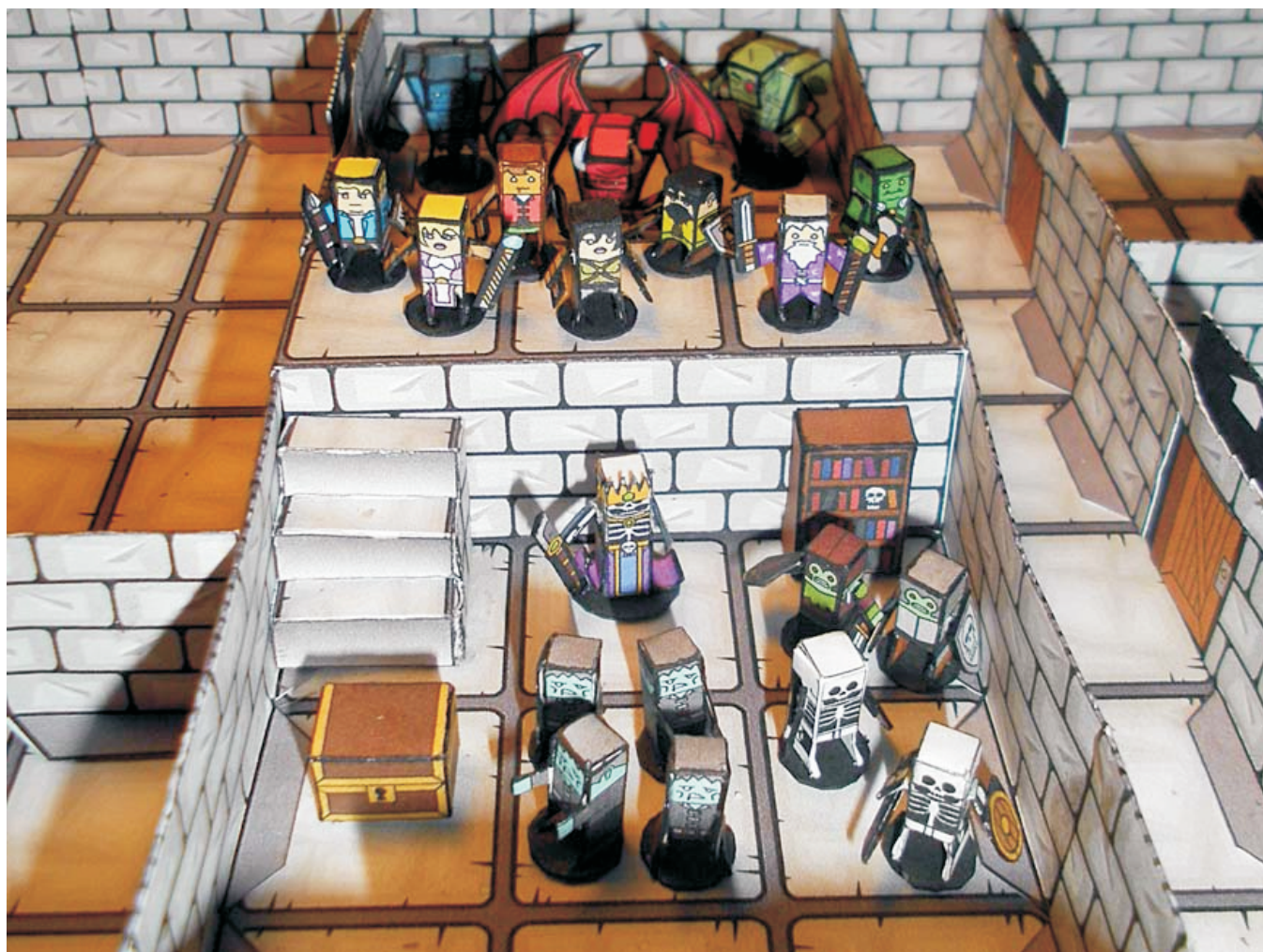


MINI **Dungeon** **ADVENTURES**



1st Edition

A Print & Play Board Game By Jim Bowen



INTRODUCTION

Evil Awakens

In this age of sword and sorcery, there is much cause for alarm. Ancient evils which have long lain dormant now slowly begin to awaken, plotting to take over a world that has all but forgotten their names. All manner of horrible beasts and villainous brigands have begun taking up residence in abandoned fortresses, answering the call of some unseen power.

To the northern lands, in the town of Lichestadt, troubles began with reports of numerous grave robberies. Suspecting nothing more than thieves looting the corpses of valuables, these incidents went unheeded until farmers living on the outskirts of town came under attack from zombies resembling the recently deceased. The town elders fear this heralds the return of the Lich King Nekraugh, whom legends claimed had swept the country with an army of the undead some hundred years earlier.

In the city of Thragg, it is the eve of Princess Razielle's wedding to Corban of Rourke. All is not well, however, as the princess has disappeared. When king Throgran sets out with the royal guard to search for her, a vampire appears before him, professing to be the nefarious Count Vludd. Vludd demands that the king surrender his kingdom to him in exchange for his daughter's life. Giving Throgran 'till the hour of midnight to decide, he vanishes in a flurry of bats.

While this is a time of rising turmoil, it is not without it's heroes. Powerful wizards, practiced in the arts of magic, use their spells to banish creatures of the night. Brave rangers with keen eyes watch the landscape for signs of unrest and legendary fighters vanquish dark beasts with uncanny skill of blade. These are the champions of this age and the duty falls upon them to cleanse the land of the evil that threatens to engulf it.

Welcome to the Dungeon

In Mini Dungeon Adventures, up to four players take on the role of the daring heroes venturing into the lair of evil, with another player serving as the dungeon boss itself. As the heroes advance through the dungeon, the dungeon boss sends out wave after wave of monsters and minions to stop them.

The game is a print and play system. Instead of purchasing a pre-built box, the game is downloaded and printed on card stock with a desktop printer and assembled with scissors and glue.



Setup

Games of Mini Dungeon Adventures are played on a grid of 1"x1" tiles that form a dungeon. Each dungeon must have a starting door built into the outside walls to denote the dungeon's entrance. The dungeon should have twelve separate rooms.

The game may be played as a two player adventure with one player using two heroes and the other player acting as the dungeon boss. In three or more player games, each player, other than the dungeon boss, will have one hero character. No more than four heroes may be used in a game at once. If only two heroes are used, then the dungeon boss' lair will be in the 6th room.

Forging Your Heroes

To make a hero, use a hero sheet to come up with name, race and class for your character and apply the given stats from the race card to the sheet with the modifiers provided by the class card. Alternately, the players may shuffle the two types of cards and randomly generate a character. After each player has made their heroes, they select a suitable pawn for it from one of the miniatures pages and construct it.

Next, the players will shuffle and draw a card from the motivation card deck to discover why their character has joined the quest. In addition to forging a narrative, this will also provide each hero with a useful ability and will interact with event cards later on in the game.

Each Hero is then allowed to purchase up to six gold worth of items from the town store to equip. When a player has decided on what items they want, they take the corresponding tokens and place it on one of the slots of their hero sheet. The hero sheets have spaces for headgear, armor, 2 hand slots, footwear and four small inventory slots. Weapons and equipment, other than daggers, take up 2 inventory slots when not in a hand slot.

Weapons and Items

Each weapon or piece of equipment will have a description on the hero screen (which is on the back of the dungeon boss' screen) of how it affects a hero's stats as well as an ability it grants to that hero.

Weapons will only grant their bonuses and abilities while in a hand slot. Equipment will also only work when in the corresponding slots (headgear, armor or footwear), although they can be stored in inventory when not in use.

If a hero has a weapon in each hand, they may only receive the stat bonus from one, while making an attack unless one of them has a dual wield option.

One hand must remain empty if the other has a two-handed weapon. Items may be used directly from the inventory.

Once each hero is ready, place the pawns outside the dungeon's entrance.



Basic Actions

Round Sequence

Rounds consist of the hero player(s) performing actions with their hero(es) until they have no speed points left or decide to end the hero turn. After the hero turn is completed, the dungeon boss will perform actions with each monster until they are finished or all speed points have been expended. Afterwards, the round ends and a new one begins.

Moving

When a hero or monster is moving, it takes 1 speed point to move 1 square. Movement over spaces containing stairways and pitfalls take 2 speed points. Diagonal moves are not allowed. If a figure has the flight ability, it may move over raised platforms without the use of stairs or ladders. Heroes may move through spaces containing other heroes and monsters can likewise move through spaces containing other monsters. Both heroes and monsters must stop moving when they enter a space containing an enemy figure unless they have the flight ability. If the enemy figure is defeated, the hero or monster may spend more speed points to continue moving. If a hero or monster started the turn already in the same square as an enemy, they may move out of that square unhindered. Heroes and monsters with the flight ability may ignore other figures as well as level changes when moving. Only three heroes may occupy any one square simultaneously. Likewise, only three monsters may occupy any one square simultaneously, though up to four figures

consisting of any other combination of heroes and monsters can occupy the same square. It is recommended for players to use a D10 to keep track of how many speed points their hero(es) have left.

Attacking

Attacking is done by comparing the attacking figure's attack (A) value, any bonuses granted by equipment and roll a D6. Add these together to determine the attack strength and compare it to the defending figure's toughness (T) value. If the attack strength is greater than the enemy's toughness, then it is a hit and the enemy will lose 1 health (H). Up to four attacks may be attempted per turn.

Melee attacks are done by targeting an enemy figure in the same space as the figure making the attack (although some weapons, such as the spear, can reach farther). Melee attacks cost 1 speed point per attempt unless a weapon ability states otherwise.

Ranged attacks are made by targeting an enemy figure within the targeting figure's weapon's range value and line of sight

Ranges are measured orthogonally, not diagonally. Ranged attacks cost 2 speed points per attempt to make unless a weapon ability states otherwise.

Figures firing through an open doorway may only fire in a straight line from the door.

Basic Actions

Line of Sight

A figure has line of sight to another figure if there are no figures or walls in the spaces in between them. Figures on raised levels can see all figures in a room below it unless a wall intervenes.

