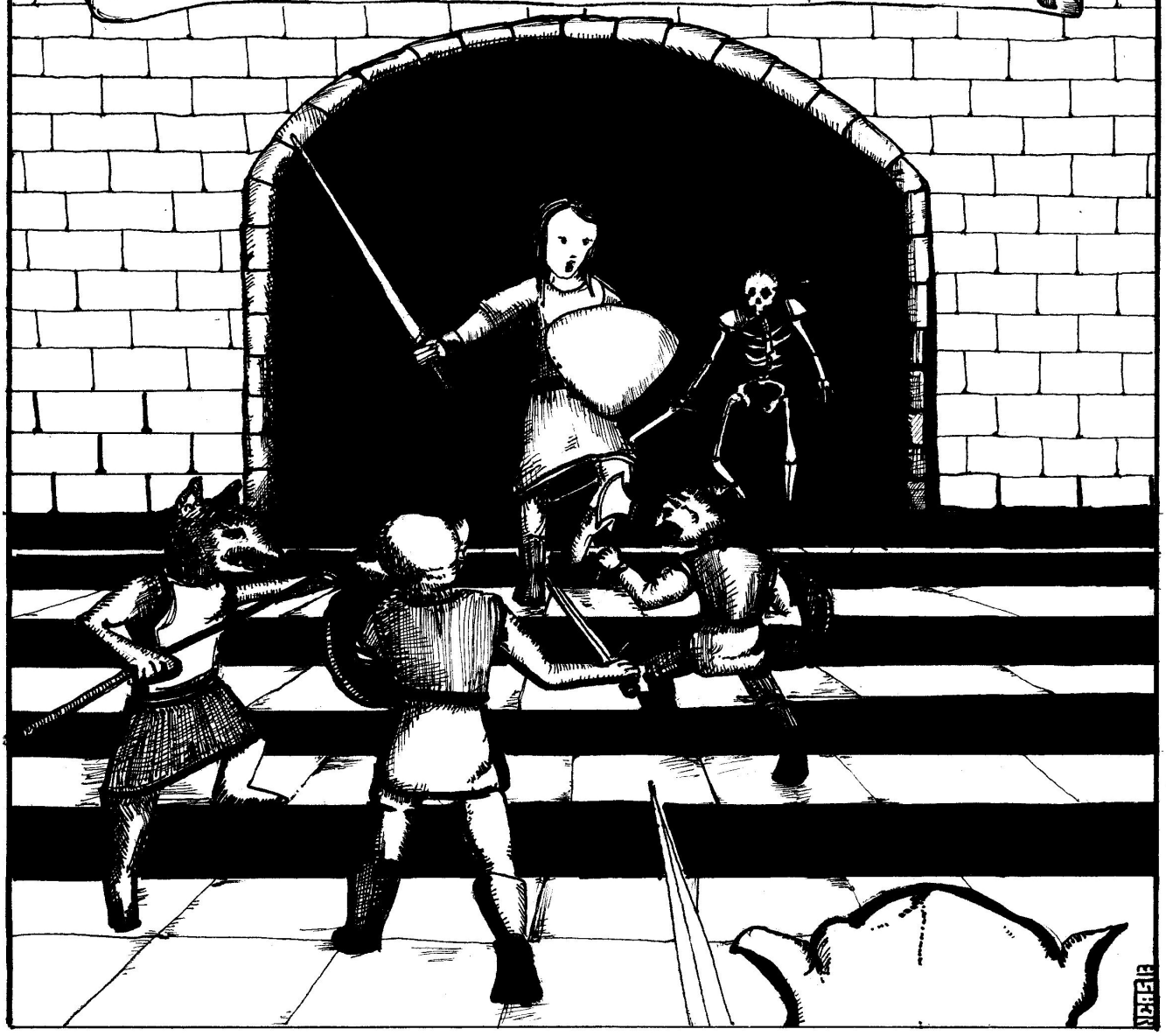
DUNGEON OF DEADLIEST EVIL

A solitaire adventure game by Noah Sheola



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Introduction:

A cold wind shook the ancient trees encircling the market as Elder Zebulun climbed the steps. In happier times the stage had borne the clamor and din of livestock auctions, but on this day the elves of Kassadun assembled in near silence.

