

Contents: 6 Hero cards, 6 Skill cards, 3 Loot cards, X Quest cards, 30 Challenge cards (of five different levels). The Hero and Skill cards are collectively referred to as Character cards. You will also need a bunch of regular six-sided dice to track various states in the game. Ideally, you'll have three distinguishable dice available, used for the Dice Pool, Health Dice, and Treasure Dice.

The Golden Rule: If rules on the cards contradict these rules, the cards take precedence.

Setup: Each player randomly selects one Hero card and one Skill card, creating their Character. After getting their cards, each player should randomly select a side of each card (flipping the cards in the air is fun). Players should then decide if they are going to play a single Delve, a Quest, or a Campaign. See below for instructions on setting up a Quest or Campaign. To set up a Delve, randomly select one Challenge card of each level, randomly choose a side of each of those cards, and stack them up in a pile with the level 5 card on the bottom up to the level 1 card on top. Randomly choose one side of a Loot card and place it in the center of the table.

Each player now gathers up the dice specified on their two Character cards and rolls them, forming their Dice Pool. Play then begins with the first Upkeep phase, with the top Challenge treated as a newly revealed Challenge.

The Goal: For a Delve, the goal is simply to complete the five Challenge cards. Each player must defeat each Challenge Card before the players can move on to the next card.

The Turn: Each turn has the following phases:

1. Upkeep
2. Hero Attack Phase
3. Challenge Defense Phase
4. Hero Attack Resolution
5. Challenge Attack Phase
6. Hero Defense Phase
7. Challenge Attack Resolution

Upkeep: If this is the first time the top Challenge card has been visible during an Upkeep Phase, start by placing Health Dice near the Challenge card for each player. The dice should total the Health characteristic of the Challenge card. Once a player has removed their Health Dice for a Challenge, they have defeated that Challenge.

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After placing Health Dice (if necessary), some cards in the game will have Upkeep effects on them. During this phase, each player executes any Upkeep effects on their own cards. Upkeep effects on the current Challenge card must be performed by all players.

If a player does not have Health Dice in front of them, they can assist another player who does this turn. The Assisted player rolls one additional Attack Die. The Assisting player may also use effects to influence dice rolled by the Assisted player. Multiple players can Assist a player, and the benefits stack.

In the Upkeep phase, if there are any leftover Attack or Defense dice sitting around from the previous turn, those dice are cleared.

Hero Attack Phase: Each player who has Health Dice in front of them executes this phase simultaneously. Every player must defeat the current Challenge before moving on in the game. During this phase, every player gathers a number of attack dice equal to the Attack Dice attribute on their Character cards and rolls them, getting one additional die for support.

After rolling their Attack Dice, players can use abilities from their Hero or Skill cards to modify their Attack Dice. To activate an ability, select a die from your Dice Pool that is showing the appropriate number. The ability will state you do with the die in order to pay for the ability. Common costs include re-rolling the die, changing its face, or spending the die. A spend die is gone and is returned to the middle of the table. After paying the cost, the effect of the ability happens. See the Cost and Event Glossaries for more details on how to use abilities.

Once all players are happy with their Attack Dice (or have no more abilities they want or can activate), move on to the next phase.

Challenge Defense Phase: Each Challenge card lists a Defense number. Each player who rolled Attack Dice now rolls a number of Defense Dice equal to the Challenge's Defense number. Players can then activate abilities as in the Hero Attack Phase.

Once all players are happy with their Defense Dice (or have no more abilities they want or can activate), move on to the next phase.

Hero Attack Resolution: To resolve the attack, first resolve the Defense Dice. For each Defense Die that matches an Attack Die, remove both dice. After resolving the Defense Dice, compute the value of the attack by looking for combinations of dice. The scoring combinations and their values are:

- Pairs: Two dice showing the same value. Worth 1.
- Sevens: Two dice adding up to 7. Worth 1.
- Runs: Three dice in an ascending sequence (1-2-3, 2-3-4, 3-4-5, or 4-5-6). Worth 2.

A single die can be used in many different combinations, and a new combination counts as long as at least one die is different from other combinations.

Example: Joan has rolled her attack dice, getting 2-3-4-4-4-5-5, and her defense dice, getting 4-5. She discards one 4 and 5 from her attack dice, due to the matches, leaving her with 2-3-4-4-5. She then scores a total of 8: 1 from her pair (4-4), 3 from sevens (2-5, 3-4, and the other 3-4), and 4 from runs (3-4-5 and 3-4-5 using the other 4).

