

PARTY OF 4

Fortunes Found in Dungeons Deep

The SOLO Hero-crafting, Dungeon-delving
& Treasure-looting Board Game

ADVENTURER'S MANUAL

*(Oh, LOOK! IT'S MADE TO LOOK LIKE IT'S PRINTED ON ANCIENT,
WATER-STAINED PARCHMENT. HOW ORIGINAL!)*



COMPONENTS (in order of gameplay)

HERO CRAFTING

Race	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
DWARF	12	10	14	10	10	8
ELF	10	14	10	12	10	14
DARK ELF	10	14	10	12	10	14
CHANGELING	10	10	10	10	10	10
BROCK	14	10	12	10	10	8
ROCK GNOME	14	10	12	10	10	8
HALFLING	10	14	10	10	10	12
HUMAN	10	10	10	10	10	10

HOW TO...

1. Choose Race for your Adventurer & number them 1 to 4.
2. Roll 4d6 for 4 Adventurers. Record Highest & Lowest Roll.
3. Assign a Die Roll to each Attribute (Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma, etc.) and Record Values in Large Boxes on the Roll Sheet.
4. Repeat Steps 2 & 3 for the Remaining Adventurers.
5. Enroll Each Adventurer in a School or Academy of your Choice. Record any Acquired Schooling Buffs by Taking the Checkboxes, EDU Boxes Record Years Completed or Failed.
6. Add Modifiers (in the Margins) and Schooling Buffs to Initial Attribute Values of 1st Adventurer. Record New Values on Party Tracking Sheet, Step 7. Repeat Step 6 for ALL Adventurers.

SKILL AND SPELL DESCRIPTIONS

Blacksmith Apprentice
Sharp Edges: Add +1 to any Combat die roll.
Forge Ash: Record the Adventurer's Combat die roll.
Set Trap: Enemy roll of 1 is not re-rolled if Party Encounter wins.
Hammer Throw: Force re-roll of any Enemy Combat die roll of 4.
Advocate: Craft Craft items with advantage.
Crazy Crafters: Crafting costs 50% less (gold & crafting pieces).

School of Skull Crushing
Party Protection: Prevent loss of a die on Combat or Obstacle loss.
Shield Bash: Enemy also loses a die after a Party Combat loss.
Dual Weapon Stance: Enemy loses an extra die on Combat win.
Tough Cookies: Prevent loss of the Adventurer's Combat or Obstacle die.
Inspiration: Re-roll any Party Combat or Obstacle die.
Skillful Execution: Any roll of 5 by the Adventurer counts as a 6.

School of Hard Knocks
Party Protection: Prevent loss of a die on Combat or Obstacle die roll.
Fleet of Foot: Re-roll any Party Combat or Obstacle die roll.
Prestige: Awarded to Party Encounter roll of 4 wins round.
Tough Cookies: Prevent loss of the Adventurer's die on a loss.
Expert Scavenger: Extra Reward or Loot Table roll.
Survivors: Record the Adventurer's Encounter die roll & win/loss.

Enrollment Setback
You are a student at the Academy. You must pass your classes to advance. If you fail, you will be enrolled in a remedial class. You will be enrolled in a remedial class if you fail a class. You will be enrolled in a remedial class if you fail a class. You will be enrolled in a remedial class if you fail a class.

Advancement Setback
You are a student at the Academy. You must pass your classes to advance. If you fail, you will be enrolled in a remedial class. You will be enrolled in a remedial class if you fail a class. You will be enrolled in a remedial class if you fail a class. You will be enrolled in a remedial class if you fail a class.

SCHOOL OF HARD KNOCKS

"Are you dumb as a rock? Then you need the School of Hard Knocks!"

INVOLUNTARY WEALTH RE-DISTRIBUTION SCHOOL

"Why climb the ladder of success when you can steal it?"

BLACKSMITH APPRENTICE

"It's NOT as hard as you think it is if you LOVE it!"

SCHOOL OF SKULL CRUSHING

"We never met a skull that didn't need a good crushing."

ARCANE ARTS ACADEMY

"A little magic never hurt anyone, but A LOTTA magic hurts real bad!"

"Welcome to the newly rebranded Arcane Arts Academy (formerly known as The Secret Order of Wizards Working in the Shadows to Manipulate Stupid People). While nothing has changed except the name, we invite you to join the Realm's oldest school of dazzling mystem and senseless destruction."

ENROLL IN ACADEMY: Roll 4d6 for Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma. Roll 1d4 for School. Roll 1d4 for Academy. Roll 1d4 for Enrollment Setback.

Enrollment SUCCESS! You are now enrolled in the Academy. Record your stats on the Party Tracking Sheet.

Enrollment Setback You failed to enroll in the Academy. You will be enrolled in a remedial class. You will be enrolled in a remedial class if you fail a class. You will be enrolled in a remedial class if you fail a class. You will be enrolled in a remedial class if you fail a class.

Year 1: Welcome! Magic User
You survived the Fendishly Difficult Enrollment Trials (patent pending)?
Roll 1d4 for School. Roll 1d4 for Academy. Roll 1d4 for Enrollment Setback.

Year 2: Moderate
Keep up with your studies. One day you may just become dangerous enough to inflict the equivalent of an Arcane parchment cut.
Roll 1d4 for School. Roll 1d4 for Academy. Roll 1d4 for Enrollment Setback.

Year 3: Satisfactory
In all my centuries as an Arcane mentor, I have never seen a student with so little promise make such satisfactory progress.
Roll 1d4 for School. Roll 1d4 for Academy. Roll 1d4 for Enrollment Setback.

Year 4: Excellent
I hope you will finally remember to ALWAYS point Lightning Bolts AWAY from your genitals.
Roll 1d4 for School. Roll 1d4 for Academy. Roll 1d4 for Enrollment Setback.

COMPLETION: Graduation Day!
You are now a graduate of the Academy. Record your stats on the Party Tracking Sheet.

HERO-CRAFTING SHEET (3 copies)

ACADEMIC INSTITUTIONS (5 in total)

BLACKSMITH APPRENTICE

Enrollment Setback

1. "I'm a hammer. A hammer is good for smashing nuts. A hammer is a BAD for smashing your hand. MINE ENROLLMENT FAILED."
2. "I'd asked you to smelt a piece of quartz, now you've got a battery. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
3. "As a general rule of thumb, the more that you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
4. "I got that not every encounter is the same. But MOST of our encounters would either NOT have a reward that you can use, or they would be a waste of time. YOU ENROLLMENT FAILED."
5. "I understand that you're young, but you're not a child. You're a young man. You're a young man. YOU ENROLLMENT FAILED."
6. "The good news is that the more you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."

Advancement Setback

1. "I'm a hammer. A hammer is good for smashing nuts. A hammer is a BAD for smashing your hand. MINE ENROLLMENT FAILED."
2. "I'd asked you to smelt a piece of quartz, now you've got a battery. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
3. "As a general rule of thumb, the more that you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
4. "I got that not every encounter is the same. But MOST of our encounters would either NOT have a reward that you can use, or they would be a waste of time. YOU ENROLLMENT FAILED."
5. "I understand that you're young, but you're not a child. You're a young man. You're a young man. YOU ENROLLMENT FAILED."
6. "The good news is that the more you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."

WEALTH RE-DISTRIBUTION

Enrollment Setback

1. "I'm a hammer. A hammer is good for smashing nuts. A hammer is a BAD for smashing your hand. MINE ENROLLMENT FAILED."
2. "I'd asked you to smelt a piece of quartz, now you've got a battery. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
3. "As a general rule of thumb, the more that you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
4. "I got that not every encounter is the same. But MOST of our encounters would either NOT have a reward that you can use, or they would be a waste of time. YOU ENROLLMENT FAILED."
5. "I understand that you're young, but you're not a child. You're a young man. You're a young man. YOU ENROLLMENT FAILED."
6. "The good news is that the more you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."

Advancement Setback

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5. "I understand that you're young, but you're not a child. You're a young man. You're a young man. YOU ENROLLMENT FAILED."
6. "The good news is that the more you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."

SCHOOL OF SKULL CRUSHING

Enrollment Setback

1. "I'm a hammer. A hammer is good for smashing nuts. A hammer is a BAD for smashing your hand. MINE ENROLLMENT FAILED."
2. "I'd asked you to smelt a piece of quartz, now you've got a battery. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
3. "As a general rule of thumb, the more that you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
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5. "I understand that you're young, but you're not a child. You're a young man. You're a young man. YOU ENROLLMENT FAILED."
6. "The good news is that the more you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."

Advancement Setback

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6. "The good news is that the more you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."

PREGEN ADVENTURERS

Race	Strength	Dexterity	Constitution	Intelligence	Wisdom	Charisma
SNOOP DWARF	12	10	14	10	10	8
SOUSHY THE CHANGELING	10	14	10	12	10	14
DWAYNE THE BROCK JOHNSON	14	10	12	10	10	8
ROCKY THE ROCK GNOME	14	10	12	10	10	8

SCHOOL OF HARD KNOCKS

Advancement Setback

1. "I'm a hammer. A hammer is good for smashing nuts. A hammer is a BAD for smashing your hand. MINE ENROLLMENT FAILED."
2. "I'd asked you to smelt a piece of quartz, now you've got a battery. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
3. "As a general rule of thumb, the more that you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."
4. "I got that not every encounter is the same. But MOST of our encounters would either NOT have a reward that you can use, or they would be a waste of time. YOU ENROLLMENT FAILED."
5. "I understand that you're young, but you're not a child. You're a young man. You're a young man. YOU ENROLLMENT FAILED."
6. "The good news is that the more you craft, the more likely you are to get a better quality. I don't want a battery. I want a piece of quartz. YOU ENROLLMENT FAILED."

ENROLLMENT AND ADVANCEMENT SETBACK TABLES (YES, IT'S UPSIDE-DOWN ON PURPOSE!)

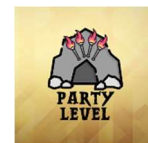
COMPONENTS (continued)



DUNGEONS DEEP GAMEBOARD



DELVE TILES (12 in all)



GAMEBOARD MARKERS

PROLOGUE OR...