Critical Hits

Any die roll of a 6 (ranged or melee) will cause a critical hit (hits automatically) regardless of the enemy's toughness.

Critical Misses

Any die roll of a 1 is a critical miss and will not cause a hit regardless of the attack total or enemy toughness.

Defense Actions

Defense actions are performed by heroes (and sometimes monsters) when an enemy figure is attacking them. In order to perform one of these defense actions, a hero must have enough speed points remaining to complete the action (enemies that can perform a defense action have a special rule allowing them to do so). If a defense action is failed, the hero will lose health from the attack as normal. You may attempt as many defense actions as your remaining speed points allow in a turn, but once a save is failed you cannot attempt another save for that particular attack. Some abilities or equipment may modify the dice result of the saving rolls needed for a success.

The defensive actions you can perform when attacked are as follows:

Dodge - Costs 1 speed point. Make a 5+ saving throw to ignore one hit from an attack. This ability may not be used against critical hits.

Shield - Shields have a speed cost to use. Some prevent damage just by using them, while others require a die roll to work.

Parry - Certain weapons will allow for a parry save. This costs 1 speed point to attempt and is passed on a 4+ to ignore 1 hit from any attack.

Other Actions

The following actions cost 1 speed point:

- Open a door. The hero opening the door must be on the same square as the door.
- Open a treasure chest. The hero opening the treasure chest must be on the same square as the treasure chest. If the roll on a chest states you get to pick an item, the player that made the roll gets to choose the item.
- Move any number of items to or from inventory to equipment or pick them up from a treasure chest.
- Trading/giving items to a hero in the same square (both heroes spend 1 point each).

Using a potion does not require speed points, but is limited to one potion per round per hero.

Exploring Rooms

Revealing a room

When a hero first opens a door to a new room or hallway and moves onto the first square of the room, roll on the monster generator chart. The dungeon boss consults the boss screen to see which type of monsters they may place.

Monsters must be placed one to a square starting in the farthest corner of the room from the doorway the heroes used to enter (dungeon boss' choice if two corners tie for distance). Monsters are placed from largest to smallest. If there are more monsters than squares in a room, place 2 monsters per square. If a treasure chest is in the room, it is placed in the farthest corner from the heroes' entrance.

If the quest includes a trap chart, roll a D6 and consult the chart on the boss screen for it's effects.

Once a door has been opened, it will remain open for the rest of the game.

Clearing a room

Once all monsters in a room have been defeated, the room is cleared. The heroes will have a short time to reach the next room before the monsters have a chance to prepare a trap for them. If the heroes manage to explore the next room on the same round that a room has been cleared, they do not have to roll on the trap chart. If they delay too long (2 or more rounds later or retreat to town) the trap will have a +1 modifier.

Event Cards

As soon as a room is cleared, the player that defeats the last monster will draw an event card. Some event cards will play out immediately, some will have an effect on the next room. while others will be claimed by a player for later use. If none of the criteria are met for an event card due to specific motivation cards or classes not being present, then the card is discarded and another one is drawn.

Retreating to Town

At any time there are no monsters visible in the dungeon, the heroes may retreat to town. To do so, place a token in the room occupied by the heroes to mark the return point and remove the hero figures from the dungeon. While in town, the heroes may do any of the following town actions:

- Heal each hero for 1 health for free or up to 3 health for 2 gold (per hero).
- Spend gold to buy items from the town store.
- Go gambling. This costs 4 gold and allows a single roll on the treasure chart.

When the heroes are done with town actions, place all the hero pawns back in the dungeon on the square with the token.

For each time the heroes retreat to town, add +1 to the die result for every monster generator roll afterward. This penalty is cumulative.



Winning the Game

Wounded Heroes

If a hero drops to 0 health, they become wounded. Remove the hero pawn from the dungeon and place it lying prone on the Town card. Wounded heroes may not re-enter the dungeon or perform town actions until the other heroes perform a retreating to town action. Once this has been done, the wounded hero will rejoin the party at one health and may perform town actions before going back into the dungeon with them. If at any point all hero figures are wounded simultaneously, they are defeated and the dungeon boss has won.

Fighting the Boss

When the last room of the dungeon is explored, in addition to the monster generator and trap rolls, place the dungeon boss in the room. The heroes clear the dungeon once all monsters (including the dungeon boss) are defeated.

Stopping the Dark Sacrifice

If a player has the love interest motivation card, take the sacrifice token and set it aside. When the dungeon boss room is found, place the token in the center of the room. No monsters may start on this space. If the players manage to reach the token and clear the square of any monsters within five rounds of exploring the room then the ritual is stopped and the love interest has rescued their true love. When the ritual is stopped, remove the sacrifice token and restore the love interest to full health. If the heroes cannot

reach the center tile within five rounds, then the ritual succeeds and the dungeon boss wins. The ritual cannot be completed while a hero is standing on the center square. If five turns or more have passed and no hero is standing on the center square, then the ritual completes and the dungeon boss wins.

Gaining Levels

When a hero party clears a dungeon, the game has been won. If you choose to begin a new quest with the same heroes, they may keep the same stats and equipment. Furthermore, they gain a level. For every level a hero party has, it's players may increase the health (H), speed (S) or attack (A) stat by 1 for each of their heroes. Monster generator rolls are modified by +1 for every party level. This penalty stacks with the retreating to town penalty. All monsters will gain +1 attack at level 2, & +1 health at level 3.

Boss Sheet for the Lair of the Lich King quest

	H	A	T	S	Range	Special
Skeleton	1	4	7	4	0	Spear (may make melee attacks against heroes in adjacent squares). Dodge
Zombie	1	4	7	4	0	Numerous : 2 zombies count as 1 small monster for the purposes of meeting monster generator requirements. Zombies receive +1A against a hero for each other zombie that has attacked that hero in the same round.
Minion	2	4	8	5	2	Retreat : Move a minion 1 square if a hero misses an attack against them Crossbow : Range 3
Guard	2	4	8	3	0	1st damage is blocked by shield per round
Troll <small>Large Monster</small>	3	5	8	4	0	Smash : Hits scored by this monster inflict 2 damage to targeted heroes
Patchwork <small>Large Monster</small>	3	4	10	4	0	Stun : Heroes that take damage from this monster lose half their speed for the next round
Fire Demon <small>Mini-Boss</small>	*5 (4)	5	10	5	0	Sweep : Target every figure (both heroes and monsters) on the same square as this monster) Flight Vortex of Doom : Cost 2 speed points. Make an attack that targets every hero in the room. Compare the attack strength to each hero's toughness. If the attack succeeds, deal no damage, instead move that hero 1 square closer to the fire demon.
Lich <small>Dungeon Boss</small>	*5 (4)	5	9	10	3	Raise Dead : Costs 2 speed points. Place a zombie on the same square as this monster. Mage Blast : Cost 2 speed points. Range 3. Target any 2 heroes in the same square or in squares adjacent to each other. Both squares must be in range. Soul Drinker : Cost 2 speed points. Make a melee attack against a hero. If this attack succeeds, restore 1 health to the Lich King. (this may not increase his health beyond 5)

* stats marked with an asterisk are variable, depending on the number of players. For a 3-4 hero game, use the first value. for a 2 hero game, use the one in parentheses ().

Below is a list showing how many monsters of each type you may spawn in each room. The monsters are listed in the order they spawn, so if 4 skeletons are listed before 2 minions and the monster generator requirement calls for 2 small monsters, then the 2 of the 4 skeletons are placed and the others will be ignored. If a trap requires 2 monster generator rolls, resolve both using the full number of monsters needed. The dungeon boss may chose how many and what kind of each large monster to use to meet the monster generator requirement.

Rooms 1-2:
4 zombies
3 skeletons
2 minions

Rooms 3-4:
1 minion
4 zombies
4 skeletons

Rooms 5-6:
5 skeletons
2 minions

Rooms 7-8:
4 skeletons
2 minions
1 guard

Room 9:
1 guard
3 minions
6 zombies

Room 11:
2 guards
3 minions
4 zombies

Room 12:
Dungeon
Boss'
Choice



Monster Generator

Each time a new room is explored, roll a D6 and consult the chart below

- 1-2** - 1 small monster for each hero
- 3** - D6 +1 small monsters
- 4** - 1 large monster & D6 small monsters
- 5** - 2 small monsters for each hero
+1 treasure chest
- 6** - 2 large monsters, +1 small monster
for each hero +1 treasure chest
- 7** - Mini boss, + 1 large monster, +1 small
monster for each hero +1 treasure
chest

When placing monsters, always start from the farthest corner of the room from the entrance used to explore it. If there are more spaces (other than the space the hero who explored the room is standing on) than monsters, then each monster is placed, starting with the largest, one per square. If there are more monsters than spaces, then they may be placed 2 per square using the same method.

Each time the heroes retreat to town, treat the D6 result of this chart as 1 higher. This effect is cumulative.

TRAPS

If the heroes explore the next room on the same round that a room has been cleared, they do not have to roll on the trap chart. If they take an additional round to reach the next room, they must roll for the trap chart. If they take two or more turns, the trap chart will be rolled with a +1 modifier

- 1** - There are no traps
- 2** - The hero that opened the door is hit by a falling brick. You may attempt to dodge, shield or parry the attack or lose 1 health.
- 3** - The floor gives way to a pitfall. Place the pit token on the square occupied by the hero who explored the room. The hero may attempt a dodge save. If they pass, place them on any adjacent square. If they fail, they lose 1 health and may not move from the pit this round. It takes 2 speed to leap over the pitfall or move out of it.
- 4** - The walls are covered in carnivorous vines. Each time a hero ends its movement in a square adjacent to a wall, roll a D6. On a 1 or 2, the hero is attacked by a vine and must pass a dodge/shield/parry save or lose 1 health.
- 5** - The monsters are waiting in ambush! After the monsters are placed, the hero turn immediately ends (the heroes retain any unused speed points).
- 6** - When rolling for the monster generator, roll twice. If the monster generator roll has any +1 modifiers, the second result is unmodified.
- 7** - Roll twice on the monster chart and take both new results. If both dice show the same result, re-roll one of them.

