



## Battle Rules :

- Your enemies level always the same as you
- At the beginning of the battle roll 2 battle dice, then choose 1 as your action dice and 1 for your enemy action (if already has 1 or more equipment you roll the 3rd dice to apply its effect)
- Your action based on dice value you roll as below :
  - Roll 1 : You have ATK 1 and DEF 0
  - Roll 2 : You have ATK 0 and DEF 1
  - Roll 3 : You have ATK 2 and DEF 0
  - Roll 4 : You have ATK 0 and DEF 2
  - Roll 5 : You have ATK 1 and DEF 1
  - Roll 6 : You have ATK 1 and DEF 1 and you strike first (you get to ATK 1st, if the enemy defeated then it will not ATK you)
- Enemy action depend on the leftover dice number (odd or even)
- After choosing the die, calculate your ATK and DEF by adding the ATK and DEF from the dice and from parameter gained from level up and ability from equipment
- After that each party collect and deal damage to each other at the same time (damage dealt and damage deal to enemy happen at the same time except when you roll 6 then you get priority to ATK first (if enemy defeated by this ATK then it won't ATK you)
- Repeat step 1 to 6 until enemy HP is 0 or lower
- After you defeat an enemy don't forget to :
  - Draw (X) on the maps tile to marked your journey
  - Increase your EXP by drawing (X) on the next EXP tile
  - Claim loot (see "loot rules") according number on loots die

## Battle Example :

**Condition :** You are on level 1 battle with a level 1 werewolf  
**Equipment :** Athena Scale  
**Dice Roll :** 6 and 1 (You choose 6 and opponent 1) and 3rd die 4  
**Result :**  
 You deal 2 damage (1 from die and 1 from level 1 stats) and 1 DEF and because you choose even die number you also gain reflect ability (effect from even value die), meanwhile your enemy will deal 3 damage from the odd die number. The battle result, you will have 4 HP left and your opponent have 2 HP left.  
 After the battle your opponent will be dealt extra 3 damage from the reflect ability (3rd die number is even), and resulting the enemy HP is -1 and the enemy is defeated

## Status Ailment and Abilities :

Status ailment explanation:

- Poison : lose 1 HP each battle turn or each time you move in maps
- Fear : in battle, your dice value is reduced by 1 for each fear level
- Stun : You can't do battle if total dice you roll is odds this turn
- Charm : In battle, you're dealt damage equal your initial ATK if the total dice value you roll is even (ATK from current level)

**Note :** a. Ailment fear, stun, and charm only apply its effect on battle  
 b. Player caught ailments only if the damage from the ATK got through  
 c. [Ailment] X [any number] means player will be dealt X damage and if the damage got through, the player will caught the ailment

**Ex :** Orc has Stun 1 means that it will ATK for 1, and may damage you 1 if your DEF is lower than 1, if this ATK hit you then you will caught stun ailment starting the next turn of each battle

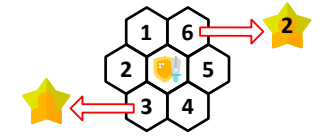
Abilities explanation :

- Critical : double your ATK this turn
- Dodge : deal ATK equal to the dodge value and enemy ATK missed
- Parry : deal ATK equal to the parry value and enemy only deal half DMG rounded down this turn
- Absorb : deal ATK equal to the absorb value and gain HP equal to damage deal
- Reflect : deal ATK back to enemy equal to damage you take and max ATK equal to reflect value after turn end

