







# BEASTIARY:



**Slime** - Slimes are wimpy. They are also delicious. Eating a slime heals one wound.



**Bat** - As a flying creature, bats have the gust ability. If you win the first roll-off, you must roll and win again.



**Zombie** - Most zombies are rather ordinary. The more powerful zombies, however, drain your energy with the slightest touch.



**Wolf** - Wolves are powerful but mundane creatures with no special abilities.



**Asp** - The giant asp tangled its prey, removing their lowest die from the game.



**Giant Spider** - Spiders of all sizes tangle their meals in thick strands of web before draining the life out of them.



**Goblin** - Goblins are the wimpiest and stupidest creatures in possession of treasure. Consider it a freebee.



**Skeleton** - These ragtag warriors are often equipped with swords or armor. On rare occasions, both.



**Ghost** - Sending a cursed spirit to its grave is certain to spread your fame. However, their presence leaves you feeling weak.



**Fire Elemental** - Fire elementals are magical beings formed entirely of flickering flame.



**Golem** - Formed from solid stone, these rock-hard constructs are always formidable foes.



**Witch** - Witches have access to a variety of spells, which makes them very unpredictable.



**Demon** - Demons are powerful beings from another plain whose presence drains the life force from mortals.



**Dragon** - The most fearsome creatures in the land, dragons breathe fire and use the gust ability.

## Dungeon Dice: Print and Play (1/4)

### Setup:

1. Place the red dice in the red bag, the blue dice in the blue bag, the yellow dice in the yellow bag, and the monster dice in the black bag. The remaining dice are "basic" dice. They do not require a bag during gameplay. Leave all the basic dice near the center of the play area for players to draw from.
2. Each player grabs one of the green Hero Level dice.
3. Each player reaches into the treasure bag and draws 2 random treasure dice.
4. Each player rolls one of the black Monster Level dice and the player with the highest roll plays first.

### The Bags:

Blue Bag - The blue bag contains various treasures. Each player may equip two one-handed weapons or one two-handed weapon. In addition, each player may be equipped with one piece of armor. An equipped treasure die may be rolled once for each combat in which a player participates. Equipment may be changed at any point except during combat; however, only one set of equipment may be used per player turn. Five treasures may be traded for one artifact.

Red Bag - The red bag contains one-use items. These dice may only be rolled once. Their effect is applied and then the die is returned to the red bag.

Yellow Bag - The yellow bag contains magical artifacts. These items are treated the same as equipment, except they are much more powerful and offer additional abilities. Furthermore, a player gains 1 Fame for each magical artifact in his possession.

Black Bag - The black bag contains various monsters. When a defeated monster awards fame, the die is kept as a TROPHY by the active player. Otherwise, defeated monsters are returned to the monster bag.

### Fame:

The object of the game is to gain fame by killing monsters and obtaining magical artifacts. Red trophies and artifacts are worth 1 Fame. Black trophies are worth 2 Fame. Gold trophies are worth 3 fame.

When a player reaches 4 Fame, they have earned a claim to the throne, and the game ends. In a 5-player game, the game ends when a player has obtained 3 Fame.

## Dungeon Dice: Print and Play (2/4)

### Gameplay:

#### Player Turn:

1. **SEARCH FOR MONSTERS** - Begin your turn by reaching into the monster bag and grabbing a random die. Roll the die into the play area for all players to see.

The current face represents what monster the player has "found." The number indicated on the die represents the monster's level. The monster's abilities are listed in the bottom right corner. The player may decide whether to confront the monster or flee with no penalty. In addition, the active player may petition the other players for help in combat.

If the face shows a potion, treasure chest, or locked chest, the player has found an unguarded item. The player obtains a reward and his turn ends. (See REWARDS)

2. **ASSISTANCE** - Only one player may help in each combat; however, the active player may ask whomever he pleases. Players may offer to split rewards or trade dice as part of their offers for assistance. Ultimately, the active player makes the decision on whose offer to accept, and all agreements are binding. (See ROLL-OFFS and TRADING)

3. **COMBAT** - Once a player decides to confront a monster, they no longer have the option to ask for assistance or flee. Roll a number of Monster Level dice equal to the monster's level. This represents the monster's combat strength. All heroes in the combat roll their Level dice and all equipped dice then compare their total to the monster's total.

After all dice have been rolled, abilities are played. The active player has the option to activate any number of abilities first, and then the player to his left has the option to activate the monster's abilities. Either player may pass and reserve their abilities for later. The ability phase ends once both players have activated all of the abilities they wish to use.

**EXAMPLE 1** - The active player has earned one reroll and the Goblin receives one reroll automatically. The hero is losing by 1 point. He cannot force the monster to make a reroll on a fight it is already winning. He decides to use his reroll and increases his total by 1, tying with the monster. The player to his left may reroll one of the Goblin's dice. However, this could result in a lower total. The player decides it would be better not to risk it, knowing the Hero will be wounded as it stands.

All players are allowed to add one-use dice to the combat at any time.

Once all dice and abilities have been resolved, combat is over. If the monster's total is higher, then the hero has lost the combat and suffers one wound. He must roll one fewer level dice each combat until he recovers. This may be accomplished by drinking a healing potion or RESTING. If the active player had an assistant in the fight, the assistant also suffers one wound.

## Dungeon Dice: Print and Play (3/4)

### Player Turn (continued):

If the hero's total is higher, then the hero has won the combat and receives the reward pictured on one side of the monster die. All players who participated in the combat receive 1 experience.

In the event of a tie, the hero and any assistants win the combat, obtaining rewards and experience, but ALSO suffer one wound.

Finally, all AFTER COMBAT effects take place. Only the active player is affected by these icons.

