



The Guidebook to Dungeon Crawling

This booklet will be your little guide to dungeon crawling. There will be 4 different phases of play during the game: Character Creation, Movement, Battle, and the Mad Dash. This booklet will also describe Fallen Mode and the skills available for each player to learn. Each player's fate has been sealed once they receive their three tarot cards.

Character Creation

You'll be creating the characters for other players. Everyone can either choose a unique individual, or simply choose the person on their left/right to create a character for. Each character will have a full name with a nickname (e.g. Lindsay "McToots" Dawson), a character description background that leads into their personality flaw (e.g. throat was slashed when younger so person is now mute) that they have to obey, and stat points allocation. You have **15 stat points to allocate in total**. You may choose how to allocate these 15 stat points between *Dexterity*, *Strength*, and *Intelligence* however you wish as long as no stat is below **1**, which means 1 stat can have at MAX 13 points.

Character creation fairness is reliant on you not putting severely debilitating personality flaws like being unable to see (after all, who accepts a blind person into a dungeon crawl for gold?). Play your role to the fullest. If the character sheet says that you're a nymphomaniac, you better be propositioning anything that moves. If your feature is that you scream everything, then you scream everything.

Then, the character sheets are passed on to another player. Each player can then pick **8 skills** that they have sufficient stats for.

After character creation is done, every player gets 3 tarot cards that are untradeable and can be used at any time.

Heroics

All characters start with 100 health, 0 armor, and 4 movement speed. Every 1 point of armor reduces the damage taken by 1. Every point in movement speed lets you move 1 tile.

Dexterity

3 points = 1 extra tile movement and 1/3rd chance of dodging traps

Dexterity skills have the utility of shifting you around the battle phase, letting you swap positions to dodge attacks more often than other people. However, dexterity users are frail, and if they find that they can't move to dodge an attack, they'll take more damage than others.

Strength

1 point = 3 health

2 points = 1 armor

Strength skills have strong single target attacking capabilities, but rely on being in the front line most of the times. They can take more of a beating than other players can, but it's hard for them to target enemies in the backline.

Intelligence

3 points = 1 armor and 1 extra damage/healing on all your abilities

Intelligence skills have more area of effect abilities than either other stat, and have the unique capability to heal. However, they're heavily reliant on being in the back, and have almost no skills that can be used in the front line.



Movement Phase

Each character can move at minimum 4 tiles. Dexterity is the only stat that increases your movement speed. Everytime you move onto an unexplored tile, you flip a card over. It'll either be blank, an item card, trap card, or a monster card. Blanks let you keep moving, and you can choose to leave an item card on the ground and keep moving without picking it up. However, the next player to pass by that item picks it up without stopping. A trap card forces you to stop unless you successfully avoid it. Grabbing a monster card forces you to stop, and the rest of your movement can be used to move onto explored tiles to get closer to your teammates.

4 Types of cards: Blank, Item, Trap, Monster

Treasure Chests

Treasure chests give you 100 gold. They can be opened immediately without a key, but once you open a chest, you stop moving for the turn. You must move onto them to open them.

There'll always be one chest in the game that has a trap in it.

Locked Doors

Keys to these doors are hidden in treasure chests as well. Certain chests come with keys along with the base 100 gold. Opening a locked door takes 1 movement. Moving through a hallway takes a movement as well.

Traps

If someone with enough dexterity passes a trap and manages to avoid it, that trap remains deactivated until the next person passes. If a person attempts to join a fight by moving towards the battle, traps can be triggered by this movement.



Battle Phase

As characters enter battle, the order is determined by who caused the monsters to spawn, and then decided by the rest of the players who join the fight. The player to spawn the monsters is always in 1st position. Any character that he runs across is forced into the next available position, which, in this case, would be 2nd position. Players that voluntarily move to the fight get to decide who is in what position. Afterwards, the first round of the fight lets the 1st position player to start off the fight, 2nd position, 3rd position, and finally 4th position take their respective turns. After that, order of attack is randomized (highest dice roll goes first, 2nd highest goes 2nd, etc). Monsters will also randomly target which player they attack, unless it specifically says on the monster card that they can only attack one position. The monster card you draw will tell you how many monsters appear. At most, 3 monsters will appear at a time. You then draw from the monster pile to see what monsters you fight. At most, 4 players can participate in a fight. The players who are not in the fight do not get to conduct their movement phase, but instead, can choose to control a monster at the rate of 5 gold per turn.

