



★ LOOTIMETER MODE ★

FOREWORD

Super Dungeon Explore is a great game with wonderful miniatures, an intriguing world, and three different rules sets, each of which have positives and negatives. What we've done with Lootimeter Mode is merge them into one that has the best aspects of each. Each Mode has contributed some aspects into this game:

~From Original SDE, the time pressure of the Lootimeter, the constant spawning, and fewer Minibosses

~From Arcade Mode, the dual Hero activation for co-op fun and Bosses giving Wounds to lesser monsters

~From Classic Mode, the simplified Consul turn and all of the wonderful new cards and models

The goal is a game where both the Consul and Heroes challenge each other for victory and the climactic promise of Super Dungeon Explore's Boss emerging to challenge the invaders is finally fulfilled every time that models touch the tiles.

I like to think we've succeeded.

~Iamfanboy

~Spazzfist

~Insider714

~CrashGem

~And you!



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GAME OVERVIEW

The Dark Consul has created Spawn Points - gateways to a vile shadow dimension - throughout the dungeon, through which hordes of monsters will come forth to ravage Crystalia. The Heroes must journey through the dungeon and destroy all of the spawning points in order to summon and defeat the dreaded dungeon Boss; and the Consul must destroy all of the Heroes before they succeed.

Over the course of a game the Heroes and Consul take turns activating models. As monsters are destroyed the Consul will spawn reinforcements from Spawn Points. The Heroes will attempt to cleave through the Consul's monsters and destroy those spawn points, because once they do so the Dungeon Boss, their goal, will spawn.

However, the Heroes do not have infinite time to destroy the spawn points. Each monster they kill, and each Wound they suffer, counts down to the spawning of a fearsome mini-boss, then to the actual Dungeon Boss - and woe betide the band of Heroes that allows the Boss to spawn this way, as the remaining points give great power to the boss. Whichever way the Boss spawns, an epic battle for the fate of Crystalia has begun, and only destiny knows who will win.

GAME SETUP

Super Dungeon Explore can be won or lost by how well the players select their forces and shape the dungeon, so both sides have a hand. The table below lists the setup steps and what takes place in each step, with a longer description in the following pages.

Lootimeter Mode requires the cards from the SDE Forgotten King box.

1) SELECT GAME SIZE

- ➡ 3 or 4 Heroes, with larger and smaller games in [Variant Rules](#)

2) SELECT HEROES

- ➡ The Heroes recruit their dungeoneering party.

3) SELECT MONSTERS

- ➡ The Consul selects 1 Boss.
- ➡ The Consul selects 1 Mini-Boss.
- ➡ The Consul picks Spawn Points equal to the number of Heroes.

4) CREATE GAME DECKS

- ➡ The Consul puts 6 Boss Treasures and 6 Boo Booty cards into the basic Treasure Deck.
- ➡ The Heroes put 6 Wonders into the Treasure Deck.
- ➡ The Consul mixes the basic Explore Deck with the chosen Boss's specific Explore Cards.
- ➡ Shuffle all Decks.
- ➡ The Consul splits the Loot Deck into 16-card stacks; this is the game's Lootimeter.

5) **BUILD DUNGEON**

- ➡ The Consul selects the first Tile.
- ➡ The Heroes select the next Tile and places it so that one doorway meets another on the first Tile.
- ➡ Selection alternates until the number of Tiles reaches the number of Heroes.

6) **POPULATE DUNGEON**

- ➡ The Consul places one Spawn Point on each Tile.
- ➡ The Consul places one Treasure Chest on each Tile.
- ➡ The Consul places every model listed on a Spawn Point's card within 2 squares of that Spawn Point

7) **HEROES ENTER DUNGEON**

- ➡ Heroes place their Start Marker within 1 square of a Dungeon Entrance.
- ➡ Heroes place their models within 1 square of their Start Marker.
- ➡ Place one Potion token on each Hero card.
- ➡ Place one Explore Card on each Tile the Heroes are not in.
- ➡ Heroes choose the order in which they will take their first activation.

1. SELECT GAME SIZE

Classic Mode is designed for 2 - 5 players with one player as the Consul controlling the monsters and one or more players as the Heroes. Games are divided into 3 Hero or 4 Hero games (we call them 16-Bit and Super at our tables!), with a Tile, Chest, and Spawning Point for each Hero, as per the following table. Larger games are possible, but in the Variant Rules section.