## Scoring Fame Rules :

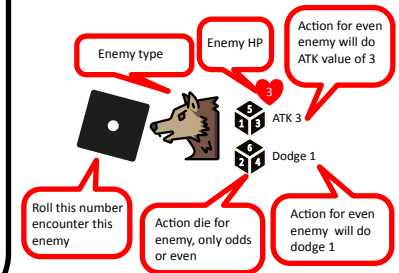
- Artifact  
 Totaling fame from each artifact
- Maps  
 Gained from the tile number you already explored as follow :
  - Tile with "2 die number" is worth 1 fame
  - Tile with "3 die number" is worth 2 fame
  - Tile with "4 die number" is worth 5 fame
  - You get 10 fame after clearing the dungeon (return to the entrance "blank die tile")
- Enemies  
 This fame is gained by defeating enemies as follow :
  - For the 3rd enemy of the same type is worth 1 fame
  - For the 6th enemy of the same type is worth 2 fame
  - If you already defeat all enemy at least once, you get additional 10 fame (excluding special enemies)
  - From special enemies (enemies star)
- Extra experience (EXP+)  
 This fame is gained starting from your 13<sup>th</sup> experience, and for each excess experience is worth 1 fame

## Defeated Enemy Counter

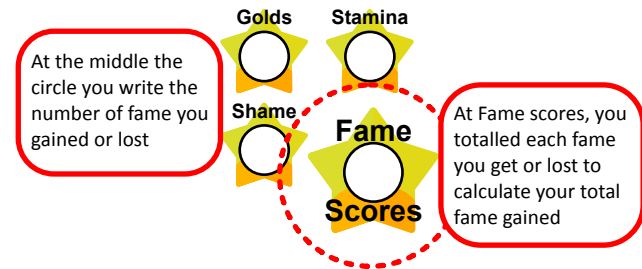


This is defeated enemy counter to keep track of how many this type of enemies you've already defeated. For the 3rd you've defeated you will gain 1 fame at the end of the game, if defeated 6 you then get 2 fame instead

## Enemy Explanation



## Scoring Column



## Adventurer Level :

You'll determine your adventurer level from fame you gain after clearing the dungeon

Below 50	: Beginner Adventurer
Between 50 - 74	: Senior Adventurer
Between 75 - 99	: Elite Adventurer
Between 100 - 149	: Master Adventurer
Above 150	: Dungeon Master

## Variant 1 : Dice Drafting

Extra components : 6 dice for action

Module used : (1)

At the beginning of the game you have 10 stamina (stamina only recovered by revive "see variant 3")

If the stamina run out then the game will end and scoring phase begin

Battle rules :

1. Instead rolling 2 dice at the beginning of battle, you roll 8 dice and put dice in ascending order from high to low
2. Then you choose any die and put it in front of you. For the enemy action you choose the highest number die available then put the die in pair from the die you choose for your action previously. This pair are the indicator for 1st turn battle sequence
3. Repeat point 2 all for the 2nd, 3rd, and 4th battle sequence, or until the die is run out
4. The rest battle will happen according to the battle rules, with the exception that you won't roll any more dice
5. If by the 4th turn, your enemy are not defeated yet, then you may extend the battle by draw (X) to the stamina marker. If you choose not to extend the battle, then you only gain 1 EXP and claim no loot
6. For each extend battle you gain 6 more dice instead the 8 dice to roll for action then repeat from step 2
7. For equipment effect, you roll the die before battling each turn
8. At the end of the game, you lose 1 fame for each 2 stamina you've lost
9. For stun and charm ailments decide by dice pairing of dice between you and the enemy at that turn (battle sequence turn)

## Variant Scoring

### Fame Rules :

In variant you have additional score :

1. Golds  
2 point of fame is gained for each 5 leftover gold
2. Stamina  
Fame is lost for each 2 stamina lost
3. Shame  
Fame is lost for total shame point you have

## Merchant (2)

Medicine  
Heal 3 HP



Gold need to buy this item



4 Leaf Clover

You may modify 1 die when battle (add 1 or subtract 1)



ATK Potion

Add 1 to your ATK (only 1 battle)



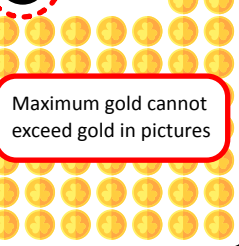
DEF Potion

Add 1 to your DEF (only 1 battle)



