

Title:

Concept:

- Players will compete against each other to become the wealthiest treasure hunter before the end of the game.
- The game can be played up to 12 rounds, one round consisting of a single month. A new season will occur every 3 months.
- Players will bid against each other at an auction to form a team of mercenaries and prepare their equipment.

Gameplay

Stage 1 - Mercenary

1. Five merc cards are placed face-up on the board.
2. Each player takes one of their bid counters (numbered 5, 10, 15, 20, 25, 30) and places it face-down on one of the cards. Clockwise rotation.
3. Once each player has placed a bid or abstained, the bids are flipped. The highest bidder on each card places that mercenary in their team. They pay the amount they bid to the bank. In a tie, roll a dice. The highest roll wins the bid.

Stage 2 - Blacksmith

1. Five equipment cards are placed face-up on the board.
2. Each player takes one of their bid counters (numbered 5, 10, 15, 20, 25, 30) and places it face-down on one of the cards. Clockwise rotation.
3. Once each player has placed a bid or abstained, the bids are flipped. The highest bidder on each card places that mercenary in their team. They pay the amount they bid to the bank.

Stage 3 - Preparation

1. Using the cards acquired from stages one and two, each player forms a team of up to three mercenaries, and three equipment (each player may only use a number of equipment equal to or less than the number of mercenaries they own).
2. Once teams have been prepared, unused mercenaries or equipment are saved for later preparation phases.
3. At this point, players can decide to team up with each other, which will combine the strength of their teams and equipment. When teamed up, monetary rewards are split, while treasure is divided via coin flip.
4. At this point, players can trade mercenaries and equipment with each other for money, treasure, or favours.
5. Once all trades and teams have been performed, move to the next stage.

Stage 4 - Raid

1. Pull a card from the dungeon deck, then place the room and treasure cards based on the layout displayed.
2. Each player begins at the designated start point then rolls the dice. Highest number goes first. Ties roll again.

3. Each player traverses the dungeon one tile at a time, revealing each room card they enter. Each player must perform the room challenge before passing.
4. The first person to reach the end of the dungeon will receive the treasure and the first place gold prize. Remaining players in the dungeon will be rewarded based on how close they are to the final room.
5. Once treasure and gold have been distributed, return to stage 1 and repeat for the decided amount of rounds.

Mechanics

Currency

- Each player begins with twenty gold coins to spend at the start of the game.
- Coins are used in stage one and two in order to hire a team and purchase equipment.
- Coins can be traded between players at any time in exchange for treasure or favours.

Mercenary Cards

- Each mercenary has 3 stats: Strength, Agility, and Intelligence.
- Each stat will allow the player to skip certain trials during the dungeon.
- Each mercenary will also have a unique skill to affect the raid.
- Each mercenary will also be able to bypass certain trials.
- After completing the dungeon, participating mercenaries are placed on the bottom of the deck.

Equipment Cards

- Each equipment card has 3 stats: Strength, Agility, or Intelligence.
- Each equipment card will be applied to a mercenary to boost their stats.
- Each equipment will also have a unique skill to affect the raid.
- Each mercenary will also be able to bypass certain trials.

Room Cards

- Each room card will have a roll requirement and a stat requirement.
- Once a player is in the room, they must either meet the stat requirement or roll the dice and meet the roll requirement to continue.
- Certain rooms can instruct players to draw effect cards.
- Certain rooms will have treasure in them.
- Certain rooms will have gold in them.
- Layouts will include [Boss] rooms in which the room will prevent certain players from passing unless they meet a specific requirement. Ex. having two or more mercenaries or a large amount of a stat.

Seasons

- Depending on the month the game is taking place in, a season will be chosen.
- Certain room cards will change based on the season.

- Certain mercenaries will change based on the season.

Story

Card List

Mercenaries (60) (60)

Name: Balanced Joe

Strength: 6

Agility: 6

Intelligence: 6

Bonus: Equipment attached to this character increase all stats by 1 in addition to the normal increase.

Name: Demolition Dan

Strength: 8

Agility: 2

Intelligence: 2

Bonus: Once per dungeon, you may move to an adjacent room without completing the trial.

Name: ???

Strength: 9

Agility: 9

Intelligence: 9

Bonus: ???'s stats decrease by 3 for each other mercenary in the team.

Name: God-Slayer Doran

Strength: 10

Agility: 10

Intelligence: 0

Bonus: Rooms with other players in them will automatically be cleared.

Name: Homeless Jim

Strength: 2

Agility: 2

Intelligence: 2

Bonus: At any point in the dungeon, you may pay 10 gold to automatically clear a room.

Name: Tracy, Elder Librarian

Strength: 2

Agility: 2

Intelligence: 6

Bonus: Rooms with intelligence requirements higher than 6 will automatically be cleared.

Name: Kanon Fadda

Strength: 1

Agility: 1

Intelligence: 1

Bonus: Kanon gains 1 of each stat for each other mercenary in the team.

