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 For 1-4 Players  
 30-60 Minutes  
 Version 2.0

# Map Maker

## One Page Gaming

**Monster**  
 Dungeon Penalty

**Treasure**  
 Dungeon Penalty

**Orc Chief**  
 HP Initial  
 Minion  
 Shaman  
 Spearman  
 Skill

**Spider Queen**  
 HP Initial  
 Hatch  
 Egg  
 Action  
 Mark the hatch progress.  
 All spiders attack the hero with highest hatred.  
 Is there any SP available?  
 Yes  
 Are there any eggs or spiders?  
 Yes  
 Were any heroes trapped by  
 Yes  
 Cast skill 'Venom in  
 highest hatred.  
 Cross out 1 SP.  
 No

**Class** Cleric  
 SP 6  
 Attack  
 Defense  
 Agility  
 Intelligence  
 Luck  
 Experience Bonus  
 HP Potion  
 Skill Book  
 1Potion = 3HP  
 1Book = 3SP

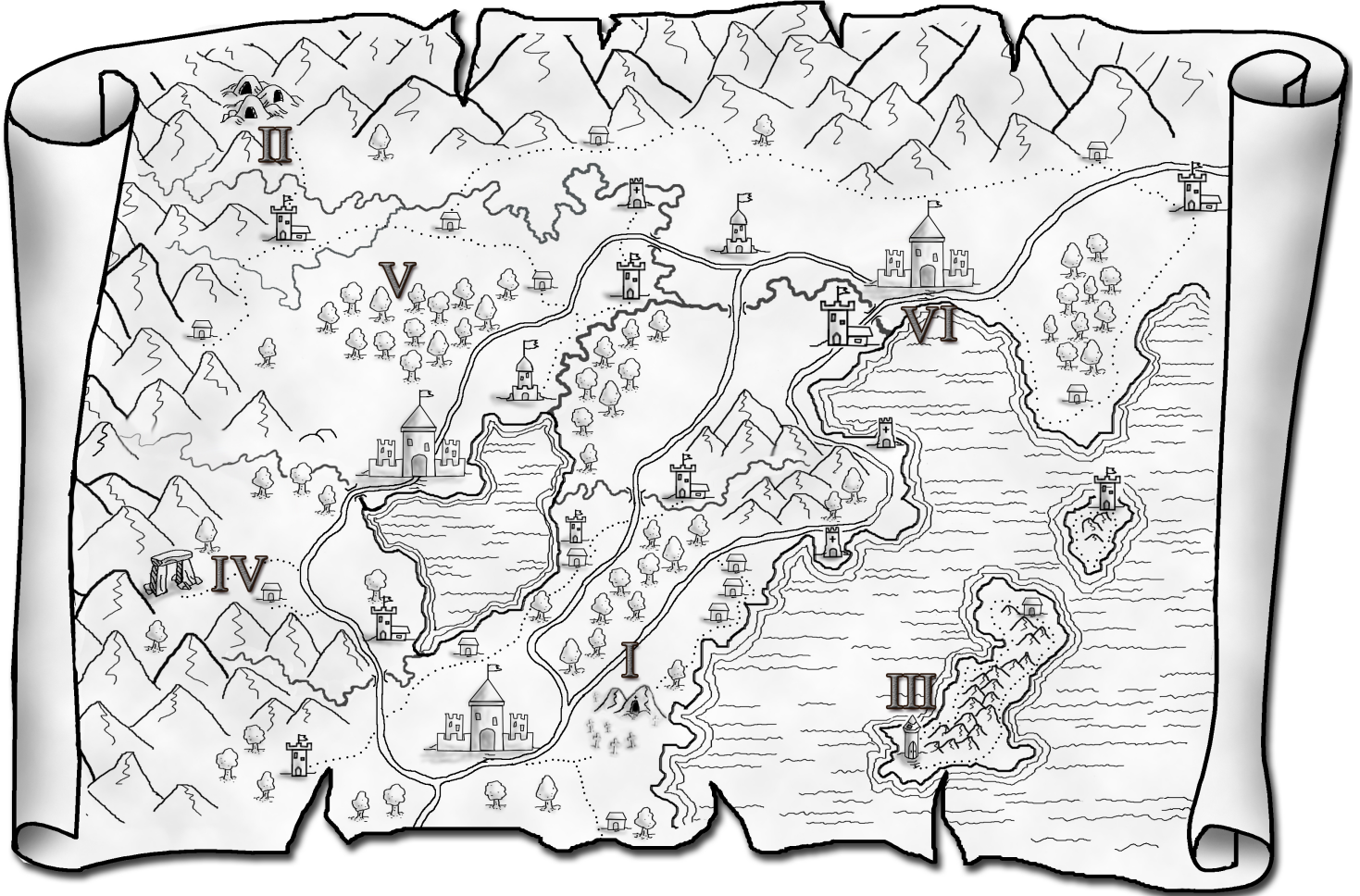
**Summon Skeleton**  
 Skeleton  
 Skeleton  
 Skeleton  
 Skeleton  
 Skeleton  
 Hatred  
 Skeleton King  
 Skeleton  
 Be attacked: +1  
 Be damaged: +3  
 Be damaged: -3

**Class** Cleric  
 SP 6  
 Attack  
 Defense  
 Agility  
 Intelligence  
 Luck  
 Experience Bonus  
 HP Potion  
 Skill Book  
 1Potion = 3HP  
 1Book = 3SP

**Full Game**  
 8 Heroes 12 Bosses

Roll two dice, take the higher result and restore the same number of HP.  
 Opponent cannot roll the combat die, just use the basic die to calculate the total score.  
 Roll an extra die, take the higher result and double it as the rolling score.

# Wild Map



## Map Detail

<p><b>I</b></p> <p>Dungeon:</p> <p>Danger:</p> <p>Depth:</p> <p>Boss:</p> <p>Map Maker:</p>	<p><b>II</b></p> <p>Dungeon:</p> <p>Danger:</p> <p>Depth:</p> <p>Boss:</p> <p>Map Maker:</p>	<p><b>III</b></p> <p>Dungeon:</p> <p>Danger:</p> <p>Depth:</p> <p>Boss:</p> <p>Map Maker:</p>
<p><b>IV</b></p> <p>Dungeon:</p> <p>Danger:</p> <p>Depth:</p> <p>Boss:</p> <p>Map Maker:</p>	<p><b>V</b></p> <p>Dungeon:</p> <p>Danger:</p> <p>Depth:</p> <p>Boss:</p> <p>Map Maker:</p>	<p><b>VI</b></p> <p>Dungeon:</p> <p>Danger:</p> <p>Depth:</p> <p>Boss:</p> <p>Map Maker:</p>