... the answer to the stupid question, “Why the heck am I here?!?”

Greetings, pathetic humanoid mortal!

I would introduce myself using a ‘name’ but attempting to comprehend it would likely cause your puny brain box to collapse in upon itself. Entertaining as that may be... it is probably best that we come up with a name that is less likely to lead to a brain-splatter mess.

You can call me Colossal Ken.

You probably didn’t know this, but being all-powerful and living for a crazy long time can be REALLY boring – think ‘never-ending novel plague quarantine lockdown’ boring.

The GOOD NEWS – for me, anyway – is that I have chosen you to entertain me for the next tiny fraction of my existence.

I will be your guide during your Party of 4 Adventures (since the only thing you seem skilled at ‘guiding’ is too many foodstuffs into your over-eager gobber). You are NOT required to follow my guidance. Feel free to tweak or alter or change the ‘rules’ as you see fit. The goal is for ME to have fun and YOU yelling at inanimate objects isn’t terribly entertaining (unless it involves a TV showing cable news – that \$#!+ is CRAZY!).

Have fun! ... ‘cause if you don’t, I’ll squish your head like a grape!

– Yours in Colossal Mayhem, Colossal Ken

HOW TO PLAY

PART 1: HERO-CRAFTING

Not smart enough to add up single-digit numbers? Too lazy to do all the steps necessary to play? Wanna skip the Hero-crafting crud and get straight to the Dungeon Delving?

Well, then... do we have a solution for you! Skip this Section and use the Pregenerated Adventurers provided by your gracious, loving and oh-so-talented game designer.

CRAFTING ADVENTURERS: *They Ain't Heroes Yet*

Step 1: Choose a Race for each of the Adventurers (repeat Races are NOT recommended).

Number each Adventurer 1 through 4 by filling in the /4 box.

HERO CRAFTING		EDU	BRAINS	BRAWN	AGILITY	FORTITUDE
<input checked="" type="checkbox"/> /4	 DWARF	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	2	5 +1	3	4 +3
<input type="checkbox"/> /4	 ELF	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	+2		+2	
<input type="checkbox"/> /4	 DARK ELF	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>		+2	+2	
<input checked="" type="checkbox"/> /4	 CHANGELING	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	6 +2	4 +2	4	3

Step 2: Roll 6d6 (i.e., six 6-sided dice).

Discard the highest and lowest roll values.

Step 3: Assign each of the remaining four (4) die rolls to the Adventurer attribute of your choice.

Record these values in the large, white Attribute Box.

Step 4: Repeat Step 3 for all 4 Adventurers.

ACADEMIC ENROLLMENT: *Never Too Cool for School*

Each Adventurer will be given the opportunity to receive up to four years of Academic Instruction. This can occur at the same institution, or it can be spread across multiple Academic Institutions. Keep in mind that Graduation Rewards can only be earned after successfully completing ALL four years of instruction at the SAME institution (that's kinda like the definition of 'graduation', duh).

Step 1: Choose a School, Academy or Apprenticeship for your first Adventurer.



ARCANE ARTS ACADEMY
"A little magic never hurt anyone, but
A LOTTA magic hurts real bad!"

"Welcome to the newly re-branded Arcane Arts Academy (formerly known as The Secret Order of Wizards Working in the Shadows to Manipulate Stupid People). While nothing has changed except the name, we invite you to join the Realm's oldest school of dazzling mayhem and senseless destructification."

ENROLL IN ACADEMY: ROLL >  **= Enrollment Setback** 

<  **= Enrollment SUCCESS!** 

Enrollment SUCCEEDS on a IdIO Roll that is Less Than (<) the Partymember's Brains. In the event of a Setback, Roll on the Arcane Arts Academy Enrollment Setback Table.

Year I: Welcome, Arcane NOOB!

Step 2: Find and Place the Setback Roll Tables Half-sheet.

Find the corresponding (Arcane Arts Academy Setback Half-sheet CORRESPONDS with the Arcane Arts Academy Game Card) and place it to the

RIGHT of the Academy. The Enrollment Setback Red Gem should point directly towards the Setback Tables Half-sheet (see below).

Step 3: Attempt to Enroll your first Adventurer by rolling a 1d10 (a single 10-sided die).

Enrollment SUCCEEDS if the roll is Less Than or Equal To the indicated Attribute. The Adventurer can attempt enrollment as many times as they want as long as they don't receive an ENROLLMENT FAILED. They may also choose to attempt to enroll at another Academic Institution after any failures.



Example: An Adventurer needs to roll Less Than or Equal to their Brains Attribute to Enroll in the Arcane Arts Academy

ENROLLMENT SUCCESS OR SETBACK: What Doesn't Kill You...

Each Adventurer will be given the opportunity to receive up to four years of Academic Instruction.

ARCANE ARTS ACADEMY
"A little magic never hurt anyone, but A LOTTA magic hurts real bad!"

"Welcome to the newly re-branded Arcane Arts Academy (formerly known as The Secret Order of Wizards Working in the Shadows to Manipulate Stupid People). While nothing has changed except the name, we invite you to join the Realm's oldest school of dazzling mayhem and senseless destruction."

ENROLL IN ACADEMY: ROLL > 10 = Enrollment Setback
Enrollment SUCCEEDS on a 1d10 Roll that is Less Than or Equal to the Adventurer's Brains in the event of a Setback, Roll on the Arcane Arts Academy Enrollment Setback Table.

Year 1: Welcome, Arcane NOOB!

"Oh, You survived the Fiendishly Difficult Enrollment Trials (patent pending)?"

ENROLLMENT SUCCESS:

Step 1: Advance directly to Year 1 of schooling.

Step 2: There IS NO Step 2. Quit gawking and move along!

with so little promise make such satisfactory progress."

Reward: Congratulations! Graduation Day!

ARCANE ARTS ACADEMY
SETBACK ROLL TABLES

Enrollment Setback

On ENROLLMENT FAIL, this Player Character (PC) must choose an alternate Academic Pursuit. On TRY AGAIN, this PC may attempt to enroll again.

- "Banishing your instructor to the Arcane Plane of Taxes and Other Cruel and Unusual Sufferings is NOT COOL! I don't care if it was a mistake. No more school for you." ENROLLMENT FAILED.
- "The good news is that everyone was impressed that you turned Master Zimbabwe into a rabbit. The bad news is that we were unable to catch him before someone turned him into rabbit stew." ENROLLMENT FAILED.
- "Do you have any idea how hard it is to get the smell of burnt elf out of Arcane Robes? I do. It's hard. VERY hard." TRY AGAIN.
- "Our students may be complete wastes of space, but they are our primary source of revenue. Please try to NOT kill any when you try again next year." TRY AGAIN.
- "Invisibility is a powerful and amazing Spell, BUT it is NOT for creeping around in the Robe rooms. Why does this keep happening?!" TRY AGAIN.
- "When attempting a Levitation Spell, it is customary to gently return your subject to earth. You can try crawling again after Master Xyzzx has fully recovered from his 73 and is broken bones (DO NOT ask about the 's' bond! He's rather sensitive about it)." TRY AGAIN.

Advancement Setback

On ADVANCEMENT FAIL, this Player Character (PC) must choose an alternate Academic Pursuit. On TRY AGAIN, this PC may attempt to advance again.

- "In all my centuries I've never seen a student BREAK in such a place of extremes. And I haven't the foggiest idea how to fix it! GET OUT!" KICKED OUT.
- "I don't know about you, but I find your study way too boring to let you advance the next year. RE-DO this again." REPEAT YEAR.
- "This is the point in your schooling where we mercilessly whittle down the entire class over the next year to just one student. All your classmates are already dead. Congratulations!" RIP YEAR. After 100 years of trying, you're still here. Achievement level is never occurred to them to try turning the tears of orphaned infants into gold. Well done! This is the point in your schooling where you must choose an alternate academic pursuit. ROLL ON REWARD TABLE. Then, Con...
-

ENROLLMENT SETBACK:

Step 1: Roll a 1d6 on the Enrollment Setback Table for the corresponding Academic Institution.

Step 2: Follow the instructions given (after laughing heartily at the subtle, but ingenious funniness, of course!).

On TRY AGAIN, the Adventurer may attempt to enroll again.

On ENROLLMENT FAILED, the Adventurer is denied enrollment (ouch!) and must choose an alternative academic pursuit.

This can occur at the same institution, or it can be spread across multiple Academic Institutions. Keep in mind that Graduation Rewards can only be earned after successfully completing ALL four years of instruction at the SAME institution (that's kinda like the definition of 'graduation', duh).

NOTE: Failure to enroll does NOT count against the Adventurer's total of 4 years of instruction.

ACADEMIC ADVANCEMENT: *Bring on the Smartness!!!*

Step 1: Attempt to Complete Year 1 of Instruction by rolling a 1d20.

Completion of Year 1 AND Advancement to Year 2 SUCCEEDS when the roll is Less Than or Equal To the COMBINED TOTAL of the indicated two attributes.

Example: A Year 1 Adventurer at the Arcane Arts Academy advances to Year 2 with a roll that is Less Than or Equal To their Brains AND Fortitude ADDED TOGETHER.

Step 2: Resolve any Advancement Setbacks (if applicable).



ADVANCEMENT SETBACK:

Roll 1d6 on the Advancement Setback Table. Follow the instructions given (after being generally impressed with the game designer's sense of wit!).

ADVANCEMENT SUCCESS:

Continue to Step 3.

What? Were you expecting some kind of cheesy ceremony?!?

On KICKED OUT, the Adventurer is, well... kicked out. Adventurer must choose an alternative academic pursuit. Getting Kicked Out causes the Adventurer to lose a year of instruction.

On TRY AGAIN, the Adventurer may attempt to advance again.

On SKIP YEAR, the Adventurer successfully advances to next year AND also successfully completes the following year without the need for an Advancement Roll. If the Adventurer SKIPS in their 4th Year, they receive an additional Attribute increase and Advancement Rewards, BUT only 1 Graduation Reward. Sadly, there is no funny Year 5 text to read. Do I seriously have to do EVERYTHING around here?!? Geesh.