Name: Treasure Stealer Terry

Strength: 5

Agility: 4

Intelligence: 4

Bonus: If the owner of this mercenary is part of a team, they automatically gain any treasure found by that team during the dungeon.

Name: Markov "The Blade"

Strength: 8

Agility: 6

Intelligence: 4

Bonus: Once per dungeon, you may move an opponent to a tile adjacent to them.

Name: Trapmaster Darnell

Strength: 3

Agility: 4

Intelligence: 5

Bonus: Once per turn, you may trap an adjacent room. The next opponent to enter that room must complete the trial twice to proceed.

Name: Asaromanath the Eternally Sealed

Strength: 4

Agility: 4

Intelligence: 4

Bonus: Asaromanath gains 6 of each stat if equipped with "Unsealing Charm".

Name: Tired Student Ernest

Strength: 3

Agility: 3

Intelligence: 3

Bonus: Ernest gains 2 of each stat if the current season is autumn.

Name: Prince Charming

Strength: 6

Agility: 4

Intelligence: 4

Bonus: Prince Charming gains 2 strength for each female mercenary in the team.

Name: "Too Fast" Melissa

Strength: 3

Agility: 8

Intelligence: 3

Bonus: On dungeon start, automatically advance forwards two rooms.

Name: Cheer Captain Lucy

Strength: 4

Agility: 4

Intelligence: 2

Bonus: Other mercenaries on the team gain 2 strength and agility.

Name: Inferno-Caller Vanessa

Strength: 8

Agility: 3

Intelligence: 8

Bonus: If it is summer, Vanessa gains 2 strength and 2 intelligence. If it is winter, Vanessa loses 2 strength and 2 intelligence.

Name: Animal Whisperer Quinn

Strength: 4

Agility: 2

Intelligence: 6

Bonus: Rooms with only a single possible roll requirement are automatically cleared.

Name: Kiko "The Fickle"

Strength: 4

Agility: 4

Intelligence: 4

Bonus: On opponent's turns, they may pay you 20 gold to gain control of this mercenary.

Name: Cammy The Chameleon

Strength: 0

Agility: 0

Intelligence: 0

Bonus: Cammy gains 1 of each stat for each revealed room in the dungeon.

Name: Cartographer Tess

Strength: 2

Agility: 5

Intelligence: 7

Bonus: On dungeon start, reveal all room cards.

Name: Donny, Master Salesman

Strength: 2

Agility: 2

Intelligence: 7

Bonus: If only one person bids on Donny, they do not need to pay to hire them.

Name: Terra, the Embodiment of Nature

Strength: 8

Agility: 6

Intelligence: 8

Bonus: Terra gains 2 of each stat if the current season is spring or summer.

Name: "Buzzkill" Ben

Strength: 2

Agility: 2

Intelligence: 2

Bonus: If an opponent is in the same room as you, their mercenaries lose all abilities.

Name: Lonely Lenny

Strength: 3

Agility: 3

Intelligence: 2

Bonus: Lenny cannot be placed on a team with other mercenaries.

Name: Macbeth the Undying

Strength: 6

Agility: 4

Intelligence: 6

Bonus: Macbeth is unaffected by opponent's mercenary abilities.

Name: "Fallen Angel" Moira

Strength: 10

Agility: 7

Intelligence: 7

Bonus: All opponent's mercenaries lose 1 of each stat.

Name: "Dice Champion" Diego

Strength: 4

Agility: 4

Intelligence: 4

Bonus: Whenever you roll for a room challenge, you may redo that roll.

Name: Mario, the King's Fool

Strength: 2

Agility: 4

Intelligence: 2

Bonus: Mario loses 2 agility unless he has equipment.

Name: Mono, the First Lord

Strength: 4

Agility: 4

Intelligence: 4

Bonus: Mono gains 4 of each stat for each team member named "Di, the Second Lord" or "Tri, the Third Lord".

Name: Di, the Second Lord

Strength: 4

Agility: 4

Intelligence: 4

Bonus: All opponent's mercenaries lose 2 of each stat for each team member named "Mono, the First Lord" or "Tri, the Third Lord".

Name: Tri, the Third Lord

Strength: 4

Agility: 4

Intelligence: 4

Bonus: If your team consists of only "Mono, the First Lord," "Di, the Second Lord," and "Tri, the Third Lord," you may instantly clear the dungeon. Claim an additional treasure from the top of the pile and claim twice the usual gold reward.

Name: "Poverty Queen" Bella

Strength: 3

Agility: 3

Intelligence: 3

Bonus: All team members gain 2 of each stat for each mercenary on the team whose base stats are lower than 10.

Name: Geoff the Dark Knight

Strength: 7

Agility: 5

Intelligence: 4

Bonus: Geoff gains 1 of each stat if the current season is autumn or winter.

Name: "Copycat" Teresa

Strength: 0

Agility: 0

Intelligence: 0

Bonus: Teresa enters the dungeon as a copy of another mercenary you own or in your inventory.

Name: Velma, Sworn Protector

Strength: 6

Agility: 6

Intelligence: 4

Bonus: If an opponent reaches the treasure room before you, they must roll an even number to end the dungeon.

