

READ THIS BOOK AT SOME POINT!

DUNGEON MAGES, DAMES
DANGER, DRAGONS

PLAYER'S MANUAL



The book that contains rules and stories
and other things that affect players playing
the role of players playing a role-playing game.


CERTIFIABLE
STUDIOS

Digital “stickers” have been added to alter/correct/expound upon information and/or to add new information. These mirror the recommended placement of the actual stickers we’re producing for the physical copy of the book (to be available at a later date). Stickers have been added on pages 149, 154, 165, 167, and in the addendum.

Along with various grammar/punctuation edits, additional updates include:

p. 67
Changes “skills” to “stats” in #8

p. 145:
“p. 157” changed to “p. 167”

p. 149
“p. 156” changed to “p. 157”

p. 170
Replaces the word “tokens” with “markers”

p. 182
Adds “Addenda” section

Version 1.0.1
This version corrects a copy repeat under the “Rogues” subheading on p. 147.



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THE WORLD OF D6

In D6, you're playing the role of players playing a role-playing game. That boat you needed? It's already in the Harbor. That pit? It's already been dug. Every adventure will be different, but your objectives will remain the same: Kill the monsters. Collect the bounties. Gain the glory.



INTRO TO GM EVENTS

Welcome to the GM Events section! Other than the rules (which hopefully you won't have to suffer through more than once), this is the most functional section of the entire book. We also happen to think it's a heck of a lot of fun.

You can learn the basics of how to use GM events in the rules on p. 136. Since most of you will be flipping to this section on multiple occasions every time you play the game, though, we thought it might warrant a bit more explanation.

D6 is designed to give you some leeway in how you approach the game, and this is especially true with GM events. The hard-and-fast rules can be found in—you guessed it—the rules section. The GM events, however, are as flexible as you'd like them to be. While there are some that are pretty straightforward, there are plenty that leave room for interpretation.

We're even leaving you room to decide *how* to decide to interpret them. We can already hear the exasperated questions: So what exactly does that mean? (Ease up, exasperated question-askers—we're getting there!) First, how about we talk about what kinds of things you might choose to futz around with? Cool? Cool.

You might decide not to play with the primary events list.

The standard list numbers 1-100. Since you'll only be rolling for two of these in a standard hunting season, you'd have to play a lot of games before you played with them all. But just in case you do—or if you just want a smaller set of events to work with—we're giving you three more lists! If that weren't enough, we're also giving you some blank lists you can fill with your own events. Knock yourself out!

You might collectively decide not to use an event.

Maybe there are some that just aren't your bag. Maybe you've decided to roll a D20 and play with events 41-60. Or maybe the very first time you play the game, you roll that freaking event #1. (Sure, check it out right now if you want. It's a real bummer. We're experiencing some hella *schadenfreude* right now just thinking about the poor bastards who roll that one! Ha!)

Ahem. Whatever the reason, you do you.

You might choose to modify an event.

"This one says to collect one gold coin, but since we've decided to play this particular time as the D6 version of the 1%, let's each collect three coins."

Sure, okay. It's your game.

You may tinker with who gets to make any events-related decisions.

Maybe you'll decide to always roll a D20 to settle any disputes. ("Wait...do I do this right now? Or when it gets to my turn?") Or perhaps you'll lean in hard to the RPG feel of the game and vote to bestow the mantle of "Head GM" to a specific player, who can sort out disagreements, modify events at their discretion, etc.

As you can see, there's a lot of wiggle room here. Perhaps the two most important things to remember when it comes to the GM events are:

1. *Discuss how to approach them before you start the game.*
You don't want to run up against an issue in the middle of the game that could have been easily solved by a 30-second discussion beforehand.
2. *Have fun!*
We suggest having at least as much fun playing with these as we had writing them. (Good luck with that because we had a *lot* of fun writing them.)

GM EVENTS



01 FROM "WELL DONE, HERO!" TO WELL-DONE HERO

The dragon circles overhead, wings flapping slowly as it searches out its next victim. Screams fill the air and villagers flee in terror. Not you, though. As the massive sky serpent swoops downward, preparing to set the world ablaze, you dig in your heels, draw your blade, and brace yourself.

The good news is that for generations to come, you'll be spoken of with reverence. Your act of heroism will be toasted at wedding receptions, high schools will be named after you, and your image will be emblazoned across various coins of the realm.

The bad news, of course, is that you're toasted alive immediately. You manage to live just long enough to register a lifetime's worth of unimaginable pain in a single moment. Your final coherent thought is, "What the **** was I thinking?! It's a ****ing dragon!"

Game over. All players lose immediately, cursing their stubborn heroic dumbassery.

02 GRAVEYARD SHIFT

You're walking through a field when you stumble upon a tiny cemetery you're sure wasn't there the day before. As you approach, you see several skeletons in battle gear, acting as sentinels. *What could they be guarding?* you wonder. You didn't speak the question aloud, which makes it all the more startling when one of the skeletons answers your question with one of its own.

"Why don't you come closer and find out?"

Skeletons...in a graveyard...at night...inviting you over. You're no idiot, but you are curious. You remember what your old grandpappy used to say: "A reluctant adventurer is seldom a successful adventurer." (Of course, your grandpappy died screaming when he took it upon himself to investigate a hellhound den alone, so maybe you should take his advice with a grain of salt.)

You step closer to discover the skeletons are standing watch over an open grave. You peer inside and see a coffin. Instead of the usual hinged lid it's topped with a door.

"Go on in!" another skeleton says. "You know you want to." Do you...

Engage the skeletons in battle, praying your wits and your weapon are enough to send them wherever dead things go after they're killed a second time?

Or...

Take your grandpappy's advice and embrace the unknown?

Roll the D10 and then turn to pages 66-67 to find...



03 GOBLIN ROBBER

You've heard about the increased goblin presence in the area. After several days of top-notch tracking, you stumble onto the first Goblin Council held in generations. Many of the goblins have brought their treasure hordes with them for bragging rights. If you can just sneak into their camp while they're asleep, you'll be rich beyond your wildest dreams...

You may walk away now or roll for stealth.

- Success: Gain one gold coin and one Advantage card, you sneaky goblin robber, you!
- Failure: Goblins don't take kindly to thieves. Lose one HP.



RUSH TO THE BRUSH 04

It's unclear whether the whispers you've been hearing are rumors or fact, but they've definitely caught your interest. The details vary depending on the teller, but the gist of each story is the same: A benevolent goblin has promised his vast fortune to one who is swift of foot and strong of heart.

Place two gold coins in Thickbrush. The first player to spend an action to get to Thickbrush collects them.



05 FROM MY COLD, DEAD HANDS

Every hunter has a go-to weapon, and yours was handed down to you by your grandmother, a legendary hunter. It's saved your life more times than you can count, and from the look in this goblin's eyes, you can see he's itching to add it to his arsenal. Sure, you've dealt with your share of ill-tempered, grab-happy goblins, but this guy looks like one you'd rather avoid. It's not to be, however; he moves like a flash to separate you from your prized possession.

Roll for strength.

- Success: You're strong enough to break the goblin's grip on your weapon. The family heirloom is safe for another day.
- Failure: The goblin overpowers you. Lose one Advantage card.



06 FARMER'S DAUGHTER

You've been in the elements for weeks, and you're in desperate need of some room, board, and rest. You've heard there's a farmer in this region who is friendly to hunters. He welcomes you into his home with but one warning:

"We'll gladly fill your belly and give you a place to rest for the night. But under no circumstances are you to lay a hand on my daughter."

After getting a glimpse of the unfortunate-looking girl, you somehow don't think keeping your hands to yourself will be a problem. But from the suggestive looks she keeps shooting your way, you worry that you'll be able to keep *her* hands off *you*.

Roll for strength.

- **Success:** You're able to fend off the lively lass and escape her clutches...and the farmer's wrath.
- **Failure:** Lose one action, all hope, and your bachelorhood. Who's the best man?



BRAVERY'S DEMISE 07

You've seen horrors unspeakable and lived to speak of them. You've faced terrors that would still the bravest warrior's heart, and yet yours still beats. You've borne witness to evil unimaginable, and you've faced it without blinking. But just the sight of the unnameable abomination that now jerks toward you gives form to every unspoken fear you've ever had and pushes you to the brink of insanity.

All players are transformed into chibs.

08 MAP NECK

You're on the hunt for goblins. As you're walking, your eyes shift back and forth between an old map and the GPS (Goblin Pit Scope) you bought off a traveling merchant, neither of which are very helpful. You're looking everywhere except where you're going, which is when you find the goblins' lair—by losing your footing at its ledge.

Roll for intelligence.

- **Success:** You're quick-witted enough to reach out and grasp a vine, pulling yourself up just in time to avoid a painful (and rather embarrassing) death.
- **Failure:** Lose one action.

09 ACOUSTIC NIGHTMARE

You and your tipsy tavern buddies shout obscenities down the long stone hallways. You sober up fast when you realize the voices echoing back are not your own.

Each player not in the Village will roll for one stat change at the start of their turn. A random enemy will be placed in the player's space. If it's a Rogue, give it an additional HP.



THE KITTY'S COIN (WHAT KIND OF HERO ARE YOU?) 10

As you walk down a narrow trail in the brush, you stumble upon a mortally wounded kitty holding tight to a single golden coin. Her lower half has been severed, and she clearly isn't much longer for this world.

She looks up at you with wide, uncertain eyes. She fought very hard to hang on to what is hers, but now she hasn't enough strength to keep it. Do you...

Lean down and snatch away her one and only possession, the thing she sacrificed her life to protect...while she watches? *Gain one gold coin.*

Or...

Lean down and let her know that she did well and that as long as you're there, no one will ever take what is hers?

She soon passes. You tuck the coin snugly between her paws before burying her. *You gain nothing.*





11 LOOT SNATCHER

I ain't sayin she a loot snatcher... But she ain't messin' with no boot patcher.

As you walk into the local tavern, she catches your eye immediately. Sure she's out of your league. But she's also out of gold, and now she's batting eyes and swishing thighs your way.

Roll for intelligence.

- Success: You keep your loot close to you.
- Failure: You never saw it coming. Mama's got a brand new bag. Lose all gold coins.

12 ADVENTURE'S...AFOOT?

You're headed home after a long journey when your hero sense begins to tingle. You don't know where adventure will summon you next, but you do know you'll answer the call. Maybe you'll end up with a story that will one day enthrall your grandchildren. Perhaps bards will someday regale weary travelers with your exploits. But one thing's for sure: You've got to have the adventure before anyone can write songs about it.

For each player who chooses to go wherever adventure takes them: Before their turn starts, they'll roll either a D10 (if playing with the standard map) or a D12 (if playing with the advanced map) to place their hero in a random space. Doing so will earn them a free Heroic Quest card at the start of their turn.



13 FOOL'S GOLD

You learn that rumors of counterfeit coins have been circulating amongst the vendors. What's not circulating—at least not until the law can resolve the issue—is gold.

Players cannot spend any gold coins this round.



14 WE DIDN'T STARVE THE FIRE

You interrupt an ancient sacrificial rite featuring one terrified virgin, two kegs of kerosene, and an immense horde of hooded idiots trying to summon a fire skeleton.

Do they know what they're doing? Doubtful. Will they be successful? Perhaps. Are fire skeletons even a thing? Looks like you're about to find out!

Player one draws up to six enemy tokens. If a skeleton is pulled, stop drawing and place the token in a space with a cemetery, giving it two extra HP. All other enemy tokens go back in the bag.



INDUCTION RITES (ONLY AFFECTS THOSE PLAYING AS A FEMALE CHARACTER)

15

It's the middle of the night and you're fast asleep when you feel a boot in your side. You look up to find a tall woman who is as muscular as she is beautiful. You've been hoping, praying, and training for this moment, and you know exactly who she is—or at least *what* she is. "Follow me," she says gruffly. "It's time to see if you have what it takes to be an Amazon."

Roll for intelligence.

- Success: You're able to avoid the spear thrown at you in your first trial.
- Failure: The spear pierces your side, narrowly avoiding any vital organs. You've missed your chance to join the legendary tribe, but you have a sweet scar and a great story to tell your fellow adventurers. *Lose one action.*



16 IT STIRS

You've heard the murmuring among the townspeople...the barely audible whispers by those afraid to even speak its name.

History had relegated it to myth and even the myth had all but faded from memory. Now something ancient stirs once again in the Wasteland. Torches are lit, guard towers are manned, and nursery doors are reinforced. 'Tis all for naught, for once awakened, nothing can stop the Kyndersluke until its hunger has been satisfied.

Place one random monster in the Wasteland and give it two buffs. Then give one buff to each monster already in that space.

S'MORLOCK 17

You find a good spot to make camp. Unfortunately, some careless adventurers who were here before you dropped crumbs down an open fissure in the ground, unwittingly giving the creatures that live below a taste for people food—and for the hapless heroes who dare hunt the Wasteland.

Place two random monsters in the Wasteland, giving the second one buff.

18 ALL FOR NAUGHT(HOLE)

The kindly elderly groundskeeper said that if you put your ear to a knothole in The Tree of Secrets, a spirit will whisper your future. But when you place your ear against its trunk, the "spirit" sounds an awful lot like your baby brother—who disappeared two decades ago—and his "whispers" sound more like whimpers.

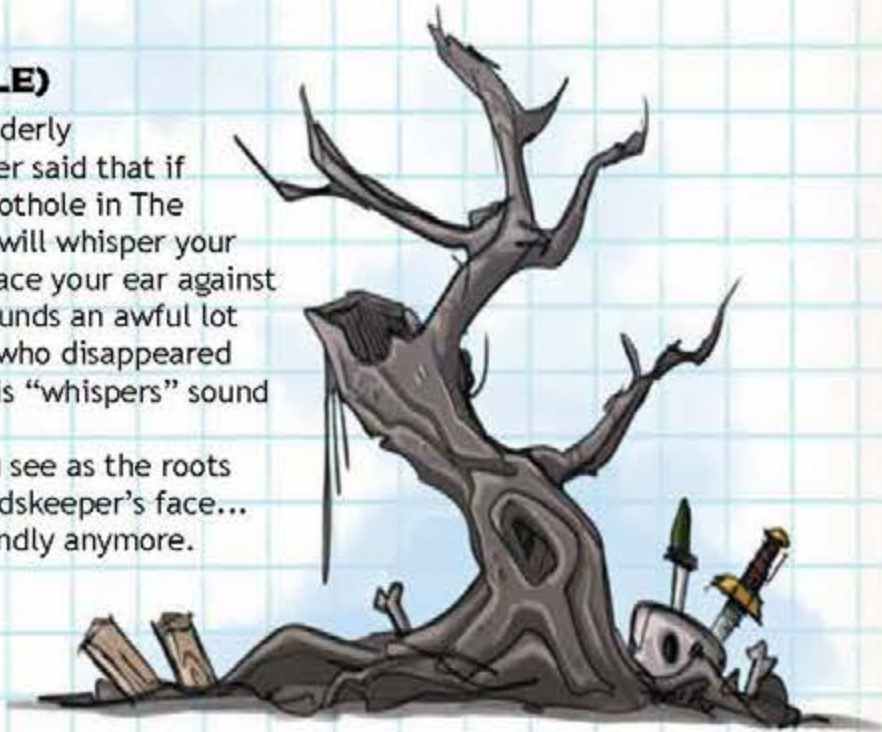
The last thing you see as the roots draw you in is the groundskeeper's face... and it doesn't look so kindly anymore.

Roll for intelligence.

- *Success:* You saw it coming and you cut down the demonic groundskeeper.

Draw one random monster and place it in any vacant hide space on your gather board.

- *Failure:* Place your hero in the Styx River. You don't lose hides, but you must roll for hero placement at the start of your turn.



19 THE WOLF KING

A pack of werewolf scouts moves past you, and you say a silent prayer of thanks that you're upwind of them. You'd always assumed the Alpha Werewolf was a myth, but trailing the scouts is an ornate litter carrying the legendary beast, shouldered by a score of the fiercest werewolves you've ever seen—and you've seen a lot. You remain as still as possible, hoping the wind doesn't change.



Place the D10+3 GM token in a space with cemetery terrain. The first player to defeat it gains two gold coins and may max out one stat.

ELDER STROLLS (WHAT KIND OF HERO ARE YOU?) 20

You see an elderly woman struggling to push her vegetable cart across the rutted wagon path. She trips over a stone and lets out a cry of pain as she twists her ankle. A cloud of dust, accompanied by thunderous hoofbeats, crests the hill. You realize the wagon train approaching won't see the old woman in time to stop, but if you act fast, you can probably save her. Do you...

Drop your belongings, sprint toward the old woman, and scoop her out of harm's way, praying fervently that the excitement doesn't give her a heart attack?

You gain nothing.

Or...

Stand idly by as the woman is trampled, praying fervently that at least a few of her vegetables survive the ordeal? Those are some good-lookin' radishes!

Gain one gold coin.



21 OGRE-BEARING TOWNSFOLK

When the village is attacked by a vengeful ogre, the townspeople quickly band together to defeat it. A young, brave girl—eager to help—escapes the clutches of her mother and is trapped beneath the slain ogre as it falls. You and several others scramble to lift the massive creature before it crushes the girl.

Roll for strength.

- **Success:** The child, though bruised and shaken, is saved. Her mother, sobbing with relief, thanks you repeatedly and presses a gold coin into your palm. *Gain one gold coin.*

- **Failure:** You've misjudged the severity of the girl's plight. As your sweaty fingers lose their grip in the beast's greasy fur, the last thing you hear is the last thing she feels: her bones snapping like dry kindling beneath the weight of several tons of ogre blubber.



MELEE-DY 22

As legend has it, Meena used to be a tavern wench...until one day she decided her bottom had been pinched for the last time. (The unfortunate—and very well-sauced—soul who pushed her over the edge pulled back a bloody stump.)

Since then, she's been on a tear, racking up hide after hide. She's been known to fight multiple monsters at a time, venting her fury on every critter that crosses her path. Even those who prefer to hunt alone wouldn't mind having her on their side.

All players roll a D20 to see who convinces Meena to join forces with them. The player with the highest roll will place three buffs on their hero. These may be used anytime during their combat rolls. All buffs not used by the end of the turn are discarded. (Meena can't hunt with you forever, you know.)



23 FERRYMAN'S FOLLY

You awaken to find two coins on your eyes, and you feel a rhythmic rocking beneath you. You sit up, and your stirring startles the hooded figure at the helm. He turns the boat around and begins to paddle furiously, muttering and cursing in an ancient tongue. You make a mental note: if you've passed out hard enough to fool the Ferryman, perhaps you should take it easy on the Dogmud. But hey...at least he lets you keep the coins.

Everyone receives two gold coins.

AS LONG AS YOU CAN TALK, YOU CAN TALK YOUR WAY OUT 24

It's been a brutal battle, but that kobold's final blow has you seeing stars. Well, you thought they were stars, but now they're converging into a single bright light and...when you see the Ferryman, you know that things are looking grim. That's when you have an idea. You've honed your quick-talking banter through years of haggling over the price of skins, and you start spreading it on thick.

"Oh, you thought this was my last boat ride?" you say, laughing. "No, friend. It's not my time," you continue. "Just catching a lift! You give 'em hell thought, buddy, and I'll see you in a few decades!"

Roll for intelligence.

- **Success:** The Ferryman buys your line of b.s. *Place your pawn/standee in any space and gain one Heroic Quest card before your turn starts.*

- **Failure:** The Ferryman has heard it all before. *He drops you off in a random space before your turn starts.*



25 FALLING OFF THE WAGON

After several weeks of hunting and a pack full of hides, you're ready to make the long trek back to the village when a peddler approaches in his wagon. When you tip your hat to him, he offers no response. You think you see a hint of a smile and perhaps a wink as he passes, but it could just be a trick of the light.

You continue on and see sunlight reflecting off something in the road. You stoop down to examine it and realize it's a large knapsack. Sewn into the burlap is a single silver coin featuring a symbol you've never seen before. The sack is big enough to hold the entirety of a traveling man's belongings—or even the man himself. *It must have fallen off the peddler's wagon*, you think to yourself.

You open the knapsack and see a stairway, leading down further than you can see. You turn around and search for the peddler, but he's far in the distance; there's no way you could catch him on foot. You're so close to heading home—you can almost smell the meat roasting on the spit in your favorite tavern—but you can't help but wonder if you were meant to find this stairway to...what? Where? Do you...

Continue on your travels, knowing you'll always wonder if you missed out on an adventure for the ages?
Or...

Enter the knapsack, roll the D10, and turn to pp. 66-67 to find...

26 SOLITARY

You find the decaying entrance to a long-abandoned dungeon. The restless ghosts of the incarcerated are as lonely in death as they were in life—or what passed for it in the dark, dirty cellars where they marked their days. They crave your company, and they'll align themselves with whatever dark forces necessary to get it.