After scoring the attack, deduct the total from the Health Dice in front of you. If the Health Dice are now on zero, you have defeated the Challenge! If the Health Dice still have points remaining, move to the next phase.

Challenge Attack Phase: This works just like the Hero Attack Phase, with the only difference being that the number of Attack Dice to roll is listed on the Challenge card. Players can activate abilities just as before, paying for them in the same way.

Hero Defense Phase: Again, this works like the Challenge Defense Phase, except that the number of Defense Dice to roll is found by adding the totals on the player's Character cards.

Challenge Attack Resolution: As in the Hero Attack Resolution phase, resolve the Defense Dice by removing matching Attack Dice. Now, score the remaining Attack dice in a similar fashion, except using the combinations listed on the Challenge card. After scoring the Attack Dice, the player must now take the damage, which is different from the way the Challenge does.

To take damage, add up the Body score on your character cards. Remove one die from your Dice Pool to absorb points equal to your total Body. You must continue removing dice until all damage is absorbed.

Example: Joan is fighting a Puce Slime, which has caused 9 points of damage. Her Necromantic Barbarian has a Body total of 4. She removes three dice from her Dice Pool to absorb the damage: the first two each absorb 4 (her Body total), but there is still one point remaining, so she has to remove the third die. Ouch!

If a player loses their last die from their Dice Pool, they have been killed and are out of the game.

After every player has completed the Challenge Attack Resolution phase, the turn order resumes with the Upkeep Phase. Keep playing turns until all challenges in the Delve are complete or all the players have been killed.

Defeating a Challenge: If at any moment, all players have cleared their Health Dice, the party has defeated the Challenge Card! See the Rewards section for how to determine your hard earned loot. Move the defeated Challenge Card off to the side and proceed immediately to the next Upkeep Phase.

Rewards: Once a Challenge card has been defeated, it's time to grab some stuff. Each player rolls a number of Treasure Dice equal to the Loot number on the just-defeated Challenge Card. Just-rolled dice can now be swapped among players. After players are happy with their dice, those dice become Treasures. Any number of dice can be grouped together and added to reach different numbers on the treasure table. If dice are grouped together, they can never be separated again and are treated as a single Treasure. Make sure you can distinguish between your Dice Pool and your Treasures, either with different types of dice or by placing the dice in different areas of the table.

Treasures: Most treasures are self-explanatory. There are a couple of restrictions on using some treasure types, though. Players may only use two Treasures with the name Armor and one with the name Weapon each turn (although they can change which two they are using during Upkeep).

Timing and Targets: Players are allowed to activate effects on their Character Cards or use Treasures any time the effect is applicable. Effects can be triggered before die rolls, after die rolls, and at any other applicable time. Players can only affect their own dice that they roll, unless they have defeated the current Challenge and are Assisting another player. If they are, they may use effects on dice rolled by the player they are Assisting.

Scoring: After the Delve is complete, you can compute a score for the Delve if you want to compare success. Simply add up the number of dice left in each player's Dice Pool, add one for each Treasure each player has, and subtract three for each player who was killed in the Delve. Some Treasures add additional points to the final score.

Cost Glossary

Spend: The die being spent is no longer available to the player.

Re-roll: The die is rolled and placed back wherever it was (in the Dice Pool, as a Treasure, etc).

Add/Subtract N: The specified number is added or subtracted from the die, which remains where it was (in the Dice Pool, as a Treasure, etc). If adding or subtracting the number would take the die above 6 or below 1, the effect cannot be activated.

Flip: Turn the die over to its other side (for example, a 2 becomes a 5).

Effect Glossary

Add a die: When instructed to add a die, take an additional die and roll it, putting it alongside the other dice of that type. It is immediately available for use.

Remove a die: Discard a die of the appropriate type. It no longer counts for the original purpose.

Add/Subtract N: The specified number is added or subtracted from the die, which remains where it was. Unlike a cost, if an effect would take a die above 6 or below 1, it is just ignored.

Takes damage: The specified damage is subtracted from the current Health Dice for the Challenge. If the Health Dice are reduced to zero, the player takes no further part in this turn.

Flip: Turn the die over to its other side (for example, a 4 becomes a 3).

Set to face: Set a die to a particular face.

Heal X: Roll the specified number of dice and add them to your Dice Pool. You cannot have more dice in your Dice Pool than the sum of their Dice Count stats. Heal may be used on any Hero, even if a player may not normally assist.

Set to any face: Choose what value to have showing on the die.

Block attack: the entire attack is ignored, and does zero damage.

scratch pad

artifacts

quests

campaigns

leveling up

town

other treasure types: D and F