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 For 1-4 Players  
 30-60 Minutes  
 Version 2.0



# Map Maker

## One Page Gaming

**Monster**

Dungeon Penalty

**Treasure**

Dungeon Penalty

**Orc Chief**

Minion

Shaman Spearman

**Spider Queen**

Hatch

Egg

**Action**

Mark the hatch progress.  
All spiders attack the hero with highest hatred.

Is there any SP available?

Yes

Are there any eggs or spiders?

Yes

Were any heroes trapped by?

Yes

Cast skill 'Venom into highest hatred.  
Cross out 1 SP.

No

<b>Name</b>					
<b>HP</b>	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Attribute</b>	<b>Attack</b>	<b>Defense</b>	<b>Agility</b>	<b>Intelligence</b>	<b>Luck</b>
	+1	+2	-1	-2	+1
	+2	+3	-2	-3	+2
	+3	+3	-3	-3	+3
<b>Skill</b>	Power Word Heal	Discipline	Holy Grace		
	20	30	40		

Roll two dice, take the higher result and restore the same number of HP.  
Opponent cannot roll the combat die, just use the basic die to calculate the total score.  
Roll an extra die, take the higher result and double it as the rolling score.

HP Potion 1Potion = 3HP

Skill Book 1Book = 3SP

**Class** Cleric

**SP** 6

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**Summon Skeleton**

Skeleton Skeleton Skeleton Skeleton Skeleton

**Hatred**

Skeleton King Skeleton

Be attacked: +1 Be damaged: +3

Be damaged: +1 Be damaged: -3

<b>Name</b>					
<b>HP</b>	10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Attribute</b>	<b>Attack</b>	<b>Defense</b>	<b>Agility</b>	<b>Intelligence</b>	<b>Luck</b>
<b>Skill</b>					

Roll two dice, take the higher result and restore the same number of HP.  
Opponent cannot roll the combat die, just use the basic die to calculate the total score.  
Roll an extra die, take the higher result and double it as the rolling score.

HP Potion 1Potion = 3HP

Skill Book 1Book = 3SP

**Class** Cleric

**SP** 2

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**Full Game**

8 Heroes 12 Bosses

<b>Name</b>					
<b>HP</b>	6	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<b>Attribute</b>	<b>Attack</b>	<b>Defense</b>	<b>Agility</b>	<b>Intelligence</b>	<b>Luck</b>
	+1	+2	-1	-2	+1
	+2	+3	-2	-3	+2
	+3	+3	-3	-3	+3
<b>Skill</b>	Power Word Heal	Discipline	Holy Grace		
	20	30	40		

Roll two dice, take the higher result and restore the same number of HP.  
Opponent cannot roll the combat die, just use the basic die to calculate the total score.  
Roll an extra die, take the higher result and double it as the rolling score.

