

DIE IN THE DUNGEON



RULEBOOK





PRESENTS:



DIE IN THE DUNGEON



TAKE ON THE ROLE
OF A **POWERFUL
FANTASY MONSTER**
IN THIS **DIE-NAMIC
REVERSE DUNGEON
CRAWLER!**



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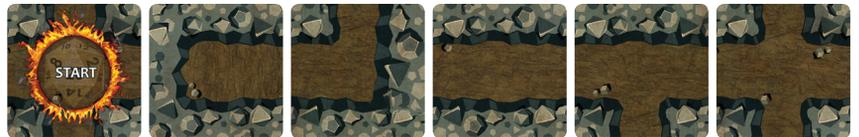
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COMPONENTS

- 1x Rulebook
- 1x Dungeon Guide
- 4x Creature Boards w/ Hero Chart
- 16x Ability Cards
- 4x Creature Standees
- 4x Player Aid Cards
- 3x Dice Sets (d4,d6,d8,d10,d12,d20)
- 52x Hero Cards
- 60x Dungeon Tiles
- 14x DieMinion Tokens
- 9x Stat Tokens
- 6x Die-Namic Dice



| FIGHTER | ROGUE | WIZARD | CLERIC |
|---|---|--|--|
| For each fighter in the party beyond the first, the hero's Might and Agility attack rolls gain +1 bonus after rolling. | For each rogue in the party beyond the first, the hero's Might and Agility attack rolls gain +1 bonus after rolling. | For each wizard in the party beyond the first, the hero's Might and Agility attack rolls gain +1 bonus after rolling. | For each cleric in the party beyond the first, the hero's Might and Agility attack rolls gain +1 bonus after rolling. |
| MIGHT BONUS If the Fighter rolls a 6 or higher on a Might roll while a Fighter in the party, they deal additional Might damage. | AGILITY BONUS If the Rogue rolls a 6 or higher on a Might roll while a Wizard in the party, they deal additional Agility damage. | MAGIC BONUS If the Wizard rolls a 6 or higher on a Magic Attack roll while a Wizard in the party, they suffer a 5 reduction to their Magic damage. | PROTECTION While a Cleric in the party, they must be defeated first by any Might, Agility, or Magic attacks. |
| | | | |
| BARBARIAN It takes a hit to defeat the Barbarian. After it's hit once, it's 10 degrees. If it's hit again, it's defeated. | ASSASSIN The Assassin cannot be defeated until the other heroes are defeated. When the Assassin is the only hero, it gains +2 to Might & Agility. | WARLOCK While the Warlock is in the party, your Magic stat is reduced by 5. Your magic attack rolls suffer a 5 reduction. | PATRIARCH The Patriarch can only be hit if you roll a 1 on your attack roll. You may use Stat points to reduce your attack roll. |
| | | | |
| RAGE While the Barbarian is defeated, it gains +2 Might and deals additional damage on a hit. | CRITICAL STRIKE If the hero's success on a Magic Attack, deal additional Agility damage. | FIREBALL If the hero's success on a Magic Attack, destroy 1 Dimension of the player's choice. | PROTECTION WARD Creature Abilities cannot be used while the Patriarch is in play. The Patriarch must be defeated first. |





GAME SUMMARY

You are a powerful creature, used to being in control, with others in constant fear of you. Without warning, you were taken away from your lands by a spell, cast by someone known only as The Die Master, a mighty wizard that even you could not stop. Now you find yourself in an unknown dungeon, full of weaker monsters and annoying adventurers. The Die Master has said you will only be released if you eradicate the many heroes that have infiltrated the dungeon. You must destroy those who are seeking treasure and fame at The Die Master's expense.

WINNING the GAME

You win the game once you have defeated the win condition of the Dungeon Map. Usually this involves defeating 1 or more Epic Party Tiles, but some scenarios will present different victory conditions. You lose the game if, **at the end** of any turn, you have 0 Time or 0 Health

2 PLAYER VARIANT

In a two player game, the player who defeats 2 Epic Party Tiles first wins the game. A 2 player game is played with a specific Dungeon Map, which is provided in the Dungeon Guide.

TRAINING DUNGEON

Inside the lid of the box is a very simple Dungeon Map to train new players with turn sequence, combat, DieMinons, and Stat Tokens before you take on the first full Dungeon Map from the Dungeon Guide. Details on how to set this up are described in the Dungeon Guide.