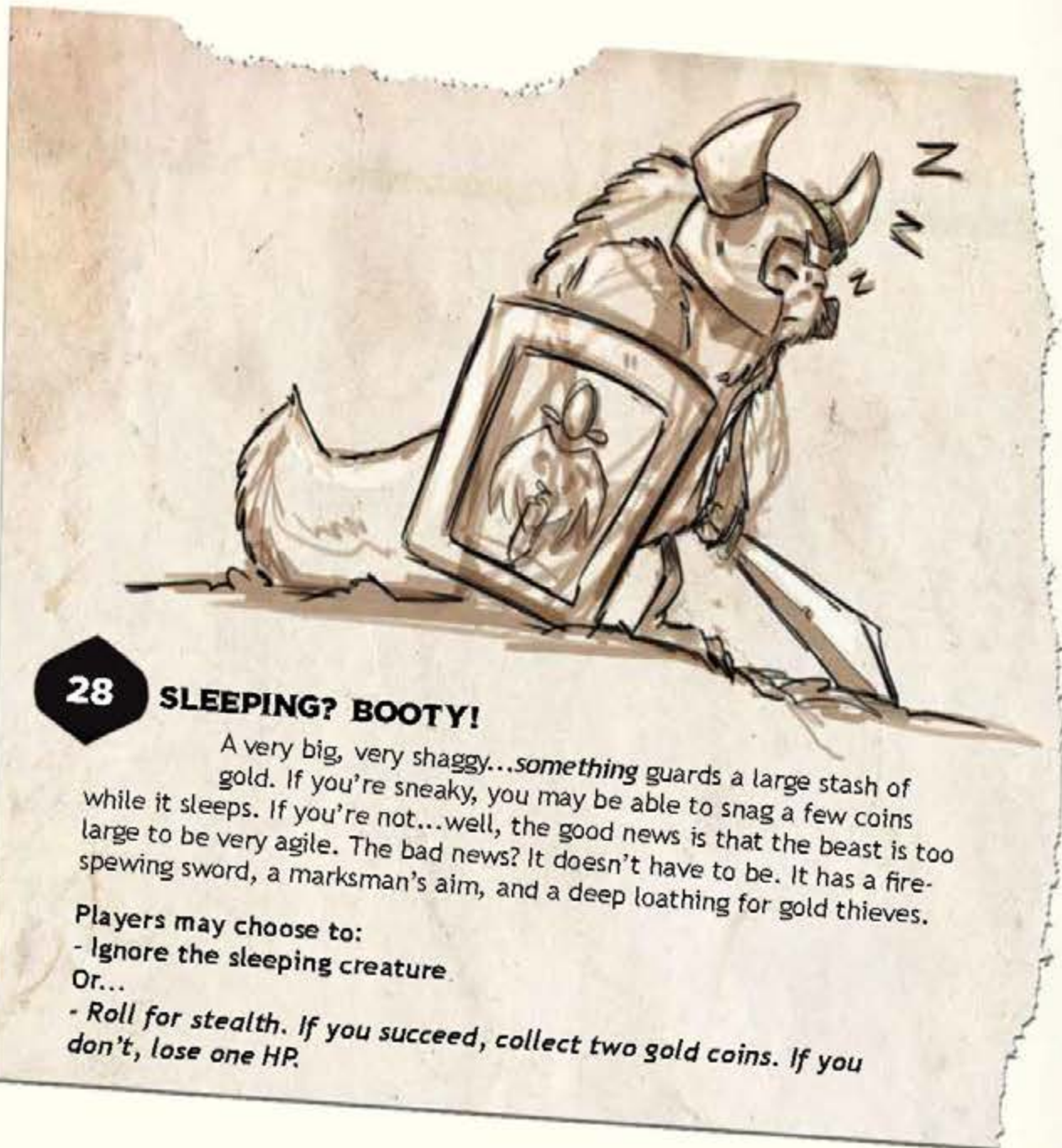
During this round, every monster in a space containing a dungeon will receive one buff. (If a monster is spawned in a space containing a dungeon, place a buff on it, too.) Remove buffs at the conclusion of the round.



THE TRAITOROUS TACTICIAN 27

You learn that in his lust for power, a fearsome hunter—and trusted companion—has made a dark pact with a group of monsters. After teaching them the strategic advantage of elevation, he leads them to a location high in the hills, where they lie in wait.

Place two buffs in a space containing hills terrain. These buffs are applied to the first monster attacked in this space.



28 SLEEPING? BOOTY!

A very big, very shaggy...*something* guards a large stash of gold. If you're sneaky, you may be able to snag a few coins while it sleeps. If you're not...well, the good news is that the beast is too large to be very agile. The bad news? It doesn't have to be. It has a fire-spewing sword, a marksman's aim, and a deep loathing for gold thieves.

Players may choose to:

- Ignore the sleeping creature

Or...

- Roll for *stealth*. If you succeed, collect two gold coins. If you don't, lose one HP.

THE WATCHERS 29

You hear no footsteps, but you feel someone—or *something*—watching your every movement. As you turn the corner, you realize you've grossly underestimated the number of eyes trained on you.

Randomly spawn an enemy in each player's space.



30 A HORNY DILEMMA (WHAT KIND OF HERO ARE YOU?)

You spot a unicorn as it stops at a small waterfall for a drink. You're well aware that ground unicorn horn is highly prized as an aphrodisiac and will fetch a hefty sum. With the rushing waters masking your footsteps, you know you're capable of restraining the creature before it can get away. Do you...

Admire the majestic beast from afar and then be on your way? *You gain nothing.* Or...

Chop off its horn with one swift strike of your sword, leaving it defenseless... just like any other stupid horse? *Collect one gold coin.*



STEP UP TO GET YA REP UP 31

You wake up to find your camp destroyed and several of your traveling companions—fierce warriors all—missing. Your first instinct is to turn tail and run, but you realize you must show courage to inspire it.

Unless in the Village, you must hunt at least once in the space where you're starting your turn.



32 IT STIRS

The midday sun is a tyrant, demanding every drop of sweat from your dehydrated body. Twigs crackle underfoot. For two days, you've had nothing to eat but the dust from the travelers ahead of you.

With little warning, thunder rumbles in the distance and the air becomes lighter. The sky turns a shade of pink you've never seen before, a breeze stirs, and a shimmering, purplish precipitation begins to fall.

There's a flavor to the liquid—not at all unpleasant—that you can't quite place. Maybe this is what hope tastes like.

All players immediately get a free Fountain of You roll.

33 OWLBEAR WITH YOU

You've heard the Owlpha-Bear won't attack unless it's attacked first. It's wounded, but it appears to be guarding a stash of well-forged weapons.

Roll to randomly place the Owlpha-Bear (represented by the D12+3 token). The first hero who slays the Owlpha-Bear collects two random monster hides and one Advantage card.



34 OWLBEARLY TAME

Ahead of you on the path sits an owlbear tied to a post. As you get closer, you're amazed to discover that it's wearing a saddle. *Another traveler must have domesticated it*, you say to yourself. It seems docile, but you can't help but wonder: Can an owlbear ever really be tamed?

Roll for intelligence.

- Success: Players may move one free adjacent space this turn. (This is not an action.)

35 SILLY SHEPHERDESS

You're cleaning monster gore off your weapons when a young girl approaches and introduces herself as Bo-Peep. "You seem a trustworthy soul," she says as you polish your morning star. She then proceeds to explain that she requires some assistance in locating a sheep she has "misplaced." After suggesting she not be so quick to trust strangers with brain-splattered bludgeons—and realizing you have clearly wandered into the wrong adventure—you sigh and begin your search.

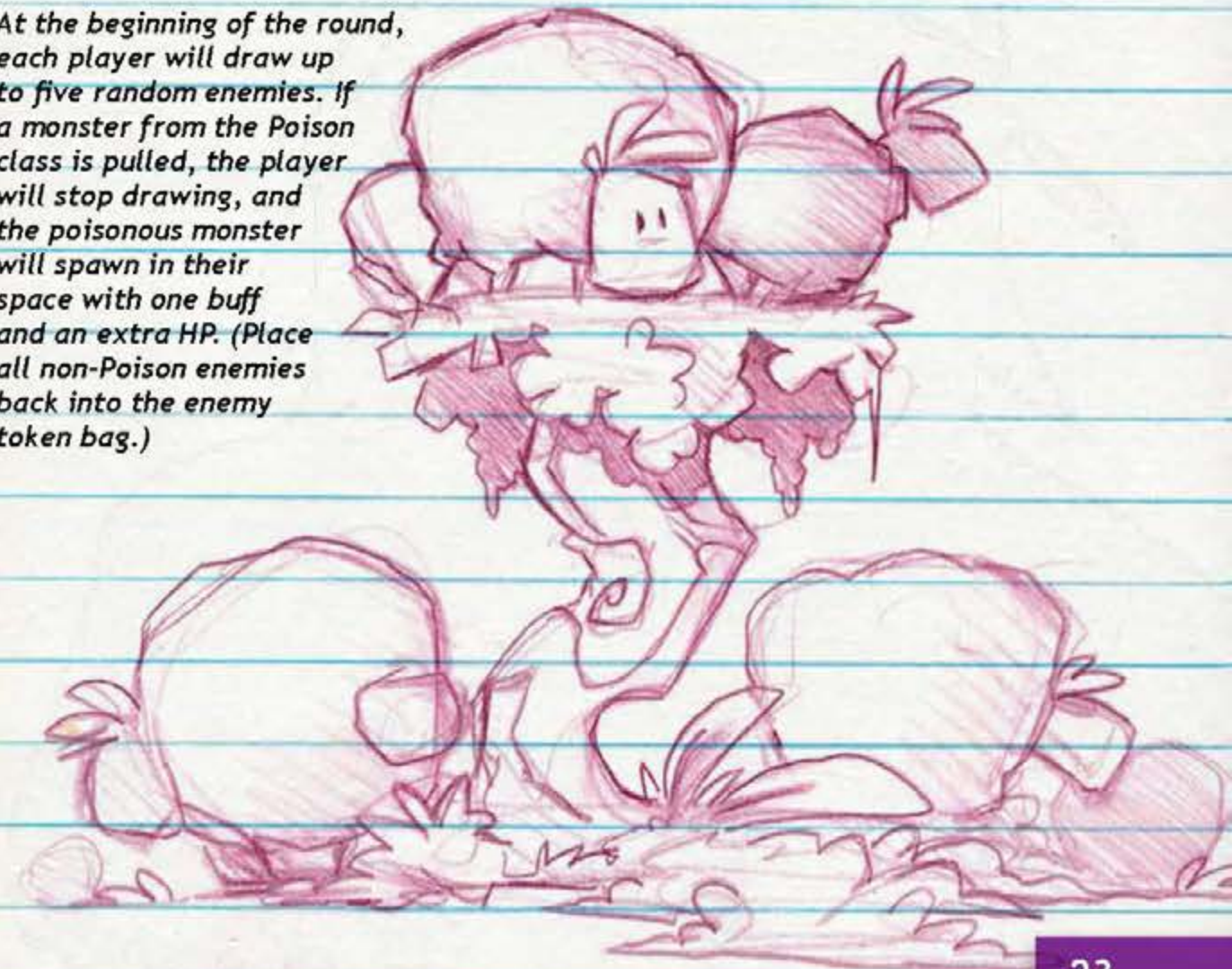
Place the sheep GM token in a random space. The first player to pick up the sheep and bring it back to the Village may draw Advantage and Heroic Quest cards up to their hand limit. (Picking up the sheep costs one action.)



FIGHT THE BLIGHT 36

Livestock sick...crops ruined...water sources tainted. You don't know what's causing the blight on the land, but with your supplies low, you'd better figure out how to deal with it.

At the beginning of the round, each player will draw up to five random enemies. If a monster from the Poison class is pulled, the player will stop drawing, and the poisonous monster will spawn in their space with one buff and an extra HP. (Place all non-Poison enemies back into the enemy token bag.)



37 SOLITARY

You come across a gruesome sight: the ground trampled...cattle ripped apart... sheep dismembered. "Hellhounds," you mutter, your guard up and weapon out. A distant howling fills the air. As you crest a hill, you see a woman in the distance wandering aimlessly. She clutches what appears to be a ragdoll close to her chest. As you approach, you get a closer look and realize... that's no doll.

All hellhounds currently on the board, as well as any placed on the board during this round, receive one buff and an extra HP.



Two of Three

Three little kittens lost their midden
And they began—

What's a "midden"?

For our purposes? It's a pile of bones and such.

Oh.
Carry on.

Three little kittens lost their midden
And they began to cry—
How a brother dear has disappeared
And they cannot fathom why.

Oh?

So the two little kittens with maps they'd written
Traveled all the way back home—
"Oh mother dear, you've fallen here
And were left to die alone."

Those two little kittens with a brother still missin'
Both made up their minds—
"We'll find our brother and avenge our mother.
Her killer we will find."

Damn skippy.



39 GELATINOUS SLUSHIES FOR SALE!

You enter a village and find a festive mood in the air. Children are dancing in a circle, hands linked, raising their voices in sing-songy verse:

*There once was a clear blob of gel
That put all the townsfolk through hell
This arse of a Cube
Sucked up many a rube
Before they could eke out a yell.*

*Along came a mischievous Sprite
Who hated that blubbery blight
This magical lass,
Up and pureed its ass,
So now we've got slushies half-price!*



While in the Village, pay three gold coins to gain a chilled glass of Cube and one glory point. (One glass—and glory point—per player, greedy-gut.)

40 LAST REQUEST (WHAT KIND OF HERO ARE YOU?)

The man before you is clearly in bad shape. Blood soaks his hands where they clutch his side. Beside him sits a little girl, who holds tight to her father while she cries.

"A pack of Undead was on us before we knew it," the man says. "One of the bastards bit me, and I don't have much time. I'll fall on my own dagger before I turn into one of those things."

He takes out a hefty bag of gold and presses it into your palm. "I don't want my little girl to see me die. Please take care of her for me." Do you...

Accept the man's gold and deliver it and his child to someone who can care for her? *Gain nothing* but the satisfaction of fulfilling a man's dying request.

Or...

Ditch the kid and keep the gold? You can be in good drink for a year with that kind of money! *Gain two gold coins.*



41 UNHOLY UNION

You've almost drifted off to sleep when you hear something. You hastily throw on some clothes and track the noise. As you get closer, you drop to your belly and crawl, careful to remain unseen. You peer over a ledge to the valley below, where you see a dozen or so vampires and zombies arranged in a circle, signing a parchment.

After hundreds of years of negotiations, bickering, and infighting (and the occasional, completely pointless *inbiting*), the zombies and the vampires have successfully formed the first labor union for the Undead.

All Undead monsters on the board—as well as any that are spawned this round—gain one extra HP.

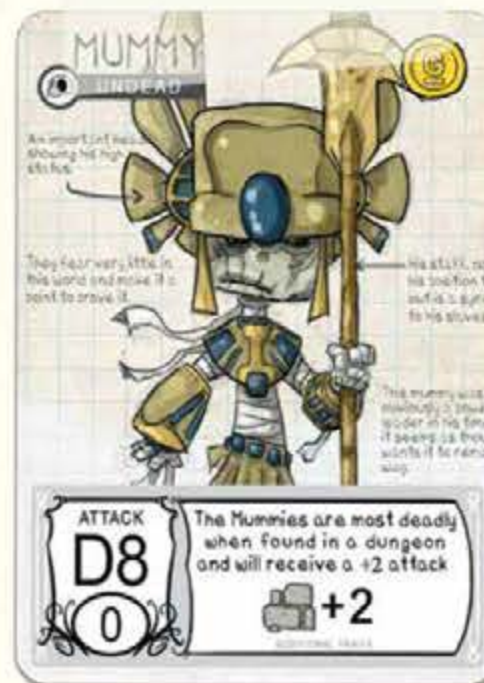


42 HERO'S MOVEMENT

After a very long, unsuccessful day of mummy hunting, you've just "unloaded your booty" in the brush. While looking around to find something to clean up with, you're surprised to find a length of cloth. You feel some resistance at the other end as you roll off a wad, but you don't think much of it...until you hear an indignant moan. That mummy you've spent the day looking for has found you at the worst possible time, and it seems more than a little perturbed at how its bandages are being desecrated.

Hope that movement was worth it, hero, because you just lost two of yours.

Only one of each player's actions can be used for movement this round.



THE QUIET GAME 43

Your party is exhausted, your resources are depleted, and your weapons are overdue for a good sharpening. There's a monster den ahead, and just this once you'd like to leave well enough alone and save the battle for another day. It's early afternoon, the monsters are still sleeping, and you'd like to keep it that way.

All players roll for stealth.

A random enemy spawns in the space(s) occupied by those who are unsuccessful. (Keep it down next time, why don't ya?)

44 HERO'S HILL

You've always assumed it was a legend. Just some yarn spun by crusty hunters with nothing better to do than tell old stories. But now it's in front of you and...wow. Before you is a small hill, and hovering above it is a sight that bends the mind. First it's a sword. But no! Now the air around it shimmers, mirage-like, and it's an axe! And now a mace!

It occurs to you that if you live long enough to become a crusty has-been, the up-and-coming hotshot hunters probably won't believe your stories, either.

Starting with player one, flip two Advantage cards.

If one of the cards is a weapon, keep it and place the other at the bottom of the deck. If both cards are weapons, choose one and place the other at the bottom of the deck. If neither card is a weapon, place both at the bottom of the deck. Each player does this once.



45 SOMETHING FISHY

While diving for your dinner in a secluded lagoon, you see the entrance to an underwater cave. Standing guard is a three-headed mermaid, who looks around furtively—with all three heads—before motioning for you to enter. Do you...

Pretend you didn't see her and hope those three mouths haven't gobbled up all the fish in the vicinity?

Or...

Enter the cave? Roll the D10 and turn to pp. 66-67 to find...

46 ROYAL AUDIENCE

You've finally been granted an audience with the queen to discuss the increased aggression of the monster population. As you approach Her Royal Highness, her expression is regal and unreadable. You stoop to kiss her hand, and as you do, she smiles widely...and then more widely...and then her entire jaw unhinges, opening to reveal a gruesome sight the likes of which no amount of whiskey will ever blot from your memory.

Inside the gaping hole that just moments ago was a face, you see that what's left of the real queen inside this...this...*thing*...is still conscious—and screaming. You join in her hellish chorus before stumbling backward toward the door, leaving her to her fate.

All players are transformed into chibs.



47 THE () IN THE ()

Everyone knows about the sword in the stone, but you've heard rumors about others. The bow in the boulder. The dagger in the dirt. The potion...in the...ocean. (They were really reaching with that one.)

From the looks of what you see in front of you, they're more than rumors. You're not sure who would be so careless as to leave cool stuff just jutting out of the earth for some rando to find, but their loss is your gain!

Roll for strength.

- **Success:** Draw two Advantage cards. Keep your favorite and place the other at the bottom of the deck.



48 THE WITCH'S GRUDGE

You see the crumbling remains of a dungeon in the distance. As you get closer, a shiver creeps down your spine. You know of this place.

As the story goes, a witch who was held there cursed each of her captors to a slow, painful death. Some say she still wasn't satisfied and imprisoned their souls in the place until the day a hero pure of heart could come and release them.

"Not me. Not today," you mutter, steering your already-jumpy horse away from the poisoned earth surrounding the place.

Place a buff in all spaces containing a dungeon. These buffs will remain until the end of the game. All monsters that already get a dungeon buff now get an additional buff to their combat roll while in spaces containing a dungeon.

49 MAIDEN'S CHEST

You've been walking all day when a voluptuous maiden in a low-cut turquoise and gold gown steps through a clearing in the brush, motioning you over. "Would you like to take a peek at my chest, traveler?" she asks, a smile playing across her lips.

You look behind you to make sure you're the one she's talking to. You're soaked with sweat, and your clothes are a week past due for a good scrubbing, but perhaps this fair lass has a thing for authentic adventurers. (And right now, your "authenticity" is apparent to anyone downwind of you.)

The maiden steps back into the brush, and you follow, only to discover she's nowhere to be found. In front of you sits a large chest, hewn of expensive wood and inlaid with turquoise and gold. Do you...

Exit the brush with a sigh, promising yourself you'll bathe more often? (Perhaps you'll even memorize a few lines of poetry in hopes of ensnaring the next beauty who passes your way.)

Or...

Open the chest, roll the D10, and turn to pp. 66-67 to find...



50 KIDDIE CORNERED (WHAT KIND OF HERO ARE YOU?)

After stopping in a local village for some rest and an evening's entertainment from a traveling circus, you're on your way again. You've been on the road for several hours, the town miles behind you, when you see a small boy in a tree. Below the boy sits a panther with a lame leg. It's hurt just enough that it can't climb the tree, but it's willing to wait as long as it takes to make a meal of the boy.

You notch an arrow and take out the panther with one shot. You help the grateful boy out of the tree and consider. Do you...

Lose half a day by returning the boy to his village? *Gain nothing* but the ability to rest easy tonight, secure in the knowledge that you're not a complete ass. Or...

Regale the boy with tales of a wonderful land of chocolate waterfalls and lollipop mountains until you reach the next mining town, where you sell him into servitude? *Gain one gold coin.*



For some of us, we simply just weren't dealt the cards we needed to make it in this life.

51 JOE'S PLACE

You hear about a new place in town that's serving a strange drink. Apparently it's served piping hot, and since it's been unseasonably cold, you decide to give it a try.

