

### 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.