

The Levels of the Human Ancestry Dungeon



- Level 1 – The Entry
- Level 2 – The Domain
- Level 3 – The Crypt
- Level 4 – The Haunted
- Level 5 – The Infernal
- Level 6 – The Cultist Den
- Level 7 – The Menagerie
- Level 8 – The Monster Maze
- Level 9 – The Cursed
- Level 10 – The Dungeon Lords

2D6 Dungeon

Core Rules

A roll-and-write, print & play, solo player, dungeon crawler game

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DR Games

www.drgames.co.uk

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ISBN 9781739358846

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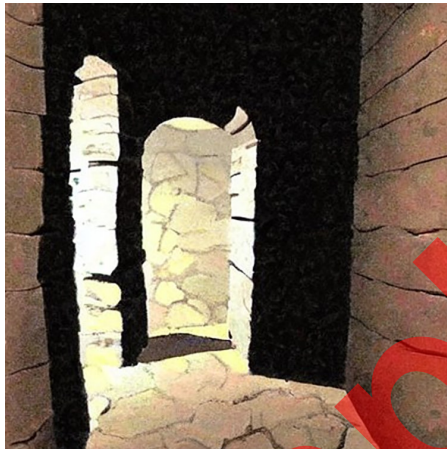
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Introduction

2D6 Dungeon is a classic-style dungeon crawl, print & play, roll-and-write game designed for solo play. You explore randomly generated dungeon rooms, fight creatures, and collect treasure as you gain experience and levels and strive to become a legendary adventurer. Every adventure and dungeon is unique.



You are an adventurer who has that special quality that marks you out as exceptional. You have heard that there is a dungeon located nearby and, after searching, have discovered the entrance. This is your opportunity to make your fortune and, although you know the challenges ahead will be difficult, you sense you have what it takes to become a legend.

What You Need to Play

You will need the Core Rules book, the Tables Codex book (for reference), 2 different-coloured six-sided dice, an additional 2 six-sided dice, a pencil, and a dot grid sheet to draw the map on (see rear of the book). Print out the Quick Reference Combat Cards to use in combat.

You can also print out the God Cards, Herb Cards and Creature Cards for ease of use.

Setting

2D6 Dungeon is set in its own fantasy world, called Coradine. It is a land where the people have a longstanding peace, war seemingly forgotten, and the regions and realms respect a unified sovereignty. But beneath this shroud of peace is a turbulent underworld; a dark realm that is riddled with dungeons and underground chambers where monsters hide away guarding their treasure, and organised groups of bandits and brigands form plans to raid the settlements above.

Although Coradine features some of the classic fantasy heritages, it also has new unique ones, some twisted by their time in the darkness, others warped by their desire to break the harmony above. Parties and adventurers play their part in ridding the world of these terrors by venturing forth into the dungeons that litter the land. Those found in the dungeon realm are evil and will try to destroy those who dare to enter.

The Subterranean Gods

The gods of the underworld are ambivalent to those on the surface, but, as an adventurer who is entering into these depths, you must be aware of what they offer, for it is possible to gain the favour of these needy deities. As you progress through the dungeon, you will encounter shrines, fountains, and monuments dedicated to these subterranean gods where you can make offerings. Learn more about this process in Inventive Usage later on, and more about these deities on the God Cards.

Gem Value Table				
Gem Type	Colour	Low Quality	Mid Quality	High Quality
Pearl	Opaque	2gc	4gc	10gc
Sapphire	Blue	4gc	8gc	20gc
Garnet	Orange	8gc	16gc	40gc
Ruby	Red	10gc	24gc	60gc
Emerald	Green	12gc	32gc	80gc
Diamond	White	16gc	40gc	100gc

Coinage and Gems

In the world of Coradine, there are three types of coin: gold, silver and copper. 10 copper equals 1 silver, and 10 silver equals 1 gold. Copper coins are very lightweight and 100 of them are worth 1 gold coin. Gems (pearls are included here) are also used as a method of payment, as many traders will accept them instead of coins. The Gem Value Table above shows the types and values.

Low quality gems (LQ) can show blemishes and are often oddly shaped or roughly cut. Mid quality gems (MQ) may be worn or moved from their custom mounts. High quality gems (HQ) are larger, rare, and finely cut.

Side Quests

Although the core aim of the game is to gather treasure, experience points, and legendary status, there are small narrative quests that can be picked up while exploring. These are sometimes objects or pieces of information which can be noted in the Quest Items section of the Character Sheet. Their function is described in the text and, once complete, can be crossed off. You may have a couple of quests running at the same time, or none at all. Each quest will have very

specific requirements you will need to look out for as you venture into the dungeon. Gain 50 XP per level for each Side Quest completed.

Ten Levels

The aim of 2D6 Dungeon is to complete the ten levels of the dungeon (completing the first level ten times doesn't count). When a level is complete, tick it off the



Legend Status Level Tracker on the Character Sheet.

Completing a dungeon level may take a number of tries. You will probably have to leave the dungeon and return with better equipment to be able to face the harder creatures of the deeper levels. Rarely does an adventurer complete all ten levels in one outing.

Becoming a Legend

You can become a legend if you complete each individual level of the dungeon, as described above, and then receive a legendary reward in the town as acknowledgement of your achievements. Once you have become a legend, you can progress onto Legendary Dungeons, a future expansion for the game called "2D6 Legendary Dungeons."