Name: Laura the Storyteller

Strength: 2

Agility: 4

Intelligence: 7

Bonus: On dungeon start, replace the current treasure room with a treasure room of your choice.

Name: "Special" Steven

Strength: 1

Agility: 2

Intelligence: 1

Bonus: Instead of rolling to clear a room, you may flip a coin. If it lands on heads, you may continue.

Name: Katsu, Master Blacksmith

Strength: 8

Agility: 3

Intelligence: 7

Bonus: Katsu can be equipped with up to three equipment.

Name: Azari, Scourge of the Dark Realm

Strength: 20

Agility: 20

Intelligence: 20

Bonus: Any opponent can give the owner of this mercenary a treasure card to return this card to the deck.

Name: "Lucky" Lily

Strength: 2

Agility: 4

Intelligence: 3

Bonus: At any point in the dungeon, if the owner of this mercenary would gain gold, they gain twice that amount instead.

Name: Boris the Disliked

Strength: 5

Agility: 1

Intelligence: 1

Bonus: Boris does not contribute to the maximum team member count.

Name: Mirror Mage Morrison

Strength: 3

Agility: 3

Intelligence: 5

Bonus: On dungeon start, you may pay 10 gold to create a copy of Morrison and add him to your team.

Name: "Who?" Jeffery

Strength: 2

Agility: 2

Intelligence: 2

Bonus: Jeffery is not returned to the mercenary deck after each dungeon.

Name: Chiyo, Master Assassin

Strength: 7

Agility: 7

Intelligence: 5

Bonus: On dungeon start, you may return Chiyo to the mercenary pile. If you do, return an opponent's mercenary to the pile as well.

Name: Abigail the Cleric

Strength: 2

Agility: 2

Intelligence: 6

Bonus: When the dungeon ends, you may choose one other mercenary on your team. That mercenary does not return to the deck.

Name: Drarsath, Bear-kin

Strength: 6

Agility: 4

Intelligence: 2

Bonus: During spring, Drarsath gains 2 agility. During summer, Drarsath gains 2 strength. During autumn, Drarsath gains 2 intelligence.

Name: Harriet, Arctic Explorer

Strength: 7

Agility: 2

Intelligence: 4

Bonus: If the current season is winter, Harriet gains 2 of each stat.

Name: Summer Lover Katie

Strength: 2

Agility: 4

Intelligence: 4

Bonus: If the current season is summer, Katie gains 2 of each stat.

Name: "Heartbreaker" Donna

Strength: 4

Agility: 4

Intelligence: 6

Bonus: Donna gains 2 intelligence for each male mercenary in the team.

Name: Jack, Master of All

Strength: 2

Agility: 2

Intelligence: 2

Bonus: Double the stat increases for any equipment attached to this mercenary.

Name: Potion-Master Mirai

Strength: 2

Agility: 2

Intelligence: 8

Bonus: If any mercenary or equipment on your team would reduce your opponent's stats, double that reduction.

Name: Bob the Architect

Strength: 5

Agility: 2

Intelligence: 4

Bonus: Equipment attached to mercenaries on your team cannot be removed.

Name: Tim, Writing Champion

Strength: 2

Agility: 2

Intelligence: 5

Bonus: If any mercenary on your team has more than 20 letters in their name, Tim gains 3 of each stat.

Name: "That Guy" Logan

Strength: 8

Agility: 3

Intelligence: 1

Bonus: Other mercenaries on your team lose 1 of each stat.

Name: Wiz, Mage in Training

Strength: 1

Agility: 1

Intelligence: 3

Bonus: At the start of your turn, roll the dice. Wiz gains intelligence equal to the number you rolled.

Name: "Bane of Gods" Lizzie

Strength: 5

Agility: 4

Intelligence: 5

Bonus: On dungeon start, if any mercenary had greater than 20 total stats, remove them from the dungeon.

Name: Theo of the Lost Order

Strength: 8

Agility: 3

Intelligence: 3

Bonus: On dungeon start, if Theo is the only mercenary in use, move to the treasure room.

Name: Peter the Picky Poet

Strength: 2

Agility: 4

Intelligence: 7

Bonus: Whenever you draw an event card, you may put it on the bottom of the deck and draw a new one.

Name: Spice Trader Sam

Strength: 3

Agility: 2

Intelligence: 5

Bonus: Whenever you uncover a new room, take 2 gold from the bank.

Name: Thomas the Traitor

Strength: 4

Agility: 4

Intelligence: 1

Bonus: On dungeon start, exchange control of Thomas with an opponent's mercenary.

Equipment (30)

Name: Unsealing Charm

Strength: 5

Agility: 5

Intelligence: 5

Bonus: This equipment can only be equipped to "Asaromanath the Eternally Sealed".

