11th Hour Dungeon

With the much sought after treasure in hand, you as the Hero must now escape the dungeon. However, when you retrieved the famed treasure, you accidentally triggered a quake in the foundations of the earth, resulting in collapsed entries and exits.

Now you must search frantically for a way out. To make matters worse, you recall the ancient scroll's instructions that the ultimate dungeon exit will be shut entirely and sealed!

You now have 11 hours to both find your way out, and battle the remaining treasure-guarding creatures in the dank darkness.
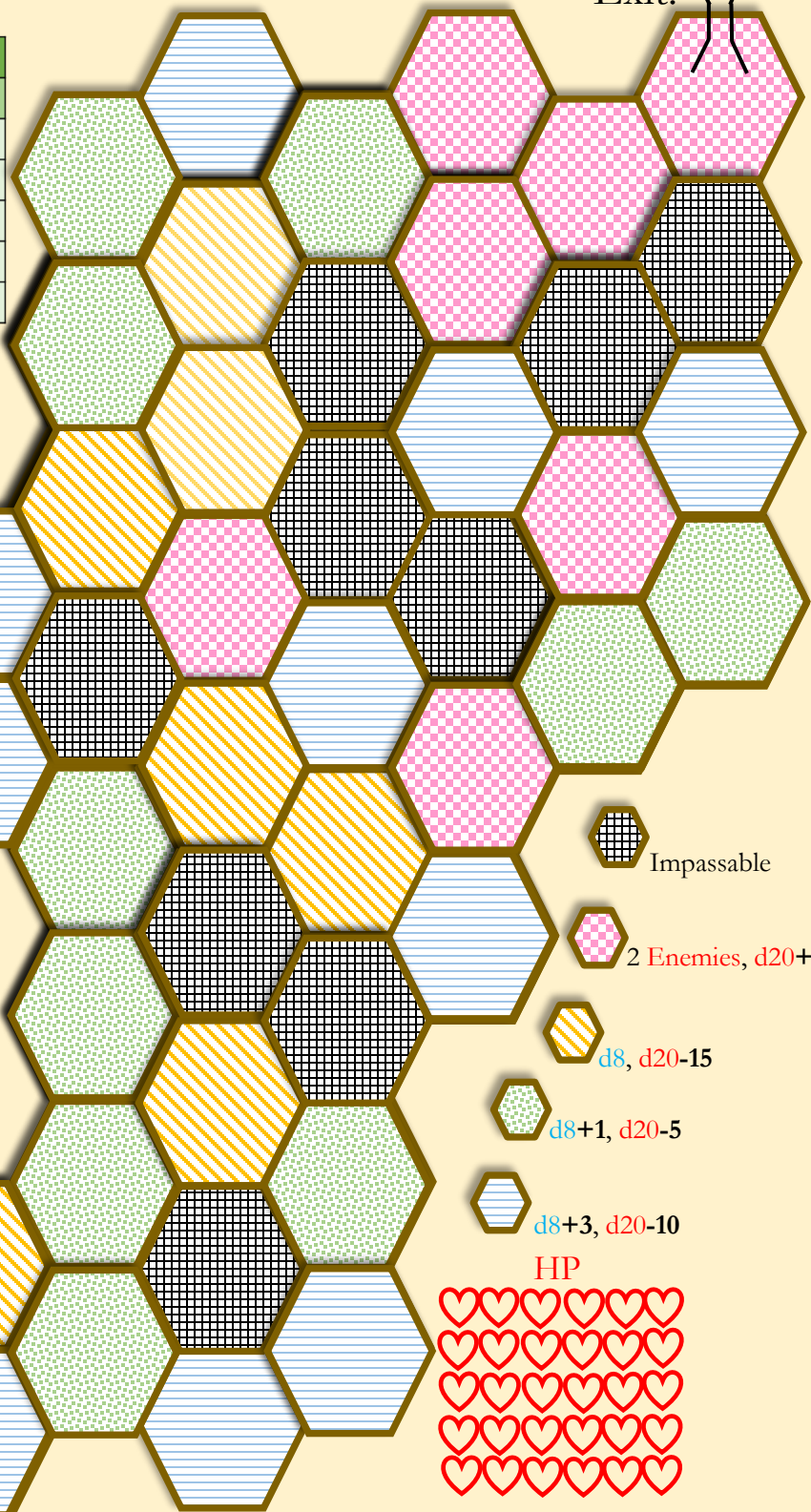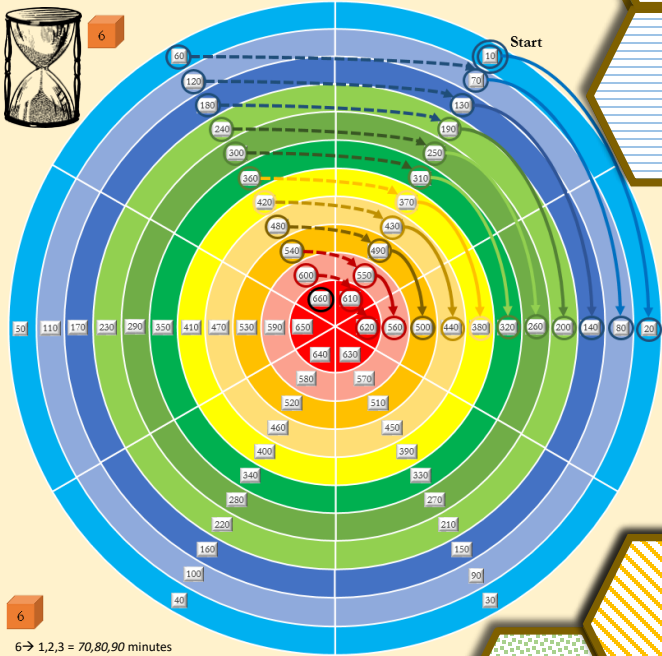
Items Needed:
- 7 dice:
    - 1d4
    - 1d6
    - 1d8
    - 2d10
    - 1d12
    - 1d20
- Pencil
- Eraser
- Everything else in this document