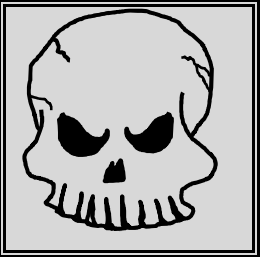
## Danger & Boss

<p><b>Danger</b></p>	<input type="checkbox"/>	The smell of death causes you to be sick. -2 HP	<p><b>Boss</b></p>	<input type="checkbox"/>	Black Dragon	<input type="checkbox"/>	Necromancer
	<input type="checkbox"/>	Extreme cold freezes your mind. -1 Intelligence		<input type="checkbox"/>	Goblin Joker	<input type="checkbox"/>	Succubus
	<input type="checkbox"/>	Evil beware. -1 Defense		<input type="checkbox"/>	Hero Hunter	<input type="checkbox"/>	Blade Sister
	<input type="checkbox"/>	Treacherous terrain slows you down. -1 Agility		<input type="checkbox"/>	Spider Queen	<input type="checkbox"/>	Lord of Chaos
	<input type="checkbox"/>	Tremble with fear. -1 Attack		<input type="checkbox"/>	Orc Chief	<input type="checkbox"/>	Soul Harvester
	<input type="checkbox"/>	The fortune is fickle. -1 Luck		<input type="checkbox"/>	Skeleton King	<input type="checkbox"/>	Dungeon Master

# Event Sheet

No.	Event	No.	Event
21	NPC: Healer. You are healed by 3HP.	74	Treasure: Armor of Loyalty. Your Hero gets 1 additional Defense after resolving the Treasure Encounter.
22	Monster: Nightmare. Your Hero has to use Defense instead of Attack to resolve this Encounter.	75	Stealth: Negotiation with the Chief. Use Intelligence instead of Agility.
23	Monster: Mind Player. After rolling Combat dice, exchange the score of the Encounter with your Hero, and then resolve the Encounter.	76	Monster: Noisy Goblin. No one can take a Rest during this turn.
24	NPC: Merchant. You can exchange 1 HP Potion for 1 Skill Book or the other way round.	81	Trap: Pit Trap. Add 1 to Stealth Encounter Basic Die.
25	Exploration: Mysterious Statue. You can use the next locked skill during this turn, as though it were unlocked.	82	Exploration: Rune Stone. Temporarily add 1 Defense to you during this turn.
26	Stealth: Cross the River. All Heroes need to resolve this Encounter first. Then play the round as normal.	83	Monster: Helmed Horror. All Heroes get a -1 Defense penalty during this turn.
31	Stealth: Climb the Cliff. All Heroes need to resolve this Encounter first. Then play the round as normal.	84	Monster: Guardian. All Heroes cannot choose the Treasure Encounter during this turn.
32	Trap: Fireball Trap. It's an area attack. All Heroes need to resolve this Encounter first. Then play the round as normal.	85	Exploration: Well of Ruthlessness. Temporarily add 1 Attack to you during this turn.
33	Exploration: Rune Stone. Add 1 additional experience to you after resolving any Encounter.	86	Stealth: Break the Door. Use Attack instead of Agility. The Exploration Encounter cannot be chosen before resolving this Encounter.
34	Treasure: Amulet of Chance. Your Hero gets 1 additional Luck after resolving the Treasure Encounter.	91	Stealth: Get Rid of the Cobwebs. All Heroes need to resolve this Encounter first. Then play the round as normal.
35	Monster: Evistro. All Heroes lose 1 HP if Monster wins.	92	Trap: Poison Bolt Trap. Lose 2 HP if your Hero fails resolving this Encounter.
36	Monster: Beholder. All Heroes cannot use Skill Points during this turn.	93	Exploration: Well of Expertise. You can freely use Skills (no SP cost) during this turn.
41	Treasure: Boots of Haste. Your Hero gets 1 additional Agility after resolving Treasure Encounter.	94	Treasure: Helmet of Sky. Your Hero gets 1 additional Intelligence after resolving the Treasure Encounter.
42	Treasure: Shield of Glory. Your Hero gets 1 additional Defense after resolving the Treasure Encounter.	95	Treasure: Axe of the Butcher. Your Hero gets 1 additional Attack after resolving the Treasure Encounter.
43	Trap: Spike Trap. Before resolving this Encounter, the Exploration Encounter cannot be chosen.	96	Monster: Ogre. Add +1 to the Monster Encounter's Basic Die.
44	Trap: Burning Hand Trap. Add +1 to the Treasure Encounter Basic Die.	101	Exploration: Shrine of Lighting. Temporarily add 1 Agility to you during this turn.
45	Treasure: Ring of Felicity. Your Hero gets 1 additional Luck after resolving the Treasure Encounter.	102	Stealth: Poison Gas. All Heroes need to resolve this Encounter by using Defense instead of Agility first. Then play the round as normal.
46	Exploration: Altar of Giants. You temporarily gain +1 Attack bonus during this turn.	103	Treasure: Staff of Talent. Your Hero gets 1 additional Intelligence after resolving the Treasure Encounter.
51	Stealth: Cross the Chasm. All Heroes need to resolve this Encounter first. Then play the round as normal.	104	Exploration: Shrine of Meditation. Add 1 experience to you temporarily during this turn.
52	Trap: Spear Trap. Add +1 to Monster Encounter Basic Die.	105	Trap: Lighting Trap. Before resolving this Encounter, the Treasure Encounter cannot be chosen.
53	Exploration: Altar of Titan. You'll not take damage (lose HP) during this turn.	106	Treasure: Sword of Sharpness. Your Hero gets 1 additional Attack after resolving Treasure Encounter.
54	Treasure: Leggings of Balance. Your Hero gets 1 additional Agility after resolving the Treasure Encounter.	111	Stealth: Picklock. The Treasure Encounter cannot be chosen before resolving this Encounter.
55	Trap: Great Axe Trap. Deduct 1 from Stealth Encounter Basic Die and add 1 to Trap Encounter Basic Die.	112	Trap: Scythe Trap. Before resolving this Encounter, the Stealth Encounter cannot be chosen.
56	Monster: Prophet. Starting with the starting player, resolve the Encounters in sequence (1,2,3...) instead of by player's choice.	113	Exploration: Well of Vitality. You get 1 additional point when using an HP Potion, or a Skill Book during this turn.
61	Monster: Zombie Crowd. All Heroes lose 1 HP if your Hero fails to resolve this Encounter.	114	Treasure: Artifact of Ancient. Your Hero gets 1 additional experience after resolving Treasure Encounter.
62	Monster: Minotaur. Lose 2 HP if your Hero fails resolving this Encounter.	115	Stealth: Gamble with Deadfall. All Heroes need to resolve this Encounter by using Luck instead of Agility. Then play the round as normal.
63	Stealth: Solve the Puzzle. Use Intelligence instead of Agility.	116	Monster: Cyclops. Before rolling the dice, if the Monster's score is equal to, or higher than your Hero's corresponding attribute, your Hero loses immediately.
64	Stealth: Frozen to Death. All Heroes need to resolve this Encounter by using Defense instead of Agility first. Then play the round as normal.	121	Monster: Hag. The starting player can re-roll the Basic Die for the Monster Encounter one time.
65	Monster: Death Knight. If the Death Knight is defeated the first time, he'll be reborn at once and your Hero needs to fight him a second time.	122	NPC: Healer. You are healed by 3HP.
66	Trap: Rock Fall Trap. Use Attack or Agility instead of Defense.	123	NPC: Merchant. You can exchange 1 HP Potion for 1 Skill Book or the other way round.
71	Trap: Dodge the Arrows. All Heroes need to resolve this Encounter first. Then play the round as normal.	124	Monster: Dracolich. Double the score of Monster Encounter's Basic Die. But do not exceed a value of 6.
72	Trap: Arrow Trap. Your Hero has to resolve this Encounter three times continuously. Each time if your Hero fails, he or she loses 1 HP.	125	NPC: Master Trainer. You get 2 skill points.
73	Exploration: Statue of Inspirer. You temporarily gain 1 Intelligence during this turn.	126	NPC: Hiring. Automatically succeed at whatever Encounter you choose to resolve at your next turn.