An Easy Mode version, designed to help beginning players get the basics of the game while ignoring certain special rules, also lurks in the Variant Rules.

2. SELECT HEROES

The Hero players select which Heroes they want to play. The selected Heroes are referred to as a party; a party consists of 3 - 4 Heroes and their game cards. Players can each control a single Hero or multiple Heroes. Each player controls every aspect of their own Hero: deciding attacks, movement, and who may drink their powerful potion. If duplicate Heroes are chosen, we recommend it is done in true arcade spirit and they are painted different colors.

3. SELECT MONSTERS

The Consul player uses monsters to bash, burninate, and destroy the Heroes. The monsters chosen are called the spawning pool.

The Consul first selects one Dungeon Boss. Each Dungeon Boss comes with a game card, a Boss Fight card, six unique Treasure cards, and twelve unique Explore cards.

The Consul then selects a Mini-boss. Each Mini-boss comes with a game card, and many also include unique Loot or Treasure cards.

Last, the Consul selects Spawn Points. Each Spawn Point's game card lists the type and number of monsters that are added to the spawning pool. The Consul may choose one Spawn Point model for every Hero in the game.

Some Spawn Points come in pairs. These are called paired Spawn Points, which count as two choices. The monsters added to the spawning pool listed on the paired Spawn Points' card is for both Spawn Points combined.

FRIENDLY & ENEMY

Some abilities and effects refer to friendly or enemy models. When playing a Hero, any model controlled by the Consul is an enemy, while any model controlled by a fellow Hero is friendly. When playing the Consul, any model controlled by a Hero is an enemy, and any model controlled by the Consul is friendly.

4. CREATE GAME DECKS

Super Dungeon Explore uses three different card decks: The Treasure Deck (full of super-powerful magic items which when equipped makes a Hero very strong), the Loot Deck (which gives less powerful, but more common equipment, and also serves as a counter for how long the Heroes have until the Boss spawns), and the Explore Deck (which gives each tile random occurrences, from having traps to a wandering salesman offering new Loot). If an entire Deck is drawn through during the course of a game, shuffle the discarded cards together into a new pile.

TREASURE DECK

The Treasure Deck consists of the basic 24 Treasure cards, 6 Boss Treasure cards that go with the chosen Boss model, 6 Boo Booty cards, and 6 Wonder cards. If there are more cards available to choose from than the 6-card limit, then the Consul chooses which 6 Treasure cards go into the deck from the Boss's Treasures, and the Heroes choose which 6 Wonders go into the deck.

LOOT DECK

The Loot Deck consists of 32 cards, divided into two separate piles of 16 cards - these function as the Lootimeter, counting down the appearance of a Mini-boss or Boss (see Power-Up for more information). Remove the extra Loot cards from the game after creating the Lootimeter.

EXPLORE DECK

The Explore Deck is the smaller green-backed cards, and consists of the basic 24 Explore cards, with each Boss bringing 12 more Explore cards into the deck.

5. BUILD DUNGEON

The dungeon map is built using one dungeon tile for each Hero in the party. The Consul always chooses and places the first dungeon tile, after which Heroes and Consul alternate placing tiles. When placing a tile, at least one of its doorways must align with another tile's doorway.

SQUARES

Every dungeon tile has a grid of squares on it. Squares are used for movement, range, and determining area effects. A model may never move into or through a location on a dungeon tile that does not have a square. Likewise, no action or ability can affect a location that does not have a square.

WALLS

Walls are represented by a black line between squares. Models cannot move or draw line of sight through walls.

DOORWAYS

Doorways are the areas where tiles connect. Models cannot move through doorways that are not connected to another doorway.

TILE EFFECTS

Some squares have unique effects, called Tile Effects. Squares with Tile Effects have a grey hatched border and an icon that represents the effects of the square. Each Tile Effect is detailed on a card. See Tile Effects, SDEC page 32.

OPEN SQUARES

Squares that do not have a Tile Effect are called open squares.

6. POPULATE DUNGEON

The Consul places one Spawn Point and one Treasure Chest on each dungeon tile. There may not be more than one Spawn Point and one Treasure Chest on a single dungeon tile.

Next, every Spawn Point on the dungeon map spawns. The Consul places every 8-Bit and 16-Bit monster listed on each Spawn Point's game card within two squares of their Spawn Point. Monsters may only be spawned from a Spawn Point which lists them as part of its spawning pool, and models belonging to a paired Spawn Point can spawn from either Spawn Point.