Turn Order	Action	Dice
1.	Move then Reveal	d8
2.	Combat/ Looting	d100+
3.	Explore	d4
4.	Rest/Equip (optional)	d6
5.	Advance Time Clock	d6

Spells	
Spell	Used
	⊙ ⊙
	⊙ ⊙
	⊙ ⊙
	⊙ ⊙
	⊙ ⊙

Location	Equipped Item	DMG	DEF	Damaged
Hand – Left				☐ ☐ ☐
Hand – Right				☐ ☐ ☐

Backpack			
Equipment	DMG	DEF	Damaged
			☐ ☐ ☐
			☐ ☐ ☐
			☐ ☐ ☐

6 → 1,2,3 = *70,80,90* minutes
6 → 4,5,6 = *20,10,00* minutes
6 = *60* minutes

Start

Exit!

Impassable

2 Enemies, d20+5

d8, d20-15

d8+1, d20-5

d8+3, d20-10

HP

Start!
(ATK = 40)

Candles
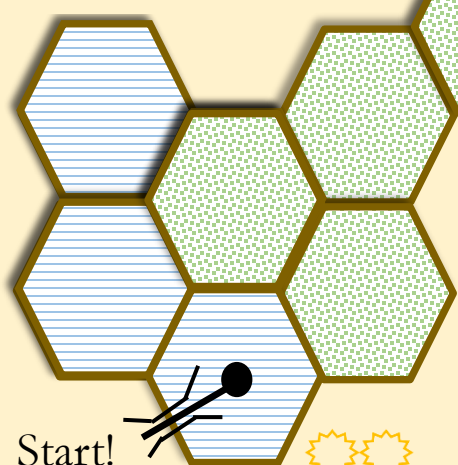
EXP

= +5 ATK = 45
= +5 ATK = 50
= +5 ATK = 55
= +5 ATK = 60
= +5 ATK = 65
= +5 ATK = 70
= +10 ATK = 80

Hero ATK Value	
☐	45
☐	50
☐	55
☐	60
☐	65
☐	70
☐	80

Combat Phase Table

Enemy	HP	ATK	DMG	EXP

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Hex Rooms (d8)	Hex Room Contents
1	**Dead End** + 1 Enemy
2	5 Enemies
3	4 Enemies
4	3 Enemies
5	2 Enemies + 1 Equipment
6	1 Enemy + 1 Equipment + 1 Spell
7	1 Enemy + 1 Equipment + 1 Spell
8+	1 Equipment + 1 Spell

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Spells (d12)	Spell	Description
1	Healing	+d12 HP
2	Time	When Advancing Time Clock, roll d6-2. Can cast spell after rolling.
3-4	Fireball	Roll d12+2 DMG to each enemy in current Hex
5	Poison	Roll d4. All enemies in current Hex lose this HP amount at end of each Combat Round
6	Frost	All enemies in current Hex can't Attack for d4 Combat Round(s)
7	Illuminate	During Explore Phase, +2 to d4 result. Spell can be cast after roll.
8-9	Bolt	Roll d12 +4 DMG to each enemy in current Hex
10	Rage	Hero has +20 ATK this hex only.
11	Invisible	All Enemies have -20 ATK this hex only.
12	Confusion	Enemies in current hex do DMG values to each other for remainder of this Combat Round

