



DUNGEON DELVER'S GUIDE

Dungeon Roll

A Dicey Dungeon Delve
Dripping with Danger

1-4 players

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The Dungeon lies before you! With your party of hearty companions and a few tricks up your sleeve, what will you risk to seek glory and fame?

Components

- 7 White Party Dice
- 7 Black Dungeon Dice
- 1 10-sided Level Die
- 36 Treasure Tokens
- 24 Experience Tokens
- 8 Hero Cards
- 4 Player Aid Cards
- 1 Rulebook
- 1 Book of Heroes



Game Setup

- 1) Remove all Treasure box contents except the Treasure tokens, which remain in the box, hidden from all players' view.
- 2) Randomly distribute one Hero card to each player. Alternatively, each player may select a Hero of their choice. Heroes begin the game on the Novice side.
- 3) The player who was most recently underground will start as the Adventurer.
- 4) The person to the Adventurer's left will start as the Dungeon Lord.



Forming a Party

- 1)** The Adventurer rolls all 7 Party Dice to form her starting party.
- 2)** If it is exhausted, the Adventurer refreshes her Hero card.
- 3)** The Dungeon Lord sets the 10-sided Level Die to “1.”
- 4)** The Dungeon Lord rolls 1 Dungeon die to populate the dungeon.



Anytime a Dragon face is rolled on a Dungeon die, set it aside in the Dragon's Lair where it remains until the Adventurer has defeated the dragon, or the Delve is over. Dice in the Dragon's Lair may not be re-rolled by Scrolls or abilities!

Dungeon Delving – A Player Turn

The Adventurer's turn is divided into four phases:

1) Monster Phase – Fight monsters!

The Adventurer uses Companions (Champion, Fighter, Cleric, Mage, Thief) to defeat Monsters (Goblins, Skeletons, and Oozes).

Only active Party dice may be used, never Party dice in the Graveyard. When used, Party dice are first placed into the Graveyard, and then their effects are carried out. Dungeon dice are returned to the available pool when defeated or discarded.

If the Adventurer fails to defeat all monsters, then she must flee the Dungeon! The delve is over immediately, and no experience is gained!

During the Monsters phase, the Adventurer may perform the following actions in any order:

A. Use a Scroll to re-roll dice.

The Adventurer may use a Scroll to re-roll any number of Dungeon dice and Party dice.



Dragon faces may not be re-rolled by using a Scroll.

Dice are moved to the Graveyard before their effect takes place.

B. Activate Hero Abilities



Each Hero card has both a Novice side and a Master side.

The Novice side is identified by the wooden text backing.

The Hero's **Specialty** can be used at any time

The **Ultimate Ability** can be used only once per delve. When used turn the card on it's side to show that the ability has been used.

The small icon in the bottom right corner of the card indicates which set the Hero is from.

C. Use a Companion to defeat one or more Monsters.

Certain Companions are more adept at dispatching certain types of monsters than others. Using your companions efficiently is key.



The **Fighter** defeats one Skeleton, one Ooze, or any number of **Goblins**.



The **Cleric** defeats one Goblin, one Ooze, or any number of **Skeletons**.



The **Mage** defeats one Goblin, one Skeleton, or any number of **Oozes**.



The **Thief** defeats one Goblin, one Skeleton or one Ooze.



The **Champion** may be used to defeat any number of Goblins, any number of Skeletons or any number of Oozes.

2) Loot Phase

The Adventurer may perform the following actions in any order:

A. Open Chests



One Thief or Champion may be used to open *any number* of Chests in the level. Any other Companion may be used to open *one* Chest.



For each Chest opened the Adventurer draws one Treasure token from the box.



In the rare case that no Treasure tokens remain in the box, the Adventurer receives one Experience token instead.



B. Quaff Potions



Any Party die (including Scrolls) can be used to Quaff *any number* of Potions.

For each Potion quaffed the Adventurer takes 1 Party die from the Graveyard and adds it to her active party, choosing its face.

Unused Chests and Potions are returned to the available pool before moving on to the Dragon phase.

Chests and Potions are not monsters, so it's good to roll them even if you don't use them!

3) Dragon Phase

All this fighting is certain to attract the attention of the Dragon! If there are three or more dice in the Dragon's Lair, the Dragon arrives and the Adventurer must do battle with it! Otherwise, skip ahead to the Regroup Phase.

Use three different types of Companions to defeat the Dragon. Treasure that acts like a Companion may be used in this way. (see Descriptions, below)



*If the Adventurer fails to defeat the Dragon, then she must flee the Dungeon!
The delve is over immediately, and no experience is gained!*

After defeating the Dragon...



All Dungeon dice in the Dragon's Lair are returned to the available pool.

The Adventurer draws 1 Treasure token from the box to claim the Dragon's hoard.

The Adventurer earns 1 Experience token for defeating the Dragon.

4) Regroup Phase

Any Dungeon dice still in the Dragon's Lair remain there. All other Dungeon Dice should already be in the available pool. The Adventurer chooses one of these three options:

A. Retire to the Tavern: The Adventurer collects Experience tokens equal to the number showing on the Level Die. The delve is over.



B. Stuff of Legend: If the Level Die is at 10, the Adventurer has cleared the dungeon and must Retire! She collects 10 Experience tokens. The delve is over.