1



Monster

Dungeon Penalty

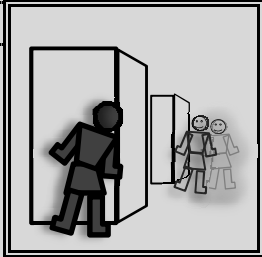
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Trap

Dungeon Penalty

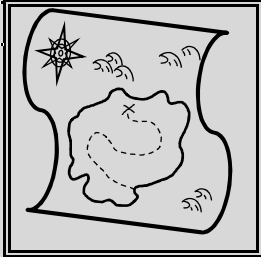
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Stealth

Dungeon Penalty

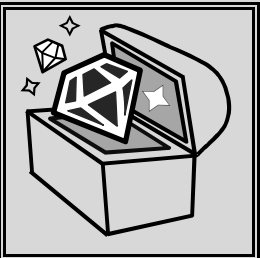
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Exploration

Dungeon Penalty

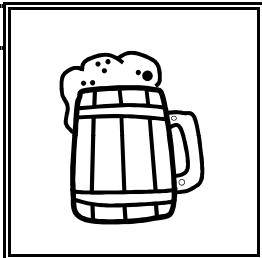
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Treasure

Dungeon Penalty

6



Rest

Dungeon Penalty

Encounter

Rest

Start

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+4

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+6

+7

+8

+9

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Boss

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+0

+1

+2

+3

+4

+5

+6

+7

+8

+9

Boss

# Hero Sheet

<b>Name</b>											<b>Class</b>	Fighter																			
<b>HP</b>	11	○○○○○		○○○○○		○○		<b>SP</b>	3	○○○○																					
<b>Attribute</b>		<b>Attack</b>		+1			<b>Defense</b>		+1			<b>Agility</b>		-1			<b>Intelligence</b>		-1			<b>Luck</b>		+1							
		○○○○		+2			○○○○		+2			○○○○		-2			○○○○		+2												
		○○○○		+3			○○○○		+3			○○○○		-3			○○○○		+3												
		Attack Bonus		Defense Bonus			Decrease Dungeon Threat		Decrease Combat Die Score			Experience Bonus																			
<b>Skill</b>	20	Well Trained										Roller, use the higher roll as your score.											<b>HP Potion</b>					<b>Skill Book</b>			
	30	Quick Learn										Copy opponent's die roll.											1Potion = 3HP					1Book = 3SP			
	40	Skillful & Powerful										Roller one die, add both results together as your score.																			

<b>Name</b>											<b>Class</b>	Thief																			
<b>HP</b>	7	○○○○○		○○○○				<b>SP</b>	7	○○○○○		○○○○																			
<b>Attribute</b>		<b>Attack</b>		+1			<b>Defense</b>		+1			<b>Agility</b>		-1			<b>Intelligence</b>		-1			<b>Luck</b>		+1							
		○○○○		+2			○○○○		+2			○○○○		-2			○○○○		+2												
		○○○○		+3			○○○○		+3			○○○○		-3			○○○○		+3												
		Attack Bonus		Defense Bonus			Decrease Dungeon Threat		Decrease Combat Die Score			Experience Bonus																			
<b>Skill</b>	20	Know Thy Enemy										Compel your opponent to reroll and use the new value.											<b>HP Potion</b>					<b>Skill Book</b>			
	30	Confusion										Get the value of opponent's roll, then roll another die for it.											1Potion = 3HP					1Book = 3SP			
	40	Unprepared										Force opponent to rolls two dice and take the lower score.																			

<b>Name</b>											<b>Class</b>	Mage																			
<b>HP</b>	5	○○○○○						<b>SP</b>	9	○○○○○		○○○○○																			
<b>Attribute</b>		<b>Attack</b>		+1			<b>Defense</b>		+1			<b>Agility</b>		-1			<b>Intelligence</b>		-1			<b>Luck</b>		+1							
		○○○○		+2			○○○○		+2			○○○○		-2			○○○○		+2												
		○○○○		+3			○○○○		+3			○○○○		-3			○○○○		+3												
		Attack Bonus		Defense Bonus			Decrease Dungeon Threat		Decrease Combat Die Score			Experience Bonus																			
<b>Skill</b>	20	Arcane Mastery										If you roll a 1, 2, or a 3, flip the die to the opposite side to get 4, 5, or 6.											<b>HP Potion</b>					<b>Skill Book</b>			
	30	Power Stack										If you roll a 1, 2, or 3, roll one more die and add results to the original.											1Potion = 3HP					1Book = 3SP			
	40	Arcane Storm										Roll two dice instead of one. Flip rolls of 1,2, or 3 to the opposite side to get 4,5, or 6 and then add both results.																			

<b>Name</b>											<b>Class</b>	Cleric																			
<b>HP</b>	8	○○○○○		○○○○				<b>SP</b>	6	○○○○○		○○○○																			
<b>Attribute</b>		<b>Attack</b>		+1			<b>Defense</b>		+1			<b>Agility</b>		-1			<b>Intelligence</b>		-1			<b>Luck</b>		+1							
		○○○○		+2			○○○○		+2			○○○○		-2			○○○○		+2												
		○○○○		+3			○○○○		+3			○○○○		-3			○○○○		+3												
		Attack Bonus		Defense Bonus			Decrease Dungeon Threat		Decrease Combat Die Score			Experience Bonus																			
<b>Skill</b>	20	Power Word Heal										Roll two dice, take the higher result and restore the same number of HP.											<b>HP Potion</b>					<b>Skill Book</b>			
	30	Discipline										Opponent cannot roll the Combat Die.											1Potion = 3HP					1Book = 3SP			
	40	Holy Grace										Roll an extra die, take the higher result and double it for your result.																			



# Hero Sheet

<b>Name</b>											<b>Class</b>	Paladin									
<b>HP</b>	10	<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<b>SP</b>	4	<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>		
<b>Attribute</b>	<b>Attack</b>		+1		<b>Defense</b>		+1		<b>Agility</b>		-1		<b>Intelligence</b>		-1		<b>Luck</b>		+1		
	<div><div></div><div></div><div></div><div></div><div></div></div>		+2		<div><div></div><div></div><div></div><div></div><div></div></div>		+2		<div><div></div><div></div><div></div><div></div><div></div></div>		-2		<div><div></div><div></div><div></div><div></div><div></div></div>		-2		<div><div></div><div></div><div></div><div></div><div></div></div>		+2		
	<div><div></div><div></div><div></div><div></div><div></div></div>		+3		<div><div></div><div></div><div></div><div></div><div></div></div>		+3		<div><div></div><div></div><div></div><div></div><div></div></div>		-3		<div><div></div><div></div><div></div><div></div><div></div></div>		-3		<div><div></div><div></div><div></div><div></div><div></div></div>		+3		
	Attack Bonus				Defense Bonus				Decrease Dungeon Threat				Decrease Combat Die Score				Experience Bonus				
<b>Skill</b>	20		Holy Shield		Ignore all damage, negative effects, and other penalties this turn.										<b>HP Potion</b>		<div><div></div><div></div><div></div><div></div><div></div></div>		1Potion = 3HP		
	30		Charge		Add +3 to the score.										<b>Skill Book</b>		<div><div></div><div></div><div></div><div></div><div></div></div>		1Book = 3SP		
	40		Sacrifice		Damage self 1 HP instead of using SP, add +6 to the score.																