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	Enemy (d20)	Enemy	HP	ATK	DMG
1EXP	<=1	Rat	2	20	1
	2	Wasp	2	25	1
	3	Spider	3	30	1
	4	Bat	3	35	2
2EXP	5	Snake	3	40	2
	6	Goblin	4	40	2
	7	Wolf	4	50	3
	8	Tiger	4	50	3
	9	Lion	5	55	3
3EXP	10	Skeleton	5	55	4
	11	Troll	6	55	4
	12	Gargoyle	6	60	4
	13	Zombie	6	60	5
	14	Giant	7	60	5
4EXP	15	Golem	8	60	5
	16	Enchantress ♀	8	65	6
	17	Undead Imp	9	65	6
	18	Vampire	10	70	6
5EXP	19	Ice Dragon	13	75	7
	20+	Fire Dragon	15	80	7

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Equipment (d10)	Equipment Type	DMG	DEF	Gets Damaged when:
1	Dagger	d4	-	Never
2	Hammer	d6	-	d6 DMG = **1**
3	Candle	Erase 1 Candle Slot (+1 to *Explore* d4 roll)		
4	Wooden Shield	-	+1	Enemy d100 < **10**
5	Axe	d8	-	d8 DMG = **1,2**
6	Spear	d10	-	d10 DMG = **1,2**
7	Candle	Erase 1 Candle Slot (+1 to *Explore* d4 roll)		
8	Steel Shield	-	+2	Enemy d100 < **20**
9	Mace	d12	-	d12 DMG = **1,2,3**
10	Sword	d20	-	d20 DMG = **1,2,3,4,5**

♀ = Immune to <u>all</u> spells

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
Turn Order:

1) *Move then Reveal* –

   a) Move to a connecting Hex <u>with a path</u>. Roll d8 (see type of Hex for modifier. Round <u>up</u>) to identify Hex contents. If no path to fresh Hex exists, you may *Rest & Equip* (skip to **Step 4**). If Hex is already Revealed, you may move, but there are no new contents.

   i)   If Roll and modifier = 8, skip to **Step 2b**.

   ii) If Roll and modifier **<** 8, Roll (d20), according to the type of Hex, to determine type of Enemy/Enemies.

   iii) Dead End = There are no other exits to this Hex. You must leave the way you came in, on your next turn (Candles are no help in Dead Ends). Mark all other sides of the Hex with an "X". Ex:

2) Reconcile Hex contents (*Combat/Looting*)

   a) *Combat Round* –**Initiative Roll** – Only happens 1 time upon entering Hex. Roll d100. If Roll < Hero ATK value, Hero has 1st turn in Combat Round, for remainder of time in this Hex, against each Enemy in Hex.

   i)   <u>Enemy Turn</u> - Roll (d100) for 1 Enemy. (Each Enemy attacks individually (they are polite that way!)).

   (1) If Roll **<** Enemy ATK value, then Hero loses HP (fill-in ♡) based on Enemy DMG. If Hero has Equipped armor, subtract any DEF from the Enemy DMG value. If Hero HP ever equals 0, then Hero fails to escape dungeon, and game is over ☹.

   (a) If Roll **<** 10, any and all Equipped Hero Armor get damaged (Mark off a "Damaged" pip), if no Equipped Armor, then damage to Hero = Enemy DMG +1.

   (2) If Roll **>** Enemy ATK value, then Enemy misses.

   ii) <u>Hero Turn</u> - Roll (d100) or cast 1 Spell (max 2 times, then Spell is exhausted/discarded)

   (1) If Roll **<** Hero ATK value (apply any modifiers), then Enemy loses 1HP + any DMG from Equipped weapons (if equipped with 2 weapons, Hero must choose 1 weapon with which to deal DMG). If Enemy HP = 0, then Hero defeats this Enemy! Hero gains listed EXP (💥) for <u>each</u> enemy defeated! (Note: when rolling for DMG from some Equipped Weapons, if roll is **<=** 25% of die, then Equipped Weapon gets damaged. Mark off a "Damaged" pip. 3 Damages = Weapon is destroyed!).

   (2) If Roll **>** Hero ATK value, then Hero misses.

   iii) At this point, you may:

   (1) Continue to next Enemy.

   (2) If there's only 1 Enemy still alive, begin another *Combat Round* with the same Enemy.