7. HEROES ENTER DUNGEON

Heroes place the start marker on any square that is within one square of a doorway not connected to another dungeon tile, and not within two squares of a spawning point. Place all

Heroes in a square on, or adjacent to, the start marker. Place one potion token on each Hero's game card, and place one Explore Card from the Explore Deck on each Tile the Heroes are not currently in.

Now, choose the order in which Heroes will be taking the first activation on the Hero turns. This will be the order until the game ends.

Pick up dice and play the game! Heroes always move first, and then play alternates between the two sides.

ROLLING DICE

As per Super Dungeon Explore Classic, page 9-10.

PLAYING THE GAME

Beginning with the Heroes, the Heroes and Consul alternate turns, activating models based on differing restrictions for each side. The one common restriction, with the exception of the Boss, is that no model may be activated twice in a single turn. At the end of every turn is the Power-Up phase where both the Heroes and the Consul have a chance to increase the deadliness of the game. The Heroes and Consul continue alternating turns until one side achieves victory.

HERO TURN

- 1) Activate first Hero, as per the order established in step 7 of [Game Setup](#) (see [Activation](#), SDEC, pages 15-19.)
- 2) That Hero player then chooses a second Hero to activate, which can be any other Hero on the table.
- 3) Resolve Power-Up ([Equip](#)) for both Heroes and Consul.
- 4) Play then moves to the Consul turn.

On every Hero turn, two models activate; the first is always in the order chosen during Heroes Enter The Dungeon. Once that model has activated, then it may choose any other Hero to go second during its turn; this has no bearing whatsoever on the overall Hero turn order. If a Hero is dead when it would be their turn, the turn instead moves to the next Hero in line. There are no restrictions on which Hero may be chosen to go second; a Hero may be chosen multiple times in a row.

EXAMPLE: Princess Emerald, the Questing Knight, and the Thundervale Huntress are all entering the Dungeon. The Heroes decide during [Heroes Enter The Dungeon](#) that the order will be Huntress, Emerald, Knight. When the Huntress finishes her activation on turn one, she chooses the Questing Knight to go after her. On the next Hero turn, Princess Emerald finishes her activation and

chooses the Questing Knight again. On the third Hero turn, when the Questing Knight finishes his activation, he chooses the Thundervale Huntress to go after him. Then, it loops back to the Thundervale Huntress's turn to be first once more - unfortunately, she died to a lucky Billman and so the turn goes to Princess Emerald instead.

CONSUL TURN

Activate the following in any order:

- 1) 4 Skulls worth of monsters
- 2) Any Insignificant monsters which share a tile with a Hero
- 3) A single Super! monster.
- 4) Play then moves to the Hero turn.

Example: The Consul has two Giri, Trent, and is using the Old-Growth Hollow; he can choose to move his monsters in any order. He chooses to move a Giri first as an Insignificant monster, using its Special Action to place a Mook next to the Heroes. That Mook moves next, using up 1 Skull of his 4 total, and it succeeds in an Attack roll, Poisoning the Hero. The Consul moves Trent next as his Super! monster, Attacking that Poisoned Hero and nearly killing it. He then moves his other Giri as Insignificant, then a Turniphead and a Wisp as his 3 Skulls, using them all to Attack the weakened Hero and finally slaying her with the Wisp's final WILL roll.

LOOTIMETER

The Lootimeter is the ticking clock of the game, pushing the Heroes to balance between having enough equipment to fight the Boss and destroying the Spawn Points fast enough to deprive the Boss of their power.

Each time the Heroes destroy an Elite or Minion monster, they draw a card from the Lootimeter deck and place it in the Backpack. They may not draw cards for monsters destroyed during the Consul turn (by Fire or Backlash), or anything with the Insignificant rule.

Each time the Consul inflicts a Wound on a Hero or pet, he places the top card of the Lootimeter into the discard pile.

When 16 Loot cards have been equipped or placed in the discard pile, the Mini-Boss spawns on the next available Consul turn; when 32 cards have been equipped or discarded the Boss spawns on the next available Consul turn, unless The Dungeon Boss has already been spawned through the destruction of all Spawn Points.

A Boss or Miniboss spawns within 2 squares of an available Dungeon Entrance.

EXPLORE THE DUNGEON

Remember, it's the Consul's Dungeon, and it is not a friendly place to the average Hero party... usually. Explore Cards represent this, with traps, dungeon dwellers not linked to Spawn Points, and (sometimes) even good things for the Heroes.