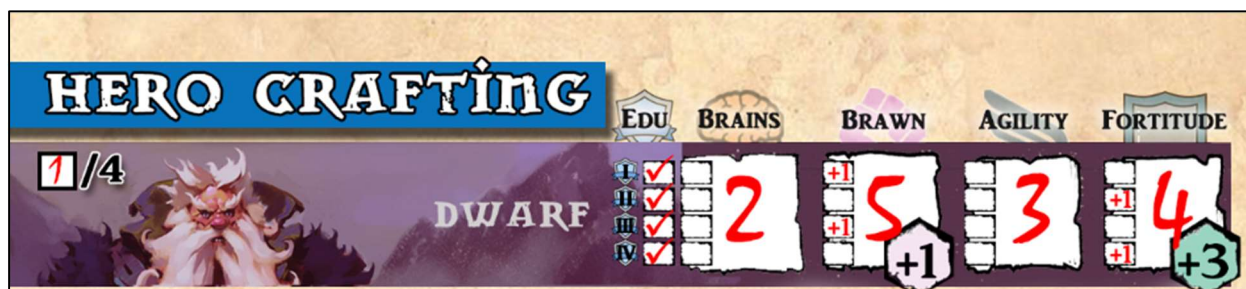
On IMMEDIATE GRADUATION, Adventurer advances to next year AND also successfully completes all remaining years of study AND graduates without the need for an Advancement Roll. Adventurer receives all Advancement Rewards and a Graduation Reward.

The Adventurer's Mama would be SO proud!

Step 3: Record Advancement Success or Failure on the Hero-crafting Sheet.

Using the EDU check boxes, record either a ✓ for successfully completing a Year of schooling OR a ✗ for being Kicked Out of school. The top box is for Year 1, the 2nd box is for Year 2, the 3rd box is for Year 3 and the last box is for Year 76 (not really, but I'll give you 4 guesses what the last box is for).

Step 4: Record Any Attribute Increases on Hero-crafting Sheet: Using the itty-bitty boxes INSIDE the large, white Attribute box to record any Attribute gains (write +1 in the box). Should your Adventurer fail to gain an Attribute point, simply leave it blank and shake your head in derision.



Step 5: Record Any Acquired Skills or Spells. Using the Hero-crafting Sheet, circle the name and description of any Skills or Spells (bottom of the sheet) that the Adventurer acquired from an Advancement Reward. Optional: Record the number of the Adventurer that obtained the Skill or Spell.

SKILL AND SPELL DESCRIPTIONS		How to Use Skills / Spells
<p>Arcane Arts Academy</p> <p>Ogre Strength: Carry any Party die roll to next round.</p> <p>Area Effect: Force Enemy or Obstacle to re-roll all dice.</p> <p>Detect Secrets: Extra Die for Obstacles. Extra Reward roll.</p> <p>Summon Familiar: Add a die to the Party's dice pool.</p> <p>Invisibility Spell: Re-roll just this Adventurer's die.</p> <p>Revitalize Spell: Re-roll All Party Dice.</p>	<p>School of Skull Crushing</p> <p>Party Protector: Prevent loss of a die on Combat or Obstacle loss.</p> <p>Shield Bash: Enemy also loses die after a Party Combat loss.</p> <p>Dual Weapon Stance: Enemy loses an extra die on Combat win.</p> <p>Second Wind: Re-roll this Adventurer's Combat or Obstacle die.</p> <p>Inspiration: Re-roll any Party Combat or Obstacle die.</p> <p>Skillful Execution: Any roll of 5 by this Adventurer counts as a 6.</p>	<p>Each Skill or Spell may only be used ONCE during a single Encounter (Combat or Obstacle).</p> <p>No more than three (3) Skills or Spells may be used during a single Encounter (Combat or Obstacle).</p> <p>Only use Skills or Spells that make sense (i.e., Invisibility won't help bust down a door!).</p> <p>Use Checkboxes on Bottom of Party Tracking Sheet to Track Skill / Spell Uses During Encounters.</p>

Step 6: Record Any Obtained Inventory Items. *Using the Inventory and Crafting Sheet, record any acquired Gold, Crafting Components or Legendary Fragments.*

The graphic is a stylized 'Inventory and Crafting' sheet. At the top, a blue banner contains the title 'INVENTORY AND CRAFTING' in white, bold, serif font. Below the banner, the sheet is divided into two main sections. The left section, on a blue background, features a red 'GOLD' bag icon at the top left, followed by a large white rectangular box for recording gold. Below this are three categories: 'COMMON COMPONENTS' with a brown icon, 'RARE COMPONENTS' with a blue icon, and 'LEGENDARY FRAGMENTS' with a yellow icon. Each category has a corresponding white rectangular box for recording items. The right section, on a tan background, is titled 'LEGENDARY ITEMS' in bold, black, serif font. It contains three rows, each labeled 'Adventurer 1 Item', 'Adventurer 2 Item', and 'Adventurer 3 Item'. Each row has a white rectangular box labeled 'Item Name' for recording the name of the item.

Step 7: Repeat Academic Advancement until your first Adventurer has PARTICIPATED in 4 years of instruction *(whether at a single educational institution or spread across multiple institutions - hey, it's OKAY to change your major a bunch. It is NOT a sign of utter stupidity DESPITE what your parents and your teachers and, well... the WORLD tell you!).*

After Hero-crafting a single Adventurer, that Adventurer should have 4 total marks (no more, no less) in the itty-bitty EDU boxes on the Hero Crafting Sheet. It could be 4 ✓'s check marks for 4 completed years. It could be 4 ✗'s for being kicked out 4 times (Yikes!). Or some combination of successful and failed advancements.

Step 5: Repeat Academic Enrollment AND Academic Advancement for ALL remaining Adventurers.

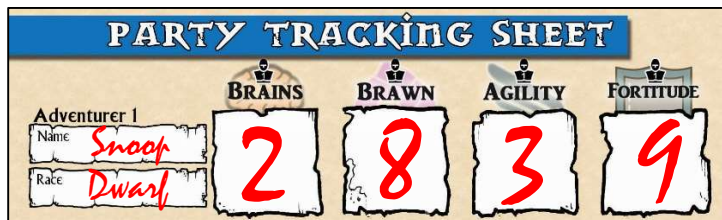
PART 2: ASSEMBLE YOUR PARTY OF 4

4 Individual Adventurers Does NOT a Party Make. Let's fix that!

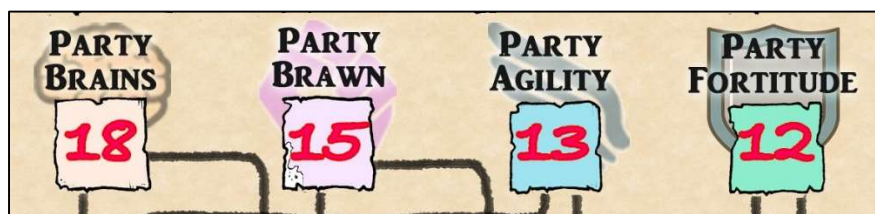
THE PARTY TRACKING SHEET: Gather Your Party Before Venturing Forth.

Step 1: Transfer the Attributes from each of the 4 Adventurers to the Party Sheet.

COMBINE the base Attribute value (the large, white Attribute Box filled from the initial Hero-crafting 6d6 rolls) WITH the Race Attribute Bonuses (the +1, +2 or +3 in the corresponding hexagons - for the geometrically challenged, that's the shape with the six sides) WITH the Attribute +1's earned during an Adventurer's Academic Pursuits. DO NOT ADD check marks or X's to this value (cheater!).



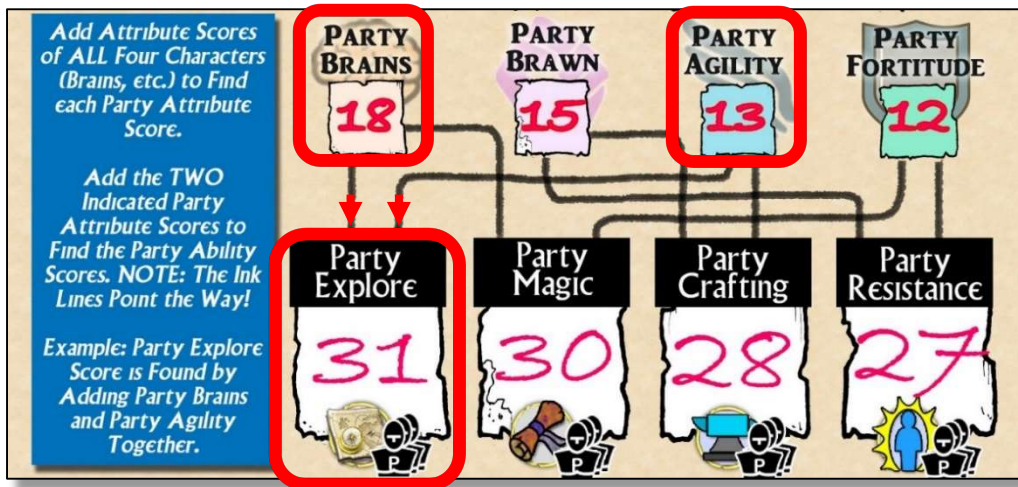
Step 2: Calculate (eek, more math!) Party Attribute Scores.



Party Attributes are easy to calculate (unless YOUR Brains Attribute is like a 2 or something). Add up the like Attributes of each Adventurer to get the value for the Party Attribute (e.g., add the Brains Attributes of all 4 Adventurers to get the Party Brains Attribute). Fill these in on the Party Tracking Sheet (the smaller colored squares towards the bottom).

Step 3: Calculate Party Ability Scores.

Party Ability Scores (Party Explore, Party Magic, etc.) are determined by adding TWO specific Party Attributes TOGETHER. Follow the ink lines from the Party Score Box to find out which two Party Attributes to combine (e.g., add Party Brains and Party Fortitude to determine the Party Magic Score).



Step 4: Record Skills and Spells on the Party Tracking Sheet.

