

roll **AGL** or **WIT**. You may choose to also roll these when you roll **ATK** and **DEF** if you have the dice. Note that if you do not roll these simultaneously, each roll still occurs, so if you defeat an enemy in one round of combat, they still have an opportunity to make one last attack against you, even if you made the attack roll first.

On Clear

This section of the card describes the rewards you get for successfully clearing the room. Some rewards are automatic, and you gain them instantly. Some will require a check to determine if you gain them.

When you gain health or a gem, fill in one of the small circles on your character sheet to indicate that it is now available to use. When you use a gem or receive damage, fill in the larger circle to indicate that it has been used.

Items

Add items to the Inventory section of your character sheet. Most items have a limited number of uses indicated by a number after the name of the item like **DAGGER(3)**. Draw empty circles after the name of the item on your adventure sheet and fill them in each time you use the item to track how many uses remain.

Your Next Encounter

If your encounter was a level 1 encounter, add it to your discard pile. Then draw a new card from the impending encounters deck and begin your next encounter.

Level 2, 3, and Boss encounters are unique, indicated with a * next to the name of the encounter. When you complete a unique encounter:

- Add the unique encounter to your victory pile.
- Collect your level 1 encounters and add a new unique encounter from the future encounters deck to create a new impending encounters deck.

- Shuffle your impending encounters deck.
- Draw the next encounter from the impending encounters deck and begin your next encounter.

Note that you might not see all of your level 1 encounters before completing a unique encounter and recreating your impending encounters deck.

Victory

If you lose all of your HEALTH during an encounter, you fail.

If you defeat the boss encounter, you are victorious.

Additional Play Modes

- **Micro Game:** create a deck using only three cards of your chosen difficulty and give yourself only five starting health. If you successfully complete each encounter, you have won.
- **Mini Game:** create a deck with seven cards of your chosen difficulty and give yourself seven starting health.
- **Completionist:** when you have achieved victory by defeating the boss in the normal version of the game, you may still have empty space on your map.
 - Add any level 1 encounters in your impending deck or discard to the victory pile.

- Create a new impending encounter deck by shuffling any unused level 2, 3, or Boss encounters.
- Work your way through this new impending encounter deck adding resolved encounters to the victory pile until the impending encounter deck is exhausted or your map is full.

A Note on Movement

Moving through rooms that you have already completed is free. If you get to a dead end or decide that you would like to place your next encounter in a different area, you may move through rooms with completed encounters to do so.



Collect Your Materials

- Print and cut the cards.
- Print an adventure sheet or create one in your notebook of choice.
- Gather at least 3 dice.

Create Your Character

- Give your character a name.
- Add one experience to either ATK or DEF.
- Add one experience to either AGL or WIT.
- Fill in 10 small circles in the health portion of your adventure sheet to represent your starting health.
- Fill in 2 small circles in the Ruby section and 1 small circle in the Emerald section to represent your starting gems.

Prepare Your Map

- At the top of the map, name the area you'll be exploring.
- Roll three dice to determine the number of squares in your entry.
- Draw your entrance somewhere on the map including three exits.

Create Your Encounter Deck

- Separate the cards by level (1, 2, 3, and Boss)
- Take three random level 1 cards, three level 2 cards, 2 level 3 cards, and a Boss card.
- Turn the cards face down and shuffle each pile separately.
- Put the level 3 cards on top of the boss card.

- Put the level 2 cards on top of the level 3 cards.
- The deck with your level 2, 3, and boss cards represent future encounters.
- The deck with your level 1 cards represent imminent encounters.
- Draw one level 2 card, add it to your level 1 cards, and shuffle your impending encounter deck once more.

Begin

- Draw a card from the impending encounter deck.
- Add the room depicted to your map.
- Resolve the Encounter and collect any On Clear rewards.

Resolving Encounters

In order to resolve encounters you will roll some number of dice based on your current skill to determine your result.

- If you only have the D bubble filled for that skill, you roll with disadvantage. Roll 3 dice and sum the lowest two.
- If you have the +0 bubble filled, roll 2 dice and sum them.
- If you have the +2 bubble filled, roll 2 dice, sum them, and add 2 to the result.
- If you have the A bubble filled, you roll with advantage. Roll 3 dice and sum the highest two.

Compare the amount described above to the value you're testing against to determine if you pass or fail your check. For example:

Your encounter asks you to test **AGL5**. You have **AGL+0**, so you roll two dice and get a 2 and a 1. The sum of 3 is less than 5, so you fail this test.

Using Gems

You may use gems to help you pass skill checks.

- Use 1 Ruby to change the value of one die by 1.
- Use 1 Emerald to re-roll a skill check. You must re-roll all dice for that skill.

- Use 1 Sapphire to re-roll a single die, leaving the others locked.

You may use your gems more than once on a single check, so, for example, if you had two Rubies you could use both of them to change a result of 2 on one die to a result of 4. Similarly, you can re-roll a single check multiple times using more than one Emerald, or a single die multiple times using more than one Sapphire.

Combat

Most cards will have an enemy for you to defeat. Each enemy has a value for **ATK**, **DEF**, and **HEALTH**.

- **ATK:** the value that you must de-

fend against to avoid damage. An enemy with an attack value of 8 would require you to pass a DEF8 check to avoid damage.

- **DEF:** the value you must beat to successfully attack this enemy. An enemy with 7 defense would require you to succeed on an ATK7 roll to do damage to that enemy.
- **HEALTH:** the number of successful attacks an enemy can withstand before they are defeated.

Sometimes there will be more than 1 enemy in an encounter. Treat these enemies as you would a single enemy, except multiply their health by the number of enemies. 4 bats each with a **HEALTH** of 1

would require 4 successful attacks to resolve the encounter.

Add an empty circle to the room on your map for each **HEALTH** point of your enemy. Fill one in each time you make a successful attack. When you have filled all of the circles in that room on your map, you have cleared that room.

Rounds

Each round of combat you will roll for both **ATK** and **DEF**. If you have enough dice you may choose to make these checks simultaneously using different colors to identify your **ATK** and **DEF** rolls. Some rounds of combat also allow you to