Whenever the Heroes enter a tile for the first time, flip the Explore Card for that Tile face-up and apply its effects immediately. The Heroes can also use the Explore action once per Tile to draw an additional Explore Card and apply its effects immediately.

Using the Explore Deck is an advanced option; if you are just starting Super Dungeon Explore we recommend leaving it on the sidelines for now. Many players also find that it drags the game unnecessarily and is unevenly balanced towards the Consul; for those players who want alternatives, look in the Variant Rules.

PRINCESS COINS

Princess Coins are mystical item, blessed by the Princesses, that can be called upon to heal a Hero in a flash of light - even back from death. The Heroes start with two Princess Coins in their Backpack. Princess Coins can be used in one of three ways:

- ➡ To remove all Wound and Status Effect tokens from and place a Potion token on a Hero's card
- ➡ To resurrect a fallen Hero with full Hearts either next to the Heroes' Start Marker or on the Hero's Skull Token.
- ➡ To add a different Hero next to the Start Marker. The number of Heroes in play may never exceed the number started with.

ACTIVATION

As per SDEC, pages 15-19. Replace Sprint action with:

Dash

Spend one Action Point to gain two Movement Points.

SPAWN POINTS

All Spawn Points have only 3 Wounds, regardless of what is on the card. If all Spawn Points are destroyed before the Lootimeter counts down, then the Boss spawns on the next available Consul turn.

SUPER! MONSTERS

Super! models are supremely powerful monsters, the strongest in the Dungeon, and have several rules which apply only to them. Mini-Bosses and Bosses are the most common example of Super! models, but it is possible that others will be created in the future.

One model with the label of Super! can be activated for free during a Consul turn. When there is more than one Super! model on the table, the Consul is free to spend his allotted 4 Skulls to activate one, and then activate the other for free.

LOOK OUT, SIR- AAUGH!

Minions and Elites know that the Bosses of a dungeon are far more important than they, and are willing to sacrifice themselves if it's necessary to defeat the Heroes.

Whenever an Elite or Minion is within line of sight and 2 squares of any Super! model, the Consul can choose to place a single Wound (and Status Effects that result from that Wound) onto that Elite or Minion. Note that this only saves the Super! model from one Wound if Massive Damage is used.

Any area of effect (Sweep, Cross, Burst, or Wave) that the Super! model would share with an eligible Elite or Minion is resolved on the lesser models first, with any survivors still being eligible for the Look Out, Sir - AAUGH! rule.

Models with Insignificant and Shells from the Rock Pile Spawn Point may not use this rule.

LOOT

Loot is gained from destroying Minion and Elite monsters. For each Minion or Elite model destroyed by a Hero one Loot is drawn and placed on the Backpack. There is no limit to how much Loot the heroes can acquire during their turns.

TREASURE

Whenever a Treasure card is obtained, it is placed in the Backpack. Treasure is obtained in one of three ways:

- ➡ Opening a Chest gives the Heroes either one or two Treasure cards depending on how it is opened; this removes the Chest from the map. If one of those cards is a Boo Booty, the other card is discarded and the Boo Booty is spawned immediately where the Chest was.
- ➡ Destroying a Boo Booty - note that any Boo Booty cards drawn from a Boo Booty's destruction are discarded and a new card is drawn. There's no such thing as inbootyception.
- ➡ Destroying a Mini-Boss places its unique Treasure directly in the Backpack. This only takes place once per Mini-Boss, even if it is respawned in some devious fashion.

TREASURE EXCEPTIONS:

Several Mini-Bosses are exceptions to this rule. Kasaro-To has no unique Treasure, instead the Heroes draw a card from the Treasure deck, discarding and redrawing if it is a Boo Booty. If Captain R is destroyed, the Consul draws two cards from the Treasure deck and mixes Captain R's Treasure with them; the Heroes pick one of those three cards.

POWER-UP

Power-Up occurs at the end of every Hero turn. The Heroes have the [Equip section](#), and the Consul has the [Mighty Monsters](#) section. It may take place simultaneously if both players agree; if not, Equip happens first, then Mighty Monsters.

EQUIP

At the end of a Hero turn during the Power-Up phase, the Heroes may place any Loot or Treasure cards on the appropriate slots of their cards, subject to these limitations:

- ➡ No more than one piece of equipment per slot.
- ➡ No more than one Treasure per Hero.
- ➡ No more than one Wonder per Hero.

