



Comprehensive
Rulebook

Table of Contents

1-Introduction 3

-CoreRules

11-DuelsandColosseumFights 13 -

Classes

17-EpicMonsters

19-BoostedLevelDice 20-

RelicsandDungeons 22-

LegendaryArtifacts 23-

CursedEquipment 24-

Rewards

25-One-UseDice 26-

Spells

28-HeroCombatDice 33

-SpecialEvents

34-MonsterAbilities 37

-Familiars

39-EpicTrophies

41-LostKingSymbols(TemporaryLocation) 43 -

Monsters

49-EpicMonsters

51-Components(ComingSoon!)

THE STORY

CORE GAME

The king of Elorim is dead—devoured entirely by a monster. It's no surprise, really. The kingdom is overrun by monsters. The previous king was eaten alive as well, and the king before him was burnt to a crisp. Therefore, it is unanimously decided the next king must be an accomplished warrior.

You are not an accomplished warrior, but you will not likely have another shot at the throne. Unfortunately, every half-wit, braggart, and two-bit warrior in the kingdom has the same idea. If you're going to prove yourself in battle, you're going to have to do it before anyone else or *cough, cough* die trying.

LEGENDARY EXPANSION

On his death bed, the second king of Elorim requested not to be buried with his sword and shield. Instead, he prophesied that a chosen warrior would arise, with silver hair and flaming red eyes, to inherit the relics. He commanded his guards, and their children, and their children's children to protect the sword and shield until that distant day.

Fortunately for you, the people of Elorim lack patience and integrity. They'll likely give you either one if you show the least bit of potential.

GUILDS EXPANSION

Armed with rusty swords and wooden shields, dozens of adventurers charged recklessly into the wild, with dreams of earning a claim to the throne.

In a matter of hours, they were burned, eaten, slimed, squished, and otherwise vanquished in a variety of creative ways.

Understandably, this gave pause to the next wave of adventurers.

Seeing an opportunity to turn a profit, the guilds of Elorim drastically lowered their standards for membership. The wizards promoted apprentices to instructors. Squires were hastily sworn to full knighthood. And the rogue guild offered very official-looking certificates to anyone capable of performing a somersault. (Those incapable of executing the feat simply paid an additional fee for their certificates.)

Having completed a truly small amount of training, and with a few new tricks up their sleeves, a new batch of warriors embarked to vie for the throne!

COLOSSEUM EXPANSION

As an increasing number of adventurers made their way into the wilds of Elorim, something remarkable and completely unexpected occurred—some of them actually came back alive! Dozens returned with dashing tales of prowess and bravery. Some bore grisly trophies as proof of their claims.

This alarmed many of the upper-class, who also yearned for the throne. And in an effort to draw attention to themselves with as little exertion as possible, a small group of nobles renovated the old Colosseum near the castle grounds.

In part, the plan went as expected. The Colosseum grew in popularity. Heroes of all skills and abilities gathered from across the land to compete in grand displays of non-lethal combat. However, this only served to increase the fame of the gladiators.

To further their own agenda the nobles of Elorim needed more fatalities.

One dark night, they said their farewells and went their separate ways in search of legendary creatures to bring back to the Colosseum. Each searched far and wide, chasing many rumors before finally finding something of substance. And as they crept into tombs, and caves, and forgotten ruins after something terribly real, their plan truly took a turn for the worse.

Thus, the greatest abominations in all Elorim have emerged from hiding with a fresh taste for human meat!

THE LOST KING EXPANSION

The philosopher's stone sits atop a pedestal in the greatest temple of Elorim, bathing the chamber in green light. Purportedly, the jewel fills the hearts of the people with peace, protects the entire kingdom from evil, and even has the power to grant immortality.

Sadly, the jewel can't do any of those things, because it is a fake.

The first king of Elorim stole the real jewel. However, no one noticed at the time. It may have seemed odd when the first king disappeared, but his successor became a casualty of the ensuing monster epidemic. And the third king soon after, and so forth.

So it wasn't unusual for a king to be missing.

No one thought much about it, until the recent competition for the throne. As adventurers made their way into the far reaches of the kingdom, stories circulated of a crowned skeleton clutching a green jewel.

These sightings prompted the clergy to inspect the philosopher's stone, which proved to be a clever forgery.

Should a warrior such as yourself defeat the lost king and return the true philosopher's stone, it might put a quick end to the blight of monsters. It would be mighty impressive too!

RUNDOWN

Dungeon Dice is an all-dice game of monster-killing, treasure-finding, and back-stabbing! Dice are used to represent every aspect of the game, including levels, treasures, monsters, potions, and more.

You take the role of a hero competing for the throne. Use your dice to defeat monsters, earn more dice, and defeat stronger monsters. Other players may assist you or sabotage you on your turn.

You will need to haggle and trade with other players as you attempt to collect the most impressive dice and claim your right to the throne.

WINNING CONDITION

Each player races to gain **FAME**. **FAME** is awarded for gaining experience, defeating powerful monsters, and obtaining magical **ARTIFACTS**.

In a standard game, the winner is the first player to gain 4 **FAME**. For an "Epic" game, the winner is the first player to gain 7 **FAME**.

FAME can be gained in the following ways:

1 **FAME** per **ARTIFACT**

1 **FAME** for the CROWN (found in the Equipment bag)

2 **FAME** for the PHILOSOPHER'S STONE (in addition to any TROPHY **FAME**)

1, 2, or 3 **FAME** from TROPHIES (**Red** = 1; **Black** = 2; **Gold** = 3)

1 **FAME** per EPIC TROPHY (see page ???)

1 **FAME** per BOSS TROPHY (see page ???)

1 or 2 **FAME** from gaining experience (see Experience Trackers on page ???)

-1 **FAME** for controlling a SINGLE Cursed Artifact (See Cursed Artifacts on page ???)

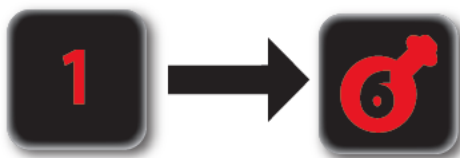
CHAOS REIGNS: Alternately, if a player possesses all three Cursed Artifacts, that player wins the game.

INITIAL SETUP & DICE

Before you get started, you'll need to get familiar with the different types of dice in the game.

SETUP Bag - **GREEN**

MONSTER LEVEL DICE –

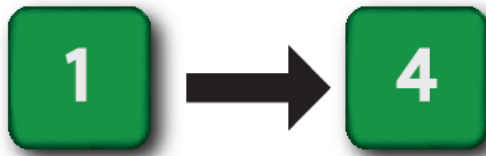


During combat, monsters roll a number of **MONSTER LEVEL** dice equal to the level of the monster.

MONSTER LEVEL dice are numbered 1 through 6. On a roll of 6, the die displays a potion, and a **ONE-USE** die is added as an additional reward for defeating the monster. This reward is only collected if the

6 is still present at the end of combat.

HERO LEVEL DICE –



During combat, you will roll a number of **HERO LEVEL** dice equal to your level. **HERO LEVEL** dice are numbered 1 through 4. If you lose combat or tie with monster, you receive a **WOUND** and you must set aside one of your **LEVEL** dice. This die may not be rolled again until the die is healed.

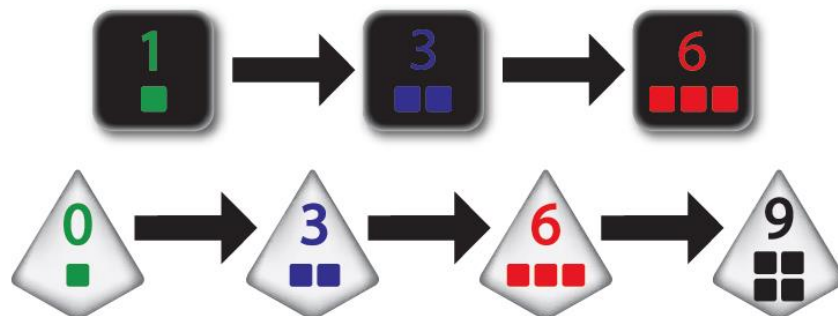
BOOSTED HERO LEVEL DICE –



When a hero with no wounds receives healing or a hero with max experience receives experience, that hero may upgrade one **HERO LEVEL** die to a **BOOSTED LEVEL** die for the next Combat only. If a hero receives multiple instances of healing or multiple extra experience points, multiple **LEVEL** dice may be exchanged. If a hero earns a **BOOSTED LEVEL** die, but no dice remain in the common area, the hero may take one from another player.

After Combat, any **BOOSTED LEVEL** Dice revert to normal **LEVEL** dice before applying Wounds.

EXPERIENCE TRACKERS –



Experience Trackers are used to track your experience and level. When a monster is defeated, the active player and any assistant receive 1 experience. The number on the top of the experience tracker indicates the hero's total experience. Below, the hero's level is expressed as a number of dice. Heroes begin the game with 0 experience. For standard games, use a black experience tracker for a maximum of three levels. For longer games, use a white Epic experience tracker for a maximum of four levels.

Die faces with **RED** numbers are worth 1 **FAME**. Die faces with **BLACK** numbers are worth 2 **FAME**.

SPELL DICE –



Spells are dice that may be added to a Combat to produce various effects. Each spell can be successfully added to a Combat once (A "Fizzle" does not result in the spell being successfully added to combat). The effect of each spell is listed in the SYMBOLS section.

Heroes must use the SCROLL ability in order to gain access to any spell.

Monsters do not roll spells unless their ability specifically states to roll a spell.

LEGENDARY ARTIFACTS –



Legendary Artifact dice are stored with the basic dice and are available to all players. Legendary Artifacts are worth 1 FAME.

When a player earns an ARTIFACT, he may instead choose to grab either the VORPAL SWORD or AEGIS SHIELD.

The NECROMANCER'S STAFF is a reward found only on the Necromancer Monster die.