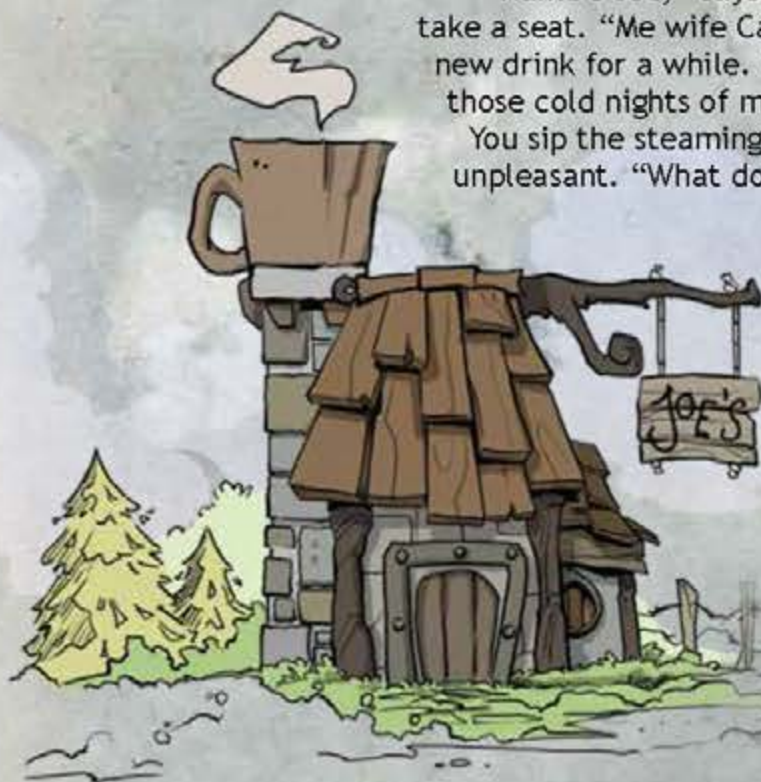
Name's Joe," says the owner when you take a seat. "Me wife Caffleen and I been working on this new drink for a while. It'll keep you warm and alert on those cold nights of monster hunting."

You sip the steaming beverage. It's bitter but not unpleasant. "What do you call it?" you ask.

"Still working on that," says the owner. "We're torn between 'dirty water' and 'bean juice.'"

After a few minutes, you leave some coins on the table and thank the owner. You walk out and shake your head. They seem like nice folks, but people are never going to pay for a drink with no booze in it.

Place the Joe's Place token in the space with the trails terrain. When in this space, a hero does not have to spend an action to move.



THE ACADEMIC'S ADVANTAGE 52

"What good are books to a monster hunter?" "Only thing hunters need to know how to read is a map." "Hey...how many books did you slay today?" You've heard it all before, but you don't let it bother you. And when you find a dusty alchemy book—one you thought had been lost for centuries—in a tiny village library, it's yet another reminder of the occasional perks that accompany a decent education.

Place the shop token in a random space. When in this space, a hero may spend one action to fill any one potion.



No one seems to know much about the pigs. And when something is so shrouded in mystery, there are bound to be questions. Questions like:

“What’s their story?” “Where are they from?” “Would they taste good stuffed with spices and roasted over a spit?” “What dialect is it they’re grunting?” “Are there more of them?” “Hey, did anybody ever find out what happened to the guy who asked if they’d taste good?”

What is common knowledge is that the pigs are all savage fighters, so most people advise staying away from them altogether. You’ve heard that the pigs have things to offer, though, and besides—you’ve never been one to take advice.



(Note: The Pigs of War are not monsters; they should be treated as Guardians. As such, they cannot be buffed.)

53 GRIFF (THE SCOUT)



Unlike his brothers, Griff doesn't seem to mind a little traveling. He'll join forces with the first hunter to pay his asking price, and his loyalty comes in handy during a fight with particularly nasty monsters. (Maybe keep those salted pork rations out of sight when he's around, though.)

Place Griff in the Bay. The first player who gets to him and is willing to pay three gold coins may recruit him. He is a D10 with dual wield and is discarded after one use. (Treat Griff like a one-use weapon.)



GRAFF (THE TOWER GUARD) 54

What's in the tower he's guarding? Only Graff knows. Well, he and the hunters who've been dragged screaming into said tower, but they're not talking.

Graff is a D12+1. He's placed in a random space, and he sits atop the dagger token. He will not attack unless a hero engages him in combat. If he is defeated, take the dagger token and discard Graff. If any enemy rolls above an 8, you may use the dagger to kill it. The dagger is a one-use weapon.



55 GRUFF (THE HEAVY HITTER)

The other pigs like a good fight. Gruff? He *loves* one. There are rewards to be had for the hunter who can beat him, but it's best not to challenge him unless you know you're ready.

Gruff is a D12+2. He's placed in a random space and will not engage unless he's attacked. Any hero who defeats Gruff will draw two Advantage cards. He'll remain in the space for the duration of the game and may be fought multiple times (even by the same hero).

Players must collectively choose which of the following two events to apply. (If they are unable to come to an agreement, flip the token and use the event it lands on.)

TREE YOURSELF TO SOMETHING NICE 56

She stands proudly, almost as if waiting for you. Each leaf clean, each limb perfectly placed, she looks as if Mother Nature herself has prepared her for inspection.

Her roots run deep and travel far. She will provide both food and shelter for all who respect her.

Place the Wolfwood Tree token in a random space. All Plants of Eden on the map are removed. Replace each with one gold coin. Each new Plant that is drawn from the bag is also replaced with a gold coin. Each time a hero enters the space with the Wolfwood Tree, they get one free gather roll.



OR

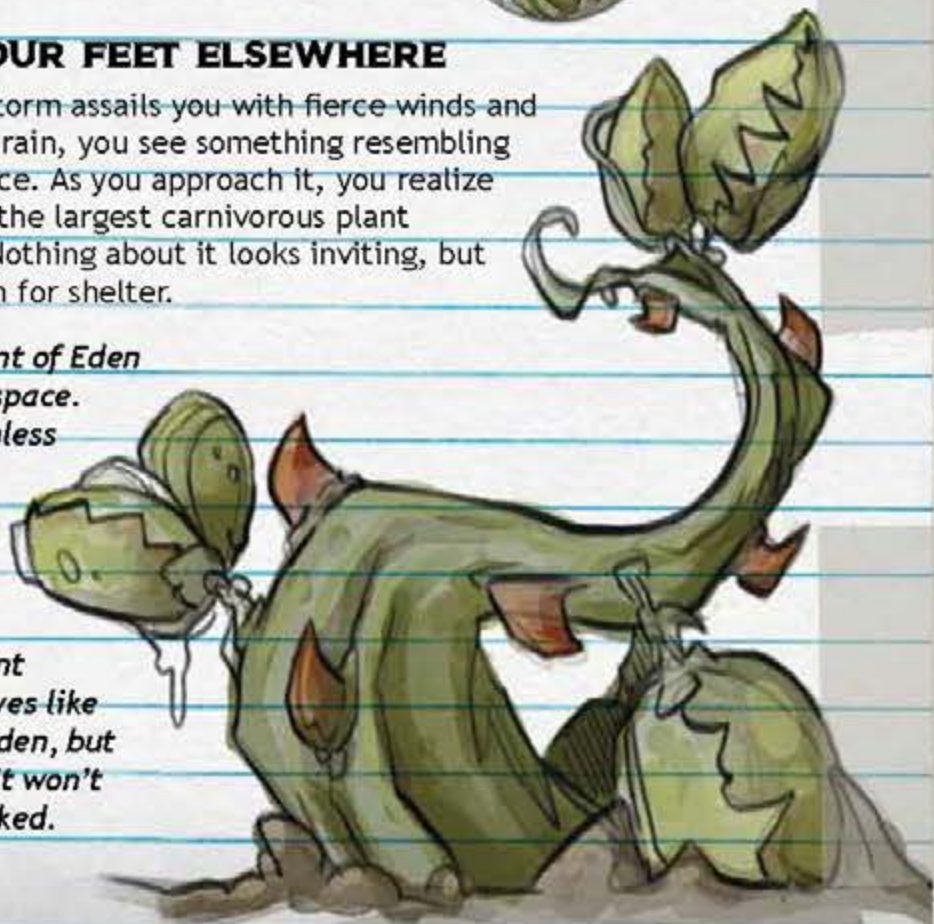


56 PLANT YOUR FEET ELSEWHERE

As the storm assails you with fierce winds and stinging rain, you see something resembling a tree in the distance. As you approach it, you realize it's not a tree, but the largest carnivorous plant you've ever seen. Nothing about it looks inviting, but it's your only option for shelter.

Place the Giant Plant of Eden token in a random space. It will not attack unless attacked.

If destroyed, discard the token and collect three gold coins. The Giant Plant of Eden behaves like a typical Plant of Eden, but for one exception: It won't attack unless attacked.



Players must collectively choose which of the following two events to apply. (If they are unable to come to an agreement, flip the token and use the event it lands on.)

57 MINI, MIDSIZE, OR CLYDESDALE?

Good news: A new rental horse biz called Hertz just set up shop! Not-so-good news: Nine people were trampled during the grand opening. Great news: Most of them were hunters, so less competition for you!

Place the Rent-A-Horse token in the Field. For the remainder of the game, renting a horse is free while in this space.



OR



GNOLLWHERE TO RUN 57

The news spreads from hunter to hunter and from town to town. He hasn't been seen for centuries, but the Gnoll King has returned and now makes his lair deep in the forest. Some question whether his sway over the rest of his kind is as strong as it once was, but his appetite for horseflesh certainly is. Horses are kept securely in their stables behind triple-locked-doors, and even then some are taken, with little but bones left behind.

Place the Gnoll King token in the space with the forest terrain. As long as it's on the board, horses cannot be rented. Place one buff on the Gnoll King for each gnoll on the board and another buff each time a new gnoll is hunted.



The Gnoll King will not attack unless attacked. If a player defeats him in combat during this round, they'll discard the token and collect one gold coin and one Advantage card. If the Gnoll King is still on the board at the conclusion of the round, discard the token.

58 EARTHWORMHOLE

You see a figure ahead of you guarding what appears to be a freshly dug grave. You draw your weapon as you approach to investigate. As you get closer, the odd sight only gets odder. The guard is a hairy, burly man, but he's clad head to toe in fairy attire: wings, a tiara...the whole bit.

"How ya doin?" he asks in a deep voice. "Allow me to introduce myself. You've probably heard of my brother Charon, the Ferryman. I'm Darren, the Fairyman. Don't ask. All I can say is...don't ever date a wood nymph—or at least don't break up with one."

He takes the cigar stub out of his mouth and uses it to light the tip of a new one before continuing. "For a couple of gold coins, you can crawl in this here hole and travel nearly anywhere in the kingdom. Little bro helps with the dirt nap, and I gots the dirt map!" Darren laughs a deep, hearty belly laugh at his own joke, waiting for you to join him. When you don't, he either doesn't notice or doesn't care. "Aaaaaanyhoo, you wanna crawl in here or what?"



Place the Earthwormhole portal tile in the Pass. For the remainder of the game, while in this space, players may spend one gold coin to move to a random space.

THE SERVANT SORCERER 59

Kings and queens consult him. Bards sing of him. Monsters fear him. Aware of his enormous power and influence, the sorcerer decided many years ago never to let it consume him. Though he could easily use his advanced alchemy knowledge to create immense wealth, he made a vow that to maintain his humility, he would depend on the kindness of others for his survival.

He moves from place to place, using his magic to help others and begging for scraps and spare change. You've heard he's nearby, and you could definitely use some help in your quest to put the hurt on monster-kind.

Deploy the sorcerer's token in a random space. During the next enemy spawn roll, move the sorcerer to that space + 1 (the next sequential space). Example: If the enemy is spawned in space #6, place the sorcerer's token in space #7. If the enemy is spawned in space #2, place the token in space #3...and so on. (An enemy spawned in space #10 on the standard map or space #12 on the advanced map will place the token in space #1.) If sharing a space with the sorcerer, a hero gets one free reroll per turn.



60 GOLDIE'S GIFT (WHAT KIND OF HERO ARE YOU?)

Most stray dogs would do anything to have a home. But if the tired old mutt who came to be known as Goldie had never been found as a pup, she probably would have been much better off.

Nobody knows why (least of all her), but every few days, Goldie poops out a golden coin. Sometimes, though, those coins pop out a bit more "regularly." Sadly, it's usually when poor Goldie is kicked. Suffice it to say that ever since folks learned of her special gift (though she probably wouldn't call it that), Goldie gets kicked a lot.

Goldie's owner loves to be around those with any kind of clout, hoping it will rub off on him. Since you're a monster hunter of some renown, he's invited you to his home to show you Goldie's "trick."

"Go ahead," he says with a smile that displays his golden grill. As you try not to think about where that gold almost certainly came from, you look at Goldie. She meets your gaze, a silent plea in her eyes.

Place the Goldie token in the Village. Players who find themselves there at any point during their turns will be faced with a choice (assuming the choice hasn't already been made for them by another player).

Do you...

Kick Goldie and gain two coins?

Or...

Give the owner the beating he deserves, release Goldie, and gain only the satisfaction of having helped an exploited animal?

If any player decides to "release" Goldie during their turn, she can no longer be kicked. She cannot be kicked more than once per player.



Poor, fluffy Goldie had sad, lonesome eyes. People would kick her for her golden prize.

Meanness and greed filled their hearts, dead and cold, because this sweet doggy pooped out precious gold.

61 THE SULLIVANS' SAVIOR

She rushes at you, her eyes wide and panicky. "Please!" she cries, short of breath. "My children! I've found them, but they're being guarded by this...this... *thing!* I need your help!"

There are some hunters who are only in it for the gold or the fame. You don't count yourself among them. There's nothing to think about; you know what you have to do.

Roll for stealth.

- **Success:** You're able to tiptoe past the creature while it's asleep and save Ms. Sullivan's children.
- **Failure:** The creature wakes up. RIP, Janeva and Jimothy. Lose one HP, one card, or two gold coins.



MORNING WOOD NYMPH 62

You're breaking camp just before dawn when you see a faded blue light vibrating feebly in some nearby brush. You think perhaps it's a firefly, but as you get closer, you're surprised to hear hoarse, high-pitched cursing. When you look more closely, you realize a wood nymph has been caught in some brambles. You've always heard nymphs described as beautiful maidens, but this one appears to be well into her golden years.

"Much obliged for your assistance, stranger," the nymph says as you help her out of her predicament. She flips her white hair and bats her lashes with as much girlishness as she can muster. "Why, if I were 1500 years younger and five feet taller, I would...now what was I saying?" You decide against reminding her. She remembers enough to offer a gift in exchange for your good deed.

All players get a free gather roll on their turn this round.



63 THE KING'S EDICT

You hear the news from the town crier: A carriage transporting some of the king's most treasured belongings—including his precious Orc-skin-codpiece—has been hijacked on the trail. Enraged, His Highness has dispatched members of the King's guard to restore order and protect travelers.

Good news, heroes: Monster murderin' gets a little easier with trained soldiers about! *During this round, all players receive +1 during combat in any space containing terrain.*

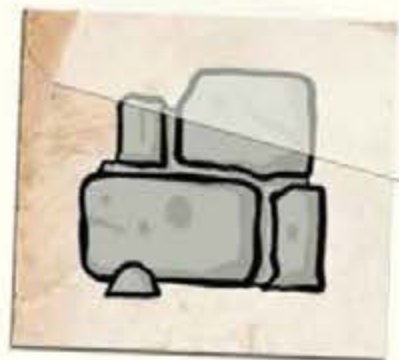


64 (MIS)TAKEN

A daring group of criminals kidnapped the king from the throne room and held him in a dank, abandoned dungeon for a week. With your ruler's life in jeopardy, you—along with the rest of the kingdom—are on pins and needles when you hear the latest: Instead of ransom, the kidnappers got a visit from some members of the King's Guard with a "very particular set of skills," and those brazen rogues went from fearless to headless in a matter of seconds.

After his ordeal, the king couldn't bear even the thought of dungeons, so he outlawed them. There was a brief celebration among the inmate population until they learned that all dungeons would be replaced by gallows.

Remove dungeons from the game board. Players may collectively choose to leave one behind. If they do, it should be moved to a random space.



65 DRAWING DESTINY

As you're passing through a small settlement, you see a young boy, no older than five, making a chalk drawing on a crumbling wall of an abandoned house. He scribbles a crude door, standing on tiptoes to make it as tall as he can, before turning around to smile and wave at you. You wave back, and then the boy puts his hand to the handle on the chalk door, turns it, opens the door, and steps inside. Do you...

Hurry past and leave the settlement in the dust? You ain't 'bout no devil boys and chalk doors.

Or...

Approach the door, turn the handle, and step through the drawing, hoping nobody washes the chalk off the wall?

Roll the D10 and turn to pp. 66-67 to find...



You're setting up camp at the base of a mountain range.

The plan is to make the the ascent tomorrow and spend the next few days kicking ass and taking hides. Just as you're about to rest and have a bite to eat, you see a figure approaching. You tense and prepare to fight until you realize it's just a little girl...with a tiny fox at her heels.

When you introduce yourself, she replies in a small voice, "This is my fox. Her name is Luna." You think it's strange that she introduces her pet but not herself, but your concern overrides your curiosity. When you ask the girl what she's doing out so late all by herself, she says, "I'm going to climb to the very tippy-top of the mountain and get a tear from the moon. A moondrop is the most powerfulest and most valuablest thing in the whole entire world."

Her face falls a bit. "You gotta catch 'em before they fall into the sky well, though. I've tried before, but I wasn't fast enough. Luna is, though! She's the quickest fox I've ever had! Well, she's the *only* fox I've ever had so far, but still—she's real quick. Will you please help me?"

Of course, you don't buy the girl's ridiculous story, but you humor her and tell her that of course you'll go with her. *Maybe she lives near the top of the mountain and we'll find her parents.* In any case, the thought of her being alone out here chills your bones far more than the thought of any monster you might have to face on the journey.

The climb takes longer than you thought it would, but the little girl never seems to tire, and Luna trots happily along beside her for the entire journey. When you finally reach the summit, you're surprised to find that there is a well there. But that's not what catches your attention.

Your eyes go wide as you see Luna step onto the lip of the well and climb upward...into nothingness. The fox goes around and around, up and up an invisible spiral stairway, the shape of which you can discern only by the animal's movements. It takes the pouch that's hanging around its neck into its mouth, and from the moon—both thousands of miles away and almost close enough you could touch it—a solitary moondrop falls into the pouch.

As Luna trots back down the invisible stairway with her prize, you ask yourself: Out of all the innumerable injustices the moon must surely bear witness to, which one causes it to weep? But when you see the smile and the look of wonder on the little girl's face, you think perhaps you were wrong to assume they're tears of sadness.



66 THE SPITEFUL WIZARD

A powerful wizard is jealous of the influence you've attained with your hunting prowess. He curses you to roam the land, never able to stay in one place for more than a few hours.

Each player must spend at least two actions on movement during their turn.

FACIAL ANOMALY (ONLY AFFECTS THOSE PLAYING AS MALE) 67

You hear a loud hissing sound behind you, and you draw your weapon. As you turn around, your blade catches a reflection of a dead-eyed, snake-haired Gorgon.

Roll for intelligence.

- Success: You are smart enough to avert your eyes in time.
- Failure: You are briefly enticed by her gaze but manage to break eye contact. You haven't completely turned to stone, but your day is ruined—It's going to take a lot of moisturizer to deal with this. *Lose one action.*

68 THE UNDREAD

You're walking through a wheat field when everything goes still. No wind blowing...no creatures stirring...no birds chirping.

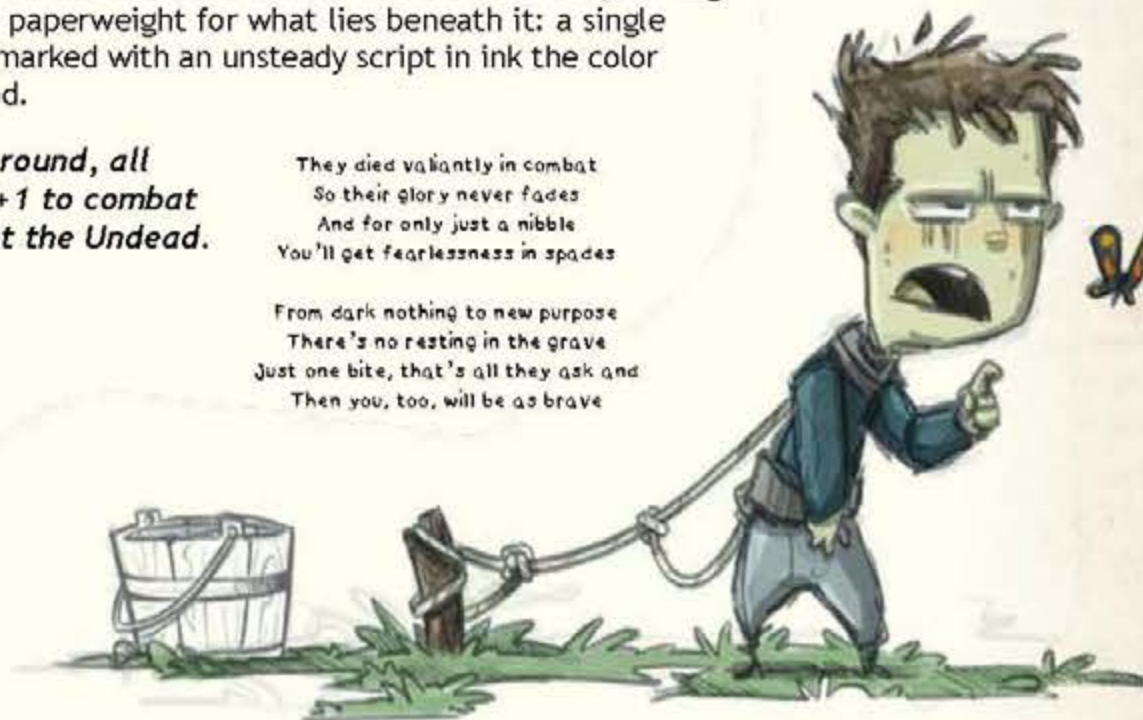
You get the sense that you've wandered onto hallowed ground.