If the Heroes so wish, they can remove old equipment and place new equipment in the slot during this phase, placing the old equipment in the discard pile. If there are any unequipped cards left in the Backpack at the end of this phase, place them in the discard pile as well. Any Treasure cards discarded can be used to gain a Potion or Heal 1 effect.

MIGHTY MONSTERS

During the Consul section of the Power Up Phase, do the following:

- 1) Place 4 Skulls of monsters from the spawn pool within 2 squares of their associated Spawn Point. A single Creep can be placed next to any Spawn Point during this phase as well.
- 2) If the Lootimeter has reached the appropriate number or all Spawn Points are destroyed, place the Mini-Boss or Boss within 4 squares of a doorway not connected to a tile.
- 3) If a Mini-Boss has been destroyed, power up the regular monsters.

Spawn Points may spawn any monster currently in the spawn pool listed on their card, even if the limit on their own card has been reached. Example: if the Consul begins play with two Bramble Knight Spawn Points and one is destroyed, the remaining Bramble Knight may spawn a second Grobbit.

At the end of any turn in which a Mini-Boss was destroyed, all Minions, Elites, Creeps, and Mini-Bosses gain +1W Star to all their rolls until the end of the game. Place the model

prominently within the Consul's line of sight so he does not forget its valiant sacrifice. This only takes place once per Mini-Boss, if it managed to be respawned via some ingenious means.

BOSS FIGHT!

The ultimate goal of a Hero party is to force the Dungeon Boss to spawn and then destroy it, bringing more light and hope to Crystalia's darkest hour. The goal of the Consul is to destroy all the Heroes before that happens, strengthening his grasp on the doomed country.

Bosses are spawned in one of two ways:

- ➡ When the Lootimeter reaches the appropriate count
- ➡ If the Heroes destroy all the Spawn Points before that occurs.

Monsters may not be spawned from Spawn Points after the Boss has spawned, but any remaining Spawn Points empower the Boss, giving it one additional activation in addition to any Super! activation chosen. This is the sole exception to the "No model may move twice in the same turn" rule.

When a Boss spawns, do the following:

- ➡ Apply the Boss Spawn effect from the model's Boss Fight Card
- ➡ Remove all Explore Card effects from the table except Creeps
- ➡ Shuffle the remainder of the Lootimeter into the discard pile, making a new Loot Deck.

Wounds inflicted on the Heroes are not discarded from this deck.

BOSS TIMEOUT

As the Boss Fight progresses the dungeon Boss will take a timeout to regroup: it will remove status effects, summon more monsters, and then renew its attack from a new angle.

Immediately after the Boss has a number of Wound tokens equal to or greater than half of the number of Hearts on their card, a timeout is triggered. Before any further actions are carried out, the Consul performs all the following steps in this order:

- 1) Remove all status effect tokens from the Boss card.
- 2) Heal the Boss back to half of its remaining Hearts (rounded up) if it went below.
- 3) Resolve any timeout effects listed on the Boss Fight card.
- 4) Spawn up to 6 skull points of 8-Bit or 16-Bit monsters from the spawning pool.
Place the models anywhere within two squares of the Boss.
- 5) The Consul then places the Boss in any square within 10 squares of its current location.

A timeout is only triggered once, even if the Boss later heals and is subsequently reduced to half its Hearts additional times.

YOU HAVE DIED

As per SDEC, page 24.

ADVANCED RULES

As per SDEC, page 25.

VARIANTS

Variant rules are just that: Variations that add to the gameplay, either by speeding it up, increasing and decreasing game size, or putting in additional gameplay elements for flavor's sake. These are fan-created, and have no root in any part of the original rules produced by Soda Pop Miniatures.

Easy Variants are designed to make the game easier for the Heroes; conversely, Hard Variants are there to make the game easier for the Consul. Simple Variants remove gameplay elements to make the whole thing easier to keep track of; Complex Variants add gameplay elements not in the Lootimeter Mode rules for fun.

In order for any Variant to be used, both sides have to agree on its inclusion. Each of these Variants is presented individually, so the Consul and Heroes can pick and choose which best suit their table.

GAME SIZE: BYTE-SIZED GAMES (Simple)

Sometimes a full game with a big Boss is just too much time for a group. For those, we offer Byte-Sized Games:

~Use 2 Heroes

~Choose a Miniboss as the Boss

~Boss spawns when the Lootimeter reaches 16

GAME SIZE: 64-BIT GAMES (Complex)

Sometimes even 4 Heroes isn't enough. Games can be scaled all the way up to 6 Heroes with the following rules:

~For 5 Heroes, the Consul places a second Mini-Boss in the spawn pool. For 6 Heroes, the Consul may choose a second Boss to act as a Sub-Boss instead; it follows none of the Boss Fight rules and when it is slain drops one of its Treasures, chosen by the Heroes.