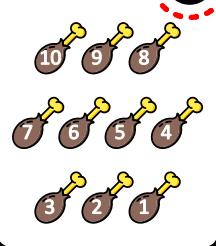
Show item qty that can be bought at the merchant

## (2) Gold



Maximum gold cannot exceed gold in pictures

## Stamina (1)



## Shame (3)



Variant module number is pointed by red circle as shown

## Variant 2 : Merchant

Extra components : must be played with Variant 1

Module used : (1) (2)

1. Player gain 6 golds at the beginning of a turn, that may be used to buy items before entering the dungeon
2. Each time you buy an item or gain item from loot, draw a circle (O) at the item you bought, and if you use the item then draw (X) between the circle (O)
3. After each battle If not extended, you gain gold/s equal to highest leftover die your enemy own (max 3 golds)
4. You'll meet the merchant if the highest leftover die you own is greater than 2. At the merchant you may buy any number items as long as you have enough gold
5. At the end of the game you will gain 2 fame for each 5 leftover golds you own
6. Item can be used only outside battle (after battle or before roll die to encounter the enemy)
7. Draw circle (O) on the gold each time you gain gold, and draw (X) between the circle (O) each time using gold

## Variant 3 : Revive Option

Extra components : none

Module used : (3)

When you were defeated by any means (by battle an enemy or by trap) you may be revived with halves your current level maximum HP and gain 1 stamina, then roll 1 shame die  
Draw (X) on the number shame die shown to indicate the fame you'll lost at the end of the game  
If the die roll already shown number that already has (X) then put (X) on the higher number

# Enemies

Level 0

Level 1

Level 2

Level 3

Level 4

Level 5

Level 6



3 HP  
 5 ATK 3  
 1 Dodge 1  
 2 6 4

4 HP  
 5 ATK 3  
 1 Dodge 1  
 2 6 4

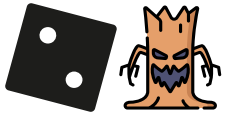
4 HP  
 5 ATK 3  
 1 Dodge 1  
 2 6 4

4 HP  
 5 ATK 3  
 1 Dodge 2  
 2 6 4

5 HP  
 5 ATK 3  
 1 Dodge 2  
 2 6 4

5 HP  
 5 ATK 4  
 1 Dodge 2  
 2 6 4

5 HP  
 5 ATK 4  
 1 Dodge 3  
 2 6 4



4 HP  
 5 Poison 1  
 1 Absorb 2  
 2 6 4

5 HP  
 5 Poison 1  
 1 Absorb 2  
 2 6 4

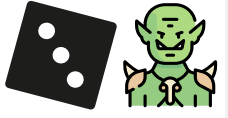
5 HP  
 5 Poison 1  
 1 Absorb 2  
 2 6 4

6 HP  
 5 Poison 2  
 1 Absorb 2  
 2 6 4

6 HP  
 5 Poison 2  
 1 Absorb 2  
 2 6 4

7 HP  
 5 Poison 2  
 1 Absorb 3  
 2 6 4

7 HP  
 5 Poison 3  
 1 Absorb 3  
 2 6 4



2 HP  
 5 ATK 3  
 1 Stun 1  
 2 6 4

3 HP  
 5 ATK 3  
 1 Stun 2  
 2 6 4

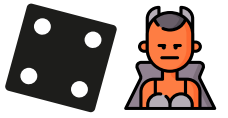
3 HP  
 5 ATK 3  
 1 Stun 2  
 2 6 4

3 HP  
 5 ATK 3  
 1 Stun 2  
 2 6 4

4 HP  
 5 ATK 4  
 1 Stun 2  
 2 6 4

4 HP  
 5 ATK 4  
 1 Stun 3  
 2 6 4

4 HP  
 5 ATK 4  
 1 Stun 3  
 2 6 4



3 HP  
 5 Charm 2  
 1 Poison 1  
 2 6 4

3 HP  
 5 Charm 2  
 1 Poison 1  
 2 6 4

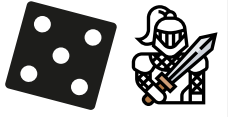
3 HP  
 5 Charm 2  
 1 Poison 1  
 2 6 4