BOSS MONSTERS –

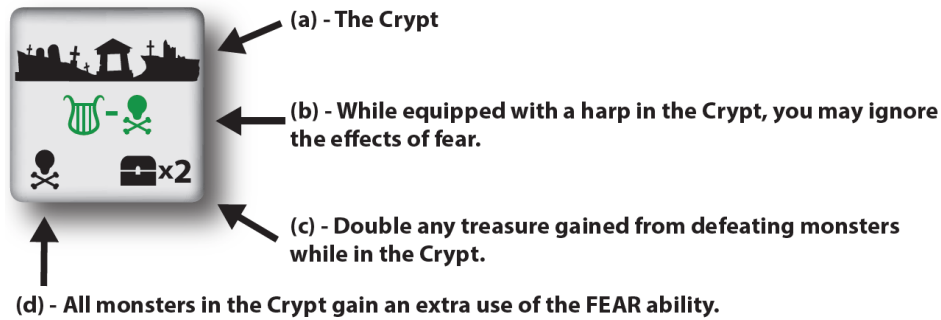
Rules Pending Play-testing

TERRAIN DIE –

Rules Pending Play-testing

DUNGEON (LOCATION) DICE -

The Dungeon die represents the location of the heroes during combat and grants bonuses and penalties. Each side of the dungeon die depicts a different location at the top (a), a BONUS that players receive while using specific equipment (b), additional rewards obtained when defeating a monster in combat while in the current dungeon (c), and an additional ability that all monsters receive while in the current dungeon (d). Specific Locations are explained on page ???.



The Dungeon Die does not affect Duels, Epic Monster fights, or Colosseum battles.

There are three ways to reroll the Dungeon die.

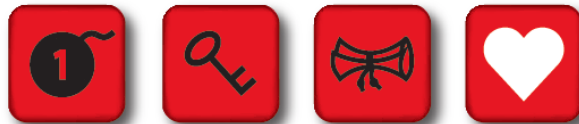
1 - Each time a player gains a FAME, they have the option of rolling the Dungeon die. If more than one player gains FAME at the same time, then only the active player may reroll the Dungeon die.

2 - If a player loses a Combat in the current Dungeon, that player may choose to roll the Dungeon die at the end of their turn.

3 - **ONE-USE** dice with the EXPLORE ability allow a player to turn the die to any side.

ITEM Bag - RED

ONE-USE DICE –



Each die has an effect that may be used once, and then the die is returned to the bag. When you roll a **ONE-USE** die, you may immediately use its ability.

RELIC DICE –



RELICS grant you a permanent effect so long as they are in your possession.

RELICS may be traded, like any other die. **RELICS** must be drawn randomly. You may not select a **RELIC** when using the LUCK ability, but they may be gained as part of your initial draw.

EQUIPMENT Bag - BLUE

EQUIPMENT DICE –



You may equip 2 one-handed weapons or 1 two-handed weapon. In addition, you may equip one armor die. When you equip these dice, you may roll them in combat along with your **LEVEL** dice. All weapons are one-handed unless otherwise stated.

You may change **EQUIPMENT** at any point except during combat. However, on any one player's turn, you may only use one set of **EQUIPMENT**.

On standard **EQUIPMENT**, the symbols are **BLACK**. If the symbols are **GREY**, this means the item is rusty or worn. The die will deal slightly less damage and is less likely to produce an ability. If the symbols are **PURPLE**, the item is of exceptional quality. The die will display slightly higher numbers and possess additional abilities.

Five **EQUIPMENT** dice may be exchanged at any time for one **ARTIFACT** die; the **EQUIPMENT** dice are returned to the blue bag, and an **ARTIFACT** is drawn randomly.

ARTIFACT Bag - **YELLOW**

ARTIFACT DICE –



ARTIFACT dice follow the rules of **EQUIPMENT**; however, they offer much more powerful **ABILITIES**. Heroes are awarded 1 **FAME** for each **ARTIFACT** in their possession.

ENCOUNTER Bag - **GRAY** (Or **BLACK** if playing without Colosseum)

MONSTERS –



These represent monsters you encounter on your turn. Each monster displays a number indicating its level. The monster's abilities are depicted in the lower right corner.

One face of each monster die depicts a reward symbol. If you defeat that monster or avoid it by simply rolling the reward side, you will get to draw the reward depicted (See Rewards on page ???).

The MIMIC and GENIE dice, while depicting Monsters, should go into the **EQUIPMENT** and **ITEM** bags, respectively.

CLASSES –



When a **CLASS** die is drawn, it is kept by the active player, but you may roll it only while using class-specific **EQUIPMENT**. **CLASS** dice may only be rolled during combat, unless otherwise mentioned, and no effects cause them to be rerolled.

One side of each **CLASS** die lists the types of **EQUIPMENT** that, once equipped, can unlock the **CLASS**. This side has no effect when rolled in combat. As long as a die of one of the given types is equipped, the **CLASS** die may be used.

A second side has a symbol representing a Passive ability. Rolling this side has no effect, but is a reminder of the passive ability, which may be used no matter what is rolled. The Passive Ability may not be STUNNED.

The remaining sides depict Abilities which may only be used if rolled. A hero may only roll and benefit from one **CLASS** per turn unless another game effect says otherwise.

SHRINES –



When you draw a shrine, it grants you an ability that you may use at any point on your current turn. You then immediately draw from the **ENCOUNTER** bag again.

TRAPS –



When you draw a trap, it has an immediate effect on you and you then immediately draw from the **ENCOUNTER** bag again.

EVENTS –



When an Event die is drawn, there will be a special interaction that usually involves two or more players. Details about these Events can be found on page ???.

FAMILIARS –



Familiars are creature companions that you are able to keep in your inventory. When a Familiar is drawn, it is kept by the active player. Each familiar may be rolled once on your turn, and once for each additional combat you participate in, unless their specific rule states otherwise.

CURSED ARTIFACTS –



When a Cursed Artifact is drawn, it is kept by the active player. Once equipped, you must expend one use of HEALING to remove it or trade it. Cursed Artifacts are also removed when targeted by PETRIFY or FREEZE.

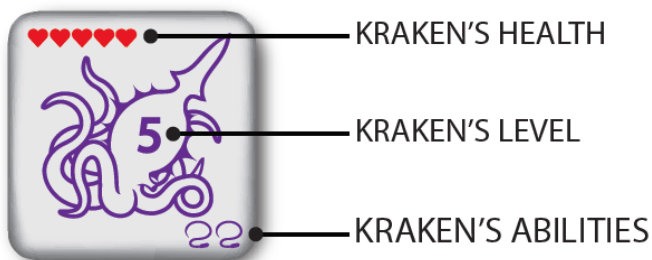
Once one or more Cursed Artifacts are in play, a player may select a Cursed Artifact and spend a full turn to DUEL the owner. The winner keeps the artifact and receives 1 experience.

Cursed Artifacts are worth -1 FAME. If a player possesses two Cursed Items, this penalty is removed.

EPIC Bag - BLACK

EPIC MONSTER DICE –

KRAKEN



KRAKEN'S EPIC TROPHY



Epic Monsters begin play with 5 HEALTH, indicated by the hearts in the upper left corner. When a hero's combat total ties or exceeds the Epic Monster's Combat total, the Epic Monster receives 1 WOUND and its HEALTH is reduced by 1, indicated by rotating the die to the side with one fewer Heart. The monster is not destroyed until it has received 5 WOUNDS.

Epic Monsters offer unique rewards called EPIC TROPHIES. An EPIC TROPHY awards 1 FAME and grants

the holder an additional ability that may be used in every future Combat. Abilities that affect standard trophies do not affect EPIC TROPHIES.

Epic Monsters are gigantic monsters that all players fight at once over multiple Combats. Players encounter an Epic Monster once per “Epic” game at the conclusion of the turn when a player reaches 4 FAME for the first time. Players may also encounter an Epic Monster when the “Epic Monster Appears” event is drawn from the ENCOUNTER bag. See page ??? for details on Epic Combat. Defeated Epic Monsters are kept as Trophies, grant 1 FAME, and bestow a special ability (see page ???).

ABILITIES

Each die in Dungeon Dice possesses different symbols that produce a variety of effects in the game called abilities. Gameplay is driven by the use (or “activation”) of these abilities.

For example, the ‘key’ symbol has the ability to open a locked chest. The ‘heart’ symbol has the ability to heal your wounds. Your weapons and armor have abilities that make you more effective in combat. Likewise, monsters have abilities that hurt you in combat. A monster may force you to reroll a good roll, or prevent you from using your best weapon.

When you roll a die, you are entitled to activate any abilities displayed by the die. On your turn, you have priority over other players in activating abilities, unless the ability states otherwise.

A monster’s abilities are set. They are displayed in the lower right corner of each monster die. On your turn, a monster’s abilities are controlled by the first player to your left who is NOT in combat.

[In certain situations, it is possible no player qualifies to control the monster. In this case, the monster automatically uses abilities in a way that is most likely to result in victory. In case of dispute, the inactive player makes any final decisions.]

You may activate each ability displayed on your dice only once each turn. If a die is rerolled and displays a new ability, that ability can be activated. If the die is rerolled and displays an ability that was previously activated, it may not be reactivated. If a symbol that was not activated is lost due to a reroll, or when a die is removed from combat, that ability can no longer be activated. Unused Abilities are lost at the end of the turn.

You can find a complete list of abilities beginning on page ???.

STARTING A GAME

1. Empty the green bag in the center of the play area for all players to use.
2. Give each player one **HERO LEVEL** die and one Experience Tracker (either normal or Epic).
3. Set each player's Epic Experience Tracker to 0 for Epic games (or out of play if using the 6-sided tracker for the standard game)
4. Each player rolls one of the black **MONSTER LEVEL** dice and the player with the highest roll plays first.
5. Starting with the first player, each player randomly draws two **EQUIPMENT** dice from the blue bag, and two **ONE-USE** dice from the red bag.
6. The first player rolls the Dungeon die and places it in the center of the playing area. This represents the location of all players.

Mulligan - After setup, but before the first player takes a turn, players may take one mulligan on the dice they have drawn from the **EQUIPMENT** bag. Starting with the first player, each player may set aside one or both **EQUIPMENT** dice they possess, and draw an equal number of replacements. The second draw is final. Once every player has finished, the rejected dice are returned to the bag.

USEFUL TERMS

ROUND – A full turn for each player. If an ability or action may only be used once per Round, using it prevents a player from using it again until their next end of turn.

COMBAT DICE – The initial dice used in combat, including **MONSTER** level dice, **HERO** level dice, **BOOSTED** level dice, **EQUIPMENT**, and **ARTIFACTS**.

WOUNDS – When you lose or tie in combat, you suffer one wound. Wounds received during combat are not applied until after combat. Before applying Wounds, any **BOOSTED LEVEL** Dice revert to normal **LEVEL** dice. A Wound removes one **HERO LEVEL** die from play which may not be rolled again until it is healed. You cannot have a negative number of **LEVEL** dice. You may still participate in combat no matter how many Wounds you have.