Monsters

Monsters can voluntarily swap positions with each other. A monster's primary priority is to swap into a position where they can attack. Secondary priority is to target players. Monsters are placed in the order they are drawn.

Promises

You can make promises to players to forcibly drag them into fights, regardless of where they are on the map. Paying an amount of 30 gold forces a player into a fight.

Actions per Battle Phase

You may either use a skill, or switch positions with a person who is 1 position away from you. However, you may NOT directly move into a position that someone swapped into earlier. For example, if someone shifted into the 3rd position, none of the players are then able to directly move into that position. That position is referred to as a **locked position**. However, they can indirectly move people to that position. Using the same example above, if someone instead moved into the 2nd position from the 4th position and shifted the original 2nd and 3rd position to the 3rd and 4th positions respectively, that is acceptable. Any of the actions mentioned (skill or position shift) ends your turn.

Heroics

Killing Blows

Each killing blow on a monster grants the player who used the final move an extra 5 gold.

End of Combat

At the end of combat, the money dropped by the monster is divided evenly to the players, with leftovers going into the final treasure value. Any dead players go into dead mode.



The green circles are your allies and the numbers represent the positions they're at. The red circles are enemies, and the numbers under them are their positions.

At max, there can be only 3 enemies at a time.



The Mad Dash

Key fragments

4 key fragments are necessary to open the final chest. Key fragments can be found by picking up a card when you move onto a tile and flip up a card. Before 4 are found, the treasure is unable to be opened.

Once the final treasure has been obtained, rearrange the board and set up a straight line from the entrance to the treasure. All players are now moved to the final treasure. Every deactivated trap or monster spawn card is now reactivated. Once any player makes it to the end, the game ends and then the player with the most gold wins. Resurrecting players now puts them at the location of the final treasure rather than the exit.

The Final Treasure has a base value of 300 gold.

Skills are described below, as is a diagram of combat.

Heroics

Fallen

When a player dies, they drop a fourth of their gold to the ground which alive players can pick up by running over.

Room Swap: Once every 3 movement phases, you are allowed to switch two sectors with each other.

Treasure Relocate: Once every 2 movement phases, you are allowed to take a treasure chest and relocate to any sector that has been unlocked.

Poltergeist: Once every 3 movement phases, you are allowed to place a trap card anywhere on the map.

Monster Possession: You can take control of any monster and decide who they target and what they do.

For 15 Gold, any player can resurrect a fallen player back to the beginning of the board

Skills

The skills below tell you how much of each stat you need, damage that can be dealt, and positions it can be used from and what positions they can hit.



Dexterity Skills

Throw Dagger

1 Dexterity

Can be used in any position

5 Damage to the 2nd position enemy

No cooldown

Pistol Whip

2 Dexterity

Must be in position 1 or 2

5 damage to 1st position enemy

No cooldown

Potshot

3 Dexterity

Can be used in any position

5 Damage to the 3rd position enemy

No cooldown

Back Flip

4 Dexterity

Must be in position 1 or 2

7 damage to any enemy

Can be used 1 time per fight

Shift back 1 position, ignores locked position.

Hook and Chain

5 Dexterity

Can be used in any position

7 damage to any enemy

Can be used 1 time per fight

Move up 1 position, ignores locked position.

