

# HERO'S JOURNEY

*Grace R., Yitong L.*



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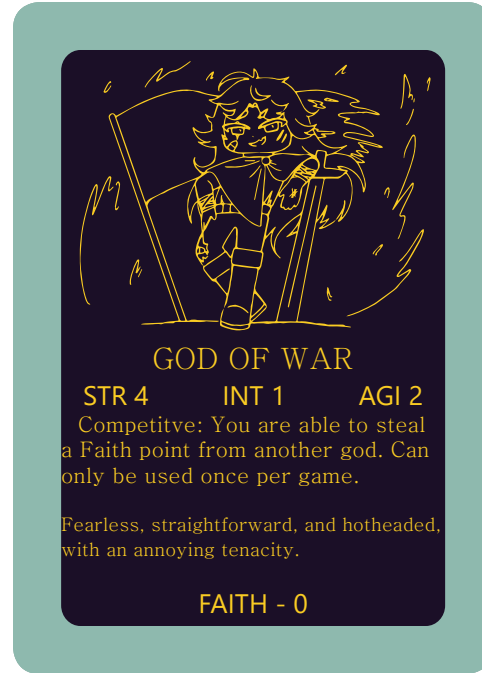
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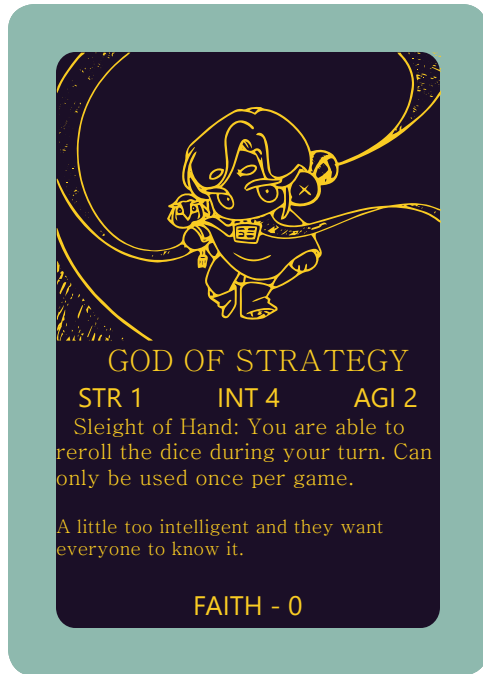
# CHARACTER CARDS -- FRONT