**EXAMPLE 2 - Player 2 helps Player 1 to defeat a Demon. The Demon awards one extra experience point. Since this is an AFTER COMBAT effect, only Player 1 gains the additional experience, for a total of 2 points. Player 2 still receives the normal award of 1 experience for assisting.**

4. If a Red, Black, or Gold monster was defeated, the active player keeps the die as a trophy. Otherwise, return the Monster die to the Monster bag.

If the participants agreed to any roll-offs or to exchange items, this takes place now.

5. REWARDS - One side of each monster die depicts a reward. The red potion indicates that the hero has found a one-use item and draws a random die from the red bag. The treasure chest indicates that the hero has found a treasure and draws a random die from the blue bag. If the player finds a locked chest and possesses a key, he may use the key in order to open the chest and draw a random die from the artifact bag. Otherwise, he misses his chance, and draws a regular treasure from the blue bag. If the monster rolled any 6's during combat, an additional potion is added as a reward to the fight, as indicated on the die.

6. Once rewards have been drawn, the active player's turn ends, and the player to his left begins a turn.

### Resting:

A player may forfeit a turn in order to recover wounds. Roll a Black Monster die. On a roll of 1-3 a single wound is healed. On a roll of 4-5 two wounds are healed. On a 6 three wounds are healed.

### After Combat Effects:

When a monster displays an effect that persists after combat, the effect is not optional but occurs automatically after once combat has ended. This includes taking and recovering wounds, as well as gaining additional experience. These icons only affect the active player.

## Dungeon Dice: Print and Play (4/4)

### Trading:

Player's may trade dice at any time. Treasures, artifacts, one-use items, and trophies may all be traded among players.

**EXAMPLE 1 - Player 1 is losing to a Goblin by 2 points. Player 2 owns a Strength Potion. Player 1 offers to give him the goblin's treasure in exchange for the potion. They agree and trade dice during combat. Player 1 may drink the potion immediately.**

**EXAMPLE 2 - Player 1 only has one sword and is losing a fight against a zombie. Player 2 offers to give him another sword in exchange for two potions. Player 1 may make the trade if he desires. However, he may not change equipment during combat, so the sword will not help him this fight. He passes on the offer.**

### Roll-Offs:

Combat in Dungeon Dice usually only offers one reward. This forces players to haggle over claims. Rather than conveniently splitting the loot evenly, players may decide to roll for the loot. Players agree to odds then roll a black monster level die to determine the result. Roll-offs play a key roll in gameplay.

**EXAMPLE 1 - Player 1 has a key. Player 2 has a locked chest. Player 1 offers to share his key for equal chances at the treasure. The players call odds and evens then roll a die. The winner takes the unlocked chest.**

**EXAMPLE 2 - In the same scenerio, player 2 refuses the offer. He will only agree if he gains the reward on a roll of 1-4. Player 1 desperately needs the fame and agrees even though he will only come out ahead on a roll of 5 or 6.**

### Ties:

At the end of combat, it is possible for multiple players to reach 4 Fame. However, there is only one throne. If two players have equal claim on the throne, the two players must duel. Each player rolls his combat dice and may use one-use items normally. Player's roll off to decide who may activate abilities first. The victor obtains the throne and wins the game.

### Abilities:

Each die in combat may only activate an ability once. If the die is rerolled and displays a new ability, that ability may be added to combat. The exception is GUST, which resets all abilities except for itself.

### Spells:

Each spell may only be added to combat once. Therefore, monsters that add a spell to combat are immune to that spell. Once a Witch adds a spell to combat, she becomes immune to the spell chosen.

## SYMBOLS:

	<b>Potion</b> - Draw one die from the red potion bag.
	<b>Treasure</b> - Draw one die from the blue treasure bag.
	<b>Locked Chest</b> - If you have a key, Draw one die from the yellow artifact bag. Otherwise, draw one die from the blue treasure bag.
	<b>Slash</b> - You may reroll one combat die. A treasure die with this symbol is a sword.
	<b>Reach</b> - A hero equipped with this die may make his combat roll before deciding whether to confront a monster. A treasure die with this symbol is a spear.
	<b>Execute</b> - Automatically defeat a monster of the indicated level. A treasure die with this symbol is an axe.
	<b>Shatter</b> - Break open locked chests and ignore armor. A treasure die with this symbol is a hammer.
	<b>Hunt</b> - A hero equipped with this die may draw two monster dice and choose to roll either one. A treasure die with this symbol is a bow.
	<b>Tangle</b> - Remove your opponent's die with the lowest numerical value. If a die presents no numerical value, it may be ignored. A treasure die with this symbol is a whip.
	<b>Armor</b> - Reroll one of your opponent's dice. A treasure die with this symbol is armor.
<b>2-H</b>	<b>Two-Handed</b> - This item requires two hands to equip.

	<b>Skeleton Key</b> - This key is capable of opening multiple locks.
	<b>Small Key</b> - This key is capable of opening one lock.
	<b>Kill</b> - Receive one experience point. On a monster die, receive one experience for killing the monster and one for each 'Kill' symbol.
	<b>Recover</b> - regain one lost level die.
	<b>Strength</b> - Add this value to combat to aid one hero.
	<b>Curse</b> - Add this value to combat to harm one hero.
	<b>Bomb</b> - Add this value to combat to aid or harm one hero.
	<b>Scroll</b> - Add one spell die to combat.
	<b>Fire</b> - Add the Fire spell to combat. *This symbol is also used to designate the fire spell.
	<b>Drain</b> - Remove your opponent's die with the lowest numerical value and add it to your combat total. If a die presents no numerical value, it may be ignored.
	<b>Gust</b> - Reroll all monster dice and all hero dice. Gust resets all abilities except for itself.
	<b>Fizzle</b> - The spell fails.