Circle each Skill or Spell that the Adventurers acquired during academic pursuits.

ADVENTURER SKILLS AND SPELLS (circle acquired, check when used)				
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Arcane Arts	Skull Crushing	Thief School	Apprenticeship	Hard Knocks
<input type="checkbox"/> Ogre Strength	<input type="checkbox"/> Party Protector	<input type="checkbox"/> Sneak Attack	<input type="checkbox"/> Sharpened Edge	<input type="checkbox"/> Scrappy
<input type="checkbox"/> Area Effect	<input type="checkbox"/> Shield Bash	<input type="checkbox"/> Expert Dodge	<input type="checkbox"/> Forge Ash	<input type="checkbox"/> Fleet of Foot
<input type="checkbox"/> Detect Secrets	<input type="checkbox"/> Dual Weapon	<input type="checkbox"/> Disarm	<input type="checkbox"/> Set Trap	<input type="checkbox"/> Press Advantage
<input type="checkbox"/> Summon Familiar	<input type="checkbox"/> Second Wind	<input type="checkbox"/> Hide in Shadows	<input type="checkbox"/> Hammer Throw	<input type="checkbox"/> Tough Cookie
<input checked="" type="checkbox"/> Invisibility Spell	<input type="checkbox"/> Inspiration	<input type="checkbox"/> Leverage	<input type="checkbox"/> Adventure Craft	<input type="checkbox"/> Expert Scavenger
<input type="checkbox"/> Revitalize Spell	<input type="checkbox"/> Skillful Execution	<input type="checkbox"/> Detect Vulnerability	<input type="checkbox"/> Crafty Crafter	<input type="checkbox"/> Survivor

PART 3: WEAPON & LEGENDARY ITEM CRAFTING

Got Crafting Pieces Burning a Hole in your Pocket? Let's fix that!

Step 1: Use the Marketplace to Buy and Sell Crafting Components.

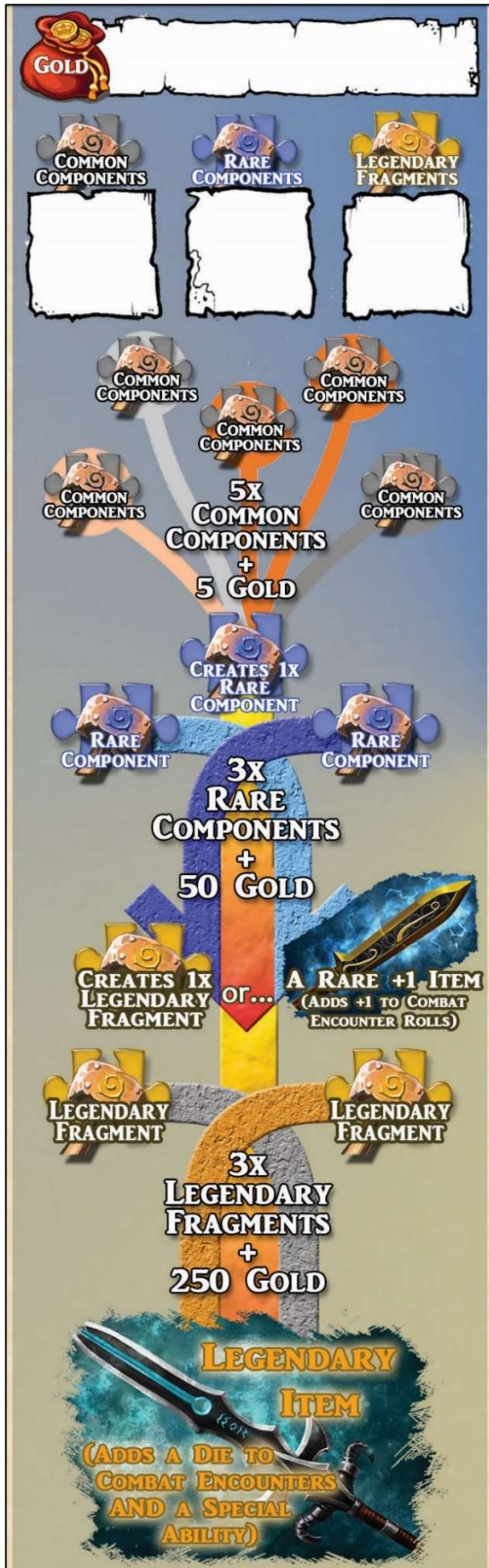
The Marketplace is found on the bottom of the Retirement: Rags to Riches board.



Wanna haggle? Roll 4d10 Less Than or Equal To Party Brains for a 20 percent discount. On a failed negotiation roll, the price goes UP by 10 percent!

Wanna steal? Roll 4d10 Less Than or Equal to Party Agility to gain any single item valued at 50 Gold or less. On a failed thieving roll, ALL future Marketplace AND Crafting Prices go UP by 20 percent (this penalty is permanent AND it stacks)!

Step 2: Combine Components to Craft Weapons and Legendary Items.



Crafting Basics

Crafting **CANNOT** be performed while Delving **UNLESS** an Adventurer possesses the Adventure Craft Skill.

Combine Components and Gold according to the Inventory and Crafting Sheet (see left). Example: Combine 3x Rare Components and spend 50 Gold to create 1x Legendary Fragment.

Legendary Items

3x Legendary Fragments can be re-forged into a Legendary Item. The cost of this re-forging is 250 gold.

CRAFTING RESULTS TABLE

	DAGGER OF DISABLING: 'Disables' Highest Enemy Combat Die Roll. The only evidence of this Dagger's existence (prior to today's re-forging!) was found in the catacombs of an ancient temple. No records exist regarding the cult that built the temple or which god they worshiped.
1	
	FIGURINE OF SUMMONING: Adds a Die to BOTH Combat and Obstacle Encounters. This Figurine has been the prize of many a dragon's hoard, but no mortal remembers the deeds that originally brought it fame.
2	

After re-forging Legendary Fragments, roll on the Crafting Results Table to determine the Legendary Item that is created (hey, it was in itty bitty **PIECES** - there's **NO** way to know what it once was until you forge it back together again!).

Legendary Items and Unique Plunder are **UNIQUE**. If a roll result ever 'suggests' that there is more than one version of a particular Legendary Item or Unique Plunder in existence, then the table is **WRONG**. Simply roll again until the table is no longer wrong. **YOU** have a brain, the table does **NOT**. 'nuff said.

PART 4: DUNGEON-DELVING SETUP

All that treasure ain't gonna loot itself!

Step 1: Roll on the Adventure Awaits Table to Discover the Party's 1st Delve.

Adventure Awaits! Roll 4d20 to Discover the Party's Next Great Adventure							
1	The Lost...	1	Ruins...	1	... of Sorrowful Woods	1	Former home of a long-dead dragon.
2	The Sunken...	2	Crypt...	2	... of the Jade Peaks	2	Near the site of an ancient battle.
3	The Desecrated...	3	Tomb...	3	... of Black Mountain	3	Rumored home of a powerful wizard.

Feel free to record the names of your Party's Delves (there will be 5 in total). Might I suggest writing each name backwards on your forehead with a permanent marker - red would go wonderfully with your eyes (which reminds me: you could REALLY use some more sleep!).

Step 2: Break Out the Dungeons Deep Gameboard!

I said, "break out." NOT "break." Dummy.

DUNGEONS DEEP GAMEBOARD

Roll 2d6: Place Delve Entrance and Treasure Vault Location Markers on Corresponding Placeholders. Explore Meter Starts at 0 and Increases Every Time a New Delve Tile is Added to the Gameboard. Party Level is Equal to the Number of Delves Attempted (i.e., on their first Delve, the Party is Level 1). Always Place Delve Tiles so that the Green Diamonds Line Up Head-to-Tail. If the Party Runs Out of Available Paths, Re-roll to Discover an Alternate Delve Entrance and Try Again (reshuffle Delve Tiles, but keep the same Explore Meter value). The Party is Only Permitted ONE Alternate Delve Entrance (re-roll if repeat).

EXPLORE METER 0 1 2 3 4 5 6 7 8 9 10 11 12 13

Step 3: Roll a 1d6 to Determine the Location of the Delve Entrance.

Place a Delve Location Marker on the Delve Location Placeholder (left). The Green Arrow should point deeper into the Delve.

Step 4: Roll a 1d6 to Determine the Location of the Treasure Vault.

Place a Treasure Vault Marker on the Treasure Vault Location Placeholder (right-ish).

Step 5: Place a Small Coin or Chit on the Explore Meter (bottom) at the Zero Marker.

I KNOW there is NO ZERO on the Explore Meter! But doesn't that HUGE, YAWNING cave entrance look JUST LIKE a zero?!? Get with the program!

NOTE: And, yes, I said 'zero' and NOT 'zed' - Zed's dead, baby. Zed's dead. ;-)

Step 6: Place the Party Level Marker on the Party Level Placeholder (far right).

The Party Level for the Party's very first Delve is 1. The Party Level is increased each time a new Delve is attempted (whether or not the prior Delve was completed successfully).

Step 7: Randomize the Delve Tiles and place them face down on the play surface.

These can be shuffled and stacked like cards OR they can be haphazardly spread out on the gaming surface so they can be picked at random OR placed in an opaque bag and drawn at random.

Whatever floats your random draw boat (heck, play the entire game with your eyes closed... see if I care).

PART 5: EXPLORE THE DELVE

A.K.A. Getting Lost & Indiscriminately Killing Stuff w/ a Purpose.

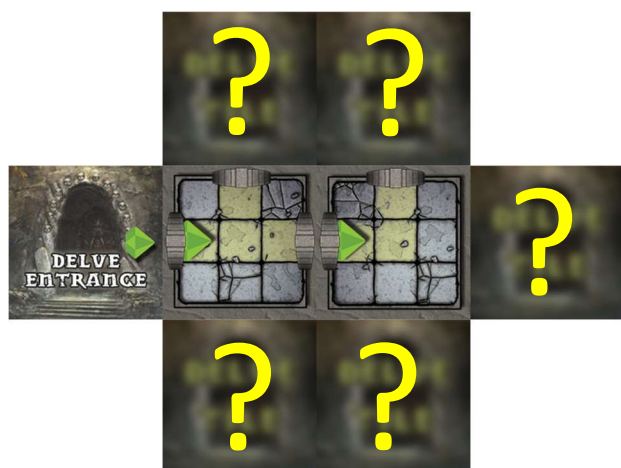
Step 1: Randomly Draw a Face Down Delve Tile. No peeking!