<b>Name</b>											<b>Class</b>	Hunter									
<b>HP</b>	9	<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<b>SP</b>	5	<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>		
<b>Attribute</b>	<b>Attack</b>		+1		<b>Defense</b>		+1		<b>Agility</b>		-1		<b>Intelligence</b>		-1		<b>Luck</b>		+1		
	<div><div></div><div></div><div></div><div></div><div></div></div>		+2		<div><div></div><div></div><div></div><div></div><div></div></div>		+2		<div><div></div><div></div><div></div><div></div><div></div></div>		-2		<div><div></div><div></div><div></div><div></div><div></div></div>		-2		<div><div></div><div></div><div></div><div></div><div></div></div>		+2		
	<div><div></div><div></div><div></div><div></div><div></div></div>		+3		<div><div></div><div></div><div></div><div></div><div></div></div>		+3		<div><div></div><div></div><div></div><div></div><div></div></div>		-3		<div><div></div><div></div><div></div><div></div><div></div></div>		-3		<div><div></div><div></div><div></div><div></div><div></div></div>		+3		
	Attack Bonus				Defense Bonus				Decrease Dungeon Threat				Decrease Combat Die Score				Experience Bonus				
<b>Skill</b>	20		Setting Trap		Opponent gets -2 penalty on combat roll.										<b>HP Potion</b>		<div><div></div><div></div><div></div><div></div><div></div></div>		1Potion = 3HP		
	30		Survival Expert		Roll a die and recover HP equal to the number rolled.										<b>Skill Book</b>		<div><div></div><div></div><div></div><div></div><div></div></div>		1Book = 3SP		
	40		Gift of Nature		Add half of your Luck value (rounded down) to the score.																

<b>Name</b>											<b>Class</b>	Warlock									
<b>HP</b>	6	<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<b>SP</b>	8	<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>		
<b>Attribute</b>	<b>Attack</b>		+1		<b>Defense</b>		+1		<b>Agility</b>		-1		<b>Intelligence</b>		-1		<b>Luck</b>		+1		
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	Attack Bonus				Defense Bonus				Decrease Dungeon Threat				Decrease Combat Die Score				Experience Bonus				
<b>Skill</b>	20		Animate Puppet		Copy the value of another Hero's roll from this turn.										<b>HP Potion</b>		<div><div></div><div></div><div></div><div></div><div></div></div>		1Potion = 3HP		
	30		Draw Life		Opponent gets -2 penalty on combat roll and Warlock gains 1 HP.										<b>Skill Book</b>		<div><div></div><div></div><div></div><div></div><div></div></div>		1Book = 3SP		
	40		Thorn		Warlock adds the value of the opponent's combat roll to his or her own score.																

<b>Name</b>											<b>Class</b>	Barbarian									
<b>HP</b>	12	<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<b>SP</b>	2	<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>			<div><div></div><div></div><div></div><div></div><div></div></div>		
<b>Attribute</b>	<b>Attack</b>		+1		<b>Defense</b>		+1		<b>Agility</b>		-1		<b>Intelligence</b>		-1		<b>Luck</b>		+1		
	<div><div></div><div></div><div></div><div></div><div></div></div>		+2		<div><div></div><div></div><div></div><div></div><div></div></div>		+2		<div><div></div><div></div><div></div><div></div><div></div></div>		-2		<div><div></div><div></div><div></div><div></div><div></div></div>		-2		<div><div></div><div></div><div></div><div></div><div></div></div>		+2		
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	Attack Bonus				Defense Bonus				Decrease Dungeon Threat				Decrease Combat Die Score				Experience Bonus				
<b>Skill</b>	20		Battle Cry		Opponent gets -2 penalty to the score.										<b>HP Potion</b>		<div><div></div><div></div><div></div><div></div><div></div></div>		1Potion = 3HP		
	30		Berserk		Roll two dice instead of one. Add the results to the score. Then lose 1 HP.										<b>Skill Book</b>		<div><div></div><div></div><div></div><div></div><div></div></div>		1Book = 3SP		
	40		Whirlwind		Roll two dice and add 3 to the result to form your total score.																

Skeleton King

HP

Initial

SP

Attack

Defense

Threat

1

2

3

4

Summon Skeleton

Skeleton

Skeleton

Skeleton

Skeleton

Skeleton

Skeleton

Action

Is the SP value > 0?

Yes

Is any Hero's 'Hatred' >= 3?

Yes

Cast skill 'Deadly Harvest' on the Hero with highest Hatred.

Cross out 1 SP.

No

Are there any Skeletons?

Yes

Cast skill 'Death Coil'. Cross out 1 SP.

No

Cast skill 'Summon Skeleton'. Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

Hatred

Skeleton King

Is attacked: +1

Is damaged: +3

Skeleton

Is damaged: +1

Hero

Is attacked by Deadly Harvest: -3

Is attacked by Death Coil: -1

Is attacked by a Normal Attack: -1

Is healed: +2

Hero1

Hero2

Hero3

Hero4

Setup

Roll 6d6, pick the 4 highest results, distribute in order of (Attack >= SP >= Defense >= HP), then add the number of Heroes to each value to set up the Skeleton King's four Attributes.  
For example: In a 4 Hero game, if you roll 3,2,4,4,5,6 - discard the 3 and the 2, then the Attributes will be Attack=6+4= 10, SP=5+4=9, Defense=4+4= 8, HP=4+4= 8.

Skills

Summon Skeleton

Roll Xd6 (X= the number of Heroes x 2, maximum of 6), put the dice onto the squares labeled 'Skeleton', in order from left to right to indicate the Basic Die for each Skeleton.  
Heroes cannot attack the Skeleton King while any Skeleton exists.  
Skeletons will not attack Heroes first, but will fight back when attacked by a Hero.  
When a Skeleton is defeated, remove its Basic Die.

Death Coil

Attack all Heroes. Heroes need to conduct an Intelligence Test instead of Defense to resist Death Coil. If Test fails, the Hero takes 1 damage. If any Hero is damaged, the Skeleton King will restore 1 HP for each damaged Hero. The total HP restored may not exceed the initial value.

Deadly Harvest

Attack a single Hero.  
The Skeleton King's great sword is a very deadly weapon. If a Hero gets hit, he or she takes 2 damage.

