P&P

PARTIDAS & PAPEL

Bonus dungeons

The Gates of Valdeluna

Print, grab a pencil and two dice.

Quick rules

All you need to play without the book: a pencil, an eraser and two six-sided dice (2d6).

SET UP THE GAME

Choose a character. Everyone starts with **8 health, 2 supplies, 30 time and 0 coins**.

- **Warrior**: +1 to the stroke die in every combat round.
- **Scholar**: +1 to the defence die in every round.
- **Explorer**: twice per adventure, search one square without paying its 1 time. You still pay any extras; it does not cover moves, combat or healing. Mark each use in the two "Explorer" squares of the tracker.

Download the character sheet and combat log at partidasypapel.com/en/valdeluna.

HOW TO READ EACH DUNGEON

It spans two pages. **Read the left page**: mission, rooms with their cost and reward, and enemies. **Mark the right page**: map, combat log and tracker (health, supplies, time, coins and score). Read grey panels and write inside outlined white spaces.

The mission gives the **entry room**, the **objective** and the **exit room**, which can differ. Read everything before choosing a route. You start in the entry room and starting there is free.

TIME

Move between rooms	**1**
Search square	**1 + extras**
Combat round (mark C)	**1**
Retreat from combat	**1**
Heal 3 health, outside combat	**1 + 1 sup.**
Supply in combat: +2 to one die	**1 sup.**
Leave from the exit; write notes	**0**

Mark the 30 squares from left to right: **C** for each combat round and **X** for any other cost. Every mark stays on the page.

MOVE AROUND THE MAP

Each move to a connected room costs **1 time**, including on your way back. Corridors cost nothing extra. Never cross walls or bars: where the map says **"Bars: no way through"**, there is no way through. Write the number of each visit in a free spot of the room (1 in the entry).

A **gate** marked **"Gate: key required"** blocks the way until you get its **key**; then you can cross whenever you like.

> **Example.** You start in room 1 (free). Move to room 2: mark X (1). Fill one search square there: X (2). Return to room 1: X (3). You have spent 3 of your 30 time.

SEARCH AND COLLECT

The key of each numbered room says what is there, what it costs and what you gain. A search square costs **1 time** plus any extras it lists. Fill squares from left to right, then downwards, and collect each square's reward as you fill it.

You may stop and return: filled squares stay filled and **each reward is collected only once**. If the key calls for the whole group, collect when you fill the last square. A square named after an item is a record: mark it for free when you get the item. If a room asks you to spend supplies for coins, or heals you or gives you time, it applies when you fill its square.

TRACK YOUR RESOURCES

Supplies: the two printed circles are your 2 starting supplies; draw another when you gain one and cross one out when you spend it. **Health**: write 8 in "Max." and, on the lines, your current health as successive values; cross out the old one. **Coins**: add up. **Time gained**: draw new squares in the dashed track; never hold more than 30 unspent.

Heal: outside combat, 1 supply and 1 time restore 3 health, up to your maximum.

Quick rules: combat and ending

Each enemy is a grid you defeat by filling it in completely.

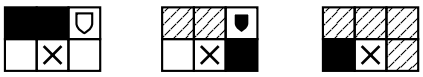
A COMBAT ROUND

Each enemy has a grid in its room, its **pattern**. Its card shows **Block** (defence needed), **Hit** (health you lose) and **Loot**. If the key says "you may pass without fighting", it is optional.

1. Pay 1 time: mark **C**.
2. Roll 2d6. Assign one die to **stroke (S)** and the other to **defence (D)**.
3. Add your talent and, if you wish, spend 1 supply: +2 to one die. No die exceeds 6.
4. Fill squares: S÷2 rounded up (S 1–2: 1 square; 3–4: 2; 5–6: 3). Fill at least one; you may fill fewer than your maximum.
5. Pattern complete? You **win** without taking a hit and collect the loot, once.
6. If not: a shield filled this round, or **D ≥ Block**, stops the hit. Otherwise lose the health shown by **Hit**. The enemy rolls no dice.

HOW TO FILL THE PATTERN

New squares form one group joined along **an edge** (turns are allowed; diagonals do not connect). From round two, the new group must touch what you already filled along an edge. Never fill a square twice. An **X** is blocked: skip it and do not count it. A **shield** is one more square to win; if you fill it, it blocks that round's hit.



ROUND 1 · S 4 ROUND 2 · S 4 ROUND 3 · S 2

Round 2: the filled shield blocks the hit. Round 3: pattern complete.

RETREAT

If you are alive after a round, you may spend 1 time to return to the room you came from, with no extra hit. Filled squares stay and a defeated enemy stays defeated.