Step 2: Place the Delve Tile FACE DOWN on the Dungeons Deep Gameboard.

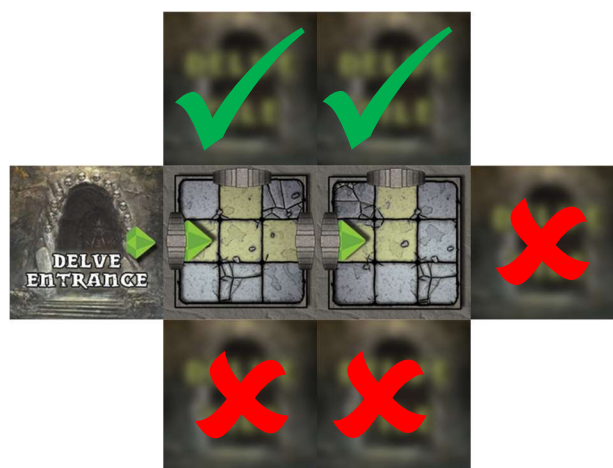
For the FIRST Delve Tile, this will be the Delve Space immediately adjacent to the Delve Entrance (where the Green Gem is pointing). Delve Tiles can only be placed on Delve Spaces that are NOT already occupied by a Delve Tile.

Placement of Delve Tiles must follow these rules:

- *The NEW Delve Tile must be placed next to a previously-placed Delve Tile (NO Teleportation Spells in THIS game!). North, South, East and West ONLY.*
- *The NEW Delve Tile must also be placed adjacent to the Exit Doorway of a previously-placed Delve Tile. The Exit Doorway has an archway above it AND is highlighted in 80's neon yellow (by the way, the 1980's were your civilization's ONLY redeeming decade!).*



Where Can Next Delve Tile Be Placed?



Possible / Not Possible

Step 3: Advance the Explore Meter.

Move the Explore Meter coin or chit one space to the right. If you ever forget which Explore Meter number you are on (stop being such a dunderhead!), it is always equal to the number of Delve Tiles currently on the board (whether face-up or face-down, doesn't matter).

Step 4: Roll on the Chamber Description Table.

The Chamber Description Table is located below the Adventure Awaits Delve Name Table. It is made up of two columns. You will roll SEPARATELY on each column and combine the results into a single description for the Delve Chamber that the Party just discovered.

For each column, roll a 1d20 and add BOTH the Party Level (equal to the number of Delves ATTEMPTED) AND the Explore Meter value TOGETHER. This ensures that the Chambers get juicier as the Party gains in Power AND progresses deeper in the Delve. If the roll ever exceeds an available result on the table, simply use the closest result (or roll again, if you prefer).

Step 5: Make Note of any Danger Ahead (☠) or Tasty Loot (💎) Icons.

CHAMBER DESCRIPTION		Roll 1d20 + Party Level + Explore Meter for EACH Column. ☠ = Danger Ahead! 💎 = Tasty Loot!	
<i>If either result contains a ☠ then Roll on the Danger Ahead Table. If result contains a 💎 then Roll on Loot and Other Shiny Things Tables (ONLY if no danger was found or AFTER successfully completing any Challenges or Encounters).</i>			
3	A dark, natural cavern with a shallow pool.	3	Various items of ruined and worthless equipment litter the floor likely discarded in haste as their owners fled.
4	A looted armory with a wrenched-off door.	4	☠ The ceiling is crumbling and debris fills the floor of the chamber. The ceiling appears as though it might collapse at the slightest provocation.
5	A small shrine to a long-forgotten god.	5	☠ There is a crude shrine made from the bones of small animals.
6	An ancient crypt with several narrow niches for interring the dead.	6	This chamber has a deep pit at its center; possibly the remains of an old trap.
7	☠ An octagonal chamber with a high ceiling.	7	☠💎 Several humanoid skeletons are shackled to the floor and walls.
8	An unfinished chamber littered with marble blocks.	8	☠ Thick cobwebs hang from the ceiling and waver in a faint breeze.
9	☠ A large round chamber. The high ceiling disappears into darkness.	9	☠ This chamber is decorated with tapestries. The formerly colorful and vibrant decorations now hang in graying tatters.
10	A set of stairs leading down into darkness.	10	Torches burn in iron sconces lining the walls of this chamber, bathing it in light.
11	☠ A natural cavern with a circular staircase leading to a cavern below.	11	☠💎 Fire crackles in a small cooking fire in the center of the room.
12	A low, square chamber with exits leading in many directions.	12	💎 A skeleton lies before an open chest in this chamber. The empty chest has two needles protruding from the lock.

A ☠ icon indicates DANGER AHEAD for our hapless Adventurers. One ☠ icon (in EITHER the left column OR the right column) indicates a SINGLE die roll on the Danger Ahead Table. Two ☠☠ icons (one in the left column AND one in the right column) means that the Party must roll TWICE on the Danger Ahead Table and choose the HIGHEST result (which is also likely to be the most dangerous-est of the two results!).

Resolving Exploration Challenges and Encounters is covered next.

(hold your freakin' horses!)

A 💎 icon found in the results in the right column indicates that there is some TASTY LOOT waiting to be found in this Chamber (assuming the Party doesn't muck it up!). This loot can only be collected AFTER any Encounters have been successfully resolved.

Resolving Exploration Challenges and Encounters is covered in the next section. Rolling on the Loot and Other Shiny Things Table is covered later.

(chill the heck out, hu-man!)

Step 6: Resolve Any "Danger Ahead" Challenges or Encounters (if applicable).

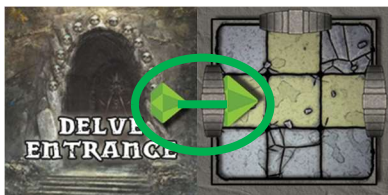
If there were NO Danger Ahead icons (☠) in the Chamber Description roll results, SKIP this step.

Step 7: Roll on the Loot and Other Shiny Things Table (if applicable).

If there were no Loot icons (💎) in the Chamber Description roll results, SKIP this step.

Step 8: Flip the FACE DOWN Delve Tile to FACE UP.

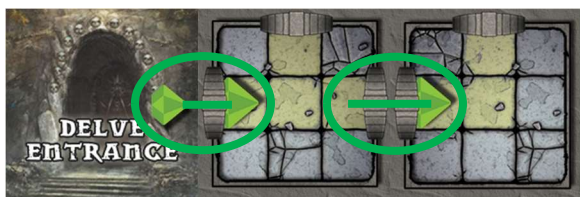
It is **CRITICAL** that you rotate the Delve Tile so that the Exit Doorway is oriented with the Entrance Green Gem. Essentially, the Green Gem indicates which door of the Chamber the Party entered through AND the direction they came from.



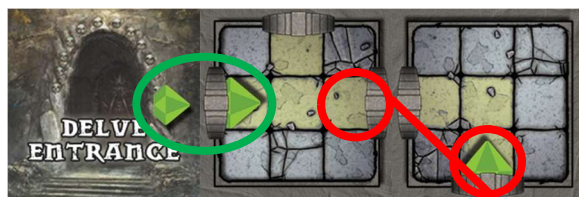
Correct 1st Placement (Exit → Gem)



Incorrect 1st Placement (Exit & Gem Don't Meet)



Correct 1st & Correct 2nd Placement (Exit → Gem)



Correct 1st Placement / Incorrect 2nd Placement (Exit & Gem Don't Meet)

STYMIED PROGRESS

Where to go from here...

Forced to Retreat Back to the Delve Entrance

If the Party is forced to retreat all the way back to the Delve Entrance, a new entrance must be found by rolling 1d6 and moving the Delve Entrance Tile to the new Delve Entrance Location.

If the new roll ever seems to “suggest” that the new entrance is the exact same entrance as the old entrance, then the roll is **WRONG** (are you seriously gonna let those dice tell you what to do!?). Simply re-roll until you get an **ACTUAL** new Delve Entrance Location. **THEN**, clear **ALL** Delve Tiles from the Dungeons Deep Gameboard and start again. It's a different entrance which means it likely connects to different Chambers.

If it becomes impossible for the Party to progress deeper into the Delve (i.e., the Party exhausted all available entrances and **FAILED** every one of them (Wow! You **REALLY** know how to pick a Party, you pathetic Patron, you!)), then the Delve is **FAILED** and the Party must return to town where they can prepare for another Delve or Retire (after a total of 5 Delve attempts - whether successful or not).

FAILING Three (3) Combat Encounters

Oh, did I forget to mention...

If the Party FAILS a Delve (by losing three Combat Encounters), then they LOSE ALL THE TASTY LOOT that they collected during the Delve. It's REALLY hard to hold onto those treasure-laden chests when you are running at break-neck speed for the exit while flailing your arms about like a crazy nutjob!

The Party can FLEE a Combat Encounter, but ONLY if it is BEFORE the first Combat Encounter Roll. In fact, the Party can choose to back down from ANY Obstacle or Combat Encounter, but that skipped Chamber will be inaccessible to the Party UNTIL it has SUCCESSFULLY bested that Chamber's Encounter.

DUNGEONS DEEP DELVING

EXAMPLE

for the Rulebook Reading-impaired

This is the Party's first ever Delve (good luck, suckers!).

Lets' Explore...

They have already Explored five (5) Chambers (which also happens to be the value indicated on the Explore Meter).

They place a new Delve Tile FACE DOWN on an unoccupied space in the third column of the Delve (this will be important later!).

The Explore Meter is advanced to 6 (because there are now 6 Delve Tiles on the Dungeons Deep Gameboard).

It is now time to roll on the Chamber Description Table to see what they found!

