

# INTO THE DARKNESS

*Zein Z, Jude G, Owen J,  
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# **INTO THE DARKNESS**

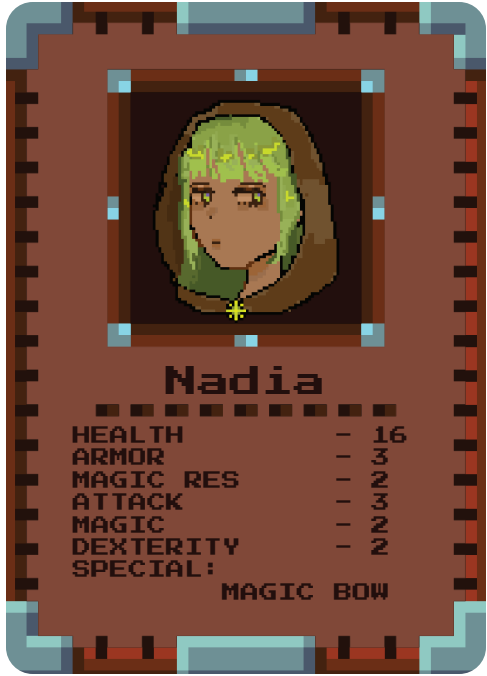
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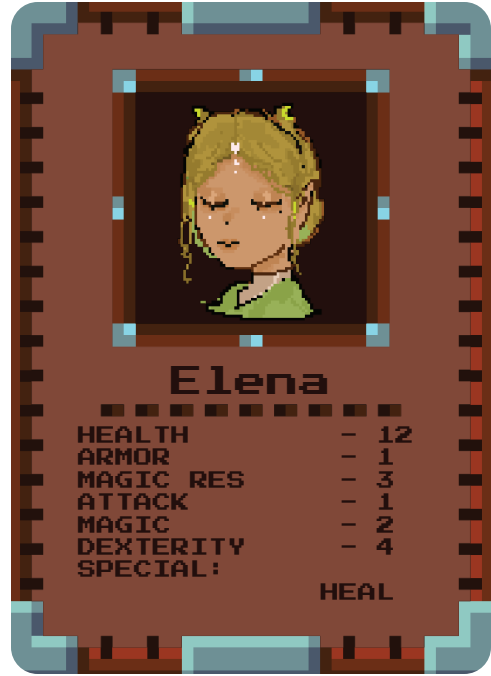
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# CHARACTER CARDS -- FRONT