Name: Shortsword

Strength: 2

Agility: 0

Intelligence: 0

Bonus: None

Name: Toolbelt

Strength: 0

Agility: 2
Intelligence: 0
Bonus: None

Name: Ancient Tome
Strength: 0
Agility: 0
Intelligence: 2
Bonus: None

Name: Enchanted Aura
Strength: 1
Agility: 1
Intelligence: 1
Bonus: None

Name: Chaos Enchantment
Strength: 4
Agility: -2
Intelligence: -2
Bonus: If any stat would be reduced below 0, remove this equipment.

Name: Aura of Teamwork
Strength: 0
Agility: 0
Intelligence: 0
Bonus: This equipment grants 2 of each stat for each mercenary on your team.

Name: Adventurer's Toolkit
Strength: 3
Agility: 3
Intelligence: 2
Bonus: None

Name: Shield of the New Kingdom
Strength: 5
Agility: 0
Intelligence: 0
Bonus: If the equipped mercenary would have their stats reduced, their stats are not reduced.

Name: Sword of the New Kingdom

Strength: 3

Agility: 0

Intelligence: 0

Bonus: If the equipped mercenary would have their stats increased, increase them by an additional 2 points as well.

Name: Holy Scriptures

Strength: 0

Agility: 0

Intelligence: 3

Bonus: Once per dungeon, if the equipped mercenary would be targeted by an opponent with an effect, negate that effect.

Name: Totem of Power

Strength: 3

Agility: 0

Intelligence: 0

Bonus: Grants 3 additional strength if another team member is equipped with "Totem of Dexterity" or "Totem of Wisdom."

Name: Totem of Dexterity

Strength: 0

Agility: 3

Intelligence: 0

Bonus: Grants 3 additional agility if another team member is equipped with "Totem of Wisdom" or "Totem of Power."

Name: Totem of Wisdom

Strength: 0

Agility: 0

Intelligence: 3

Bonus: Grants 3 additional intelligence if another team member is equipped with "Totem of Power" or "Totem of Dexterity."

Name: Surge Bracers

Strength: 8

Agility: 8

Intelligence: 8

Bonus: This equipment loses 1 of each stat for each revealed room in the dungeon. If it is providing negative stats, remove it.

Name: Hidden Blade

Strength: 4

Agility: 2

Intelligence: 0

Bonus: None

Name: Spear of the Gods

Strength: 6

Agility: 0

Intelligence: 2

Bonus: If the equipped mercenary has higher than 10 agility, they may move through 2 rooms at once.

Name: Assassin's Cloak

Strength: 0

Agility: 3

Intelligence: 3

Bonus: The equipped mercenary is unaffected by all other mercenaries.

Name: Magus Scepter

Strength: 4

Agility: 0

Intelligence: 4

Bonus: None

Name: Cryosteel Plate Armour

Strength: 7

Agility: 0

Intelligence: 0

Bonus: Any time the equipped mercenary would lose stats, they gain them instead.

Name: Scout's Satchel

Strength: 2

Agility: 2

Intelligence: 0

Bonus: You may equip an additional equipment to the attached mercenary.

Name: Aura of Death

Strength: -1

Agility: -1

Intelligence: -1

Bonus: All other mercenaries lose 1 of each stat.

Name: Secret Key

Strength: 0

Agility: 0

Intelligence: 0

Bonus: As an additional cost to bid on this equipment, send one of your treasures back to the pile. On dungeon start, move the equipped mercenary to the treasure room.

Name: Rations

Strength: 2

Agility: 0

Intelligence: 0

Bonus: Once per room, you may re-roll the dice.

Name: Summoned Familiar

Strength: 4

Agility: 4

Intelligence: 3

Bonus: If the equipped mercenary would be moved by an opponent, destroy this equipment instead.

Name: Intoxicating Mist

Strength: 5

Agility: -2

Intelligence: -3

Bonus: All opponent's mercenaries gain 5 strength, lose 2 agility, and 3 intelligence.

Name: Treasure Map

Strength: 0

Agility: 0

Intelligence: 2

Bonus: On dungeon start, advance 2 rooms forwards.

Name: Exoskeleton

Strength: 2

Agility: 4

Intelligence: 0

Bonus: None

Name: Hunting Machete

Strength: 5

Agility: 0

Intelligence: 0

Bonus: If any mercenary has 0 or lower of any stat, return that mercenary to the pile.

Name: Ancient Blessing

Strength: 8

Agility: 8

Intelligence: 8

Bonus: After you have moved through 3 rooms, return this equipment to the pile.

Room Cards (40)

Name: Corridor

Roll Req: 1,2,3,4,5

Stat Req: 2 Agility

Gather: 2 Gold

Flavour: Footsteps of the dead still echo throughout the passage, seeking something they cannot attain.

Name: Pantry

Roll Req: 2,3,4,5,6

Stat Req: 2 Strength

Gather: 2 Gold

Flavour: If there were a time when this food was edible, it has long since passed.

Name: Shrine

Roll Req: 1,3,4,5,6

Stat Req: 2 Intelligence

Gather: 2 Gold

Flavour: The statue of a deity stands over its offerings, watching with vigilant eyes.