HP Potion 1Potion = 3HP

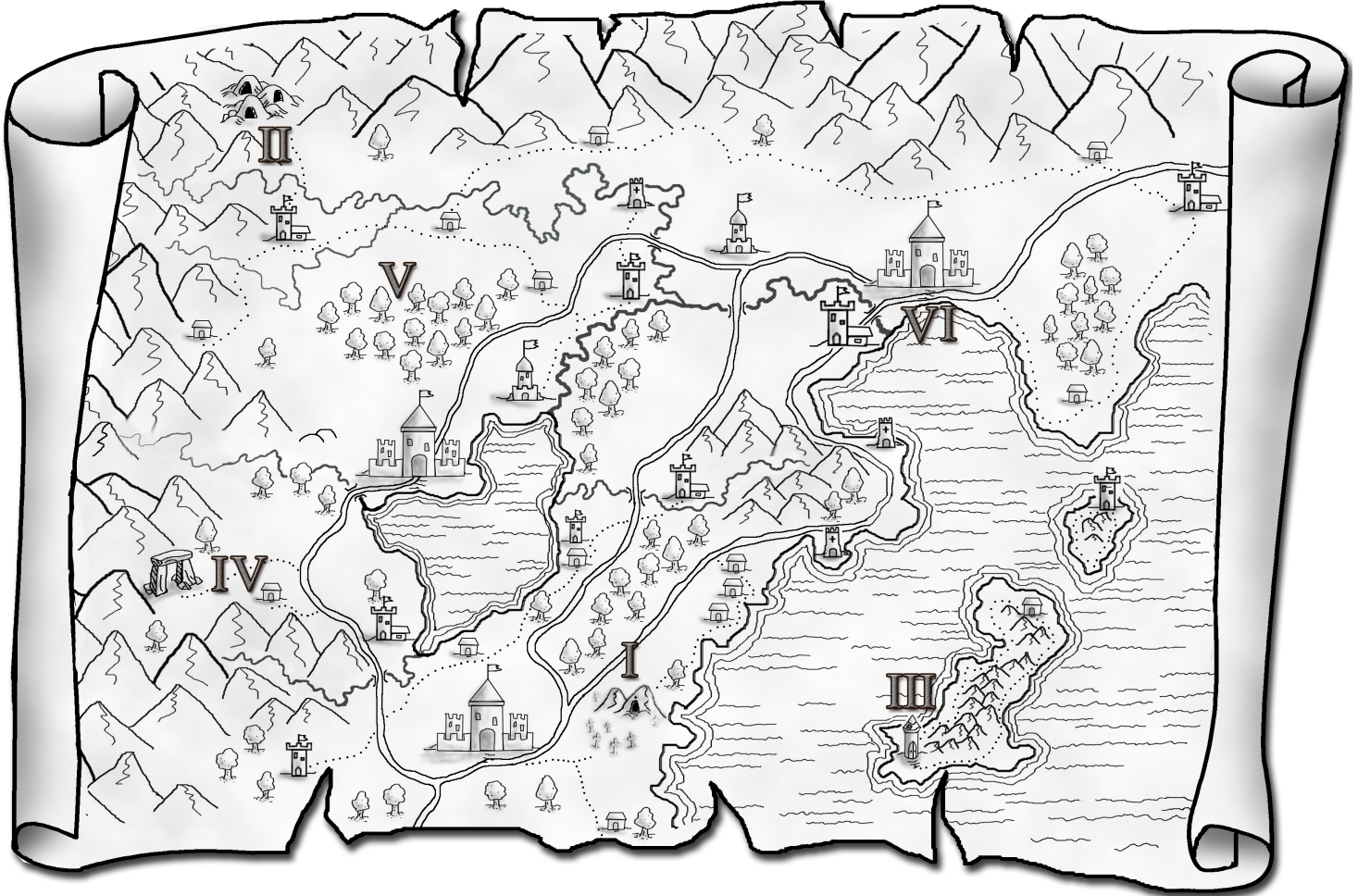
Skill Book 1Book = 3SP

**Class** Cleric

**SP** 6

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# Wild Map



## Map Detail

<p><b>I</b></p> <p>Dungeon:                  Danger:                  Depth:                  Boss:                  Map Maker:</p>	<p><b>II</b></p> <p>Dungeon:                  Danger:                  Depth:                  Boss:                  Map Maker:</p>	<p><b>III</b></p> <p>Dungeon:                  Danger:                  Depth:                  Boss:                  Map Maker:</p>
<p><b>IV</b></p> <p>Dungeon:                  Danger:                  Depth:                  Boss:                  Map Maker:</p>	<p><b>V</b></p> <p>Dungeon:                  Danger:                  Depth:                  Boss:                  Map Maker:</p>	<p><b>VI</b></p> <p>Dungeon:                  Danger:                  Depth:                  Boss:                  Map Maker:</p>

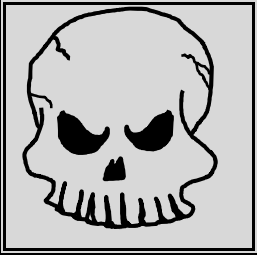
## Danger & Boss

<b>Danger</b>	<input type="checkbox"/>	The smell of death causes you to be sick. -2 HP	<b>Boss</b>	<input type="checkbox"/>	Black Dragon	<input type="checkbox"/>	Necromancer
	<input type="checkbox"/>	Extreme cold freezes your mind. -1 Intelligence		<input type="checkbox"/>	Goblin Joker	<input type="checkbox"/>	Succubus
	<input type="checkbox"/>	Evil beware. -1 Defense		<input type="checkbox"/>	Hero Hunter	<input type="checkbox"/>	Blade Sister
	<input type="checkbox"/>	Treacherous terrain slows you down. -1 Agility		<input type="checkbox"/>	Spider Queen	<input type="checkbox"/>	Lord of Chaos
	<input type="checkbox"/>	Tremble with fear. -1 Attack		<input type="checkbox"/>	Orc Chief	<input type="checkbox"/>	Soul Harvester
	<input type="checkbox"/>	The fortune is fickle. -1 Luck		<input type="checkbox"/>	Skeleton King	<input type="checkbox"/>	Dungeon Master


# Event Sheet

No.	Event	No.	Event
21	NPC: Healer. You are healed by 3HP.	74	Treasure: Armor of Loyalty. Your Hero gets 1 additional Defense after resolving the Treasure Encounter.
22	Monster: Nightmare. Your Hero has to use Defense instead of Attack to resolve this Encounter.	75	Stealth: Negotiation with the Chief. Use Intelligence instead of Agility.
23	Monster: Mind Flayer. After rolling Combat dice, exchange the score of the Encounter with your Hero, and then resolve the Encounter.	76	Monster: Noisy Goblin. No one can take a Rest during this turn.
24	NPC: Merchant. You can exchange 1 HP Potion for 1 Skill Book or the other way round.	81	Trap: Pit Trap. Add 1 to Stealth Encounter Basic Die.
25	Exploration: Mysterious Statue. You can use the next locked skill during this turn, as though it were unlocked.	82	Exploration: Rune Stone. Temporarily add 1 Defense to you during this turn.
26	Stealth: Cross the River. All Heroes need to resolve this Encounter first. Then play the round as normal.	83	Monster: Helmed Horror. All Heroes get a -1 Defense penalty during this turn.
31	Stealth: Climb the Cliff. All Heroes need to resolve this Encounter first. Then play the round as normal.	84	Monster: Guardian. All Heroes cannot choose the Treasure Encounter during this turn.
32	Trap: Fireball Trap. It's an area attack. All Heroes need to resolve this Encounter first. Then play the round as normal.	85	Exploration: Well of Ruthlessness. Temporarily add 1 Attack to you during this turn.
33	Exploration: Rune Stone. Add 1 additional experience to you after resolving any Encounter.	86	Stealth: Break the Door. Use Attack instead of Agility. The Exploration Encounter cannot be chosen before resolving this Encounter.
34	Treasure: Amulet of Chance. Your Hero gets 1 additional Luck after resolving the Treasure Encounter.	91	Stealth: Get Rid of the Cobwebs. All Heroes need to resolve this Encounter first. Then play the round as normal.
35	Monster: Evistro. All Heroes lose 1 HP if Monster wins.	92	Trap: Poison Bolt Trap. Lose 2 HP if your Hero fails resolving this Encounter.
36	Monster: Beholder. All Heroes cannot use Skill Points during this turn.	93	Exploration: Well of Expertise. You can freely use Skills (no SP cost) during this turn.
41	Treasure: Boots of Haste. Your Hero gets 1 additional Agility after resolving Treasure Encounter.	94	Treasure: Helmet of Sky. Your Hero gets 1 additional Intelligence after resolving the Treasure Encounter.
42	Treasure: Shield of Glory. Your Hero gets 1 additional Defense after resolving the Treasure Encounter.	95	Treasure: Axe of the Butcher. Your Hero gets 1 additional Attack after resolving the Treasure Encounter.
43	Trap: Spike Trap. Before resolving this Encounter, the Exploration Encounter cannot be chosen.	96	Monster: Ogre. Add +1 to the Monster Encounter's Basic Die.
44	Trap: Burning Hand Trap. Add +1 to the Treasure Encounter Basic Die.	101	Exploration: Shrine of Lighting. Temporarily add 1 Agility to you during this turn.
45	Treasure: Ring of Felicity. Your Hero gets 1 additional Luck after resolving the Treasure Encounter.	102	Stealth: Poison Gas. All Heroes need to resolve this Encounter by using Defense instead of Agility first. Then play the round as normal.
46	Exploration: Altar of Giants. You temporarily gain +1 Attack bonus during this turn.	103	Treasure: Staff of Talent. Your Hero gets 1 additional Intelligence after resolving the Treasure Encounter.
51	Stealth: Cross the Chasm. All Heroes need to resolve this Encounter first. Then play the round as normal.	104	Exploration: Shrine of Meditation. Add 1 experience to you temporarily during this turn.
52	Trap: Spear Trap. Add +1 to Monster Encounter Basic Die.	105	Trap: Lighting Trap. Before resolving this Encounter, the Treasure Encounter cannot be chosen.
53	Exploration: Altar of Titan. You'll not take damage (lose HP) during this turn.	106	Treasure: Sword of Sharpness. Your Hero gets 1 additional Attack after resolving Treasure Encounter.
54	Treasure: Leggings of Balance. Your Hero gets 1 additional Agility after resolving the Treasure Encounter.	111	Stealth: Picklock. The Treasure Encounter cannot be chosen before resolving this Encounter.
55	Trap: Great Axe Trap. Deduct 1 from Stealth Encounter Basic Die and add 1 to Trap Encounter Basic Die.	112	Trap: Scythe Trap. Before resolving this Encounter, the Stealth Encounter cannot be chosen.
56	Monster: Prophet. Starting with the starting player, resolve the Encounters in sequence (1,2,3...) instead of by player's choice.	113	Exploration: Well of Vitality. You get 1 additional point when using an HP Potion, or a Skill Book during this turn.
61	Monster: Zombie Crowd. All Heroes lose 1 HP if your Hero fails to resolve this Encounter.	114	Treasure: Artifact of Ancient. Your Hero gets 1 additional experience after resolving Treasure Encounter.
62	Monster: Minotaur. Lose 2 HP if your Hero fails resolving this Encounter.	115	Stealth: Gamble with Deadfall. All Heroes need to resolve this Encounter by using Luck instead of Agility. Then play the round as normal.
63	Stealth: Solve the Puzzle. Use Intelligence instead of Agility.	116	Monster: Cyclops. Before rolling the dice, if the Monster's score is equal to, or higher than your Hero's corresponding attribute, your Hero loses immediately.
64	Stealth: Frozen to Death. All Heroes need to resolve this Encounter by using Defense instead of Agility first. Then play the round as normal.	121	Monster: Hag. The starting player can re-roll the Basic Die for the Monster Encounter one time.
65	Monster: Death Knight. If the Death Knight is defeated the first time, he'll be reborn at once and your Hero needs to fight him a second time.	122	NPC: Healer. You are healed by 3HP.
66	Trap: Rock Fall Trap. Use Attack or Agility instead of Defense.	123	NPC: Merchant. You can exchange 1 HP Potion for 1 Skill Book or the other way round.
71	Trap: Dodge the Arrows. All Heroes need to resolve this Encounter first. Then play the round as normal.	124	Monster: Dracolich. Double the score of Monster Encounter's Basic Die. But do not exceed a value of 6.
72	Trap: Arrow Trap. Your Hero has to resolve this Encounter three times continuously. Each time if your Hero fails, he or she loses 1 HP.	125	NPC: Master Trainer. You get 2 skill points.
73	Exploration: Statue of Inspirer. You temporarily gain 1 Intelligence during this turn.	126	NPC: Hiring. Automatically succeed at whatever Encounter you choose to resolve at your next turn.