EQUIPMENT and **ARTIFACT** dice may also be **WOUNDED** by certain Abilities. These are healed in the same way. **WOUNDED EQUIPMENT** may still be traded for **ARTIFACTS**.

HEALING – Any time one or more 'heart' symbols are rolled on any source of Healing, each heart may be used to restore a Wounded die, remove a Curse, or Boost a **LEVEL** die (if there are no Wounded dice) for any player. If Wounded dice are recovered during combat, the die is not recovered until after combat is over.

RESTING – At the beginning of your turn, you may choose to rest instead of drawing from the encounter bag. Roll the **HEALING SPELL**, and proceed to the end of turn step.

TRADING - Players may trade dice at any time. All dice except level dice may be traded among players for any reason and without restriction. All agreements are binding. Wounded dice may be traded, but remain Wounded.

REWARDS - When you roll a reward symbol, you immediately gain the reward as described in the SYMBOL section (see page ???). Additionally, one face of each monster die depicts a reward symbol. If you defeat that monster, you get to draw the reward depicted. All Rewards belong to the Active Player unless Negotiation or a special ability dictate otherwise.

NEGOTIATING - When a monster is defeated in combat, all rewards automatically go to the active player unless the players have made some other agreement. Negotiations may be as creative as you like, but remember that all agreements are binding!

For example, a player may offer to help in exchange for the reward. If a monster offers a reward and a trophy, you may decide that one of you gets the reward and the other gets the trophy. You may trade dice as part of an agreement, offer assistance in the future or even threaten players to get what you want.

ROLL-OFFS - During negotiations, you may decide to roll for the reward after combat. Since you have a lot of freedom when negotiating, you might agree to each roll a die and give the reward to the highest roll. Or perhaps a player is stingy and will only give the reward away on a roll of 1 or 2. The black monster level dice are numbered 1-6, which makes them ideal for roll-offs between players.

OFF-TURN - When it is not your turn, you may still perform a number of actions. These include changing equipment, adding **ONE-USE** dice to either side of combat, assisting in combat, negotiating and trading dice, and helping to open locked chests. Basically, an action is only restricted if the action specifically states that it must be performed on your turn.

TROPHIES - If you defeat a **RED**, **BLACK** or **GOLD** monster, you may keep the monster die as a trophy. **RED** monsters are worth 1 **FAME**. **BLACK** monsters are worth 2 **FAME**. **GOLD** monsters are worth 3 **FAME**. Like any other die, trophies may be traded among players at any time, for any reason.

IMMUNITY - Monsters with the following Abilities are Immune to those Abilities and, when in combat against them, the corresponding Spell cannot be cast by heroes.

- Fire
- Gust
- Toad
- Drain
- Stun
- Freeze
- Void

Epic Monster Immunities are discussed on page ???.

DIE REMOVAL – A die removed from combat cannot be used again unless an Ability returns it to combat. Dice removed from combat are returned by Gust. Dice with a 0 on them can count as the lowest die, but not those with no number displayed. Removed dice may no longer trigger new Abilities, but Abilities that were already triggered remain in play.

ON YOUR TURN

Step 1: Draw

Randomly draw one die (or more, if using the Ranger **CLASS** or a Bow) from the Encounter bag. If it's a Familiar, Class, or Cursed Artifact, place the die in your inventory and proceed to Step 5. Otherwise, roll it in the center of the play area. If you roll a reward symbol, randomly draw one die from the indicated bag (see Rewards on page ???), and proceed to Step 5. If you roll a monster symbol, this represents a monster you have discovered. The number in the center of the die is the monster's level. The monster's abilities are depicted in the bottom right corner. For any other result, follow the rules for that particular die type.

Step 2: Prepare for Combat

When you encounter a monster, you are not required to fight. You may choose to confront the monster alone, confront the monster with an assistant, or run with no penalty. To help you make this decision, you may perform some or all of the following actions in any order:

Arm Yourself - Equip the dice you intend to use during combat. You may use a single 2-handed weapon or two 1-handed weapons. You may always roll one armor die as well. If you have several weapon dice, you will need to decide what will work best against this particular monster.

Choose an Assistant – Unless an Ability says otherwise, you MAY take one other player with you into combat. This player is called an assistant. You may select any player who is interested in joining you. Usually other players will want to help, but they will want something in return. One player may want to roll-off for the reward. One might simply want a **ONE-USE** die you possess. Be as creative as you want when negotiating with other players. All agreements are binding.

Use Abilities – Many abilities have an effect when used before combat. Those abilities MAY be used now. Any player may use **ONE-USE** dice and any number of other abilities that state they are allowed before combat. If more than one player wants to use an ability at the same time, the active player determines the order that the abilities may be used. Players may choose to pass on an ability and save it for a later time.

If you decide to confront the monster, proceed to Step 3. If you decide to run, proceed to Step 5.

Step 3: Combat

Once you decide to confront a monster, you no longer have the option to ask for assistance or run. The first player to your left who is not in combat takes control of the monster. This player will roll the monster's dice and may use the monster's abilities during the ability phase. In certain situations, it is possible for all players to be involved in combat. In this case, the monster automatically uses abilities in a manner that will most likely win the combat.

Roll Phase – All players in combat roll their COMBAT DICE. This includes equipped dice, **HERO LEVEL** dice, and **MONSTER LEVEL** dice. Monsters roll a number of **MONSTER LEVEL** dice equal to the level depicted on the monster die.

Add the values on your COMBAT DICE to determine your combat total. If you have an assistant, also add the values on your assistant's COMBAT DICE.

Add the values on the monster's dice to determine the monster's combat total. Whoever has the highest combat total is currently winning combat.

Armor Phase – Players with the Protection ability may activate it now. The Active player goes first, then the assistant, and finally the monster. No other abilities may be activated during this phase.

Ability Phase – During this phase, the active player and assistant MAY activate any number of abilities and roll **ONE-USE** dice. The monster MAY activate any ability depicted on its die. Heroes not participating in combat also have a chance to use **ONE-USE** dice to sabotage the heroes—or help them out, for the right price!

Any player may pass on an ability and save it for a later time. If more than one player wishes to use an ability at the same time, the order is determined by priority. The active player always has priority, then the assistant, then the monster, and finally players who are not in combat.

If a monster ability targets an opponent, the player controlling the monster may target any hero in combat. The ability phase ends once every player has activated all of the abilities they wish to use.

End of Combat Phase – Compare your combat total and the monster's combat total. If your total is higher than the monster you win the combat. If your total is lower, you lose the combat. If you are tied, you win the combat, but will suffer a penalty detailed below. Combat ends. Revert all **Boosted Level Dice** to normal **LEVEL** dice.

Step 4: After Combat

Some abilities activate automatically after combat. Resolve those abilities now. If you negotiated with other players before or during combat, remember that those agreements are binding.

Losing Combat – Each hero who lost combat suffers one wound and loses one **LEVEL** die until you receive healing (see Wounds on page ???).

Winning Combat – Each hero who won combat receives 1 experience. Rotate your experience tracker to reflect your new total experience. Draw the reward depicted on one side of the monster die. If you agreed to give this reward to another player, that player draws the reward instead. Extra **potions** from 6's on **MONSTER LEVEL** dice are also gained at this time.

Ties – In the event of a tie, the heroes win the combat, obtaining rewards and experience, but also suffer one Wound each.

Trophies – If you defeat a **RED**, **BLACK** or **GOLD** monster, remember to keep the monster die as a trophy.

Clean-Up – After all rewards are claimed, clean up the extra dice:

- Return any used **ONE-USE** to the **Item** bag.
- Return any non-Trophy Monsters to the Encounter bag.
- Return Shrines, Traps, and Events to the Encounter bag.
- Mimic and Genie (if defeated) are removed from game.

Step 5: End of Turn

At the end of your turn, you may still trade with other players, trade in **EQUIPMENT** dice for **ARTIFACTS**, roll **ONE-USE** dice, and activate other abilities that may be used outside of combat. If you have not had a chance to roll your equipped dice, you may do so now and use any abilities rolled. When you are finished, play passes to the player on your left.

HERO VS HERO COMBAT

Multiple abilities allow heroes to fight one another. In addition, when multiple players meet a game-winning condition at the same time, those players must fight to determine the winner.

When heroes fight other heroes, combat is very similar to combat against a monster. Before combat begins, each hero has a chance to activate abilities that may be used before combat. If any player requests, this may be done in turn order, starting with the active player. All heroes in combat roll their LEVEL dice and all equipped dice, then take turns activating abilities.

All heroes in combat are considered opponents, not assistants or allies, and each hero's combat values are totaled separately. The player with the highest total wins.

For more information, see the specific combat type below.



Duels - When two players fight, each player has an opportunity to activate ARMOR if available. The active player may do so first. Then players take turns activating all other abilities, one at a time. Again, the active player may do so first. During the DUEL, rolling and resolving **ONE-USE** dice or FAMILIARS counts as the use of one ability.

Players do not receive WOUNDS for losing a DUEL.

In the event of a tie, the players DUEL again immediately.



Colosseum Fights - When several players fight at once, each player has an opportunity to activate ARMOR if available. The active player may do so first, and then each other player in turn order. Then players take turns activating all other abilities, one at a time. Again, the active player may do so first, and then each other player in turn order. Rolling and resolving **ONE-USE** dice or FAMILIARS counts as the use of one ability. Each ability only targets one hero, unless the ability specifically states otherwise.

Players do not receive WOUNDS for losing a COLOSSEUM FIGHT.

In the event of a tie, players who have tied fight again immediately.

Colosseum Fights are not affected by the Dungeon die.

Abilities with Unique Timing When Fighting Other Heroes

Benefiting from a passive ability, such as **Train Familiar** or **Intimidation**, does not require the use of a turn to activate and may be done at any time. This also applies to abilities that are gained automatically from having a specific weapon equipped, such as, **Shatter** and **Focus**.

Using the **Stun** ability to prevent an ability from being activated does not count as a turn for either player.

When a single ability activates multiple times, every instance is resolved in succession and counts as the use of one ability. This applies to the **Vorpal Sword**, the **Aegis Shield**, and the **Protection** Spell. Players may select a new target for each instance of the ability.