C. Seek Glory: The Adventurer challenges the next level of the dungeon, keeping active Party dice available for use. These dice are not re-rolled. Party dice in the Graveyard remain there. The Dungeon Lord increases the Level Die by one, and then rolls a number of Dungeon Dice equal to the number now shown on the Level Die to repopulate the dungeon with monsters and loot.

If the Dungeon Lord is ever required to roll more Dungeon dice than are available (due to dice set aside in the Dragon's Lair for example), he simply rolls all available Dungeon dice.

Beware! Once the Dungeon dice are rolled for a new level, the Adventurer must defeat all monsters (and possibly the dragon) or she must Flee, gaining no Experience for this delve. There is no turning back once the Dungeon dice are cast!

The Delve is Over

After the Adventurer has Retired or Fled the dungeon, all Party and Dungeon dice are passed to the left. The Dungeon Lord becomes the new Adventurer and the player to his left takes up the role of Dungeon Lord. The new Adventurer forms his Party and the new Dungeon Lord populates the dungeon, just like the beginning of the game (see Forming the Party, above).

End of the Game

The game ends after each player has had 3 delves. Unused Treasure tokens are worth 1 Experience each (except the Town Portal, which is worth 2). Dragon Scales are worth an additional 2 Experience for each pair of them in your possession. The player with the highest total Experience is the winner! In the case of a tie, the tied player with the fewest Treasure tokens is the winner. If still tied, the tied players rejoice in a shared victory.

Treasure

Throughout the game, players will accumulate Treasure by opening Chests and defeating Dragons. Each Treasure token provides the Adventurer with a one-time ability that may be used at any time during a delve.

Used Treasure tokens are returned to the box. Unused Treasure tokens contribute to the Adventurer's final score at the end of the game.

Note: In any case of conflict with the rules, the Treasure ability takes precedence.



Vorpal Sword (3): Use as one Fighter die face.



Talisman (3): Use as one Cleric die face.



Scepter of Power (3): Use as one Mage die face.



Thieves' Tools (3): Use as one Thief die face



Scroll (3): Use as one Scroll die face.



Ring of Invisibility (4): Return all Dungeon dice from the Dragons Lair to the active supply of Dungeon dice. This does not count as Defeating the dragon – do not collect an Experience token or draw a Treasure.



Dragon Scales (6): At the end of the game, collect 2 additional Experience tokens for each pair of Dragon Scales you possess.



Potion (3): Revive 1 Party die (return it from the Graveyard to your active party) and choose its face.



Dragon Bait (4): Transform all monsters into Dragon faces. Move those dice into the Dragon's Lair.



Town Portal (4): Collect Experience tokens equal to the Level Die. The delve is over. If unused, Town Portal is worth 2 Experience at the end of the game instead of the usual 1.

Heroes

Heroes are avatars that represent the Adventurers. Each Hero card begins the game on its Novice side, and is flipped to the Master side when the Adventurer has collected enough Experience tokens to meet the Level Up requirement listed on the Hero card.

Each Hero has two types of abilities: Specialty, and Ultimate.

The Specialty may be used as many times as desired during each delve, whenever it makes sense to do so.

When the Ultimate ability is used, the Hero card is rotated sideways to indicate that the Ultimate is exhausted. At the beginning of each Delve the Hero is turned upright again, refreshing the Ultimate ability. This means that a player may use the Ultimate a maximum of three times per game.

Note: In any case of conflict with the rules, the Hero ability takes precedence.

Solo rules

Play three rounds as per the normal rules (though you'll have to roll your own Dungeon dice) and go for your best score.

Points scored:

0-15	points – Dragon fodder	30-34	points – Champion
16-23	points – Village Hero	35+	points – Hero of Ages
24-29	points – Seasoned Explorer		

Achievements:

Dragon Slayer – Defeat two Dragons in a single delve.

Dragon Master – Defeat three Dragons in a single delve.

Never Tell Me the Odds! – Roll all seven Dungeon dice at once and live to tell the tale.

Last Stand – Enter a level with one Party Die or fewer and defeat a Dragon on that level.

Ringers – Have a party consisting of 5 or more Champions (Viking / Undead Viking and Knight/Dragon Slayer don't count!).

We're Gonna Need a Bag of Holding! – Score 15 points from Treasure tokens at the end of the game.

Dungeon Master – Finish a delve with the Level die showing 10.

Natural 20 – score 20+ points without using a Hero card.

Critical Hit – Clear an entire Dungeon Level without using any Companions, Paladin Ultimate, or Battlemage Ultimate.

Guild Leader – Play the game with every Hero.

Magic Vortex – Score 20+ points without using a Treasure Token.

Dragon Bait – Roll 3 Dragon faces at once.

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Adventurer's Turn Order

(actions within a phase may be taken in any order)

1. Monster Phase

- a) Use Scrolls to reroll any number of Dungeon and Party Dice
- b) Activate Hero's Abilities
- c) Use Companions to Defeat Monsters

2. Loot Phase

- a) Use Companions to open Chests and draw one Treasure per Chest
- b) Use any single party die to quaff all Potions and revive 1 Party die per Potion (choose its face)

3. Dragon Phase (3+ Dragon Faces in the Dragon Lair)

Three different Companion types must be used to Defeat a Dragon.
After defeating a Dragon collect 1 treasure and 1 experience.

4. Regroup Phase

- a) Retire to the Tavern and pass the Party Dice
- b) If the Level die reads 10, you must Retire
- c) Seek Glory in the next Dungeon Level