GAME SETUP



Choose the creature you'd like to play and place the Creature Board in front of you. Take the 4 Ability Cards for the chosen creature and place them face up on the table near your card. Place the Player Aid card near your Creature Board if you are unfamiliar with the turn sequence and combat rules.



Take one full set of dice (d4,d6,d8,d10,d12,d20). Set the d4 to a 1, place it below the Ability icon on your stat bar. Set the d20 to 20, place it below the Time icon on your stat bar.

Take the remaining four dice and set them to their max values (6,8,10, and 12), then place them as you wish beneath each of the other four stat icons.

Read about Stat Dice for more information on this.



The other two sets of dice are to be used for rolling results throughout the game, and for upgrading dice on your Creature Board. Place them in an accessible area and give yourself room to roll them.



Sort the Hero Cards into each of the Hero Types (Fighter, Rogue, Wizard, and Cleric). Note that each card has two sides, but this is not relevant until you encounter heroes in the Dungeon. You can keep the sorted cards in a single pile, or if you have the table space it is helpful to have them sorted into each Type.

Place the Epic Heroes (Barbarian, Assassin, Warlock, and Patriarch) in a single pile near the Heroes. These will only be used a few times in the course of a game.

Place the Hero Chart near the Heroes for reference to their abilities.



Sort the Dungeon Tiles into stacks based on their type. The types are:

Start Tile, End Tile, Corner Tile, 2Way Tile, 3Way Tile, 4Way Tile, and DIE Tile.

Shuffle each of the piles and set them face down to prepare for Dungeon Building!

Note that some Dungeon Maps will request that you remove certain tile types before setup.

Refer to the Dungeon Guide to identify which map you will use for your game.

Assemble your Dungeon by placing pieces onto the table, adjacent to one another, to form the Dungeon Map. Any extra tiles are set in the game box and will not be used this game.



Place Tokens on the Dungeon Tiles according to the Dungeon Map you are playing. Details will be in the Dungeon Guide. Unused tokens can be set aside, or returned to the game box.



Place your Creature Standee on the Start Tile. The other Creature Standees will not be used unless indicated by the Dungeon Map, or if it is a multi-player game.



Place the six mini-dice, referred to as Die-Namic Cubes, near your Creature Board. These will be placed on your Creature Board as you defeat Heroes and earn Victory Points.



Stretch each of your fingers and thumbs, wiggle them around a bit, give your neck a turn or two, and prepare yourself. You may very well DIE in the Dungeon, but you won't go down without a fight!

CREATURE BOARD

The Creature Board represents you throughout the game. There are 4 powerful creatures you can choose from. Each creature has 2 special abilities on their board that can be used, at the cost of the appropriate number of Action Points. Each Creature also has 4 Ability Cards specific to them, these cards are used just like the abilities on your Creature Card, but can only be used once each per game. The Creature options are:

The Deyeroller

A mystical creature with many eyes, and innate magical abilities. It has abilities that will allow you to manipulate dice, and manipulate heroes.

The Troll O' Bones

The big guy was hunting in the swamps for more bones to carve into dice before being summoned to the Dungeon, and he's not happy about it. He has abilities that help him recover health and avoid damage.

The Diemon

Transported from another plane of existence, this fiery demon is extremely strong. His fire strike is particularly devastating against larger groups of heroes.

The Dierake

The Dierake loves hoarding dice, but she's not afraid to part with them when she needs to take down some potent Heroes!

DIE-NAMIC DICE

Every time you defeat a Hero in the game you earn one Victory Point. Once you have an amount of Victory Points equal to a box, you gain a Die-Namic Die. It is placed on the square, and set to the number of pips shown to the right of the die.

These dice may be used to increase your die rolls, until all of the pips are used up.

SPECIAL ABILITIES

Each creature has 2 reusable special abilities. To use one, you must spend a number of Ability points equal to the amount shown on the Ability icon next to it. Once you do, immediately follow the direction on the Ability.



THE DEYEROLLER

36 (6) 28 (5) 24 (4) 18 (3) 12 (2) 6 (1)

Eye Modify:
The next time you would roll a die, increase the die to the next "size" for that roll. You may spend 1 time to modify the die result by 1, as many times as you wish.

Eye Gaze:
Each time you would roll dice this turn, roll twice as many dice and add the values together. You may not modify these rolls.