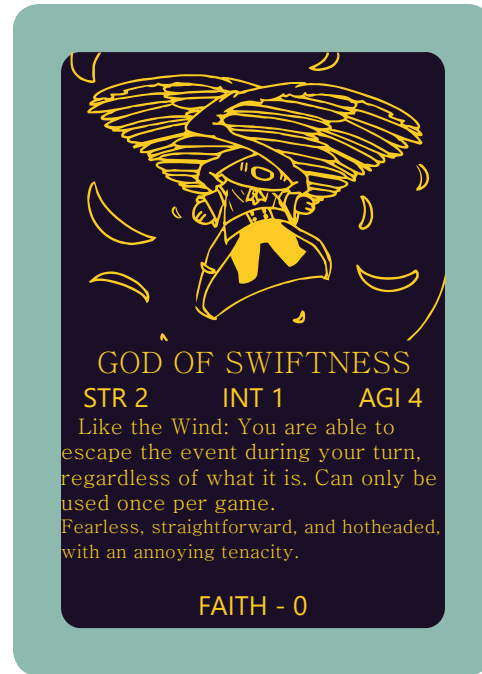
Character Card Front 1



Character Card Front 2

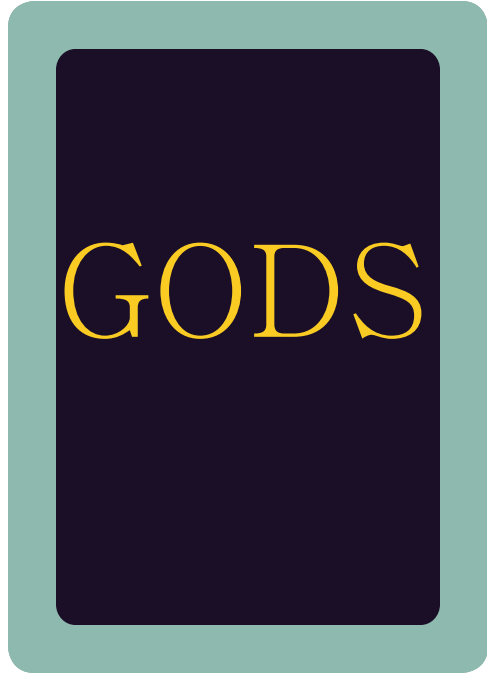


Character Card Front 3



Character Card Front 4

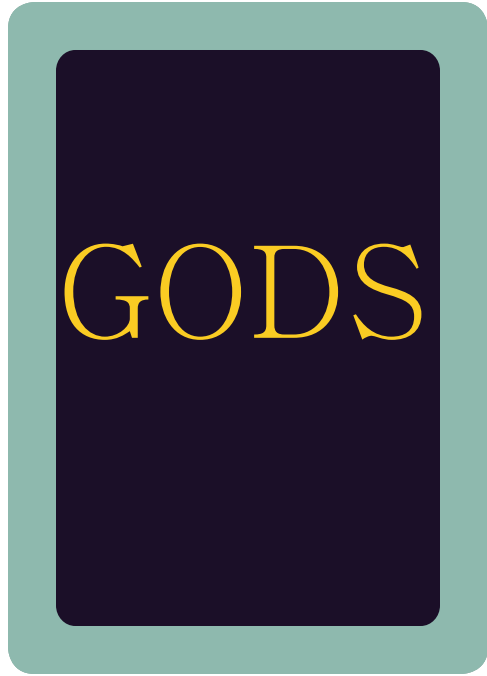
# CHARACTER CARDS – BACK



Character Card Back 2



Character Card Back 1



Character Card Back 4



Character Card Back 3



# ITEM AND TRAP CARDS — FRONT



## SUDDEN SINKHOLE

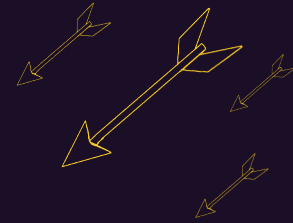
### Agility

The ground suddenly collapsed beneath your hero.

All characters must test Agility. They must all roll lower or equal to their agility.

CONSEQUENCE: Deal D3 damage to the hero's Health. Deduct 1 Faith point.

Item or Trap Card Front 1



## ARROW TRAP

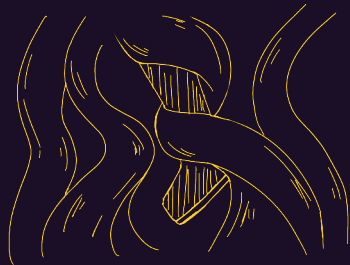
### Intelligence

Quick! Dodge all the incoming arrows.

All characters must test Intelligence. They must all roll lower or equal to their intelligence.

CONSEQUENCE: Deal D3 damage to the hero's Health. Deduct 1 Faith point.

Item or Trap Card Front 2



## TANGLED CAGE

### Strength

Wild thorny roots are hurting your hero.

All characters must test Strength. They must all roll lower or equal to their strength.

CONSEQUENCE: Deal D3 damage to the hero's Health. Deduct 1 Faith point.

Item or Trap Card Front 3



## HEALTH POTION

Your hero has picked up a small glass of viscous red fluid.

EFFECT: The hero gains 1 Health.

Item or Trap Card Front 4

# 7 ITEM AND TRAP CARDS -- BACK



Item or Trap Card Back 2



Item or Trap Card Back 1



Item or Trap Card Back 4



Item or Trap Card Back 3





### HUNGRY OGRE

STR 8    INT 6    AGI 7

A hungry ogre who has been wandering for days without food has approached your hero. It is starving and impatient, it eyes your hero with saliva dripping down its mouth.