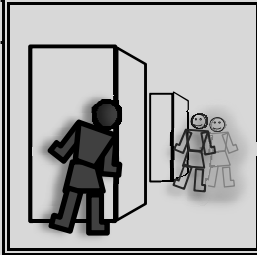
# Dungeon Sheet

1   
Monster

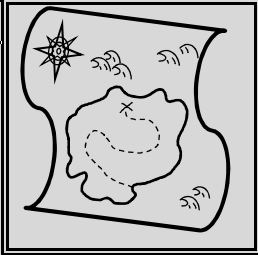
Dungeon Penalty

2   
Trap

Dungeon Penalty

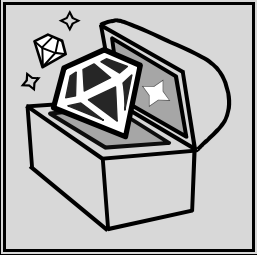
3   
Stealth

Dungeon Penalty


4   
Exploration






Dungeon Penalty






Encounter

5   
Treasure

Dungeon Penalty



  
  
 or   
  
 Nothing

  
  
 or   
  


6   
Rest

Dungeon Penalty



  
  
  
  
  
 or   
  
  


  
  
  
  
  
 or   
  
  


Start

+0	1																				31																				+9						
	2	30										3	29										4	28										5	27										26		
	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49			
	+1				+2						+3						+4						+5						+6						+7						+8						

BOSS

# Hero Sheet

<b>Name</b>															
	<b>Class</b>						Fighter								
<b>HP</b>	11	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>SP</b>	3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
<b>Attribute</b>		<b>Attack</b>	+1		<b>Defense</b>	+1		<b>Agility</b>	-1		<b>Intelligence</b>	-1		<b>Luck</b>	+1
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3
		Attack Bonus			Defense Bonus			Decrease Dungeon Threat			Decrease Combat Die Score			Experience Bonus	
<b>Skill</b>	20	Well Trained		Reroll, use the higher roll as your score.											
	30	Quick Learn		Copy opponent's die roll.											
	40	Skillful & Powerful		Reroll one die, add both results together as your score.											
				<b>HP Potion</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Potion = 3HP											
				<b>Skill Book</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Book = 3SP											

<b>Name</b>															
	<b>Class</b>						Thief								
<b>HP</b>	7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>SP</b>	7	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
<b>Attribute</b>		<b>Attack</b>	+1		<b>Defense</b>	+1		<b>Agility</b>	-1		<b>Intelligence</b>	-1		<b>Luck</b>	+1
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3
		Attack Bonus			Defense Bonus			Decrease Dungeon Threat			Decrease Combat Die Score			Experience Bonus	
<b>Skill</b>	20	Know Thy Enemy		Compel your opponent to reroll and use the new value.											
	30	Confusion		Get the value of opponent's roll, then roll another die for it.											
	40	Unprepared		Force opponent to rolls two dice and take the lower score.											
				<b>HP Potion</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Potion = 3HP											
				<b>Skill Book</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Book = 3SP											

<b>Name</b>															
	<b>Class</b>						Mage								
<b>HP</b>	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>SP</b>	9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
<b>Attribute</b>		<b>Attack</b>	+1		<b>Defense</b>	+1		<b>Agility</b>	-1		<b>Intelligence</b>	-1		<b>Luck</b>	+1
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3
		Attack Bonus			Defense Bonus			Decrease Dungeon Threat			Decrease Combat Die Score			Experience Bonus	
<b>Skill</b>	20	Arcane Mastery		If you roll a 1, 2, or a 3, flip the die to the opposite side to get 4, 5, or 6.											
	30	Power Stack		If you roll a 1, 2, or 3, roll one more die and add results to the original.											
	40	Arcane Storm		Roll two dice instead of one. Flip rolls of 1,2, or 3 to the opposite side to get 4,5, or 6 and then add both results.											
				<b>HP Potion</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Potion = 3HP											
				<b>Skill Book</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Book = 3SP											