An unmarked stone sits in the middle of the field, serving as a massive paperweight for what lies beneath it: a single parchment, marked with an unsteady script in ink the color of dried blood.

During this round, all heroes get +1 to combat rolls against the Undead.

They died valiantly in combat
So their glory never fades
And for only just a nibble
You'll get fearlessness in spades

From dark nothing to new purpose
There's no resting in the grave
Just one bite, that's all they ask and
Then you, too, will be as brave



69 SHEPHERD'S FATE

Your father was a shepherd, as was his father before him. You knew that one day the family's flocks would be your responsibility, and you were satisfied with the simple life laid out before you.

But when something slaughtered your family and your animals one dark winter's night, you did something you'd never done before: You picked up a sword. You don't know how to use it very well, but there was a time when you didn't know how to shear a sheep, either. Practice makes perfect, and there's no shortage of things that need killing.

Each player draws either one Advantage or one Heroic Quest card.



NOTES on the Plants of Eden

There's a reason hunters avoid the Plants of Eden: Besides being dangerous, they're just plain mean. Like many organisms with a hive mind, the Plants of Eden work together to feed. But what sets them apart is the pleasure they take in killing. Murdering hunters is a sport to them, and it's one at which they excel. Kill them as soon as they begin to grow, for their strength and hatred will spread with them.



MY VITTLE PONY: YEA OR NEIGH? (WHAT KIND OF HERO ARE YOU?)

Sitting in relief against the gray, bleak landscape is something so bright, so happy, so out of place that it seems as if it were plucked from some other world before being plopped down into this one. You can scarcely believe your eyes: It's a sugar pony!

Everything about the creature practically oozes sweetness. Its long lashes... its absurdly big smile... its cotton-candy-pink coat. You've been around too long and seen too much to trust anything that looks that sweet. As you approach it, you can't help but wonder: *Does it taste as sweet as it looks?* Do you dare to find out?

No! It's a rare, beautiful sugar pony, and it's glorious! Time to get moving—you've got real monsters to slay!

Yes! Roll the D12 to satisfy your curiosity. (1-11 get you nothing. Are the odds worth slaughtering this beautiful creature?)

1: At the first blow from your weapon, the sugar pony's eyes roll back in its head. It occurs to you that this is likely the first time in its magical, charmed life it's experienced pain. You feel a pang of something like guilt in your chest, but with each blow you feel it a little less. It doesn't taste like anything special at all.

2: As you slaughter the sugar pony, it begins to utter every awful, shameful thing you've ever done...all in your deceased mother's voice. There's no flavor to the meat, and it provides no nourishment. Your belly remains as empty as your heart.

3: As you go about your grisly work, the sugar pony doesn't make a sound. It just stares at you...never blinking...never looking away. You know that every time you close your eyes, you'll see it looking back at you. Oh, and it tastes like chicken. Dry, gamy chicken.



4: No matter how many blows you deliver, the sugar pony won't die. It's clearly in excruciating pain, and its terrified screams grow louder with each strike. When your arms become numb, you take a break to sharpen your weapon. After five hours, you stop swinging, and it takes another day and a half for the sugar pony to breathe its last. You're too tired to even cook the meat. You just tear a piece of flayed flesh from its back with your teeth and chew it raw. The flavor certainly isn't worth the effort. You know there's no coming back from this.

5: From the first cut, the animal dissolves into a neon puddle of what looks and smells like rancid meat. You dip your finger in it and have a taste, thinking sugar ponies must be delicious to warrant such a strong (albeit profoundly ineffective) defense mechanism. Nope. Tastes just like rancid meat.

6: It's just a horse, stupid. It bleeds, dies, and tastes just as you should have expected it to: like a horse.

7: You're so famished that you don't even bother cooking the meat. Heck, you don't even bother killing the pony first. You pull out your pocket knife and eat it, one bite at a time, as it screams. There's nothing special about the first bite, but you feel sure that will change if you just keep eating. Nearly nine hours later, it still hasn't.

8: As you begin cutting the sugar pony, it starts to explain in oh-so-sweet tones why what you're doing is wrong. It makes some good points, really, but that doesn't keep you from finishing the job. (You've never been much for abandoning a task once you've set your mind to it.) And now you can say with certainty that you're not really much for sugar pony meat, either.

9: The sugar pony speaks to you as you bludgeon it, begging for more. "Hit me again!" it says, neighing suggestively. "Aw, yeah! You know how I like it! Harder!" *Out of all the sugar ponies, why did I have to get the one freak?* you wonder. You'll never know. What you do know is that sugar pony meat kinda sucks.

10: As you raise your weapon to strike a killing blow, the sugar pony lowers its head and charges into your weapon, running itself through. "Thank you," it whispers. "Thank...you." Once you're sure it's dead, you take a bite and...meh.

11: The sugar pony senses what's coming. "Here," it says, wincing as it rips a chunk of flesh from its shoulder with its teeth. "No need to kill me for a bite—I'll save you the trouble." You chew the raw meat, and it's one of the most bland things you've ever tasted. The sugar pony's ploy for survival is in vain. You kill it out of sheer boredom.

12: Huh. Whaddaya know? It is kinda sweet!
Draw one Heroic Quest card.



MOURNING WOODLING

It's been a long week of monster hunting, and you're exhausted. When you come upon a soft patch of ground at the edge of a field, you drop your pack, pull out a cloak to use as a pillow, and bed down for the evening.

You're awakened at first light by a pinprick of pain. You open your eyes to see an arrow resting on the tip of your nose. At the other end of the bow trained on you is a very pissed-looking Woodling.

"What are you doin' here?" she demands.

"I needed a place to rest for the evening," you respond as you quickly evaluate your options for escape. Things don't look good.

"And you thought my husband's fresh-dug grave looked soft enough for ye? That about how it went? Ain't enough I gotta lose me love to one a them damn monsties; now I gotta watch some bloody hunter bed down on 'is final restin' place!"

The Woodling again pokes the tip of the arrow against your nose. As a trickle of blood trails down your face, you see a single tear making its way down hers.

Your heart goes out to her—she's clearly in anguish. You offer your sincere apologies for her loss and for your honest mistake, and you make her a promise:

"Let me live, and I'll help you track down the filthy sack of scat that killed your husband." She looks at you for a long moment, slowly lowers her bow, and nods.

During this round, each player must use their final action to hunt.



THE SISTERS' STAND

She stumbles over her words, and she has to stop more than once to wipe her eyes. But she's determined to tell her story.

"We were gone for less than a day. We left just before sunrise to gather berries, and we were back before sundown. We needn't have hurried; there was nothing left for us to come back to. A pack of... something...had ransacked the village. Everyone had been slaughtered. Our family...our friends...everyone. My sister hasn't spoken since.

"We packed up to leave—my sister even considered joining a convent—but then we realized...why should we be the ones to leave?" Her eyes went dark a moment before continuing. "That's what these things are used to. What they expect. So we're staying right here. For now, anyway. We'll rebuild. Maybe others will join us. In the meantime, we're doing the best we can. My sister has learned to let her sword do the talking, and the monsters around here are learning the hard way that it can be pretty chatty."

During each player's turn this round, the player must do one of the following in place of the usual monster spawn:

A fierce hunter is making quick work of the enemies in your region.

Do not place an enemy on the board.

Or...

A reckless hunter is provoking the enemies in your region, leading to even more violence and chaos than usual.

Roll twice and place two enemy tokens on the board.



HOME SWEET HOME 73



You can't speak hermit crab, but if you could, this is what you'd hear: "We don't know where this two-legs came from, but nothing without a shell lives for long out here. It's sure to expire any day now, and when it does, we'll eat its insides, let the sun dry it out, and make our home in its crispy carcass."

Roll for intelligence.

- **Success:** Something about these shelled scavengers makes you uneasy. You steer clear of the whole cursed lot.

- **Failure:** You don't realize how dangerous these critters are until it's almost too late. You're able to escape unharmed, but not before they get their crusty claws on your stash of goodies.

Lose one hide or two gold coins.



74 HERMIT'S HERMITS

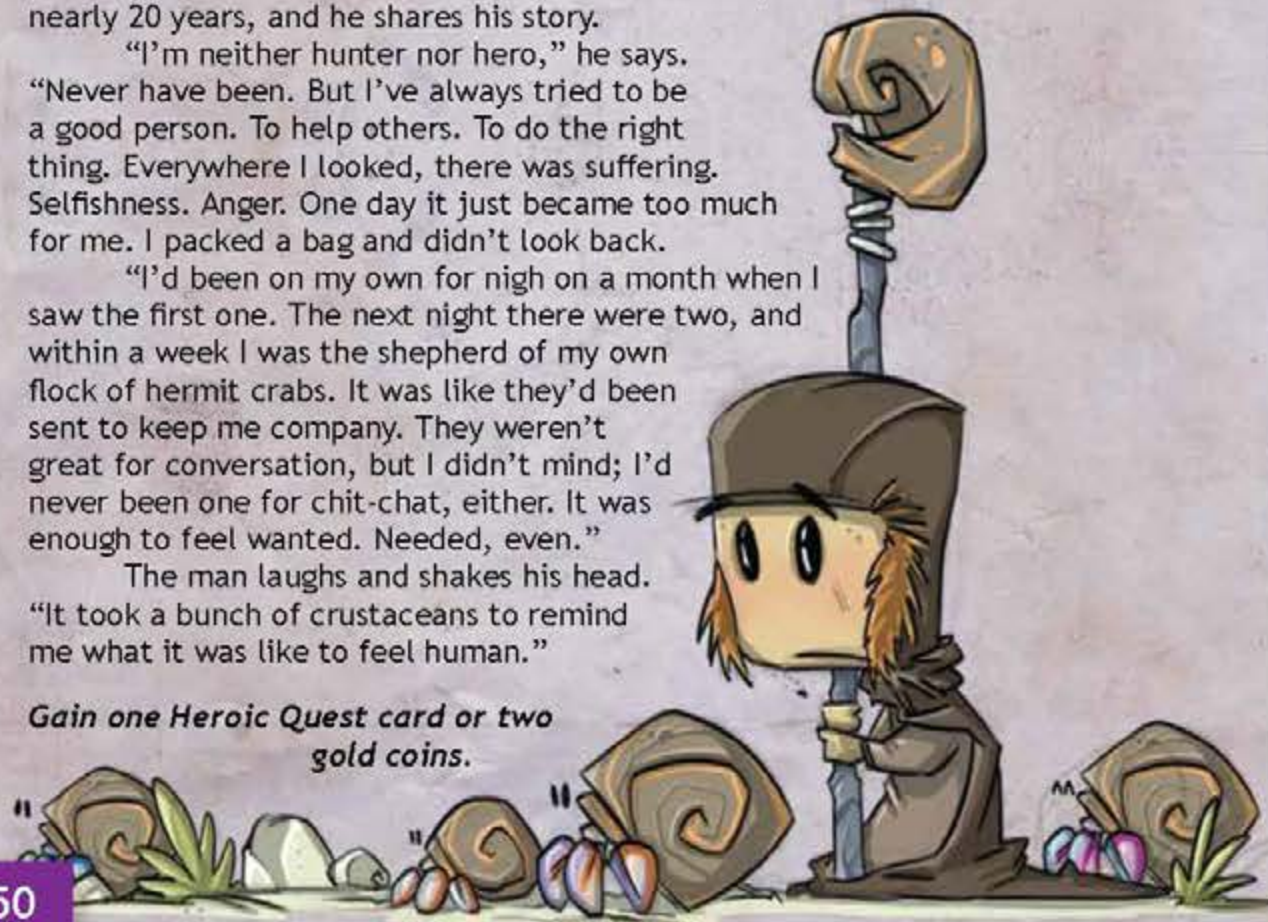
You've been in the wilderness for weeks and haven't seen a soul. One morning you come across a man who seems just as surprised to see you as you are to see him. He says you're the first person he's had contact with in nearly 20 years, and he shares his story.

"I'm neither hunter nor hero," he says. "Never have been. But I've always tried to be a good person. To help others. To do the right thing. Everywhere I looked, there was suffering. Selfishness. Anger. One day it just became too much for me. I packed a bag and didn't look back.

"I'd been on my own for nigh on a month when I saw the first one. The next night there were two, and within a week I was the shepherd of my own flock of hermit crabs. It was like they'd been sent to keep me company. They weren't great for conversation, but I didn't mind; I'd never been one for chit-chat, either. It was enough to feel wanted. Needed, even."

The man laughs and shakes his head. "It took a bunch of crustaceans to remind me what it was like to feel human."

Gain one Heroic Quest card or two gold coins.



75 SOUSED SOUL OR MOUSE HOLE?

After a long day of tracking, you're ready for something cold and refreshing. You claim a seat in a nearby tavern and instead settle for something lukewarm and cloudy. After a couple of hours (and twice as many drinks), you see a burly man nod to the bartender, drop to his hands and knees, and crawl toward a tiny mouse hole in the bar. You think he's had one too many when, to your astonishment, the hole stretches to a size large enough to accommodate the man. He disappears into the hole, which then shrinks back to its former mouse-sized proportions. You look at the bartender, who seems to take the whole thing as a matter of course. Do you...

Pick up your tankard and peer into it, wondering what exactly they put into the ale here?

Or...

Get down on all fours and head for the mouse hole? Roll the D10 and turn to pp. 66-67 to find...



DIVER'S DELIGHT 76

You're spearfishing for your dinner when something catches your eye in the water. When you swim down to investigate, you find a collection of breathtaking pearls. They're abnormally large, perfectly shaped, and so lustrous you can see your reflection in them. "I'll get a pretty penny for these," you think to yourself. You go up for air and fetch your knapsack, marveling at your good fortune.

Roll for strength.

- **Success:** Roll a D4 and collect the corresponding number of gold coins.

- **Failure:** These things are heavier than you imagined. After failing to budge a single one—and nearly drowning in the process—you reluctantly give up, making a note of their location. If you can't profit from the pearls, perhaps you can profit from a little insider knowledge.

77 HOW SURE ARE YOU? ARE YOU...TREA-SURE?

This has to be the worst mimic you've ever seen. Sure, it looks exactly like a treasure chest, but there are a few things about it that arouse your suspicions, not the least of which is the way it keeps saying things like, "Psst! Treasure chest, buddy! Right here, pal! Come and get that sweet-ass treasure!"

You know it's just as likely to inflict bodily harm as to dispense any valuables, but gold is getting harder and harder to come by. Besides...it seems lonely, and hardened hunter or not, you've always been a sucker for a sob story.

Place the mimic token in a space with hills terrain.

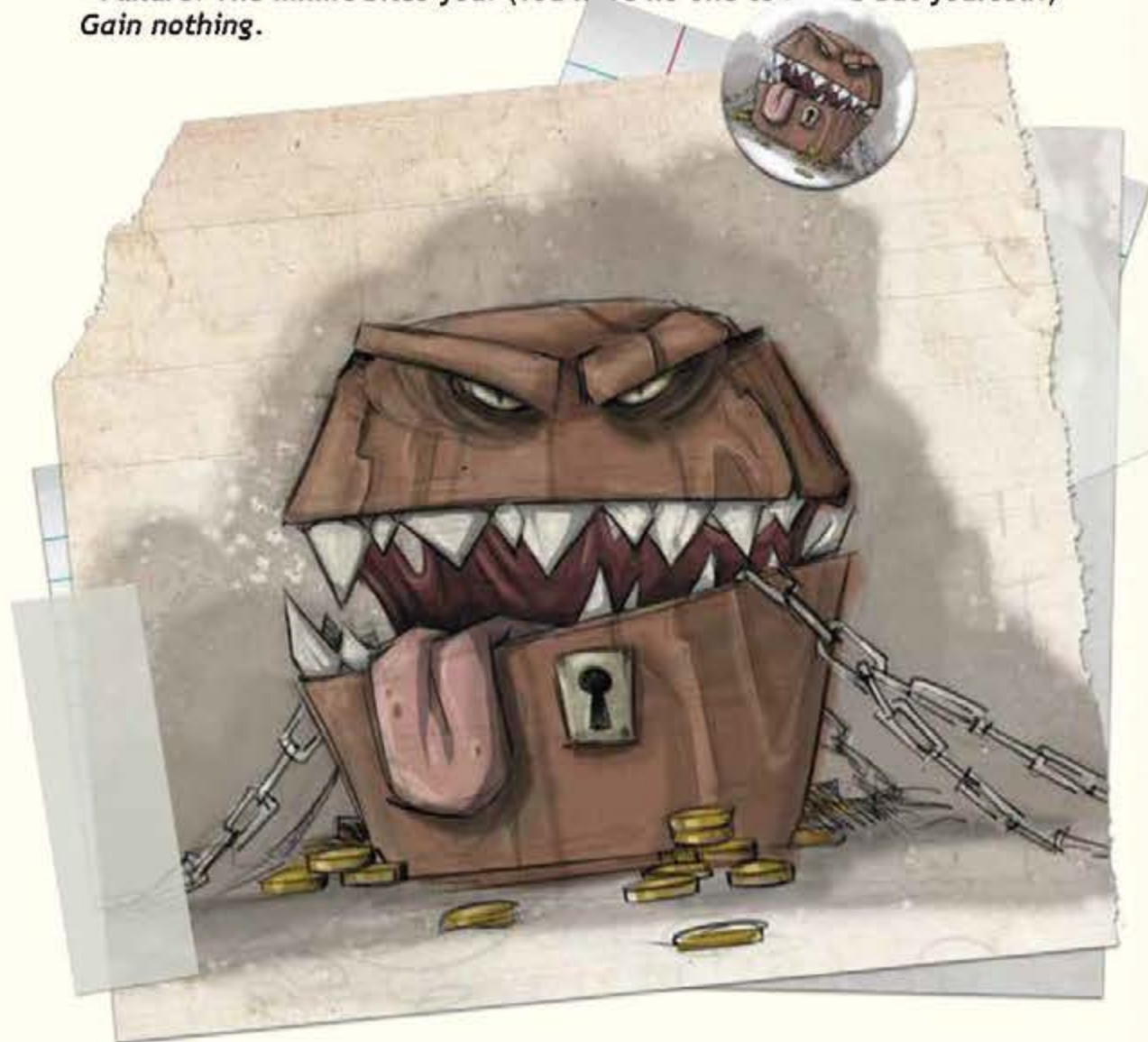
Each time a hero enters that space, they may attempt to take gold from the mimic.

Roll for intelligence.

- *Success: Collect two gold coins.*

- *Failure: The mimic bites you. (You have no one to blame but yourself.)*

Gain nothing.



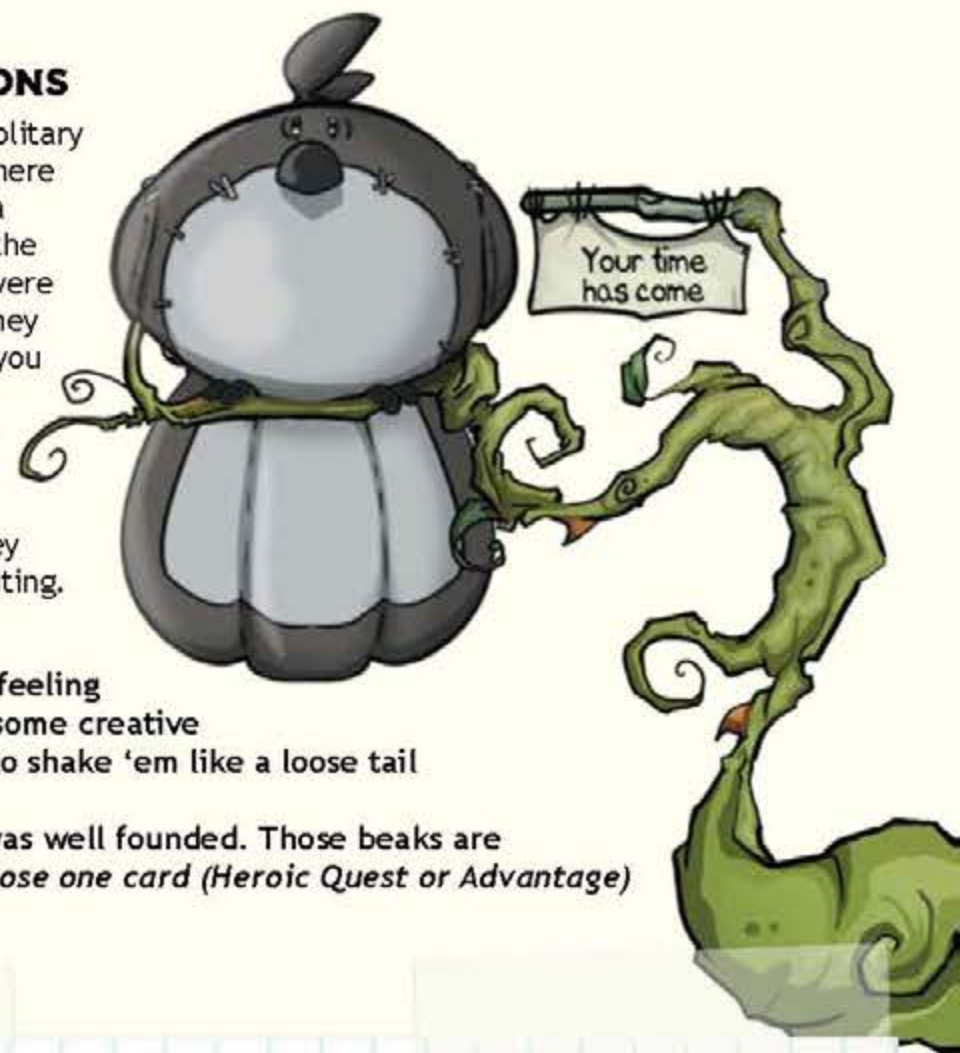
78 DARK COMPANIONS

It started with a solitary black bird. Soon there were two...then three. Now a flock of them follows you on the trail. First you thought they were vultures; now you just wish they were. They're the first thing you see when you wake up in the morning, and they're the last thing you see before you close your eyes at night. They don't make a sound; they just sit nearby. Watching. Waiting.