Other players may still interfere in duels. The active player has priority, then the other duelist, and finally the other players. Most likely, this will result in outside interference only occurring at the end of a duel.

VICTORY DUELS

At the end of combat, it is possible for multiple players to reach enough **FAME** to win simultaneously.

However, there is only one throne, and only one player may win the game. If two or more players have equal claim on the throne, the players must fight, using the rules on the previous page. The victor obtains the throne and wins the game.

EPIC COMBAT

Epic Monsters are immune to the abilities they possess, even if this ability is not a spell. Like other monsters, Epic monsters are not affected by Pain or Healing. In addition, Epic Monsters are not affected by Poison, Strength, Stop, Stun, Gust, or Toad. Execute and Fury allow a player to wound the Epic Monster if requirements are met. Epic Combat begins with the Monster set to the side with 5 HEALTH. Epic Combat is not affected by the Dungeon die.

EPIC COMBAT consists of 3 Combats, during which all players fight at once. Each Combat begins and ends with a chance to use Familiars and other Abilities. Starting with the active player, players must choose to confront the Epic Monster or to pass on the combat with no penalty. Players that do not participate for whatever reason may not gain the benefits of Resting. Once a player has decided whether to confront the Epic Monster for the Combat, this decision may not be changed.

All heroes in combat are considered allies (not assistants). Abilities that target opponents may not be used to target allies, with the exception of spells and **ONE-USE** dice. You may always target other players with spells and **ONE-USE** dice.

Before combat begins, each participant has a chance to activate abilities that may be used before combat, starting with the Epic Monster and then the active player. If an Epic Monster uses an ability that targets heroes, that ability targets EACH hero.

- Step 1 - All heroes in combat roll their Combat Dice and any applicable Class dice.
- Step 2 - Roll a number of **MONSTER LEVEL** dice equal to the Epic Monster's level. Ignore any potion symbols rolled.
- Step 3 - Activate the Epic Monster's abilities. If an Epic Monster uses an ability that targets heroes, that ability targets EACH hero. If the Epic Monster must make a choice, the player with the least **FAME** controls the Epic Monster.
- Step 4 - Starting with the active player, each player has a chance to activate ARMOR if available. If a player passes, this ability may not be used again.
- Step 5 - Starting with the active player, players take turns activating all other abilities, one at a time.
- Step 6 - Each hero's combat values are totaled separately and compared to the Epic Monster. If a hero's combat total is equal or higher than the Epic Monster OR an ability like EXECUTE or FURY grant a player victory, the Epic Monster takes 1 WOUND and that hero receives 1 experience. If the hero's combat total is equal or lower than the Epic Monster, the hero takes 1 WOUND. All WOUNDS are counted, even if they would give the Epic Monster negative HEALTH.

Epic Monsters take 1 ADDITIONAL WOUND each Combat, even if no heroes confront the Epic Monster. This represents other would-be heroes ganging up against the Epic Monster. Rotate the Epic Monster to reflect the monster's new HEALTH total. Repeat until 3 Combats have passed, or the monster's health is reduced to 0.

FAILURE

If the heroes fail to reduce the Epic Monster's HEALTH to 0 after 3 Combats, the monster is returned to the Epic Monster bag, and no reward is earned. EPIC COMBAT ends, the active player's turn ends, and the game resumes with the next player.

VICTORY

If the Epic Monster's HEALTH is reduced to 0, the monster is destroyed, and heroes roll off for the reward.

All heroes that WOUNDED the Epic Monster at least once roll one MONSTER LEVEL die and add the TOTAL NUMBER OF WOUNDS they inflicted on the Epic Monster. The player with the highest roll keeps the reward. If tied, the highest rollers roll again with the same bonuses. EPIC COMBAT ends, the active player's turn ends, and the game resumes with the next player.

LOCATIONS



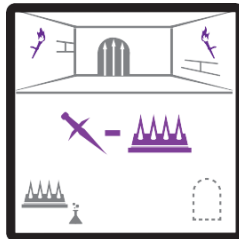
FOREST - All monsters gain the AMBUSH ability, and offer healing as an additional reward if the monster is defeated.

BONUS: If you are equipped with a bow, you may ignore AMBUSH.



CRYPT - All monsters gain the FEAR ability, and offer double the treasure as an additional reward if the monster is defeated. This only affects **EQUIPMENT** and not any other reward. Monsters that naturally use FEAR may use the ability an additional time.

BONUS: If you are equipped with a harp, you may ignore all instances of FEAR, and fear may not target harps.



DUNGEON - You must suffer the effects of a POISON trap before any combat. Discover a SECRET PASSAGE as an additional reward if the monster is defeated.

BONUS: If you are equipped with a dagger, you may ignore traps.



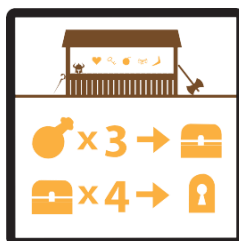
VOLCANO - All monsters gain the FIRE ability, and offer 1 additional experience if the monster is defeated.

BONUS: Monsters that naturally use FIRE gain an additional level. This Bonus may not be triggered by MAGIC MAP.



ICE CAVERN - All monsters gain the FREEZE ability, and offer a potion as an additional reward if the monster is defeated. Monsters that naturally use FREEZE may use the ability an additional time.

BONUS: If you are equipped with a hammer, you may chisel an additional **ONE-USE** from the ice at the beginning of your turn.



BAZAAR - You may trade 3 **ONE-USE** dice for an **EQUIPMENT** die. You may trade 4 **EQUIPMENT** dice for an **ARTIFACT**.

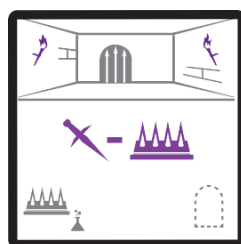
BONUS: None.



TAVERN –



SEWERS –



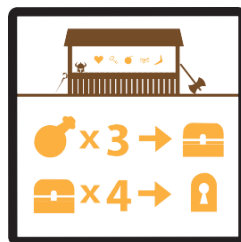
GEM MINES –



WIZARD'S TOWER –



DESERT RUINS –

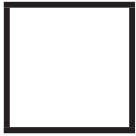


ISLAND -

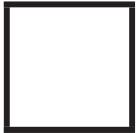
TERRAINS



OVERGROWN – While this terrain is active,



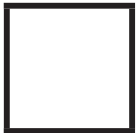
DARK – While this terrain is active,



DUAL CLASS – While this terrain is active, heroes may use two **CLASSES**, if they meet the Equipment requirements for both.



OPEN SPACES – While this terrain is active, heroes may bring up to TWO Assistants with them to battle.



TRAINING DOJO – While this terrain is active,



ILLUSION – While this terrain is active,

REWARDS



POTION - Draw one random die from the red **ITEM** bag.



TREASURE CHEST - Draw one random die from the blue **EQUIPMENT** bag.



LOCKED CHEST - If you use a key or SHATTER, draw one random die from the yellow **ARTIFACT** bag. Otherwise, draw one random die from the blue **EQUIPMENT** bag.



EMPTY CHEST - This chest has already been looted. No reward is obtained.



ENCHANT - Randomly draw one die from the **ARTIFACT** bag. If you own the standard equipment equivalent, you may ENCHANT your equipment by returning it to the **EQUIPMENT** bag and keeping the **ARTIFACT**. Otherwise, the effect fails, and the **ARTIFACT** is returned to the bag.

You may use this ability to ENCHANT other players' **EQUIPMENT** if you are both willing and come to an agreement.



HATCH - Draw a familiar of your choice from the encounter bag.



WORN SPOILS - Take one **WORN EQUIPMENT** die of your choosing from the **EQUIPMENT** bag.



LEGENDARY SPOILS - Take the AEGIS SHIELD or the VORPAL SWORD. These dice may not be taken from other players.



NECROMANCY - Take the NECROMANCER'S STAFF. If it has already been taken, you may take this die from the current owner.



MERCENARY - Keep this die. In a future combat of your choosing, you may select the Mercenary as your assistant, adding its level to your combat total. In addition, the Mercenary may equip two hands worth of **EQUIPMENT** or **ARTIFACTS**, one piece of **ARMOR**, and a **CLASS** die from your inventory. After this effect is used, return this die to the ENCOUNTER bag.



PHILOSOPHER'S STONE - Keep this die. It is worth 2 **FAME**. If you defeated the Lost King in combat, the Stone and the Lost King's Trophy are worth 2 **FAME** each.



LUCK - This ability allows you to select any die desired as part of the associated **REWARD**, rather than drawing randomly (except **RELICS**, the **CROWN**, the **MIMIC**, or the **GENIE**).

SPECIAL ARTIFACTS



VORPAL SWORD - Use the **SLASH** ability until you choose to stop or the reroll results in a lower number. Rerolling to a lower number results in the **VORPAL SWORD** becoming **WOUNDED** after combat. It may not be rolled again until it receives healing.



AEGIS SHIELD - Use the **PROTECTION** ability until you choose to stop or the reroll results in a higher number. Rerolling to a higher number results in the **AEGIS SHIELD** becoming **WOUNDED** after combat. It may not be rolled again until it receives healing.



NECROMANCY - Animate one **TROPHY** possessed by any combatant as a monster that joins in a single combat. You may add the monster's current level to combat AND activate the monster's ability. After combat, the monster turns back into a **TROPHY** and returns to its owner. A die with this symbol is considered a **STAFF** and thus grants one usage of the **FOCUS** ability.



HELM OF REFLECTION - During the Armor Phase, you may use this ability to take any one **UNUSED** ability from an opponent. You may use the ability (if there is a legal target), and the opponent may no longer use the ability.

Helm of Reflection does not negate immunity.

The Helm of Reflection is **CURSED**. The Helm of Reflection is considered **ARMOR**.



SWORD OF WOUNDING - Immediately deal 2 **WOUNDS** to an opponent, if that opponent is a hero. The targeted hero must select two **LEVEL** dice and remove them from combat.

The Sword of Wounding is **CURSED**. The Sword of Wounding is considered a **SWORD**.



RING OF MASTERY - Immediately **WOUND** an Epic Monster. This **WOUND** counts when rolling for an Epic Trophy.

The Ring of Mastery is **CURSED**. The Ring of Mastery may be rolled before each Combat. Equipping the Ring of Mastery requires no hands.

ONE-USE



KEY - Open one locked chest.