Hero Sheet

RETREATING TO TOWN

At any time there are no monsters present on the board, the heroes may elect to temporarily retreat to town. To do so, leave a token in the room currently occupied by the heroes to mark the return point and remove all the hero figures from the dungeon and place them on the town card.

While in town, the heroes may do any of the following:

- Heal each hero for 1 health for free or 3 health for 4 gold (per hero)
- Return each mage's mana die to a 6
- Spend gold to buy items from the store
- Go gambling (costs 5 gold. Roll on the treasure chest chart).
- Sell unused items and equipment for half of their store value.

When the heroes are done performing town actions, place all the hero figures back in the dungeon on the return point. Any further monster generator rolls are made with a +1 modifier. This modifier stacks each time the heroes perform a retreating to town action.



HERO GENERATOR

Races: **Hume** **Elf** **Orc** **Dorf**

H Health:	4	4	4	4
A ttack:	4	3	5	4
T oughness:	8	6	8	9
S peed:	7	9	6	6

classes: (modifies race stats)

Fighter - No stat changes. Treat 2 handed weapons as 1 handed.

Mage - +1A -1T Starts with a single spell from the spellbook. Each mage will place a D6 on the spellbook to keep track of their mana. This starts at 6 and is reduced by 1 (or more depending on the spell) for each time a spell is successfully cast.

Ranger - +1S -1T +1 on die rolls for dodge attempts against ranged attacks.

Thief - +1S -1A Add +1 to treasure charts when a chest is opened by a thief (max 6). Trap results are -1 when a room is first explored by a thief.

TREASURE CHESTS

When a treasure chest is opened, roll a D6 and consult the chart below. When the gambling action is performed by a thief, add +1 to the result. If a result asks that you chose an item, the player using the hero who opened the chest gets to choose which item.

- 1**- A health, luck or speed potion and 1 gold
- 2**- 3 gold
- 3**- 4 gold
- 4**- A single weapon of your choice
- 5**- 6 gold
- 6**- Any two weapons from the store (heroes must still move to take the items from the chest or have the opener bring the items to them)
- 7**- (gambling only) Banned from the establishment: The heroes may no longer gamble for the duration of the quest

MAGE SPELLBOOK



Mages start the game with 1 spell from the list below and gain an additional spell for each level gained. For each spell attempt, reduce the mana die by the required amount for that spell.

Alchemy - Costs 1 speed point. Add your attack strength and roll a D6. If your attack total equals or passes 10, roll a d6 and consult the chart below.

- 1 - Gain a luck potion
- 2-4 - Gain a health potion
- 5 - Gain a speed potion
- 6 - Gain an invulnerability potion

Aura of Defense - Costs 4 speed points. All dodge/shield/parry rolls made by any hero in the mage's square or adjacent receives a +1 bonus to the die result for the round.

Clairvoyance - Costs 2 speed points. Re-roll any 1 die roll made by a hero.

Curse - Costs 2 speed points. Range 3. Target monster is permanently -1 Toughness. This may be used multiple times on the same monster.

Force Will - Costs 2 speed points. Range 2. May only target small monsters. If the attack is successful, deal no damage. Instead, the target monster is under your control for the remainder of the round. This enemy may still be attacked by heroes.

Healing - Costs 2 speed points. Range 2 Pass an attack against a target heroes' toughness to restore 1 health to that hero.

Mage Blast - Range 3. Target any 2 monsters in the same square or squares adjacent to each other. Both squares must be in range.

Time Warp - Costs 2 speed points. Uses 2 mana. Any monsters and heroes in the same square as the caster (including the caster) have their speed points reduced to 0 until the start of the next round. Monsters do not replenish their speed points on the dungeon master's turn this round.

COLLECTING GOLD



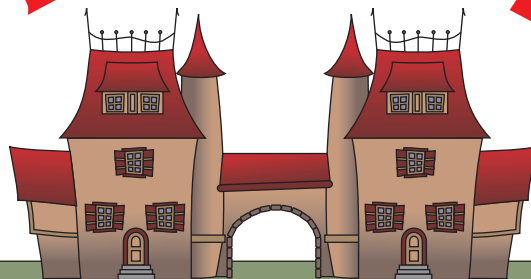
When gold is collected by any hero, it goes to the hero party chest. Use dice placed on the chest section of this card to keep track of how much gold the party has. Gold can be collected by:

- Killing a small monster: +1 gold
 - Killing a large monster: +3 gold
 - Kill a mini boss: +4 gold
 - Kill the dungeon boss: +5 gold
 - Open a chest with a thief: +1 gold
- You can also find gold in treasure chests and by gambling in town.

Hero Party Chest



In Town



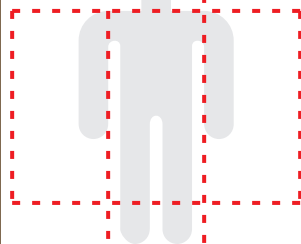
Name: _____
Race: _____
Class: _____

HHealth

AAttack

TToughness

SSpeed



Inventory

Remaining Speed Points

1	2	3	4	5
6	7	8	9	10

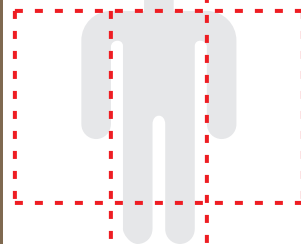
Name: _____
Race: _____
Class: _____

HHealth

AAttack

TToughness

SSpeed



Inventory

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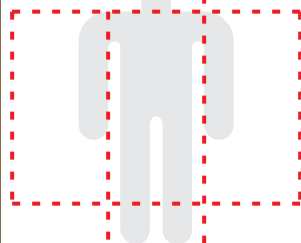
Name: _____
Race: _____
Class: _____

HHealth

AAttack

TToughness

SSpeed



Inventory

Remaining Speed Points

1	2	3	4	5
6	7	8	9	10

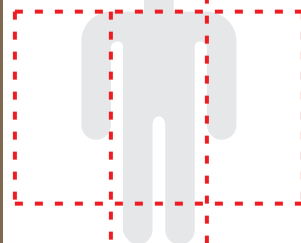
Name: _____
Race: _____
Class: _____

HHealth

AAttack

TToughness

SSpeed



Inventory

Remaining Speed Points

1	2	3	4	5
6	7	8	9	10



The Love Interest

You are fighting to save your beloved from being sacrificed by the dungeon boss. When reduced to 0 health, roll a dice. On a 5+, you get 1 health back from the power of love.



The Avenger

You seek vengeance upon the killer of your comrade!

May nominate one mini-boss or dungeon boss as the target of their wrath. Gets +1 attack vs. this target.



The Glory Hog

Fame and fortune are your only motivations.

You collect double the gold from monster bounties.



The Adventurer For Hire

You expect to be paid well for clearing out the dungeon.

This hero has 8 starting gold to purchase equipment.



The Coward

Coming to the dungeon was not your idea. You'd rather be hiding back in town.

This hero has the retreat special rule.



The Veteran

You've been on many quests in your day.

You're getting too old for this \$%*#. This hero adds 1 to the result of dodge attempts.



The Reformed Henchman

you have turned on your former master to assist the heroes. This hero may bribe any non-boss monster on it's square to disappear for 5 gold.



The Town Hero

You are the king's champion, sent to protect the town from the evils within this dungeon.

This hero's maximum attacks are increased to 5 (normally 4).



The Treasure Hunter

The riches inside this dungeon are worth the risk to you.

Add 1 to the result of any die roll used to open chests with this hero.

Time bubble

While in the next room, all heroes and monsters halve their speed (rounded up). Once in the room, heroes and monster cannot leave until the room is cleared.

Where's my motivation here?

If a player has the coward or adventurer for hire card, they may not enter the same square as a monster until the next room is cleared. If 3 gold is removed from the party chest the adventurer for hire may ignore this card.

Shock and horror! You discover one of your friends is now a zombie!

Place a zombie in the next room. If a player has the avenger card, they may not attack any other monsters until this monster is defeated.

Too tired.... Need to rest.

If a player has the veteran card, the heroes **MUST** return to town before exploring the next room

Divide to Conquer

If any players have the adventurer for hire or reformed henchman cards, heroes may not stay on the same square in the next room. Discard this card if a player has the veteran or town hero cards.

But he's SCARY!

Players with the coward or reformed henchman cards may not enter the same square as any large monster in the next room. Discard this if they are the only hero.

This will go great in my trophy room!

The player with the treasure hunter card must open the next chest. If a player has the glory hog card, they must deal the final damage to the next large monster before it can be defeated. This monster only attacks the glory hog.

CHARGE!

When the next room is explored, if a player has the glory hog card, you must immediately place them on the space with the largest monster. Deal that monster 1 damage (cannot be blocked or dodged)

We must hurry if we are to save her!

If a player Has the love interest card, you cannot return to town until the next room is cleared.

**You have brief
visions of the
future!**

Set this card aside.
You may choose to
discard it before
opening a door to a
new room to roll
on both the trap
and monster
generator tables
before exploring.

**Our town is
under attack!**

Roll on the monster
generator chart, treating
no result greater than 4.
Place the monsters in the
current room. This
represents the battle for
town. The heroes may not
leave the room until all
monsters are defeated.
When no monsters remain,
the heroes are placed in
town. This does not add a
+1 to subsequent monster
generator rolls.

Rations

The heroes find a
cache of rations.
Restore 1 lost
health to each hero.
Heroes may not
gain health if they
are already at their
max health level.

Greed

The player with the
fortune hunter card
can no longer give
any items to other
heroes. If they open
a chest, they must
take as many items
as they can carry.

A cunning plan

If a player has the
veteran card, you
may set this card
aside. Discard
this card to re-roll
any result on the
trap or monster
generator tables.

**You spot a hidden
treasure chest.**

Immediately roll on
the treasure chart.