Name: Library

Roll Req: 1,2,4,5,6

Stat Req: 2 Intelligence

Gather: 2 Gold

Flavour: Ancient scriptures lay scattered across the ground, their meaning brought to the grave by those who wrote them.

Name: Torture Chamber

Roll Req: 1,2,3,5,6

Stat Req: 2 Strength

Gather: 2 Gold

Flavour: Though the bars may have rusted and the anguished cries subsided, the blood on the ground remains fresh.

Name: Collapsed Chamber

Roll Req: 1,2,3,4,6

Stat Req: 2 Agility

Gather: 2 Gold

Flavour: Once a comfortable place to unwind, this room has failed the test of time.

Name: Arena

Roll Req: 3,4,5,6

Stat Req: 4 Strength

Gather: None

Flavour: Countless confident souls have entered this ring, with only a few ever leaving.

Name: Alchemy Lab

Roll Req: 1,2,5,6

Stat Req: 4 Intelligence

Gather: None

Flavour: The fumes of past experiments still linger in the air. Staying here would be unwise.

Name: Trapped Passage

Roll Req: 1,2,3,4

Stat Req: 4 Agility

Gather: None

Flavour: The pile of bones at the center of the path exposes the surprise, but doesn't deter its lethality.

Name: Workshop

Roll Req: 1,3,5

Stat Req: 6 Strength

Gather: 1 Equipment

Flavour: Several ancient constructs still wander the room, guarding the tools that were once built here.

Name: Barracks

Roll Req: 2,4,6

Stat Req: 6 Agility

Gather: 1 Equipment

Flavour: Broken blades and tangled bows cover the floor, forming a deadly hazard.

Name: Chapel

Roll Req: 1,2,3

Stat Req: 6 Intelligence

Gather: 1 Equipment

Flavour: The regular crowd has found refuge elsewhere, while the greatly devoted still fill the aisle with their skeletons.

Name: Flooded Room

Roll Req: 4,5,6

Stat Req: None

Gather: None

Flavour: Despite water being a precious resource, there certainly are times when it is less than welcome.

Name: Secret Passage

Roll Req: 6

Stat Req: 8 Intelligence

Gather: 1 Treasure

Flavour: At first glance, the murals and carvings on the wall could be meaningless decorations. On second glance, a puzzle presents itself.

Name: Dead End

Roll Req: 1

Stat Req: 8 Strength

Gather: 1 Treasure

Flavour: For most people, walls serve as an obstacle between them and their objective. For the strong, they are merely distractions.

Name: Pitfall

Roll Req: 3

Stat Req: 8 Agility

Gather: 1 Treasure

Flavour: Perhaps stepping on that pressure plate is supposed to halt intruders, or perhaps it has only made the journey more interesting.

Name: Recital Hall

Roll Req: 2

Stat Req: 6 Intelligence

Gather: 5 Gold

Flavour: Sheets of lengthy piano music are still propped up at the piano, with not a speck of dust on the keys.

Name: Collapsed Bridge

Roll Req: 4

Stat Req: 6 Agility

Gather: 5 Gold

Flavour: The wear on the ground shows how often this bridge was used, but further utility might require some extra effort.

Name: Guardian Room

Roll Req: 5

Stat Req: 6 Strength

Gather: 5 Gold

Flavour: A hollow voice calls out from the darkness. He waited centuries for a challenger, and now one has appeared.

Name: Empty Room

Roll Req: 1,2,5,6

Stat Req: 4 Agility

Gather: Event Card

Flavour: Despite this room offering no immediate danger, something feels wrong. Something still lurks in the shadows.

Name: Locked Door

Roll Req: 1,2,3,4

Stat Req: 4 Intelligence

Gather: Event Card

Flavour: Peeking through the keyhole reveals that somebody is already watching from the other side.

Name: Barricaded Gate

Roll Req: 3,4,5,6

Stat Req: 4 Strength

Gather: Event Card

Flavour: Gates usually exist to keep threats away. The banging from the other side suggests quite the opposite.

Name: King's Chamber

Roll Req: 2,5

Stat Req: 7 Strength

Gather: 7 Gold

Flavour: An ethereal force prevents the crown from leaving its place on the once-king's head.

Name: Queen's Chamber

Roll Req: 1,6

Stat Req: 7 Intelligence

Gather: 7 Gold

Flavour: The beauty of queen may have decayed over the years, but the luster of her jewelry has not.

Name: Knight's Chamber

Roll Req: 3,4

Stat Req: 7 Agility

Gather: 7 Gold

Flavour: Bound by duty, the skeleton of the king's champion remains alert, monitoring the room for danger.

Name: Fountain

Roll Req: 1,2,3,4,5,6

Stat Req: None

Gather: None

Flavour: As captivating as the treasure room may be, the tranquility of falling water is hard to pass up.

Name: Garden

Roll Req: 1,2,3,4,5,6

Stat Req: None

Gather: None

Flavour: Ever since the gardener fell ill, the plants have grown freely. Centuries later, nature has reclaimed the entire room.