Two d20's (2d20) are rolled (one for each column of the table) and the results of the rolls are 6 and 17.

Because this is the Party's first Delve, they will Add +1 (their Party Level) to BOTH rolls.

Because the Explore Meter is currently on 6, they will ALSO Add +6 to the rolls.


$$6 + 1 + 6 = 13 \text{ for Column One.}$$

$$17 + 1 + 6 = 24 \text{ for Column Two.}$$

Therefore, the result from the Chamber Description Table is:

"An ancient crypt with several narrow niches for interring the dead." + "   Violet-colored, glowing lichen spread across the floor."

Uh, oh... Encounter Time!

See that Danger Ahead () icon? This means ONE roll on the Danger Ahead Table (two icons would mean rolling twice and taking the higher of the two results).

Our noob Party of 4 (these losers don't even have a single Legendary Item yet!) rolled on the Danger Ahead Table and got the result "Roll on the Obstacle Encounter Table".

After rolling on the Obstacle Encounter Table (they rolled a '1' - HA! - and added +1 for their Party Level of 1) they learned that they have encountered a mass of Blood Vines that entangle them (Difficulty of 3).

Dunderheads!

Assemble the Dice-es-es

Now it is time to take out the Daring Adventure Encounter Mat!

The Party (I WOULD call them the 'Good Guys', but I'm actually rooting for the other side!) Assembles their Starting Dice Pool. This consists of 1d6 for each Member of the Party (that would be 4 - it's IN THE NAME OF THE GAME!). They COULD add 1d6 for each Legendary Item, but they don't got none of those. :(

The Obstacle must now Assemble its Starting Dice Pool. Since this is a Difficulty of 3 Obstacle, the Starting Dice Pool is 3d6.

The Party COULD choose to use a Skill or Spell Scroll or a Potion to give them an edge BEFORE the Obstacle Encounter begins, BUT these noobs are too dense to think that far ahead.

Roll the Dice-es-es

Roll the Party's Dice Pool (we don't call it a STARTING Dice Pool anymore).

The Party rolls a 2, a 4 and two 5's.

NOW, Roll the Obstacle's Dice Pool (you can roll both at the same time; just be sure to keep 'em separated)

The Obstacle Rolls a 1, a 3 and a 6.

Uh, oh. The Obstacle's highest die (6) is better than the Party's highest die (5). It appears that the Obstacle has the upper hand. The Party just isn't making the headway that they were hoping for (hope is a myth, anyway!).

IF THIS WAS FINAL RESULT, the Obstacle would win this first Round.

Dude's got SKILLS!

HOWEVER, Snoop Dwarf, the Party's easy-going and slightly glassy-eyed Dwarf, learned the Skill "Leverage" during his time as an Apprentice for the School of Involuntary Wealth Re-Distribution (AKA The Thieves' Guild).

Leverage gives Snoop the ability to “Re-roll any Party Combat or Obstacle die.” He decides to re-roll the Party’s pathetic “2” and, instead, gets a 6! Woohoo! It doesn’t win the Round for our hapless Adventurers, but it does shift the Round from a loss to a tie.

REMEMBER: During ENCOUNTERS, the Party cannot use more than 3 Skills or Spells AND cannot use the SAME Skill or Spell more than once. Using a pencil, Check Off the larger 3 boxes in the header of the Character Skills and Spells section to keep track of the NUMBER of Skills or Spells used. In addition, use the smaller check boxes (next to the actual Skill or Spell) to keep track of WHICH Skills or Spells have already been used during that Encounter. Erase these boxes after each Encounter to prepare for the next Encounter (there is ALWAYS a next Encounter, right?).

But, THEN, Harriet the Halfling has a brilliant idea and decides to use the “Press Advantage” Skill that she picked up while on the mean streets during her time in the School of Hard Knocks (she isn’t exactly known for making great life decisions). Press Advantage allows the Party to automatically win any Encounter with a die roll of 6.

WINNER! Things weren’t looking good for the Party in their Encounter with the Blood Vines, but Snoop Dwarf and Harriet banded together and ended up turning the tide in their favor.

When Party Wins: Obstacle LOSES 2x Pool Dice.

When Obstacle Wins: Party LOSES 1x Pool die (because the effort exhausts an Adventurer).

On a Tie: Obstacle LOSES 2x Pool Dice AND Party LOSSES 1x Pool Die.

Because the Party WON this OBSTACLE ENCOUNTER, the Obstacle LOSES 2x Dice from its Dice Pool.

Remember: the DICE POOL Rules are slightly different for Obstacle Encounters and Combat Encounters.

We’ll assume the Party wins the Encounter and move on...

You! Gimme Loot. NOW!

Remember ALL THE WAY back to that Chamber Description our Party rolled?
Yeah, I figured you didn't. You squishies have such fungible memory.

Here it is again:

“An ancient crypt with several narrow niches for interring the dead.” + “  Violet-colored, glowing lichen spread across the floor.”

The  icon indicates a roll on the Loot and Other Shiny Things Table IF THE ENCOUNTER WAS SUCCESSFULLY RESOLVED.

If the Encounter was FAILED, there would be NO Roll on the Loot Table, the Delve Tile would REMAIN FACE DOWN and the Party would have to backtrack and find another way through the Delve to the Treasure Vault.

Since the Chamber that the Party is Exploring is in the THIRD column of the Delve (REMEMBER when I said this would be important?!?), the Party will roll 3d8 on the Chest Contents Table of the Loot and Other Shiny Things Table.

Why 3d8? Because that is the value of the Loot Chest that sits atop the third column.

The Party rolls: 4 and 2 and 6

4d12 Gold (23 Gold)

2d8 Gold (8 Gold)

1x Roll on the Crafting Components Table

(Roll of 5 which is “1x Rare Crafting Component”)

Flip, Rinse and Repeat

The Chamber has been Explored.

An Obstacle Encounter was Discovered.

The Obstacle was Defeated.

Some tasty Loot was found-ed.

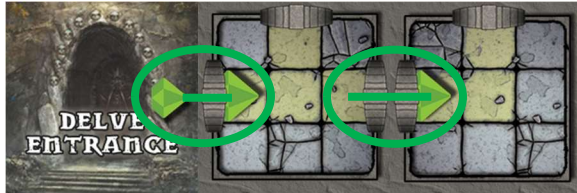
The NEXT STEP is to Flip the Delve Tile FACE UP and then ROTATE the Delve Tile so that the TAIL of the Green Gem is aligned with the POINT of the Green Gem of the Chamber the Party is coming from.



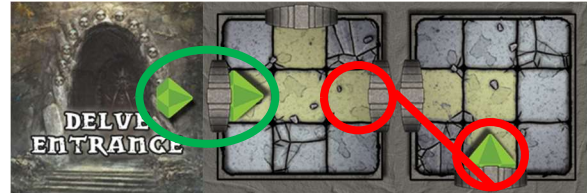
Correct 1st Placement (Exit → Gem)



Incorrect 1st Placement (Exit & Gem Don't Meet)



Correct 1st & Correct 2nd Placement (Exit → Gem)



Correct 1st Placement / Incorrect 2nd Placement (Exit & Gem Don't Meet)

The Delve Exploration process starts all over again with placing a NEW Delve Tile FACE DOWN.

Rinse, Repeat.

What About Some Stabby, Stabby?!?

Please DO NOT call it “stabby, stabby.”

That's just weird.

Let's say the Party gets the result “Roll on the Combat Encounter Table” (sounds WAY better than stabby, stabby!).

After rolling up a Combat Encounter that includes a Giant Spider Epic Villain (3d6) and 3x Spider Minions (1d6 each), the table is set for some serious stabb... err, I mean Combat Encounter-ing.

Our middling Party of 4 has ONE Legendary Item so their Starting Dice Pool is 5d6.

The gang 'o Spiders have a Starting Dice Pool of 6 (3d6 + 1d6 + 1d6 + 1d6).

Both sides roll their dice.

The Party rolls a 1, two 3's, a 4 and a 5.

The yucky Spiders roll 1, 2, 2, 3, 4 and 6.

If this was the final outcome at the end of this first Round, the Spiders would turn the Party into sticky spider silk Adventurer-cicles (say that 10x fast!)

HOWEVER, Rocky, the Party's easily aggravated and punchy Rock Gnome, decides to use the Hammer Throw Skill that he learned while Apprenticing as a Blacksmith (yes, he has anger issues!).

Hammer Throw gives Rocky the ability to "Force re-roll of any Enemy Combat Roll of 6." Rocky re-rolls the Spider's 6 and gets a 4. Fortunately, the new roll now makes the Spiders' highest die a 4 which is less than the Party's highest die which is a 5.

REMEMBER: During ENCOUNTERS, the Party cannot use more than 3 Skills or Spells AND cannot use the SAME Skill or Spell more than once. Using a pencil, Check Off the larger 3 boxes in the header of the Character Skills and Spells section to keep track of the NUMBER of Skills or Spells used. In addition, use the smaller check boxes (next to the actual Skill or Spell) to keep track of WHICH Skills or Spells have already been used during that Encounter. Erase these boxes after each Encounter to prepare for the next Encounter (there is ALWAYS a next Encounter, right?).

WINNER! The Party was clearly outmatched by the Spiders, but a little luck and some smooth moves by Rocky saved the day. The Party should probably give Rocky a High-5, but nobody really likes him. Rocky thinks they're jealous (which is probably true).

When Party Wins: Enemy LOSES 1x Pool Die (Player choice). The bad guys should do more cardio.

When Enemy Wins: Party LOSES 1x Pool die (the bad guys beat the crud out of our wannabe heroes). Weapons and Items are removed first. Adventurer dice are removed last.

On a Tie: BOTH Enemy AND Party LOSE 1x Pool Die.

Because the Party WON this COMBAT ENCOUNTER, the Enemy LOSES 1x Dice from its Dice Pool.

Remember: the DICE POOL Rules are slightly different for Obstacle Encounters and Combat Encounters.

You enjoyed that a little TOO MUCH. We should probably move on...

PART 6: CHALLENGES & ENCOUNTERS... OH, MY!