HEALING - Recover one WOUNDED die, remove a Curse, or Boost a **LEVEL** die (if none are Wounded). This ability may target any hero. If Healing occurs during combat, the restored or boosted die is gained after combat.



BOMB - A die with this symbol may be added to any combat to increase the combat total of either side by the indicated value.



SCROLL - Roll any one available SPELL. If you are in combat, you may only target players who are in combat.



BOOMERANG - A die with this symbol may be added to any combat to increase the combat total of either side by the indicated value. If the Boomerang symbol is rolled, then the die does not return to the **ITEM** bag, and the Boomerang may be used again immediately or saved for a later combat. The bonus from using this die multiple times in one combat is cumulative.



INVISIBILITY - Steal a monster's REWARD without defeating the monster. Invisibility may only be used before combat. Only the active player may use Invisibility. You may no longer fight the monster.



STRENGTH - The target gains a bonus level for the duration of the turn and may immediately roll an additional LEVEL die of the appropriate type. Strength may only target a monster if it is not currently at its maximum level. The monster's die is rotated to reflect the change. This effect may change the amount of **FAME** awarded for defeating a monster.



POISON - The target loses a level for the duration of the turn. If LEVEL dice have already been rolled, the lowest die is removed. A hero that is reduced to level 0 or lower receives no **LEVEL** dice. Poison may only target a monster if it is not currently at its minimum level. The monster's die is rotated to reflect the change. This effect may change the amount of **FAME** awarded for defeating a monster.



LUCK - This ability may be activated immediately before drawing a die from one of the reward bags. Select any die desired from the appropriate bag, rather than drawing randomly (except **RELICS**, the CROWN, the MIMIC, or the GENIE).



TOAD - Remove all of the target's COMBAT DICE from combat. Toads may not use monster abilities but keep their Immunity. Previously used abilities that add directly to the player's combat total are still counted. When a monster is turned into a toad, its TROPHY may award no more than 1 **FAME**.



EXPLORE - You may turn the Dungeon die to any side.



WAND - Roll the wand and activate the rolled Ability. You may spend one experience to keep this die. If this causes you to go down in level, wait until combat ends before returning a **LEVEL DIE** to the central area. You may return the **LEVEL DIE** of your choice, even if it is wounded.



SKELETON KEY - Open one locked chest. The die does not return to the **ITEM** bag.



WARDING - This turn, players who are not in combat may use **ONE-USE** dice only if you allow it.



SUMMON - Draw from the **ENCOUNTER** bag until you draw a monster. Return all other dice to the bag, and roll the monster die. Add the monster's level to the target's combat total, and you may activate the monster's abilities. If the **REWARD** is rolled, the spell **FIZZLES**. After combat, the monster is returned to the **ENCOUNTER** bag. This ability counts as a **SPELL**.



CHARM - Before combat, force all heroes to offer assistance, or force all heroes to refuse assistance. Forcing all heroes to offer assistance does not affect the number who may be accepted.

Heroes who have already negotiated for assistance are released from any agreements. You select your assistant's **COMBAT DICE**, but they are not required to use other Abilities.



ENCHANT - Randomly draw one die from the **ARTIFACT** bag. If you own the standard equipment equivalent, you may **ENCHANT** your equipment by returning it to the **EQUIPMENT** bag and keeping the **ARTIFACT**. Otherwise, the effect fails, and the **ARTIFACT** is returned to the bag.

You may use this ability to **ENCHANT** other players' **EQUIPMENT** if you are both willing and come to an agreement.



UPGRADE - Exchange an **EQUIPMENT** die for a higher grade of the same type from the **EQUIPMENT** bag. **GREY** upgrades to **BLACK**. **BLACK** upgrades to **PURPLE**. If the corresponding die is not in the **EQUIPMENT** bag, this ability fails.



SHURIKEN - A die with this symbol may be added to any combat to **DECREASE** the combat total of either side by the indicated amount. If this is used against a player, that player gains the **SHURIKEN** instead of it being returned to the **ITEM** bag.

SPECIAL EVENTS



CHALLENGE - Select another player and DUEL. The winner receives 1 experience and may draw one random die from the **EQUIPMENT** bag.



COLOSSEUM - ALL players fight against each other at once. The winner receives 1 experience and may draw one random die from the **ARTIFACT** bag. This does not require a KEY.



EPIC MONSTER APPEARS - Draw one die from the Epic Monster bag and begin EPIC COMBAT.



SHRINE - Gain the use of the ability depicted on the die and draw from the ENCOUNTER bag again.



TRAP - Suffer the effect depicted on the die and draw from the ENCOUNTER bag again.



CURSED MONSTER - Draw from the encounter bag until you draw one monster. Return all other dice to the bag. Set the monster to its maximum level. Instead of the reward listed on the die, you may take a Cursed Artifact of your choice from the encounter bag or from another player.

If a player uses STOP on a Cursed Monster, this die is paired with the monster until combat with that monster is resolved.



MIMIC - The Mimic goes in the **EQUIPMENT** bag. When you draw the Mimic, you must fight it and you must fight alone. If the Mimic is defeated in combat, the die is set aside for the remainder of the game. Otherwise return the Mimic to the **EQUIPMENT** bag. The Mimic awards no **FAME**.

The Mimic may only be drawn as a RANDOM REWARD. If the Mimic is drawn at any other time (starting equipment, Thief ability, Luck ability, etc.), the effect is ignored. A new die is drawn and the Mimic is returned to the bag.



GENIE - The Genie goes in the **ITEM** bag. When you draw the Genie, you must fight it and you must fight alone. If the Genie is defeated in combat, the die is set aside for the remainder of the game. Otherwise return the Genie to the **ITEM** bag. The Genie awards no **FAME**.

The Genie may only be drawn as a RANDOM REWARD. If the Genie is drawn at any other time (starting equipment, Luck ability, etc.), the effect is ignored. A new die is drawn and the Genie is returned to the bag.

CLASSES

ROGUE



**On your turn, you may choose to roll the Rogue before combat*
Requirements - You must be equipped with a DAGGER or a WHIP.



Pick Lock (passive ability) - The Rogue does not require a key to open a locked chest and ignores traps.



Invisibility- Steal a monster's REWARD without defeating the monster. Invisibility may only be used before combat. Only the active player may use Invisibility. You may no longer fight the monster.



Secret Passage - After winning combat, one reward may be upgraded from a **POTION** to a **TREASURE CHEST**, or from a **TREASURE CHEST** to a **LOCKED CHEST**. For any other REWARD type, a **POTION** may be added as an additional reward instead.

ASSASSIN

**Once per Round you may roll the Assassin before or during another player's combat in addition to rolling during your own turn.*



Requirements - You must be equipped with a SWORD or a BOW.



Intimidation (passive ability) – Reduce the combat total of any number of other heroes by 1.



Assassinate - Roll one BOW or SWORD possessed by the Assassin, and add it to either side of any combat, even if it is not equipped. You may activate any abilities rolled on that die.



Poison - The target loses a level for the duration of the turn. If LEVEL dice have already been rolled, the lowest die is removed. A hero that is reduced to level 0 or lower receives no **LEVEL** dice. Poison may only target a monster if it is not currently at its minimum level. The monster's die is rotated to reflect the change. This effect may change the amount of **FAME** awarded for defeating a monster.

WIZARD



Requirements - You must be equipped with a STAFF or a DAGGER.



Memorize (passive ability) - While taking the REST action, a Wizard may draw any scroll from the **ONE-USE** bag.

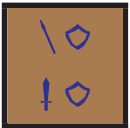


Scroll - Roll any one available SPELL die. If you are in combat, you may only target players who are in combat.



Summon - This ability counts as a SPELL. Draw from the ENCOUNTER bag until you draw a monster. Return all other dice to the bag, and roll the monster die. Add the monster's level to your combat total and you may activate the monster's abilities. If the REWARD is rolled, the spell FIZZLES. After combat, the monster is returned to the ENCOUNTER bag.

KNIGHT



Requirements - You must be equipped with a SPEAR AND ARMOR or a SWORD AND ARMOR.



Rescue (passive ability) - If another player is unable to defeat a monster while fighting alone, the Knight may choose to enter combat as an assistant. The Knight may keep any TROPHIES won from this fight.



Slash and Protection - Gain the use of PROTECTION and SLASH.



Inspire - Select any number of heroes. Each hero gains the option of rerolling all COMBAT DICE they possess. Heroes who use this option must reroll all COMBAT DICE. Dice that have been removed from combat are not rerolled.

CLERIC



Requirements - You must be equipped with a HAMMER or a STAFF.



Master Healer (passive ability) - On your turn, you may use the HEALING ability on any player.



Bless - Select any die rolled by the active player or an assistant. The owner may turn that die to any side.



Warding - This turn, players who are not in combat may use **ONE-USE** dice only if you allow it.

BARBARIAN



Requirements - You must be equipped with a HAMMER or an AXE.



Might (passive ability) - The Barbarian may treat HAMMERS and AXES as one-handed weapons. Execute from two AXES does not stack.



War Cry - Force an opponent to reroll all COMBAT DICE. Dice that have been removed from combat are not rerolled.



Strength - The Barbarian gains a bonus level for the duration of the turn and may immediately roll an additional **LEVEL** die.

RANGER



**On your turn, you may choose to roll the Ranger before combat*

Requirements - You must be equipped with a BOW or a SPEAR.



Track (passive ability) - When drawing from the encounter bag, draw one additional die. Select one and return the rest to the bag. This ability stacks with HUNT.



Scout or Reach - Gain the use of SCOUT or REACH.



Trapper - Reroll an encounter die. This ability may only be used before combat.

DRUID



Requirements - You must be equipped with a HARP or a WHIP.



Train Familiar (passive ability) - Once per turn, you may reroll one of your own familiars. This ability occurs before the familiar has a chance to ESCAPE. If you are in combat, you may reroll any familiar used in combat.



Tangle - Remove an opponent's LOWEST Combat Die from combat.



Hatch - After combat, you may draw a familiar of your choice from the encounter bag.

BARD



**On your turn, you may choose to roll the Bard before combat*
Requirements - You must be equipped with a HARP or an AXE.



Charisma (passive ability) - If you force your way into combat with the PERFORM ability, roll a **MONSTER LEVEL** die after combat. On a roll of 5 or 6, you may choose to take any one available REWARD from that combat.



Tall Tale - If this ability is activated, **blue** monsters may be kept as a trophy awarding 1 FAME. Trophies go to the active player by default.