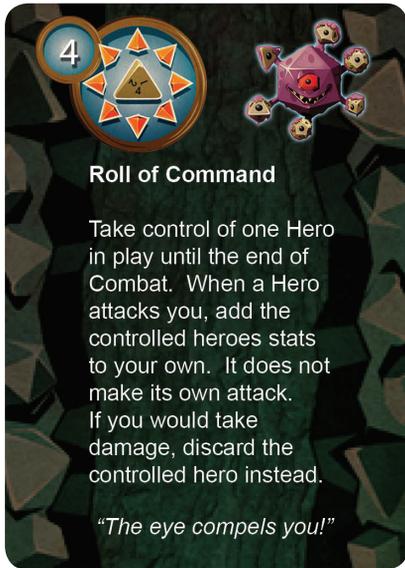
Ability icons: Sandglass, Swords, Wings, Magic Die, Heart, Eye Gaze Die

Stat slots: 5 circles, 1 triangle

CREATURE STATS

Every creature has the same stat board setup. The stat dice are described on the next page. Some important rules to remember for these dice are:

- Time and Ability dice cannot be upgraded or downgraded. Time is always a d20, Ability is always a d4.
- Might, Agility, and Magic stats may be reduced during Combat in two ways, either by boosting your attack roll of the same type, or by taking damage to the stat instead of your health.
- Stat dice may never be reduced below 1. You cannot have more than 2 of any type of die on your Creature Board.
- If your Health is reduced to 0, you lose the game. If your Time is below 1 at the end of a turn, you lose the game.
- The ability die may be reduced to zero, as its not a stat. If it is at zero, remove it from the board until you are back to 1 Ability point.



ABILITY CARDS

Each creature comes with 4 Ability Cards. These are unique to each creature, representing some of their skills and powers.

Ability Cards may be used at the beginning of your turn (after you earn your Ability point, or before). They can also be used at the beginning of a round of Combat, just like a normal ability.

To use an Ability Card, you must reduce your Ability die by the value shown on the card. If you cannot, the card cannot be used.

When you use a card, immediately follow the directions on the card, then the card is removed from the game.

It is highly encouraged to speak aloud the phrase at the bottom of the card, even when playing alone. Your creature will have a greater feeling of self confidence and empowerment if you do so, which may help prevent you from dying in the dungeon!

CREATURE STATS

The Creature Board has 6 icons along its bottom edge. Place dice in the slots beneath them to represent your statistics in the game. How you set these up at the beginning of the game will affect how you choose to fight, where you choose to go in the Dungeon, and will generally represent the “character” of your creature.

When deciding to take damage to your health or your stats, remember that Might, Agility, and Magic can receive upgrades to their Die Type if you gain more stat points while at the max value on a die.

You have a lot of flexibility in how you manage your greatest resource, your stats, and these will ultimately determine your fate (and the fate of the heroes) in the Dungeon.



TIME

You begin the game with 20 Time points. At least once per turn you will lose 1 time, but there will be effects that can restore time. If you have 0 Time at the end of a turn, you lose the game.



MIGHT

This represents your strength and combat skills, and defense against Fighters.



AGILITY

This represents your stealth and speed skills, and defense against Rogues.



MAGIC

This represents your innate magical skills, and defense against Wizards.



HEALTH

Your life force, if you lose your last Health point you immediately lose the game.



ABILITY

Points used to activate any Creature Abilities or Ability Cards you have. This die cannot be upgraded.



THE DICE

Let's be perfectly clear here... This game has dice rolling, and lots of it! There is luck involved with that, but there are plenty of player decision points that allow you to impact how and when certain dice are rolled, and ways to modify die roll results.

There are 3 full sets of standard polyhedron dice. 1 set is for making Attack rolls and for Stat Checks. The other 2 sets are for your Creature Stats.

At the beginning of the game you will have 1 of each die type for your Stats. There will be opportunities to upgrade a die to the next size die. When you increase a Stat beyond the limit of the current die, you can upgrade the Stat to the next higher die type to reflect its new value.

Note that you can never have more than 2 of a type of die on your Creature at any time. If something would change your die to a type of which there are already 2 on your Creature, that effect is ignored.