END OF THE GAME

0 health, at any time	**You lose**
0 time outside the exit, after your last cost resolves	**You lose**
You leave alive	**Coins + 10 if objective met**
Defeat	**0 points**

Resolve the action that spends your last time square: if you regain time, carry on. Leaving from the exit is free. Leaving without the objective is a retreat, not a victory. Supplies give no points.

MARKS

- ☐ Available square
- ■ Filled this round
- ▨ Filled in earlier rounds
- ☒ Blocked: skip it, do not count it
- ⛉ Shield: counts to win and blocks the hit
- [C] C: paid combat round
- [X] X: any other time cost

COMBAT LOG

Optional and free: one column per round with the final room, stroke (S) and defence (D). It does not limit your rounds.

The Sleepless Apothecary

EASY

The square's apothecary is full of trembling jars, and the apothecary has not slept for three nights. Find the recipe for the calming tisane and bring it back to the counter.

ENTRY Room 1	OBJECTIVE Beat the jars, take the recipe (2, 5)	EXIT Room 1

ROOMS

1. **Entrance and exit.** Start and finish here.
2. **Biting jars.** Defeat this foe to complete the mission.
3. **Herb shelf.** Each square gives 1 supply.
4. **Sage salve.** Search the square to regain 2 health up to your maximum.
5. **Tisane recipe.** Complete 3 squares for the mission.
6. **Loose-coin drawer.** Rewards per square: 1 / 2 coins.
7. **Forgotten purse.** Search the square to gain 2 coins.
8. **Gallery.** Leads to the next rooms.

ENEMIES

2 Biting jars

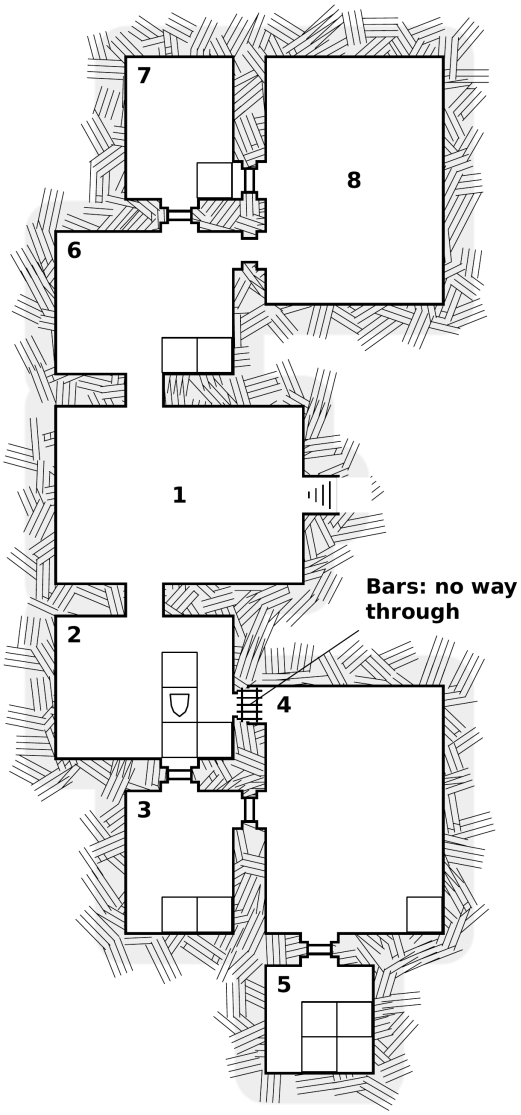
BLOCK 4+ **HIT** -1

LOOT 2 coins

The Sleepless Apothecary

EASY

TICK WHEN COMPLETE ☐ Tisane recipe (5)



COMBAT LOG												
ROOM												
S												
D												

HEALTH MAX. ☐

SUPPLIES ○ ○ ____

Explorer ☐ ☐

TIME · 30

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Time gained: draw squares

COINS

SCORE

The Puppet Theatre

MEDIUM

The curtain has not risen since the last full moon, and the puppets rehearse alone in the wings. Recover the puppeteer's script and leave by the stage door.

ENTRY Room 1	OBJECTIVE Recover the script and win (3, 4)	EXIT Room 4

ROOMS

1 **Entrance.** Start here.

2 **Prop basket.** When you search the square, spend 1 supply to gain 3 coins.

3 **Puppeteer's script.** Complete 3 squares for the mission.

4 **String puppeteer.** Defeat this foe to complete the mission. Exit.

5 **Rag puppets.** You may pass without fighting.

6 **Stagehand's tea.** Search the square to regain 2 health up to your maximum.

7 **Pit-seat tips.** Rewards per square: 1 / 2 / 3 coins.