"It is as we feared," he began. "The mad sorcerer Grislyk's goblin soldiers have stolen the Book of Lore. With the book and his Black Crucible he will raise an army of the dead to visit destruction and plague on our lands. His envoys demand we pay him tribute to forestall the slaughter."

Gasps and profane oaths erupted from the elves. Elder Zebulun rapped his staff, commanding silence, then spoke.

"Of course, we shall do no such thing. Grislyk must be slain. A brave warrior among us must enter the Dungeon of Deadliest Evil, retrieve the Book of Lore, destroy the Black Crucible, and slay Grislyk. I ask you all, who shall undertake this?"

For a moment the only sound that could be heard was the keening of a hawk overhead. Few among them had ever carried a sword into battle, for the realm had enjoyed peace for generations. They were farmers, traders, craftsmen, and artists.

"I will!" shouted a voice from the back of the crowed. The voice belonged to a tall elven maiden cloaked in blue, a longsword at her waist. Her name was Kora. Raised aboard her father's merchant ships and only lately returned to the village of her birth, Kora was yet a stranger to her people. Mounting the platform, Kora turned to face the crowd and repeated her solemn vow. "I will go."

Components:

The Print and Play PDF files provide the following components:

- 1 rule booklet
- 13 tiles
- 20 Event cards
- 6 Level I Search cards
- 5 Level II Search cards
- 4 Level III Search cards
- 1 Character Card
- 1 round of play summary reference card
- 1 Monster Track
- 4 level-to-level connection markers

You will need to supply the following components:

- 1 Kora token or miniature
- 6 goblin tokens or miniatures
- 6 skeleton tokens or miniatures
- 1 Grislyk token or miniature
- 3 blue* Ability Dice: 1 d4, 1 d6, and 1 d8
- 1 red* d6 for tracking Kora's Life.
- 1 green* d4 for the goblin Combat/Defense Die, and also used for some events and tiles.
- 1 white* d8 for the skeleton and Grislyk Combat/Defense Die
- 1 black* d6 used for some events and tiles

*The colors of the dice are just suggestions. You may of course use other colors, but the dice must be distinguishable from one another.

Terminology and Core Concepts:

d4, d6, d8: Dungeon of Deadliest Evil uses dice terminology standard in hobby games. A 4-sided die is abbreviated d4, and a 6-sided die d6, etc. Thus, “roll 1d6” simply means roll a 6-sided die.

Ability Dice: The blue d4, d6, and d8 are used to track Kora's three attributes of Combat, Defense, and Speed. The terms Combat Die, Defense Die, and Speed Die refer to the die currently allocated to the corresponding box on the Character Card.

Monsters: Goblins, skeletons, and the evil wizard Grislyk are all considered monsters.

"Roll vs." : Some cards and tiles require you to roll a die vs. a particular attribute. Roll the Ability Die specified (Combat, Speed, or Defense) along with whatever type of die the card specifies (1d4, 1d6, or 1d8) and compare the results. If the result of your Ability Die is the lesser you have failed the roll and must suffer the penalty specified. If the result of your Ability Die is greater or if the two results are the same you have succeeded and there is no effect.

"Your tile","Your space", etc. : Refers to the tile or space currently occupied by the Kora token or miniature.

Life and Wounds: Kora begins with 6 Life, represented by a d6 placed on the Life box of the Character Card with the number 6 face up. Every time you take a wound reduce your Life by 1, and adjust the d6 accordingly. If at any time your Life is reduced to zero you immediately lose the game. It is possible to recover from wounds. If you recover one or more wounds adjust the die accordingly.

Tiles, spaces, and movement**:**
Each tile contains one or more spaces. Kora always moves from space to space. Monsters, however, move from tile to tile. When a monster moves, simply place it anywhere on the tile. It does not need to occupy a particular space.

Winning (and losing) the game:

Victory is achieved by accomplishing one or more objectives and escaping the dungeon alive. The objectives are to retrieve the Book of Lore from the Book Chamber, destroy the Black Crucible in the Crucible Chamber, and slay the evil sorcerer Grislyk. Accomplishing either of the first two objectives and leaving the dungeon alive counts as a minor victory. Accomplishing all three objectives and leaving the dungeon alive counts as an ultimate victory. You have left the dungeon when you end your movement on the Dungeon Entrance tile.

If at any time your Life is reduced to zero you have lost the game.