<b>Name</b>															
	<b>Class</b>						Cleric								
<b>HP</b>	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<b>SP</b>	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			
<b>Attribute</b>		<b>Attack</b>	+1		<b>Defense</b>	+1		<b>Agility</b>	-1		<b>Intelligence</b>	-1		<b>Luck</b>	+1
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-2		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2
		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	-3		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+3
		Attack Bonus			Defense Bonus			Decrease Dungeon Threat			Decrease Combat Die Score			Experience Bonus	
<b>Skill</b>	20	Power Word Heal		Roll two dice, take the higher result and restore the same number of HP.											
	30	Discipline		Opponent cannot roll the Combat Die.											
	40	Holy Grace		Roll an extra die, take the higher result and double it for your result.											
				<b>HP Potion</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Potion = 3HP											
				<b>Skill Book</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Book = 3SP											

# Hero Sheet

<b>Name</b>											<b>Class</b>	Paladin									
<b>HP</b>	10	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<b>SP</b>	4	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<b>Attribute</b>	<b>Attack</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Attack Bonus			<b>Defense</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Defense Bonus			<b>Agility</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 Decrease Dungeon Threat			<b>Intelligence</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 Decrease Combat Die Score			<b>Luck</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Experience Bonus								
<b>Skill</b>	20 Holy Shield Ignore all damage, negative effects, and other penalties this turn.		30 Charge Add +3 to the score.		40 Sacrifice Damage self 1 HP instead of using SP, add +6 to the score.		<b>HP Potion</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Potion = 3HP		<b>Skill Book</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Book = 3SP												

<b>Name</b>											<b>Class</b>	Hunter									
<b>HP</b>	9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<b>SP</b>	5	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<b>Attribute</b>	<b>Attack</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Attack Bonus			<b>Defense</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Defense Bonus			<b>Agility</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 Decrease Dungeon Threat			<b>Intelligence</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 Decrease Combat Die Score			<b>Luck</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Experience Bonus								
<b>Skill</b>	20 Setting Trap Opponent gets -2 penalty on combat roll.		30 Survival Expert Roll a die and recover HP equal to the number rolled.		40 Gift of Nature Add half of your Luck value (rounded down) to the score.		<b>HP Potion</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Potion = 3HP		<b>Skill Book</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Book = 3SP												

<b>Name</b>											<b>Class</b>	Warlock									
<b>HP</b>	6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<b>SP</b>	8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<b>Attribute</b>	<b>Attack</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Attack Bonus			<b>Defense</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Defense Bonus			<b>Agility</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 Decrease Dungeon Threat			<b>Intelligence</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 Decrease Combat Die Score			<b>Luck</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Experience Bonus								
<b>Skill</b>	20 Animate Puppet Copy the value of another Hero's roll from this turn.		30 Draw Life Opponent gets -2 penalty on combat roll and Warlock gains 1 HP.		40 Thorn Warlock adds the value of the opponent's combat roll to his or her own score.		<b>HP Potion</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Potion = 3HP		<b>Skill Book</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Book = 3SP												

<b>Name</b>											<b>Class</b>	Barbarian									
<b>HP</b>	12	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<b>SP</b>	2	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>			<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		
<b>Attribute</b>	<b>Attack</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Attack Bonus			<b>Defense</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Defense Bonus			<b>Agility</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 Decrease Dungeon Threat			<b>Intelligence</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> -3 Decrease Combat Die Score			<b>Luck</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> +3 Experience Bonus								
<b>Skill</b>	20 Battle Cry Opponent gets -2 penalty to the score.		30 Berserk Roll two dice instead of one. Add the results to the score. Then lose 1 HP.		40 Whirlwind Roll two dice and add 3 to the result to form your total score.		<b>HP Potion</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Potion = 3HP		<b>Skill Book</b> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 1Book = 3SP												







# Black Dragon

HP	Initial													

Attack
--------

Defense
---------

Threat
--------

	1	2
	○	○
	○	○
	○	○
	○	○
	○	○
3	4	

## Dragon Wrath

Dragon Wrath
--------------

Dragon Wrath
--------------

Dragon Wrath
--------------

Dragon Wrath
--------------

Dragon Wrath
--------------

Dragon Wrath
--------------

## Action

Did the Black Dragon cast 'Dragon Wrath' last turn?

Yes

Were all Heroes frightened by 'Dragon Wrath'?

Yes

Cast skill 'Dragon Breath'.

No

Cast skill 'Dragon Tail' on the Hero with highest Hatred who is not frightened.

No

Is there any 'Dragon Wrath' available?

Yes

Cast skill 'Dragon Wrath'.

Mark the Heroes who were frightened.

No

Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Black Dragon

Is attacked: +1

Is damaged: +3

Hero

Is frightened: - 3

Is attacked by Dragon Breath: -2

Is attacked by Dragon Tail: -2

Is attacked by a Normal Attack: -1

Is healed: +2

Hero1

Hero2



Frightened

■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Frightened

■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Hero3

Hero4



Frightened

■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

Frightened

■	■	■	■	■	■	■	■	■	■	■	■	■	■	■
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---

## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (HP >= Attack >= Defense >= Dragon Wrath), then add the number of Heroes to each value to set up each of the Black Dragon's four Attributes. Dragon Wrath never exceeds 6.

For example: For a 4 Hero game, if you roll 3,2,4,4,5,6 - discard the 3 and the 2, then the Attributes will be HP=6+4= 10, Attack=5+4=9, Defense=4+4=8, Dragon Wrath=4+4= 8 >> 6.

To set up the Dragon Wrath, roll Xd6 (X=the number just distributed to Dragon Wrath), add +2 to each die (maximum of 6) and put them onto the squares labeled 'Dragon Wrath' in order from left to right. These are the Basic Die for Dragon Wrath.

Black Dragon does not need SP to use skills.

## Skills

### Dragon Wrath

Attack all Heroes. Heroes need to conduct an Intelligence Test to resist Dragon Wrath. A Hero who fails the test is marked 'Frightened' in the Hatred grid and cannot take an action at next turn. At their next turn, cross out the 'Frightened' mark and the Hero takes actions as normal after that. Black dragon casts Dragon Wrath in sequence from left to right. Remove the corresponding die after casting.

### Dragon Breath

Target and attack all Heroes. If a Hero is hit, he or she takes 2 damage.