HEALTH 8

Monster Card Front 1



### CURSED WARRIOR

STR 8    INT 8    AGI 6

This soldier was on the losing end of his king's battle. Cursed to keep reliving his past, even when killed he will revive the next day, at the same time of the beginning of his last battle

HEALTH 7

Monster Card Front 2

# MONSTER CARDS -- FRONT



# MONSTER CARDS -- BACK



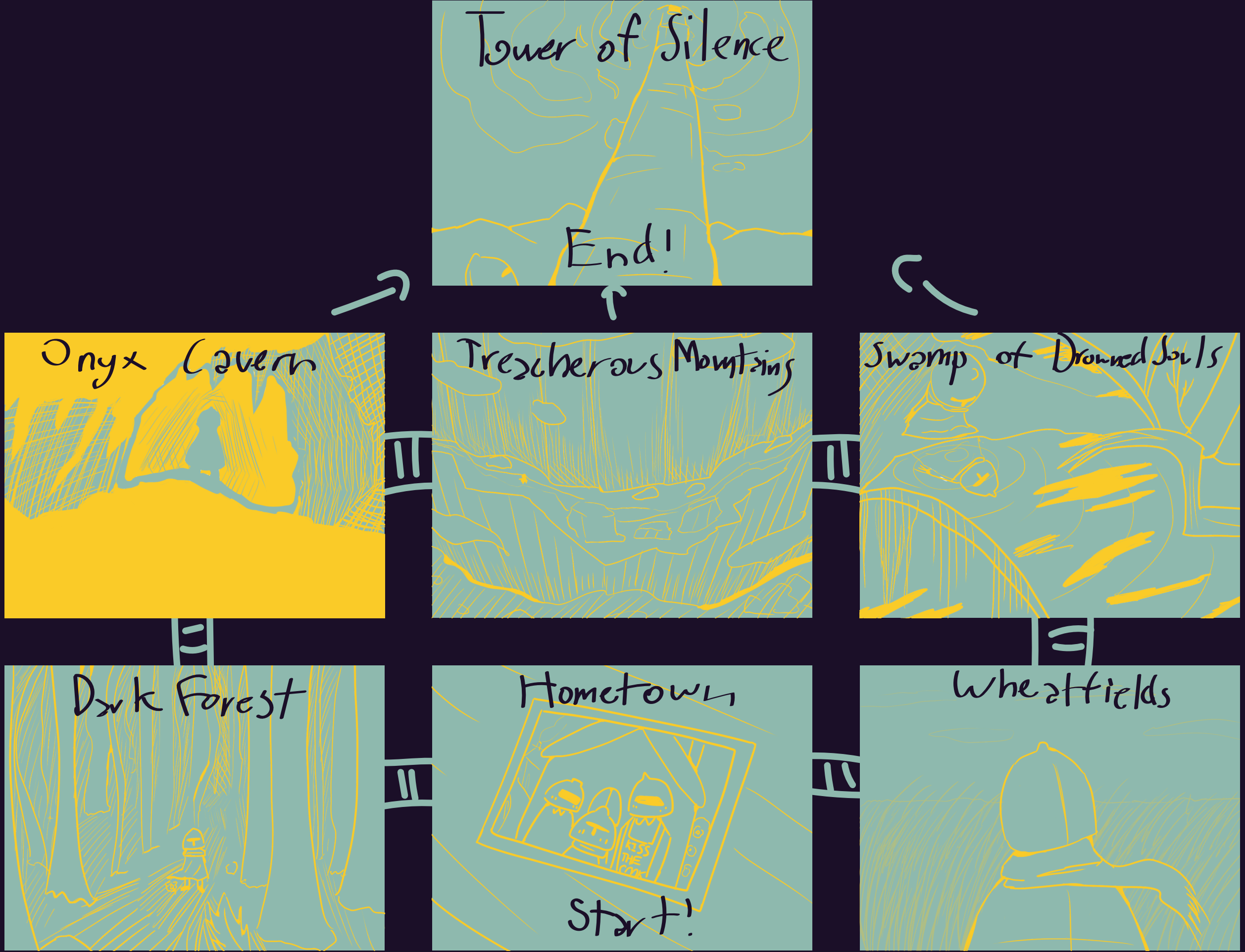
Monster Card Back 2



Monster Card Back 1



**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:

- Standard "adventure" areas to get to the hero's objective.
- Hometown -> Forest; Wheatfields
- Wheatfields -> Forest; Abandoned castle
- Abandoned castle
- Forest -> Cave
- Cave -> Underground Dungeon
- Underground Dungeon -> Tower

#### 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 >

Grace R., Yitong L.

## Hero's Journey

### PREMISE

You are all-powerful gods trying to nurture a courageous hero as they embark on a journey to save a princess from her confinement. What you didn't expect was how difficult it would be to keep a single human alive...

A comic led me to want to create a tabletop game where my friends play as gods of a fantasy world. The dungeon will be a fantasy world that consists of standard "adventure" areas, such as a spooky forest, an underground dungeon, a cave, and a tower. The players will act as gods of this world and try to help the hero get to the last stage, the tower, and save the princess. The players can win by leading the hero all the way through the game, and the player who gains the most Faith points from helping the hero will be the true winner out of all the gods.

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

**ASSIGNMENT:** Come up with your attributes. Replace [Attack], [Dodge], and [Health] with names of your own. you can use 'Find and Replace' to rename them across this whole document. Then write a [Free 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

#### GOD'S ATTRIBUTES

##### 01. STRENGTH

**FLAVOR:** The hero pulls his sword out of its sheath and performs a swift slash.

**CORE MECHANIC:** Versus test Strength. If you meet or exceed a monster's Agility you deal **1 damage**.

##### 02. AGILITY

**FLAVOR:** The hero quickly dashes away.

