values and contain descriptive text for immersive gameplay. The rules are quick to learn and games typically last 10-20 minutes.

## Story

Legends tell of three magical gems that enhance the abilities of the holder, according to their nature. For many years, benevolent rulers used them to forge kingdoms of peace and prosperity. Naturally, such magical enhancement is coveted by all manner of dark creatures. One by one, the gems were stolen by dragons, the most powerful and cunning evil beings to roam the lands.

With their newfound power, the dragons frequently terrorize the countryside, destroying farms and homes on a whim. They cause chaos and despair for their own wicked amusement, then retreat into their lair: a network of tunnels and chambers deep within the earth.

In these dark and dangerous times, many brave souls have come forth: knights with shining swords and great strength, archers with sturdy bows and steady aim, and wizards commanding elemental forces with magical staffs. Each of these heroes courageously ventured into the dragons' lair to confront these evil forces.

None have returned.

Nobody doubts the dragons have killed everyone who dared to oppose them. Whispered rumors speak of even more gruesome details: they say that the dragons have used the gems' magic on their victims' remains, reanimating and corrupting their spirit, flesh, and bones to create monsters – specters, slimes, and skeletons – to help guard against future attacks.

It has been a long time since a hero has come forth to attempt to vanquish the dragons and recover the gems. The tales of fallen heroes and their fates – eternal torment as undead minions and unending servitude to the evil dragons – are enough to discourage anyone. However, living in a constant state of fear, as the dragons continue their reign of terror, can not continue. It *must* not continue.

You decide to step forward.

You are an ordinary villager, with three abilities. *Strength* represents your physical power, toughness, and endurance. *Dexterity* represents your swiftness, accuracy, and skill in performing tasks with your hands. *Intelligence* represents your knowledge, reasoning capability, memory, and talent with magic. To aid you in your quest, your fellow villagers have given you what they have: a bronze sword, a wooden bow, and a stone staff. Although these are the most basic weapons of each type, with your abilities you can use them to fight the monsters you will encounter. In addition to weapons, the villagers have shared the following observations, insights, and advice:

- Although the dragons have reanimated the remains of deceased adventurers, the dragons have no use for the adventurers' weapons. *You*, however, may be able to find and use them, and they will surely be more powerful than those you already have.
- Each of the different types of weapons relies upon a different ability: swords require strength, bows require dexterity, and staves require intelligence. Your ability level determines how likely you are to hit a monster, while a weapon's power determines the amount of damage done to a monster when it is hit. At times, you may need to choose between using a powerful weapon with a low hit chance, or a less powerful weapon with a greater hit chance. Is there a best strategy, or is it just a matter of preference? These are things you may have to learn through experience.
- If you attack and hit a monster, it will be temporarily stunned and you will be able to attack again, but if you miss, it will counterattack - and monsters never miss. Even worse, these monsters can and will use their magically augmented powers to strategically target the ability you attacked with: they can weaken your body to reduce your strength, cause tremors in your hands to reduce your dexterity, or cloud your mind to reduce your intelligence. You may need to alternate the abilities you use when fighting to maximize your chances of survival.

- You will not be able to attack with an ability at level zero. Also, it is useless to attack without a weapon – you can't hurt these monsters with just your hands.
- If you happen to find an empty room or chamber, you will be able to rest for a moment and recover from some of the injuries you may have sustained along the way. You can not rest in a room where you have fought, for other monsters will surely come to investigate after hearing the sounds of combat.
- You can always flee from a monster, but during the chaos of running away, you might be injured or you might drop a weapon. If you lose a weapon, you will need to use a previously collected (and weaker) weapon in place of the one you lost. Therefore, you should only consider this option in dire circumstances, such as encountering a dragon much earlier than expected, in which case fleeing may give you an opportunity to rest and/or collect some stronger weapons first.
- Once you enter the dragons' lair, they will be able to sense your presence and search for you; you will have a limited time to collect more powerful weapons and rest before each dragon finds you. If you are very unlucky, you may hardly have any time at all!
- The magic of the gems is both a blessing and a curse: each gem you collect will increase your natural abilities and your chances of success in combat, but they will also draw stronger monsters to you. However, once you collect all three gems, no evil forces will dare to stand in your way, and you will be able to return home victorious.
- If you become too exhausted to attack – if all three of your abilities are at level zero – then you must flee the dragons' lair completely and return home to recover. It may be a defeat, but it is only temporary... you can always quest again another day.

## Rules




### Overview and Key Terms

You have three **abilities**: **strength** (physical power), **dexterity** (skill with hands), and **intelligence** (talent with magic). Each ability has a number of **points**, ranging from 0 to 4. There are three types of **weapons** (one for each ability): **swords** use strength, **bows** use dexterity, and **staves** use intelligence. Each weapon has a **power**, ranging from 1 to 4. During your quest, you travel through a series of connected caverns and chambers called **rooms**, each of which may contain a **monster** and may contain an **item** (a weapon or a **gem**). If the room is empty, you may **rest** (heal ability points) before continuing. If there is a monster, you may choose to **attack** (resulting in a **hit** or a **miss**), or choose to **flee** (and risk injury or losing a weapon). Defeat a monster to collect the item it was guarding. Your quest **succeeds** if you collect three gems. Your quest **fails** if all three of your abilities have 0 points.