Some things to know about your Stats:

- The Time and Ability Stats are always a d20 and a d4 respectively. There are no effects that can alter the Die Type of these two Stats.
- Each of your Stats are set at the beginning of the game to the other 4 types of dice. How you position them will play a role in your combat strategies, and your vulnerability to certain types of heroes.
- Your Might, Agility, and Magic dice serve four purposes:
 - They each represent what die type you will roll when you make an attack using that Stat.
 - The value of the Stat is your defense against the heroes' attacks. The heroes must roll a value higher than your current Stat value for that attack type, so the higher a Stat is, the more likely you are to dodge that kind of Stat attack.
 - If you are hit by a hero or a Stat Check, you may permanently reduce the Stat die matching the type of attack or check by the amount of damage you took. So if you took 2 damage for failing an Agility Stat Check, you could either lose 2 Health or lose 2 Agility (or even 1 of each).
 - The Stat value can be reduced to modify rolls of that type that you make. For example, if you make a Might Attack, or a Might Check, you can permanently reduce your Might Stat die and add that value to your roll (this is done AFTER the roll). You cannot modify rolls made by the heroes, only your own attack and Stat Check rolls.
- There will be many times in the game where you will gain Stat points. When this happens, if you would gain enough points to put you higher than the Stat Die's maximum value, you upgrade the die and continue increasing its value. For example, lets say you have 7 Health on a d8 on your Creature Board. You find a Health Token that gives you 2 Health. This will bring your Health to 9, which cannot be shown on a d8. You must upgrade your die to a d10 to do this.
- If you cannot place the next highest die when doing an upgrade because you already have 2 on your Creature Board, then you can only gain points to the max of the current die, and do not upgrade.



- There are 6 miniature d6's, called Die-Namic Dice. These are a series of bonus modifier dice which can be acquired as you defeat Heroes in the Dungeon.
- Each time you defeat a Hero, regardless of their difficulty, you earn one Victory point. Once you achieve the number of points shown on your Creature Board you place one of the mini-dice on the number, set to a number of pips equal to the +value to the right.
- Any time you would roll a die for your actions, you may use pips to add 1 to the roll (1 pip = +1 to roll). If this would reduce your die to zero, set the die to the side so you know it has been used up.

HERO CARDS

Daring adventurers, seeking fame and wealth, or just driven by some need to do what they call “Good,” are represented by Hero Cards. There are four hero types, and in each type there are four levels of that type.

Hero Cards are used when you face an Encounter on a Dungeon Tile. The number of heroes and their difficulty level is determined by the tile. The Hero Cards are placed adjacent to one another to form a Party, which you must battle against at the same time. The hero Stats are always added together when they perform their attacks, and to determine their defense in each Stat.



HERO IMAGE
Illustration of the Heroes. There may be cards that are identical, but with different images.

HERO LEVEL
The hero level matches up with the difficulty level of the Dungeon Tiles. Some creature abilities may refer to a hero's level also.

HERO STATS
Each hero has their own Stats, but all hero Stats are added together when determining the “Party” Stat values and die types.





EXAMPLE

This Hero Party consists of four level 2 Heroes. Each of them have their own Stats, but they always combine when in Combat.

This party would have:

11 Might, 18 Agility, and 19 Magic.

As Heroes are defeated, these Stat totals must be recalculated for the remaining Heroes.



Heroes Stat Value to Attack Die

| | | | | | |
|-----|--|----|-------|---|-----|
| 1-4 |  | d4 | 9-10 |  | d10 |
| 5-6 |  | d6 | 11-12 |  | d12 |
| 7-8 |  | d8 | 13+ |  | d20 |

HERO CHART

These do-gooder dungeon delvers are more than a few numbers, they've got some sneaky skills of their own that they will try to use to take you down. The heroes are strongest when they work together, so they always band together as a party. When there is more than one of any specific basic hero type, they gain a special perk. It is important to look at the hero abilities before beginning the combat, as the Wizard and Cleric will impact you before the Combat begins.

For example, if you encounter a party that has 3 Wizards, you would lose 2 time before you could use an ability, before Combat begins.

As another example, if you encounter 3 Rogues you would have a chance to use an Ability, then they would get 3 Agility attacks prior to your first attack.