Special Rules

Fear of Death: All Heroes, except the Cleric, get a -1 penalty when conducting Intelligence Tests.  
Subterranean: +2 difficulty to Exploration Encounter.  
Shadow Walker: Thief can attack The Skeleton King even when other Skeletons are present.  
Holy Punishment: Cleric gets +2 bonus to attacks against Skeletons or the Skeleton King.

## Spider Queen

<b>HP</b>	Initial	<table border="1" style="width: 100%; height: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																	<b>SP</b>	<table border="1" style="width: 100%; height: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																	Attack	Defense	Threat	<table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td></tr> </table>																
Hatch		<table style="display: inline-table; vertical-align: middle;"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> </table> <table style="display: inline-table; vertical-align: middle;"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> </table> <table style="display: inline-table; vertical-align: middle;"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> </table> <table style="display: inline-table; vertical-align: middle;"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> </table> <table style="display: inline-table; vertical-align: middle;"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> </table> <table style="display: inline-table; vertical-align: middle;"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> </table> <table style="display: inline-table; vertical-align: middle;"> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> <tr><td>○</td><td>○</td><td>○</td></tr> </table>														○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○										
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## Action

Mark the hatch progress.

All spiders attack the Hero with highest Hatred.

Is the SP value > 0?

Yes

Are there any Eggs or Spiders?

Yes

Were any Heroes trapped by a Cobweb?

Yes

Cast skill 'Venom Injection' on the Hero with highest Hatred.

Cross out 1 SP.

No

Cast skill 'Cobweb Trap' on the Hero with highest Hatred.

Cross out 1 SP.

No

Cast skill 'Hatch Spider Egg'. Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Spider Queen  
Egg, Spider  
Hero

Is attacked: +1      Is damaged: +3  
Is damaged: +1  
Is trapped by Cobweb Trap: -3  
Is attacked by Venom Injection: -2  
Is attacked by a Normal Attack: -1  
Is attacked by Spider: -1  
Is healed: +2

Hero1

Hero2


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Cobweb


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Cobweb


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## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (SP >= HP >= Attack >= Defense), then add the number of Heroes to each value to set up each of the Spider Queen's four Attributes.

For example: In a 4 Hero game, if you roll 3,2,4,4,5,6 - discard the 3 and the 2, then the Attributes will be SP=6+4= 10,

HP=5+4=9, Attack=4+4=8, Defense=4+4= 8.

## Skills

## Hatch Spider Egg

Roll Xd6 (X= the number of Heroes x 2, *maximum of 6*), put the dice onto the squares labeled 'Egg', in order from left to right to indicate the Basic Die for each Egg.

Each Egg will hatch in 3 turns. Cross out one small circle above the 'Egg' square at each turn.

When an Egg hatches, it becomes a Spider. Add +2 to the Basic Die for each Spider, with a maximum value of 6.

Heroes can attack the Eggs. But the Eggs do not retaliate against the Heroes.

Spiders attack the Hero with highest Hatred. When an Egg, or Spider is defeated, remove its Basic Die.

## Cobweb Trap

Attack a single Hero target. The Hero attacked needs to conduct an Agility Test to dodge. If the Hero fails, he or she is trapped.

Mark a Cobweb box under the target Hero in the Hatred grid. Conduct an Attack Test against the Spider Queen's Defense to escape the trap. Until they get out of the trap, a Hero cannot take any other actions. The Hero may try to escape only once per turn.

Cross out the Cobweb box under the Hero's Hatred grid after escaping the trap.

## Venom Injection

Attack a single Hero target. The Hero attacked needs to conduct Agility Test to dodge.

If the Hero fails to dodge, he or she receives 2 damage.

## Special Rules

Poison Cluster: All Heroes get -2 Defense.

Lost Treasure: -1 difficulty to Treasure Encounters.

Mana Burn: Mage gets +2 bonus when attacking the Spider Queen and can also target all Eggs/Spiders with one attack.





## Goblin Joker

HP	Initial																		

SP																			

Attack
--------

Defense
---------

Threat
--------

1	2
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
3	4

## Goblin Archer

Archer
--------

Archer
--------

Archer
--------

## Goblin

Goblin
--------

Goblin
--------

Goblin
--------

## Action

All Goblins attack the Hero with highest Hatred.

All Goblin Archers attack the Hero with lowest Hatred.

Is the SP value > 0?

Yes

Are there any Goblins or Goblin Archers?

Yes

Did all the Basic Dice of Goblins and Goblin Archers reach 6?

Yes

Perform a Normal Attack on the Hero with highest Hatred.

No

Cast skill 'Battle Order'.

Cross out 1 SP.

No

Cast skill 'Summon Goblin'.

Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Goblin Joker

Is attacked: +1

Is damaged: +2

Goblin

Is damaged: +1

Goblin Archer

Is damaged: +1

Hero

Is attacked by Goblin Joker: -2

Is attacked by Goblin: -1

Is attacked by Goblin Archer: -1

Is healed: +2

Hero1										Hero2									
Hero3										Hero4									

## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (HP >= SP >= Defense >= Attack), then add the number of Heroes to each to set up the Goblin Joker's four Attributes.

For example: For a 4 Hero game, if you roll 3,2,4,4,5,6 - discard the 3 and the 2, then the Attributes will be HP=6+4= 10,

SP=5+4=9, Defense=4+4=8, Attack=4+4= 8.

## Skills

## Summon Goblin

Roll Xd6 (X=the number of Heroes, maximum of 3), put the dice onto the squares labeled 'Goblin' in order from left to right to indicate the Basic Die of each Goblin.

Goblins attack the Hero with highest Hatred. As the Goblins are defeated, remove their Basic Die.

Roll Xd6 (X=the number of Heroes, maximum of 3), put the dice onto the squares labeled 'Archer' in order from left to right to indicate Basic Die of each Goblin Archer.

Goblin Archers attack the Hero with lowest Hatred. If there are any Goblins, Heroes cannot attack the Goblin Archers.

Also, Heroes cannot fight back when attacked by Goblin Archers (Heroes use Defense instead of Attack).

As the Goblin Archers are defeated, remove their Basic Die.

## Battle Order

Goblin Joker commands Goblins and Goblin Archers to charge forward. Add 1 to the Basic Die of each Goblin and Goblin Archer.

The effects of Battle Order are accumulated, but a Basic Die cannot exceed a value of 6.

## Special Rules

No Peace: When taking a Rest, the HPs or SPs Heroes receive take a - 1 penalty.

Mass Brawl: +1 difficulty to Monster Encounters.

Greedy Goblin: +2 difficulties to Treasure Encounters.

Intolerable Beings: When fighting against Goblins, Fighter can target and attack all Goblins at same time.

## Orc Chief

HP	Initial																		

Attack
--------

Defense
---------

Threat
--------

1	2
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
3	4

## Minion

Shaman
--------

Spearman
----------

Spearman
----------

Warrior
---------

Warrior
---------

Warrior
---------

## Action

If all Minions were defeated, Orc Chief calls another wave, setup the Minion.

All Spearman attack the Hero with lowest Hatred.

All Warriors attack the Hero with highest Hatred.

The Shaman raises a dead minion.

The Orc Chief attacks the Hero with highest Hatred.