Heroics

Survival Instinct

7 Dexterity

Can be used in any position

Leave the fight

Goes on cooldown for 4 fights when used

Smoke Bomb

9 Dexterity

Can be used in any position

Randomize the positions of all enemies

Goes on cooldown for 1 fight when used

Snipe

11 Dexterity

Must be in position 3 or 4

Deal 12 damage to the 2nd or 3rd position enemy

No cooldown

Unnatural Recoil

12 Dexterity

Must be in position 1 or 2

Deal 10, 5, and 3 damage to the 1st, 2nd, and 3rd position enemies respectively

2 times per fight

Move back 2 positions

Acrobatics (passive skill)

13 Dexterity

Roll a die. Getting a 1, 3, or 6 lets you dodge the attack.



Strength Skills

Stab

1 Strength

Must be in position 1 or 2

Deal 8 damage to the 1st position enemy

No cooldown

Slam

2 Strength

Must be in position 1

Deal 12 damage to the 1st position enemy, take 2 damage

Can be used 3 times per fight

Warlord's Shout

3 Strength

Must be in position 1

All damage dealt by the team increases by 2 for the next turn

Can be used 2 times per fight

Bumrush

4 Strength

Must be in position 1

Deal 5 damage to the 1st position enemy, move the enemy back 1 position

Can be used 1 time per fight

Vicious Lunge

6 Strength

Must be in position 2

Deal 10 damage to the 1st position enemy

Can be used 2 times per fight

Move up 1 position

Heroics

Headbutt

8 Strength

Must be in position 1

Deal 20 damage to the 1st position enemy, you cannot act next turn

Can be used 2 times per fight

Throw

9 Strength

Must be in 3rd or 4th position

Throw an ally at any enemy. Deal 5 damage to your ally and 12 damage to the enemy.

Can be used 1 time per fight

Move ally to position 1

Defender's Shield

11 Strength

Must be in 1st position

All attacks next turn are redirected at you. You take damage for any ally that would have.

Can be used 2 times per fight

Battering Ram

12 Strength

Must be in 3rd or 4th position

Slam everyone in front of you, dealing 6 damage to allies and 9 damage to enemies

Can be used 1 time per fight

Move to position 1

Violence (passive)

13 Strength

Your single target attacks now pierce your target enemy and hit behind them for half the damage as well



Intelligence Skills

Firebolt

1 Intelligence
Must be in 3rd or 4th position
6 damage to any enemy
No cooldown

Grasping Earth

2 Intelligence
Must be in 3rd or 4th position
9 damage to an enemy in the 3rd position
Can only be used 4 times per fight

Frost Spear

3 Intelligence
Must be in 2nd, 3rd or 4th position
5, 4, and 3 damage to the 1st, 2nd, and 3rd position enemies respectively
Can only be used 2 times per fight

Heal

4 Intelligence
Can be used in any position
Heal an ally for 30 health
Goes on cooldown for 1 fight when used

Heroics

Volcanic Heat

6 Intelligence

Must be in 3rd or 4th position

Deal 7 damage to 2nd and 3rd position enemies

Can only be used 2 times per fight

Reflect

8 Intelligence

Must be in 1st or 2nd position

Take no damage next turn, instead, redirect half the damage you would have taken to an ally

Can only be used 1 time per fight

Teleport

9 Intelligence

Must be in 3rd or 4th position

Teleport an enemy to a different position and deal 10 damage

Can only be used 1 time per fight

Lifeline

11 Intelligence

Must be in 3rd or 4th position

Target 1 ally. For the next 2 turns, if you die, that ally dies as well

Goes on cooldown for 3 fights when used

Explosion

12 Intelligence

Must be in 3rd or 4th position

15 damage to all enemies and you cannot act next turn, including for movement phase

Goes on cooldown for 1 fight when used

Protect the Healer (passive)

13 Intelligence

At the start of each fight, designate an ally. That ally is dealt half the damage you are dealt.