Each hero also has a secondary ability, often triggered based on the result of the Combat roll(s).

| FIGHTER | ROGUE | WIZARD | CLERIC |
|---|--|--|---|
| For each fighter in the party beyond the first, the heroes Might and Agility attack rolls gain a +1 bonus after rolling. | For each rogue in the party beyond the first, the heroes perform one additional Agility attack for the first round of Combat. | For each wizard in the party beyond the first, you immediately lose 1 time point. | For each Cleric in your party beyond the first, lose 1 Ability point. You cannot use ability points before this occurs. |
| MIGHT BONUS If the heroes roll a 10 or higher on a Might roll while a Fighter is in the party, they deal 1 additional Might damage. | AGILITY BONUS If the heroes roll a 15 or higher on the first Agility attack in a Combat round, they perform one more Agility attack. | MAGIC BONUS If the heroes hit with a Magic Attack of 10 or higher while a Wizard is in the party, lose 1 Time in addition to 1 Magic damage. | PROTECTION While a Cleric is in the party, they must be defeated first by any Might, Agility, or Magic attacks. |
|  |  |  |  |
|  |  |  |  |
| BARBARIAN | ASSASSIN | WARLOCK | PATRIARCH |
| It takes 2 hits to defeat the Barbarian. After it is hit once, rotate it 90 degrees. If it is hit again, it is defeated. | The Assassin cannot be defeated until the other heroes are defeated. When the Assassin is the only hero, it gains +2 to Might & Agility. | While the Warlock is in the party, your Magic stat is reduced by -5. Your magic attack rolls suffer a -5 reduction. | The Patriarch can only be hit if you roll a 1 on your attack roll. You may use Stat points to reduce your attack roll. |
| RAGE While the Barbarian is Rotated, it gains +5 Might and deals 1 additional damage on a hit. | CRITICAL STRIKE If the heroes succeed on an Agility attack, deal 1 additional Agility damage. | FIREBALL If the heroes succeed on a Magic attack, destroy 1 Dieminion of the players choice. | PROTECTION WARD Creature Abilities cannot be used while the Patriarch is in play. The Patriarch must be defeated first. |

For the Bonus of the Fighter, Rogue, and Cleric, this refers to the final value of their roll after any modifiers. For example, a party of 3 Fighters with a Might attack roll of 8 would then add the +2 modifier from the Fighters ability, bringing the result to 10. This is enough to activate their Might Bonus, thus inflicting 2 damage with a hit instead of the standard 1 damage.

The Cleric does not have a rolling bonus, but anytime there are Clerics in combat, you must defeat them prior to defeating any other hero types.

When you see the ? icon on a Dungeon Tile, this means there is a random Hero. You must roll a d6 for each ? icon.

1- Fighter, 2- Rogue, 3- Wizard, 4- Cleric, 5- Ranged Attack, lose 1 Health, 6- Choose the hero type
Note that there will be Stretch Goal to turn this into an extra, heat transferred die with images of Hero heads instead of #s.

The Epic Party tiles also have an Epic Hero. These are more powerful heroes that make Combat much more difficult. They are not counted as their matching class for the purposes of their abilities and rolling bonuses (i.e., A Barbarian does not count as a Fighter when calculating the # of Fighters).

Defeating an Epic Hero is worth 2 Victory points when earning Die-Namic Cubes.

Combat with an Epic Party can be complex, so it is recommended to read each Hero & Epic Hero ability prior to starting Combat, and again when making attack rolls.

DUNGEON TILES

Exploring the Dungeon involves moving your Standee next to any unflipped Tile which is adjacent to the starting tile, or any already explored Tile. Once the challenges on the Tile are completed, you will move onto the explored Tile.

Each Dungeon Tile has a Level of Difficulty, a Title, an Effect, and Encounter information (if there is an encounter on that tile). The tile Effect must be resolved completely before facing the Encounter, unless the Effect is about the Encounter. Once a tile's Effect and Encounter have been resolved, it stays face up on the table, but it is considered Explored and will not affect the game any further.

DIFFICULTY LEVEL

There are 4 levels of difficulty. The levels are used to identify the types of Hero cards to use when there is an Encounter.

HERO ENCOUNTER

If there are any Hero heads on the tile, you must face an Encounter. For each hero head on the tile, find a Hero that matches the tile's difficulty level. You must enter Combat with those heroes.



TILE NAME

A way to identify the different types of tiles.

TILE IMAGE

The image on the tile shows which ways you can travel through the Dungeon.

TILE EFFECT

Follow the direction written here prior to facing the Encounter (if there is one).

TILE NUMBER

Non-Encounter tiles will have a number as well. The higher the number, the more dangerous the tile is. For easier games, remove the higher value tiles.