3 HP  
 5 Charm 2  
 1 Poison 1  
 2 6 4

4 HP  
 5 Charm 2  
 1 Poison 2  
 2 6 4

4 HP  
 5 Charm 3  
 1 Poison 2  
 2 6 4

4 HP  
 5 Charm 3  
 1 Poison 3  
 2 6 4



3 HP  
 5 Fear 1  
 1 Absorb 2  
 2 6 4

4 HP  
 5 Fear 1  
 1 Absorb 2  
 2 6 4

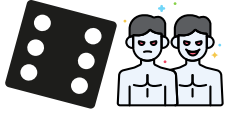
4 HP  
 5 Fear 1  
 1 Absorb 2  
 2 6 4

4 HP  
 5 Fear 1  
 1 Absorb 2  
 2 6 4

5 HP  
 5 Fear 2  
 1 Absorb 2  
 2 6 4

5 HP  
 5 Fear 2  
 1 Absorb 3  
 2 6 4

6 HP  
 5 Fear 3  
 1 Absorb 3  
 2 6 4



4 HP  
 5 Parry 2  
 1 Reflect 1  
 2 6 4

4 HP  
 5 Parry 2  
 1 Reflect 1  
 2 6 4

5 HP  
 5 Parry 2  
 1 Reflect 1  
 2 6 4

5 HP  
 5 Parry 2  
 1 Reflect 2  
 2 6 4

6 HP  
 5 Parry 2  
 1 Reflect 2  
 2 6 4

7 HP  
 5 Parry 3  
 1 Reflect 2  
 2 6 4

7 HP  
 5 Parry 4  
 1 Reflect 3  
 2 6 4



# Special Enemies

## Vampire

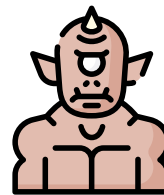


5 Charm 3  
 1 3  
 6 Absorb 3  
 2 4

Encounter :  
3 dice with the same number

Loot : Vampire Teeth

## Cyclops

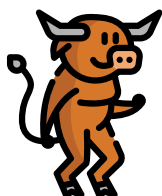
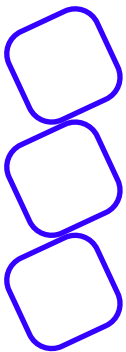


5 Parry 3  
 1 3  
 6 Fear 3  
 2 4

Encounter :  
3 dice with descending number

Loot : Cyclops Eye

## Minotaur

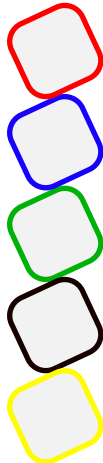


5 Reflect 3  
 1 3  
 6 Poison 3  
 2 4

Encounter :  
3 dice with ascending number

Loot : Minotaur Horn

## Hydra



5 Parry 1  
 1 3  
 6 Poison 3  
 2 4  
 6 Reflect 1  
 2 4 Absorb 3

Encounter :  
5 dice with different number

Loot : Hydra Head

# Loots



## Artifact

<b>Skull of Orus</b>  <input type="checkbox"/>	<b>High Orc Crown</b>  <input type="checkbox"/>	<b>Archangel Robe</b>  <input type="checkbox"/>	<b>Midas Gold</b>  <input type="checkbox"/>	<b>Holy Grail</b> & <input type="checkbox"/>	<b>Dragon Head</b> & <input type="checkbox"/>
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## Item

<b>Potion</b> Heal 5 HP <input type="checkbox"/>	<b>Antidote</b> Remove all counter from 1 ailment <input type="checkbox"/>	<b>High Potion</b> Heal 10 HP <input type="checkbox"/>	<b>High Antidote</b> Remove all counter from all ailments <input type="checkbox"/>	<b>Dragon Blood</b> Heal 10 HP and Remove all counter from all ailments <input type="checkbox"/>	<b>Elixir</b> Heal all HP and Remove all counter from all ailments <input type="checkbox"/>
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## Equipment