## Hatred

Orc Chief

Is attacked: +1

Is damaged: +2

Shaman

Is damaged: +2

Spearman

Is damaged: +1

Warrior

Is damaged: +1

Hero

Is attacked by Orc Chief: -2

Is attacked by Minion: -1

Is healed: +2

Hero1


Hero2


Hero3


Hero4


## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (Defense >= Attack >= HP >= Minion), then add the number of Heroes to each to set up the Orc Chief's four Attributes. The Minion value can never exceed 6.

For example: For a 4 Hero game, if you roll 3,2,4,4,5,6 - discard the 3 and the 2, then the Attributes will be Defense=6+4= 10,

Attack=5+4=9, HP=4+4=8, Minion=4+4= 8 >> 6.

Minion setup: Roll Xd6 (X=the number just distributed to Minion) and add (the number of Heroes -1) to each die, then put the dice onto the squares labeled 'Shaman', 'Spearman', and 'Warrior' in order from left to right to indicate the Basic Die for each Minion.

## Minions

## Shaman

The Shaman raises a dead minion each turn. If there are more than one dead minion, raises the rightmost one. If there is no dead minion, then the Shaman takes no action.

To raise a dead minion, roll 1d6 and put it onto the corresponding square to make its Basic Die.

The Shaman does not attack Heroes. Heroes cannot attack shaman while other minions (Spearman or Warriors) exist.

When Heroes attack the Shaman, he defends himself but does not cause damage to the Heroes.

## Spearman

Spearman attack the Hero with lowest Hatred. Heroes cannot fight back when Spearman attack (use Defense instead of Attack).

Also Heroes cannot attack Spearman while warriors exist.

## Warrior

Warriors attack the Hero with highest Hatred.

As Minions are defeated, remove their Basic Die.

## Special Rules

Brutality: +2 difficulty to Monster Encounters.

Incaution: -1 difficulty to Stealth Encounters.

Art of Motion: Thief can ignore attack priority to attack any enemy as he or she wants. (Can attack Shaman, or Spearman if Warriors are present.)

Lack of Magic Resistance: Mage gets +1 bonus when attacking Orc Chief or his Minions.

# Hero Hunter

HP	Initial																		

SP																			

Attack
--------

Defense
---------

Threat
--------

1	2
3	4

## Trap

Trap
------

Trap
------

Trap
------

Trap
------

Trap
------

Trap
------

## Action

All Heroes encounter a trap (*leftmost*).

Is the SP value > 0?

Yes

Are there any Traps?

Yes

Were any Heroes wounded by a Trap?

Yes

Cast skill 'Critical Strike' on the Hero with highest Hatred.

Cross out 1 SP.

No

Cast skill 'Throwing Knife of Death' on the Hero with highest Hatred.

Cross out 1 SP.

No

Cast skill 'Trap'.

Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Hero Hunter Is attacked: +1 Is damaged: +3

Hero

Is damaged by Trap: -1

Is attacked by Critical Strike: -2

Is attacked by Throwing Knife of Death: -1

Is attacked by a Normal Attack: -1

Is healed: +2

Hero1


Hero2


Hero3


Hero4


## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (SP >= HP >= Attack >= Defense), then add the number of Heroes to each to set up the Hero Hunter's four Attributes.

For example: For a 4 Hero game, if you get 3,2,4,4,5,6 - discard the 3 and the 2, then the Attributes will be SP=6+4= 10,

HP=5+4=9, Attack=4+4=8, Defense=4+4= 8.

## Skills

### Trap

Roll Xd6 (X= the number of Heroes x 2, *maximum of 6*), put the dice onto the squares labeled 'Trap', in order from left to right to indicate the Basic Die for each Trap.

Each turn, if there are any Traps, every Hero needs to encounter the leftmost Trap before taking any actions.

To resolve a Trap Encounter, conduct an Agility Test. If the Hero fails, he or she will receive 1 damage.

After a Trap Encounter, remove the Trap's Basic Die.

### Critical Strike

When the Hero focuses on the Trap that injured him/her, the Hero Hunter rushes out and delivers a Critical Strike to that Hero.

The Hero takes 2 damage.

### Throwing Knife of Death

A deadly throwing knife is hurled at a single Hero target. The Hero needs to conduct a -2 Agility Test to dodge.

If the Hero fails, he or she takes 1 damage.

## Special Rules

Lurking Danger: +1 difficulty to Trap Encounters.

Shadow Hunter: +1 difficulty to Stealth Encounters.

Dread Sniper: All Heroes get -1 Defense.

Necromancer

HP

Initial

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SP

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Attack

Defense

Threat

1	2
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
3	4

Wall of Zombies

Zombie

Zombie

Zombie

Zombie

Zombie

Zombie

Action

Is the SP value > 0?

Yes

Are there any Zombies?

Yes

Cast skill 'Putrefaction'. Cross out 1 SP.

No

Cast skill 'Wall Of Zombies'. Cross out 1 SP.

No

Cast skill 'Near Death'.

Hatred

Necromancer hates all Heroes, indiscriminately.  
(No need to record Hatred)

Hero1


Hero2


Hero3


Hero4


Setup

Roll 6d6, pick the 4 highest results, distribute in order of (Attack >= SP >= Defense >= HP), then add the number of Heroes to each value to set up each of the Necromancer's four Attributes.  
For example: In a 4 Hero game, if you roll 3,2,4,4,5,6, - discard the 3 and the 2, then the Attributes will be Attack=6+4= 10, SP=5+4=9, Defense=4+4= 8, HP=4+4= 8.

Skills

Wall Of Zombies

Roll Xd6 (X = the number of Heroes x 2, maximum of 6), put the dice onto the squares labeled 'Zombie', in order from left to right to indicate the Basic Die for each section of the Wall of Zombies.  
The Wall of Zombies is considered to be one enemy. It cannot attack Heroes on its own, but will fight back when it is attacked.  
When the Hero attacks the Wall of Zombies, he or she rolls one combat die, then resolves the attack against each Zombie in the Wall. This round's starting player rolls combat die for each Zombie, one by one. If the Hero wins, remove that Zombie's die from the sheet.  
If the Hero loses, take one damage.  
The Heroes cannot attack the Necromancer while the Wall of Zombies exists.

Putrefaction

Attack all Heroes. Each Hero must conduct an Intelligence Test to resist Putrefaction.  
If any Hero fails, they lose 1 HP.

Near Death

The closer to death it becomes, the more powerful the Necromancer will get. Necromancer does nothing this turn and recover 2 SP.

Special Rules

Long Bow: The Hunter can attack the Necromancer even the Wall of Zombies exists.  
Animate Death: +2 difficulty to Monster Encounters.  
Corruption: +2 difficulty to Exploration Encounters.  
Holy Punishment: The Cleric and Paladin gets +2 bonuses when attacking Zombies.

## Succubus

HP	Initial																		

SP																			

Attack
--------

Defense
---------

Threat
--------

1	2
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>
3	4

## Seed Of Enchantment

Seed
------

Seed
------

Seed
------

Seed
------

Seed
------

Seed
------

## Action

One Seed of Enchantment ruptures.

Is the SP value > 0?

Yes

Are there any Seeds?

Yes

Is any Hero's Hatred >= 3?

Yes

Cast skill 'Temptation' on the Hero with highest Attack.