“What doesn’t kill you only makes you stronger... and richer!”




- excerpt from *Party Patroning for Knuckleheads* by Colossal Ken

Investigating the Chamber (using Chamber Description icons).

“All the Danger and NONE of the Reward.”

(kinda like Backing one of my Kickstarters!)

Any , but No 

Roll on Danger Ahead Table. Roll 1x on Danger Ahead Table if  and Roll 2x if  .

Step 1) Resolve Challenge or Encounter. *(No loot for you! Stop crying.)*

Step 2) IF SUCCESSFUL, Flip the Delve Tile Face Up and Align Properly. IF FAILED, Keep the Delve Tile Face Down.

Step 3) Return to Explore the Delve (Part 5).

“Booooo...ring!”

(I NEVER claimed this game was fun!)

No  and No 

No Challenge, No Encounter and No Loot.

Step 1) Flip the Delve Tile Face Up and Align Properly. *(No loot for you. Loot is for WINNERS!)*

Step 2) Return to Explore the Delve (Part 5).

“A lazy Adventurer’s DREAM!”

(that’s right... I’m lookin’ at YOU!)

Only 

No Challenge, No Encounter. Free Loot!

Step 1) Roll on the Loot and Other Shiny Things Tables (Part 7).




Step 2) Flip the Delve Tile Face Up and Align Properly.

Step 3) Return to Explore the Delve (Part 5).

“Workin’ Hard for the Money...”

(... sooooo haaaard for the moneeeey.)

Any , and 

Roll on Danger Ahead Table. Roll 1x on Danger Ahead Table if  and Roll 2x if  .

Step 1) Resolve Challenge or Encounter.

Step 2) IF SUCCESSFUL, Roll on the Loot and Other Shiny Things Tables (Part 7).

Step 3) Flip the Delve Tile Face Up and Align Properly.

Step 4) Return to Explore the Delve (Part 5)

Challenge and Obstacle Resolution Basics

ONLY if Danger Ahead Icons (👹) are found in Chamber Description.

EXPLORATION CHALLENGES

Exploration Challenges occur when the Party rolls on the Danger Ahead Table and receives the result "Roll on the Exploration Challenge Table."



Exploration Challenges must be overcome by the Brains, Brawn, Dexterity or Fortitude of either a single Adventurer or through the combined effort of the entire Party.

EXPLORATION CHALLENGE TABLE: Individual Challenges: Roll 1d20 & add the stated Adventurer's Attribute value (Brains, etc.). Challenge is overcome if roll is equal to or greater than the Difficulty. Party Challenges: Roll 4d10 OR 4d20 as indicated. Optional: re-roll any pairs or triples. Challenge is overcome if roll is equal to or less than indicated Party Attribute OR Ability.

Exploration Challenges are Skill Challenges where a die or dice is rolled to determine success or failure.

3	The way forward ends at a deep ravine too wide to cross. Is that shimmering in the darkness some form of concealed bridge across?	4d10 VS 10
4	The path forward is along a narrow, treacherous ledge. Can the Party's most agile Adventurer lead them across safely?	1d20 VS 17
5	The Party has reached what appears to be a dead end, but there are clear signs on the ground of heavy traffic. Could there be a secret passage?	4d20 VS 20
6	The path is blocked by a large pile of rubble. Can the Party muscle their way past and into the next chamber?	4d10 VS 10
7	The doorway begins to collapse! Can the strongest Adventurer prevent the collapse long enough for the remainder of the Party to pass?	1d20 VS 19

When an Individual or the Party SUCCEEDS on an Exploration Challenge, the Delve Tile is turned Face Up. If the Chamber Description contains a 💎 icon, then roll on the Loot and Other Shiny Things Tables. This ends the Delve Exploration Round and the Party Returns to Explore the Delve (Part 5).

When an Individual or the Party FAILS an Exploration Challenge, the Delve Tile is kept Face Down to mark the Party's humiliating failure. The Party must backtrack to find another way forward.

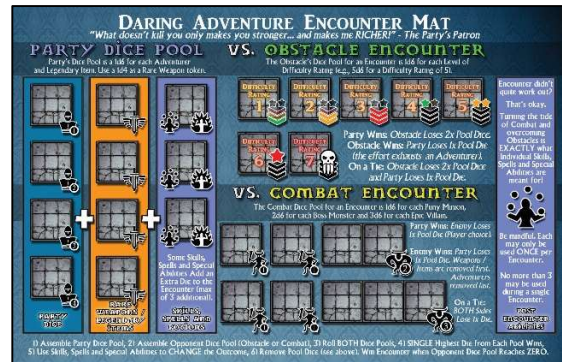
There are 3 Types of Exploration Challenges: Individual Attribute, Party Attribute and Party Ability.

OBSTACLE AND COMBAT ENCOUNTERS

Encounters occur when the Party rolls on the Danger Ahead Table and receives the result:

"Roll on the Obstacle Encounter Table" OR "Roll on the Combat Encounter Table"

BOTH Obstacle AND Combat Encounters are resolved using the Daring Adventure Encounter Mat. If the Party bests the Encounter, then they can continue deeper into the Delve. If they are unable to defeat the Encounter, then the Party must go back and find another way around.



The Party's dice pool is on the left. It consists of a 1d6 die for each Adventurer in the Party. Additional dice can be added to the dice pool when the Party possesses certain items (Legendary items) or when an Adventurer uses a Skill or a Potion or a Spell Scroll.

The Party's dice pool can shrink as Adventurers become exhausted by the effort of overcoming the Obstacle.

The dice pool belonging to the Obstacle or the Enemy can shrink as the Adventurers whittle away at their adversary.

There are 3 Exploration Challenges and 2 Types of Encounters:

INDIVIDUAL ATTRIBUTE EXPLORATION CHALLENGES

(indicated by the bust icon with the number '1'):



Individual Attribute Challenges:

ONE Adventurer relying on one of their gods' given ATTRIBUTES (Brains, Brawn, Agility or Fortitude).

Roll a 1d20 and add the indicated Individual Attribute (i.e., brain icon for Brains, fist icon for Brawn, the wing icon for Agility and the shield icon for Fortitude).

If the combined value is **EQUAL TO OR GREATER THAN** ("meets or beats") the Difficulty Rating (DR), then the challenge is won.

Example:



1d20 + Ind. Agility of 6 vs. DR17

Roll 11-20: WIN!
(meet or beat)

Roll or 10 or less: LOSER!!!

PARTY ATTRIBUTE EXPLORATION CHALLENGES

(indicated by the multiple busts icon with the letter 'P'):



Party Attribute Challenges:

The PARTY collectively relying on their gods' given ATTRIBUTES (Brains, Brawn, Agility or Fortitude).

Roll 4d10 (essentially 1d10 for each member of the Party). Feel free to re-roll any pairs or triples, but there is only one re-roll per Party Attribute Exploration Challenge.

If the final combined value is **LESS THAN OR EQUAL TO** the Party Attribute indicated by the icon (i.e., brain icon for Brains, fist icon for Brawn, the wing icon for Agility and the shield icon for Fortitude), then the challenge is won.

Example:



4d10 vs. Party Brains of 25

Roll 4-25: WIN!
(< or equal to)
Roll 26+: LOSER!!!

PARTY ABILITY EXPLORATION CHALLENGES

(indicated by the multiple busts icon with the letter 'P'):



Party Ability Challenges:

The PARTY working together to use ABILITIES (Exploration, Magic, Crafting or Resistance) acquired while adventuring.

Roll 4d20 (essentially 1d20 for each member of the Party). Feel free to re-roll any pairs or triples, but there is only one re-roll per Party Ability Exploration Challenge.

If the final combined value is **LESS THAN OR EQUAL TO** the Party Ability indicated by the icon (i.e., map icon for Explore, the scroll icon from Magic, the anvil icon for Crafting and the forcefield icon for Resistance), then the challenge is won.

Example:

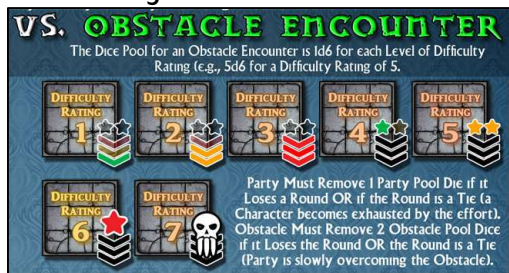


4d20 vs. Party Explore of 47

Roll 4-47: WIN!
(< or equal to)
Roll 48+: LOSER!!!

OBSTACLE ENCOUNTERS

Use the VS. Obstacle Encounter section (green) of the Daring Adventure Encounter Mat.



The Difficulty Rating (DR) of the Obstacle Encounter represents the number of dice that the Obstacle has in its Starting Dice Pool.

A betentacled beast yanks all the Adventurers into a deep cavern pool. Can they break free?



Step 1: Assemble the Starting Dice Pool for the Party (this is the number of d6s for just the Adventurers and their Legendary Items).

Step 2: Assemble the Starting Dice Pool for the Obstacle (the number of d6s indicated by the difficulty chevron shield).

OPTIONAL: Use a Skill, Spell, Spell Scroll or Potion to add a die to the Party's dice pool (e.g., Detect Secrets adds a die to the Party's Dice Pool during Obstacle Encounters). Limit 3 Skills / Spells per Encounter. No Skill or Spell may be repeated.

Step 3: Roll BOTH the Party's Dice and the Obstacle's Dice (but don't mix 'em up, dummy!).

Since the winner of the Round is determined by which side possesses the highest SINGLE die, the Party may choose to use a Skill, Spell Scroll or Potion to alter the initial outcome of the Round's roll.

Step 4: Adjust the Dice Pools. Each Round of the Encounter will result in the loss of a die from one or both dice pools (yes, even on a tie).

When Party Wins: Obstacle LOSES 2x Pool Dice.

When Obstacle Wins: Party LOSES 1x Pool die (because the effort exhausts an Adventurer).

On a Tie: Obstacle LOSES 2x Pool Dice AND Party LOSSES 1x Pool Die.