Name: Servant's Quarters

Roll Req: 1,2,3,4,5,6

Stat Req: None

Gather: None

Flavour: Compared to the rest of the dungeon, this room is like a palace.

Name: Explosive Trap

Roll Req: 6

Stat Req: None

Gather: 1 Event

Flavour: Entering the room has proven to be a bad idea, as evident by the pile of rubble now blocking the path.

Name: Noxious Trap

Roll Req: 6

Stat Req: None

Gather: 1 Event

Flavour: Fungal spores from ancient times have finally found their use; ruining somebody's day.

Name: Vault

Roll Req: 1,3,5

Stat Req: 5 Agility

Gather: 10 Gold

Flavour: Although the vault door has been shattered, caution must still be taken to avoid the rows of razor-sharp wire.

Name: Pitch-Black Room

Roll Req: 2,5

Stat Req: 5 Intelligence

Gather: 10 Gold

Flavour: It was bad enough when the door slammed shut upon entering the room. It only got worse when all the candles went out.

Name: Broken Puzzle

Roll Req: 2,4,6

Stat Req: 5 Strength

Gather: 10 Gold

Flavour: There was once a time when even the wisest of scholars could not unlock this room's secrets. Now all that's needed is some brute force.

Name: Balcony

Roll Req: 1,2,3,4

Stat Req: 2 Agility

Gather: 3 Gold

Flavour: Being able to see the outside world is refreshing. The perilous drop below, not so much.

Name: Attic

Roll Req: 2,3,4,5

Stat Req: 2 Intelligence

Gather: 3 Gold

Flavour: Silky white webs have formed countless obstructions all throughout the attic. Hopefully their builders are nowhere to be seen.

Name: Basement

Roll Req: 3,4,5,6

Stat Req: 2 Strength

Gather: 3 Gold

Flavour: A pouch of shiny coins tempts trespassers to venture down the stairs, while a series of treacherous spikes line every step.

Name: Forge

Roll Req: 1,2,3,4,5

Stat Req: None

Gather: 1 Equipment

Flavour: The black iron of the anvil awaits another strike from the hammer, while the molten metal in furnace burns furiously.

Name: Ritual Room

Roll Req: 2,3,4,5,6

Stat Req: None

Gather: 1 Event

Flavour: Catalysts from previous incantations are still scattered across the ground; a stone, a vial, some hairs, and an entire human body.

Name: Maze

Roll Req: 1,4

Stat Req: 6 Intelligence

Gather: None

Flavour: The unspoken rule about mazes is to follow the right wall until you find the exit. That doesn't help when the walls are constantly moving.

Name: Cavern

Roll Req: 2,3,5,6

Stat Req: 4 Strength

Gather: 4 Gold

Flavour: Stalactites hang precariously from the ceiling, discouraging any foolhardy adventurers from proceeding any further.

Treasure Cards (20)

Room Name: Dezer's Throne Room

Treasure Name: Dezer's Scepter

Effects: At the beginning of each round, take 5 gold from the bank.

Flavour: This throne room holds the ancient ruler Dezer's most valuable possession. Capable of rewarding and punishing alike, his scepter was stronger than any sword, and more powerful than any tool.

Prizes: 30, 20, 15

Room Name: Shrine of Baal Gruuz

Treasure Name: Baal Gruuz's Claw

Effects: All mercenaries on your team gain 2 strength.

Flavour: Baal Gruuz, dragon overlord, god-king; all of these titles for one powerful being. Humans fought against him for their freedom, but only a few realized that their salvation could only exist under his rule.

Prizes: 50, 25, 10

Room Name: Temple of the Winds

Treasure Name: Aesa's Blessing

Effects: All mercenaries on your team gain 2 agility.

Flavour: Whenever the wind blows, storms rage, waves form, or creatures fly, Aesa is there. Her followers have long since joined her in the sky, their ashes cast into the howling wind.

Prizes: 50, 25, 10

Room Name: Diamu's Sacred Library

Treasure Name: Tome of Omniscience

Effects: All mercenaries on your team gain 2 intelligence.

Flavour: Diamu was the first human wizard to ever achieve true omniscience. Many believed that the human body could never withstand that much power. Diamu knew that, and left his mortal body behind to become a god.

Prizes: 50, 25, 10

Room Name: False King's Chamber

Treasure Name: Tiamanasu

Effects: The next time any player acquires a treasure, return this treasure to the pile and take that treasure.

Flavour: *The legend of the false king is one of success through ill-gotten gains.*

Through the power of the Tiamanasu's transformation, even a simple servant could claim the king's crown. All it took was a knife and the will to rule.

Prizes: 40, 25, 10

Room Name: Fel Dargo's Vault

Treasure Name: Fel Dargo's Curse

Effects: All mercenaries on your team lose 1 of each stat.

Flavour: *Fel Dargo had almost everything he wanted as the kingdom's treasurer; friends, family, and a place to live all came to him naturally. Every time he passed the vault, however, he felt something new that he could not dismiss. Greed.*

Prizes: 100, 0, 0

Room Name: Thermosteel Forge

Treasure Name: Thermosteel Gauntlet

Effects: You may only choose one mercenary to enter the dungeon. Double their stats at all times.