Cross out 1 SP.

No

Cast skill 'Mind Flay' on the Hero with lowest Intelligence.

Cross out 1 SP.

No

Cast skill 'Seed Of Enchantment'. Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Succubus

Is attacked: +1

Is damaged: +3

Hero

Get a -1 penalty to Intelligence: -1

Is attacked by Mind Flay: -2

Is attacked by Temptation: -2

Is attacked by a Normal Attack: -1

Is healed: +2

Hero1


Temptation

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Hero3


Temptation

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Hero2


Temptation

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Hero4


Temptation

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (SP >= Attack >= HP >= Defense), then add the number of Heroes to each value to set up each of the Succubus's four Attributes.

For example: In a 4 Hero game, if you roll 3,2,4,4,5,6, - discard the 3 and the 2, then the Attributes will be SP=6+4= 10,

Attack=5+4=9, HP=4+4= 8, Defense=4+4= 8.

## Skills

## Seed Of Enchantment

Roll Xd6 (X = the number of Heroes x 2, *maximum of 6*), put the dice onto the squares labeled 'Seed', in order from left to right to indicate the Basic Die for each Seed.

Each turn, one Seed of Enchantment ruptures. All Heroes need to conduct an Intelligence Test. If a Hero fails, he or she will get a -1 penalty to Intelligence. After reaching the penalty limit of 3, the Hero takes 1 damage instead of -1 penalty.

## Mind Flay

Attack a single Hero target.

The Hero needs to conduct an Intelligence Test. If the Hero fails, he or she takes 2 damage.

## Temptation

Attack a single Hero target.

The Hero needs to conduct an Intelligence Test. If the Hero fails, he or she skips their next turn.

Mark a Temptation box under the target Hero in the Hatred grid.

## Special Rules

Whisper of Temptation: Heroes get -1 penalty on all rolls.

Beauty of Death: All Heroes lose 1 HP at start of the dungeon.

Constant Faith: Paladin does not get penalties from any Special Rules

Lust: All Heroes lose 1 HP each time they gain any SP while exploring this dungeon.



## Blade Sister

HP	Initial																		

SP																			

Attack
--------

Defense
---------

Threat
--------

1	2
3	4

## Blade Array

Blade Array
-------------

Blade Array
-------------

Blade Array
-------------

Blade Array
-------------

Blade Array
-------------

Blade Array
-------------

## Action

Is the SP value &gt; 0?

Yes

Are there any Blade Arrays left?

Yes

Are there all Heroes with Hatred &gt;= 3?

Yes

Cast skill 'Edge Storm'. Cross out 1 SP.

No

Cast skill 'Sword Blow'. Cross out 1 SP.

No

Cast skill 'Blade Array'. Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Blade Sister

Is attacked: +1

Is damaged: +3

Hero

Is attacked by Blade Array: -1

Is attacked by Sword Blow: -2

Is attacked by Storm of Edge: -1

Is attacked by a Normal Attack: -1

Heal: +2

Hero1


Hero2


Hero3


Hero4


## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (Defense >= Attack >= SP >= HP), then add the number of Heroes to each value to set up each of the Blade Sister's four Attributes.

For example: In a 4 Hero game, if you roll 3,2,4,4,5,6, - discard the 3 and the 2, then the Attributes will be Defense=6+4= 10, Attack=5+4= 9, SP=4+4= 8, HP=4+4= 8.

## Skills

## Blade Array

Spinning blades slice enemies who stray too close.

Roll Xd6 (X = the number of Heroes x 2, *maximum of 6*), put the dice onto the squares labeled 'Blade Array', in order from left to right to indicate the Basic Die for each Blade Array.

When a Hero attacks the Blade Sister, the Hero needs to conduct an Agility Test to dodge the blade.

If the Hero fails, he or she takes 1 damage.

After encountering the Blade Array, remove its die from play.

## Sword Blow

Attack targeting two Heroes, decided by players.

The Heroes need to conduct a Agility Test to dodge the sword blow. If the Hero fails, he or she will get 2 damage.

## Edge Storm

The flying blades fall from the sky. No one can escape.

All Heroes need to conduct a Luck Test. If any Hero fails, he or she takes 1 damage.

## Special Rules

Totally Defended: All Heroes get -1 penalty to all Attack rolls.

Sharpest Weapon: +1 difficult to Monster and Trap Encounters.

Cold-bloodness: If a Hero's total score is 3 or more less than the opponent's, he or she takes 1 additional damage

Lord of Chaos

HP

Initial

SP

Attack

Defense

Threat

1

2

3

4

Space Rift

Rift

Rift

Rift

Rift

Rift

Rift

Action

Is the SP value > 0?

Yes

Is any Hero's Hatred >= 5?

Yes

Cast skill 'Swallow' on the Hero with highest Hatred.

Cross out 1 SP.

No

Cast skill 'Hopeless'. Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

Hatred

Lord of Chaos  
Hero

Is attacked: +1      Is damaged: +3  
Pass a Rift Test: +3  
Is damaged by Backfire from Rift: -3  
Is attacked by Swallow: -3  
Is attacked by Hopeless: -1  
Is attacked by a Normal Attack: -1  
Heal: +2

Hero1

Swallowed

Hero2

Swallowed

Hero3

Swallowed

Hero4

Swallowed

Setup

Roll 6d6, pick the 4 highest results, distribute in order of (HP >= Defense >= Attack >= SP), then add the number of Heroes to each value to set up each of the Lord of Chaos's four Attributes.

For example: In a 4 Hero game, if you roll 3,2,4,4,5,6, - discard the 3 and the 2, then the Attributes will be HP=6+4= 10, Defense=5+4= 9, Attack=4+4= 8, SP=4+4= 8.

Set up the Space Rift skill.

Skills

Space Rift

The Lord of Chaos does not belong to this world. He needs to resist the tremendous power from the Space Rift.

Roll 6d6 and add +2 to each die. Put the dice onto the squares labeled 'Rift', in order from left to right to indicate the Basic Die of each area of the Space Rift. Once per turn, each Hero can try to push the Lord of Chaos back to his world by using their lowest Attribute to make a test against a Space Rift die (in order from left to right) instead of attacking the Lord of Chaos.

If the Hero fails, he or she will be damaged by the backfire of the power from Space Rift and loses the HPs equal to the number of Heroes. If the Hero wins, remove that die. If all six dice are removed, the Heroes succeed to force Lord of Chaos back to his world and win the game.

Chaos

When a Hero attacks the Lord of Chaos, roll a die and use the Attribute according to the rolled score defined below, for the attack:

1 - Attack; 2 - Defense; 3 - Agility; 4 - Intelligence; 5 - Luck; 6 - The attack fails, and the Hero loses 1 HP.

Swallow

Swallow the Hero with highest Hatred. The Hero need to conduct Agility Test. If the Hero fails, he or she will be swallowed by the Lord of Chaos and transferred to the Chaos Dimension, home of the Lord of Chaos.

Cross out all Hatred for that Hero and do not record any more Hatred for him or her in future turns.

The Hero sent to the Chaos Dimension can act as normal, but will lose 1 HP per turn.