## Cards

Cards are used to track the values of **game attributes**: ability points, power of weapons, monster health, guarded item types, total gems collected, etc. Cards also contain text that describes your status, weapons, location, and other features of the game. Each card has an icon in the top-left corner that corresponds to an attribute or description as follows:

 <b>Sword</b>	 <b>Bow</b>	 <b>Staff</b>	 <b>Room Counter</b>	 <b>Room Description</b>	 <b>Guarded Item</b>
 <b>Strength</b>	 <b>Dexterity</b>	 <b>Intelligence</b>	 <b>Gems Collected</b>	 <b>Monster Description</b>	 <b>Monster Health</b>

During gameplay, the cards are always face-up, arranged in piles organized in the layout shown above. Cards with an  icon are **information** cards that contain text, dice roll result tables, or rule summaries for reference, and may be set aside.

Most cards also display a **value**: a number and/or an icon, displayed in the top-right corner. The current value of a game attribute is the value displayed by the card on top of the corresponding pile. To **set** the value of an attribute, move the card with the corresponding icon and value to the top of its pile. For example: to "*set strength to 4*", place the strength card with value 4 on top of the strength pile. As another example: to "*set the guarded item to a sword*", place the guarded item card with a sword icon on top of the guarded item pile.

## Setup


Arrange the attribute and description cards in piles as shown above. Shuffle the room description card pile. For convenience, you may want to sort piles that contain cards with numeric values. To set the starting values of the game attributes:


- Set each ability (strength, dexterity, intelligence) to 4.
- Set each weapon (sword, bow, staff) to 1.
- Set the gems collected to 0.
- Set the room counter to 0.


Cover the piles of room descriptions, monster descriptions, monster health, and guarded items with the corresponding information cards when each of those piles is not in use (for example, cover the monster-related cards when not fighting a monster).






Then, begin your quest by entering a room.

## Entering a Room

 Increase the room counter by 1.


 In the room description pile, move the top card to the bottom of the pile to reveal the description of the next room.


 Determine if the room contains a monster as follows:  
If the room counter is equal to 6, then the room contains a Dragon.  
Otherwise, roll a die to determine if there is a monster present:




[1]: Specter 	[2]: Slime 	[3]: Skeleton 	[4]/[5]: (none) 	[6]: Dragon 
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If there is no monster in the room, you rest and recover: add 1 point to each ability, up to its maximum of 4, then enter another room.

If there is a monster present, set the monster description card to the type of monster with level equal to the number of gems you have collected.

 Each monster has a starting health value. Dragons start with 6 health. All other monsters start with health equal to the number rolled plus the number of gems you have collected (the magic of the gems attracts tougher monsters). For example, if you rolled a 3, and you have 2 gems, then the monster is a Skeleton that starts with 5 health. Set the monster health to its starting value.

 Rooms with monsters normally contain items. If the monster is a Dragon, then the room contains a Gem. Otherwise, roll a die to determine a weapon type:

[1]/[2]: Sword 	[3]/[4]: Bow 	[5]/[6]: Staff 
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In this case, the room contains a weapon of that type, *unless* you already have a power 4 weapon of that type, in which case there is no weapon (or any other item). Set the guarded item to the type of item contained in the room.



## Character Actions

If there is a monster in the room, you may choose to *attack* or *flee*.



### Attack

To attack, choose an ability that has at least one point. Then, roll a die to determine the result of the attack; it will either be a *hit* or a *miss*, determined as follows:

- **[1]**: automatic *hit*
- **[6]**: automatic *miss*
- For all other roll values, if the roll value is ***less than or equal to*** your chosen ability's points *plus* the number of gems you have collected, then it is a *hit*, otherwise it is a *miss*. (The gems increase your chances of success in combat.)

If the result is a *hit*, then decrease the monster's health by the power of the weapon used in the attack; the monster is stunned and does not counterattack.

If the result is a *miss*, the monster counterattacks, targeting the ability you used to attack; decrease that ability's points by 1.

A monster is defeated when it has no health remaining. You are defeated (and the game is over) if all three of your abilities have 0 points. If neither you nor the monster has been defeated, you may choose to attack again, or flee.

If you defeat the monster, then collect the item it was guarding:

- If the guarded item is a weapon, then you have found a new weapon whose power is greater than your current weapon of that type. Set your corresponding weapon type to the next higher value. For example, if the guarded item is a staff, and you currently have a power 2 staff, then you have acquired a power 3 staff.
- If the guarded item is a gem, then increase the gems collected by 1 and set the room counter to 0. If it is your third gem, your quest is successful and the game is over.







Then, proceed to enter another room.



### Flee

You may flee only when the room counter is less than 6.