Roll for intelligence.

- *Success: You've got a bad feeling about these guys. Through some creative maneuvering, you manage to shake 'em like a loose tail feather.*

- *Failure: Your uneasiness was well founded. Those beaks are sharper than they appear. Lose one card (Heroic Quest or Advantage) or one HP.*



TO TOFU...THANKS FOR EVERYTHING 79

You didn't believe it at first, but now you've seen it with your own eyes. Concerned about the impact their mayhem is wreaking on both the food chain and the environment at large, some of the monsters in the area have adopted a vegan lifestyle.

Roll for intelligence.

- *Success: You're smart enough to realize the monsters' commitment to sustainability likely won't last, so you strike first and strike hard. Gain +1 to combat roll in all engagements with monsters this round.*

- *Failure: You drop off a nice gift basket loaded with veggies on day 29 of a monster's 30-day no-meat plan. The temptation of your scent turns out to be too much, and you barely escape with your life. Lose two gold coins and one card (Heroic Quest or Advantage).*

80

PROTECTION (WHAT KIND OF HERO ARE YOU?)

It would appear your reputation as a fierce hunter has preceded you. When you arrive in town, the village council offers to pay you a generous monthly fee to protect them. They're so eager to retain your services that they offer you six months pay in advance. Do you...

Graciously accept the town's offer and valiantly protect them from all monster-kind? *Gain one gold coin.*

Or...

Take the money, leave the town in your dust, and spend so much time with high-priced escorts that brothel owners name their children after you? *Collect two gold coins.*

CRYPT-OGRAPHY 81

You learn that a local farmer has discovered a vast network of catacombs while digging an irrigation ditch. The locals, a superstitious bunch, want nothing to do with them. *More adventure for me*, you think to yourself.

You climb down, and after a couple of hours of exploring, you spot a solid silver door at the end of a long dirt hallway. You don't see a handle, but when you touch the door, a collection of glowing hieroglyphics appears. When you translate them, you're left with a riddle;

What's heavy as a rooted oak but lighter than the smallest acorn?

What's darker than a morbid joke but brighter than a fresh-scrubbed newborn?

What's louder than the crashing waves but silent as a morning sunbeam?

What's peaceful as a moon-soaked grave but violent as a madman's daydream?

Roll for intelligence.

- **Success:** There's only one answer and you've figured it out! *Gain one Heroic Quest card, ya brawny brainiac!*

- **Failure:** Time to step away for a bit. Go eat a snack, do some research, or maybe just beat your head against a wall. There's no rush; it's not like this heavy-ass enchanted door is going anywhere. Stupid riddles are stupid.

BUFF YE THE VAMPIRE, SLAYER 82

"It's us against them." That's how the saying goes, anyway. At the end of the day, though, only one hunter gets the bounty. The way you see it, the other hunters aren't your friends any more than the monsters are. So if you have to team up with a monster sometimes to eliminate the competition, well...you don't make the rules; you just slay by them.

Each player rolls a D4 and may apply the corresponding option to a monster of their choice.



1. Place two buffs on a monster.
2. Place one HP on a monster.
3. Place a random monster in the same space as another monster.
4. Place one HP and one buff on a monster.

83

UNHOLY GROUND

Your hard work has paid off:

You've finally managed to track down the Lord of the Night. Unfortunately, it's led you to the Winter Killer Graveyard, a place you didn't believe actually existed. Oh, how you wish you'd been right.

It's the home turf of your vampiric adversary, which means he'll be much stronger than he was the last time you met. It also means plenty of real estate for your dirt nap if you're killed (not that there would be anyone around to bury you). One thing's for sure: If this is to be your final battle, you're going to make sure it's one for the ages.

Draw up to six enemy tokens from the enemy token bag, one at a time. If one is a vampire, place it in a space with a cemetery and give it an extra HP. Stop drawing and place the other tokens back into the bag. If you defeat this vampire, draw one Advantage card and one Heroic Quest card (in addition to the two gold coins you get for killing an enemy). If none of the enemies drawn are vampires, it looks like you're the only one who showed up to the fight. (Your reputation as one bad mutha-hunter must be preceding you.)



84 STAKE AROUND FOR AWHILE

The good news: You've finally managed to track down the cache of weapons specifically designed to put Undead baddies in the ground for good. The bad news: It's guarded by a powerful vampire.

"Oh, some of these are quite ingenious," she says as she circles you. "But weapons are only as good as the ones who wield them, and I've been stronger, faster, and smarter than every hunter who has dared to challenge me. I'm unable to destroy the bloody things, but I can keep them secure so no one else can have them. Care to test your luck?" You're torn. You know the intelligent thing would be to turn tail and run. But you've got your eye on some intricately carved throwing stars made from consecrated wood, and...well, you've never been accused of being overly intelligent, anyway.

Place the D12 +3 token in a random space. Place buffs (one for each player) next to it. If a hero defeats the vampire, they acquire one of the buffs and two gold coins. Each player may fight the vampire once. The vampire is discarded after all the buffs are taken.

NOTE: These tokens are not buffs for the monster; they're simply placeholders. Once acquired, these tokens may be traded in at any time for a holy water. The vampire will not engage in combat until attacked by a player.

NOTE: Once a player has defeated this vampire, their character can no longer engage or be affected by it.



THAT'S A WRAP 85

It doesn't take a master tracker to follow the torn bits of bandage—or the putrid scent of embalmed flesh that's been out in the elements. Just don't make the mistake of believing that "easy to track" is the same as "easy to kill."

Draw up to six enemy tokens from the enemy token bag, one at a time. If any of them is a mummy, place it in a random space and give it an extra HP. Stop drawing and place the other tokens back into the bag. The player who destroys this mummy collects three gold coins and one Advantage card.



86 DRAGON WELL

You've heard some great stories about the Dragon Well, so you can't believe your luck when you stumble upon it. You take a coin from your bag and toss it into the well, hoping it'll bring you some much-needed luck on your journey.

You haven't taken more than a few steps when you hear a little girl's voice call out from the depths of the well. "Hello?" it says, nearly giving you a heart attack. "Thank you for the coin. Could you come closer? I have something to show you."

It's only now that you remember there are also more than a few *not-so-great* stories about the Dragon Well. Do you...

Approach the well and investigate further? Roll the D10 and turn to pp. 66-67 to find...
Or...
Run as fast as you can, vowing to never again chuck your hard-earned money down strange watering holes?



CASTLE OF BONES 87

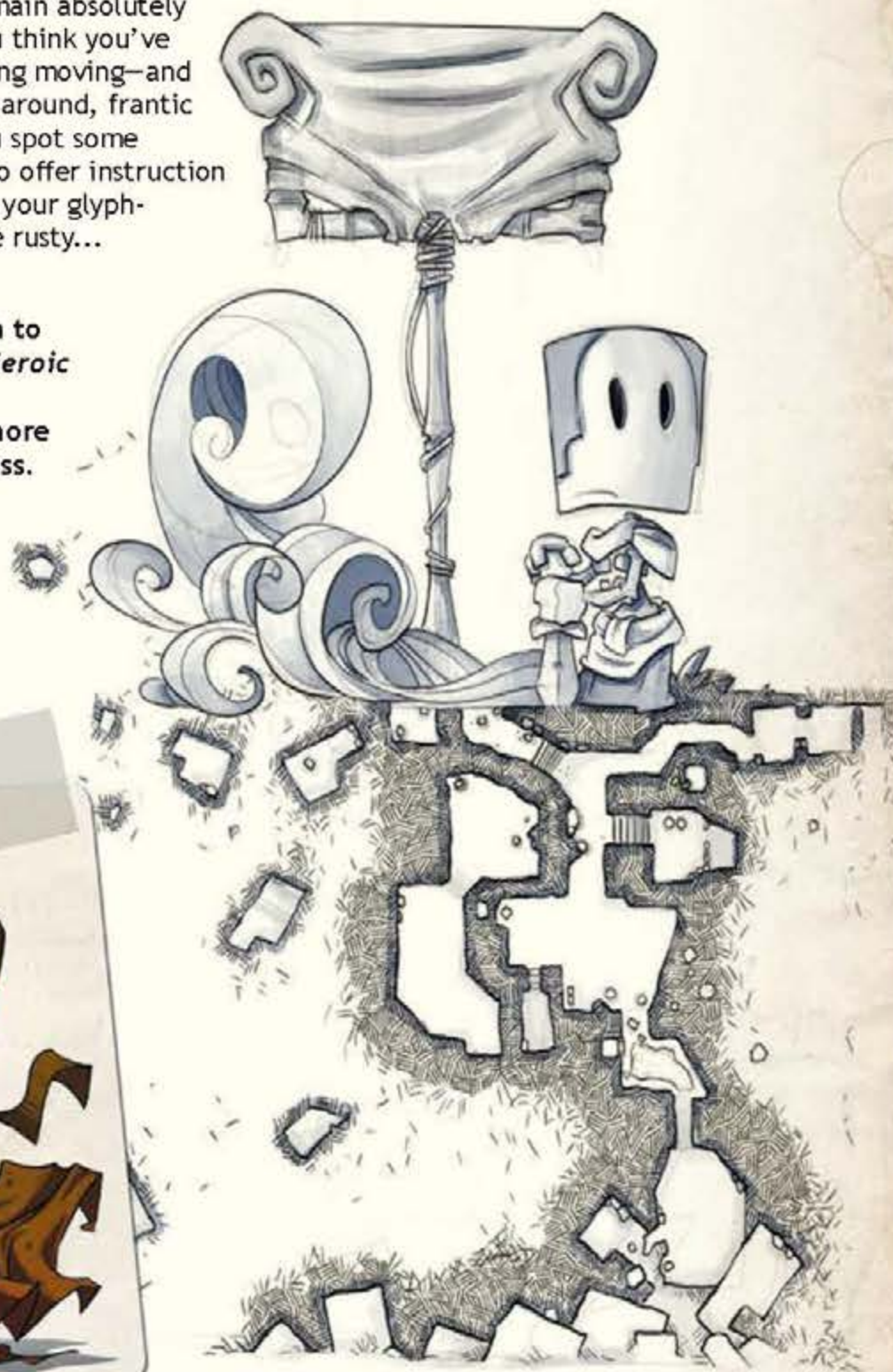
You've paid the fortuneteller handsomely, and in return she gives you the location of the Skeleton King's crypt, along with some handy advice: "To steal from the dead, you have to be as quiet as they are." You tiptoe through the tomb, afraid to even breathe heavily. You're almost to the treasure chamber when your knapsack knocks over a large urn.

You curse silently as the resulting clang of your clumsiness echoes throughout the catacombs. You remain absolutely still and hear...nothing. Just as you think you've avoided disaster, you hear something moving—and it's not wasting any time. You look around, frantic for anything that can help you. You spot some markings on the wall that appear to offer instruction in how to defeat the creature, but your glyph-reading skills are more than a little rusty...

Roll for intelligence.

- **Success:** If you're smart enough to decipher the markings, draw a **Heroic Quest card**.

- **Failure:** You should have paid more attention in your pictography class. You have to find another way out—and fast.



88 THE FUNGUS AMONG US

"Steer clear of the shipwreck," they said. You smiled and nodded. "No, seriously—steer clear of the shipwreck. And especially the mushrooms."

You thanked them and rolled your eyes. Now you're surrounded by mushroom people you have no idea how to fight because you didn't even know there was such a *thing* as mushroom people. Right about now, you're kinda wishing you'd steered clear of the shipwreck.

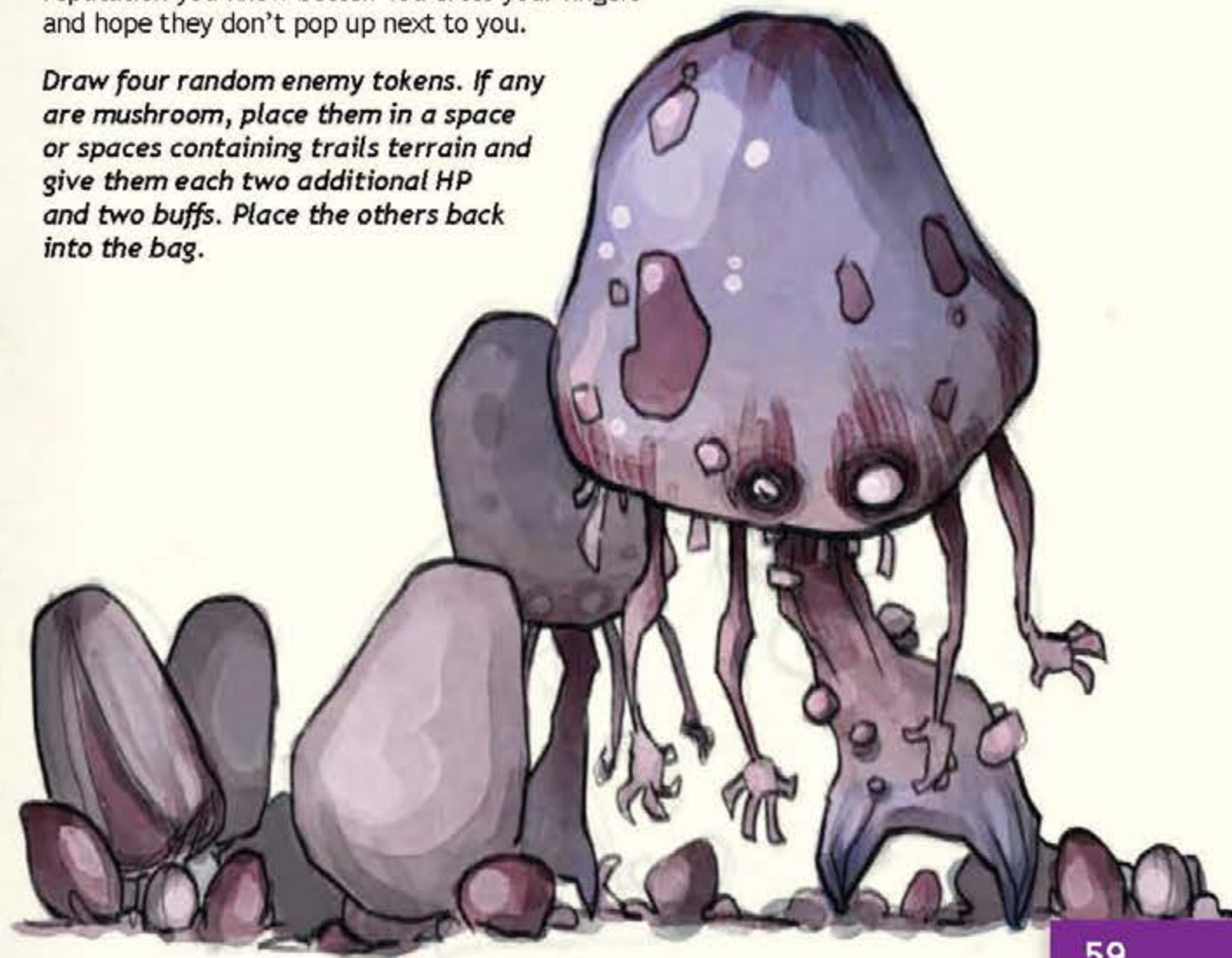
Place the D4+3 GM token in the Harbor. The first hero to destroy this wretched mushroom rolls the D6 and collects the corresponding number of gold coins, along with one Heroic Quest card.



ATTACK OF THE MUSHROOM PEOPLE 89

They pop up seemingly from nowhere, their presence accompanied by high-pitched laughter. Their ear-piercing squeals echo for miles. They look as weak as they are slow, but from their reputation you know better. You cross your fingers and hope they don't pop up next to you.

Draw four random enemy tokens. If any are mushroom, place them in a space or spaces containing trails terrain and give them each two additional HP and two buffs. Place the others back into the bag.



90 A DEFINING MOMENT (WHAT KIND OF HERO ARE YOU?)

The sun is setting over the plain, and just as you're about to make camp, you hear a groaning at the edge of a thicket in the distance. You investigate and find a small dungeon. From the bite and scratch marks on the bars and the mangled corpses still in chains, it's easy to deduce that whatever attacked the dungeon was extremely powerful.

It's then you see where the groaning was coming from. One of the corpses isn't a corpse at all—at least not yet. It's a marilith, and she appears to be wounded. You know how dangerous they can be, so you approach warily. She appears to have been cut across her right side, and two of her arms dangle limply, as if broken. She grits her teeth—whether struggling with pain or pride, you're not sure—and asks for help in binding her wounds. Do you...

Step toward her cautiously, ready to fight if things go south? When you get closer, you see that the gash in her side is more serious than you first thought. In another place, under different circumstances, you'd be her enemy. But she's defenseless and you're a hunter, not a butcher. You dig around in your pack, fishing out some bandages for her and some rum for both of you. It seems you've made a new friend. Or...

Slowly approach her with bandages in hand? "You need more care than I can offer," you say. "But these should help for now." She hesitates for a moment and then winces in pain as she reaches out to accept your gift. That's when you strike her down. Hey, you're not here to make friends, and the going rate for marilith hides ain't too shabby. *Gain one gold coin.*



MARILITH MOAN LOW 91

A low-pitched, unearthly moan reverberates over the landscape, and the hairs on your neck stand on end. You turn around and there she is.

All six of the marilith's arms are wiping away the tears of blood streaming down her face, and she lets loose a moan of anguish pitched so low you feel it in your bowels. You recognize the distressed moan: Something has broken her heart. But she's not just heartsick; this monster is pissed, and she's ready to take it out on the closest thing with a pulse...which just so happens to be you.

Place the D12 GM token in a random space to represent the marilith. Roll the D4 and place the corresponding number of buffs on the marilith. The hunter who destroys her will collect two gold coins and a total of two cards from the Advantage and/or Heroic Quest deck(s).



92 KING OF THE HILLS

Great news! You've discovered some uncharted hills, and soon they'll bear your name on maps everywhere. Not-so-great news: Said hills are being guarded by a particularly nasty creature who is extremely protective of its turf.

Randomly place an enemy in a space containing hills terrain. If it's a monster, give it two buffs and one additional HP. In addition to the usual two gold coins, the hunter who destroys this monster will collect one Heroic Quest card.



93 GNOLL NEWS IS BAD NEWS

The door to the tavern splinters open. In walks the largest, meanest-looking gnoll you've ever seen. As it crosses the threshold, barmaids and hunters alike make a path.

"I've tried to keep my distance from you humans," it says, snarling. "But you slaughtered my wife, and now you're gonna pay."

The gnoll makes a beeline for your table. You're not sure why; you're not the one who offed his wife. It's only then that you realize you're the only one not *under* a table. Looks like it's time to see what you're made of. Again.

If your intelligence and strength total less than nine, lose one HP. If their total is nine or greater, collect two gold coins.



THE VICE GNOLL'S DICE ROLL 94

You're more than a little curious as to why a gnoll is running a game of chance in the back room of a rundown tavern. And you're downright perplexed about how it's managed to stay alive in a room full of hunters who are well paid to strike its kind down.

But right now, your curiosity is trumped by your desire to try your luck, and the Vice Gnoll is waiting for you to ante up. What do you say? That gold isn't going to win itself, champ!

You may choose to wager some of your gold coins during your turn. To do so, roll for skill. (A successful skill check means you win the wager; an unsuccessful one means you lose.)

- **Success:** Your winnings equal your wager. The amount you wager may not cause you to exceed the maximum of 10 gold coins. For instance, if you have six gold coins, you can't bet more than four. (If you win, you'll have 10 gold coins.)

- **Failure:** Lose what you wagered. (Using the above example, you'll have two gold coins remaining if you lose.)

GNOLL BEAST

The size of does not in speed they quick.

They will let out a howling howl when spotted about its hunt!

