



Instruction  
Manual

# THE STORY

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. It is unanimously decided that 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.

# COMPONENTS

Your game includes one large storage bag, five smaller dice bags (black, red, blue, yellow, and green), and 87 dice as follows:

## 5 Monster Level Dice



## 4 Experience Trackers



## 12 Hero Level Dice



## 5 Spell Dice



## 15 Monster Dice



## 22 Equipment Dice



## 8 Artifact Dice



## 16 One-Use Dice



## INITIAL SETUP

Place the red dice in the red **one-use** bag, the blue dice in the blue **equipment** bag, the yellow dice in the yellow **artifact** bag, and the monster dice in the black **encounter** bag. Store the remaining dice in the **green** bag.

## 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 roll 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 4 **FAME**. **FAME** is awarded for gaining experience, defeating powerful monsters, and obtaining magical artifacts. Check the back of this book for reminders during play.

## ABILITIES

Each die in Dungeon Dice possesses different symbols that produce a variety of effects in the game. These effects are called abilities. Gameplay is driven by the use 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 use 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.

You may only use the abilities displayed on your dice once each turn. If a die is rerolled and displays a new ability, that ability may be used. If a symbol is lost due to a reroll, or when a die is removed from combat, that ability may no longer be used.

You can find a complete list of abilities beginning on page 10.

[In a two-player game, it is possible that 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.]

## THE DICE

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

### Monster Dice -



Monster dice begin play in the black bag. Monster dice 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.

### Rewards -



When you roll a reward symbol, you may draw one random die from the corresponding bag. The potion lets you draw from the red **ONE-USE** bag. The treasure chest lets you draw from the blue **EQUIPMENT** bag. The lock represents a locked chest. If you have a key, you may draw from the yellow **ARTIFACT** bag. Otherwise, you may draw from the **EQUIPMENT** bag instead.

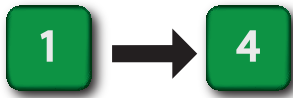
Additionally, one face of each monster die depicts a reward symbol. If you defeat that monster, you will get to draw the reward depicted.

### 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 added even if the die is removed from combat by an ability, but not if it is rerolled to a lower number.

### 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 a combat or tie with monster, you receives a **WOUND** and you must set aside one of your **LEVEL** dice. This die may not be rolled again until you receive **HEALING**.

### Experience Trackers -



Experience Trackers are used to track your experience and level. When a monster is defeated, each hero who took part in the combat receives 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.

At 3 experience, you reach your second level and you may grab a second **HERO LEVEL** die. At 6 experience, you reach your maximum level and you may grab a third **HERO LEVEL** die. When you've earned 6 experience, the die turns red and is worth 1 **FAME**.

### Equipment Dice -



**EQUIPMENT** dice begin play in the blue bag. 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 each 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 possesses additional abilities.

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

### Artifact Dice -



**ARTIFACT** dice begin play in the yellow bag. **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.

### One-Use Dice -



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

### Spell Dice -



Spells are dice that may be added to combat to produce various effects. Each spell may only be added to combat once. The effect of each spell is listed in the SYMBOLS section.

Heroes must possess a scroll in order to gain access to spells.

Monsters do not roll spells unless their ability specifically states to roll a spell. When a monster die depicts any of the above icons, that monster is immune to that ability and the spell may not be rolled by heroes.

## 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.
3. Each player randomly draws two **equipment** dice from the blue bag, and two **one-use** dice from the red bag.
4. Each player rolls one of the black **monster level** dice and the player with the highest roll plays first.

**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.

# ON YOUR TURN

## Step 1: Draw

Randomly draw one die from the black Encounter bag and roll it in the center of the play area. If you roll a reward symbol, randomly draw one die from the indicated bag and proceed to the end of turn. 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.

## 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 the following actions in any order:

**Arm Yourself** - Equip the dice you intend to use during combat. You may use a 2-handed weapon or a weapon in each hand. You may always roll one armor die as well. If you have a lot of weapon dice, you will need to decide what will work best against this particular monster.

