

Hero Dice

Set 1 - The Warriors Resolve
By Bloodsworn Designs © 2011

Object

Hero Dice is an Expandable fantasy dungeon crawl game where adventurers will risk life and limb for the chance at Fame and Fortune.

You must acquire Items, Weapons and Armor to brave the dark depths of an endless labyrinth; your only goal is to delve as deep as you can and survive to attempt to claim the Title of "DUNGEON MASTER".

This game is designed to be played by 1 player, ages 10+.

This Set includes only the Brave and Valiant Warrior.

What you need to play

60 - Adventure Cards
1 - Hero Card.
10 - Dungeon Boss Cards
8 - Combat Dice
1 - Hero Dice (Red Warrior Die)
20 - Wound counters

The Combat Dice

Included are 8 standard six sided dice, these dice will be used to control combat within the game.

The Hero Die

The hero die is a standard 6-sided die colored to represent one hero class, in this set the player will find the Red Warrior Die.

This die is rolled during events and encounters. If the hero die is the high die during combat it will trigger one of a hero's class abilities that matches the die roll.

The Hero Card will list the Heroes class abilities and the High Die roll required to trigger them.

Certain events and encounters will ask the player to roll their Hero Die and check their roll against a toughness rating to bypass traps, chasms, and sleeping Dragons.

Both combat and hero dice will be covered in more detail in the combat section. (See Combat)

The Warrior

Hero Die: RED
Health: 50
Carry Limit: 5

Hero Die - the hero die determines, during a combat roll, if a hero's class ability or abilities have been triggered. The player does not have to use a triggered ability if they choose not to.

The Warriors Hero Die Abilities

- 2 - Ignore Pain, recover 5 wounds.
- 3 - Warriors Resolve, +1 attack die next round.
- 4 - Cleave, +5 Wounds to target.
- 5 - Disarm, Target rolls 1 less attack die.
- 6 - Mortal Wound, +10 Wounds to Target.

Health Points - health points are the player's very life force, lose them all and the game is over.

Carry limit - carry limit is the number of items a character can carry, excluding weapons.

Setup

The player will place their character card face up in front of them.

Next separate the Boss, Encounter, Treasure and Dungeon cards into their own decks and shuffle each and place them face down.

Next take the dungeon deck and place it near the center of the play area, this becomes the adventure deck.

Finally draw the top Boss card and place it face down next to the dungeon card deck.

Gameplay

You play the game by drawing dungeon cards, one at a time, from the adventure deck and resolving them as you make your way through the dungeon you're exploring. How exactly dungeon cards work is described below;

The Dungeon cards

Each card sets a scene within the dungeon, its passages, encounters and furnishings are depicted on the dungeon cards.

Located in the bottom left corner of the dungeon card is the movement key, its arrows show the player which directions are available as exits from the present scene. (Only used if the player is constructing the dungeon.)

Also located within the scene, may be one or more symbols, surrounded with a glow, the symbol type and glow color will tell the player what they have encountered.

A **Golden Glow** will have the player draw a card from the treasure deck, the treasure deck will contain, useful items, armor and weapons.

A **Red Glow** will have the player draw a card from the encounter deck, the encounter deck will contain creatures, traps and events that are there for the sole purpose of hindering the player's advancement.

A **Stairs Down** card (optional) may be present, if the player is running the game in the deep delving mode. This card allows the player to descend one level deeper into the dungeon, without defeating the previous levels Boss.

The player will total their Xp Pool, making note of its value, then all cards except for the player weapons and items are reshuffled into their decks and a new level begins, noting that the dungeon level has increased by one.

Constructing the Dungeon

It is not necessary that the player build the dungeon as they play, they can simply place the new drawn dungeon card on top of the last one drawn, but if they do decide to construct the dungeon, a choice both visually pleasing and adding another layer of depth to their journey, then these simple rules for building the dungeon must be followed;

1. The new dungeon card is added to the old card in the direction that the player moved. The Arrows must line up.
2. The new dungeon card cannot overlap a dungeon card already in play.
3. If the new dungeon card cannot be played it is sent to the bottom of the dungeon deck, and a new card is drawn.
4. If it becomes impossible to place a new card at any open exit, then the player is magically transported to the Bosses lair, the boss card is flipped face up and the Boss Encounter for this level begins. (See The Boss Encounter.)

The Item Cards

Useful Items - You may have found something useful.

If your Hero can use the item, put the card face up next to your Character card. You can hold as many Items as your heroes carry limit will allow, some items will increase a heroes carry limit.

Items can be used anytime they would help. Sometimes this is right away and sometimes you have to wait until just the right time. Some Items can only be used once. After using an Item like this, put it in the discard pile.

Other Items can be used over and over, so keep these cards around and use them whenever they are needed.

Weapons - You have found a new weapon.

You have to decide if you want to keep it since you can only ever have 2 weapons.

Weapons do not count towards a heroes item carry limit.

If you can use it and decide to keep it, then put your old weapon in the discard pile and put your new weapon face up next to your Character card.

If you decide not to keep it then put it in the discard pile.

Armor - You have found a piece of Armor.

Armor does not count towards a heroes item carry limit.

If you can use it and decide to keep it, then put your old piece of Armor in the discard pile and put your new piece of Armor face up next to your Character card.

If you decide not to keep it then put it in the discard pile.