Flavour: *The thermosteel forge was run by an ancient race of dwarves, who used forbidden techniques to form only the strongest weaponry. Their end was brought upon them by their own hands, as they fought to the death over the legendary gauntlet.*

Prizes: 35, 25, 15

Room Name: Demaiya's Secret Garden

Treasure Name: Emblem of Nature

Effects: On dungeon start, you may look at the treasure room. Then, you may return it to the bottom of the deck and replace it with a new one.

Flavour: *When her civilization collapsed, Demaiya found safety from the devastation inside her garden. Rare fruits grow on the trees that cannot exist in the outside world, and strange animals of unknown origin wander through the grass.*

Prizes: 30, 25, 20

Room Name: Anaku's Resting Place

Treasure Name: Anaku's Crown

Effects: During the mercenary auction, you may bid on another mercenary in addition to your normal bid.

Flavour: Widely renowned as one of the most benevolent leaders, his passing has only strengthened his follower's devotion. Within his grave lies the symbol of his reign, a symbol of hope, and most importantly, the power to rule the land.

Prizes: 40, 20, 10

Room Name: Forgotten Realm

Treasure Name: Indescribable Relic

Effects: During the equipment auction, you may on another equipment in addition to your normal bid.

Flavour: After entering the portal at the end of the room, something feels different. It is as if you've gained a great success, but at the same time, gained nothing. What was found in the dungeon? Where is the dungeon? Was there ever a dungeon to begin with? These questions evade a simple answer.

Prizes: 40, 20, 10

Room Name: Pitch Black Theatre

Treasure Name: Dante's Last Act

Effects: At any point in a dungeon, you may return this treasure to the pile. If you do, switch positions with any other player.

Flavour: The El Carno theatre performed countless times over the years, but has gone centuries without a proper performance. Only recently have the curtains opened once again, the performers, an orchestra of ghosts. All that remains is the need for an audience.

Prizes: 50, 30, 20

Room Name: Hall of the Elder Gods

Treasure Name: Toramede's Favour

Effects: Whenever you enter a room with less than 3 possible roll requirements, you may roll twice when attempting to exit that room.

Flavour: Ancient texts scrawled across the walls tells the story of the gods who once resided here. From the many names, only a few still exist today. There is one name, however, that stands out from the others, glowing in a bright blue blaze.

Prizes: 35, 25, 15

Room Name: Channa's Lament

Treasure Name: Everlight Phoenix

Effects: Whenever a mercenary you control would be returned to the mercenary deck, return it to your hand instead.

Flavour: Whether the cause of Channa's sadness was seeded in her father's death, or her banishment from the kingdom, one thing was certain; she must not give up.

Prizes: 0, 20, 30

Room Name: Suspicious Cavern

Treasure Name: Infinitely Black Tattoo

Effects: Whenever you would gain gold from a room, gain half that gold instead, rounded down. Whenever you would gain gold from a treasure room, gain double that gold instead.

Flavour: *The teachings of Mara dictate simple rules that must exist above all law, power, and reason. If there is to be gain, there must be loss. If there is success, there must be failure. And if there is reward, there must be risk.*

Prizes: 20, 30, 20

Room Name: Frozen Tomb

Treasure Name: Jessa's Ring

Effects: On dungeon start, choose any number of mercenaries in play. If you pay 5 gold for each one, negate their effects and reduce their intelligence by 2.

Flavour: *Entry to the cavern reveals that forerunners had travelled through this dungeon before. In the center of the room is the likeness of a young woman, frozen, and encased in ice. All that remains of her belongings is a small jade ring, which fell off her finger as she was sealed to her fate.*

Prizes: 10, 30, 10

Room Name: Factory of Pure Production

Treasure Name: Golden Printing Press

Effects: If you would ever have less than 20 gold, take gold from the bank until you have 20 gold.

Flavour: *Rows upon rows of strange contraptions fill the entire room, producing then depositing gold coins into a large grate in the floor. The fate of these coins is unknown, but taking one of the presses could help find out.*

Prizes: 20, 20, 20

Room Name: The Core

Treasure Name: Unknown Element

Effects: On dungeon start, roll a dice. All mercenaries you control gain stats equal to the number you rolled.

Flavour: *Despite the room becoming increasingly hot, the strange mineral at the center is beyond freezing cold. Contact with humans has strengthened their abilities beyond what should be possible, and seemingly without consequence. Such a great power must be protected with extreme vigilance, lest it fall into the wrong hands.*

Prizes: 35, 25, 15

Room Name: Market of the Daal

Treasure Name: Bloody Contract

Effects: During any auction, if you place a bid on a mercenary that somebody else has bid on, your bid increases by 10 gold. If you win, you do not need to pay 10 gold.

Flavour: *A typical business may struggle to stay afloat if they fall victim to sabotage.*

The Daal see this as weakness. Dealing with sabotage between businesses is an everyday occurrence, with the method of retaliation being just as brutal as the offence.