**Old habits
die hard**

If a player has the
reformed henchman
card, they must
attack the next
hero that enters the
same square as
them.

Living Legend

If a player has the
town hero card,
they may add +1
to all dice rolled in
the next room.

Vicious Battle

While in the next
room, double all
damage dealt from
both heroes and
monsters.

**You have the
power to overcome
your fear**

If a hero has the
coward card, they
may choose to
discard it.

Inside Man

If a player has the reformed
minion card, set this card
aside. If that player enters
the same square as a
mini-boss, they may try to
negotiate by rolling a dice.

1-3 = The player is dealt
1 unavoidable damage.

4-6 = The mini-boss offers
you his aid... for a price.
If the players remove 5
gold from the party chest,
The mini-boss is treated
as a hero until the room is
cleared before disappearing.

Evil alchemy

The dungeon boss
has used his magic
to poison your
healing potions.
All healing potions
are removed from
the heros' equipment
and inventories.

Pitch Black

Darkness engulfs the
next room. All
attacks made from
both heroes and
monsters are
affected with a -1
penalty to attack
value. No ranged
attacks may be
made.

Magebane

The dungeon boss
has enchanted the
next room with
powerful wards that
prevent the use of
magic. Mages may
not use spells in the
next room.

**A mysterious
merchant appears.**

The players may
buy items from the
shop without
retreating to town,
but all items cost
+1 gold and no
items may be sold.

Bounties Raised

All gold collected
from monsters in
the next room is
doubled. Triple
the gold collected
from monsters by
the glory hog and
the treasure hunter.

Mind War

The battle in the next
room takes place
within the heroes'
minds.

Weapons may not be
used while in this
room. Dice rolled by
heroes are treated as
critical hits on 4 - 6.

**An assassin waits
in ambush.**

The dungeon boss
has paid an assassin
to target the heroes.

Each player
rolls a dice. If any
player rolls a 1, they
suffer 2 unavoidable
damage.

**A Few Tricks
Up His Sleeve**

The Dungeon Boss
player takes this
card.
They may discard it
at any time to make
a hero re-roll any
one die roll.

Sneak Attack

The Dungeon Boss
player takes this
card.

They may discard
it the next time the
heroes return to the
dungeon from town
to roll on the
monster generator
for that room
again.

Loud Noises

The monsters
in the next room
shriek loudly,
distracting the
concentration of the
heroes.

1s and 2s are
critical misses for
the heroes in the
next room.

Not Dead Yet

The dungeon boss
selects a single
monster that has
been defeated from
this room and
puts it back with
D3 health.

Trap Door

Watch your step!
Once for the next
room, the dungeon
boss may nominate
one square a hero
is standing on to
be the trap door.
Resolve this in
the same manner as
a pitfall trap.

Assailed with Doubt.

If a player has the
coward or the
adventurer for hire
cards, they each
must roll a dice.
On a 1 or 2, they
may not enter the
next room.

Discard this card if
these are the only
heroes left in the
dungeon.

Glittering Prizes

Set this card aside.
When the next
treasure chest is
opened, discard it.
Add 10 gold in
addition to any
result that comes up
on the treasure
chart.

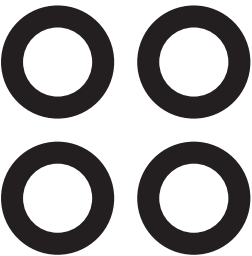
CHA-AAARGH!

When the next room
is explored, if a
player has the glory
hog card, you must
immediately place
them on the space
with the largest
monster. Deal the
hero 1 damage
(cannot be blocked
or dodged)

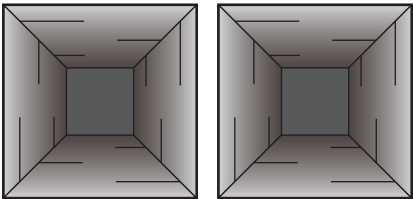
**It's Dangerous to
Go Alone!
Take This.**

Set this card aside.
The next time the
heroes retreat to
town, discard it
and allow any one
hero to select any
non-weapon item
from the town store.

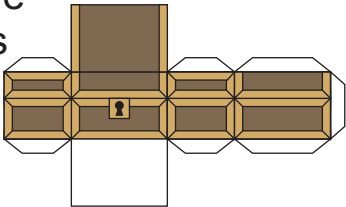
Speed Point Trackers



Pitfall Tokens



Treasure Chests



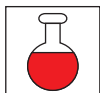
ITEM TOKENS

ITEM TOKENS

TOWN STORE / Items



Potions



**Health
Potion**
+D3 Health

2 gold



**Speed
Potion**
+3 Speed
When Used

2 gold



**Luck
Potion**
1 Auto Hit

4 gold



Mana Potion
+3 mana

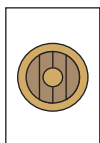
4 gold



**Invulnerability
Potion**
Hero Loses
No Health
This Round

6 gold

Armor



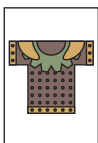
Small Shield
1 speed to use
prevents 1
health loss
with 3+ save

4 gold



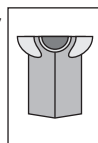
Siege Shield
2 speed to use
prevents 1
health loss

8 gold



Leather Armor
+1T vs melee

6 gold



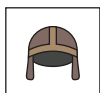
Iron Armor
+1T

10 gold



Shadow Cloak
1 free dodge
attempt per
round

6 gold



Leather Cap
Discard
to prevent 1
health loss

4 gold



Mighty Helmet
+1H when
equipped

8 gold



Wizard Hat
+1A When
Casting
Spells

6 gold



Pegasus Boots
Grants Flight

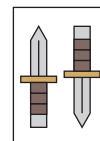
8 gold



Boots of Haste
+1 Speed

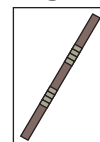
10 gold

Weapons



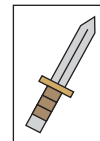
Daggers x2: Dual wield only. Grants parry and increases the maximum number of attacks a hero can make per round to 5.

4 gold



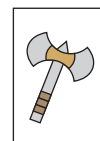
Wooden Staff: 2 handed. +1A and parry

4 gold



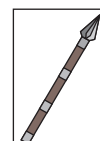
Sword: 1 handed +1A
If dual wielding: +3A and parry for 2 speed per attack or +1 at 1 speed per attack.

6 gold



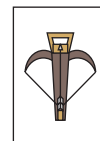
Axe: 1 handed +1A
+2A if other hand is free
Available to fighters and orcs

6 gold



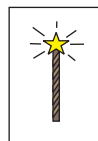
Spear: 2 handed +1A
Melee attacks may be made on adjacent or diagonal squares.

6 gold



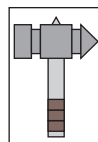
Crossbow: 1 handed +1A Range 3
May not fire through squares containing other enemies or heroes.

6 gold



Wand: 1 handed. +1A Range 3
+1A also applies to spell casting.
Same range restrictions as crossbow.
Available to mages only

6 gold



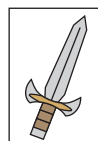
Warhammer: 2 handed. +1A
Critical hits cause enemies to lose 2 health
Available to fighters and dwarves

8 gold



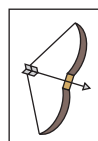
Poisoned Blade: 1 handed
Any roll of a 5+ is a critical hit.
May be used on its own or dual wielded with normal daggers (replaces one). If Dual wielded, you still get the parry save.
Available to thieves only

8 gold



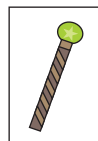
Greatsword: 2 handed +2A
2 speed per attack.
Enemies hit by this weapon lose 2 health instead of 1.

8 gold



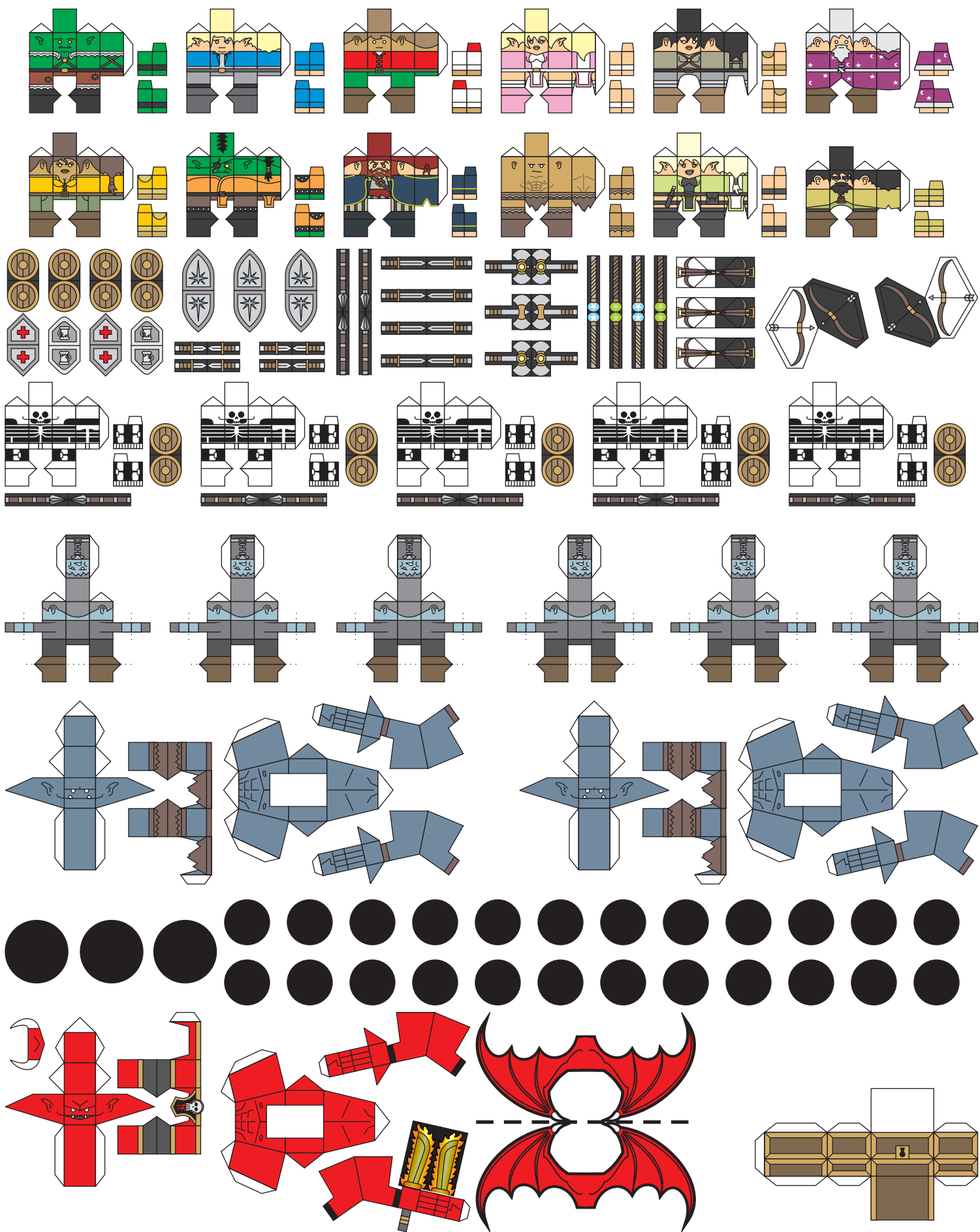
Long Bow: 2 handed +1A Range 4
Long bows may fire over enemies and heroes to reach enemies behind them within range.
Available to rangers only