Character Card Front 1



Character Card Front 2



Character Card Front 3

# CHARACTER CARDS -- BACK



Character Card Back 2

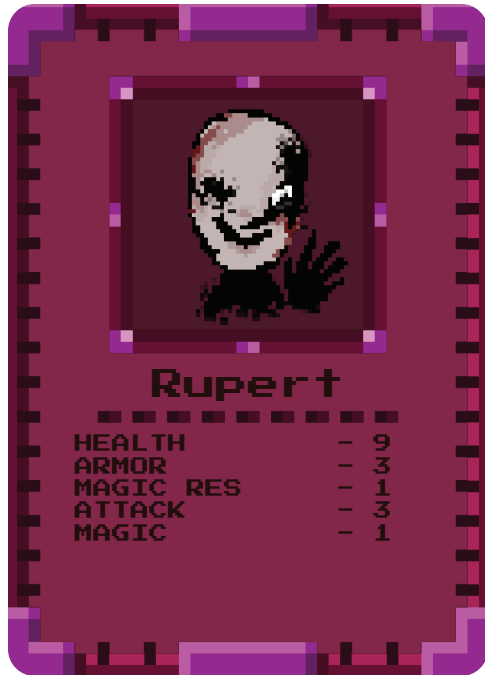


Character Card Back 1



Character Card Back 3

# MONSTER AND TRAP CARDS — FRONT



Monster or Trap Card Front 1



Monster or Trap Card Front 2



Monster or Trap Card Front 3



Monster or Trap Card Front 4

# MONSTER AND TRAP CARDS — BACK



Monster or Trap Card Back 2



Monster or Trap Card Back 1

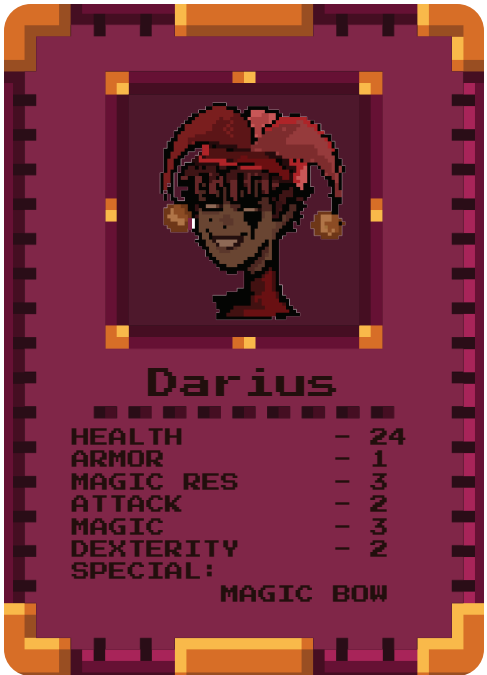


Monster or Trap Card Back 4



Monster or Trap Card Back 3

# MONSTER AND TRAP CARDS — FRONT



Monster or Trap Card Front 1



# MONSTER AND TRAP CARDS — BACK



Monster or Trap Card Back 1



# ITEM CARDS -- FRONT



Item Card Front 1



Item Card Front 2



Item Card Front 3

# ITEM CARDS -- BACK



Item Card Back 2

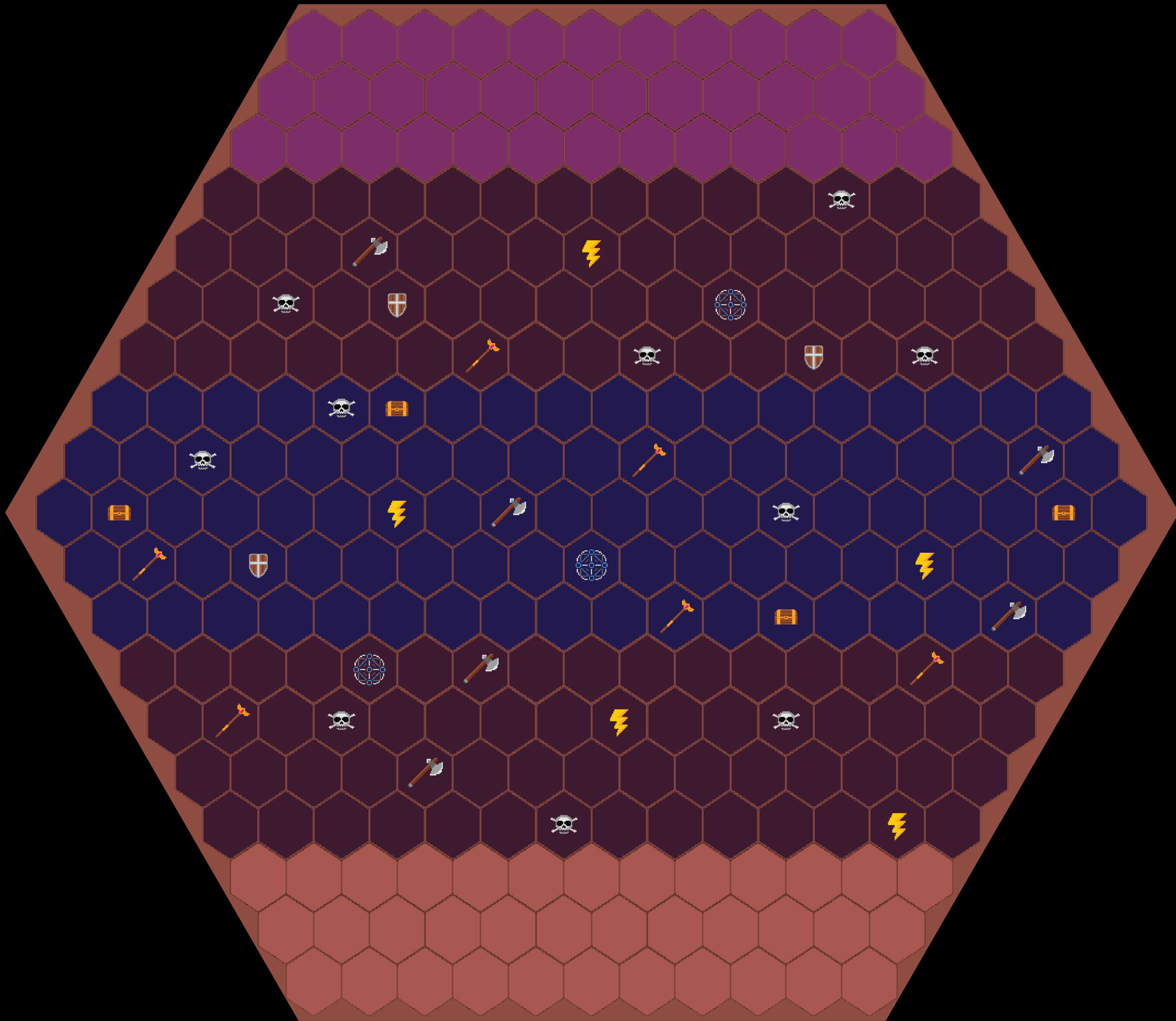


Item Card Back 1



Item Card Back 3

# GAME MAP



## DAY 1: PREMISE

### 01. GAME TITLE

### 02. PREMISE

What is your game about? Your premise should include:

#### WHAT YOU'RE ALL INSPIRED BY:

These games can be inspired by your life, knowledge, and experiences. Things you've heard about, learned about, read about. Futures, pasts, presents you might want to speculate on. Things that fascinate you. Premises for this class shouldn't be based on someone else's story, or fit within an existing property or genre.

#### DUNGEON:

Where is your game set? It'll help inform the other choices in your game. You'll make a **Map** of it later. A dungeon could be:

- A Shopping Mall
- The International Space Station
- A family gathering

#### CHARACTERS:

Who your players play as. They might be:

- Feuding Family Members
- The first animals in Space
- Kids on bikes.

Your Characters will all fill different roles called a **Character Role**. These roles will be defined by their different **Attributes**.

#### THE GOAL:

This is what your characters will work together to achieve to win the game. Pick one goal. It should relate to one of the other mechanics in your game. Your Goal might be:

- **Escape:** Get to a specific area of the **Map**
- **Slay:** Defeat a specific Boss **Monster**
- **Find:** Pick up a specific **Item**

**ASSIGNMENT:** Write 2-3 sentences for your Premise. Include what you're inspired by, what the Dungeon is, who the Player Characters will be, and what their Goal is.

< END OF DAY 1 >

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## Into The Darkness