**CORE MECHANIC:** Versus Test Agility. If you get under a monster's Strength take **1 damage**.

##### 03. INTELLIGENCE

**FLAVOR:** The hero's gears are turning. They quickly formulate a calculating plan...

**CORE MECHANIC:** Versus Test Intelligence. If you meet or exceed a monster's Intelligence you deal **3 damage**. If you get under a monster's Intelligence take **1 damage**.

##### 04. FAITH POINTS

**FLAVOR:** The hero thanks you. Their respect and admiration has increased.

**CORE MECHANIC:** Every time you successfully help the hero on their turn, you obtain **1 Faith point**.

#### HERO ATTRIBUTE

##### 05. HEALTH

**FLAVOR:** The hero has only 10 Health. Be careful with them, they are mortal after all...

**CORE MECHANIC:** Whenever you take **damage** subtract 1 Health, if you reach zero something happens...

#### OTHER MECHANICS:

- **TURN FAIL:** The player who caused the hero to take damage is not allowed to participate in the next turn. Deduct 1 Faith point.
- **ZERO HEALTH:** If the hero dies they return to the starting point of the map. All gained Faith points are kept.

## 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

God of War		God of Strategy		God of Swiftess		God of Protection	
Attribute	Value	Attribute	Value	Attribute	Value	Attribute	Value
STRENGTH	4	STRENGTH	1	STRENGTH	2	STRENGTH	3
AGILITY	2	AGILITY	2	AGILITY	4	AGILITY	2
INTELLIGENCE	1	INTELLIGENCE	4	INTELLIGENCE	1	INTELLIGENCE	2
FAITH	0	FAITH	0	FAITH	0	FAITH	0
Competitive: You are able to steal a Faith point from another god at any point in the game. Can only be used once per game.  Fearless, straightforward, and hotheaded, with an annoying tenacity.		Sleight of Hand: You are able to reroll the dice during your turn. Can only be used once per game.  A little too intelligent and they want everyone to know it.		Like the Wind: You are able to escape the event during your turn, regardless of what it is. Can only be used once per game.  No one has ever seen their face, but their mysterious presence is always recognizable.		Over My Dead Body: You are able to cancel the damage taken during your turn. Can only be used once per game.  Sturdy, reliable, and honest. The least problematic of the group, but a little blunt with their words.	