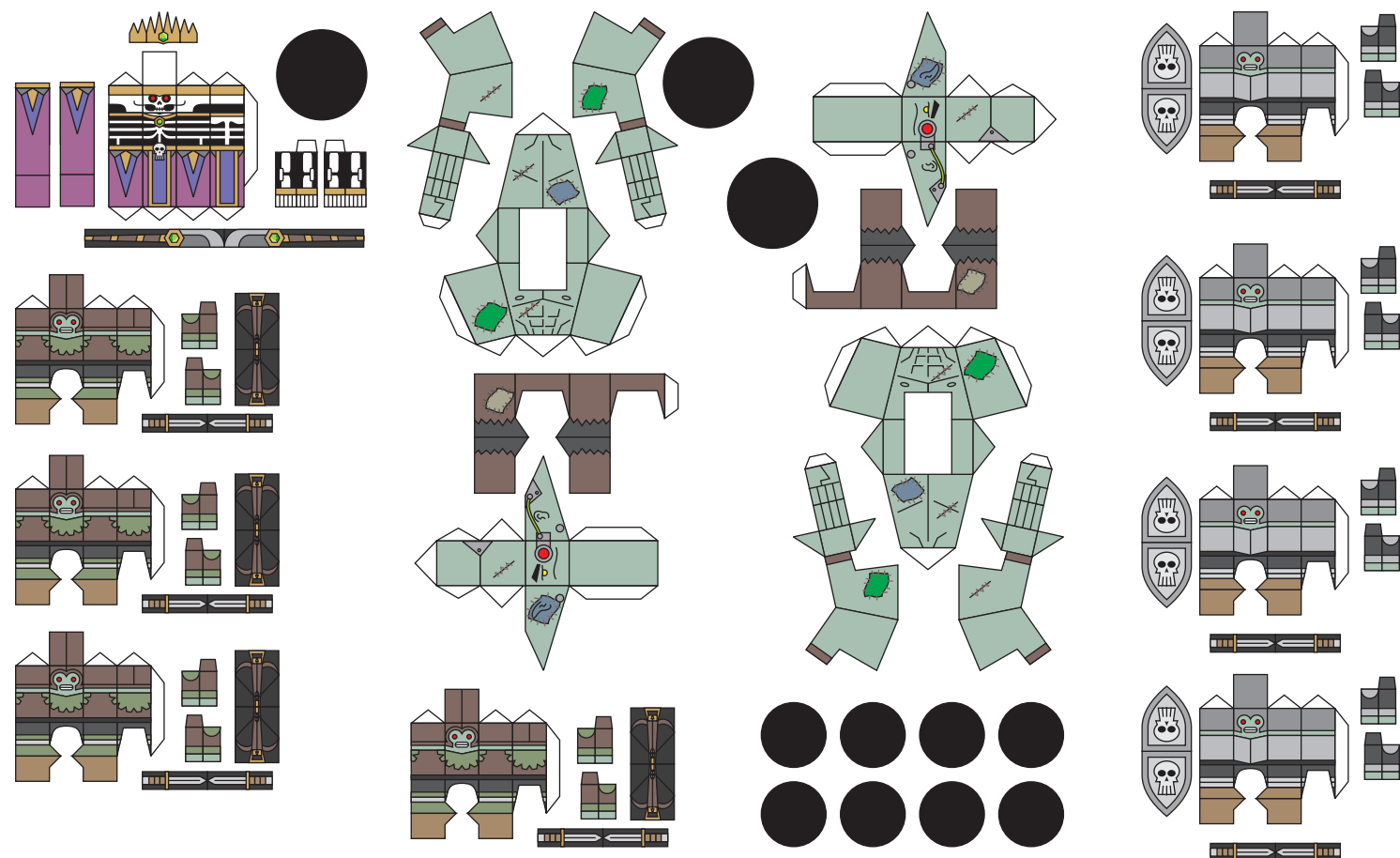
8 gold



Mage Staff: 1 handed. Grants one additional spell. Select this spell when you first equip the mage staff.
Available to mages only

8 gold

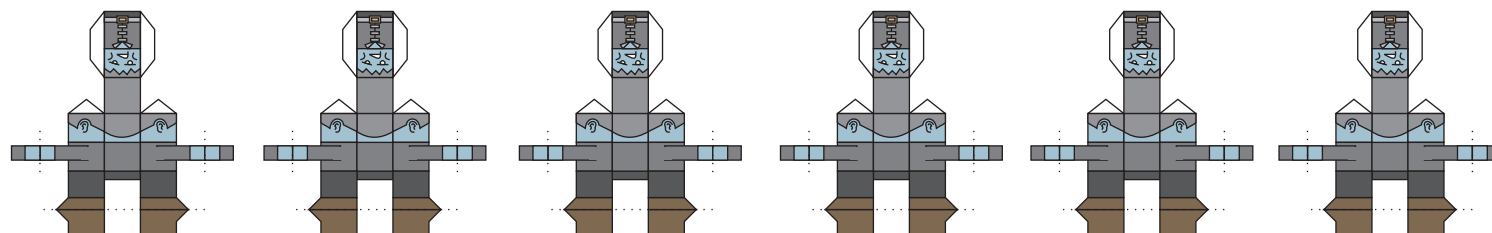
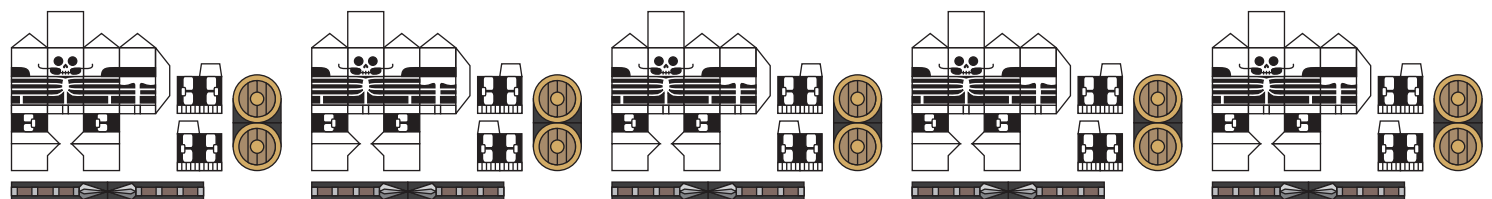
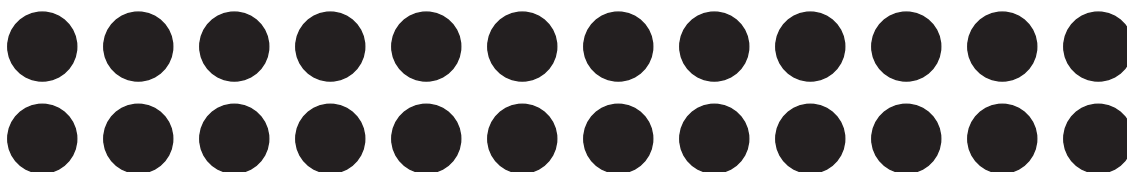
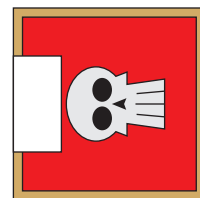
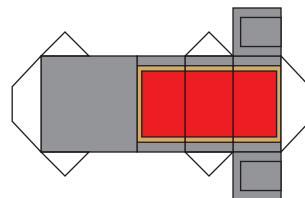