### Dragon Tail

Attack a single target. Targeted Hero must conduct an Agility Test to dodge. If the test fails, the Hero takes 2 damage.

## Special Rules

Frighten: Intelligence cannot reduce the score of the Combat Die.

Fearful: +1 difficulty to all Encounters.

Treasure in the Dragon's Lair: When you succeed resolving a Treasure Encounter, gain 2 treasures instead of 1 (roll twice to determine treasures).

Dragon Slayer: Before fighting against the Black Dragon, one Hero can decide to be the dragon slayer. The dragon slayer will get +2 bonus to Attack, but begins the fight with 5 Hatred.

# Goblin Joker

<b>HP</b>	Initial	<table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>											<b>SP</b>	<table border="1" style="width: 100%; height: 20px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>									Attack	Defense	Threat	<table border="1" style="width: 100%; height: 40px;"> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> <tr><td> </td><td> </td></tr> </table>								

## Goblin Archer

Archer	Archer
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## Goblin

Archer	Goblin	Goblin	Goblin
--------	--------	--------	--------

### Action

All Goblins attack the Hero with highest Hatred.  
 All Goblin Archers attack the Hero with lowest Hatred.  
Is the SP value > 0?

```

    Yes
    |
    | Are there any Goblins or Goblin Archers?
    | Yes
    | | Did all the Basic Dice of Goblins and Goblin Archers
    | | reach 6?
    | | Yes
    | | | Perform a Normal Attack on the Hero with
    | | | highest Hatred.
    | | No
    | | | Cast skill 'Battle Order'.
    | | | Cross out 1 SP.
    | | No
    | | | Cast skill 'Summon Goblin'.
    | | | Cross out 1 SP.
    | No
    | | Perform a Normal Attack on the Hero with highest Hatred.
    
```

### Hatred

Goblin Joker	Is attacked: +1	Is damaged: +2
Goblin	Is damaged: +1	
Goblin Archer	Is damaged: +1	
Hero	Is attacked by Goblin Joker: -2	
	Is attacked by Goblin: -1	
	Is attacked by Goblin Archer: -1	
	Is healed: +2	

Hero1	Hero2																				
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Hero3	Hero4																				
<table border="1" style="width: 100%; height: 30px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>											<table border="1" style="width: 100%; height: 30px;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> </table>										

### Setup

Roll 6d6, pick the 4 highest results, distribute in order of (HP >= SP >= Defense >= Attack), then add the number of Heroes to each to set up the Goblin Joker's four Attributes.  
 For example: For a 4 Hero game, if you roll 3,2,4,4,5,6 - discard the 3 and the 2, then the Attributes will be HP=6+4= 10, SP=5+4=9, Defense=4+4=8, Attack=4+4= 8.

### Skills

#### Summon Goblin

Roll Xd6 (X=the number of Heroes, maximum of 3), put the dice onto the squares labeled 'Goblin' in order from left to right to indicate the Basic Die of each Goblin.  
 Goblins attack the Hero with highest Hatred. As the Goblins are defeated, remove their Basic Die.

Roll Xd6 (X=the number of Heroes, maximum of 3), put the dice onto the squares labeled 'Archer' in order from left to right to indicate Basic Die of each Goblin Archer.

Goblin Archers attack the Hero with lowest Hatred. If there are any Goblins, Heroes cannot attack the Goblin Archers.  
 Also, Heroes cannot fight back when attacked by Goblin Archers (Heroes use Defense instead of Attack).  
 As the Goblin Archers are defeated, remove their Basic Die.

#### Battle Order

Goblin Joker commands Goblins and Goblin Archers to charge forward. Add 1 to the Basic Die of each Goblin and Goblin Archer.  
 The effects of Battle Order are accumulated, but a Basic Die cannot exceed a value of 6.

### Special Rules

- No Peace: When taking a Rest, the HPs or SPs Heroes receive take a - 1 penalty.
- Mass Brawl: +1 difficulty to Monster Encounters.
- Greedy Goblin: +2 difficulties to Treasure Encounters.
- Intolerable Beings: When fighting against Goblins, Fighter can target and attack all Goblins at same time.

# Orc Chief

<b>HP</b>	Initial													
-----------	---------	--	--	--	--	--	--	--	--	--	--	--	--	--

Attack

Defense

Threat

	1	2
○	○	○
○	○	○
○	○	○
○	○	○
3	4	

## Minion

Shaman

Spearman

Spearman

Warrior

Warrior

Warrior

## Action

If all Minions were defeated, Orc Chief calls another wave, setup the Minion.

- All Spearman attack the Hero with lowest Hatred.
- All Warriors attack the Hero with highest Hatred.
- The Shaman raises a dead minion.
- The Orc Chief attacks the Hero with highest Hatred.

## Hatred

Orc Chief	Is attacked: +1	Is damaged: +2
Shaman	Is damaged: +2	
Spearman	Is damaged: +1	
Warrior	Is damaged: +1	
Hero	Is attacked by Orc Chief: -2	
	Is attacked by Minion: -1	
	Is healed: +2	

<p>Hero1</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p>Hero3</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																																													<p>Hero2</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p>Hero4</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																																																												

## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (Defense >= Attack >= HP >= Minion), then add the number of Heroes to each to set up the Orc Chief's four Attributes. The Minion value can never exceed 6.

*For example: For a 4 Hero game, if you roll 3,2,4,4,5,6 - discard the 3 and the 2, then the Attributes will be Defense=6+4= 10, Attack=5+4=9, HP=4+4=8, Minion=4+4= 8 >> 6.*

Minion setup: Roll Xd6 (X=the number just distributed to Minion) and add (the number of Heroes -1) to each die, then put the dice onto the squares labeled 'Shaman', 'Spearman', and 'Warrior' in order from left to right to indicate the Basic Die for each Minion.

## Minions

### Shaman

The Shaman raises a dead minion each turn. If there are more than one dead minion, raises the rightmost one. If there is no dead minion, then the Shaman takes no action.

To raise a dead minion, roll 1d6 and put it onto the corresponding square to make its Basic Die.

The Shaman does not attack Heroes. Heroes cannot attack shaman while other minions (Spearman or Warriors) exist.

When Heroes attack the Shaman, he defends himself but does not cause damage to the Heroes.

### Spearman

Spearman attack the Hero with lowest Hatred. Heroes cannot fight back when Spearman attack (use Defense instead of Attack). Also Heroes cannot attack Spearman while warriors exist.

### Warrior

Warriors attack the Hero with highest Hatred.

