

D6 STICKER UPDATE GUIDE

are good for bounties, others are good for hides, and all are good for two coins. There are five monster classes:



Beasts:
Beasts include gnolls (+1 in forest), hellhounds (+1 in the forest), and werewolves (+1 in trails). They have a purple border.



Rogues:
Beasts include gnolls (+1 in forest), hellhounds (+1 in the forest), and werewolves (+1 in trails). They have a purple border.



Bandits:
Bandits include goblins (+1 in hills), kobolds (+1 in trails), and orcs (+1 in hills). They have a brown border.



Undead:
Undead monsters include mummies (+1 in dungeon), skeletons (+1 in cemetery), and vampires (+1 in ...)

ON PAGE 147

Place the updated *Rogues* stats over the previous stats.



Rogues:
Rogues include bone banshees (+1 in dungeon), owlbears (+1 in dungeon), and minotaurs (+1 in dungeon). They have a blue border.

ON PAGE 149

The *Buff Coin* and *HP Coin* stickers can be placed on the left side of this page. Place the *Flesh Leech* sticker at the bottom of the page next to the last paragraph.

FIEND



A buff is a combat advantage that increases the power of an attack. (It's represented by the +1 side of the red plastic coins.)

When a monster is buffed, place a +1 coin on top of its wooden token to remind players it has been buffed. Doing this will increase its combat total by 1.

Multiple buffs can be placed on a monster at one time. All buffs are removed after the first hit is dealt (whether by monster or hero).



Sometimes a monster will receive one or more extra HP (usually due to cards or GM events), and you may have to fight it multiple times! Place a red plastic coin (heart side up) on the monster's token to represent each additional HP.

When it takes a hit, the monster loses an HP, and you should remove its corresponding coin.



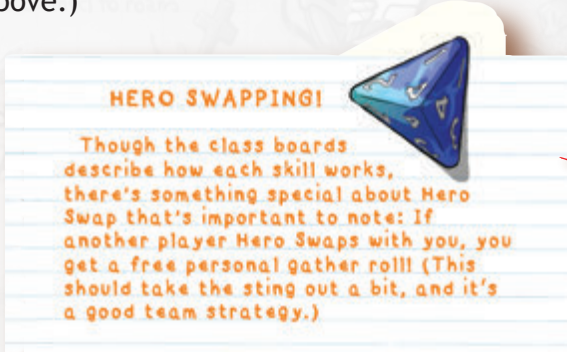
If your enemy's natural HP is lost, see "Death and the Styx River" on p. 156.)

All enemies have one natural HP. This means that if your combat total is higher than that of your enemy, you've destroyed it. Congratulations on your hard-fought victory! Immediately collect two coins.

D6 STICKER UPDATE GUIDE

ON PAGE 154

Replace the *GM's Note* at the bottom of the page with the *Hero Swapping* sticker. (Make sure the space for the D4 die doesn't cover the text above.)

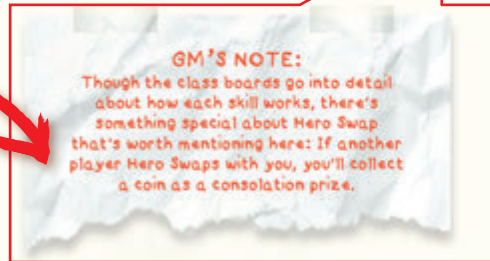


Perform a Skill:

In addition to skills common to all classes (Hero Swap and Animal Handling), each hero class has certain skills unique to it. They can help you to defeat enemies—or in some cases, escape from them. In short, skills provide a range of options a hero may perform without spending actions.

Buy Adv
You ma
"The C
during
unsucc

Play Ca
Learni
play th
vital to
Quest a
instrum
chance:
as the c
in the p



154

ON PAGE 165

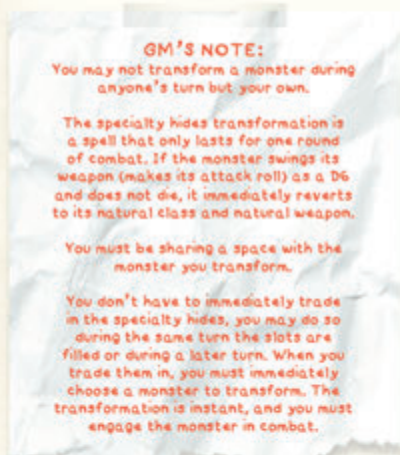
Replace the *GM's Note* and the paragraph above with the *Monster Transformation* Sticker.