<b>Dionysus's Jar</b> Heal 1 HP each battle turn and each time you move <input type="checkbox"/>	<b>Poseidon's Trident</b> Roll 3rd die: Gain critical when you roll 5 or 6 <input type="checkbox"/>	<b>Hermes's Boots</b> Roll 3rd die: Gain dodge 2 when you roll 3 or 4 <input type="checkbox"/>	<b>Zeus's Spear</b> Roll 3rd die: Gain absorb 3 when you roll 1 or 2 <input type="checkbox"/>	<b>Ares's Shield</b> Roll 3rd die: Gain parry 2 when you roll odds <input type="checkbox"/>	<b>Athena's Scale</b> Roll 3rd die: Gain reflect 3 when you roll even <input type="checkbox"/>
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\*Special traits applied if you collect certain number artifacts or equipments

Equipment	
<input type="checkbox"/>	Own 3 : Whenever gain an artifact, remove 1 counter from 1 ailment
<input type="checkbox"/>	Own 6 : Trap deal no damage

Artifact	
<input type="checkbox"/>	Own 3 : Gain a dragon blood (Immediately applied)
<input type="checkbox"/>	Own 6 : Gain an elixir (Immediately applied)

## Advanced Loots

**Artifact**

**Angel Halo**

Gain 9 fame for 6 item owned

Gain 9 fame for 6 equipment

**Item**

**Ambrosia**

Add 1 to your DEF

Add 1 to your ATK

**Equipment**

**Hercules Club**

Gain +1 ATK when you roll 2

Gain +1 DEF when you roll 1

## Boss Loots

**Vampire Teeth**

Add 1 to your absorb value