TRAPS

Some Dungeon Tiles will require you to make a Stat Check. When this happens, you must roll a die type identical to the Stat being checked. In some cases you will not be able to succeed the check.



TRAP STAT CHECKS

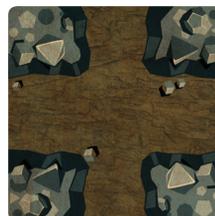
There are some abilities that allow you to ignore or automatically succeed against Traps.

You may attempt to roll your Stat to pass the trap naturally before using ability points or cards. In all cases, you may also decrease the Stat Die of the type of Trap you are trying to pass to modify your die roll.

TILE BACKS & SPECIAL TILES

The backs of the tiles are used to create the different Dungeon Maps in the Dungeon Guide.

- Start/Blank Tiles: 4
- Epic Party Tiles: 4
- Dead End Tiles: 10
- Corner Tiles: 10
- TwoWay Tiles: 10
- ThreeWay Tiles: 8
- FourWay Tiles: 8
- Blank Tiles: 2



TOKENS

When you Explore a Dungeon Tile that has a DieMinion or a Stat Token, you acquire it immediately, then complete the revealed tile's action and encounter as usual. Tokens may be used at any time in the game.

DieMinion Tokens

At the start of the game you have one d6 DieMinion at your disposal, and you have the opportunity to acquire more by traversing along different paths of the Dungeon. DieMinions are your little sidekicks, ready to be tossed at heroes and Dungeon traps alike to increase your odds of victory.

DieMinions are double sided tokens. The standard die image, and the DieMinion image. There is no gameplay effect on which side you put face-up, the two sides are just there for your preference.

DieMinions are used **after** you have made an Attack roll or a Stat Check. If you failed your roll, you may use a DieMinion token to make a roll with the die type matching the token. Add the die roll to your roll. You may use as many DieMinions as you want for any roll.

All DieMinion tokens that are used must be discarded.

There are some tiles that will cause you damage if you have DieMinions, they can be an unruly bunch when they want to be! But overall, having these extra roll tokens are crucial to your success in defeating Epic Party hero groups in the Dungeon.



STAT UPGRADE TOKENS, TIME TOKENS, & ABILITY TOKENS

On many of the Dungeon Maps you will see the icons from your Creature Board on the Map, as tokens. The Might, Agility, Magic, and Health icons are Stat Tokens. When used, immediately give the Stat Die represented an increase of +2. If this would put a die higher than its max value, that Stat Die gets increased to the next Die Type.

For example, if you have a d6 for Might, and it is at 5 when you acquire the Might token, you will go up to 7 Might. Since a d6 cannot go higher than 6, you would upgrade your die to a d8 and set it to 7.

You may never have more than two dice of the same type on your Creature Board. If you would normally upgrade a Die, but cannot because it would break this rule, you must leave your Die at the max value of its current type instead.



The Time Token and the Ability Token can be used immediately when you acquire them, or they can be saved for a more suitable time. Each of these tokens provide a +2 to their respective values, but cannot be used to upgrade a Die.

GAMEPLAY

Your goal in the game is to find, and defeat, the Epic Party heroes that are clearing their way through the Dungeon. Everything you do should be geared toward preparing yourself, while reserving enough Time and Health to defeat them. The game will take place over a series of turns in which you will have several decisions to make. Each turn you complete each of the actions below. Combat only takes place if there is an Encounter on the Explored Dungeon Tile.



Power Up: Gain 1 Ability Point by rotating your d4 to the next highest number. You cannot gain more than 4 Ability Points.



Rest: You may spend up to 3 Time Points to gain an equal amount of Health Points.



Move: Choose a tile adjacent to a tile that has been Explored. Move your creature Standee next to that tile, then flip the new tile over.



Blank tiles are not yet Explored. It takes 1 time to move to, and flip over, an unexplored tile. It must be adjacent to an Explored tile.



Ex. Only tiles 1 and 2 can be moved to this turn.

Unexplored Tiles have their blank sides showing.