### PREMISE

#### WHAT YOU'RE ALL INSPIRED BY:

- Capture the flag
- Mafia
- Adventure games
- D&D

#### DUNGEON:

The villains castle (elaborate more on this later)

#### CHARACTERS:

3 adventurers  
3 villains  
2 monsters

#### THE GOAL:

For the adventurers:  
To get the gem from the villains

For the villains:  
To protect the gem from the adventurers and kill all the adventurers

## DAY 2: PLAYER CHARACTERS

### 03. ATTRIBUTES

#### WHAT ARE ATTRIBUTES:

Attributes are qualities of your characters abstracted down to a number. They might be things like Strength or Speed. Here we've named the example attributes after what role they'll fill in your game, but you should replace them with things that make sense based on your game. So if you were making a game about a feuding family, Attack might become Gossip, or if you were making a game about a bank robbery, Magic might be Run.

#### WHAT DO THEY DO:

Attributes are the core mechanic of your game. They make the player characters and the monsters they'll fight play differently. They also indicate what actions you'll take in your game.

#### EXAMPLE ARRAYS:

<b>A fantasy adventure game:</b> <ul style="list-style-type: none"><li>• [Attack] = Strength</li><li>• [Magic] = Dexterity</li><li>• [Health] = Grit</li><li>• [Armor] = Magic</li></ul>	<b>An Animal Game:</b> <ul style="list-style-type: none"><li>• [Attack] = Bite</li><li>• [Magic] = Run</li><li>• [Health] = Tiredness</li><li>• [Armor Attr.] = Species</li></ul>
<b>A Spelunking Game:</b> <ul style="list-style-type: none"><li>• [Attack] = Grab</li><li>• [Magic] = Hold</li><li>• [Health] = Hunger</li><li>• [Armor Attribute] = Light</li></ul>	<b>A Social Game:</b> <ul style="list-style-type: none"><li>• [Attack] = Gossip</li><li>• [Magic] = Ignore</li><li>• [Health] = Cool</li><li>• [Armor Attribute] = Secrets</li></ul>

**ASSIGNMENT:** Come up with your attributes. Replace [Attack], [Magic], and [Health] with names of your own. you can use 'Find and Replace' to rename them across this whole document. Then write a [Armor Attribute] that fits your game. Replace any text in black, keep any text in pink. Here is the format:

#### 00. ATTRIBUTE NAME

**FLAVOR:** This is where you explain what the Attribute represents. Like: Use Gossip to spread rumors.

**CORE MECHANIC:** This is how the attribute works in game.

**OTHER MECHANICS:** These are other things you'll use the attribute for in your game. When you write a new game mechanic make sure to come back here and add it.

