Rules

The land is in peril! Two brave adventurers, alongside their loyal companion, set out to defeat the evil enemy boss and its sinister allies.

The rules assume a 2-player co-op. For solo mode, play the part of both players.

Setup
Randomly select two Level 1 opponents, two Level 2 opp. and a boss. Without looking which you picked, stack them face down, starting with the Level 1's and ending with the boss.

Each player chooses an adventurer. Together, choose a companion. Place cubes on adventurer and companion cards to indicate they are at full health.

Health points are the shields in the middle left of these cards. Flip over and reveal your first enemy. Place a cube to indicate they are at full health.

You can set the deck for difficulty:

Casual: Four level 1's, boss.
Normal: Two 1's, two 2's, boss.
Impossible: One 1, three 2's, boss.

Gameplay
The party (adventurers and companion) hits first. Each player rolls 3 dice for their adventurer. Roll once and reroll up to two more times. You can keep or reroll whichever dice you want. Use dice values to activate adventurer abilities. Your own dice apply to your adv. only, but players may

---

work together to activate companion abilities. Apply damage to enemy.

Now it's your opponent's turn. Roll a die for every health point it has remaining and resolve damage based on its hit criteria (most enemies hit on 1 & 2).

Opponent hit criteria is indicated by which dice values are under the swords icon (⚔) on the left side of enemy cards.

Apply damage to any party member or split between party members how you like. Keep taking turns until opponent is defeated, and reveal next opponent. If a party member is defeated, you may try to keep going without them. Defeat the boss to win!

Anatomy of an enemy card.

A) Enemy type (Level 1, Level 2 or Boss).

B) Which die values they hit on.

C) Health points.

D) Enemy's ability.

Anatomy of a party member card.

A) Health points.

B) Type (Adv. or Companion).

C) Ability cost.

D) Ability text.

Wizard — ADVENTURER — 1 2 3

3 VALUE DIE
1 damage. Cannot use in first round.

STRAIGHT OF 2
1 damage. If third die is a 1 or 2, you miss. If it's a 6, do 3 damage instead.

3 OF A KIND — MOVE ON
A defeated enemy fights on your side. It has 1 health and rolls 3 dice. Use their normal hit criteria.

Archer — ADVENTURER — 1 2 3 4

2 VALUE DIE
2 damage. Only in first round of encounter.

STRAIGHT OF 3
Damage equal to value of the middle die.

2 OF A KIND — ARROWS
2 damage.

Volt Bear — COMPANION — 1 2 3 4 5 6 7

2 PAIR — OVERENERGIZE
Damage equal to current damage on Volt Bear.

STRAIGHT OF 5 — ELECTRIC BLAST
5 damage.

2 OF A KIND — TAUNT
Next turn, enemy can only attack Volt Bear and at half damage, rounded up. 3 of a kind to taunt for 2 turns, 4 of a kind for 3 turns. Max of 1 taunt per encounter.

Healing Spritz — COMPANION — 1 2 3 4

4 OF A KIND
2 damage. Then, roll a die. If it's a 3-6, do another 2 damage. Keep rolling until you miss. Maximum of 8 damage.

2 PAIR — VITALITY
Damage equal to the total damage currently on adventurers.

PLACE A DIE
Roll a die for amount of heal shared among party. You may reroll once. Set aside a 4 during encounter to redeem the die, or get it back free after encounter.

Medicine Woman
ADVENTURER — 1 2 3 4

4 VALUE DIE — 1 damage. Only use if your other dice are of equal or lesser value.

STRAIGHT OF 2 — 1 damage and turn third die to any side.

3 OF A KIND — Resurrect a dead party at full health. If all are alive, instead do damage equal to Medicine Woman's current health.

Fighter
ADVENTURER — 1 2 3 4 5

1 VALUE DIE — 1 damage. (ASSURED ATTACK)

STRAIGHT OF 2 — Damage equal to half of the higher die's value, rounded down.

3 OF A KIND — Damage equal to dice values. (COMBO)

Rogue
ADVENTURER — 1 2

4 VALUE DIE — 1 damage. Max of 1 per round.

STRAIGHT OF 3 — 2 damage. Add 1 damage for every enemy already defeated.

2 OF A KIND — 2 damage. Place a die to also do damage equal to half the difference between pair dice values and the third die, rounded up.

Flower Ranger
ADVENTURER — 1 2 3

5 VALUE DIE — 1 damage. (STAFF OF JUSTICE)

2 OF A KIND — 2 damage. If values are 1 or 2, also heal 1 to an adventurer with half health or less.

STRAIGHT OF 3 — 2 damage. Also heal 1 to any party.

Roll Crawl

Roll Crawl

Roll Crawl

Roll Crawl

Level 1 — Warlock

Set aside every 6 rolled by Warlock. These dice cannot be used by the party next turn.

1 2 3 4 5 6 7 8 9

Level 1 — Battle Orc

Battle Orc gains 2 health if he does no damage on his turn.

1 2 3 4 5 6 7 8 9

Level 1 — Ice Guy

If you apply damage to a companion, double it.

1 2 3 4 5 6 7 8 9

Level 1 — Dungeon Guard

"You should turn back. Dangers beyond your understanding await down this path."

1 2 3 4 5 6 7 8

Roll Crawl

Roll Crawl

Roll Crawl

Roll Crawl

Barbarian Slugger
Level 2

Barbarian Slugger deals 2 damage per hit.

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Hot Jinn
Level 2

If Hot Jinn takes 4 or more damage in a turn, choose a party member to take 1 immediate damage.

1 2 3 4 5 6 7 8 9 10 11 12

Red Imp
Level 2

Apply damage to the party member with the lowest health first.

1 2 3 4 5 6 7 8 9 10

Goblin King
Level 2

Goblin King deals 1 extra damage for every pair of 1's he rolls on his turn.

1 2 3 4 5 6 7 8 9 10 11 12 13 14

Roll Crawl

Boss — Night Knight

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Night Knight gains health equal to half the damage he deals, rounded up.

Boss — Sorcerer

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Adventurers who take damage cannot use their abilities next round.