Dungeons
& Business Cards

Play solo or in a party. Find the legendary Amulet of Yendor!

In each room roll the die to learn what's inside. When you encounter a trap, roll 4+ to avoid being hit. Mark the loss of health by crossing out the hearts. Roll 4+ to hit a monster - in other case you take the hit. For each +1, roll an additional die and pick the higher roll. Number of ♥ indicates the monster's health.
When you get 3 wounds you have to make a new character :)

Roll your character: (d6)

1, 2: Halfling (+1 vs. rats & dragons)
3, 4: Dwarf (+1 vs. goblins & trolls)
5, 6: Elf (+1 vs. orcs & skeletons)

What is your name?

_____

Your current health:

♡   ♡   ♡

Items in inventory:

_____   _____

_____   _____

What's in the room? (d6)

1: Nothing

2: Trap

3, 4, 5: Monster

6: Item

What monster? (d6)

1: Rat ♥

2: Goblin ♥♥

3: Orc ♥♥♥

4: Skeleton mage ♥♥♥

5: Troll ♥♥♥♥

6: Dragon ♥♥♥♥♥
(reroll on level 1)

What item? (d6)

1: 1 gold coin

2: 2 gold coins

3: Sword +1

4: Armor +1

5: Healing potion ♥

6: Roll again:

  1,2,3: Amulet +1

  4,5,6: Amulet of Yendor! ★

Stairs to the next level
(draw on the next card)

"Den"
Dragons get
+1♥

"Camp"
Orcs & goblins
get +1♥

"Cave"
Trolls get +1♥

"Shop"
Potion = 2
gold coins

"Tomb"
Skeletons get
+1♥

Entrance to the
dungeon (level _)