- **MECHANIC NAME:** This is for additional uses of the attribute, like using strength to climb over obstacles.

### ATTRIBUTES

#### 01. [ATTACK]

**CORE MECHANIC:** Versus test [Attack]. If you exceed a monster's [Armor], deal **the difference of attack** to them. If not, don't deal damage

#### 02. [Magic]

**CORE MECHANIC:** Versus Test [Magic]. If you exceed a monster's [Magic Resistance] the difference of magic to them. If not, don't deal damage.

#### 03. [HEALTH]

**CORE MECHANIC:** Whenever you take **damage** subtract the difference of damage to [health] if you reach zero something happens...

**OTHER MECHANICS:**

- **ZERO HEALTH:** > Once the character reaches zero health, they die.

#### 04. [Armor]

**CORE MECHANIC:** Whenever you take damage from [Attack], Armor is used as your defense mechanism.

#### 05. [Magic Resistance]

**CORE MECHANIC:** Whenever you take damage from [Magic], Magic Resistance is used as your defense mechanism.

#### 06. [Dexterity]

**CORE MECHANIC:** How fast a player can move around the board. D3 is used to decide whether they will move by 1,2 or 3 hexagons.

## 04. CHARACTERS

Player characters in dungeon crawlers have different roles. This means that Players playing the characters have a different experience playing the game and different strategies to help their team achieve victory. These roles are differentiated by giving characters different values for their Attributes.

### ASSIGNING ATTRIBUTES:

When you're assigning attributes to your characters, have a good mix of strengths and weaknesses for each character. Don't make one character better or worse than all the others.

**ASSIGNMENT:** Pick a role for your 3 Characters. Then Distribute their attributes. All **Attributes should be a value between 1 and 4 [including 1 and 4]**. As this will mean that even the best characters have a chance to fail static tests.

## CHARACTERS

Elena		Nadia		Andre	
Attribute	Value	Attribute	Value	Attribute	Value
[ATTACK]	1	[ATTACK]	3	[ATTACK]	5
[Magic]	2	[Magic]	2 (only long range)	[Magic]	0
[HEALTH]	12	[HEALTH]	16	[HEALTH]	18
[Armor]	1	[Armor]	3	[Armor]	5
[Magic Resistance]	3	[Magic Resistance]	2	[Magic Resistance]	1
[Dexterity]	4	[Dexterity]	3	[Dexterity]	1
Special [Heal]	Range: 1 Cell Heal: 4 Cooldown: 1 turn	Special [Magic Bow] Long Range Magic	Range: 2 Cell Damage: 2 Magic	Special [Rage] Roll a die If even:	+2 attack this turn
				If Odd:	-3 health

Ravana		Puppet Master		Darius	
Attribute	Value	Attribute	Value	Attribute	Value
[ATTACK]	4 (6)	[ATTACK]	3	[ATTACK]	2
[Magic]	1 (4)	[Magic]	2	[Magic]	3
[HEALTH]	28	[HEALTH]	22	[HEALTH]	24
[Armor]	4(0)	[Armor]	3	[Armor]	1
[Magic Resistance]	1(0)	[Magic Resistance]	3	[Magic Resistance]	3
[Dexterity]	2(3)	Dexterity	3	[Dexterity]	2
Special [Berserk Mode]	Once 8hp or lower, gains new attributes.	Special [Monster Spawning]	Every monster spawned reduces her overall health by 1	Special [Magic Bow] Long Range Magic	Range: 2 Hexagons Damage: 2 Magic

< END OF DAY 2 >



## DAY 3: ENCOUNTERS + ITEMS

### 05. MONSTERS

Monsters are what we're going to call whatever things you're encountering and struggling against. They could be rival race car drivers or angry shopkeepers that don't like your mischief. They could also be non-living obstacles if they're the main thing you struggle against, like cliffs in a climbing game, or complicated machines in a repairing game.

Monsters are going to have an [Attack] value, a [Magic] value, and a [Health] value, just like your player characters. However, unlike your players, these values don't have a dice roll added to them, they're static values.