**Choose an Assistant** - 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. Ultimately, you may take any offer you like, and 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, you determine 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 combat. If you decide to run, proceed to the end of turn.

## 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 a two-player game, 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 use it now. You go first, then your assistant, and finally the monster. No other abilities may be used during this phase.

**Ability Phase** – During this phase, you and your assistant may use any number of abilities and roll one-use dice. The monster may use 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!

All players 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. As the active player, you always have priority, then your 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.

## Step 5: 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. You must roll one fewer level dice each combat until you receive healing.

**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.

**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, 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.

**Clean-Up** – If one-use dice were rolled during combat, return them to the one-use bag. If the monster die has not been kept as a trophy, return it to the encounter bag.

## Step 6: 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 right.



## WOUNDS

When you lose or tie in combat, you suffer one wound. You must remove one hero level die from play. You may not roll the die again until you receive healing. You cannot have a negative number of LEVEL dice. If you have no level dice, you may still participate in combat.

## 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. EQUIPMENT, ARTIFACTS, ONE-USE dice, and TROPHIES may all be traded among players for any reason and without restriction. All agreements are binding.

## NEGOTIATING

When a monster is defeated in combat, all rewards automatically go to the active player unless the players have made some other agreement.

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.

Negotiations may be as creative as you like, but remember that all agreements are binding!

## 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. This includes changing equipment, adding ONE-USE dice to 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

When a RED, BLACK, or GOLD monster is defeated, the hero may keep the Monster die as a trophy of his victory. RED trophies are worth 1 FAME. BLACK trophies are worth 2 FAME. A GOLD trophy is worth 3 FAME.

Like any other die, trophies may be traded among players at any time, for any reason.

## VICTORY DUELS

At the end of combat, it is possible for multiple players to reach 4 Fame simultaneously. However, there is only one throne, and only one player may win the game. If two players have equal claim on the throne, the players must duel. Players in a duel roll combat dice, then roll-off to decide who may use abilities first. Follow the phases of regular combat. In each phase, players take turns using one ability or rolling a one-use die. The player who won the roll-off may act first in each phase.

The victor obtains the throne and wins the game.

# SYMBOLS



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



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



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



**HEALING** - Recover one **WOUNDED** die. This ability may target any hero.

A lost **LEVEL** die may not be restored during combat.

On a **SPELL** die, this symbol is used to designate the **HEALING SPELL**.



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

On a **SPELL** die, this symbol is used to designate the **FIRE SPELL**. The **FIRE SPELL** may target monsters or heroes.



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

Dice that display no value are ignored. Only the die's value is drained, its abilities may no longer be used. 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.

On a **SPELL** die, this symbol is used to designate the **DRAIN SPELL**. The **DRAIN SPELL** may target monsters or heroes. If you are not in combat, and you cast the **DRAIN SPELL**, you determine who is targeted *and* who receives the bonus.



**GUST** - **RESET** combat. **ONE-USE** dice are returned to the red bag, and combat starts over. Spells and abilities may be used again, with the exception of **GUST**, which may only be used once per combat.

On a **SPELL** die, this symbol is used to designate the **GUST SPELL**.



**PAIN** - The target takes one **WOUND**. Pain may only target heroes.

When this symbol is present on a monster die, it affects all heroes in combat and occurs automatically after combat.



**TOAD** - Turn an opponent into a toad with a combat strength of 0 for the remainder of combat. Toads may not use monster abilities or benefit from equipped dice, but may still roll and benefit from **ONE-USE** dice. Previously used abilities that add directly to the player's combat total are still counted. When a monster is turned into a toad, it may award no more than **1 FAME**.

On a **SPELL** die, this symbol is used to designate the **TOAD SPELL**. The **TOAD SPELL** may target monsters or heroes.



**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.



**PROTECTION** - Force an opponent to reroll any one **COMBAT DIE**. May be used during the **Armor Phase** of combat.

Symbols lost due to a forced reroll may not be played.