CHARM – Before combat, force all heroes to offer assistance. Forcing all heroes to offer assistance does not affect the number who may be accepted. You select your assistant's COMBAT DICE, but they are not required to use other Abilities.

ARTIFICER



**On your turn, you may choose to roll the Artificer before combat*
Requirements - You must be equipped with an ARTIFACT.



Identify (passive ability) - Count PURPLE EQUIPMENT as 2 dice when trading for ARTIFACTS.



Upgrade - Exchange an **EQUIPMENT** die for a higher grade of the same type from the **EQUIPMENT** bag. **GREY** upgrades to **BLACK**. **BLACK** upgrades to **PURPLE**. If the corresponding die is not in the **EQUIPMENT** bag, this ability fails.



Transmute - If you have a trophy, you may return it to the ENCOUNTER bag and draw a random **ARTIFACT**.

MONK



Requirements - You must have all hands free.



Discipline (passive ability) - Gain a bonus level as long as you are the Monk.



Fury - Automatically defeat an opponent of a lower level than you. If you are facing multiple opponents, the targeted opponent is removed from combat.



Fleet - If you are the active player, you may take an additional turn after this one. FLEET may only be used once per Round.

COMBAT ABILITIES



FIZZLE - This symbol is only used on SPELL dice. It denotes failure in attempting to cast a spell and does not trigger an ability. A failed spell has not been added to combat, and may be cast again by the use of another ability, like Scroll.



HEALING - Recover one WOUNDED die, remove a Curse, or Boost a **LEVEL** die (if none are Wounded). This ability may target any hero. If Healing occurs during combat, the restored or boosted die is gained after combat.

When this Ability appears on a Monster die, each hero in combat may use Healing after defeating the Monster.



SONG OF HEALING - Select any number of heroes. Each hero may use the HEALING ability to recover one WOUNDED die, remove a Curse, or Boost a **LEVEL** die (if none are Wounded).



FIRE - Add the FIRE SPELL to combat. The FIRE SPELL adds the indicated value to the target's combat total.



DRAIN - Remove an opponent's lowest Combat Die from combat and add its value to your combat total. Only the die's value is drained, its abilities may no longer be activated.

Multiple dice may be removed as a result of multiple DRAIN abilities. A combatant with NO COMBAT DICE remaining is considered to have a combat strength of 0.



GUST - RESET combat. **ONE-USE** dice are returned to the **ITEM** bag, all spells and familiars are removed from combat, and all COMBAT DICE are rerolled, including those removed from combat. Abilities may be used again, with the exception of GUST, which may only be used once per combat.

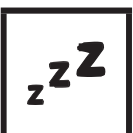


TOAD - Remove all of the target's COMBAT DICE from combat. Toads may not use monster abilities but keep their Immunity. Previously used abilities that add directly to the player's combat total are still counted. When a monster is turned into a toad, its TROPHY may award no more than 1 **FAME**.



FREEZE - Select any **EQUIPMENT** or **ARTIFACT** die possessed by the targeted hero. That die becomes WOUNDED after combat.

The FREEZE SPELL also REDUCES the target's combat total by the indicated amount. Reducing the combat total is the only effect this die has on monsters.



SLEEP - Force a hero to REST on their next turn or pass during the next combat in an Epic combat. The target gains immunity to sleep until the end of that turn or combat.

When this Ability appears on a Monster die, each hero in combat must REST on their next turn.



STUN - Undo the last ability activated, or prevent another player from activating an ability. This ability may be activated whenever another player attempts to activate an ability. However, if an ability has been used that rerolled multiple dice, it is too late to prevent that ability.

The Spell also adds the indicated value to the target's combat total.



VOID - Remove an opponent's highest Combat Die from combat.

The VOID ability occurs last in combat, or simultaneously with other abilities that occur last.



CURSE - The caster keeps this die. Your combat total is reduced by 4 until the curse is removed. This ability is not optional.

This curse may be removed by expending one use of HEALING. The curse is automatically removed if the VOID spell is rolled again.



STOP - During combat with a monster, if you are the active player, you may STOP the monster and immediately end combat. Store the STOPPED monster in your inventory at its current level. On a following turn, when you would draw from the ENCOUNTER bag, you may choose to fight this monster instead. It is not rerolled. If you have a STOPPED monster in your inventory, you must return it to the appropriate bag in order to use this ability again.



MAGIC HAND - Gain an additional hand until the end of the turn. During combat, you may immediately equip any empty hands with dice that are not already in combat, and newly equipped dice may be rolled immediately. This hand is not affected by class abilities, such as MIGHT.



PAIN - The target takes one WOUND. Pain may only target heroes. If Pain is cast during combat, the WOUND is taken after combat.

When this Ability appears on a Monster die, each hero in combat receives one WOUND after combat.



BOOST - BOOST is always associated with a number. When activated, all **MONSTER LEVEL** dice above that number are reduced to that number. The associated number is added to combat, even if this ability is not activated.



PROTECTION - Force an opponent to reroll any one COMBAT DIE. Symbols lost due to a forced reroll may not be activated.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered ARMOR.



SONG OF PROTECTION - Select any number of heroes in combat. Each hero may use the PROTECTION ability and reroll an opponent's COMBAT DIE.



TWO-HANDED - A hero is required to use two hands to equip a die with this symbol.



SKELETON KEY - The skeleton key is an **EQUIPMENT** die. However, it does not need to be equipped and requires no hands. It may be rolled once for each locked chest a hero encounters. If the Skeleton Key symbol is displayed, the chest may be opened. Inactive players may roll once to help the active player open a locked chest.



SLASH - Reroll one of your own COMBAT DICE.

SLASH may be used to reroll the die displaying the SLASH symbol. The same die may be the target of multiple SLASH abilities.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered a SWORD.



TANGLE - Remove an opponent's LOWEST Combat Die from combat. Multiple dice may be removed as a result of multiple TANGLE abilities.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered a WHIP.



REACH - Roll your COMBAT DICE before deciding whether to confront a monster or initiate a duel. Inactive players may use this ability before an assistant is chosen.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered a SPEAR. A hero equipped with a SPEAR may use the REACH ability with no need to roll first.



SHATTER - Break open a locked chest without the use of a key. All players equipped with a HAMMER may make one roll to attempt to SHATTER a locked chest.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered a HAMMER. Players equipped with a HAMMER may prevent their opponents from using ARMOR abilities for the duration of combat with no need to roll first. This includes the PROTECTION ability, the AEGIS SHIELD and the HELM OF REFLECTION.



HUNT - When drawing from the encounter bag, draw one additional die. Select one and return the rest to the bag. This Ability stacks with TRACK.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered a BOW. A hero equipped with a BOW may use the HUNT ability with no need to roll first.



THROW - Once per Round, you may add one DAGGER to either side of any combat.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered a DAGGER. A DAGGER added to combat with the THROW ability takes up no hands and is not considered equipped for CLASS requirements or any other reason.



EXECUTE - Automatically defeat an opponent of the indicated level or lower. If you are facing multiple opponents, remove the targeted opponent from combat.

The EXECUTE ability occurs last in combat, or simultaneously with other abilities that occur last. If two players use this ability on each other simultaneously, the result is a tie.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered an **AXE**.



FOCUS - Reroll one **SPELL** or **ONE-USE** die and ignore the first result. If you are the active player or assistant, you may target **SPELLS** and **ONE-USE** dice rolled by other players, and you may do so before abilities on the targeted die are activated.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered a **STAFF**. A hero may use the FOCUS ability once per turn for each STAFF equipped, with no need to roll the die first.



PERFORM - Force the active player to select you as an assistant. Once per Round, a die with this symbol may be rolled before another player confronts a monster.

This ability has no effect if assistants are not permitted. If multiple players use PERFORM, the active player must select one of them.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered a **HARP** and not any other weapon.



MORNINGSTAR – This die grants **TANGLE** and **SHATTER**. You are considered equipped with both a **WHIP** and a **HAMMER** for the purpose of using **CLASSES** and **MASTERIES**.



SONGBOW - This die grants **HUNT** and **PERFORM**. You are considered equipped with both a **HARP** and a **BOW** for the purpose of using **CLASSES** and **MASTERIES**.



HALBERD - This die grants **EXECUTE** and **REACH**. You are considered equipped with both an **AXE** and a **SPEAR** for the purpose of using **CLASSES** and **MASTERIES**.



LONG KNIFE - This die grants **SLASH** and **THROW**. You are considered equipped with both a **SWORD** and a **DAGGER** for the purpose of using **CLASSES** and **MASTERIES**.



BO STAFF - This die grants **FOCUS** and **FLEET**. You are considered equipped with both a **STAFF** and **BARE-HANDED** for the purpose of using **CLASSES** and **MASTERIES**.



MAGIC BOOMERANG - A die with this symbol may be added to any combat to increase the combat total of either side by the indicated value. If the Magic Boomerang symbol is rolled, the die may be rolled again. The damage from using this die multiple times in one combat is cumulative. The Magic Boomerang requires no hands.

This die becomes wounded after combat if the boomerang symbol is not the final roll.



EXCHANGE - Randomly draw a die from one of the reward bags. Immediately return a die of the same reward type to the bag.

When this symbol is present on an **EQUIPMENT** or **ARTIFACT** die, that die is considered a BAG OF HOLDING. The BAG OF HOLDING may be rolled outside of combat.



CROWN - The CROWN is worth 1 **FAME**. The CROWN may only be drawn randomly (not with the use of LUCK). A player who draws the CROWN may choose to draw another die instead and return the CROWN to the bag.

Once the CROWN is in play, a player may DUEL the owner of the crown instead of drawing from the ENCOUNTER bag. The winner keeps the CROWN and receives 1 experience.



SCOUT - Before combat, force an opponent to roll its COMBAT DICE before deciding to confront a monster or initiate a duel.

Any die with this symbol may be rolled before combat.



FEAR - Before combat, select ANY one die belonging to the target hero. That die may not be used this turn. The opponent may re-equip different equipment if they have not already used the set-aside die.

This ability has no effect on monsters.



SONG OF STRENGTH - Select any number of heroes in combat. Each hero may use the STRENGTH ability. They gain a bonus level for the duration of the turn and may immediately roll an additional **LEVEL** die.



CHARM - Before combat, force all heroes to offer assistance, or force all heroes to refuse assistance. Forcing all heroes to offer assistance does not affect the number who may be accepted.