**Cyclops Eye**

You can only get 1 fear counter

**Minotaur Horn**

You can only get 1 poison counter

**Hydra Head**

Add 1 to your reflect and parry value

## Luck



## Artifact

## EXP+

## Maps

## Enemy

## Golds

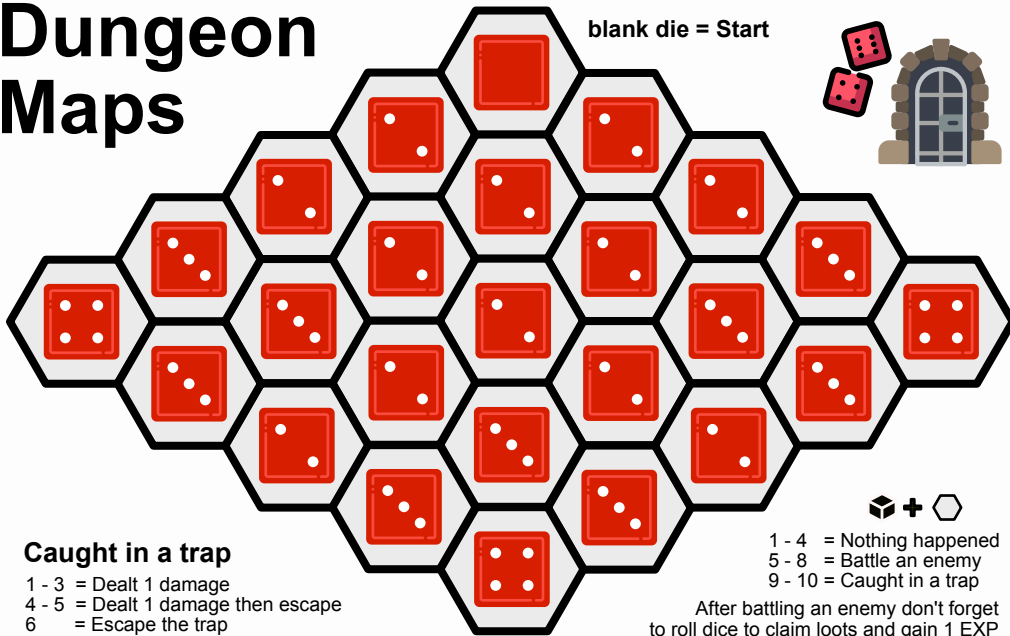
## Stamina

## Shame

## Fame



# Dungeon Maps

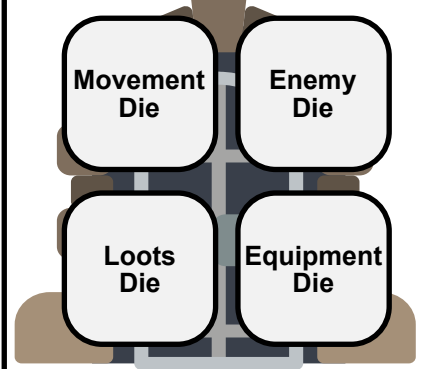


## Caught in a trap

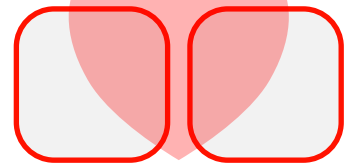
- 1 - 3 = Dealt 1 damage
- 4 - 5 = Dealt 1 damage then escape
- 6 = Escape the trap

- 1 - 4 = Nothing happened
  - 5 - 8 = Battle an enemy
  - 9 - 10 = Caught in a trap
- After battling an enemy don't forget to roll dice to claim loots and gain 1 EXP

# Dungeon Dice

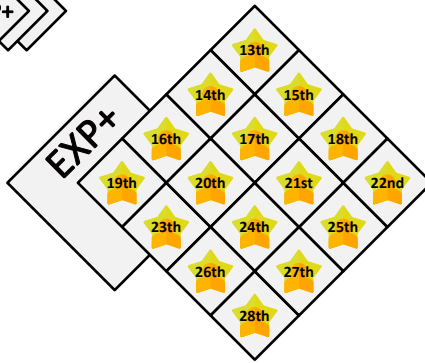


# Player's HP



# Player's Status

EXP	0	1	3	5	7	9	11	EXP+
Level	0	1	2	3	4	5	6	
HP	6	7	8	9	10	11	12	
ATK	0	1	1	1	1	2	2	
DEF	0	0	0	1	1	1	2	



## Ailments



# Merchant (2)

**Medicine**  
Heal 3 HP



**Remedy**  
Remove 1 ailment counter



**4 Leaf Clover**  
You may modify 1 die when battle (add 1 or subtract 1)



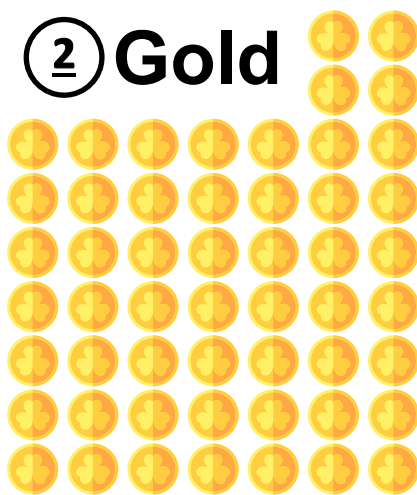
**ATK Potion**  
Add 1 to your ATK (only 1 battle)



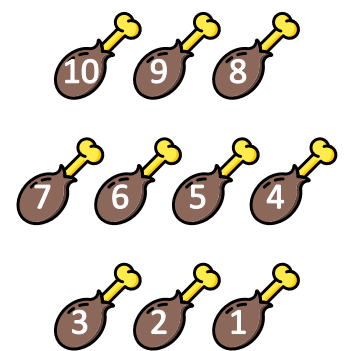
**DEF Potion**  
Add 1 to your DEF (only 1 battle)



# (2) Gold



# Stamina (1)



# Shame

(3)