As Minions are defeated, remove their Basic Die.

## Special Rules

- Brutality: +2 difficulty to Monster Encounters.
- Incaution: -1 difficulty to Stealth Encounters.
- Art of Motion: Thief can ignore attack priority to attack any enemy as he or she wants. (Can attack Shaman, or Spearman if Warriors are present.)
- Lack of Magic Resistance: Mage gets +1 bonus when attacking Orc Chief or his Minions.

# Hero Hunter

**HP** Initial 

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

**SP**

--	--	--	--	--	--	--	--

Attack

Defense

Threat


## Trap

Trap

Trap

Trap

Trap

Trap

Trap

## Action

All Heroes encounter a trap (*leftmost*).

Is the SP value > 0?

Yes

Are there any Traps?

Yes

Were any Heroes wounded by a Trap?

Yes

Cast skill 'Critical Strike' on the Hero with

highest Hatred.

Cross out 1 SP.

No

Cast skill 'Throwing Knife of Death' on the Hero

with highest Hatred.

Cross out 1 SP.

No

Cast skill 'Trap'.

Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Hero Hunter Is attacked: +1 Is damaged: +3

Hero

Is damaged by Trap: -1

Is attacked by Critical Strike: -2

Is attacked by Throwing Knife of Death: -1

Is attacked by a Normal Attack: -1

Is healed: +2

Hero1

Hero2

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Hero3

Hero4

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (SP >= HP >= Attack >= Defense), then add the number of Heroes to each to set up the Hero Hunter's four Attributes.

For example: For a 4 Hero game, if you get 3,2,4,4,5,6 - discard the 3 and the 2, then the Attributes will be SP=6+4= 10,

HP=5+4=9, Attack=4+4=8, Defense=4+4= 8.

## Skills

### Trap

Roll Xd6 (X= the number of Heroes x 2, *maximum of 6*), put the dice onto the squares labeled 'Trap', in order from left to right to indicate the Basic Die for each Trap.

Each turn, if there are any Traps, every Hero needs to encounter the leftmost Trap before taking any actions.

To resolve a Trap Encounter, conduct an Agility Test. If the Hero fails, he or she will receive 1 damage.

After a Trap Encounter, remove the Trap's Basic Die.

### Critical Strike

When the Hero focuses on the Trap that injured him/her, the Hero Hunter rushes out and delivers a Critical Strike to that Hero.

The Hero takes 2 damage.

### Throwing Knife of Death

A deadly throwing knife is hurled at a single Hero target. The Hero needs to conduct a -2 Agility Test to dodge.

If the Hero fails, he or she takes 1 damage.

## Special Rules

Lurking Danger: +1 difficulty to Trap Encounters.

Shadow Hunter: +1 difficulty to Stealth Encounters.

Dread Sniper: All Heroes get -1 Defense.

# Necromancer

<b>HP</b>	Initial																		
-----------	---------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

<b>SP</b>									
-----------	--	--	--	--	--	--	--	--	--

Attack
--------

Defense
---------

Threat
--------

	1	2
	○	○
	○	○
	○	○
	○	○
3	4	

## Wall of Zombies

Zombie	Zombie	Zombie	Zombie	Zombie	Zombie
--------	--------	--------	--------	--------	--------

## Action

Is the SP value > 0?

Yes

Are there any Zombies?

Yes

Cast skill 'Putrefaction'. Cross out 1 SP.

No

Cast skill 'Wall Of Zombies'. Cross out 1 SP.

No

Cast skill 'Near Death'.

## Hatred

Necromancer hates all Heroes, indiscriminately.  
(No need to record Hatred)

Hero1	Hero2								
Hero3	Hero4								

## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (Attack >= SP >= Defense >= HP), then add the number of Heroes to each value to set up each of the Necromancer's four Attributes.

For example: In a 4 Hero game, if you roll 3,2,4,4,5,6, - discard the 3 and the 2, then the Attributes will be Attack=6+4= 10, SP=5+4=9, Defense=4+4= 8, HP=4+4= 8.

## Skills

### Wall Of Zombies

Roll Xd6 (X = the number of Heroes x 2, maximum of 6), put the dice onto the squares labeled 'Zombie', in order from left to right to indicate the Basic Die for each section of the Wall of Zombies.

The Wall of Zombies is considered to be one enemy. It cannot attack Heroes on its own, but will fight back when it is attacked.

When the Hero attacks the Wall of Zombies, he or she rolls one combat die, then resolves the attack against each Zombie in the Wall.

This round's starting player rolls combat die for each Zombie, one by one. If the Hero wins, remove that Zombie's die from the sheet.

If the Hero loses, take one damage.

The Heroes cannot attack the Necromancer while the Wall of Zombies exists.

### Putrefaction

Attack all Heroes. Each Hero must conduct an Intelligence Test to resist Putrefaction.

If any Hero fails, they lose 1 HP.

### Near Death

The closer to death it becomes, the more powerful the Necromancer will get. Necromancer does nothing this turn and recover 2 SP.

## Special Rules

Long Bow: The Hunter can attack the Necromancer even the Wall of Zombies exists.

Animate Death: +2 difficulty to Monster Encounters.

Corruption: +2 difficulty to Exploration Encounters.

Holy Punishment: The Cleric and Paladin gets +2 bonuses when attacking Zombies.

# Succubus

<b>HP</b>	Initial	<table border="1" style="width: 100%; height: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																<b>SP</b>	<table border="1" style="width: 100%; height: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>											Attack	Defense	Threat	<table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> </table>								

## Seed Of Enchantment

Seed	Seed	Seed	Seed	Seed	Seed
------	------	------	------	------	------

## Action

One Seed of Enchantment ruptures.  
Is the SP value > 0?  
 Yes  
Are there any Seeds?  
 Yes  
Is any Hero's Hatred >= 3?  
 Yes  
Cast skill 'Temptation' on the Hero with highest Attack.  
Cross out 1 SP.  
 No  
Cast skill 'Mind Flay' on the Hero with lowest Intelligence.  
Cross out 1 SP.  
 No  
Cast skill 'Seed Of Enchantment'. Cross out 1 SP.  
 No  
Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Succubus      Is attacked: +1      Is damaged: +3  
  
 Hero      Get a -1 penalty to Intelligence: -1  
 Is attacked by Mind Flay: -2  
 Is attacked by Temptation: -2  
 Is attacked by a Normal Attack: -1  
 Is healed: +2