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



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



**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 rerolled multiple times as a result of multiple **SLASH** abilities.

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



**TANGLE** - Remove an opponent's **LOWEST** die from combat. Dice with no written value are ignored.

Multiple dice may be removed as a result of multiple **TANGLE** abilities. Abilities on the removed die may no longer be used. A combatant with **NO** combat dice remaining has a combat strength of 0.

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



**REACH** - Roll your combat dice before deciding whether to confront a monster. Inactive players may use this ability before an assistant is chosen.

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



**HUNT** - When drawing from the encounter bag, draw one additional die. Select one and return the other to the bag.

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



**EXECUTE** - Automatically defeat an opponent of the indicated level or lower.

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

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



**SHATTER** - Break open a locked chest without the use of a key. All players equipped with a hammer may make one roll to SHATTER a locked chest. However, the reward belongs to the active player.

When this symbol is on an **EQUIPMENT** or **ARTIFACT** die, that die is a HAMMER. If you are equipped with a HAMMER, you may prevent your opponents from using PROTECTION for the duration of combat.



**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 you encounter. 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.



**KEY** - Open one locked chest.



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



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



**SCOUT** - Force an opponent to roll its combat dice before deciding to confront a monster.

This ability may only be used before combat. Any die with this symbol may be rolled before combat.



**FEAR** - When this symbol is rolled it immediately targets a hero. Select any one die that hero possesses. That die may not be used this turn.

This ability has no effect on monsters, and may only be used before combat.

# MONSTERS



**Slime** - Slimes are among the weakest creatures in Elorim. They are also delicious. Eating a Slime after combat heals one WOUND.



**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.



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



**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.



**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.



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



**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.



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



**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 suffers one wound.



**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.



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



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



**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. Dragons breathe FIRE and use the GUST ability by beating their enormous wings. Dragons are immune to GUST and FIRE.

# QUICK PLAY RULES

1. Place the red dice in the red bag, the blue dice in the blue bag, the yellow dice in the yellow bag, and the monster dice in the black bag. Leave the remaining dice in the center of the play area.
2. Each Player begins with one green **HERO LEVEL** die.
3. Each player randomly draws two **EQUIPMENT** dice from the blue bag, and two **ONE-USE** dice from the red bag.
4. Players take turns drawing one random die from the monster bag. The die is rolled and the active player may choose to confront the monster or flee. The active player may invite one other player to **ASSIST** in the fight.
5. Each monster displays a number indicating its level. When a monster is confronted, the monster rolls one **MONSTER LEVEL** die for each level. Heroes in combat roll their **HERO LEVEL** dice and **EQUIPMENT** dice and compare their total to the monster's total.
6. Heroes and monsters may play the **ABILITIES** displayed on their dice. Once all **ABILITIES** have been played, whoever has the highest total wins combat. If the heroes win, each hero receives one experience and the active player receives the **REWARD** indicated on one side of the monster die. If the heroes lose, each hero suffers one **WOUND** and the turn ends. On a tie, the heroes win the combat but also suffer a **WOUND**. When a hero receives a **WOUND**, one **HERO LEVEL** die is set aside, and may not be used again until the hero receives **HEALING**.
7. Once combat has ended, play passes to the next player. Players may pass a turn to **REST** and roll the **Healing Spell** to remove **WOUNDS**.
8. Heroes earn a second **HERO LEVEL** die when they have earned 3 experience, and a third **HERO LEVEL** die at 6 experience.
9. The game is won by obtaining 4 **FAME**. **FAME** may be earned in the following ways:

Obtain 6 **EXPERIENCE** - 1 **FAME**

Possess a **MAGICAL ARTIFACT** - 1 **FAME**

Defeat a **RED MONSTER** - 1 **FAME**

Defeat a **BLACK MONSTER** - 2 **FAME**

Defeat the **GOLD DRAGON** - 3 **FAME**