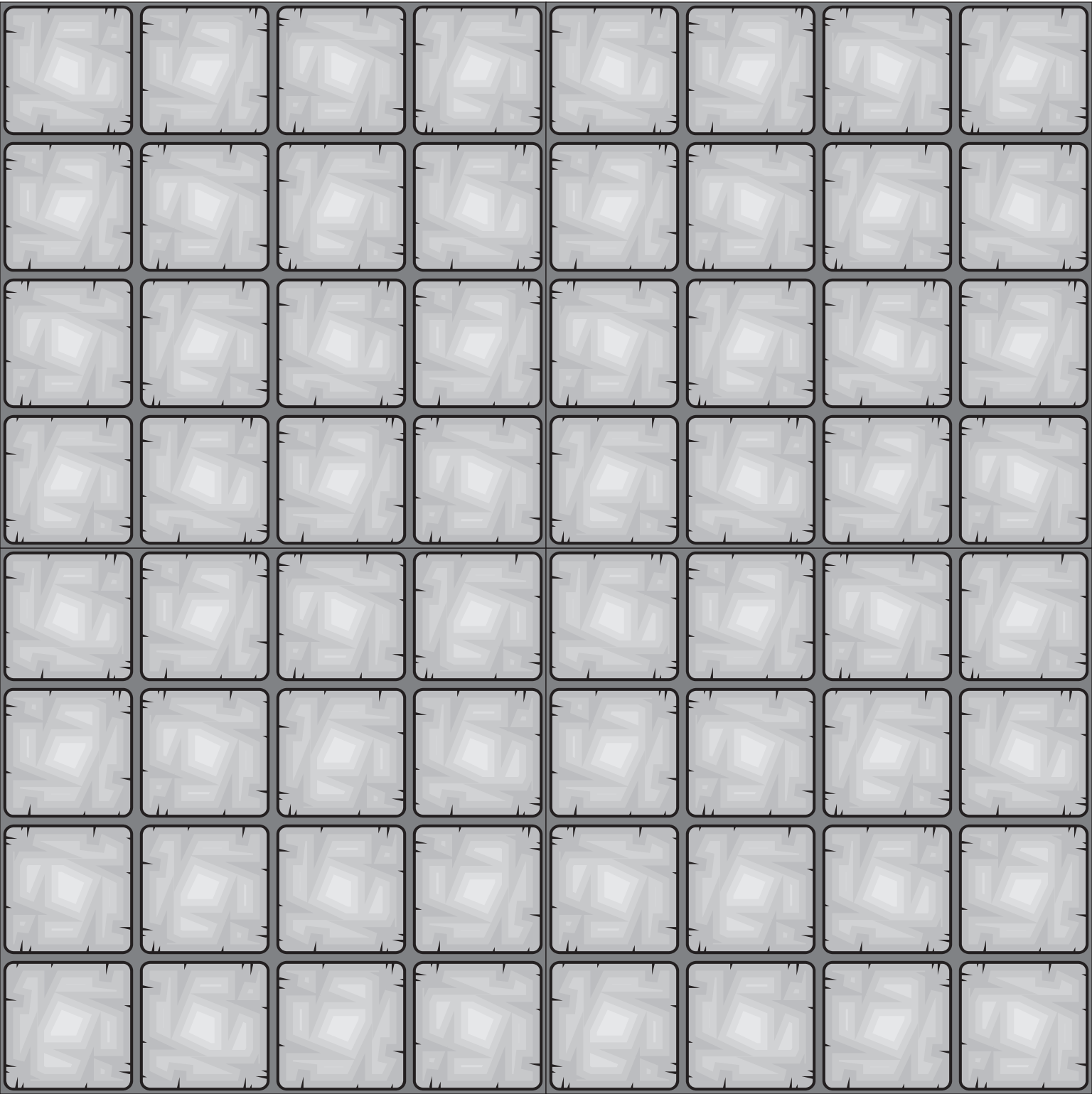
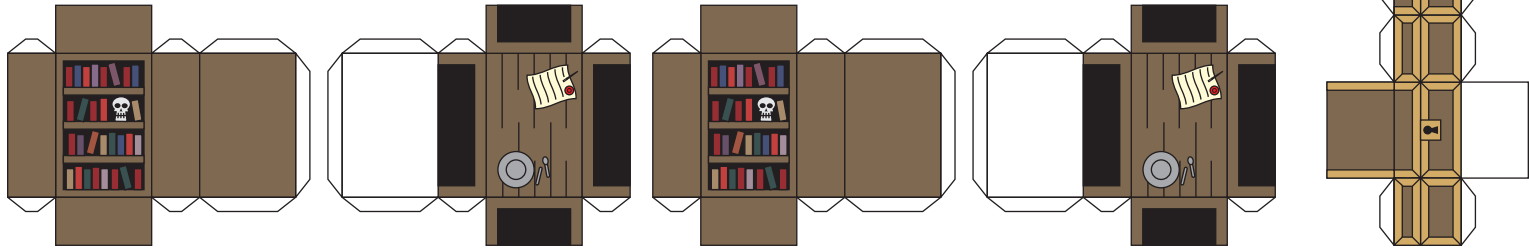
**Sacrificial
Altar**