Bonus collected from its prey

ATTACK D6 +2

Beware of Gnolls in the forest, they will receive an additional +1 Attack.

+1

95 THE RAINBOW DOOR

It's been storming for days. Great sheets of rain have pummeled the land, flattening vegetation and drowning cattle. When the storms finally cease, the largest, most perfectly formed rainbow you've ever seen fills the sky... and then ends right at your feet. At the rainbow's end is a doorway. You peer inside, but it's too bright to see anything. Do you...

Laugh and steer clear of the obvious trap. Everyone knows the real source of rainbows is the Reflux Grouse Bivian of the Bay. (Your friend's wife's step-uncle's blacksmith told you so, so it must be legit.)

Or...

Marvel at your fortune and step through the doorway? Roll the D10 and turn to pp. 66-67 to find...



96 YOU DROPPED "EMBALM" ON ME

You wake up one morning with a hangover from hell. You're feeling a little sluggish, and when you try to stand up, you almost trip over your own feet. As if that's not enough, you're having trouble seeing; everything seems hazy. You make your way to the creek to wash off. That's when you get a glimpse of your reflection in the water to find...you're covered in bandages. You bend over and begin unwrapping the gauze. "Ugh," you think to yourself. "No more drinking games for me." That's when your spleen falls out.

Sure, you're slower, but you strike fear in everything in your path. You've heard about a cure for the whole "being dead" thing, but at this rate it's going to take you a while to get to it.

During this round, players cannot use more than one action on movement. Gain +1 in all enemy engagements.

97 THE TURTLE'S TREASURE

Everyone knows the tale of the dragon and the turtle, and you're no exception. Of course, you've always assumed it was just a story...until right now. (Believing in things is easier when the proof is right in front of you.)

Those who say dragons are heartless never met the one that took in the orphan turtle. Abandoned as a hatchling because of his distinguishing features—a long tail and horns—the turtle was raised by a dragon as her own. She even gave him his own small horde of gold to guard.

The dragon grew old and died when the turtle grew older...and older...and older. It still stands guard over its treasure, which—though modest by dragon standards—is nothing to sneeze at.

The turtle has never forgotten the kindness of his adopted mother and has been known to bestow bits of treasure to the occasional lucky hunter.

During this round, players will receive a gold coin each time they enter a space with a dungeon.



98 THE SHERWOODLINGS

Several times over the last few hours, you've thought you heard something, only to turn around and find nothing there. You're starting to think the heat must be getting to you when you hear a rustling behind you.

This time when you turn around, you find a band of men all wearing the same uniform: Lincoln green and a "gotcha" smirk. You know who they are. You've heard they won't hassle those who are light in the pockets, but you're not sure how they define "light."

Any player with three or more gold coins must place one in a space with a forest. The first player to arrive collects the gold coin(s).

**Player must enter the space during this round to claim the gold coins.*

99 MONSTER'S MILK

A spring of foul, poisonous liquid has erupted in the swamp. No one knows where it came from, but it's like mother's milk to monsters; they're coming from far and wide to drink from it. You camp near the swamp in hopes of adding some hides to your collection.

Visibility is next to zero, and you narrowly avoid walking into a vast, elaborate network of webbing. That's when you realize you're not the only one looking to take advantage of the situation. Just as the monsters are drawn to this fountain of filth, giant spiders are drawn to other monsters.

- Draw six enemy tokens.
- If any are spiders, all enemy tokens in the Swamp—including other spiders—are destroyed. (If any of the destroyed enemies were bounties, no one collects the bounties.) All drawn spiders are placed in the Swamp, gaining one buff and one HP.
- If no spiders are drawn, any monsters currently in the swamp gain one HP.



100 HUNTERS' JUBILEE

Today's the day, and you're as excited as the rest of the hunters.

It's the 100th anniversary of the 100 Skins War, and the kingdom has pulled out all the stops. In appreciation for all they do to protect the realm, every registered hunter is showered with gifts and honors to make them feel like royalty. There's a parade the likes of which hasn't been seen since the end of the war—not to mention a massive cake the rats have hardly nibbled on at all!

- All players raise each of their stats to six.
- All players draw up to the maximum hand size in both Heroic Quest and Advantage cards.
- All players draw up to three random enemy tokens in an attempt to fill their specialty hide slots.
- All players draw gold coins until they're holding ten.

PORTALS

(D10 OPTIONS)

#1: ...a door, carved with runes, none of which you can read and all of which look foreboding. No matter how much you resist, you're pulled toward it until you're on the doorstep. Ever heard the phrase, "at Death's door"? Yeah, this is it.

Straight to the River Styx with you. You're dead, friend.

#2: ...more treasure than you've ever seen in your life. There are golden coins and goblets...silver chalices...rubies in colors you didn't know existed. Your friends and family said your adventures would lead to nothing but trouble, but what do they know? The peasants.

Roll the D6 and collect the corresponding number of gold coins (up to the limit).

#3: ...your missing sock. And also your other missing sock. And your neighbor's missing sock. All of the missing socks are here. All. Of. Them.

Gain one Advantage card.

#4: ...a cache of weapons that will fill every hunter with envy and every monster with dread. In addition to axes, swords, bludgeons, daggers, crossbows, and other familiar implements of mayhem, you spot a few weapons you don't recognize—including a curious earthen substance bearing the foreign phrase "C4" etched into it.

Until the next GM event, refill your hand with Advantage cards whenever you fall below your max.

#5: ...the tortured souls of all the monsters you've ever slayed. The only thing that's made the underworld bearable for them has been the promise that one day they'd get to meet the one who sent them there. Consider this your *unwelcome* party.

Lose two HP.

#6: ...yourself in a small hut on the banks of the Styx. Death himself sits across a rickety table from you. He offers you a tankard of ale. When you hesitate, he laughs. It's a thin, raspy sound, but not without kindness. "Relax; you still have many a year ahead of you before I send the ferry. I just need a little company from time to time. I think you'll find that drinking with Death has its rewards, friend."

You take a drink, swap stories with your host, and create a new one you can tell for a lifetime. When the sun dips below the horizon, you get up to say your goodbyes. You leave with your knapsack heavier and your heart lighter. You know that the next time you meet Death, you won't be afraid; you'll greet him like the old friend he is.

Gain two gold coins, one Advantage card, and one Heroic Quest card.

#7: ...another hunter. She's bigger than you, better armed than you, and—as evidenced by how easily you've fallen into her trap—smarter than you.

"This is my land," she says, "You're more than welcome to harvest hides...so long as you pay the tax." She's holding a heavy hammer, and it looks like she's itching to use it.

Players may choose to lose two hides or roll for strength. If a player chooses to roll and wins: Gain three Advantage cards. If a player chooses to roll and loses: Lose all hides up to three.

#8: ...a very old woman, who speaks in a voice so quiet it's almost a whisper. "You seek excitement," she says, "but have you the stats to handle it when you find it? You may not know it to look at me, but I was quite the adventurer in my day. There are things I can teach you if you're willing to learn."

Roll a D4. Add the total of your roll to any combination of your stats. (If you roll a 3, you may add 3 to one stat, 1 to three different stats, etc.)

#9 ...your doppelgänger. Other You is a better-looking, more intelligent, and much more evil version of the real you. "Hope you don't value your reputation," Other You says, smiling. "Because I'm about to do some very, very bad things."

You find that you can't move, speak...even blink. "Room's enchanted," says Other You. "So you'll never need to eat or drink...though the occasional insect will drop its egg sack down your throat. I'd say you'll get used to it, but I'd be lying."

"There's a magic phrase—all you have to do is think the words, and it'll free you—but good luck guessing what it is," Other You says before snuffing out the lone lantern to leave you in complete darkness. "Be back in a decade or two to check on you. Try to stay sane while I'm gone, m'kay?"

Roll for intelligence.

- **Success:** You have a great vocabulary and you're very creative. It takes you a couple of weeks, but you eventually stumble upon the right magic phrase. It's time to go hunting...for yourself. **Gain two Advantage cards.**

- **Failure:** Other You was right. Those egg sacks are the worst. **Lose two cards (any combo of Heroic Quest/Advantage) or two hides.**

#10: ...yourself in total darkness, but for a shaft of moonlight. Once your eyes have adjusted, you realize you're in a well. At the top of the well sits a fox with a pouch, waiting expectantly for...what? You see something fall—it seems to drop from the moon itself—and the fox catches it in her pouch. Before trotting off, she spots you and seems to smile. Your heart lightens a bit, and as you climb into the moonlight, you're grateful for this quiet moment. The world can be a hard, dark, lonely place, but sometimes all it takes is a glimpse of beauty, however fleeting, to remind you why you're out here.

Draw one Heroic Quest card.

"THE DIME" EVENTS LIST

(Players wishing to use this list should roll a D10.)

#1: GOBLIN'S GAMBIT

You've just settled in for the evening after a long day of tracking when you hear a faint metallic sound right outside your camp. Clink. Clinkclink. Kerclank. When you go to check it out, you find a group of goblins. The lead goblin is shuffling gold coins with one hand and tossing silver dice with the other.

"Have no fear, traveler," says the goblin. "I'm not here for trouble. Care for a game of chance?"

You know the game well, and the goblin lays out the stakes: "You win and you get my gold—enough to live the life of luxury you've always imagined. I win and I get yours. Whaddaya say?"

Players may either walk away now or gamble.

Players with no gold coins and players already maxed out on gold coins must choose to walk away.

Those choosing to gamble must decide upon an equal number of gold coins to wager.

The number cannot put any player(s) above the 10-gold-coin-limit. For instance, if the player with the most gold coins (below the maximum number) opting to gamble has seven gold coins, the most gold coins the group may wager is three.

Each player rolls the D20 and adds the number to their intelligence. The highest total wins the gold coins at stake. If there's a tie, the players who are tied will reroll to determine the winner.

If players who want to roll can't come to an agreement on the number of gold coins to wager, majority rules. (If two players want to roll and can't come to an agreement on the number of gold coins to wager, a dice roll will decide.)

If the player has two or more gold coins and is successful, they gain two gold coins; if they're unsuccessful, they lose two. If the player has one gold coin and is successful, they gain one gold coin; if they're unsuccessful, they lose one.

#2: POULTRYGEIST

You wander onto an overgrown and abandoned property that looks like it may have once been a farm. Something stirs in the corner of your vision, and when you turn around, you see a man who wasn't there before. He begins to speak:

"The benefits of being a hermit poultry farmer are many: peace, quiet, and all the fresh eggs and chicken you can eat. There are, however, a few downsides.

"For instance, when a chicken bone becomes lodged in your throat, there's no one around to help you. And when you've expired from said chicken bone, there's nothing around for your spirit to possess but..."

A rustling in some nearby brush distracts you, and when you turn back, the farmer is no longer there. There's more rustling, and out of the brush charges a pack of chickens...and they don't appear to be happy you've disturbed their solitude.

Place the D10+3 token in a random space to represent the Poultrygeist. Defeating him gets you one gold coin and one Advantage card.

#3: MYTHICAL AND MISTREATED

You see a dirty white horse tied tightly to a post; there's barely enough slack for it to move. Its coat is matted and ratty from neglect, and there's dried blood where it's been beaten. It's not until you get closer that you realize it has wings. *Who could do this to any creature? you wonder. Especially one so magnificent?*

As you approach, its eyes grow wide with panic, and it begins to kick and snort. You feel it's your duty to free it. If you could only get close enough...

Roll for intelligence.

- **Success:** You understand why the ill-used creature would be quick to show aggression. You speak gentle, soothing words as you approach it cautiously, and you're able to untie it. In gratitude for your kindness, it gives you a lift. *Place your pawn/standee in any space (including the Village).*

- **Failure:** You're frustrated by its attempts to bite and kick as you try to free it. You give up and leave the once-magnificent animal to its fate.

#4: THE LOST SIREN

Something awakens you. A small breeze blows through your campsite, bringing with it a few bars of a melody so beautiful—so downright intoxicating—that you're momentarily frozen in your tracks.

You follow the music out of the woods into a clearing, where you see her. You know what she is, but you don't know how she got there. You're a day's walk from open water, yet there she sits, atop a pile of jagged rocks, singing a song you hope will never end.

Roll for intelligence.

- **Success:** You have the presence of mind to grab two clumps of clay to stop up your ears. You sing loudly to drown out the Siren's seductive tune as you set a personal speed record for breaking camp.

Collect one buff. This can be added to your roll at any time during combat (one time only).

- **Failure:** You want nothing more than to hear that music forever. As you begin to climb the rocks, a fellow hunter, his ears stuffed with strips of cloth torn from his tunic, pulls you away from near-certain death. You lucked out this time, dummy.

#5: AWAKENED

The hair on the back of your neck stands on end, and you stand stock-still. That's when it starts.

Mountains tremble and the earth splits. Tombstones force their way through dirt, soil, and rock, coming to rest at angles that test the limits of gravity. Hoarse, dust-choked cries issue forth from decayed throats that have lain silent for centuries.

For this round only, treat all spaces except the Village as if they hold a cemetery. (Any monsters who receive a +1 environmental buff where a cemetery is present will receive it in every space but the Village.)

Any spaces that contain a cemetery environment piece will still retain that environmental buff as well. (In other words, these spaces will bestow a total of +2 to applicable monsters during combat.)

#6: PUNKED

Your traveling companions have been pranking you all week. So when a smelly figure in torn bandages approaches you, you just assume it's Randy. Last time you checked, though, Randy wasn't missing half his face.

Roll for strength.

- **Success:** You're strong enough to defeat the mummy, and you laugh off the close call. (Your buddies definitely owe you a beer, though.)
- **Failure:** The element of surprise gives the mummy just the edge it needs to overpower you. It knocks you back, stunning you. You recover, but not before losing something very important to you.

Discard a Heroic Quest or Advantage card of your choice.

#7: UNAWAREWOLF

You've heard there are either gold coins or weapons hidden in a tree nearby. (The rumors aren't clear on which.) One thing's for certain, though: There's a werewolf camped out right next to the tree.

You've been watching it from a distance for hours, and it's the darnedest thing you've ever seen. It checks all the boxes of "dangerous beast that's not to be trifled with." It's large, ferocious looking, and heavily scarred by battle. What sets it apart from every other monster you've ever seen, though, is that it seems to have periods of simply zoning out.

A farmer wandered past a couple of hours ago, and the werewolf simply missed him. It appeared to be lost in thought. (What do werewolves think about other than eating prey?) But when a tiny squirrel scurried by a little while later, the werewolf was on it before the poor creature even had time to realize it was in danger.

You'd planned to wait until the werewolf left to see if the tree was hiding anything that might help you, but now you're thinking about taking your chances...

Roll for intelligence.

- **Success:** Collect your choice of one Heroic Quest card or two gold coins.
- **Failure:** Discard one Heroic Quest card or lose one HP.

#8: THE TILLER'S ALMANAC

The wind begins to pick up, and clouds rotate overhead. You pull out your trusty copy of The Tiller's Almanac, careful not to let a particularly strong gust tear out any of the pages.

According to the book, the Cyclone of Confusion isn't due for another three years. If only the Tiller had been as good at figurin' as he was at farmin'.

Each player immediately moves to a random space.

#9: OCTOPISSSED

You spot a figure in a bog, and you wave to it. A cluster of spindly limbs returns your kindness with eight hairy gestures that look a lot like the finger.

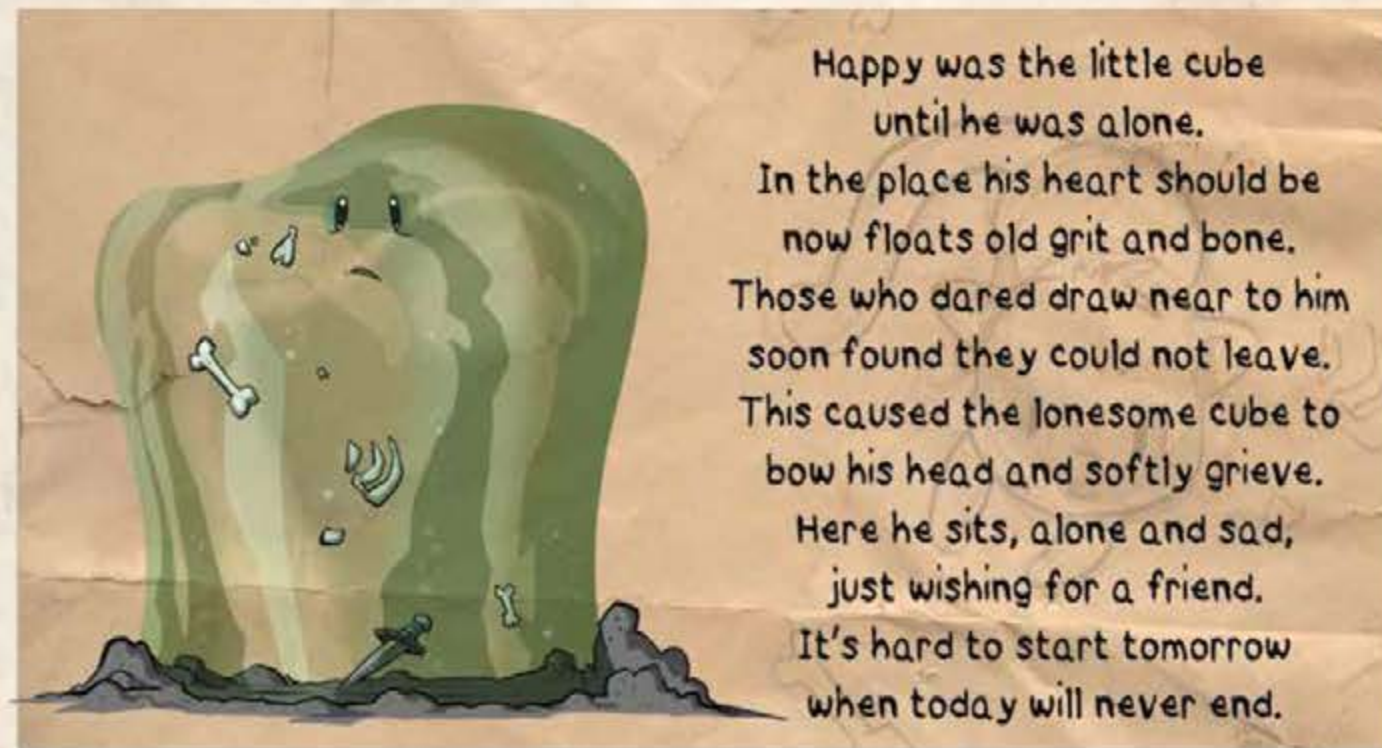
Spawn an enemy in the Swamp. If it's a spider, any monsters already in the Swamp receive two buffs this round. If it's not, all monsters already in the Swamp receive one buff this round.

#10: NECRO-NINJA

You had hoped to avoid this region, for you've heard her story... When she was alive, she had no equal. She was the most agile, the most stealthy, and the most vicious to ever walk the land. Death robbed her of all that made her human, but by disturbing her eternal slumber, he made her even more deadly: no heart to beat...no blood to pulse...no conscience to cause her will to falter. If you're one of the unlucky few who manage to lay eyes on her, it's almost always too late. Aaaaand...you just laid eyes on her.

Roll for intelligence.

- **Success:** You stand your ground and hold your own, gaining her respect and one Heroic Quest card.
- **Failure:** Your panic rises and your bladder empties. Before you even have time to put your hand on your weapon, her blade whispers its deadly song. It (just barely) misses all your vital organs, but this wound is going to take a while to heal. All players lose one action this round.



Happy was the little cube
until he was alone.
In the place his heart should be
now floats old grit and bone.
Those who dared draw near to him
soon found they could not leave.
This caused the lonesome cube to
bow his head and softly grieve.
Here he sits, alone and sad,
just wishing for a friend.
It's hard to start tomorrow
when today will never end.

THE "BOY, IS THIS GOING TO BE OUTDATED IN FIVE YEARS!" EVENTS LIST

(Players wishing to use this list should roll a D8.)

#1: STRONGER THINGS

The news passes from villager to villager until it reaches you: A group of foolish children has opened a doorway to the Inside-Out, unleashing a murderer's row of monsters.

Hey, kids? Next time, when it comes to meddling in things from alternate dimensions, maybe...don't?

Roll the D6. Place that many random monsters in that many random spaces.

#2: OH, MY SWEET STRUMMER CHILD...

The king has died, and the powerful families of the kingdom are falling all over themselves (and crushing the commoners) in their mad scramble for power. You don't have time to worry about that, though, because you and your fellow members of the Midnight Guard are too busy protecting the North Gate from the dreaded snow shufflers.

Worst of all, it's eating into your shredding time. All you've ever wanted to do was to become a minstrel, but fate has seen fit to make your hands fit for both strumming chords *and* slaying hordes.

Roll for strength.

- **Success:** The sooner you slaughter all those baddies, the sooner you can work on those - scales! *Receive +1 to any combat rolls in which you use a D6 this round.*
- **Failure:** *Maybe you should have spent more time in the training yard instead of serenading those tavern crowds. Your natural D6 is replaced with a D4 during all combat this round. (If you use any weapons other than your natural D6, they'll be unaffected.)*

#3: ADDICTION ROYALE

Children throughout the kingdom are skipping their lessons to play a brand-new game called Fourth Knight. Their parents are too busy playing it to discipline them. Hunters are playing it in their downtime, and there are unconfirmed rumors that some of the more evolved monsters are playing a rudimentary form of it.