~The Heroes start with three Princess Coins.

~The entire 48-card Loot Deck is used as the Lootimeter, split into 16 cards as usual. When 32 cards are discarded or equipped, the Mini-Boss or Sub-Boss is spawned. The Boss itself is not spawned until the last card is gone.

IGNORE AFFINITIES (Easy, Simple)

All Crystal Affinities are ignored; if a Treasure Card references an affinity the better result is used.

CHESTS: NEVER LOCKED (Easy, Simple)

For players looking to cut down on the added complication of lockpicking and smashing, use the following rules:

~Lockpicking and Smashing are no longer Basic Actions

~Opening a Chest yields two Treasure cards

PRINCESS COINS: MORE COINS (Easy)

The Heroes start with a number of Princess Coins equal to the number of Spawn Points.

PRINCESS COINS: LIMITED LIVES (Hard, Simple)

The Heroes start with a number of Princess Coins equal to the number of Spawn Points.

Whenever a Hero dies, a Coin *must* be used to respawn it. If a Coin cannot be used, then the Heroes lose.

CREEPS: POTION CREEPS (Hard)

Whenever the Consul rolls a Potion on a successful Attack roll, the Consul spawns one Creep model adjacent to any Dungeon Entrance.

CREEPS: CREEPY CHESTS (Hard)

Whenever a Chest is opened, 3 Creeps are spawned from the Spawning Pool within 2 squares.

BOSS FIGHT: TRIPLE TROUBLE (Complex)

Instead of a single Boss model, the Triple Trouble Boss Fight pits three Mini-Boss models against the Heroes in a climactic team battle. The following rules apply:

~Instead of choosing one Boss model, the Consul chooses three Mini-Bosses

~The Consul chooses 3 additional Treasure cards from a Boss to shuffle into the Treasure Deck

~When the Boss Spawn occurs, choose one Status Effect that any of the Mini-Bosses could inflict and place it on all the Heroes

~When the second Mini-Boss is killed, the Boss Timeout occurs. Place one Status Effect that the destroyed Mini-Boss could inflict on all Hero cards; if it inflicted none then place a Knockdown token instead. The final Mini-Boss removes all Wound Tokens and Status Effects and gains +1G to all rolls and +1 AP.

BOSS: I AM AFFINITY, FEAR ME (Hard, Complex)

The Boss gains the effect of a destroyed Spawn Point's Crystal Affinity, acting as though it were the Spawn Point for giving that effect - and can grant that effect to itself.

BOSS: MY MINIONS ARE SELFISH (Easy, Simple)

Look Out Sir! is not used; instead, the Boss has double the number of Wounds listed

BOSS: JAMMED COIN SLOT (Hard)

As the Boss spawns it plugs up the coin slot, preventing the Heroes from spending any Princess Coins during the Boss Fight. When the Boss first appears, the Heroes can spend any remaining Princess Coins immediately, but they are useless afterwards.

EXPLORE DECK: NONE (Easy, Simple)

Do not use the Explore deck at all.

EXPLORE DECK: CREEPY DUNGEON (Simple)

The Explore Deck is not used; instead, roll a single red die whenever the Heroes enter a new tile, spawning that number of Creeps. If a Potion is rolled, the Heroes can give it to any of their party.

EXPLORE DECK: EVENHANDED DUNGEON (Easy, Complex)

Each player chooses 9 Explore Cards from the basic and Boss Explore cards and shuffles them together as a new Explore deck. Use the Exploring the Dungeon rules as normal.

POPPIN' POTIONS (Complex)

This rule is for visually representing the classic video game trope of healing items dropping from the monsters, which then disappear after a certain amount of time, instead of just giving the item to the Heroes.

When a Potion or Heart is rolled from a successful attack, place a token representing it in an empty adjacent square; the Consul chooses where the tokens go, and they may stack on top of each other. Heroes may pick them up by using the Scavenge basic action, but if any remain by the time the next Hero turn begins they vanish unused.

Heroes start with no Princess Coins in their Backpack; instead, every second Spawn Point drops a Princess Coin after its destruction. These do not vanish after any amount of Hero turns.