Hopeless

Attack each Hero's will. All Heroes need to conduct an Intelligence Test. If it fails, he or she receives 1 damage.

Special Rules

Dimension Twisting: If a Hero takes damage, he or she can decide if that damage goes to another Hero instead.

Demonic Possession: Except for the Cleric and Paladin, all Heroes get -1 penalty to Intelligence.

Hostile To Justice: Cleric and Paladin get -1 penalties to all rolls.

## Soul Harvester

HP	Initial																		

SP																			

Attack
--------

Defense
---------

Threat
--------

1	2
3	4

## Soul Crystal

Crystal
---------

Crystal
---------

Crystal
---------

Crystal
---------

Crystal
---------

Crystal
---------

## Action

Is the SP value &gt; 0?

Yes

Is any Hero locked by Soul Chain?

Yes

Cast skill 'Soul Harvest' on the locked Hero with highest Hatred.

Cross out 1 SP.

No

Are there any Soul Crystals available?

Yes

Cast skill 'Soul Explosion'.

Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

No

Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Soul Harvester

Is attacked: +1

Is damaged: +3

Crystal

Is damaged: +1

Hero

Is attacked by Soul Harvest: -3

Is attacked by Soul Explosion: -2

Is attacked by a Normal Attack: -1

Becomes locked by Soul Chain: -1

Heal: +2

## Hero1


Locked

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## Hero2


Locked

--	--	--	--	--	--	--	--	--	--

## Hero3


Locked

--	--	--	--	--	--	--	--	--	--

## Hero4


Locked

--	--	--	--	--	--	--	--	--	--

## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (Attack >= SP >= HP >= Defense), then add the number of Heroes to each value to set up each of the Soul Harvester's four Attributes.

For example: In a 4 Hero game, if you roll 3,2,4,4,5,6, - discard the 3 and the 2, then the Attributes will be Attack=6+4= 10.

SP=5+4=9, HP=4+4= 8, Defense=4+4= 8.

## Skills

## Soul Harvest

If any Hero is locked by Soul Chain, cast Soul Harvest on the one with highest Hatred. The Hero being attacked needs to conduct an Intelligence Test to resist. If the Test fails, the Hero permanently loses one attribute chosen by the Player that cannot be used for the rest of the game and the Soul Harvester also gains one Soul Crystal. Roll a die and put it onto the square labeled 'Crystal', in order from left to right, to indicate its Basic Die.

Heroes can attack the Soul Crystals. If they succeed, remove the die. But if they fail, the crystal will explode.

See Soul Explosion for the details.

## Soul Explosion

The Soul Crystal explodes and attacks all Heroes. If a Hero is hit, he or she loses 2 HP.

## Soul Chain

When a Hero attacks Soul Harvester, if he or she hits, Soul Harvester will cast Soul Chain immediately. The Hero needs to conduct an Agility Test to dodge. If it fails, the Hero becomes locked. The Hero cannot take any actions and needs to conduct an Attack Test each turn until he or she successfully escapes the Soul Chain.

## Special Rules

Trembling Soul: Heroes cannot be healed by using skills.

Death Bringer: HP potions only heal 2 HP instead of the normal 3 HP.

Blame From Hell: -1 penalty to all Heroes's Attributes.



# QUICK GUIDE

## Setup:

- 1) Select a dungeon from the Wild Map.
- 2) Name the dungeon.
- 3) Select and name your hero.

## Dungeon Delving:

- 1) Mark the next level of the dungeon.
  - 2) Roll the Basic Dice (6d6) and put them onto the Encounters (Dungeon Sheet).
  - 3) Check the Boss Encounter Score.
  - 4) Check to see if you encounter an Event.
  - 5) Beginning with the Starting player, each player selects an available Encounter or Rest and resolves it.
- \* Every 5 level -> +1 to Dungeon Threat. Every 10 level -> Trigger Elite Encounter. Repeat steps 1-5 until the Heroes discover a Dungeon Boss.

## Boss Fighting:

- 1) Randomly select a Boss.
  - 2) Set up the Boss's attributes.
  - 3) Heroes take actions first.
  - 4) Follow the instructions for the Boss's turn to determine the Boss's actions.
  - 5) Record any Hatred changes for each Hero.
- Repeat steps 3-5 until one side is defeated.

## Winning or Losing:

- 1) Heroes win when the Boss reaches 0 HP.  
Enter the Dungeon Details on the Wild Map.  
Complete all 6 dungeons to finish the base game.
- 2) If all Heroes reach 0 HP, then the Heroes lose and the dungeon must be replayed, but the same boss will be encountered.

## Adventure Mod:

- 1) Check the Map Detail and the Special Rules on the applicable Boss Sheet before delving into the dungeon you wish to explore.
- 2) Add the Dungeon Penalty to the Dungeon Sheet and Hero Sheet.
- 3) No need to check the Boss Encounter Score this time.
- 4) Encounter the Boss at the level which was recorded in the Map Detail.
- 5) Follow the other normal process for game play.

## Golden Rule:

- 1) The value of a die roll is always  $\geq 1$  or  $\leq 6$ .
- 2) A Hero's Hatred value is always  $\geq 0$  and the Attribute Penalty is always  $\leq 3$ .
- 3) If two or more Heroes have the same Hatred or Attribute values when required, the players discuss and make any decisions that are necessary.  
The round's Starting Player has the final word.
- 4) Placing dice for, and resolving encounters with a Boss's Special Ability is always done from left to right.  
Remove the each die after it has been activated or resolved.
- 5) When you recover HP or SP, it never exceeds the initial value.

## Icons:

	A Hero		All Heroes		All Zombies
	Attack		Defense		Agility
	Intelligence		Luck		All Attributes, Any Attributes
	Skill Book		Skill Point, SP		Hit Point, HP
	HP Potion		Damage		Rightmost
	Roll a Die		A Die		Value of a Die
	Then, Consequence		To, Add to		From left to right
	Heal		Recover SP		Maximum, Highest
	Raise Dead		Hatch Progress <small>Cross out a circle per turn.</small>		Minimum, Lowest
	Put Dice onto		Defense Against		Fight Back
	Turn		Always, Fixed		Every, Each
	Cannot, Do not		Cannot fight back		Cannot attack
	Do not use SP.		Exist, Present		When DM's Playground is not empty.
	When Warrior or Spearman is present.		Select the Attribute from the lowest to the highest according to the value of the die. * Choose any Attribute when 6 is rolled		

## Conditions:

- Frightened: A Hero who is Frightened cannot take an action at their next turn.
- Temptation: A Hero who is Tempted cannot take an action at their next turn.
- Cobweb: A Hero trapped by a Cobweb cannot take any actions until he/she gets out of the trap. The Hero may try to escape only once per turn by conducting an Attack Test against the Spider Queen's Defense value.
- Locked: A Hero who is Locked by Soul Chain cannot take any other action until he/she escapes the Soul Chain. The Hero may try to escape only once per turn by conducting an Attack Test against the Soul Harvester's Defense value.
- Swallowed: A Hero who is Swallowed by the Lord of Chaos is transferred to the Chaos Dimension. Cross out all Hatred for the Hero and do not add to his/her Hatred score in future turns. The Hero may act as normal, but will lose 1 HP per turn.