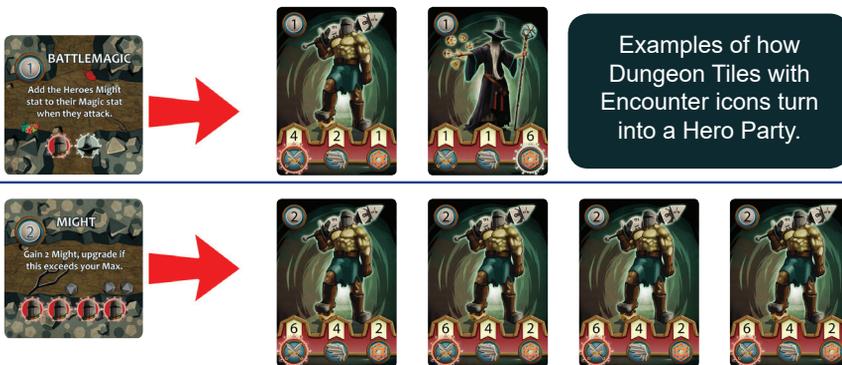
When moving through the dungeon, you may find DieMinion tokens. If you Move to a tile with one of these, acquire it immediately.



Tile Effects: Complete any immediate effects stated on the flipped Dungeon Tile. If there is an Encounter on the tile, proceed to step 5. If there is not an Encounter on the tile, your turn ends here.



Encounter: Find a number of hero cards matching the hero types shown on the Dungeon Tile, with hero levels matching the difficulty of the revealed tile. Place the group of hero cards together to form the hero party.



Examples of how Dungeon Tiles with Encounter icons turn into a Hero Party.



Combat: You must fight the hero party over a series of rounds of Combat (see Combat section). Once all heroes are defeated the turn is over. If you die, well... these things happen when you are a giant monster. Better luck next time!

COMBAT SEQUENCE

The moment you've been waiting for! You were summoned to fight the heroes, which is perfect since you enjoy squishing the puny little things anyhow.

Combat is broken down into a series of "rounds". A round is the sequence of both the heroes and yourself completing each of your required actions.

Here are the combat steps in full detail. A summarized version of these are provided on your Player Aid card, for quick reference when it is too cramped in the Dungeon to whip out this giant rulebook.



You may choose to use an Ability from your Creature Card or from your available Ability Cards by expending Ability Points.



If there is a Fighter or Barbarian in the party, the heroes make one Might attack roll. If the result is higher than your current Might value (or they roll the highest number on their die), the attack is successful and you lose 1 Health, or 1 Might, your choice.



If there is a Rogue or Assassin in the party, the heroes make one Agility attack roll. If the result is higher than your current Agility value (or they roll the highest number on their die), the attack is successful and you lose 1 Health or 1 Agility, your choice.



If there is a Wizard or Warlock in the party, the heroes make one Magic attack roll. If the result is higher than your current Magic value (or they roll the highest number on their die), the attack is successful and you lose 1 Health or 1 Magic, your choice.



You now get to make 1 attack against the party. You may make a Might attack, an Agility attack, or a Magic Attack against the party.

If you roll higher than the total of their matching stat, you are successful, and defeat one of the Heroes of your choice. If the heroes are of different levels, the lowest level hero must be defeated first. Return the defeated card to the Hero deck.

If you roll less than, or the same as, their total stat value than you have the option to Modify your roll by losing as many points off of the stat you are attacking with as you have available. For each point you lose this way, add one point to the result of your attack roll.

You may not reduce your Stat dice below 1.



Repeat the Combat steps until all of the heroes are defeated, or until you "DIE in the Dungeon!"



HERO COMBAT DICE

An important part of combat is to know what kind of dice the heroes attack with.

The general rule is that the heroes attack with the lowest value die that could roll the combined total of the stat with which they are attacking (Might, Agility, and Magic). If the combined total is over 13, no matter how high it is, a d20 would be the largest die type rolled. See below for an example!



Because there is a Fighter in the party, a Might attack is performed by the heroes. The Might value of the party is calculated by adding the Might of all heroes in the party. In this example it is $6+3+1+1=11$. The lowest type of die that could result in a 11 is a d12, therefore the heroes' Might attack is completed by rolling a d12.



Because there is a Rogue in the party, an Agility attack is performed by the heroes. The Agility value of the party is calculated by adding the Agility of all heroes in the party. In this example it is $4+8+3+3=18$. The lowest type of die that could result in a 18 is a d20, therefore the heroes' Agility attack is completed by rolling a d20.