<p style="text-align: center;">Hero1</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p style="text-align: center;">Temptation</p> <table style="width: 100%;"> <tr><td style="width: 20%;"></td><td style="width: 20%; text-align: center;">■</td><td style="width: 20%; text-align: center;">■</td><td style="width: 20%; text-align: center;">■</td><td style="width: 20%; text-align: center;">■</td></tr> </table>																	■	■	■	■	<p style="text-align: center;">Hero2</p> <table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table> <p style="text-align: center;">Temptation</p> <table style="width: 100%;"> <tr><td style="width: 20%;"></td><td style="width: 20%; text-align: center;">■</td><td style="width: 20%; text-align: center;">■</td><td style="width: 20%; text-align: center;">■</td><td style="width: 20%; text-align: center;">■</td></tr> </table>																	■	■	■	■
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	■	■	■	■																																					
	■	■	■	■																																					

## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (SP >= Attack >= HP >= Defense), then add the number of Heroes to each value to set up each of the Succubus's four Attributes.  
 For example: In a 4 Hero game, if you roll 3,2,4,4,5,6, - discard the 3 and the 2, then the Attributes will be SP=6+4= 10, Attack=5+4=9, HP=4+4= 8, Defense=4+4= 8.

## Skills

### Seed Of Enchantment

Roll Xd6 (X = the number of Heroes x 2, maximum of 6), put the dice onto the squares labeled 'Seed', in order from left to right to indicate the Basic Die for each Seed.  
 Each turn, one Seed of Enchantment ruptures. All Heroes need to conduct an Intelligence Test. If a Hero fails, he or she will get a -1 penalty to Intelligence. After reaching the penalty limit of 3, the Hero takes 1 damage instead of -1 penalty.

### Mind Flay

Attack a single Hero target.  
 The Hero needs to conduct an Intelligence Test. If the Hero fails, he or she takes 2 damage.

### Temptation

Attack a single Hero target.  
 The Hero needs to conduct an Intelligence Test. If the Hero fails, he or she skips their next turn.  
 Mark a Temptation box under the target Hero in the Hatred grid.

## Special Rules

- Whisper of Temptation: Heroes get -1 penalty on all rolls.
- Beauty of Death: All Heroes lose 1 HP at start of the dungeon.
- Constant Faith: Paladin does not get penalties from any Special Rules
- Lust: All Heroes lose 1 HP each time they gain any SP while exploring this dungeon.

# Blade Sister

<b>HP</b>	Initial	<table border="1" style="width: 100%; height: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>											<b>SP</b>	<table border="1" style="width: 100%; height: 20px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>									Attack	Defense	Threat	<table border="1" style="width: 100%; height: 40px;"> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> </table>								

## Blade Array

Blade Array	Blade Array	Blade Array	Blade Array	Blade Array	Blade Array
-------------	-------------	-------------	-------------	-------------	-------------

## Action

```

Is the SP value > 0?
  Yes
  |
  +-- Are there any Blade Arrays left?
  |    Yes
  |    |
  |    +-- Are there all Heroes with Hatred >= 3?
  |    |    Yes
  |    |    |
  |    |    +-- Cast skill 'Edge Storm'. Cross out 1 SP.
  |    |    |
  |    |    +-- No
  |    |    |
  |    |    +-- Cast skill 'Sword Blow'. Cross out 1 SP.
  |    |
  |    +-- No
  |    |
  |    +-- Cast skill 'Blade Array'. Cross out 1 SP.
  |
  No
  |
  +-- Perform a Normal Attack on the Hero with highest Hatred.
  
```

## Hatred

Blade Sister      Is attacked: +1      Is damaged: +3

Hero      Is attacked by Blade Array: -1  
 Is attacked by Sword Blow: -2  
 Is attacked by Storm of Edge: -1  
 Is attacked by a Normal Attack: -1  
 Heal: +2

Hero1	Hero2																				
<table border="1" style="width: 100%; height: 30px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>											<table border="1" style="width: 100%; height: 30px;"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>										
Hero3	Hero4																				
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## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (Defense >= Attack >= SP >= HP), then add the number of Heroes to each value to set up each of the Blade Sister's four Attributes.

For example: In a 4 Hero game, if you roll 3,2,4,4,5,6, - discard the 3 and the 2, then the Attributes will be Defense=6+4= 10, Attack=5+4= 9, SP=4+4= 8, HP=4+4= 8.

## Skills

### Blade Array

Spinning blades slice enemies who stray too close.

Roll Xd6 (X = the number of Heroes x 2, maximum of 6), put the dice onto the squares labeled 'Blade Array', in order from left to right to indicate the Basic Die for each Blade Array.

When a Hero attacks the Blade Sister, the Hero needs to conduct an Agility Test to dodge the blade.

If the Hero fails, he or she takes 1 damage.

After encountering the Blade Array, remove its die from play.

### Sword Blow

Attack targeting two Heroes, decided by players.

The Heroes need to conduct a Agility Test to dodge the sword blow. If the Hero fails, he or she will get 2 damage.

### Edge Storm

The flying blades fall from the sky. No one can escape.

All Heroes need to conduct a Luck Test. If any Hero fails, he or she takes 1 damage.

## Special Rules

Totally Defended: All Heroes get -1 penalty to all Attack rolls.

Sharpest Weapon: +1 difficult to Monster and Trap Encounters.

Cold-bloodness: If a Hero's total score is 3 or more less than the opponent's, he or she takes 1 additional damage







# Dungeon Master

<b>HP</b>	Initial																		
-----------	---------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

<b>SP</b>										
-----------	--	--	--	--	--	--	--	--	--	--

Attack
--------

Defense
---------

Threat
--------

	1	2
○	○	○
○	○	○
○	○	○
○	○	○
3	4	

## DM's Playground

Playground	Playground	Playground	Playground	Playground	Playground
------------	------------	------------	------------	------------	------------

## Action

Is the SP value > 0?

Yes

Are there any DM's Playground dice?

Yes

What's the lowest Attribute of the Hero with highest Hatred?

Attack or Defense:

Perform a normal attack on that Hero.

Agility:

Cast skill 'Guardian'. Cross out 1 SP.

Intelligence:

Cast skill 'Listen to My Story'. Cross out 1 SP.

Luck:

Cast skill 'Maze'. Cross out 1 SP.

No

Cast skill 'I'm the Rule'. Cross out 1 SP.

No

Perform a Normal Attack on the Hero with highest Hatred.