Prizes: 50, 40, 30

Event Cards (20)

Name: Secret Passage

Description: *Upon entering the room, you notice a small crevice in the corner, leading you away.*

Action: Move to an adjacent room.

Name: Lost Coin Purse

Description: *It appears as if a previous treasure hunter left some of their coins behind.*

Best not to let them go to waste.

Action: Take 10 gold from the bank.

Name: Mysterious Ladder

Description: *Stepping on a pressure plate has released a ladder from the ceiling.*

Climbing it reveals two paths, with no end in sight.

Action: You may flip a coin. If it lands on heads, move to the treasure room. If it lands on tails, move to the beginning of the dungeon.

Name: Wishing Well

Description: *You discover the mossy remains of a wishing well in the center of the room.*

Action: Roll the dice. Gain gold equal to the number you rolled.

Name: Chaos Specter

Description: *An ethereal being appears before you, motioning you forwards. It whispers in your ear, before fading away. What could it mean?*

Action: Each player draws an event card.

Name: Quicksand

Description: *In an instant, movement becomes impossible. Struggling is futile. All that remains is the hope that you get out alive.*

Action: Choose another player, then flip a coin. If it lands on heads, move to that player's room. If it lands on tails, skip your next turn.

Name: Footsteps

Description: A pair of footsteps follow you as you search the room. When you stop, they continue to sound as if someone was circling you.

Action: Add a card from the mercenary deck to your team, face-down. It becomes a copy of any mercenary on your team.

Name: Dragon!

Description: The distinct cry of a Jorn Hellkite echoes throughout the entire dungeon. A burst of flame stops your team from escaping, while the beast stares into your eyes. Your fate is in its hands now.

Action: Flip a coin three times. For each tails, return a mercenary or equipment you own to their respective pile.

Name: Spiritual Mirror

Description: You peer through a mirror on the wall, only to see one of the other treasure hunters staring back at you. You reach to touch them, but the mirror suddenly shatters into golden fragments.

Action: Choose another player. They and you both take 5 gold from the bank.

Name: Blessed Ward

Description: A strange trinket lies on the ground in the center of the room. Touching it fills you with determination, and forms an aura of confidence around you.

Action: Keep this card. You may discard it at any time to negate the effect of an event card.

Name: Glimpse into the Future

Description: A wave of knowledge surges through your mind as soon as you enter the room. You see yourself journeying forwards, and reaching the treasure room. You take it from the pedestal, and the vision ends. Your pockets feel heavier now, but there's nothing in them.

Action: Reveal the treasure room. You gain the treasure's effect until the end of the dungeon.

Name: Cursed Ward

Description: A strange trinket lies on the ground in the corner of the room. Touching it scars your arms with lacerations, and a heavy curse falls on your shoulders.

Action: Keep this card. While this card is in your possession, all mercenaries on your team lose 2 of each stat. You may pay 10 gold to return this card to the bottom of the deck.

Name: Trapdoor

Description: The entire floor of the room flips over as you enter, sending your team plummeting blindly into the darkness.

Action: Move to the start of the dungeon, then roll a dice. Move forwards any number of spaces up to the number you rolled.

Name: Extorting Imp

Description: A small red demon flutters through the door behind you and perches on your shoulder. He offers you a choice. Pay him in coins, or pay him in blood.

Action: Roll a dice. You may pay gold equal to the number you rolled multiplied by 3. If you do not, return a mercenary you own to the deck.

Name: Close Encounter

Description: As your team is about to settle for a rest, a group of hostile treasure hunters appears in the room and raids your belongings.

Action: Choose an opponent. Give them 5 gold. If you cannot, they take 10 gold from the bank.

Name: Wyrn

Description: The ground rumbles, and a large serpentine reptile suddenly bursts through the floor in front of you. Its skin deflects all attacks you throw, and its teeth rip through what remains of your team.

Action: Send one mercenary and one equipment card you own back to the pile. If you cannot, send 20 gold to the bank. If you cannot, skip your next 2 turns.

Name: Flash Flood

Description: At first, the water on the ground appeared to be from the leaks on the ceiling. Only when the ground began to shake did the truth reveal itself.

Action: Place this card on the treasure room. If no player reaches this card within 5 of their turns, return all players to the start of the dungeon.

Name: Grasping Thicket

Description: Passing through the hallways of the dungeon proves troublesome, as the plants on the walls slash outwards in an attempt to kill you.

Action: Lose 10 gold.

Name: Gambling Imp

Description: A small grey demon swoops into the room from an opening above. It floats in front of you and presents a challenge as old as time.

Action: Choose any amount of gold up to the amount you own, then flip a coin. If the coins lands on heads, take that amount from the bank. If it lands on heads, put that much gold into the bank.

Name: Aether Connection

Description: A portal of bright blue energy forms in front of you. Its origin remains unknown, and its destination equally so. What is clear, however, is that is growing, and is quickly dragging you away.

Action: Choose another player. Switch your current room's location with that player's room location. Then switch places with that player.

Layouts

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