



Contents

- 1 Game Board
- 1 Large Bag
- 1 Small Bag w/ variety of 7 types of Dice
- Hero Figurine
- Monster Figurine
- 4 Crystal Blue Pebbles
- 10 Pink Pebbles
- 3 Yellow Pebbles
- 14 Orange Pebbles
- 3 Light Blue Pebbles
- 1 Character Encounter Board
- 5 Event/Puzzle Cards

Set Up

Place the Hero Figure on the Orange Start Square

Place the Monster Figure on the Orange Oval

Place the Light Blue Pebbles on the Green Spaces

Place the Crystal Blue Pebbles on the Blue Spaces

Place 7 Pink Pebbles on the Black Spaces

Place the remaining 3 Pink Pebbles on the Red Spaces on the Character Encounter Board

Set 6 Orange Pebbles aside and place the rest on the Red Spaces, excepting the 3 in the maze portion just past Door 3, place 3 yellow pebbles on these Red Spaces.

Order the 5 event/puzzle cards face down so that Encounter One is on the top of the deck.

Place a Yellow Pebble on the Sword Icon of your Character Encounter Board

Directions

To allow the spirits of the dead to be able to be banished to the underworld once again, you will start by traversing the Dimension of Death to restore of the shattered Fylandrian Crystal. Proceed through the dungeon to gather the 4 crystal shards and return them to the pedestal of the Inner Sanctum. You will face puzzles and monsters along your way.

Movement

The player can only move horizontally and vertically. To move, roll a 12-Sided Die and move up to the number of spaces indicated by the result. The roll action can be done as often as needed when not in engaged in combat or an event/puzzle.

Move through the first room until you encounter Key #1 (Light Blue Pebble). You may pick up this key by landing on the space containing the object. Place the pebble on the Character Encounter Board on the space labeled "Key 1".

Doors

Doors are marked on the map with purple coloring. Each door is labeled with a specific number. To proceed through an indicated door the corresponding key must be discarded from the Character Encounter Board.

Event/Puzzle Encounters

When landing on a yellow encounter space, draw the corresponding Event/Puzzle Encounter card. Follow the directions indicated on the card. The events will layout requirements for the puzzle/encounter. If you do not meet the requirements, replace the encounter card and continue your exploration of the dungeon until you are ready to proceed.

Directions Continued

Basic Enemy Encounters

While traveling through the dungeon you will encounter basic enemies (Orange Pebbles). When your character lands on the space of a basic enemy, or on any adjacent space to an enemy (including diagonal) an enemy encounter begins. Once an encounter begins, no other basic actions (including movement) can take place until the encounter is resolved. Place your character on the hero slot of the Character Encounter Board and place the basic enemy on the enemy slot of the Character Encounter Board. Combat proceeds as follows:

- For the basic enemy, place 3 of the orange pebbles that were set aside at the beginning of the game on the enemy's health track.
- Choose a weapon from your inventory to attack with. Possession of a weapon is indicated by a yellow pebble in the indicated weapon slot. (You will always have the sword).
- Roll the dice corresponding to the outline below to attack and receive a counterattack.
 - Sword: The player rolls the 6-sided die and the enemy rolls the 8-sided die.
 - Bow: The player rolls the 12-sided die and the enemy rolls the 6-sided die and the 4-sided die, combining their total value.
- Compare the results.
 - Sword: When comparing the results of this roll, any time the total of the player's die exceeds the total of the enemy's die, the enemy will take a damage. Remove 1 orange health token from the enemy's track. If the player's total is 5 larger than the enemy's roll, remove all 3 of the enemy's hearts and end the combat.
 - If the enemy's die exceeds the player's die by a result of 2 or greater, the player takes damage and removes one heart from the character's health track. If the enemy's total result is 5 larger than the player's roll, the player loses 3 health ending the combat. (See game over instructions).
 - If none of these conditions are met, the round ends in a draw and neither the player nor enemy takes damage.
 - Bow: When comparing the results of this roll, any time the total of the player's die exceeds the total of the enemy's die, the enemy will take a damage. Remove 1 orange health token from the enemy's track. If the player's total is 4 larger than the enemy's roll, remove all 3 of the enemy's hearts and end the combat.
 - If the enemy's die exceeds the player's die by a result of 3 or greater, the player takes damage and removes one heart from the character's health track. If the enemy's total result is 6 larger than the player's roll, the player loses 3 health ending the combat. (See game over instructions).
 - If none of these conditions are met, the round ends in a draw and neither the player nor the enemy takes damage.
- If a round ends and both the player and the enemy still have health on their health tracks, the combat continues, if the player has more than one weapon at the start of each round, they may switch which weapon they attack with.
- Combat cannot be escaped and continues until either the player or the enemy has been defeated.
 - If the enemy has been defeated, restore the player's health track to 3 and place the player back on the square the encounter started on.
 - If the player has been defeated, restore the player's health track to 3 and place the player on the latest checkpoint. (See game over instructions).

Game Over

If the player's health reaches zero, then the game is over, and the player has lost. The player may continue playing by placing their figure on their latest checkpoint. The default check point is the orange starting square with 3 hearts and a yellow token in the sword slot on the Character Encounter Card. As the player progresses, certain puzzle/events cards will override the latest check point achieved and the subsequent set up of the Character Encounter card.



Encounter 1

Navigating the River of Death

Requirements: Key 1 Discarded to enter Door 1, Land on the Encounter 1 Space.

You Have reached the River of Death. Any contact with the depths of souls will harm you. Proceed by jumping on skulls floating down the river until you make it to the other side where the key awaits.