8 **Curtain key.** Complete 1 square. The key lets you cross gate 2–3.

ENEMIES

4 String puppeteer

BLOCK **5+** HIT **-2**

LOOT 2 coins

5 Rag puppets

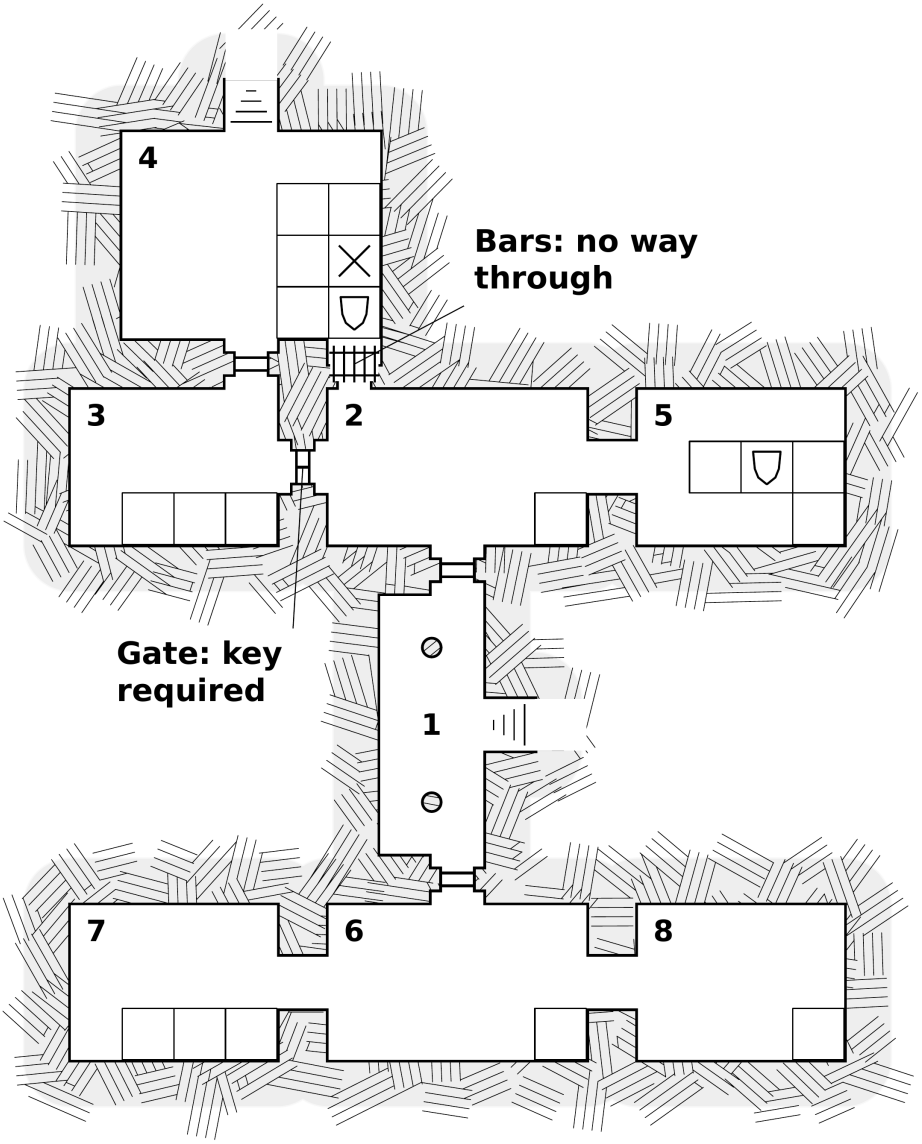
BLOCK **4+** HIT **-1**

LOOT 3 coins

The Puppet Theatre

MEDIUM

TICK WHEN COMPLETE ☐ Puppeteer's script (3) ☐ Curtain key (8)



COMBAT LOG												
ROOM												
S												
D												

HEALTH MAX. ☐

SUPPLIES ○ ○ ____

Explorer ☐ ☐

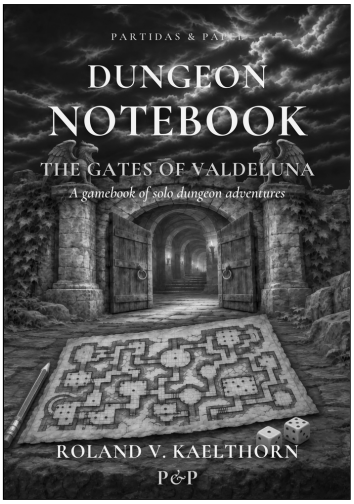
TIME · 30

☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

Time gained: draw squares

COINS

SCORE



36 more adventures and 4 campaigns in the full book.

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