

# Introduction

If you love dungeons but can't find the time to play, Rocket Dungeons is made for you. Rocket Dungeon is a solo RPG designed to be played fast. The philosophy of the game is to keep only the important and neglect the unnecessary. Forget the endless dungeons with rooms that all look the same. You must create dungeons from 3 to 5 pieces. So you can focus your creativity on each scene to make it unique. The sequences must follow one another quickly (and the deaths must be brutal!)

Rocket dungeon, is not a rpg like the others: you are not a player, you are not a master game: you have to place yourself from the narrator's point of view.

## Your goal is to tell a fabulous story

In Rocket Dungeons, dungeons remain at the center of the plot. The progress of history depends on their resolution. The rules below describe how to survive in these ultra-fast dungeons

# Rolls

To succeed an action, roll a D6. Add your bonus and deduct the difficulty level or the opponent's bonus. The result must be less than or equal to 3.

1 is always a success, 6 is always a fail.

# Characters

Each character has only 2 stats and can have some abilities.

- **Fight (F):** Ability to fight
  - **Save (S):** Everything else (dodging, jumping, mind resist...)
- Each character has only 1 hit point(HP). When the HP of a character reaches zero, the character can no longer act (he is neutralized or dead, at your choice)

## Basic classes

Warrior: F+2 S+0

Thief: F+1 S+1

Wizard: F+0 S+0 + Magic (pool 3)

Cleric: F+1 S+0 + Heal + Turn Undead

## Advanced Classes

At your choice, you can decide to make a character evolve in an advanced class

Archery Captain: Warrior + Archery

Knight: Warrior + Protection

Tomb Raider: Thief + Trap Mastery

Burglar: Thief + Secrets Mastery

Priest Guardian: Cleric + magic(pool:0)

Sacred Healer: Cleric with 2\*heal + Cure

Advanced Wizard: Wizard with Magic pool 5

## Prestige Class

There are higher levels of evolution that we will not detail in this Quick-Start guide. Be imaginative, but be consistent. The adventurers presented here are already powerful characters. On level three, they're heroes. On level four, legends.

# Abilities

**Magic:** Magic is a powerful but unstable power. In each room or scene, determine the number of magic points available by rolling 1D6. Unused points will be lost in the following room. The magician also has an innate pool that he can use whenever he wants. Using a point from the innate reserve is final until the end of the adventure.

The magician may cast one spell per turn.

- **Magic missile:** (3MP) the target must save or lose 1hp
- **Fireball** (5MP): many targets must save or lose 2hp
- **Weakness:** (2MP) the target must save or lose 1 fight bonus point.
- **Charm:** (3MP): target must save or come under the control of the magic-user
- **Cloud of smoke:** (2MP): you can flee without saving

**Archery:** Once per scene, the target must save or lose 1hp

**Healing:** Once per scene, regenerates 1HP

**Turning Undead:** Undead must save or lose 1 HP

**Protection:** +1 heal point

**Trap Mastery:** S+1 against trap

**Detection:** Automatically detects secret passages

# Fighting Spirit

A dungeon should only have a few rooms to explore. Consequently, there is no easy battle. Don't throw the dice like a robot. Each scene must be unique. Think about what can spice up each scene. For example, you can give one character the opportunity to set a trap that affects everyone. I advise you to use storydices(1). Think big, be fun!

# Fighting Rules

Fighting scene is organized around 2 phases:

## Ability phase

Each character can choose to use one of his abilities (see abilities section). If he does, he can't fight in the melee phase.

## Melee phase

Every turn, choose only one character for the melee phase. Roll D6 + your Fight bonus - enemy's Fight bonus. If you roll under or equal 3, your character won this turn. Reduce enemy life by 1. At 0 enemy is dead  
If you roll higher, your character loses 1 heal point.  
If a character cannot fight (for example because he used an ability), use the same rule. If he wins, this character will not inflict damage.

# Pits and Perils

When you encounter a trap, choose only one character. This character must roll equal or under his save ability (+ difficulty level). If this character succeeds, the group can move on. If the character fails, choose another character to attempt the roll.  
Regular trap: difficulty 0 - Death trap: difficulty 1

# Injuries or death?

It's up to you, narrator, to decide. No one likes to part with a character to whom they are attached. But you must keep in mind that the death of a hero sometimes brings greatness and emotion to the story. Don't forget, you have to paint a grand fresco!

The list below serves to give an indication of the power of monsters

- Weak: F+0 S+0 Goblins, Skeletons, Giant Rats, Striges, Gelathous Cube
- Normal: F+1 S+0 Orcs, Gnoles, Giants animals
- Strong: F+2 S+0 1-2HP Lions, warriors, medium elemental, giant spider
- Very Strong F+3 S+3 2HP Ogres, Trolls, Owl Bears, Gargoyles, Werewolfs
- Heroics, basics boss: F+4 S+0 3HP Minotaurs, Manticores, Mummies, Heroes
- Extreme boss F+5 S+0 4-5HP Giants, Vampires, Large Elementals
- Legendary: F+6 S+0 HP:6+ Dragons, Balrogs

When fighting multiple identical monsters, treat them as a single monster with multiple life points.

# Objects

Rocket Dungeon is not an equipment management game. Forget the superfluous. You should only allow one item per character.  
Common items grant a temporary bonus:  
• Sword "Tongue of Fire": F+1 once per adventure  
• Healing Potion: Regenerates 1HP  
Rare items grant a permanent bonus or have other special abilities

- Magic Sword: F+1
- Talisman of Antimagick: the character cannot be targeted by spells

# Dungeons

In an ultra-fast dungeon, each scene brings a risk of death and an added value to the adventure. Take for example the golden idol temple of Indiana Jones and the Raiders of the Lost Ark. I also invite you to consult JohnFour's article on the concept of the 5 dungeon rooms (2).

- 1 - Determine the maximum number of rooms desired.
- 2 - Draw a first square on a sheet of paper: the entrance.
- 3 - Throw a D6 and refer to the table below to create connections

Unexplored open room ?	YES	NO
Max room ?	1-3: You are in the Boss room! 4-5: Dead End 6: Loop to another unexplored room	1-2: +1 room 3-4: +2 rooms 5: Dead End 6: Loop to another unexplored room
NO	NO	NO

Open room unexplored: are there rooms drawn but not yet explored?

Max rooms: has the maximum number of rooms been drawn?

by Lunar Gin at Lunchbox RPG  
<https://lbrpg.blogspot.fr/>

## QUICK-START RULES

The ultra-fast solitaire dungeon crawler



# ROCKET DUNGEONS

# Play a campaign

Start by inventing a basic story. Why are your characters going in that dungeon?  
Plan several alternative conclusions for each dungeon. Maybe the adventurers won't succeed in the quest (without dying)? Dungeon events will forge the continuity of your history.  
Between two dungeons, enrich your world. Think of the main city, its surroundings. But, remember: in Rocket Dungeons, each contribution must bring an additional added value.

To manage indeterminate twists, you can also use other light systems like Bivius RPG (3) or Miso RPG (4).

# Credits

Covers' image from <http://pngimg.com> under license Creative Commons 4.0 BY-NC

(1) Storydices : <http://storydices.blogspotshoastarpp.com/>  
 (2) 5rooms dungeons: [https://idethan.org/wiki/5rooms\\_Dungeon](https://idethan.org/wiki/5rooms_Dungeon)  
 (3) Bivius RPG: <https://osbastangolin.wordpress.com/tag/bivius-rpg/>  
 (4) Miso RPG: <https://idethan.net/miso-v1/>