## Hatred

Dungeon Master Is attacked: +1 Is damaged: +3

Hero Succeeds in removing a die from Playground: +2

Fails to remove a die from Playground: -1

Is attacked by Guardian, Listen to My Story or Maze: -1

Is attacked by a Normal Attack: -1

Heal: +2

Hero1

Hero2



Hero3

Hero4



## Setup

Roll 6d6, pick the 4 highest results, distribute in order of (SP >= Attack >= HP >= Defense), then add the number of Heroes to each value to set up each of the Dungeon Master's four Attributes.

For example: In a 4 Hero game, if you roll 3,2,4,4,5,6, - discard the 3 and the 2, then the Attributes will be SP=6+4= 10, Attack=5+4= 9, HP=4+4= 8, Defense=4+4= 8.

## Skills

### I'm the Ruler

Roll Xd6 (X = the number of Heroes x 2, maximum of 6), put the dice onto the squares labeled 'Playground', in order from left to right to indicate the Basic Die for this skill.

Once per turn, each of the Heroes needs to conduct an Attribute Test against the next die on the DM's Playground.

The Heroes need to use the Attribute according to the number on the die, as described below:

1 - The Hero's lowest Attribute; 2 - second lowest; and so on for 3-5; 6 - any Attribute may be used to perform the Test.

If the Hero fails the Test, he or she takes 1 damage. If the Test succeeds, remove that die. If a Hero attacks the Dungeon Master while there are dice on Playground, add the quantity of the dice to Dungeon Master's total score.

### Listen to My Story

The Dungeon Master is whispering to you. Don't listen or you'll lose your mind. All Heroes need to conduct an Intelligence Test. If it fails, they lose 1 HP.

### Maze

The Heroes cannot escape the Maze without luck. All Heroes need to conduct a Luck Test. If it fails, they lose 1 HP.

### Guardian

The Dungeon Master sends Guardians to attack all Heroes. All Heroes need to conduct an Agility Test. If it fails, they lose 1 HP.

### Invincibility

The Dungeon Master always rolls a 6 when performing a normal attack.

## Special Rules

What a Loser: When a Hero rolls a 6 on a combat roll, reroll the die until the result is not a 6.

Endless Competition: When a Hero gets a bonus from an event effect, all Heroes roll 1 die. The Hero who rolls the highest score gets the bonus.

Puppet: When receiving a Luck bonus, the Heroes cannot decide which Attribute to boost. Instead, each rolls a die for, then adds the bonus to the Attribute according to following rule. 1: Attack; 2: Defense; 3: Agility; 4: Intelligence; 5: Luck; 6: lose this bonus.

# QUICK GUIDE

## Setup:

- 1) Select a dungeon from the Wild Map.
- 2) Name the dungeon.
- 3) Select and name your hero.

## Dungeon Delving:

- 1) Mark the next level of the dungeon.
  - 2) Roll the Basic Dice (6d6) and put them onto the Encounters (Dungeon Sheet).
  - 3) Check the Boss Encounter Score.
  - 4) Check to see if you encounter an Event.
  - 5) Beginning with the Starting player, each player selects an available Encounter or Rest and resolves it.
- \* Every 5 level -> +1 to Dungeon Threat. Every 10 level -> Trigger Elite Encounter.  
Repeat steps 1-5 until the Heroes discover a Dungeon Boss.

## Boss Fighting:

- 1) Randomly select a Boss.
  - 2) Set up the Boss's attributes.
  - 3) Heroes take actions first.
  - 4) Follow the instructions for the Boss's turn to determine the Boss's actions.
  - 5) Record any Hatred changes for each Hero.
- Repeat steps 3-5 until one side is defeated.

## Winning or Losing:

- 1) Heroes win when the Boss reaches 0 HP.  
Enter the Dungeon Details on the Wild Map.  
Complete all 6 dungeons to finish the base game.
- 2) If all Heroes reach 0 HP, then the Heroes lose and the dungeon must be replayed, but the same boss will be encountered.






































## Adventure Mod:

- 1) Check the Map Detail and the Special Rules on the applicable Boss Sheet before delving into the dungeon you wish to explore.
- 2) Add the Dungeon Penalty to the Dungeon Sheet and Hero Sheet.
- 3) No need to check the Boss Encounter Score this time.
- 4) Encounter the Boss at the level which was recorded in the Map Detail.
- 5) Follow the other normal process for game play.






## Golden Rule:

- 1) The value of a die roll is always  $\geq 1$  or  $\leq 6$ .
- 2) A Hero's Hatred value is always  $\geq 0$  and the Attribute Penalty is always  $\leq -3$ .
- 3) If two or more Heroes have the same Hatred or Attribute values when required, the players discuss and make any decisions that are necessary.  
The round's Starting Player has the final word.
- 4) Placing dice for, and resolving encounters with a Boss's Special Ability is always done from left to right.  
Remove the each die after it has been activated or resolved.
- 5) When you recover HP or SP, it never exceeds the initial value.

## Icons:

	A Hero		All Heroes		All Zombies
	Attack		Defense		Agility
	Intelligence		Luck		All Attributes, Any Attributes
	Skill Book		Skill Point, SP		Hit Point, HP
	HP Potion		Damage		Rightmost
	Roll a Die		A Die		Value of a Die
	Then, Consequence		To, Add to		From left to right
	Heal		Recover SP		Maximum, Highest
	Raise Dead		Hatch Progress <small>Cross out a circle per turn.</small>		Minimum, Lowest
	Put Dice onto		Defense Against		Fight Back
	Turn		Always, Fixed		Every, Each
	Cannot, Do not		Cannot fight back		Cannot attack
	Do not use SP.		Exist, Present		When DM's Playground is not empty.
	When Warrior or Spearman is present.		Select the Attribute from the lowest to the highest according to the value of the die.		* Choose any Attribute when 6 is rolled

## Conditions:

-  Frightened: A Hero who is Frightened cannot take an action at their next turn.
-  Temptation: A Hero who is Tempted cannot take an action at their next turn.
-  Cobweb: A Hero trapped by a Cobweb cannot take any actions until he/she gets out of the trap. The Hero may try to escape only once per turn by conducting an Attack Test against the Spider Queen's Defense value.
-  Locked: A Hero who is Locked by Soul Chain cannot take any other action until he/she escapes the Soul Chain. The Hero may try to escape only once per turn by conducting an Attack Test against the Soul Harvester's Defense value.
-  Swallowed: A Hero who is Swallowed by the Lord of Chaos is transferred to the Chaos Dimension. Cross out all Hatred for the Hero and do not add to his/her Hatred score in future turns. The Hero may act as normal, but will lose 1 HP per turn.