The business of the kingdom has nearly ground to a halt. The only one whose productivity hasn't gone completely down the latrine is the wizard who created it. He's laughing—and doing a ridiculous Fourth-Knight-inspired dance—all the way to the bank.

Roll for intelligence.

- **Success:** *You're savvy enough to cash in on the craze and sell some homemade Fourth Knight tunics. Gain two gold coins.*
- **Failure:** *You get caught up in the hype. You're so distracted while playing that you don't see the pack of kobolds sneaking up behind you. Lose one HP.*

#4: EARWORM

You're long overdue for a vacation from hunting monsters, so you've decided to kick back a bit near the water. A little fishing, a little relaxation...what could go wrong?

You feel a bite on your line, but suddenly there's a loud gurgling as a creature rises from the water. Though you've only seen its like once before (and from a distance, at that) you know instantly it's a kraken.

Though it dwarfs you, it's still small as sea creatures go. *It's just a baby*, you think. But wherever baby is, mama's not too far off, and there's suddenly a much larger gurgle, and out of the water rises the largest creature you've ever seen. The only thing more surprising is the synchronized song-and-dance number they begin to perform for you:

♪ *Baaaa-by kraken da-da-dada-dada!*

Baby kraken da-da-dada-dada!

Baby kraken da-da-dada-dada!

Baby kraken! ♪

You're either:

- a) about to be attacked by a mother/child musical kraken family, or
- b) having a sun stroke.

Either way, you should probably do something a bit less hazardous than vacations (like get back to hunting fearsome creatures for fun and profit).

If players choose, they may either move their pawn/standee to an adjacent space or to a random space.

#5: SELF-DRIVING CART

Peddlers, minstrels, and travelers of all kinds have been abuzz with the latest innovation in the kingdom: self-driving carts!

No horsepower means no manure, which you happen to think is a solid tick in the "pro" column. That said, the dark magic that propels the vehicles is consuming the souls of one out of every three drivers, and that seems less than ideal.

All players roll a D6.

If you roll 3-6, congratulations! You get to keep your soul, soiled as it may be.

If you roll a 1 or 2, well...progress never comes without a price, though, right?

Lose one HP or all gold coins up to three.

#6: MUNCH DIFFERENT

Everyone says Mack's apples are the best apples you can buy. They're clean, they're shiny, and they don't get nearly as many bugs as other fruit. Mack releases a new line of them every year or so, and each fresh batch creates a lot of buzz.

Mack has recently decided to diversify his business by getting into the hunting game. Ready to upgrade that worn-out weapon? Now's the time! (It's basically the same gear as before, only twice as expensive.)

All Advantage cards cost three gold coins this round. If players would rather not pay full price, they may trade in any one card in their hand and one gold coin for an Advantage card. (Cards traded in are considered discarded.)

#7: "OH, SNAP!"

The werewolf doesn't even have time to howl as you drive your blade through its heart. You look around and see the other hunters finishing off their adversaries. The few creatures left living are bounding—or, in some cases, hobbling—off the battlefield, fleeing for the hills. Today has been a good day in the war against the monsters.

A victory cry rings out, but the celebration doesn't last long. A shadow crawls across the field as a man—or something like a man—crests a hill in the distance. He has mostly human features, but his skin is purple and he's taller than anyone you've ever seen. He wears a gauntlet inlaid with colorful stones that catch the light, momentarily blinding you.

Panic spreads in waves through the ranks of your fellow soldiers. "It's him!" comes the cry. "Run!" The man raises his arm. You expect him to produce some sort of weapon, but instead he simply snaps his fingers.

Roll the D6.

If you roll a 4, 5, or 6, congratulations. Chance smiled on you today.

If you roll a 1, 2, or 3, well...you just had your ash handed to you. You're dead, pal.

Place your pawn/standee in the Styx River and face the consequences.

#8: THE STARTUP

An evil sorceress plots to help the Undead conquer the living. Mixing her knowledge of the occult with expertise gained from her former line of work as an apothecary, she's developed an innovative new technique called CRUNCHR (Creating Robust Undead with Newly Cremated Hunter Remains). Sure, it may *sound* really bad, but that's only because it is.

She's somehow figured out how to extract hunters' abilities from their ashes and bestow them to the Undead. *Why can't people leave evil enough alone?* you wonder.

Even the bravest hunters are horrified at the thought of running into this woman. And after taking a shortcut on an unfamiliar path, here she stands, right in front of you.

Roll for stealth.

- **Success:** You manage to slip into some brush before she sees you. Close call!

- **Failure:** You manage to slip away before she can burn you alive and suck out your best qualities. You're able to escape with your life, but only by leaving everything else behind. *Lose all gold coins, Advantage cards, and Bounty cards.*

THE "HEY, LOOK...ANOTHER EVENTS LIST!" EVENTS LIST

(Players wishing to use this list should roll a D12.)

#1: LOVELIGHTS

Mating season only comes around once every nine years for luxanymphs. The time is here, and the night is suddenly aglow with their amorous overtures.

If this round is a night round, monsters do not gain any combat advantage. If it's not, all monsters will receive -1 to all combat rolls.

#2: FERRYMAN'S SABBATICAL

The ferryman flips the sign at the dock from "OPEN" to "CLOSED," packs his bag, and takes his first vacation in centuries. Hey, everybody needs a break, right?

All players receive one extra action this round.

#3: EVERYTHING MUST GO!

You learn that a renowned hunter has decided to retire early. His monster-hunting days are over; now it's time for a life of ease on the beach. He's selling his remaining hides at a discount for drinking money, and it sounds like a good deal for everybody. He won't have to make the long trek to the village, and the buyers will get quality hides they can sell later for a tidy profit.

During this round, players may purchase random hides at a cost of two gold coins each while in the Bay. (There's a two-hide limit.)

#4: WARLOCK'S REGRET

There exists a coin capable of bestowing a vast fortune to its owner. A warlock found himself overcome with greed while in possession of it and grew to loathe what material wealth had done to him.

Though he was unable to fully destroy the coin due to the powerful spells binding it, he was able to split it into three pieces. He's carefully hidden the fragments in the hope that no one else will become seduced by the promise of great fortune.

Lucky for you, a former servant of the warlock owes you big and gives you the inside scoop on the fragments' whereabouts.

You figure there are worse problems to have than being filthy rich. And hey...you can't learn from your mistakes if you don't make them first, right?

Randomly place three gold coins in spaces on the game board. (Roll three times, placing a gold coin for each roll. If the same space is rolled more than once, it's fine to place more than one gold coin in a space.) If a player is in a space containing a gold coin (or gold coins) at any point during their turn, they may claim it/them.

#5: DUMBASS DANDY

Spending your gold on those shiny new boots seemed like a good idea at the time, but that new leather squeaks like a rabid mouse.

Players receive +1 to all stealth rolls this round.

#6: 504

You get word that the village gates have shut, and they won't budge until tomorrow when the pulleys can be repaired.

Players cannot enter the Village this round. (Each player already in the Village is moved to a random space.)

#7: COMMANDO

You've always looked forward to your monthly bath, but this hunting season hasn't been kind to those who value their hygiene. Between krakens, bloodsucking mermaids, and river trolls, the only body of water you've passed in the last few months that was free of monsters was a latrine, and bathing in that would have defeated the purpose.

You finally come upon a small brook that seems safe, so you disrobe, hanging your clothes neatly on a nearby branch. You then proceed to take the bathiest bath you've ever bathed, dropping a good 10 pounds of dirt and grime in the process. You decide to give your clothes a good scrubbing while you're there, but when you turn around, they're gone, and there are ogre tracks in the mud leading into the woods. Looks like you'll be hunting for monsters *and* pants, pal.

Each player loses one action.

#8: PROCRASTIGATOR

You didn't believe the other hunters, so you've traveled to see it for yourself: the laziest reptile in the realm.

Sure, it could attack those pesky ne'er-do-wells who keep pilfering its stash of swamp gold. But why eviscerate today what you can eviscerate tomorrow?

All players in the Swamp roll for stealth.

- **Success:** *Collect two gold coins.*

- **Failure:** *Tomorrow finally came. Lose one HP.*

#9: IT WASN'T ME

You're on the hunt for a one-armed man who framed you for killing your wife.

You're furious on multiple fronts:

- 1) She was your favorite wife.
- 2) You're having to do your own cooking while you chase the guy, and you suck at cooking. (RIP, favorite wife.)
- 3) This is not the story you signed up for.

Players must spend at least one action on movement this round.

#10: HONEY, I'M HOME

It's the first anniversary of the death of your husband, and you've returned to the site of his murder with one goal: to exact revenge on the mysterious monster that took his life. As you clean your weapons in preparation, you hear a rustle in the grass. Around the corner walks your beloved...still alive. Tears fill your eyes as he approaches. "But...how?" you ask.

"It doesn't matter how," he says. "What matters is that I'm here now, and I'll never leave you again."

Roll for intelligence.

- **Success:** *You wait until he's close enough to touch before drawing your sword and cutting him down in one swift motion. The thing that looks like your husband reverts to its natural form. "Oh, hell, no," you say, pulling out your flaying knife to take its hide. "Eff a shapeshifter."*

- **Failure:** *He embraces you and you immediately stiffen. The man you loved gave you two beautiful children, and you'd recognize his scent anywhere. This is not your husband. You're barely able to wriggle free from the creature's grasp, and you curse your foolishness as you flee.*

At the beginning of your turn this round, the player to your left moves your pawn/standee to any space.

#11: MOBGOBLIN

You're running short on funds, so a fellow hunter recommends a rather unlikely source: the capo of the local goblin mafia. "Sure, I know you hunt my kind," says the monster mobster. "But that don't mean we can't come to some kinda arrangement." The well-dressed, well-armed goons flanking him look like the only arrangement they're interested in is pieces of your corpse artfully "arranged" on their dinner plates.

Roll for intelligence.

- **Success:** *You realize your financial dry spell will eventually end. You decide not to get mixed up in this business, and you hightail it out of there.*

- **Failure:** *He makes you an offer you can't refuse. You're temporarily flush with cash, but the interest is murder.*

Gain one gold coin and lose one HP.

#12: BLIND HOPE

You come across a small settlement and decide to stop for a bite. You're in the town square looking for some grub when a small girl, clearly blind, steps away from her mother and approaches you. She takes your hand and begins to speak:

"I'm looking for an object...
I have one leg when I'm born and four legs when I die...
I have four eyes, none of which are for seeing...
I have wings, but I have never taken flight.
What am I?"

When she's done reciting her riddle, she lets go of your hand and returns to her parents. The girl's mother begins to cry, and her father approaches you.

"She's six years old and has never spoken a word before today. Until now, we thought she was mute as well as blind. Do you know the answer to...to whatever that was? Or why, after all these years, you're the one she decided to speak to?"
The town square has gone silent and every eye is on you.

Roll for intelligence.

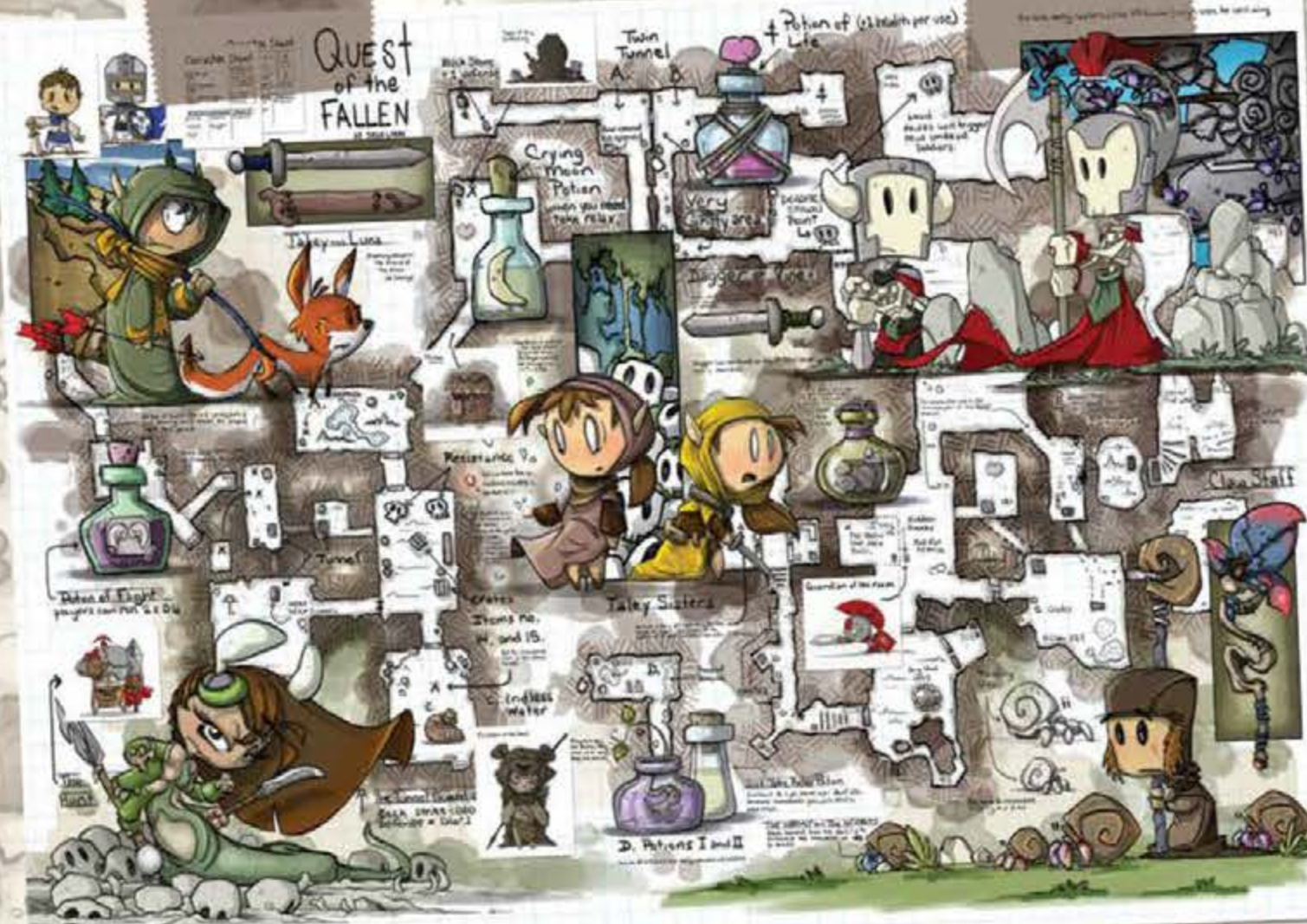
- **Success:** Boy, did she pick the right traveler! You're a riddle-bustin' fiend. You give the correct answer. The girl smiles, she begins to cry, and she looks up, truly seeing. (She later goes on to become a respected leader and fierce warrior, renowned throughout the kingdom.)

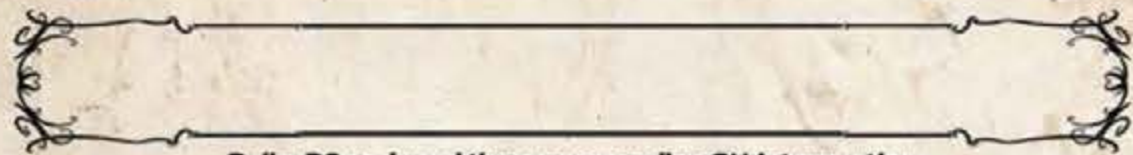
You're lauded as a hero by the townspeople. They take up a collection to support you on your journey and send you off with a parade. You're pretty sure you'll never have to pay for a beer in this town as long as you live.

Roll a D4 and collect that many gold coins.

- **Failure:** The girl may not be able to see, but her eyes are still more than capable of showing disappointment. She shuffles away, never to speak again. The townspeople blame you for bringing hope to their village, only to snatch it away again with your failure. You're chased out of town and warned against ever returning.

MAKE YOUR OWN





Roll a D8 and read the corresponding GM intervention



1

2

3

4

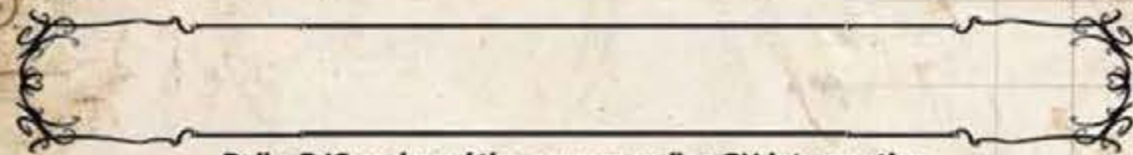
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Roll a D12 and read the corresponding GM intervention

1

2

3

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7

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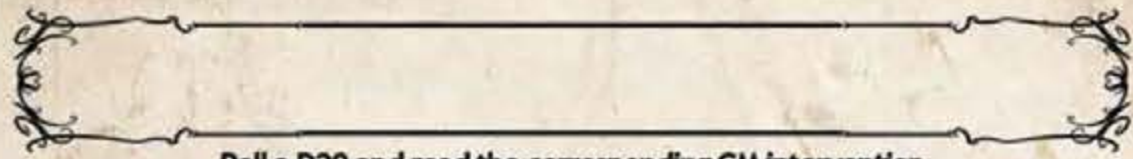
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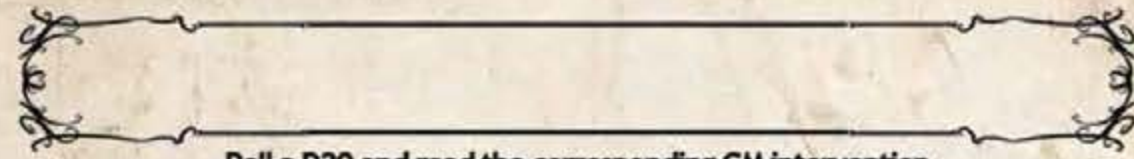
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Roll a D20 and read the corresponding GM intervention

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10



Roll a D20 and read the corresponding GM intervention

- 11
- 12
- 13
- 14
- 15
- 16
- 17
- 18
- 19
- 20

MY TOKENS

(make your own personal monsters)





















HORVART
KLAS HEE
stupid
noise











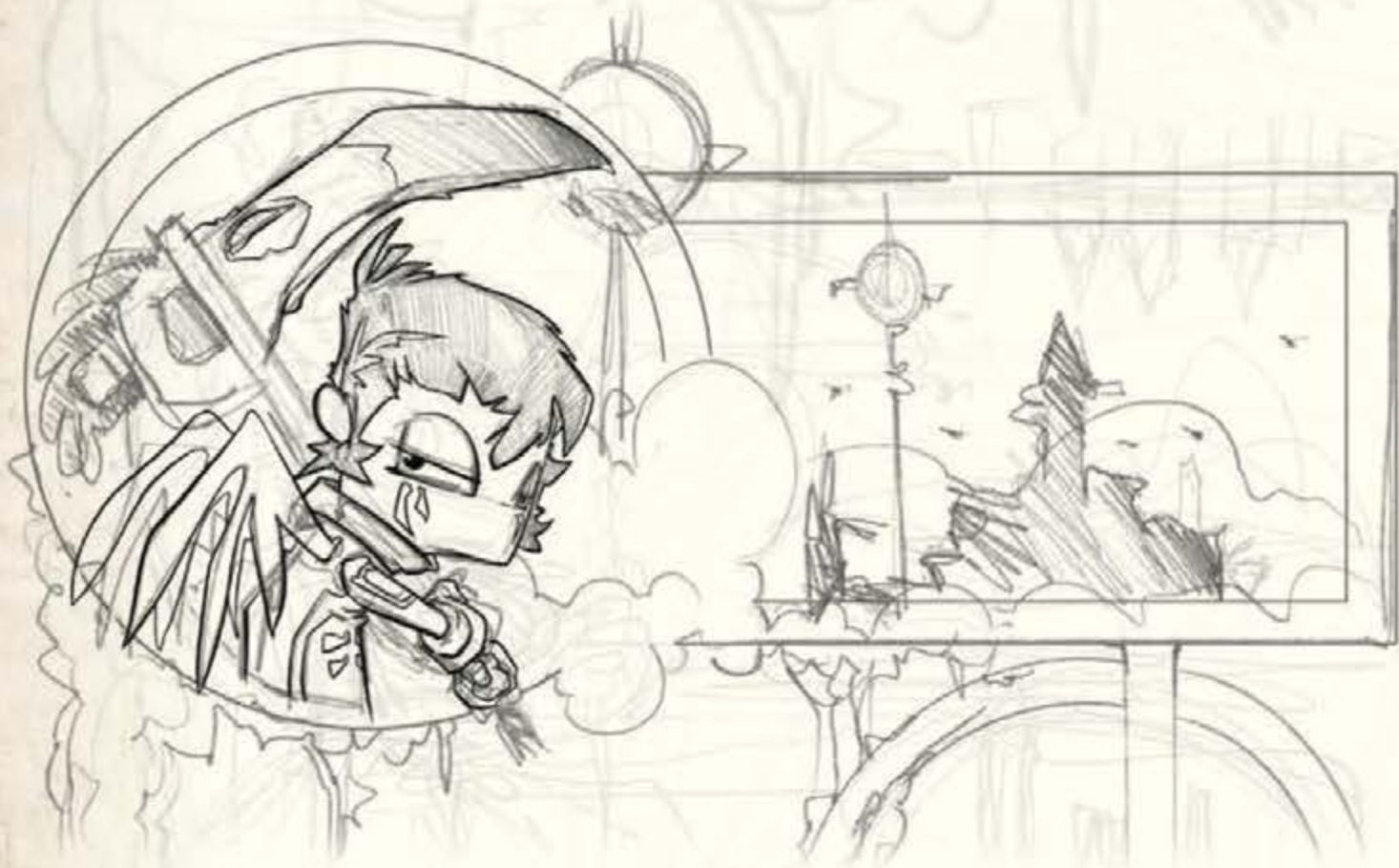






CHARACTER DESCRIPTIONS

(These include all characters in the base game, the expansion, the booster pack, and the Kickstarter add-ons.)