#### MONSTER ATTRIBUTES

**ATTACK AND Magic:** A Monster's [Attack] value and [Magic] value should be between 6 and 10, as Failsafe means you'll always have a chance to hit.

**HEALTH:** A Monsters Health should normally be higher than a Character's health as your Character's can fight them together.

**SPECIAL:** Normally your game's [Armor Attribute] will be player facing. Meaning that monsters won't need one. Instead you could give you monsters multiple attacks, or a special attack that Damages all Characters on a failed Static Test.

**ASSIGNMENT:** Assign attributes for two monsters. Then add any special powers the monsters might have. Here is the format:

#### MONSTER NAME

- **[ATTACK]:** value between 6 and 10
- **[Magic]:** value between 6 and 10
- **[HEALTH]:** value between 6 and 10

#### SPECIAL POWERS

> This might be extra attacks, extra damage, special abilities etc.

Optionally add any general rules for monsters. For example if all monsters have a random chance to drop treasure when you defeat them, you would specify that under Monster Rules.

### MONSTERS

#### RUPERT

- **[ATTACK]:** 3
- **[Magic]:** 1
- **[HEALTH]:** 9
- **[Armor]:** 3
- **[Magic Resistance]:** 1

#### MARVIN

- **[ATTACK]:** 1
- **[Magic]:** 3
- **[HEALTH] :**9
- **[Armor]:** 1
- **[Magic Resistance]:** 3

#### MONSTER RULES:

> Monsters act the same way as Villains.

## 06. ITEMS

Items are any objects your characters could take carry and use. Normally, they'll add a value to one of your character's attributes. Figuring out which character should take what Items is a point of strategy for your players. Items like this might be a Flaming Sword or Invisible Armor, but really anything could be an item based on the context of your game. If your game is about socializing in a breakroom, a good item might be a Novelty Mug or an Espresso Shot.

Optionally an item may instead grant a special power. This might be a spell, or just a more complex, risky, or selectively used item. In the examples below a flaming sword is used for both, to show how the effects of the same item could be approximated either way.

**ATTRIBUTE BOOST:** add +2 to a specific attribute.

**Example:** Flaming Sword: +2 to [Attack].

**POWER:** Static test a specific attribute to grant a larger bonus on a single test, if the power is very powerful you may want to have a consequence for failure.

**Example:** Flaming Sword: Static Test Health. Success: +1d3 [Attack] and damage on next attack. Failure: -1 [Health].

**ASSIGNMENT:** Write 1 item and it's effects to the right.

## ITEMS

**ITEM NAME:** Magic Potion

**EFFECT:**

The player who picks up this potion gains +2 of any attribute of their choice

**ITEM RULES:**

5 of the magic potions are randomly scattered around the map and can be picked up by either the villains or the adventurers. Health is the one attribute which cannot be added to any characters as a result of this potion.

**ITEM NAME:** Potion of light/ Potion of darkness

**EFFECT:**

Potion of Light (if adventurer picks up potion): +2 attack Or +3 magic +1 armor +3 magic resistance

Potion of darkness (if villain picks up potion): +4 attack Or +3 magic +2 armor +2 magic resistance -2 health

**ITEM RULES:**

The item is placed in the middle of the map at the start of the game. It has a different effect depending on whether it is picked up by an adventurer or a villain. Item cards cannot be picked up by monsters. Picking up this item ends the turn. The effects of the potion only apply to the player who picks up the potion.

## DAY 4: GAME MECHANICS

### 07. VICTORY CONDITION

Victory conditions are what the players need to achieve to win the game. You'll pick one victory condition. Go back to your Premise, how can you fit the victory condition from your presence in with the mechanics you've already come up with. Some examples might be:

- **Escape:** Get to a specific Room on the **Map**. Remember to note that area on your map.
- **Slay:** Defeat a specific Boss **Monster**. Remember to note where that Monster is placed at the start. And to make it tougher than your monsters.
- **Find:** Pick up a specific **Item**. Remember to note where it is placed on your map.

You can also combine these. For example, you might need to bring an Item to a Specific room. Or defeat a monster with an item.

#### **LOSS CONDITION:**

Optionally, you could have a condition that causes the Players to lose. For example, a turn timer that ticks down after each turn. Or a limit for how many times you can retreat from a Monster.

**ASSIGNMENT:** Replace or Alter these conditions for winning and losing. Make sure you explain the mechanics of anything you add. For example if you had a turn timer to count down until the Players lose, remember to include when it counts down, and how many turns it starts with.