Because there is a Wizard in the party, a Magic attack is performed by the heroes. The Magic value of the party is calculated by adding the Magic of all heroes in the party. In this example it is $2+1+8+8=19$. The lowest type of die that could result in a 19 is a d20, therefore the heroes' Magic attack is completed by rolling a d20.

| Heroes Stat Value to Attack Die | | | | | |
|---------------------------------|--|----|-------|--|-----|
| 1-4 | | d4 | 9-10 | | d10 |
| 5-6 | | d6 | 11-12 | | d12 |
| 7-8 | | d8 | 13+ | | d20 |

As the heroes are defeated, the party Stat values will decrease, thus decreasing the dice they use for their attacks.

For example, if the Rogue and a Wizard were defeated, that would leave the Fighter and a Wizard. This would be 7 Might (d10), 7 Agility (d10), and 10 Magic (d10). If the Fighter were defeated, that would leave the Wizard having Might of 1 (d4), Agility 3 (d4), and Magic 8 (d8).

EPIC PARTY TILES

The purpose of the game is to defeat a specified number of the Epic Party Tiles. The number of Epic Party tiles in the Dungeon will vary dependent on what Dungeon Map you are playing, or how difficult you wish to make the game in the Build Your Own Dungeon mode.

An Epic Party is any party containing at least one Epic Hero. It will always have the Epic Party text on it. Below are a few examples of Epic Party Tiles in the game, and what to be wary of.



LEVEL 1 PARTY

This party is led by an Assassin, who is well protected by two Clerics and a standard Rogue. The Clerics not only protect the Assassin and the Rogue from getting defeated, but due to this tiles effect, they also prevent any Creature Abilities from being played.



LEVEL 2 PARTY

This party is led by a Barbarian, who is accompanied by a Level 2 Wizard & Cleric. The Barbarian has to be hit twice to be defeated, allowing the full party to get in at least two attacks.



LEVEL 3 PARTY

This party is led by a Warlock, and is a pure spellcasting party. With the Warlocks power, the party is likely to decimate your DieMinions if they are not used up quickly. The Warlock's ability to weaken magic defense almost guarantees the party to hit you a few times.



LEVEL 4 PARTY

This party is led by a Patriarch. Although the Patriarch does not have high Stat figures, its special ability provides excellent protection for the Fighter and the Rogue.

It's most frustrating power is that it denies the use of Abilities and DieMinions until the Patriarch has been defeated.

It is important to read the ability of the Epic Party, as it may influence your Abilities, your Dice options, or other parts of the game. Each Epic Party tile has a different effect.



FULL TURN EXAMPLE

Sometimes reading the rules alone doesn't help fully grasp how a turn of play works, so this page is a start to finish turn, taking place on the second turn of the game. We have our Deyeroller, with its Stat dice in place, and its Ability cards face up on the table below it (can be held in your hands as well).



Gain One Ability Point

I had one ability point, so I rotate the d4 on the right from a 1 to a 2.

Optional Rest

I am at full health, so nothing happens here. If I had less than full health, I could lose up to 3 Time to recover the same amount of Health. This is done by rotating the Stat Die values by the chosen amount.

Lose 1 Time, Move to a New Tile

Choose an adjacent, unexplored tile in the Dungeon, reduce your d20 Time die by 1, then flip over that tile.

Read the Text on the Tile

This tile does not have any text to follow, so I can move on to the Encounter. If there were directions on it, those would be completed before progressing to the Encounter.



Assemble the Encounter

This tile has four heroes that I must Combat. The tile is a level 1 tile, so I find the level one heroes shown on the bottom of the tile. A Fighter, a Rogue, a Wizard, and a Cleric. Place them on the table next to my creature.

Combat

Follow the Combat steps. This consists of:
Use an Ability by spending Ability Points (optional)

Might attack if party has a Fighter or Barbarian
Agility attack if party has a Rogue or Assassin
Magic attack if party has a Wizard or Warlock
You attack with the Stat Die of your choice
Repeat until the heroes, or you, are defeated

End the Turn

Turn is now over, begin the next turn.

Calculating Hero Stats & Dice

As described in the Hero section, the heroes you encounter will have fluctuating stat values and attack dice throughout the combat.

In the above sample of heroes, their values are as follows:

Might: $4 + 2 + 1 + 2 = 9$, a d10 is used for attack
Agility: $2 + 4 + 1 + 2 = 9$, a d10 is used for attack
Magic: $1 + 1 + 6 + 2 = 10$, a d10 is used for attack

As heroes are defeated, and removed from Combat, their combined Stat values are reduced, as are the size of their attack dice.

Their combined stat values are the number you must roll above with the matching stat type to defeat one of them.