If you choose to flee, then during the chaos of running away, you may be injured or you may lose a weapon. Roll a die to determine the outcome:

<b>[1]</b> : Strength 	<b>[2]</b> : Dexterity 	<b>[3]</b> : Intelligence 	<b>[4]</b> : Sword 	<b>[5]</b> : Bow 	<b>[6]</b> : Staff 
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If the outcome refers to an ability, then you have been injured; decrease that ability's points by 1. If the outcome refers to a weapon, then you have dropped the highest power weapon of that type, and you must use a previously collected and weaker weapon; decrease the corresponding weapon attribute by 1. (If a weapon attribute becomes 0, then you no longer have a weapon associated with that ability; attacks with that ability will do no damage.)

Then, proceed to enter another room.



## Game End Conditions

You lose the game if all three of your abilities have 0 points.

In this case, you become exhausted, flee the dungeon completely, and return to your home village to recover and perhaps quest again another day.

You win the game if you defeat the three dragons and collect the three gems.

In this case, you triumphantly return to your home village, peace returns to the countryside, and you live a fulfilling life forever after.

## Game Variations

The rules presented above should be considered as just a foundation; they can be extended in many ways to adjust the difficulty or complexity of the game, depending on your personal preferences. Try combinations of the following variations, or create your own!

- Adventurer Types

Choose a profession for your character, and adjust your starting ability points and weapons in a balanced way that makes sense to you. Some possibilities could be:

<b>Profession</b>	<b>Strength</b>	<b>Dexterity</b>	<b>Intelligence</b>	<b>Sword</b>	<b>Bow</b>	<b>Staff</b>
Knight	4	3	2	3	2	1
Archer	2	4	3	1	3	2
Wizard	2	3	4	1	2	3

- Ambush

You are ambushed on your way to the dragons' lair: roll a die, and apply the result from the "Flee" table before you enter the first room.

- Recovery Potion

You bring a healing potion with you on your quest: once, at any point in the game, you may drink the potion and recover all your attributes by 1 point.

- Critical Hits

An attack roll value of [1] indicates the monster sustains one extra point of damage.

- Enhanced Attacks

After choosing a primary ability for an attack (which determines hit probability and weapon), you may choose a secondary ability, which adds the following effects:

- Strength: *Power Boost*

If the monster is hit, then the monster sustains one extra point of damage.

- Dexterity: *Improve Aim*

If the attack roll value is [2]–[5], then subtract one from the value.

- Intelligence: *Absorb Energy*

If the attack is successful, then add 1 point to any ability.

If an enhanced attack misses, then both the primary and secondary ability lose 1 point.

- Combat Stance

Before rolling for your attack, you may adjust the probability and power of a hit by choosing one of the following:

- *Offensive stance*: If the attack roll value is [2]–[5], then *add* one to the value; if the result is a hit, then the monster sustains one *more* point of damage.

- *Defensive stance*: If the attack roll value is [2]–[5], then *subtract* one from the value; if the result is a hit, then the monster sustains one *less* point of damage.

- Magical Bolt Attack

At one point in each room, you may use your magical power to convert one weapon to energy, used to power a magical bolt that hits the monster in the room, causing damage equal to the power of the weapon. Then decrease the converted weapon type value by 1.

- Monster Weaknesses

Each type of monster (except dragons) has a *weakness*: when hit by a particular type of weapon, they sustain one extra point of damage. Specters are weak to staves, Slimes are weak to bows, and Skeletons are weak to swords.

- Monster Attack Rolls

If your attack misses, then roll a die for the monster counter-attack. A [1] indicates it was a critical hit; decrease your chosen ability by 2 points. A [6] indicates they missed; you lose no ability points. Otherwise, decrease the chosen ability by 1 point, as usual.

- Ability Zero Penalties

When an ability has zero points, the following restrictions are also added:

- Strength 0: When a monster is hit, reduce the amount of damage by 1.

- Dexterity 0: You are no longer able to flee from monsters.

- Intelligence 0: You no longer remember to collect guarded weapons from monsters.



- Lucky Loot  
When collecting a guarded weapon, roll a die. A [1] indicates you have found a much more powerful weapon: increase the weapon type value by 2. A [6] indicates the weapon is broken: do not change the weapon type value. Otherwise, increase the weapon type value by 1, as usual.
- Gem Recovery  
When collecting a gem, the magic of the gem restores all your abilities by 1 point.

## Victory Points

You can use a victory point scoring system to measure your overall condition after a successful quest: add the values of all your ability points and weapon powers; the result will be a number between 1 and 24. Compare your progress between quests and see how well you can do!

## Alternative Components

For a more portable version of the game, instead of using the cards to keep track of the game attributes, you can use the included written tracking sheet, or the included counter-based tracking sheet (with which you will need 10 small items, such as coins).

## Multiplayer Versions

- "Adventurer Party"  
Multiple people can join forces in a collaborative quest. Each player should use their own copy of a tracking sheet, instead of the ability and weapon cards; the remaining cards are used as usual. During combat, players take turns fighting the monster, and must agree on who gets to collect each weapon. Gems collected apply to both players.
- "Dungeon-Master-in-Training"  
One player assumes the role of the adventurer and uses a tracking sheet. Another player is the "dungeon master", who narrates the experience using the cards as a starting point, adding extra details wherever desired (such as combat descriptions, for example).

*Good luck on all of your adventures!*