### VICTORY CONDITION

If either of the following takes place, the game ends:

#### **Adventurers**

**Win:** Destroy all Villains, or capture all the gems. (20 turns)

**Lose:** All players have died or unable to capture all the gems in the time frame.

#### **Villains**

**Win:** Destroy all Adventurers or Hold the gems till the end of game (20 turns)

**Lose:** All Characters have 0 [Health] At the same time.

## 08. ORDER OF PLAY

Now that you've made most of the elements of your game. You can tie it all together and alter any of the rules presented at the beginning of your document to fit your game.

### 1. SETUP

This is where any rules from before the game would go. Like how to place cards on the map. Are they face up, face down, etc.

### 2. PLAYER TURN

This section is where you explain what the player characters can do on their turn.

#### 2.1 MOVE:

Where you explain how players move.

#### 2.2 COMBAT:

Where you explain how combat happens.

### 3. END OF TURN

Here is where you list anything that happens once the player's turn ends. For example, moving monsters, drawing new monsters, or counting to down a turn a counter that ends the game.

### 4. WIN OR LOSE

Here is where you'd put the player's goal and any tests they need to achieve it. Optionally you might have a loss condition as well, for example, the Oxygen counter reaches zero OR All characters reach 0 health. COPY THIS PART FROM THE PREVIOUS SECTION.

**ASSIGNMENT:** Alter and Add to these rules as you see fit. Look through your document and bring any necessary rules here. Please highlight any changes. Please edit or replace any text in BLACK, please don't replace any text in PINK.

## ORDER OF PLAY

### 1. SETUP

Done once at the beginning of the game.

**1st:** Players have to place their player characters on their respective first rows.

**2nd:** Items, Chests, and The Gems will be placed at predetermined places before the game.

### 2. PLAYER TURN

Players take turns defending, attacking, and moving on the map. Each Team can make each of their characters have an action once.

#### 2.1. MOVE

**1st:** A d3 dice is used to decide how far a player moves. If the dice lands on a 1 or 2 move one space. If the dice lands on 3 or 4, move two spaces. If the dice lands on 5 or 6, move 3 spaces.

You **CANNOT** decide how many spaces you move when you get more than one space of movement. For Example, If the player rolls a 5, they **CANNOT** choose to move 1 or 2 spaces and must move 3.

You **CANNOT** move to a space that you can move to with a lower roll. For example, if you roll a 4 and move 2 spaces, those 2 spaces you moved to shouldn't be accomplished with a roll of 1 or 2.

**2nd:** Repeat this process for each playable character once.

**3rd:** If the space contains a Monster or Villain, continue to 2.2 Combat. Else, proceed to end of turn.

#### 2.2 COMBAT

When players are in the Same space as a Monster or Villain, combat starts. Combat takes place in turns, which are outlined below.

**1st: Players.** Choose 1 for each character from the list below:

- **Defense (Adventurers Only):** Adventurers have the option to add +1 Armor or +1 Magic Resistance to their incoming attack from a Villain or Monster.
- **Flee:** If a player chooses the flee option, they have to roll a number equal to or lower than their [dexterity] to flee the battle. Once you have fled, go back one space in any direction. The attacker can't follow you into the same cell for 1 turn.
- **Attack:** If a player moves onto a space which is already occupied by an opposing player, combat starts: The player who just moved on to the cell first chooses whether they want to use a magic attack or a physical attack and attacks first by rolling a die. The number that is rolled is added to the magic or physical attack and is the total amount of damage done to the opposition minus the magic resistance or the armor of the player. Example: if a player attacking has 1 physical attack and rolls a 4, and the opposition has 3 armor, the damage done to the opposition would be 2 (1 attack + 4 die roll - 3 armor) and the opposition would lose 2 health. After one player attacks, the defender gets to attack back at the attacker. Magic Resistance and Armor cannot go down as a result of battle. There cannot be more than one player of the same team on the same cell.

### **3. END OF TURN**

**1st:** Once the player has moved into the cell their turn is over.

**2nd:** If a player chooses to skip their turn, the turn ends.

**3rd (Combat):** Once both players use their attacks they stay in the cell until their next turn. If they choose to move then they roll the die and continue as normal. If they stay they can't fight until one leaves the cell and returns.