Roll a 4-Sided Die to determine your dexterity. This result will remain in effect through the encounter.

To proceed, roll a 12-sided Die and add your dexterity result to this number. If your result is 8 or higher, you sucessfully jump to the next skull. If your result is less than 8, take 1 damage.

After 3 sucessful attempts you make it to the other side, but must contend with a regular enemy. Start a basic enemy combat, but you get a +2 to your rolls, and the enemy gets a -1.

Reward: Add Key #2 to your character encounter board. Place your character on the square outside of door #1

Encounter 3

MiniBoss in the Colliseum

Requirements: Shard 1, Land on the Encounter 3 Space, all 3 basic enemies defeated.

You Have reached the colliseum. Here the skeleton of a fabled giant awaits! You will need to use all of your bravery to defeat this enemy.

Set up the character encounter board as you would for a basic enemy, but instead place 4 orange tokens on the enemy's health track.

Combat will proceed the same as basic combat, but it will take a difference of two for the player to damage the mini boss. You may choose to bolster your courage each round during the fight. To do this, roll a 4-sided die. A result of 3 or 4 will add 1 to your roll. A result of 1 will subtract 1 from your roll.

Reward: Once defeated, the skeleton leaves a trove of treasure. Collect the next crystal shard from the map, as well as the key (light blue pebble) to Door #3. Finally, you have received a new Bow! Place a yellow pebble on the bow portion of your Encounter Card. Follow the combat protocol and reset health.

Your checkpoint should now reflect your progress

Encounter 2

Push/Jump Puzzle

Requirements: Key 2 Discarded to enter Door 2, Land on the Encounter 2 Space.

Above you floats one of the shards of the Crystal. But it floats out of reach. Proceed by pushing over the large crates found in the room and climb on them to reach the shard.

Roll a 4-Sided Die to determine your athleticism. If you roll a 1: use a 6-sided die, 2: 8-Sided, 3: 10-sided, 4: 12-sided.

To proceed, use movement rolls to place your character on a black square (Pink Pebble) with a crate. Push the crate in the direction of the shard (Blue Pebble) by rolling your die. A result of 6 or higher must be achieved to push the crate into the correct position. Once all 4 crates have been moved, roll the die and a result of 6 or higher will allow you to jump and grab the shard. Any basic enemy encounters must be resolved while accomplishing this task. Any number of attempts can be made to achieve the result so long as the player is not engaged in combat.

Reward: Add the shard to your shard collection on your charter encounter board. Place your character back on the encounter 2 space. Your checkpoint is now encounter 2 space, and you will start with 1 shard obtained.

Encounter 4

Sneaking Around

Requirements: Key 3 Discarded to enter Door 3, Land on the Encounter 4 Space, Bow, all basic enemies to this point defeated, Shard 1 &2.

Having bested the giant, you find yourself in a maze with several half giants. Fighting them will be difficult, so try to sneak around them.

Continue using basic movement to proceed on the map. With Every movement roll, roll a 6 sided die. A result of two or less will alert the nearest half-giant to your presence a start a combat. As you move through the maze, moving the crates in the line of sight of the nearest half-giant will hide you from view and give your next 6-sided die roll a plus 1. To move a crate, the result of a 6-sided die cannot be 1.

Should your stealth be lacking and you trigger a combat with a half giant, set up combat as normal, but these enemies have 5 health and will always attack using an 8 sided die. Your new bow may come in handy, however, adding a plus two if the bow is used in the round.

Once you have reached the square with the shard, a stealth roll is no longer required with the movement roll, and the encounter ends.

Reward: Add the third shard to your shard collection on your charter encounter board. Your check point should indicate your progress up to this point. Follow the combat protocol and reset your health.

Encounter 5

Final Boss

Requirements: All 4 shards, All Enemies defeated, All previous encounters completed.

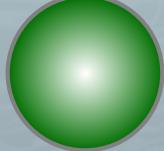
Having fought through the dimension of death you will now face one of the great spirits. Your check-point will be the location of the last shard and reflect your progress to this point. There is no killing this undead behemoth. You must restore the crystal shards to the pedestal to seal the beast to this dimension and allow all future enemies to stay bound to this realm once defeated.

Set Up combat as normal, with the boss's health track being maxed out at 6. The boss gets a plus one to all rolls. Additionally, the boss cannot take damage until the crystal has been restored. To restore a piece of the crystal, you must win a round of combat, but instead of dealing damage, discard one shard piece. For every shard piece restored, add a plus one to your rolls. Once all 4 shards have been restored, the boss can take damage.

Once defeated, this level will be completed! You now have a way to start cleansing the land of the living as the souls of the dead in the nearby areas will now be sealed in the dimension of death once they are defeated. You face a perilous road ahead, but have accomplished something great!



Player Health



Player Token



Sword

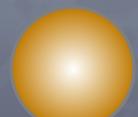


Bow

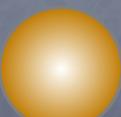
Keys



1



2



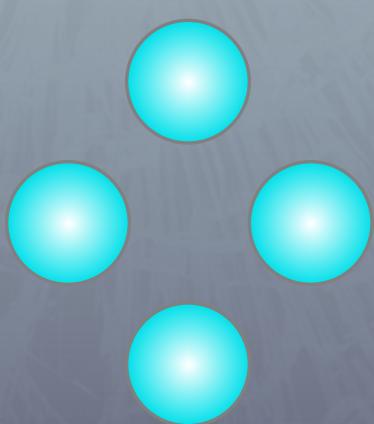
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Enemy Health



Enemy Token



Crystal Shards