Heroes who have already negotiated for assistance are released from any agreements. You select your assistant's COMBAT DICE, but they are not required to use other Abilities.



ENCHANT - Randomly draw one die from the **ARTIFACT** bag. If you own the standard equipment equivalent, you may ENCHANT your equipment by returning it to the **EQUIPMENT** bag and keeping the **ARTIFACT**. Otherwise, the effect fails, and the **ARTIFACT** is returned to the bag.

You may use this ability to ENCHANT other players' **EQUIPMENT** if you are both willing and come to an agreement.



SCROLL - Roll any one available SPELL die. If you are in combat, you may only target players who are in combat.



INVISIBILITY- Before combat, steal a monster's REWARD without defeating the monster. Only the active player may use Invisibility. You may no longer fight the monster.



POISON - The target loses a level for the duration of the turn. If LEVEL dice have already been rolled, the lowest die is removed. Poison may only target a monster if it is not currently at its minimum level. The monster's die is rotated to reflect the change. This effect may change the amount of FAME awarded for defeating a monster.



LUCK - This ability may be played immediately before drawing a die from one of the reward bags. Select any die desired from the appropriate bag, rather than drawing randomly (except RELICS, the CROWN, the MIMIC, or the GENIE).



SONG OF LUCK - Select any number of rewards and activate the LUCK ability.



RAISE THE DEAD – Before combat, animate ALL TROPHIES possessed by players in this combat for the duration of the fight. Add each monster's level to your combat total AND gain the use of each monster's abilities. Once combat has ended, TROPHIES are returned to their owners, and no FAME may be lost in this manner. set-aside die.



SWARM - This monster rolls five **MONSTER LEVEL** dice. At the END of combat, all **MONSTER LEVEL** dice above the indicated value are ignored and do not grant additional POTIONS. A monster with SWARM is always considered level 5 and is immune to abilities that adjust a monster's level.



SUMMON - Draw from the ENCOUNTER bag until you draw a monster. Return all other dice to the bag, and roll the monster die. Add the monster's level to your combat total, and you may activate the monster's abilities. If the REWARD is rolled, the spell FIZZLES. After combat, the monster is returned to the ENCOUNTER bag. This ability counts as a SPELL. Summoned monsters do not confer their IMMUNITY on the summoner. No additional REWARD is added to combat.



SNATCH - If this Monster is not defeated, each hero in combat must choose one EQUIPMENT die or ARTIFACT die and return it to the appropriate bag.



PETRIFY - Whether or not this Monster is defeated, each hero in combat must Wound all EQUIPMENT and ARTIFACT dice rolled in combat.



VORPAL SWORD - Use the SLASH ability until you choose to stop or the reroll results in a lower number.



AEGIS SHIELD - Use the PROTECTION ability until you choose to stop or the reroll results in a higher number.



ACID - Whether or not this Monster is defeated, each hero in combat must choose one **EQUIPMENT** die and exchange it for a lower grade of the same type from the **EQUIPMENT** bag. If no exchange is possible, the die is destroyed and returned to the **EQUIPMENT** bag. **ARTIFACTS** are immune to ACID.



QUAKE - Before combat and during combat, players may not use Familiars, Spells, or **ONE-USE** dice.



GOO - Before combat and during combat, players may not equip or use **EQUIPMENT** and **ARTIFACT** dice.



AMBUSH - You must confront this monster.



KEY - Defeating this monster allows you to draw any KEY from the **ITEM** bag.



TREASURE CHEST - When this Ability appears as a Monster Ability, the player controlling this Monster draws one random die from the **EQUIPMENT** bag. If the die grants a combat effect, the Monster may use this die in combat. If the Monster is defeated, this die becomes the reward.



LOCKED CHEST - When this Ability appears as a Monster Ability, the player controlling this Monster draws one random die from the **ARTIFACT** bag. If the die grants a combat effect, the Monster may use this die in combat. If the Monster is defeated, this die becomes the reward.

FAMILIARS



ESCAPE - The familiar flees and is immediately returned to the ENCOUNTER bag. This ability is not optional (unless rerolled by the Druid **CLASS**).



FAERIE - The Faerie HEALS wounds for her master. The active player may choose to roll the Faerie outside of combat.



HEALING - Recover one WOUNDED die, remove a Curse, or Boost a **LEVEL** die (if none are Wounded). This ability may target any hero. If Healing occurs during combat, the restored or boosted die is gained after combat.



RAT - The Rat searches for **ONE-USE** dice while its master fights. The active player may choose to roll the Rat outside of combat.



POTION - Draw one random die from the **ONE-USE** bag.



WOLF - The Wolf adds 2 to the owner's combat total.



SNAKE - The Snake TANGLES its foes.



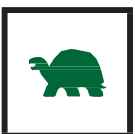
TANGLE - Remove an opponent's LOWEST Combat Die from combat.



BABY DRAGON - The Baby Dragon breathes FIRE on its enemies.



FIRE - Add the FIRE SPELL to Combat. The FIRE SPELL adds the indicated value to your combat total.



TORTOISE - The Tortoise grants its master an extra use of the PROTECTION ability.



PROTECTION - Force an opponent to reroll any COMBAT DIE. Symbols lost due to a forced reroll may not be activated.



BEAR - The Bear MAULS other players, and may only be used against other players. (When the owner is not in combat or during duels and Colosseum fights)



MAUL - Roll a **HERO LEVEL** die and add it to combat. This may only be used AGAINST another hero.



OWL - The Owl uses the SCOUT ability and may be rolled before combat.



SCOUT – Before combat, force an opponent to roll its COMBAT DICE before deciding to confront a monster or initiate a duel.



VAMPIRE BAT - The Vampire Bat DRAINS its target.



DRAIN - Remove an opponent's lowest Combat Die from combat and add its value to your combat total.



GHOST - The Ghost curses its prey with the VOID ability.



VOID - Remove an opponent's highest Combat Die from combat.

The VOID ability occurs last in combat, or simultaneously with other abilities that occur last.



CLOCKWORK GNOME - The Clockwork Gnome may STUN opponents, and is stored in the **ARTIFACT** Bag.



EXPLOSION - The CLOCKWORK GNOME explodes, and adds 3 to its owner's combat total. The wind-up key is destroyed. To use the CLOCKWORK GNOME again, you must return a key to the **ONE-USE** bag or successfully roll the SKELETON KEY.



STUN - Undo the last ability used, or prevent another player from using an ability. This ability may be used whenever another player attempts to activate an ability. However, if an ability has been used that rerolled multiple dice, it is too late to prevent that ability.



BLACK CAT - The Black Cat brings bad luck to whomever crosses its path. It **MUST** be rolled in every combat!



BAD LUCK – Stuff will happen! And it will be bad!

RELICS



RING OF BLISS - One of your **LEVEL DICE** becomes permanently BOOSTED, and cannot be wounded, or lost due to effects such as poison or fear.



RING OF PROTECTION - Gain one use of the PROTECTION ability in every combat where you participate. PROTECTION allows you to reroll one of your opponent's COMBAT DICE.



RING OF FOCUS - Gain a bonus level.



AXE MASTERY - Add +1 to all axe rolls. This bonus increases the strength of the EXECUTE ability.



HAMMER MASTERY - Add +2 to all hammer rolls. When equipped with a hammer, you may shatter locks without rolling.



DAGGER MASTERY - Add +1 to all dagger rolls. This bonus is added even if no value is displayed. When you use the THROW ability, you may add any number of daggers to combat. You may still only use this ability once per Round.



HARP MASTERY - Add +1 to all harp rolls. This bonus is added even if no value is displayed. You may hold a harp in one hand.



BOW MASTERY - Multiply bow rolls by 2.



BARE FIST MASTERY - Add +1 to each rolled **HERO LEVEL** die. Gain an extra experience point when defeating a Monster.



ARMOR MASTERY - Add +1 to all armor rolls. This bonus is added even if no value is displayed. You may equip 2 armor dice.



MAGIC MAP - You may always choose to activate BONUS in the center of the Dungeon die, even if the requirements are not met.

BOSS MONSTERS/RINGS



GOLD GOLEM –



GOLD RING – The player possessing this ring gains some unknown bonus when trading **EQUIPMENT** for **ARTIFACTS**.



LEVIATHAN –



ADVENTURE RING – The player possessing this ring gains a bonus related to rolling the Dungeon Die.



PHOENIX –



FIRE RESISTANCE RING – The player possessing this ring may not be targeted by the Fire SPELL.



YETI –



ICE RESISTANCE RING – The player possessing this ring may not be targeted by the Freeze SPELL or Ability.



WRAITH –



PAIN RESISTANCE RING - The player possessing this ring may not be targeted by the Pain SPELL or Ability.



TRAINER –



DUELING RING – The player possessing this ring may use their turn to challenge any other player to a DUEL on their turn. The winner receives Experience and an **EQUIPMENT** die.

EPIC MONSTERS/TROPHIES

***Abilities that affect regular trophies do not affect EPIC TROPHIES.**



TIAMAT - Once worshipped as the god of FIRE, the five-headed dragon is feared above all other creatures in Elorim. Tiamat's bones are rumored to burn as bright as embers, and grant a mastery over FIRE.



TIAMAT'S EPIC TROPHY - Once per turn, you may use the FIRE ability. You must be participating in combat to use this ability.



MEDUSA - The serpentine monstrosity, Medusa, instantly PETRIFIES all within her gaze. Even in death, her hideous eyes can STOP monsters in their tracks!



MEDUSA'S EPIC TROPHY - Once per turn, you may use the STOP ability. You must be the active player to use this ability.



KRAKEN - Master of the deep, the Kraken TANGLES entire ships full of adventurers. Given the rise in seafaring adventurers, the Kraken has developed a taste for humans, and is spotted more and more frequently. The slime that covers the Kraken's tentacles is purportedly the stickiest substance in Elorim.



KRAKEN'S EPIC TROPHY - Once per turn, you may use the TANGLE ability. You must be participating in combat to use this ability.



WATCHER - Ancient hieroglyphics depict the Watcher as the first eye to view the world, and according to prophecy it will be the last. If the Watcher were to die, it could create a VOID in time and space.



WATCHER'S EPIC TROPHY - Once per turn, you may cast the VOID SPELL. You must be participating in combat to use this ability.