Hybrid Skills in order from Dexterity Favored, Strength Favored, Intelligence Favored to Evenly Split

House of Daggers

9 Dexterity, 4 Intelligence

Can be used in any position

For the next 4 turns, anytime you are shifted position, deal 5 damage to ***everyone*** else

Goes on cooldown for 3 fights when used

Burning Shots

4 Dexterity, 2 Intelligence

Must be in 4th position

For the next 3 turns, you deal 2 damage to everyone in front of you up until your intended target, whenever you use a skill

Goes on cooldown for 1 fights when used

Friendly Fire

5 Dexterity, 4 Strength

Can be used from any position

Randomize the positions of everyone on your team and heal them all for 20 health

Goes on cooldown for 2 fights when used

2 Fast 2 Furious

11 Dexterity, 2 Strength

Can be used in any position

You dodge all attacks for the next two turns, letting it hit the person behind you

Goes on cooldown for 3 fights when used

Heroics

Kidnap

6 Strength, 5 Dexterity

Must be in position 1

Take one ally and one enemy and remove all three of you from the fight. No gold is gained

Goes on cooldown for 4 fights when used

Resuscitating Blow

6 Strength, 5 Intelligence

Can be used in any position

Heal a target that's one position away from you for 35. They cannot act next turn.

Goes on cooldown for 1 fight when used

Berserker Rage

11 Strength, 2 Intelligence

Can be used in any position

For the next 2 turns you heal 4 health per turn, and can attack **anyone** at any position

Goes on cooldown for 4 fights when used

Magic Greatshield

5 Intelligence, 4 Strength

Can be used in any position

For the next 2 turns, you block all attacks from the 2nd and 3rd position enemies

Goes on cooldown for 3 fights when used

Lightning Surge

11 Intelligence, 2 Strength

Can be used from any position

Every other person in battle takes 12 damage that can't be reduced by armor

Goes on cooldown for 2 fights

Rush Heal

5 Intelligence, 5 Dexterity

Can only be used from 3rd or 4th position

Jump forward 2 positions, heal all those moved by 15 health

Goes on cooldown for 1 fight

Heroics

Tradeoff

4 Dexterity, 4 Intelligence, 4 Strength

Can be used from any position

Target 1 ally and 1 enemy, neither of them can act next turn

Goes on cooldown for 3 fights

Jack of All Trades

5 Dexterity, 5 Intelligence, 5 Strength

Choose any skill that has no 13 stat requirement and this skill becomes that skill for the rest of the game



Tarot Card List

The Fool, 0

Reset everyone back to the starting point. Replace all monster tiles with new, unknown tiles. Lose 100 gold.

The Magician, 1

All monsters and traps can be ignored and deactivated until someone else runs through them this turn. You choose which person can force the activation.

The High Priestess, 2

You may withdraw from two fights.

The Empress, 3

Doubles all gold gained from the next fight OR the next treasure.

The Emperor, 4

Control your party for the entire round. Movement phase included.

Heroics

The Hierophant, 5

For the next round, you will always go last.

The Lovers, 6

Teleport to another player, in or out of combat. You can use this at any time.

The Chariot, 7

Automatically win a fight. Gain no gold for dealing final blows, but gain the gold for monster drops.

Strength, 8

Survive a fatal blow. Can be used twice.

The Hermit, 9

Move all other players two tiles away from you. All traps and monsters can be triggered by this movement.

The Wheel of Fortune, 10

Before you move, check the next 4 tiles. You can discard all of them, or rearrange them in any order.

Heroics

Justice, 11

All players in a battle take the damage dealt to the player who uses this card.

The Hanged Man, 12

Rearrange all tiles in two sections.

Death, 13

Move to the next section. You don't trigger any monsters during this movement and you collect at most 2 items from this advance.

The Temperance, 14

Equalize two player's gold levels. Cannot be used once the final treasure has been taken.

The Devil, 15

One player is now forced to move towards all fights, and take the shortest path towards treasure for the next two turns.

The Tower, 16

Everyone is moved to a random location in a random section.

Heroics

The Star, 17

No traps or monsters can be triggered by anyone in the team for the next turn.

The Moon, 18

Whenever another player grabs a treasure or item card, you can force them to draw three monster cards instead.

The Sun, 19

Heal yourself back to full, reset all cooldowns on skills.

Judgment, 20

Revive yourself immediately wherever you'd like in the section where you died, even in unexplored rooms.

The World, 21

Teleport all players to you.