1. It allows you to transform a monster of your choice into a class needed for a bounty.
2. It gives you the power to make a formidable enemy more vulnerable (and therefore easier to defeat in combat).

certainly per
three bountie

If the game en
drop off all co
fear: You'll sti
bounties left i

If you transform an enemy into a monster that would normally receive an environmental advantage in the space it's in, it will not receive that advantage. (The other players, however, are still free to buff the monster.)



C. Bounties:
When you collect a bounty, place it on top of the gather board (in your backpack).

You can only transform a monster once you're engaged with it. Once a monster is transformed, it loses ALL "bonuses" (its natural advantage, its environmental advantage, extra HP, GM buffs, etc.) and becomes a basic D6 for its immediate combat roll. It can't be given any bonuses whatsoever in its transformed state.

If the monster wins the combat roll, it will return to its previous form, regaining any and all lost bonuses.

EXAMPLE: If you need a Bandit for a bounty but get a Gnoll (Beast) instead, you can engage with it and then transform it into a Bandit class (not a specific monster).

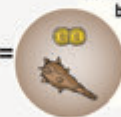
Before Transformation

This is the natural advantage that will be added to the monster's roll. This is the environment in which the monster will receive a +1 buff.



After Transformation

Once transformed, it is a basic D6 monster class. If killed, you can collect that Bandit bounty or place it in the Bandit hide slot.



- Step 1: Hero announces they're engaging with a monster.
- Step 2: Other players can buff monsters/play red-bannered cards.
- Step 3: Hero can transform the engaged monster.
- Step 4: Hero chooses the weapon they will be using.
- Step 5: Combat roll is made.
- Step 6: Hero buffs can be added. Dogmud can be used.
- Step 7: If the hero does not kill the monster, it returns to its previous form (including all added buffs).

D6 STICKER UPDATE GUIDE

ON PAGE 167

Place the *Heroic Quest* and *Alliance* stickers under the *GM's NOTE*. Use the free space on the right side of the page for the "One-Time Use" section, with the card icon stickers fitting underneath

Critical:

"Critical" allows you to double your roll. (You don't roll twice; you roll once and double your roll.)

HEROIC QUEST CARDS

The Heroic Quest deck contains the most variety of all the decks. Some cards help you; some hurt your opponents. Some cards are played during your turn; others are played during an opponent's turn. The instructions on each card should be fairly straightforward and explicit. Of particular note are the intervention cards, which are fill-in-the-blank cards you'll use to throw a wrench in an opposing player's enemy engagement. Feel free to get as creative as you want with how you fill in those blanks. (It's your time to shine, storytellers!)

GM'S NOTE:

The banner at the top of each card is color-coded. If it's green, it means the card is played during your turn. If it's red, it means the card is played during an opponent's turn.

Heroic Quest

Alliance

Play BEFORE you roll!
(This is what you'll be rolling.)

Play AFTER you roll!
(This is what to play to improve your roll.)

This is played specifically to stick it to another player.

This is played to help yourself or a teammate.

All cards are one-time use!

Once a weapon has been **PLAYED** (successfully or not), it's discarded. (Even if you use a skill or chib out, that weapon has still been played and cannot be reused.)

That's why hero buffs and Dogmud are so important. They keep a weapon active longer, increasing the odds of a successful attack.



D6 STICKER UPDATE GUIDE

ON PAGE 182

The *Village Signs* sticker goes in the very back pages.



DOG MUD (the greatest drink the Dogmud Tavern offers)
In the event of a bad roll, you can purchase a reroll by spending two gold coins. You can reroll any one of YOUR DICE during your turn. (You may repeat this as necessary, funds permitting.)

HOLY WATER
For two gold coins, you can purchase Holy Water when engaged with an Undead monster. This will turn your natural D6 into a D12 for one combat roll. (You may repeat this as necessary, funds permitting.)

RENT A HORSE
When spending an action on movement, you can move one additional space for the cost of one gold coin. (Limit one rental per action.)

CASH CUBE
During your turn, you can purchase your Cash Cube for two coins and place it in any NUMBERED space on the board. (So...not the Village.) If there are multiple enemies in a space, a Cash Cube will always take precedence. (You must engage with it first.) In Alliance mode (2v2), your Cash Cube will not attack your teammate.

182

LIFT CARDS

First, place the provided ribbon on the back of the card. Then, place the lift card sticker *over* the ribbon.



GO ON YOUR POTION BOTTLES