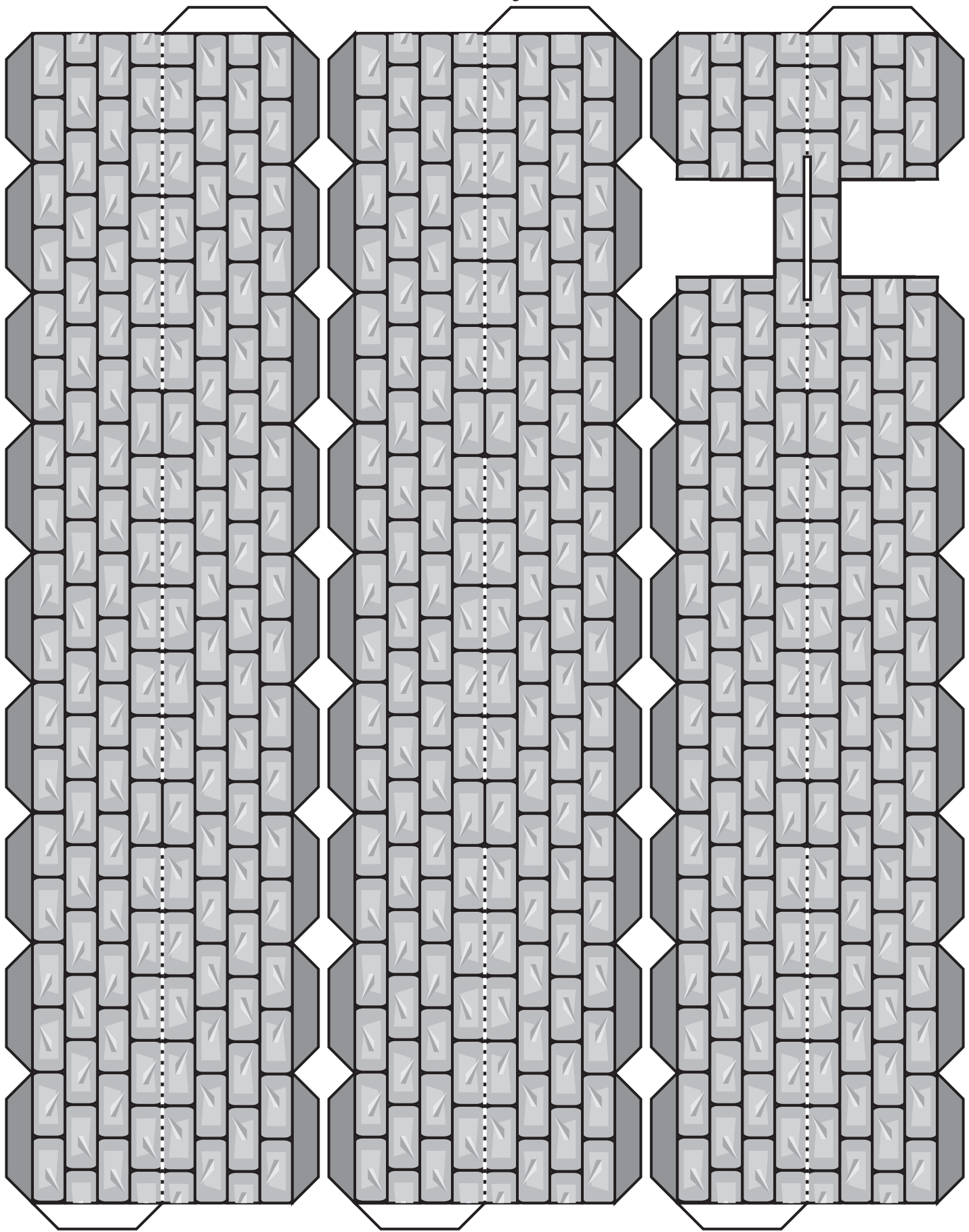
Throne



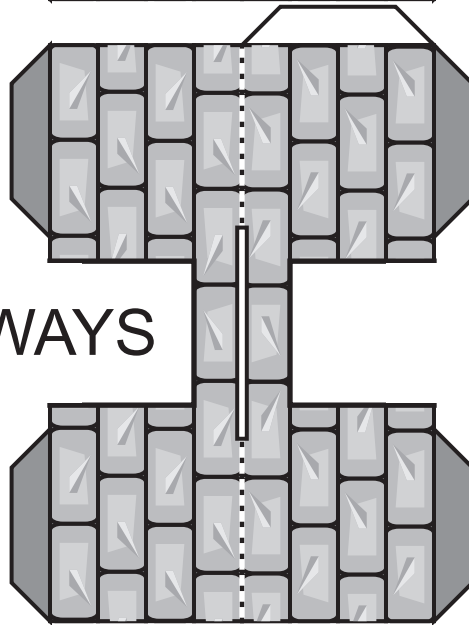
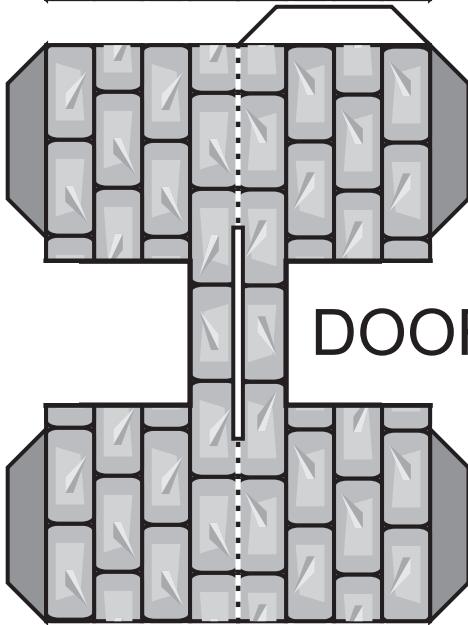
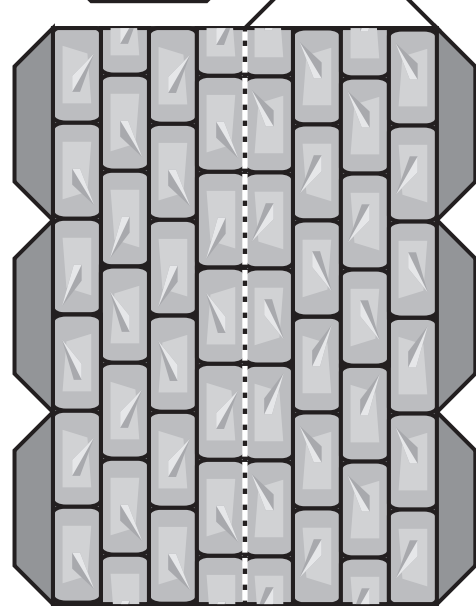
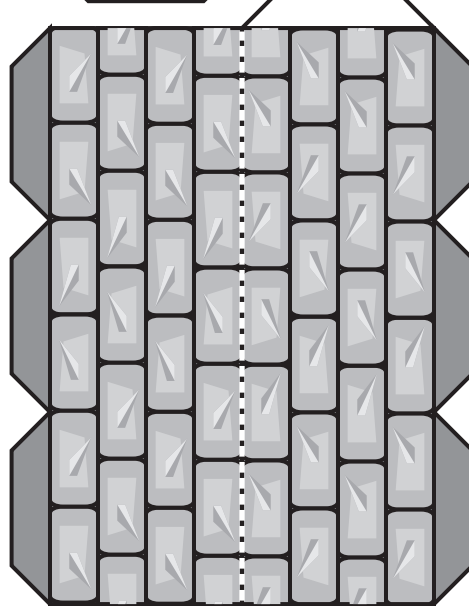
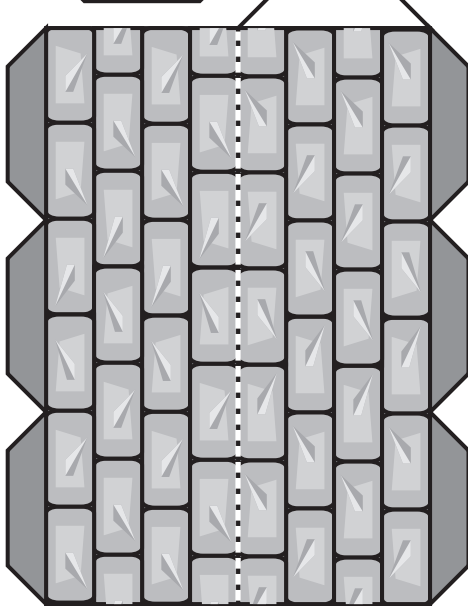
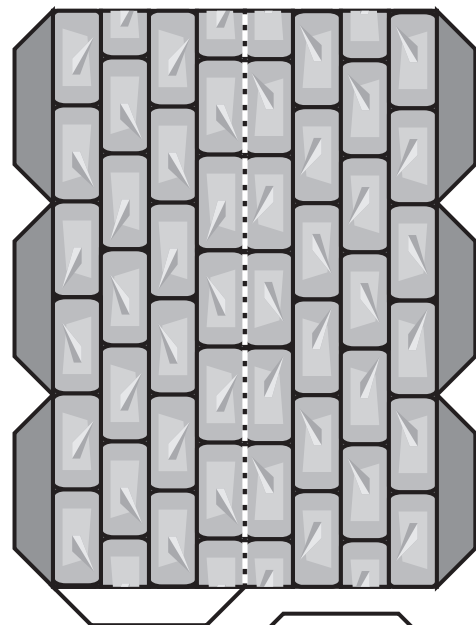
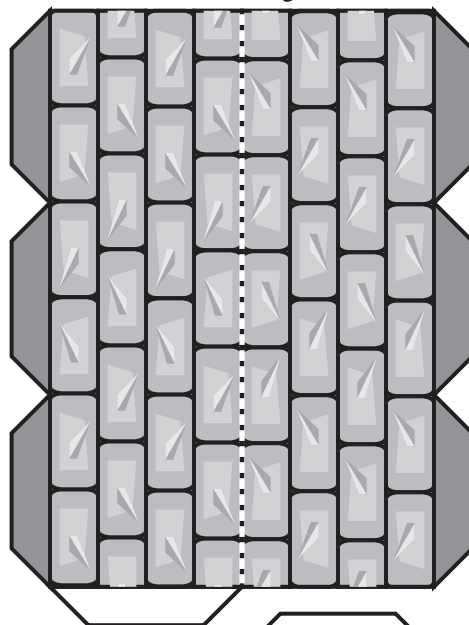
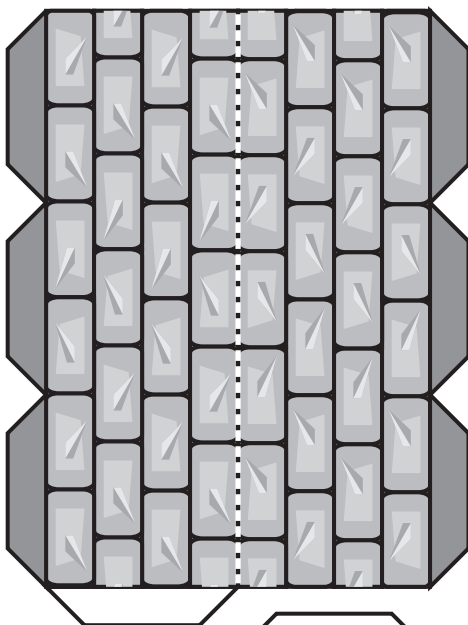
Dungeon Tiles. Print 4



Wall Sections. Print as many as needed.

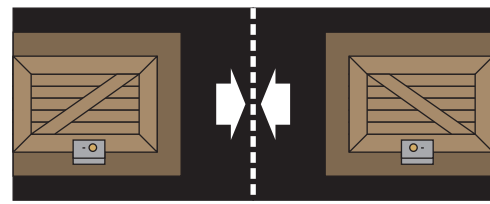
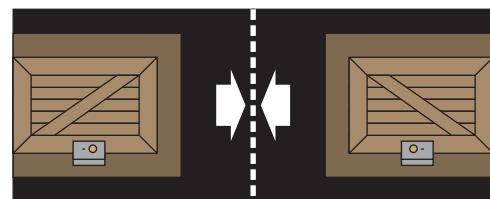


Wall Sections. Print as many as needed.