ARCHDEMON - The Archdemon DRAINS the life force of many victims at once, and can grow immeasurably powerful in a moment. Upon his death, this power may be released and seek a new host.



ARCHDEMON'S EPIC TROPHY - Once per turn, you may cast the DRAIN SPELL. You must be participating in combat to use this ability.



CYCLOPS - The footstep of the Cyclops causes great **QUAKES** that may be felt from miles away. The horns of the Cyclops are sought for their magical properties.



CYCLOPS' EPIC TROPHY - Once per turn, you may cast the **STUN SPELL**. You must be participating in combat to use this ability.



LEGENDARY BEAST - Patient, sly, and powerful, the Legendary Beast has slumbered for decades, waiting for a true challenge. Its fur bristles with primal energy.



LEGENDARY BEAST'S EPIC TROPHY - Before each combat, you may exchange any number of **HERO LEVEL** dice for **MONSTER LEVEL** dice. This effect lasts until combat ends. If you use this ability, you must **REST** on your next turn.

Ignore any potion symbols rolled from this ability. 6-sided experience trackers may be rolled if **MONSTER LEVEL** dice are already in use.



CHIMERA - The Chimera spits **ACID**, breathes **FIRE**, and **MAULS** heroes with its massive claws if all else fails. Chimera **POISON** is the most powerful toxin in all of Elorim.



CHIMERA'S EPIC TROPHY - Once per Round, you may use the **POISON** ability.



QUEEN SLIME - The mother of all slimes, the Queen Slime divides when wounded, and covers the battlefield in viscous **GOO**. The royal jelly at her core is renowned for its miraculous **HEALING** properties.



QUEEN SLIME'S EPIC TROPHY - Once, on your turn, you may use the **HEALING** ability.



LICH - A dark miasma spreads from the Lich, creeping along the ground as far as a mile from his rotting corpse. These toxic fumes temporarily **RAISE THE DEAD**. The Lich's power will transfer to mortals who endure his presence.



LICH'S EPIC TROPHY - Once per turn, you may use the **NECROMANCY** ability. You must be participating in combat to use this ability.

MONSTERS

POTION REWARDS



Asp - In Elorim, dangerous serpents are nearly as common as insects. The giant Asp is known to TANGLE its prey, removing their lowest die from combat.



Bat - The giant Bats of Elorim lurk deep in caves and terrorize the countryside by night. As a flying creature, Bats use the GUST ability, forcing a reroll when they are losing combat. Bats are immune to GUST.



Cockatrice - One bite from the beak of a Cockatrice will PETRIFY all dice equipped by the hero. Fortunately, the effect is temporary.



Energy Gel - Energy Gels pulse with electricity, which they use to STUN small game. They engulf their prey and dissolve the corpse over a period of months. The Energy Gel is immune to STUN.



Frost Worm - A denizen of the icy tundra, the Frost Worm FREEZES heroes in their tracks and is immune to FREEZE.



Giant Spider - Ever hungry, the spiders of Elorim leap on unsuspecting passersby and DRAIN the life from their bodies. Giant Spiders are immune to DRAIN.



Imp - Not particularly built for combat, the tiny Imp is enticed only by its desire to SNATCH your treasure!



Killer Bees - Killer Bees travel in SWARMS and possess a highly toxic POISON.



Monstrous Crab - The seas have long been unsafe for adventurers. Lately, however, many creatures have emerged from the deep to terrorize coastal villages. The Monstrous Crab's ARMOR protects it from common attacks.



Mushroom Man - The spores of the Mushroom Man will put the toughest hero to SLEEP for days! Sighting a Mushroom Man before a great feast is a sign of good LUCK.



Ooze - Unlike Slimes, the corrosive Ooze is not edible. The PAIN of touching one Wounds any adventurer foolish enough to do so, and does far worse if mistakenly consumed!



Scarab - Scarab beetles travel in SWARMS which makes it difficult to estimate their strength.



Scorpion - Prevalent in the deserts of Elorim, the giant Scorpion uses POISON to weaken opponents and thick ARMOR to ward off attacks.



Siren - Sirens dwell in caves by the sea, and lure solitary adventurers with the CHARM ability.



Slime - Slimes are among the weakest creatures in Elorim. They are also delicious. Eating a Slime after combat will HEAL one Wound.



Will-O-Wisp - These ghostly lights lead wanderers deep into the woods before burning them with the FIRE SPELL. Will-o-Wisps are Immune to FIRE.



Wolf - Having devoured every moving thing in the forest, each year the hungry Wolves of the north roam further and further across the kingdom's borders. Wolves are powerful but mundane creatures with no special abilities.



Zombie - Zombies are the result of a failed experiment to grant eternal life. Their presence causes FEAR in the living.

TREASURE REWARDS



Evil Eye - The Evil Eye hovers motionless until it senses movement nearby. It shoots a withering beam that VOIDS the strength from mortals. The Evil Eye is immune to VOID.



Fire Elemental - Fire Elementals are magical beings formed entirely of flickering flame. Fire Elementals add the FIRE SPELL to combat and are immune to FIRE.



Ghost - Sending a cursed spirit to its grave is likely to spread your fame. However, the ordeal is indescribably maddening. A hero who defeats a Ghost automatically feels the PAIN of one Wound.



Goblin - Goblins are the wimpiest and stupidest creatures in possession of treasure. Consider it a freebie. Goblins prefer pointy weapons. The SLASH ability grants them one reroll.



Golem - Formed from solid stone, these rock-hard constructs are always formidable foes. The Golem's ARMOR forces heroes to reroll their best dice.



Ice Elemental - Ice Elementals are magical beings formed entirely of shimmering ice. Ice Elementals FREEZE their opponents' equipment and are immune to FREEZE.



Lamia - The sickly sweet scent of the Lamia lures warriors from great distances. Few can resist her powerful CHARM ability.



Lightning Elemental - Lightning Elementals are magical beings formed entirely of surging energy. Lightning Elementals STUN their enemies with an electric shock and are immune to STUN.



Minotaur - These humanoid beasts are feared for their brutal tempers. The Minotaur wields a great axe and EXECUTES low-level adventurers.



Octopus - These creatures from the deep have begun to invade dry land. The Octopus uses long tentacles to TANGLE its prey.



Ogre - Ogres are mundane creatures with great strength but no special abilities.



Skeleton - Once noble warriors, Skeletons are raised as slaves to evil wizards and witches alike. These ragtag warriors cause FEAR in the living.



Spider Queen - The Spider Queen TANGLES would-be heroes before DRAINING the life from their veins. Spider Queens are Immune to DRAIN.



Vampire - The fearsome Vampire prefers the cover of night, and DRAINS the life force from its living victims. Vampires are Immune to DRAIN.



Wind Elemental - Wind Elementals are magical beings formed entirely of swirling air. Wind Elementals disrupt the battlefield with mighty GUSTS of wind and are immune to GUST.

LOCKED CHEST REWARDS



Basilisk – Basilisks are the king of serpents. Its deadly gaze will PETRIFY all dice equipped by the hero. Even worse, it may SNATCH a die as a trophy of the encounter.



The Dark Knight - The Dark Knights hunger for war. They possess magical ARTIFACTS won in combat, and never refuse a challenge. Dark Knights use the SLASH and ARMOR abilities.



Demon - Demons are mighty beings from another plane whose presence DRAINS the life force from mortals. When a Demon is summoned, it brings a powerful ARTIFACT that ties it to its home realm. Demons are immune to DRAIN.



Dragon - The most fearsome creatures in the land, Dragons hoard magical ARTIFACTS to lure in heroes like you for food. A Dragon's breath is like a FIRE SPELL and they use the GUST ability by beating their enormous wings. Dragons are immune to GUST and FIRE.



Giant - Giants make their homes in the highest peaks of Elorim. Their deep bellows sound through the hills and cause the earth to QUAKE.



Mimic - The Mimic is a magical creature that disguises itself as a treasure chest to lure greedy heroes to their doom. Reaching inside one will surely cause PAIN.



Mummy - Reanimated by a powerful curse, the Mummy devastates the living with the powerful VOID ability. Mummies are immune to VOID.



Succubus - Those who confront this demoness fall into a deep SLEEP, full of sweet dreams. Good fortune smiles upon any hero brave enough to slay the Succubus.



Witch - One of the most feared denizens of the land, Witches have access to a variety of SCROLLS, which makes them unpredictable foes. Witches often draw power from the magical ARTIFACTS in their possession.

ENCHANT REWARDS



Cursed Book - Possessed by the spirit of its old master, the Cursed Book levitates and may cast a number of SCROLLS upon its enemy. Among its pages, one may find the spells necessary to ENCHANT EQUIPMENT.



Harpy - These winged monsters harass traveling merchants and warriors alike, plundering goods and SNATCHING weapons with their powerful claws.



Magic Toad - The Magic Toads of the southern swamps use the TOAD ability to polymorph hapless adventurers into their own kind. It is a form of reproduction. The third king of Elorim met such a fate. Magic toads are immune to TOAD.

SPECIAL REWARDS



Gelatinous Cube - Nearly transparent, the Gelatinous Cube fills the breadth of dungeon corridors and waits patiently for adventurers to stumble into it. Its potent ACID quickly dissolves all but their bones.



Mercenary - The Mercenary's ability depicts one **EQUIPMENT** die that the Mercenary possesses. If the die grants a combat effect, the Mercenary may use this die in combat. If the Mercenary is defeated, this die becomes an additional reward.



Summoner - Despite their frail appearance, the Summoners of the north gain power from their magic and SUMMON a variety of monsters to aid them in battle. When defeated, the Summoner leaves its FAMILIAR behind for the taking.



Thief - The Thief has just opened a treasure chest and is getting away with the loot! The Thief's ability depicts one die that the Thief possesses. If the die grants a combat effect, the Thief may use this die in combat. If the Thief is defeated, this die becomes the reward.



Necromancer - In combat, the master of dark magic will RAISE THE DEAD to fight at his side. The Necromancer possesses a LEGENDARY ARTIFACT.



Legendary Warrior - Legend tells of a warrior with glowing eyes who will take the VORPAL SWORD and AEGIS SHIELD and save all Elorim. If you defeat him in combat, your **FAME** is certain to spread.



THE LOST KING - The first king of Elorim is known to have the Philosopher's Stone in his possession. To face him is to face your worst FEARS. If you defeat him in combat, and return the stone, you may restore peace to the kingdom. More importantly, you'll become incredibly famous!