Set up:

- Place the Dungeon Entrance tile face-up on the table and place the Kora token/miniature on it.
- Place the Character Card, turn-summary reference card, and all the dice somewhere close at hand.
- Shuffle and make a face-down stack from the 3 terminus tiles (these are the Book Chamber, the Crucible Chamber, and the Dead End tile).
- Set aside the 2 Stairs Down Tiles.
- Shuffle and make a face-down stack of the remaining 7 tiles. This stack will be called the General Stack.
- Take 2 tiles from the General Stack plus 1 of the Stairs Down tiles and shuffle them together, making a face-down stack. Place a randomly selected terminus tile, without looking at it, face-down at the bottom of this stack. These 4 tiles constitute the Level I Stack.
- Repeat this process a second time. These 4 tiles constitute the Level II Stack.
- Take the remaining terminus tile and place it face-down at the bottom of the remaining 3 tiles in the General Stack. These 4 tiles constitute the Level III Stack.
- Shuffle and place face-down each of the three Search Decks and the Event Deck.

Overview of game-play:

Each round of play is divided into the following phases:

- **Monsters move and attack**
- **Assign Ability Dice**
- **Search (optional)**
- **Use *Item* (optional)**
- **Player moves/attacks (optional)**
- **Advance monsters on the Monster Track**
- **Draw Event card and resolve its effects**

Monsters move and attack

If there are no monsters on the board, skip to the next phase. If there are monsters on the board, move each monster one tile towards Kora. Monster already on your tile do not move. After all monsters have moved, each monster attacks. When a monster attacks, roll one Combat Die for the monster as follows:
goblin = d4
Skeleton = d8
Grislyk = d8
Next, roll your Defense Die and compare the results. If the result of the monster's Combat Die is higher take 1 wound and proceed to attack with the next monster, until all monsters on your tile have attacked. If the result of your Defense Die is higher, or if the two results are equal, the attack is unsuccessful and there is no effect. Proceed to the next combat. When every monster has attacked proceed to the Assign Ability Dice phase.
Exception: When Grislyk's attack is successful he attacks again, repeatedly, until unsuccessful. Make a separate Defense roll for each attack.

Assign Ability Dice

During this phase place one of the 3 Ability Dice on each of the boxes on the Character Card corresponding to Combat, Defense, and Speed. The die you choose to place in each corresponding box is assigned to that attribute until the next Assign Ability Dice phase.

Search

You may search if the following three conditions are met:

1. There are no monsters on your tile.
2. You have not previously searched on this tile. There are various ways to keep track of this if you have trouble remembering. For instance, when you draw a new tile you may place the appropriate Search card on it, drawing it only when you decide to search.
3. There are remaining cards from the appropriate Search Deck.

To search draw a card from the Search Deck corresponding to the level of the dungeon you are currently in. You may not search while on the Dungeon Entrance tile. (See **Drawing a new tile** and **Stairs Down** for further information on dungeon levels.) All Search Deck cards are identified as either *Items* or *Instants*. *Items* grant Kora special abilities. When drawn, *Items* should be placed next to the Character Card. *Instants* are resolved immediately and then placed in a discard pile. When a Search Deck is depleted no further searching on that level of the dungeon is possible. Do not reshuffle the discard pile.

Important: After drawing the Search card and resolving any effects, **advance all monsters on the Monster Track one space**. This represents the passage of time and the relentless pursuit of Grislyk's minions.

Use *Item*

During this phase you may use one or more *Items*, which can be acquired as a result of searching. Some *Items* may only be used once and are then discarded. The effects of all other *Items* are persistent, being in effect at all times once drawn.

Player moves/attacks

During this phase you may move and then attack or attack and then move. You may not interrupt movement to attack and then continue moving.

Movement

To move, roll your current Speed Die and then move the Kora token/miniature a number of spaces not exceeding the number rolled, in any direction. If you reach the last space on your tile and wish to continue moving into the next tile you must draw and place a new tile before completing movement. You may draw and place as many tiles as needed to complete the move. If you enter a tile containing one or more monsters, end your movement immediately. You may, however, leave a tile containing one or more monsters if you began the current round of play on that tile. Some tiles have special rules affecting movement. See **Special Tiles** for details on these.

Drawing a new tile

New tiles must be drawn from the stack that corresponds to the level of the dungeon you are currently in.