## 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 [Dodge] 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 DODGE:** A Monster's [Attack] value and [Dodge] 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 [Free 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
- **[DODGE]:** 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

#### HUNGRY OGRE

A hungry ogre who has been wandering for days without food has approached your hero. It is starving and impatient, it eyes your hero with saliva dripping down its mouth.

- **STR:** 8
  - **AGI:** 7
  - **INT:** 6
  - **HEALTH:** 8
- SPECIAL POWERS**

> **ROAR:** When the ogre's Health reaches 3, its Strength is boosted by 2 points for 4 turns.

#### CURSED WARRIOR

This soldier was on the losing end of his king's battle. Cursed to keep reliving his past, even when killed he will revive the next day, at the same time of the beginning of his last battle.

- **STR:** 8
  - **AGI:** 6
  - **INT:** 8
  - **HEALTH:** 7
- SPECIAL POWERS**

> **DECAY:** When the warrior's Health reaches 2, its Health is regenerated by 3 points.

#### MONSTER RULES:

> Players cannot escape from battling a monster unless all players roll more Agility than the monster's Agility. The battle continues until the monster reaches 0 Health.

## 06. TRAPS

Traps are other obstacles that you might encounter. Instead of fighting them like a Monster. You normally test to disable or avoid them. If you fail you take a debilitating effect. These might be Hot Lava, A Trash Compactor, or A Security Camera.

### TRAP MECHANICS

**STATIC TEST:** Pick an attribute for a Static Test, if the test fails, the player characters all take a consequence.

**CONSEQUENCE:** A consequence of failing the test on a trap might be a d3 damage to health. Or 1 damage to random attribute.

**ASSIGNMENT:** Write 1 trap to the left, pick a test, and write a consequence for failure.

## TRAPS

### SUDDEN SINKHOLE

The ground suddenly collapsed beneath your hero.

TEST: All characters must test Agility. They must all roll lower or equal to their agility.

CONSEQUENCE: After every player has tested if any one of them fails, deal D3 damage to the hero's Health. Every failed player gets 1 Faith point deducted.

### ARROW RAIN

Quick! Dodge all the incoming arrows.

TEST: All characters must test Intelligence. They must all roll lower or equal to their intelligence.

CONSEQUENCE: After every player has tested if any one of them fails, deal D3 damage to the hero's Health. Every failed player gets 1 Faith point deducted.

### TANGLED CAGE

Wild thorny roots are hurting your hero.

TEST: All characters must test Strength. They must all roll lower or equal to their strength.

CONSEQUENCE: After every player has tested if any one of them fails, deal D3 damage to the hero's Health. Every failed player gets 1 Faith point deducted.

## 07. 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

### HEALTH POTION

Your hero has picked up a small glass of viscous red fluid.

EFFECT: The hero gains 1 Health.

### ITEM RULES:

> Shared by all players. The use of an item requires the agreement of all players. They can be used any time, even in the middle of battle. Using an item counts as taking a turn. After being used, discard the potion.



## DAY 4: GAME MECHANICS

### 08. 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:

**Win:** Reach the tower and release the princess from her confinement. At the end of the game, the players total up their Faith points, and whoever has the most will be deemed the "best God", the true winner.

**Lose:** The hero reaches 0 health. The hero restarts from the beginning, but the player's Faith points are kept. Rearrange and place all the cards back on the board.

## 09. 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:** Each Player picks one of the four Character Roles and a token to represent them. Place the players' tokens in the room labeled Hometown.

**2nd:** Randomly place Monster, Trap, and Item locations on every room except the Hometown and Tower of Silence.

### 2. PLAYER TURN

Each player has to choose a stance against a monster or trap.