The Obstacle is defeated when the Party reduces its Dice Pool to ZERO. This happens EVEN IF the Party AND the Obstacle lose all their dice in the same Final Round ("Whoa! That was close!").

FAILED Obstacle Encounters result in the Delve Tile remaining FACE DOWN. The Party was not backtrack and find another route to the Treasure Vault.

FAILED Encounters result in the Delve Tile remaining FACE DOWN (the Obstacle prevents further progress or defeat by the Enemy causes the Party to retreat). The Party must now backtrack and find another route to the Treasure Vault.

COMBAT ENCOUNTERS

Use the VS. Combat Encounter section (yellow) of the Daring Adventure Encounter Mat.



The Difficulty Rating (DR) of the Combat Encounter represents the number of dice that the Party must overcome to win the Combat Encounter.

1x Giant Spider Epic Villain (3d6) and 3x Spider Minions (1d6) have ensnared the Party in a giant web.



Step 1: Assemble the Starting Dice Pool for the Party (this is the number of d6s for just the Adventurers and their Legendary Items).

Step 2: Assemble the Starting Dice Pool for the Enemy (the number of d6s indicated by the difficulty of the Combat Encounter).

OPTIONAL: Use a Skill, Spell, Spell Scroll or Potion to add a die to the Party's dice pool (e.g., Sneak Attack adds a die to the Party's Starting Dice Pool during Combat Encounters). Limit 3 Skills / Spells per Encounter. No Skill or Spell may be repeated.

Step 3: Roll BOTH the Party's Dice and the Enemy's Dice (but don't mix 'em up, dunderhead!).

Since the winner of the Round is determined by which side possesses the highest SINGLE die, the Party may choose to use a Skill, Spell Scroll or Potion to alter the initial outcome of the roll.

Step 4: Adjust the Dice Pools. Each Round of the Encounter will result in the loss of a die from one or both dice pools (yes, even on a tie).

When Party Wins: Enemy LOSES 1x Pool Die (Player choice). The bad guys should do more cardio.

When Enemy Wins: Party LOSES 1x Pool die (the bad guys beat the crud out of our wannabe heroes). Weapons and Items are removed first. Adventurer dice are removed last.

On a Tie: BOTH Enemy AND Party LOSE 1x Pool Die.

The Enemy is defeated when the Party reduces its Dice Pool to ZERO. This happens EVEN IF the Party AND the Enemy lose all their dice in the same Final Round ("They aren't dead... just mostly dead!"). Three (3) FAILED Combat Encounters result in a FAILED Delve and LOSE OF ALL LOOT!

PART 7: LOOT AND OTHER SHINY THINGS

Let's face it: THIS is the reason we are all here!

Step 1: Identify the Type of Loot Chest that the Party Found

In Party of 4: Fortunes Found in Dungeons Deep, each Loot Chest is a unique combination of items like Gold, Crafting Components, Skill Tomes, Potions and Spell Scrolls. If the Party is REALLY lucky, they might even find Unique Plunder or Legendary Items.

Sadly, the coolest stuff is unlikely to be found a few steps from the Delve Entrance (even a total loser Party can get THAT far without dying!). The best Loot is gonna be deeper in the Delve where the more difficult Challenges and Encounters are.

To determine the quality of Loot Chest the Party has found, we must first reference the Dungeons Deep Gameboard.



Example: the Party found a Loot Chest in the Fourth Column. This means that the Party found a 4d8 Quality Loot Chest. Let's call it a "Not Too Shabby" Quality Chest. It's better than a 2d6 "Made in Chindla" Quality Chest, but not NEARLY as awesome as a 5d12 "I No Longer Need to be Nice to ANYONE" Quality Chest!

(I should know. I found one. I love it. It's why I'm not nice to you.)

Step 2: Roll on the Corresponding Chest Contents Table.

Roll the Dice that correspond to the quality of Loot Chest that was discovered (2d6, 3d6, 3d8, etc.) and write down the results of the rolls (since your puny mortal brain has an incredibly limited storage capacity).

Step 3: Follow the Chest Contents Table "Rolling Instructions".

The Chest Contents Table is basically a set of instructions on How to Roll on ALL the other Loot Tables. If you follow the instructions given by the Chest Contents Table, you will unlock a Treasure Hoard in no time (and maybe a slight case of carpal tunnel syndrome).

Step 4: Don't Spend it All in One Place!

AND don't forget to tip your Patron (that's ME in case you forgot!).

PART 8: THE END IS NEAR

When mortals hear “The End is Near!” they run away and hide.
When I hear those same words, I run, too...
to find a front row seat and some popcorn!

COMPLETING A DELVE... *Both Goodly AND Badly.*

The Party will continue Exploring the Delve until one of four things occur:

- 1) The Party reaches the Treasure Vault, or*
- 2) The Party runs out of possible open chambers to place Delve Tiles, or*
- 3) The Party LOSES three (3) Combat Encounters, or*
- 4) The Party voluntarily decides to leave the Delve and return to town.*

RETURNING TO TOWN EARLY *Oh, did I forget to mention...*

If the Party FAILS a Delve (by losing three Combat Encounters), then they LOSE ALL THE TASTY LOOT that they collected during the Delve. It's REALLY hard to hold onto those treasure-laden chests when you are running at break-neck speed for the exit while flailing your arms about like a crazy nutjob!

The Party can FLEE a Combat Encounter, but ONLY if it is BEFORE the first Combat Encounter Roll. In fact, the Party can choose to back down from ANY Obstacle or Combat Encounter, but that skipped Chamber will be inaccessible to the Party UNTIL it has SUCCESSFULLY bested that Chamber's Encounter.

UPON RETURNING TO TOWN

after a Delve (successful or otherwise)...

... the Party may choose to do a bit of Crafting (Part 3) or some shopping at the Marketplace (also Part 3).

The Party may also attempt another Delve AS LONG AS they have not yet attempted five (5) Delves). Don't forget to INCREASE the Party Level.

LEVELING UP!!!

All That 'Experiencing' Should be REWARDED!

Upon returning from a SUCCESSFUL DELVE, the Party may Select one new Skill or Spell for each Adventurer. The descriptions for each Skill or Spell can be found on the Hero Crafting Sheet (bottom). Each Adventurer may only choose Skills or Spells from a School or Academy or Apprenticeship that they had enrolled in (even if they were too incompetent to actually graduate!).

Be sure to Circle the newly acquired Skills and / or Spells on the Party Tracking Sheet (bottom).

In addition to gaining Skills and Spells from all that 'experiencing' they did on their last Delve, the Party is also showered with gifts upon their return (mostly in the form of paid endorsements from local business owners: "Hi. I'm Snoop Dwarf. I don't always cleave my enemies in two, but when I do, I prefer MacGuffin's handcrafted instruments of death.").

(continued on next page)

If enough Backers ask me nicely, I MIGHT actually create a fun and funny Party Renown Table with things like Paid Endorsements, Gifts from Adoring Fans (that claim the adoration is purely platonic), Speaking Engagements and Beta-testing New Weapons. When you ask nicely at Ken@ColossalEndeavors.com, feel free to include your (hopefully not stupid) ideas.

GETTING OUT OF THE ADVENTURING RAT RACE A.K.A. Retirement

Once the Party returns to town after ATTEMPTING five (5) Delves, they will be put out to pasture like any other quasi-worthless beast of burden. It might be that they are now too old or too slow or...

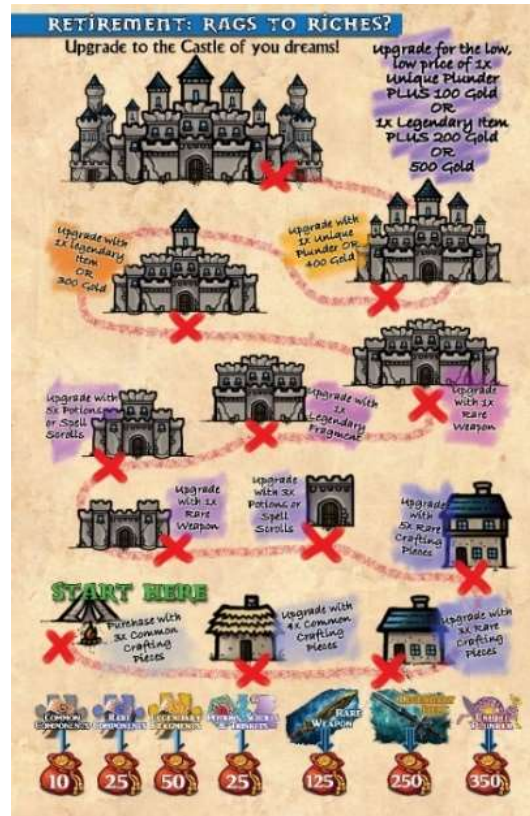
too freakishly paralyzed by nightmares of being trapped underground while fighting bloodthirsty denizens of the deep!

Whatever.

To RETIRE, pull out the Retirement: Rags to Riches? map. On here, the Party will use all their ill-gotten gains to purchase the best possible “digs” for themselves (apparently, they haven’t gotten sick of each other yet so they intend to spend the rest of their days all living together under the same roof – how cute!).

Feel free to use the Marketplace to exchange items that the Party has for anything needed to “unlock” the next Retirement Tier. Feel free to use the Haggling Rules in Part 3 to “goose” the exchange rate!

Feel free to email your Retirement results to Ken@ColossalEndeavors.com so I can decide whether or not you are worthy of ANY consideration from me. You can also email any rules questions, also. Just don't be surprised if some of the answers are heavily laced with snark and / or humorous insults ("Your mother was a hamster, and your father smelt of elderberries!").



THE END

(THANK YOU from the bottom of my cold, black heart.)

Don't listen to him. THANK YOU for supporting me in this crazy Adventure! I am forever in your debt!

(by "forever", he means "the day after tomorrow" and by "in your debt" he means "up to and including the amount of your most recent Kickstarter Pledge and not a penny more and only until you get your darn game – at which point WE'RE EVEN!")

Yours in Colossal Mayhem,

Ken Erickson (and, somewhat irritatingly, Colossal Ken)

Colossal Endeavors