### **4. WIN OR LOSE**

If either of the following takes place, the game ends:

#### **Adventurers**

**Win:** Destroy all Villains, or capture all the gems. (25 turns)

**Lose:** All players have died or unable to capture all the gems in the time frame.

#### **Villains**

**Win:** Destroy all Adventurers or Hold the gems till the end of game (25 turns)

**Lose:** All Characters have 0 [Health] At the same time.

# GAMESPACE

## 09. MOVEMENT

How your players, and optionally your monsters, traps, and/or items move around your map.

**ROOM BASED:** The Players decide collectively which Adjacent Room their Characters Move to. Move their cards to that room.

**ASSIGNMENT:** Copy and paste the selected Movement Mechanic from the left. Optionally alter it as you see fit. For example, in a Rock Climbing Game you might test [Magic] to move to the next room. Make sure you go back and add it to the Order of Play.

## MOVEMENT

The game starts with whomever rolls the highest and goes clockwise from that player. The players who are villains should not sit next to other villain players, and players who are adventurers should not sit next to other adventurer characters. This makes it harder to gang up on opposing players and makes it more fair as well. At the start of each player's turn they can either skip their turn or roll a D3 die (normal six faced die):

- If a 1 or 2 is rolled - move 1 space
- If a 3 or 4 is rolled - move 2 spaces
- If a 5 or 6 is rolled - move 3 spaces

After the player rolls and moves their character, the turn is over unless they can engage in combat (2.2) or can use their character's special ability.

## 10. MAP

The Map is your Game Board, and the world of your game. Your Player Characters will move around it as they attempt to accomplish the Goal of your game. Below are two examples of how you could map a Physical Space as a Game Space.

### ELEMENTS OF THE MAP:

**ROOMS:** The Map is a series of rooms, with doors or paths that lead from one to the other. Characters can move between these paths to any of the adjacent rooms.

**ROOM LABELS:** Certain rooms may need to be keyed or labeled depending on your game mechanics. For Example you'll need to label where your players start and where your Monsters, Traps, and Items are placed.

**SPECIAL ROOMS:** A map might have Special Rooms. Locked Rooms. Rooms that require a Static Test to move into or out of. Rooms that do some effect while landed inside of their bounds.

**MARKERS:** Symbols applied to rooms on your map, these might represent where monsters or treasure starts, or locked rooms.

**Assignment:** Parts of your map: Use this checklist as you make and label your map. If any of these Rooms Have Special Rules, write them as well. Format is here:

### GENERAL MAP RULES:

> Any rules for all rooms go here. For example if your dungeon was a sunken ship ALL your rooms might have this rule:  
Underwater: Static Test [Magic], fail, lose 1 health.

### DOOR / CONNECTOR RULES:

> any rules governing doors or connectors between rooms go here. For example, Locked: if door has a connector marked with a lock Icon, Static Test [Magic] to move or flee down that path.

### SPECIFIC ROOMS:

> Here you would list All rooms on your map and any special rules or flavor text that might go along with them. Make sure to note whether the room is a starting location for something

1. Room Name: room rules [Player Start]
2. Room Name: room rules

< END OF DAY 4 >

## MAP

### MAP RULES:

Items are scattered randomly across the map, if a player lands on the cell with that item, they collect it and use the potion immediately. Cell with certain symbols have different effects:

- Skull: -1 health
- Ax: If player is in battle while on this cell +1 attack
- Wand: If player is in battle while on this cell +1 magic
- Shield: If player is in battle while on this cell +1 armor
- Seal: If player is in battle while on this cell + 1 magic resistance
- Lightning Bolt: If a player is in battle while on this cell +1 dexterity
- Chest (Draw A Potion Card): Roll a die:
  - If 1 is rolled: Potion of Light/Darkness.
  - If 2 is rolled: +1 attack
  - If 3 is rolled: +1 magic
  - If 4 is rolled: +1 armor
  - If 5 is rolled: +1 magic resistance
  - If 6 is rolled: +1 dexterity

### SPECIFIC ROOMS:

1. Room Name  
Player Spawn
2. Room Name  
Villain Spawn
3. Room Name  
Monster Spawn

## ref. BASIC GAME RULES

These are the core mechanics of the sample game.

### DICE MECHANICS

#### THE D6:

Dice add an element of chance and risk into your game. Your game will only use one Dice: A six sided die or **d6**. However, there are multiple other ways to roll and use a **d6** for different results:

**D3:** A d6 can also be used to be a **d3** by halving the number rolled and rounding up, so a result of 1 or 2 is a 1, a result of 3 or 4 is a 2, and a result of 5 or 6 is a 3.