You will enter the dungeon on Level I and remain on that level until descending to a lower level via one of the two Stairs Down tiles.

Place the new tile so that a space on the new tile adjoins the space you are currently on.Tiles with arrows on them must be oriented such that you enter the tile following the direction the arrow is pointing. This rule prevents the dungeon from doubling back on itself if the two tiles with turns are drawn back-to-back. If placement of the new tile would cause the dungeon to "loop around" and connect to previously explored passages, take all the tiles forming the level you are currently in and move them to a different part of the table, separate from the other levels of the dungeon. Although physically located at a different area of the table, the lower dungeon levels are still treated, for movement and all purposes, as if connected to the Stairs Down tiles from which they branched off. The level-to-level connection markers serve as a visual reminder of this imagined spatial relationship. See **Stairs Down** for rules on placing these markers.

Attacking

You may attack any one monster that is on your tile. If the attack is successful, you may attack again, repeatedly, until your attack fails. To attack, roll your Combat Die, then roll a Defense Die for the monster as follows.

goblin = 1d4
skeleton = 1d8
Grislyk = 1d8

If the result on your Combat Die is greater than the result on the monster's Defense Die, the monster is slain and it is removed from the board. If the result of the monster's Defense Die is higher, or if the two results are equal, the attack is unsuccessful and there is no effect.

Advance monsters on the Monster Track

During this phase move all monsters on the Monster Track one space to the right. When a monster is advanced to the final space, **immediately** place it on your tile.

Draw Event card and resolve its effects

During this phase draw the top card from the Event Deck, resolve the section of the card which corresponds to the level of the dungeon you are currently in, then place the card in the discard pile. If the Event Deck is out of cards shuffle the discard pile as needed. If an Event card instructs you to place one or more monsters on the Monster Track, place them on the leftmost space of the track. There is a limit of 6 goblins, 6 skeletons, and 1 Grislyk token/miniature that can be in play at once. If there are not enough monster tokens/miniatures, place as many as you are able to.

Special Tiles

Stairs Down
The staircases on these tiles lead down to lower levels of the dungeon. The first time you place a Stairs Down tile, place a To Level II marker on it, next to the staircase. Subsequent tiles branching off from this staircase are considered to be in Level II. Upon entering the first tile of Level II, place the To Level I marker on it, pointing back in the direction you came from. When the second Stairs Down tile is placed, likewise place the to Level III marker on it, next to the staircase. Subsequent tiles branching off this staircase are likewise considered to be in Level III. Upon entering the first tile of Level III, place a To Level II marker on it, pointing back in the direction you came from.

The Cliff
When you are on this on this tile add +1 to the result of all player Combat rolls.

The Narrow Passage
When you are on this tile only 1 monster of each monster type may attack.
Example: If the tile contains 2 goblins, 3 skeletons, and Grislyk, only 1 goblin, 1 skeleton, and Grislyk will attack.
Example: If the tile contains 5 goblins, only 1 will attack.

The Hall of Blades
Each time you enter this tile, and at the beginning of any round in which you are on this tile, roll d4 vs. Defense. If you fail take 1 wound.

The Pit
Each time you enter this tile, and at the beginning of any round in which you begin movement on this tile, roll d6 vs. Speed if you wish to cross the pit. If you succeed, continue movement normally on the opposite side of the pit. If you fail, take 1 wound and move to the other space on the pit, ending your movement there.

The Book Chamber
You are considered to be in possession of the Book of Lore when you begin a round of play while on this tile. When this happens immediately place Grislyk on the Monster Track.

The Crucible Chamber
The Black Crucible is considered destroyed when you begin a round of play while on this tile.

Dungeon Entrance
You begin the game on this tile, which consists of a single space. You may not search while on this tile. If you end your movement on this tile after completing the game objectives you have won the game.

The Search Cards

For reference, the Search Decks consist of the following cards:

Level I – Nothing, Nothing, Nothing, Healing Balm, Healing Balm, Amulet of Speed.

Level II – Giant Rat Attack, Fireball Spell Scroll, Invisibility Spell Scroll, Enchanted Shield, Rope.

Level III – Poison Gas Trap, Magic Sword, Healing Potion, Cloak of Stealth.

Dungeon of Deadliest Evil was designed, illustrated, and written by Noah Sheola in 2013.



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