The Encounter Cards

Events - When you trigger an Event, the card will tell the player what happens.

After resolving the event, put it in the discard pile.

Encounters - Encounters appear similar to the hero cards, both have attributes, but the encounter card will have a brief description of the encountered Mob, its attacks and an XP value.

There are four types of Mobs that can be encountered; Minions, Soldiers, Champions and Bosses.

Minions; Minions are your average run of the mill, just in the way kind of dungeon dwellers. Kobolds, goblins, slimes, and vermin fit into this category.

Soldiers; Soldiers are a bit tougher than a Minion, well just a bit, your basic dungeon cannon fodder. Orcs, gnolls and trolls populate this category.

Champions; Champions are the elite of the dungeons dwellers, monstrous and evil. Ogres, Wraiths, and Death knights hold this title.

Bosses; Bosses are the Masters of the dungeons dwellers; their will controls all the dungeons denizens. Dragons, Demons, Vampires and powerful Necromancers are but a few that hold this status.

Only one of the 10 dungeon bosses, chosen at random, will be encountered.

Combat

At any time a player attempts a combat action they roll their Hero Die plus any extra dice allotted by equipment and items, noting only the High die for the roll.

No matter how many dice a player or monster rolls, only the HIGH die is used to factor the rounds winner and amount of damage to be applied.

Next roll the number of combat dice for the encounter, also noting the encounters High Die.

If the encounters High Die is greater than the players High Die, the player has taken damage and subtracts the number of points from their health that the HIGH Die of the encounter was greater.

If the players High Die was greater than the High Die for the encounter, the Hero has successfully wounded the encounter and damage will be assessed in the same manor as above, having the encounter subtract health equal to the number of points greater the Hero's High die than the encounters High die.

Next if the High Die was also the player's hero die, then the player will be able to use one of their hero's class abilities.

Damage is assessed after each roll, and if the character has not defeated the mob, combat will continue, until either the player has defeated the Mob, the player flees, or the character has been defeated.

Example

Mike's Warrior (Red Hero Die) armed with a Rusty Sword (+1 Combat Die) rolls a 5 and 3(Hero Die) Vs a Goblin on Level 1.

The Goblin (1D Minion) rolls one die and gets a 4. Since the Warriors HIGH die of 5 is greater than the Goblins roll of 4, the warrior has wounded the Goblin, for 1 point of damage.

Had the Goblin rolled a 2, the Goblin would have suffered 3 points of damage, which is the difference between the Warriors High die and the Goblins roll of 2.

Also if Mike's Warriors Hero Die would have been a 5 or 6, making it the High Die, he could have used one of the corresponding class abilities.

Once an Encounter(s) is defeated, its card is sent to the player's XP Pool. The player may use items to recover at this time, or draw the next Dungeon card.

Fleeing

Even the most fearless hero knows when to make a hasty retreat. Sometimes you may need to run from an encounter, to do so the player must discard cards from their XP Pool and Items that's total match or exceed the encounter Mob's XP Value. Once this value is met the player can discard the encountered mob.

If the player does not have enough cards to meet this Value, then they cannot Flee from this Mob.

The Boss Encounter

When the player draws and resolves the last dungeon card they will then flip face up the Boss card and engage this level's Boss, the Dungeon Boss will be the most difficult battle the player will encounter.

Around the Boss encounter card resides the Boss Die Ring, working much like a player's hero die, when a boss rolls a High die, it can use the power listed on the ring that matches the High Die value.

The Boss encounter plays just like the previous encounter with the exception that the player cannot flee. Defeat the Boss and you have survived the Dungeon level.

What will the next level bring?

Deep Delving

Deep Delving is an alternate way to play Might Magic & Mayhem, at the end of the adventure deck or thru the use of the Stairs Down card, the player totals up their XP pool, noting the total on a scrap piece of paper, and re-shuffles all the cards back into their perspective decks, minus the characters items and weapons, and begins a new game, noting that the dungeon level is increased by one.

Now any mob encountered adds +5 to their health points, for each level the adventurer has descended into the dungeon, making a Guard Dog with 5 health points on level one, now a Guard Dog with 10 health points on level 2.

XP Value

The value of the XP pool is affected by the delver's level in the dungeon, x1 per level delved. So 300xp points on level three would become 900xp points.

The XP Pool

The XP Pool is used to provide the adventurer with his or her overall standing as a delver.

Defeated monsters and discarded items will end up here, allowing the player to track their hero's exploits.

This Pool is also used to cover the cost of a hero fleeing from an encounter; cards used in this fashion are removed from play.

Once a card is placed into the XP Pool it can not come back into play until a new dungeon level is started.

The table below will help the player determine just how good their adventurer is.

The Delver Leaderboard

Pigfarmer	100xp
Milkmaid	200xp
Sheep herder	400xp
Stable Cleaner	800xp
Squire	1600xp
Hero	3200xp
Knight	6400xp
Dungeon Cleaner	12800xp
Dungeon Lord	25600xp
Dungeon Master	56200xp

More to come.

Future Hero Dice sets will be released later in 2012.

These will include new items, encounters and varied dungeon locations each with a new Hero Class.

Set 2 - A Rogues Tale

Set 3 - of Crypts and Clerics

Set 4 - Magic, Mages and Mayhem

Credits

Game Design:

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Graphic Design & Layout:

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