**D2:** A d6 can also be used as **d2** which has a fifty-fifty chance, like a coin flip. For a d2, any odd result is a 1 and any even result is a 2.

#### ADVANTAGE / DISADVANTAGE:

For Advantage, roll the dice twice and take the highest value of the two rolls. For Disadvantage, roll the dice twice and take the lowest value of the two rolls.

#### NATURAL

A natural is when a dice rolls a specific number without modifiers. A famous example is in the game Dungeons & Dragons, which uses a twenty sided die. In that game a Natural 20, meaning that the dice is rolled and shows a 20, is a critical hit.

### TESTS

Tests are what we're going to call it when you characters roll dice to find out if they succeed or fail at something. There are two kinds of tests:

#### VERSUS TESTS:

Versus Tests are for when you're rolling against something else like a monster. You **roll a d6 + your attribute and try to meet or exceed the attribute value of something else. A Natural 6 always succeeds, a Natural 1 always fails.** These are normally used in really tense or active situations like combat. If you want to make something more intense or granular in your game, like climbing a cliff in a caving game, you'd give the cliff attributes and make climbing it be done with a versus test.

#### STATIC TESTS:

Static Tests are used when an action is more based on your character's skill at something. You **roll a d6 and succeed if you get equal to or under their attribute value. A Natural 6 always fails, a Natural 1 always succeeds.** This is used for tests in less tense situations, like disabling a trap or hiding from a monster.

### 1. SETUP

Done once at the beginning of the game.

**1st:** Each Player picks one of the three Character Roles. Mark where the players are in the [Player Start].

**2nd:** Note Monster, Trap, and Treasure locations on their noted [Starting spaces].

### 2. PLAYER TURN

What the players do on their turn. Repeat until they WIN OR LOSE.

#### 2.1. MOVE

**1st:** If any Character has 0 [Health], they cannot move. If all Characters have at least 1 [Health], they must move.

**2nd:** Players decide collectively which adjacent space their Characters Move to. Move their cards to that space.

**3rd:** If the space contains a Trap, roll the Test indicated on the Trap card and take any negative effects for those who fail. Keep the Trap on the board.

**4th:** If the space contains an Item, the Players decide collectively which of their characters will carry and use that item. Remove it from the Board. Any time they Move they may switch which character is carrying the Item.

**5th:** If the space contains a Monster, continue to 2.2 Combat. Else, proceed to end of turn.

#### 2.2 COMBAT

When players are in the Same space as a Monster, combat starts. Combat takes place in rounds, which are outlined below. Except if Player's take the Heal Stance, they can always attempt to deal 1 Damage to a Monster each Round.

**1st: Player Stances:** Players pick their stances. Choose 1 for each character from the list below:

- **Aggressive:** Versus Test [Attack] with Advantage this round.
- **Defensive:** Versus Test [Magic], with Advantage this round.
- **Heal:** Static test [Health], if successful, restore 1 lost [health] to another Character up to their maximum, but you cannot Test [Attack] this round
  - OR ALL CHARACTERS MAY –
- **Flee:** Static test [Magic]. Move to the previous room. If failed, take 1 damage as you do.

**2nd: Action Order + First Attacks:** To determine which Characters can Attack and Heal before the Monster, Versus Test [Magic] versus the Monster's [Magic] for each of the Characters. The Characters that fail can attack after the Monster. Those that succeed can Attack or Heal now. To Attack, Versus Test [Attack] versus the Monsters [Magic]. If the character succeeds, deal 1 damage to the monster.

**3rd: Monster Attacks + Second Attacks:** Roll d3 to determine randomly which character the monster attacks. The targeted Character must Versus Test [Magic] versus the Monster's [Attack]. If the character fails, they take damage. Once the Monster has attacked, any character that hasn't Attacked or Healed yet can now do so now.

**4th: Ending Combat:** If the monster and at least one player have more than 0 [Health], Return to the first step. Else combat ends. If the Monster has 0 [Health] remove the Monster Card.

### 3. END OF TURN

**1st:** If any Monsters have less than their starting [Health] restore their [Health] to their starting [Health].

**2nd:** If any Characters have less than their starting [Health], roll d3, allocate that much [Health] to any of the Characters.

### 4. WIN OR LOSE

If either of the following takes place, the game ends:

**Win:** All Monsters, Items, and traps have been encountered.

**Lose:** All Characters have 0 [Health] At the same time.



Note:

Different cells have different symbols for attributes. When a player is on that cell, they gain plus or minus the attribute on the cell they are on while in battle.