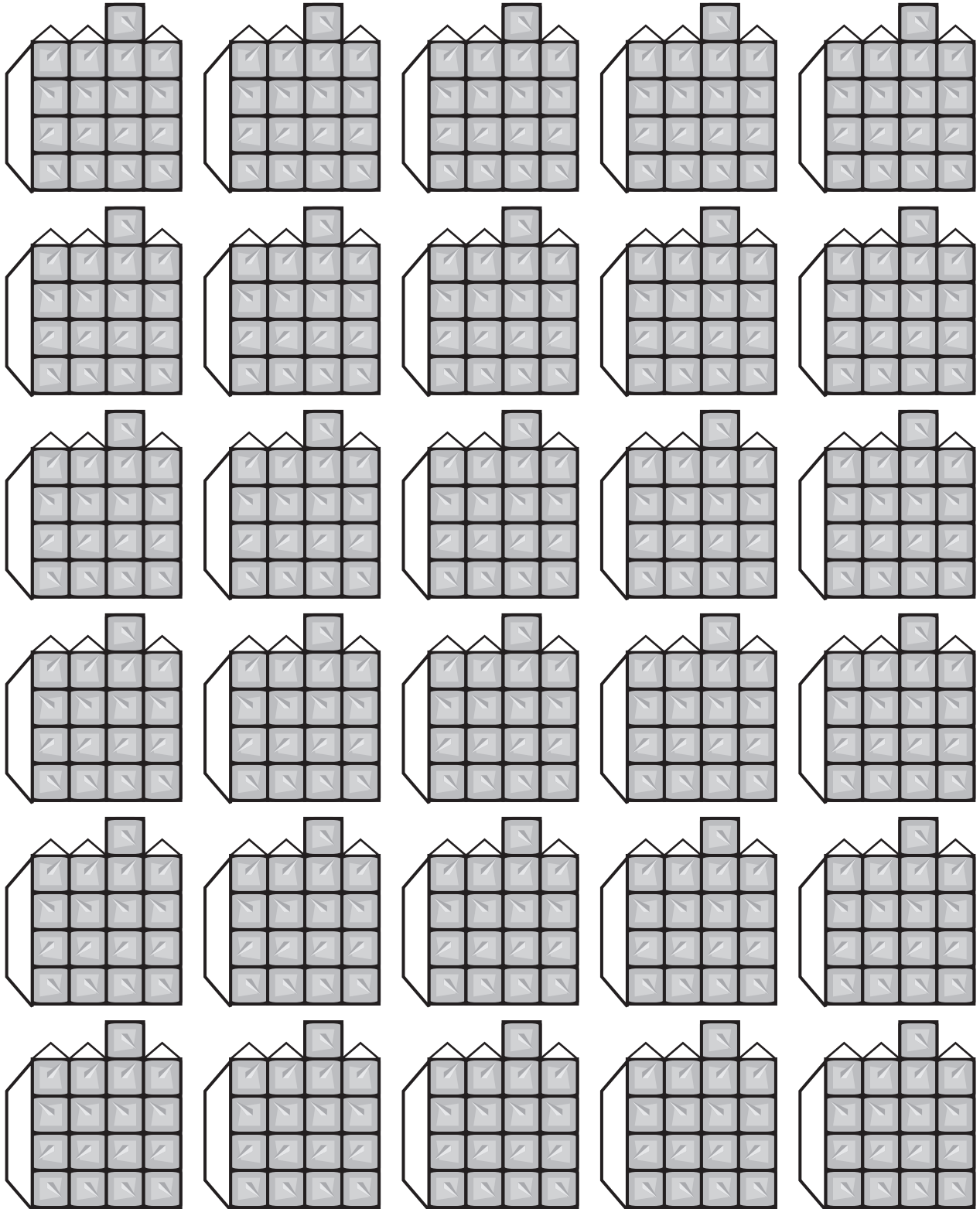


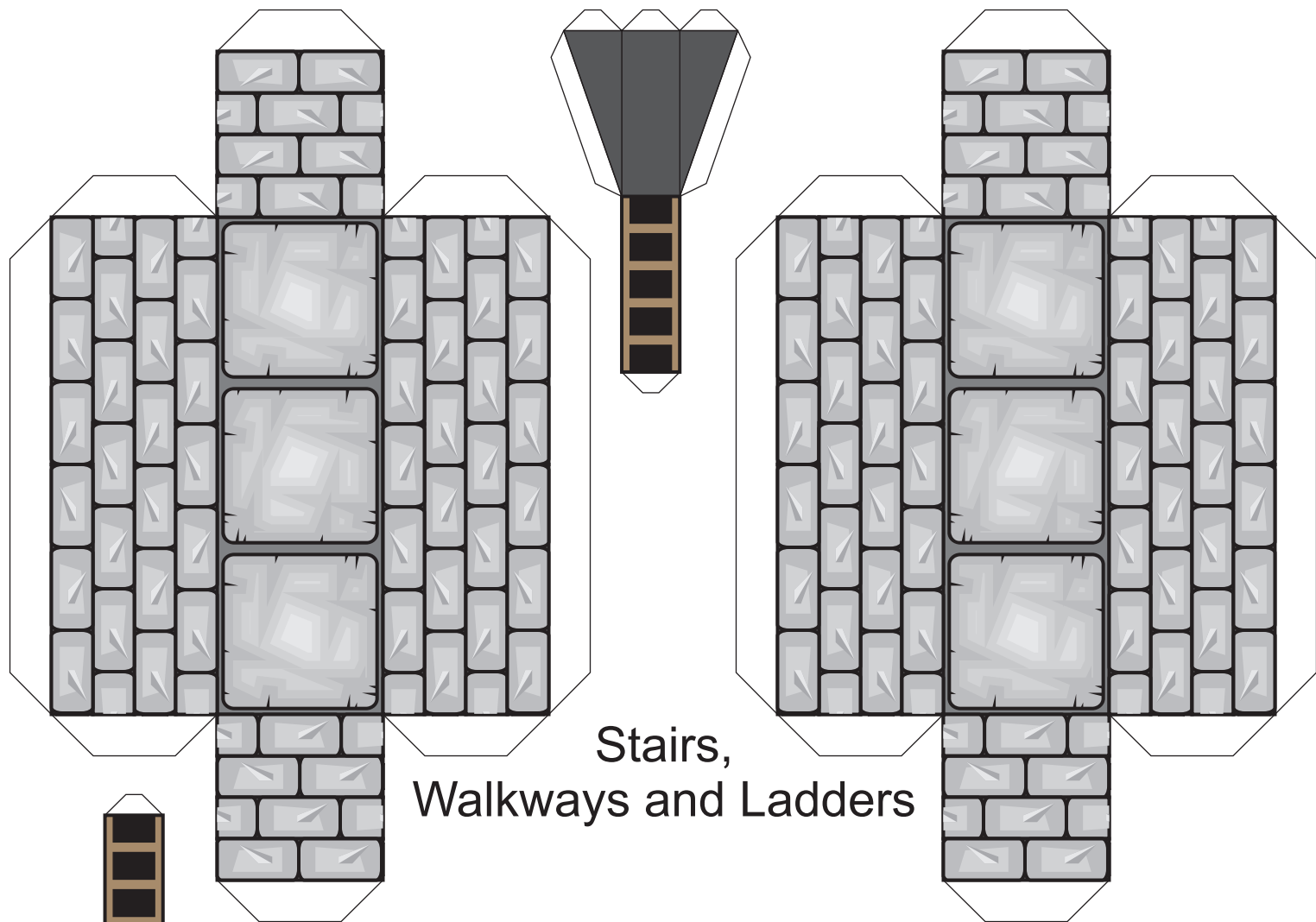
DOORWAYS

DOORS

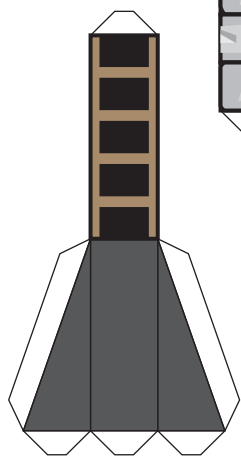


Columns

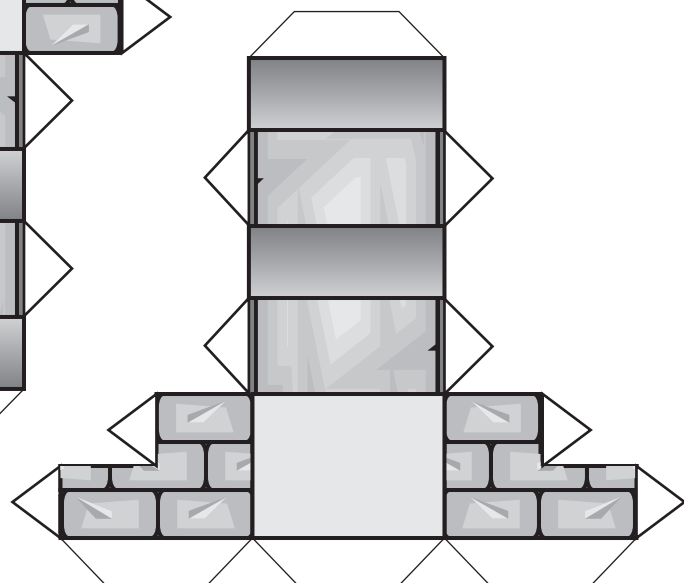
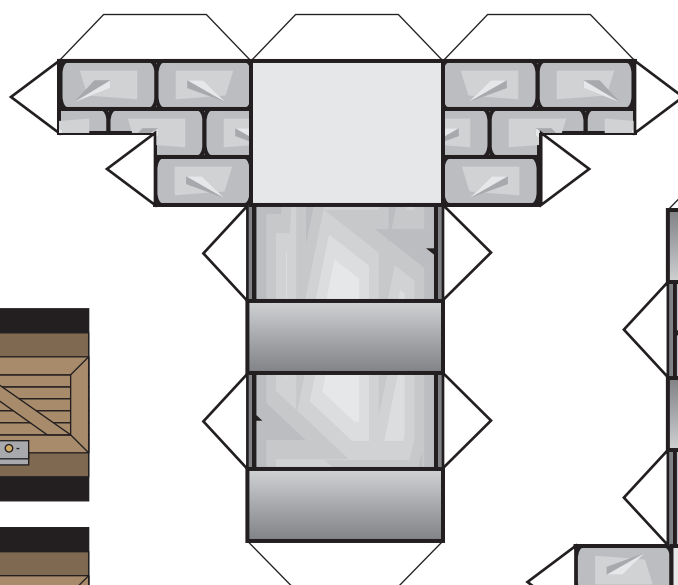
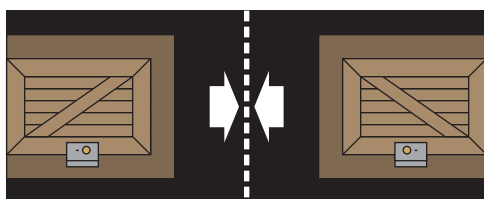
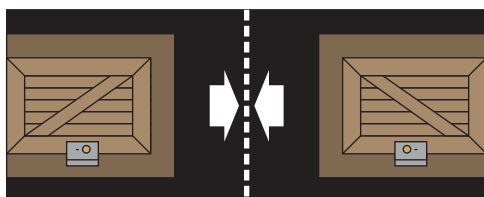




Stairs,
Walkways and Ladders



DOORS



Beastmaster Hero class

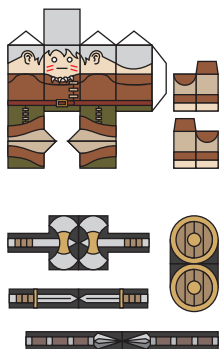


No changes to basic stats. For each level, a beastmaster may take one animal companion with them into the dungeon (1 at level 1, 2 at level 2, etc.)

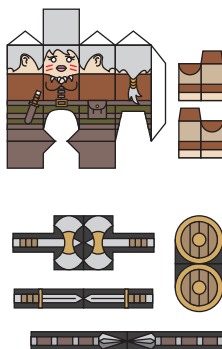
Animal Companions:

Animal companions are models treated as heroes, though they may not use items, open doors, open treasure chests or explore rooms. If an animal companion is reduced to 0 health, place the model on the retreating to town card. Each time the heroes return to town, the party may pay 4 gold to have the animal companion healed. This companion cannot be used until the next time the beastmaster returns to town. A beastmaster may swap out or replace an injured animal companion each time the party performs a retreating to town action. Animal companions below full health will heal for 1 health while in town just as the heroes. When a beastmaster is reduced to 0 health, any animal companions in a dungeon will be removed. Animal companions removed this way are placed on the beastmaster's hero card and may be used again when the beastmaster re-enters the dungeon. Animal companions are unaffected by the cursed bite ability other than the normal loss of health.

Male
Beastmaster



Female
Beastmaster



Falcon: H2 A3 T5 S8

-Falcons have the flying rule (ignores enemies and level changes while moving) and +2 to dodge rolls.

Ferrets: H2 A2 T5 S7

-Ferrets may move through enemy squares unimpeded. They can carry up to 2 slots of equipment, though they may not use any themselves. The ferrets may use a speed point to hide in the beastmaster's inventory (they take up 2 slots, not counting any items they have). Ferrets in inventory may not be attacked or lose health.

Wolf: H2 A4 T6 S6

-Wolves critical hit on 5's and 6's.

Bear: H3 A6 T8 S5

-Its a BEAR, what more do you want?

Falcon



Ferrets



Wolf



Bear