#### 2.1. MOVE

**1st:** If the hero has at least 1 health, the players must move.

**2nd:** The Players decide collectively which Adjacent Room their hero moves to. Players move their tokens to that room.

**3rd:** If the Room 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 room contains an Item, the Players are able to use the item any time. Remove the card from the board.

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

#### 2.2 COMBAT

When players are in the Same room as a Monster, combat starts. Combat takes place in rounds, which are outlined below. Except if the player's choose to use an Item, they can always attempt to deal Damage to a Monster each Round. A Round is when every player has taken a turn.

**1st: Player Stances:** Players pick the God (player) that they think fits best to aid the hero. This player goes first:

- **Aggressive:** Versus Test [Strength] with Advantage this round. Versus Test [Intelligence] with Advantage this round.
- **Defensive:** Versus Test [Agility], with Advantage this round.
- **Heal:** If the players have a healing item, they may use it any time. They are not allowed to participate in the rest of the Round.
- **Flee:** Every player must successfully Static test Agility to Move to the previous room. If any player fails, the player takes 1 damage.

**2nd: Action Order + First Attacks:** To determine if the hero can Attack/Heal before the Monster, Versus Test [Agility] versus the Monster's [Agility] for the hero. If the roll fails, the hero can attack after the Monster. If the roll succeeds the hero can Attack/Heal. To Attack, Versus Test [Strength] or Versus Test [Intelligence] against the Monsters [Agility] or [Intelligence] (depending on which attack you choose, refer to 3.1 and 3.2). If the character succeeds, deal damage to the monster (refer to 3.1 and 3.2).

**3rd: Monster Attacks + Second Attacks:** The players must Versus Test the hero's [Agility] against the Monster's [Strength]. If the hero fails, they take 1 damage. Once the Monster has attacked, repeat the previous step, but skip this step after the second time around and go straight to ending combat.

**4th: Ending Combat:** If the monster and the hero 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 the hero has less than their starting [Health], roll d2. If you roll any number from 1-3, the hero regains 0 [Health]. If you roll any number from 4-6, allocate 1 [Health] to the hero.

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

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

**Win:** Reach the tower and release the princess from her confinement. At the end of the game, the players total up their Faith points, and whoever has the most will be deemed the “best God”, the true winner.

**Lose:** The hero reaches 0 health. The hero restarts from the beginning, but the player’s Faith points are kept. Set up the cards again.

## GAMESPACE

### 10. 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 [Dodge] to move to the next room. Make sure you go back and add it to the Order of Play.

### MOVEMENT

The Players decide collectively which Adjacent Room their hero moves to. Move their cards to that room.

- If a monster fails to be killed but the players escape, the monster stays on the board and its [Health] returns to its original value. The monster also moves one space closer to the players. Roll a d3 to figure out how many turns the monster will wait before following. Repeat rolls for the monster until you win the game or defeat it.
- Players can only move by following the drawn connectors.

## 11. 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 [Dodge], 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 [Dodge] 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

### DOOR / CONNECTOR RULES:

> Arrows represent a difficult path. Roll a d3 to determine which attribute needs to be tested. If a 1 is rolled, [Strength] is tested. If a 2 is rolled, [Agility] is tested. If a 3 is rolled, [Intelligence] is tested. All players must roll lower or equal to their attribute. After each player has rolled, if one fails then the hero takes 1 damage. Even though the player failed, the players still move onto the next room.

### SPECIFIC ROOMS:

1. **Hometown**  
> Start
2. **Wheatfields**  
>
3. **Dark Forest**  
>
4. **Onyx Cavern**  
>
5. **Treacherous Mountains**  
>
6. **Swamp of Drowned Souls**  
>
7. **Tower of Silence**  
> End

## 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 Rooms].

### 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 Room their Characters Move to. Move their cards to that room.

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

#### 2.2 COMBAT

When players are in the Same room 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 [Dodge], 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 [Dodge]. 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 [Dodge] versus the Monster's [Dodge] 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 [Dodge]. 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 [Dodge] 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.