   (3) Flee!! - Escape to a <u>connecting</u> Hex. Skip to **Step 4**. (Note: Any living Enemies will remain in the Hex from which you fled….and they return to full health if you return to this Hex!).

   b) *Looting* – Looting can only be done if there are no living Enemies in Hex and *Reveal* roll resulted in Equipment or Spell. Roll (d10) to determine Equipment found and/or Roll (d12) to determine Spell found.

   i)   If Backpack is full, existing Equipment/Spells may be dropped to allow Looting.

   ii)   Discarded Equipment/Spells may <u>not</u> be picked up.

   iii) Equipment may go directly into Equipped (if there is an open slot).

   iv)   If there is <u>not</u> an open Equipped slot, Equipment goes into Backpack or is dropped.

   v)   Previously looted Hexes cannot be re-looted (if that's even a word).

3) _Explore_ - Roll (d4) to determine total number of exits in current Hex. Number of exits will also include exit to previous Hex.

Ex. d4 = 2 →

a) **Candles-** A Candle adds +1 to a d4 roll to add an exit. When a Candle is used, fill-in 1 Candle slot (☼). If Hex has already been explored or there is no other exit available or you just want to see if you reveal more exits, you may _Explore_ again (roll d4) on the <u>next</u> turn.

4) _Rest / Equip (optional)_ – You can Rest and/or Equip. Can do both, neither, or choose. _Resting_ Advances the Time Clock ☹, but _Equipping_ does not ☺.

a) _Rest_ - Roll (d6) to determine HP regained (d6 result x2) & time lost during Rest (d6 result).
   Ex. Rolled a d6 and received a "3". HP regained = 6, time lost = 30 minutes.

b) _Equip_ - Transfer any number of equipment between Backpack and Equipped. No time lost.

5) _Advance Time Clock_ – Roll (d6) x 10 to determine number of minutes to advance Clock.

a) If <u>6</u> is rolled, Hero <u>may</u> choose to roll 2nd time.

   i. If 2nd Roll = 4,5,6 then **subtract** 2 rolls. (e.g. 1st Roll of 6 (x10 = 60 Minutes), Hero decides to roll 2nd time, obtains a 4 (x10 = 40 Minutes) → 60-40 = **20 minutes pass**).

   ii. If 2nd Roll = 1,2,3 then **add** 2 rolls. (e.g. 1st Roll of 6 (x10 = 60 minutes), Hero decides to roll 2nd time, obtains a 2 (x10 = 20 Minutes) → = 60+20 = **80 minutes pass**)

   iii. Fill-in the amount of time that passes, starting at 1 o'clock position (blue region) and spiraling inward, clockwise to the Center of Time Clock (red region). Each fill-in is **10 minutes**.

Start Here

End Here
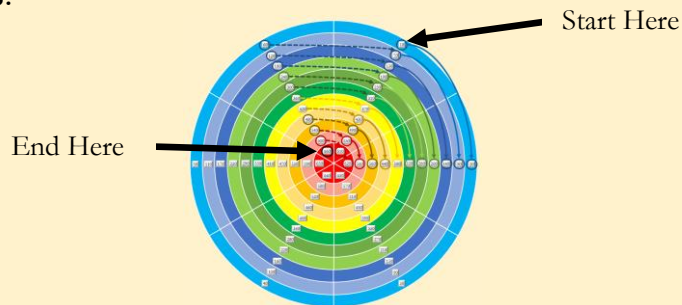
b) If Time Clock reaches 660 minutes (end of the 11th Hour), and you are still in a hex, you have failed and are trapped in the dungeon….forever!! (or you can just print out another page #2).

If you successfully make it through the Exit in less than 660 minutes (the end of the 11th Hour), you survived the dungeon!! You take the famed treasure out into the sunshine and you celebrate!

Notes:
-Spells can be used at any time. <u>Exception</u>: During Combat, spells can only be used during the Hero's turn.
-If you make it out of the dungeon, try to beat your best score, based on the amount of time left & equipment/spells. **Blue** Rings (#1,2,3) = **1000** pts., **Green** Rings (#4,5,6) = **800** pts., **Yellow/Orange** Rings (#7,8,9) = **400** pts., **Red** Rings (#10,11) = **100** pts. **Undamaged Equipment** = **50** pts. **Totally Unused Spells** = **200** pts. If you don't make it out of the dungeon, your score is 0 ☹.
-The Initiative Roll holds for the entirety of the combat in that Hex, against all Enemies there. So if you're attacking multiple Enemies and it's your Turn, and you defeat Enemy #1, then what takes place next is your Turn against Enemy #2.