RACE _____
CLASS _____

HERO GENDER _____
ALIGNMENT _____

PLAYER NAME _____
COMPANION NAME _____

STRENGTH

STEALTH

INTELLIGENCE

SKILL

CHARACTER NAME

WRITE YOUR CHARACTER'S NAME AND CLASS HERE. YOU CAN ALSO WRITE DOWN HOW YOU WANT YOUR CHARACTER TO BE.

MONSTERS KILLED
For each 12 enemies killed in combat, you gain one buff. These buffs can be used towards your combat roll during combat with a monster.

LEVEL
For each 10 bounties collected, you can go up one level. At the start of the game, the player with the highest level goes first.

WEAPONS USED PROFICIENCY

Once all weapons are used, the hero gains a permanent +1 to his natural attack roll with the D6.

GOLD

GP MONSTERS AND BOUNTY TOKENS

WRITE DOWN THE GOLD AND GP MONSTERS AND BOUNTY TOKENS YOU HAVE COLLECTED.

CLASS SKILL 01
WRITE YOUR UNIQUE CLASS SKILL HERE.

SKILL MARKERS
PLACE YOUR SKILL MARKERS HERE OR WRITE DOWN HOW MANY YOU HAVE UNLOCKED.

FIGHTING ADVANTAGE
ADD +1 TO YOUR COMBAT ROLL.

CLASS SKILL 02
WRITE YOUR UNIQUE CLASS SKILL HERE.

ANIMAL HANDLING
WHILE HUNTING: SEND THE HUNTED MONSTER TO ANOTHER SPACE AND THEN HUNT ANOTHER MONSTER.

HERO SWAP
SWITCH PLACES WITH ANOTHER HERO. THAT HERO GAINS ONE FREE GOLD COIN. CANNOT BE USED WHILE IN THE VILLAGE.



THE ELE-ALTA AND CROPONE

CLASS: WOODLING

CHIB: POOF

"They want us dead. We want them dead. Not exactly a lot of room for compromise."

A primarily agrarian race, the Cropones are individualists and highly disciplined problem-solvers. The diversity of their views makes them prone to division.

The Ele-Alta work to live and live to work. They may lack the creativity of the Cropones, but they have a singleness of purpose bordering on that of a hive mind.

Two races locked in battle. Two races corrupted by conflict. Two races, grief-stricken and broken.



TWO OF THREE

CLASS: WOODLING

CHIB: MICE

"Sure, the odds are stacked against us. Lucky for us, kittens can't math."

Three feline siblings set out on a quest. When two of them awoke to find their brother missing, they knew something was amiss. After their frantic search came up empty, they began the long trek home to break the news to their mother. The kittens' heartbreak multiplied when they found their beloved mother slain. Now they have two objectives: find their brother and avenge their mother.



MARY ANNETTE (THE PORCELAIN DOLL)

CLASS: EXPLORER

CHIB: RAG DOLL

"Loneliness is what created me. Now it's what defines me."

A hermit mage, injured by the world's cruelty, animated her to fulfill his need for companionship. When he died, she learned the only thing more delicate than her porcelain body was the heart now beating within it.

Now she wanders the land with the help of two stray hellbeasts whose emptiness matches her own. The world broke her one true love. Perhaps it's time she did a little breaking of her own.



THE NE'ER-DO-WELL KNIGHT

CLASS: EXPLORER

CHIB: CAT

"I steal treasure because I can. I steal hearts because I must."

He completed the trials...said the words... donned the armor. But after risking life and limb for those who neither deserve nor appreciate his bravery, his personal code has become a bit...muddy.

Chivalry may not pay, but there are plenty of prosperous people who will—whether they want to or not. And if more than a few of them just so happen to be of the fairer sex, who is he to complain?





THE BARBARIAN

CLASS: SLAYER

CHIB: PANDA

"Me like shiny rocks. Me like bashing monsters. Deciding which me like more make head hurt."

The Barbarian isn't what you'd call an intellectual. He's not a big fan of "thinking" or "reasoning" or "speaking in coherent sentences." But when you need a stone-cold killer, a real Slayer's Slayer, this is the guy you call. Just speak slowly and try not to piss him off.

THE VAGABOND

CLASS: EXPLORER

CHIB: CAT



"As long as monsters walk the earth, I'll do the same."

If you ask him where he comes from, his answer is, "My home is wherever they are." If you ask him about his family, he responds, "My family is whoever stands with me against them." If you ask him about his future, he'll hand you a weapon and say, "That's up to us now, ain't it?"



THE THORNLING

CLASS: WOODLING

CHIB: SNAIL

"Nature's a mother and so am I."

Many Woodlings prefer to avoid trouble. Their weapons are camouflage, stillness, and retreat. But there's a smaller subset that view monsters as crimes against nature, and they consider it their duty to serve as judge, jury, and executioner for those crimes. Even they view The Thornling as a bit extreme.



THE SULTAN'S WIDOW

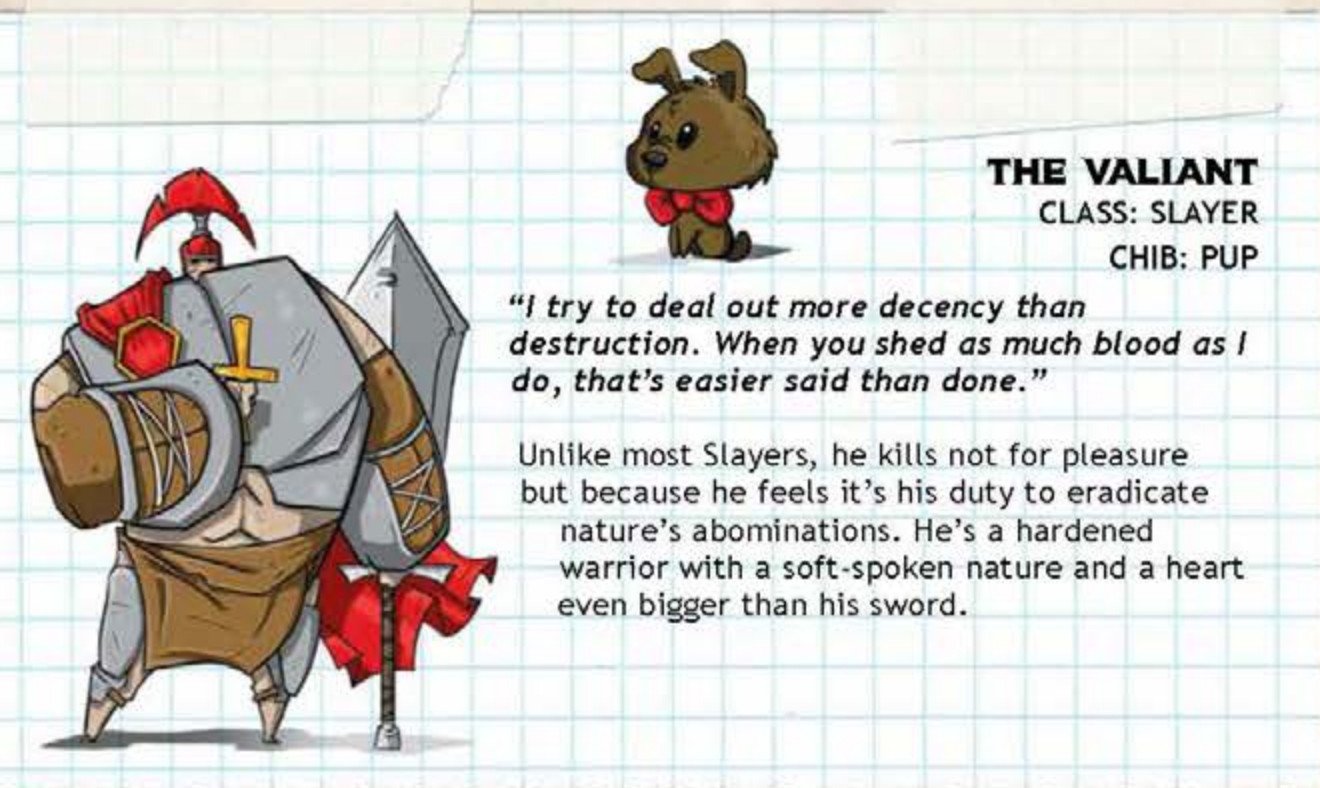
CLASS: MESMERIST

CHIB: PHOENIX FOX

"They say freedom can only be bought with blood. I have no intention of it being my own."

She'd always wanted to marry for love. But when the sultan "asks" you to be his wife, it's not really a request. What she didn't know was that she'd be but one of an ever-growing harem. She put up with it as long as she could, but she was never cut out to be a kept woman.

She bought her freedom with her blade, and now she's out to earn enough gold to raise an army. She vows to one day release every woman whose worth has been measured by how well she can please a man.



THE VALIANT

CLASS: SLAYER

CHIB: PUP

"I try to deal out more decency than destruction. When you shed as much blood as I do, that's easier said than done."

Unlike most Slayers, he kills not for pleasure but because he feels it's his duty to eradicate nature's abominations. He's a hardened warrior with a soft-spoken nature and a heart even bigger than his sword.



THE KING'S SCOUT

CLASS: EXPLORER

CHIB: NEECHY

"I have a thing for danger. The attraction is mutual."

She joined the King's Guard to see if she could hack it. She could, she did, and she always asked for more: the most difficult training...the most dangerous missions...the most sensitive assignments. Her biggest challenge still remains: how to fulfill her duty without sacrificing her humanity.

SHAMAN-OF-WAR

CLASS: WOODLING

CHIB: TURTLE

"Your hatred is like mother's milk, and I'm always thirsty."

In the absence of hatred, he has no power. Lucky for him, most folks have spite to spare. The greater their loathing, the greater his power over them. The sway he holds over his victims is nearly absolute. The only known way to break the spell is to slaughter the shaman, and he's a fearsome fighter.



MISTRESS DIMORTIS

CLASS: SLAYER

CHIB: PUP

"They say the Undead have no concept of fear. That's okay—I'm a good teacher."

When an Undead army slaughtered her family, she fled in terror. Eventually grief turned to rage, and flight became fight. She donned war paint and dedicated her life to hunting down those who had taken everything from her. She would show them how it felt to fear that which showed no mercy.



RANDY

CLASS: BARD

CHIB: SONGBIRD

"If I can't tickle funny bones, I might as well break a few."

Randy comes from a long line of jesters. Both of his parents are jesters. All of his grandparents were jesters. Even his dog was certified as an emotional support jester. All his life, Randy has wanted nothing more than to excel in the family business. And he has except for one small problem: Randy can't juggle for s***. He attempts to fill the void left by his failure with prank playing and monster slaying.



CHRISTOPH (THE BARTENDER)

CLASS: WEREWOLF

CHIB: WEREWOLF

"Come for the drinks! Stay for a bite!"

There are many occupational hazards that come with owning a tavern: rampant thievery...belligerent drunkenness... frequent fistfights.....and those are just among the tavern girls. One thing Christoph never expected, though, was an after-hours visit from a werewolf. He'd hoped his run-ins with monsterkind were over with once he'd given up the hunter's life (along with several body parts).

Unfortunately, we don't always get what we want. And now thanks to a nasty bite from a werewolf who had zero regard for closing time, the full moon brings with it a transformation that puts Christoph on the other side of the eternal conflict between man and monster.

THE DRAGON GUARD

CLASS: SLAYER

CHIB: PUP

"Watch his lair. Guard his gold. Stay his fury."

Before he was the dragon's protector, he was its friend. In those days, a winged shadow over the land meant security, safety, and good fortune. But when greed corrupted the beast's heart, the Dragon Guard vowed to protect it until it remembered what it once was and could be again: a force for good.



THE EATERS

CLASS: EATER

CHIB: BEAR

To say their warfare is unconventional is an understatement. They're seldom seen in the light. There's neither rhyme nor reason to why they attack, when they'll attack, or how many of them will be involved in a raid. The only thing about them that's predictable is their taste for human flesh. They drink a fermented berry tea that is rumored to give them superhuman strength, but good luck getting the recipe.



THE FALCONER

CLASS: EXPLORER

CHIB: CAT

"Any monsters mess with me, I give 'em the bird."

For some, the art of falconry is a matter of tradition. For others, it's a form of leisure. But for her family, it's always been a practical way to ward off starvation. "You'll never want for meat when you've got eyes in the sky," her father told her.

When she got into the monster-hunting game, she learned quickly that she'd need every advantage she could get. And as it turned out, having an aerial spotter was a pretty big advantage—both before and during a battle. She even trained her avian companion to swoop into the fray on command. (It's amazing what a pointy beak and a razor-sharp set of claws can do to even the odds in a fight.)



**BROTHER
BLUDGEON**
CLASS: CLERIC
CHIB: PANTHER

"Some claim that enduring physical pain purifies the soul. I don't know if that's true, but doling it out sure is fun."

He roams far and wide, loudly spouting scripture and preaching to anyone who will listen (and plenty who won't) that faith is the key to defeating the monsters. As to his origins, the rumors are many and varied: "He's a grieving father whose family was killed by a horde of Undead." "He's a beggar who's had too much sun." "Probably just some rich kid who wants to play hunter."

Sure, someone could just ask him his story, but nobody's in a big rush to volunteer. His past may be in question, but his skill with that makeshift mace is not.





CONSTANCE

CLASS: SLAYER

CHIB: BUNNY

"They say I'm undersized. I say I'm underestimated."

"How can you even swing that sword?" people ask.
"It's bigger than you are!"

"Oh, this?" she answers. "It's not mine." But then she smirks.
"Well...I guess now it is."

Over the years, she's learned to use others' expectations against them. Just ask anyone who's made the mistake of letting their guard down around her. (Good luck; you'll probably have to hold a seance to find them.)



PAWLINE

CLASS: WEREWOLF

CHIB: WERECAT

"To defeat those I hate, I must become what I hunt."

She's always had a soft spot for defenseless creatures, many of which have been increasingly targeted by poachers for their hides or (often unproven) magical properties. Though perfectly capable of defending herself against aggressive monsters, she knew she lacked the savagery necessary to face off against other humans, no matter how evil.

That's why she made a decision she knew there was no coming back from: She allowed herself to be bitten by a werecat. Now she can think, stalk, and destroy just like they can—and woe to anyone or anything that gets in her way.



ISABEL

CLASS: BARD

CHIB: SONGBIRD

"Some people step to a different beat. I prefer to create my own."

Her father, a traveling minstrel, tried to pass down his talents for melody and rhyme. Neither stuck. But when he brought home an old drum a villager had traded for a song, he saw her eyes light up. In no time at all, she had seasoned drummers shaking their heads in wonder—and nodding them to the beat. Her talent is unearthly, as is the sway her rhythms hold over those who hear them.



SISTER MARIETTA

CLASS: CLERIC

CHIB: PANTHER

(From her journal): "Words are overrated. Faith is anything but."

Some think she's odd. Possibly even insane. They roll their eyes at her vow of silence and prayerful devotion to a higher power. But those who have seen her and her mystical prayer beads in combat have found themselves second-guessing their snap judgment. Is she divinely favored or just lucky? Who knows? But now that people have witnessed what she's capable of, chapel attendance is way up.



THE ORPHAN

CLASS: MESMERIST

CHIB: LUZON PIGEON

"It ain't enough we're orphans? Now we gotta be endangered, too?"

"Boring" was how she'd described the orphanage. But when a child disappeared—and another...and then another—she longed for boredom. When she saw a hooded figure stalking the hallways one night, she didn't think; she just ran.

Now that she's all grown up, she doesn't run from evil—it runs from her. "Who goes there?" she'll ask as she pulls out one of the makeshift weapons stuffed into her pack. She never waits for an answer.





AMYSS (THE AGENT)

CLASS: MESMERIST

CHIB: TING TING

"The world is broken, but maybe I don't have to be."

There's an organization that operates beneath the surface of society, shaping events and ensuring balance. As one of its agents, she's committed atrocity after atrocity in the name of duty.

If they knew how soft-hearted she really was, she would be gone in a heartbeat; balance leaves no room for sentimentality. She does what she can to make the world better. She just hopes it'll be enough to balance out the rest.



CAT IN THE CUBE

CLASS: MESMERIST

CHIB: MOUSE IN THE CUBE

"WHEEEEEEEEEEE!!!"

Desperate to get home to his family, the kitten attempted to steal the mythical Seekstone from an evil sorcerer. The magician caught him and cursed him, binding him to a gelatinous cube with a powerful magic.

Sometimes evil has unforeseen side effects, though, and they're not always bad. The kitten had nothing left in the world to offer but his friendship, and it was the one thing the lonely gelatinous cube craved. Now they're (quite literally) inseparable, and they couldn't be happier about it.



THE STUDENT

CLASS: MESMERIST

CHIB: WEASEL

"Is there really any such thing as powerful enough?"

Being bullied was nothing new. Neither was retreating to the library to escape his tormentors. What was new was stumbling across a book he was never meant to see. It contained forgotten secrets and lore from the mages of old, and he took to sorcery like a duck to water. The question is: How will he use his newfound power?



ALAINA

CLASS: WEREWOLF

CHIB: WEREWOLF

"My look? I call it 'business in the front, murder in the back.'"

They say to dress for the job you want. Going by Alaina's wardrobe, she wants to be an entrepreneur/stone-cold killer, which is a good thing because, well...that's exactly what she is. By night, she terrorizes people on their own property; by day, she works real estate deals on said property. (Turns out land is cheap when it's been overrun by werewolves.) Is it a conflict of interest? Perhaps. But not any more so than a news photographer who's paid to take pictures of his spider-hero alter ego.



KONTENTIA KLASH

CLASS: SLAYER

CHIB: FURBO

"The only time I feel at peace is when I'm at war."

Eons ago, two ancients rose above the rest: Nature and Time. Though not enemies, their very beings have always been at odds. (Just ask an orchard owner whose aging trees have stopped bearing fruit.)

But as is sometimes the case, opposites attract, and their union gave them new titles—Mother Nature and Father Time—along with a child whose very nature embraced duality. She literally has conflict in her genes. She is light and darkness. She is stillness and motion. She is kindness and cruelty. She is not someone to be trifled with.



WANTED

The Skeleton Crew

They're known colloquially as "The Skeleton Crew." No one seems to know if that's what they call themselves or if it's a name thrust upon them because, well...they're skeletons. There are those who say they're the last vestiges of a long-forgotten army; others insist they're undead members of a cursed family.

Can they think for themselves, or do they operate as one entity? Again, people can only speculate. At the end of the day, there are many more questions than answers when it comes to this lot. The only thing for certain is that when they show up, bloodshed isn't far behind.



SYLVANNA
CLASS: WOODLING
CHIB: FURBO
"Squirrel muffins."



She's always been a little...off. Unlike most Woodlings, Sylvanna satisfied her curiosity about humankind by befriending some of them. When the monster attacks increased, she found she couldn't sit back and watch; she had to do something. Those who know her would be hard-pressed to say which is greatest: her loyalty to those she loves, her skill with anything that has a point, or her tendency to say things that don't.

THE CAPTAIN
CLASS: WOODLING
CHIB: TING TING



"I don't have to see a monster to make it scream."

"You don't belong here," they'd said. He was the first Woodling to captain his own ship...until his resentful crew cut out his eyes and left him on the beach with nothing but a loincloth and a half-empty bottle of rum. That was a year ago, and he's since mastered an arsenal of weapons—including his other senses. The Captain's days on the water are over, but he fills the void by hunting and killing every monster that has the misfortune of crossing his path.

THE BLOOD PRIESTESS
CLASS: MESMERIST
CHIB: BEAVER
"Pray. Slay. Repeat."



As a former courtesan, the Blood Priestess is no stranger to the ways of the world. Though she claims to prefer peace, she knows how to handle herself in a skirmish...and she certainly seems to find herself in a lot of them. She can be serene with the best of them, but she's her most authentic self when she's dispatching monsters to the next world.



THE BUSINESS (LOOSELY TRANSLATED)

CLASS: EXPLORER

CHIB: CAT

*"Turning a blind eye to evil won't block out the stench."
(loosely translated)*

His people saw what was happening long before anyone else did. While most still believed the monsters of old had all but died out, he knew better; the evidence was all around him. It started with animal mutilations in the wilderness, but as the monsters grew bolder, outlying settlements began losing livestock.

SHARPS

CLASS: MESMERIST

CHIB: PORCUPINE

"Don't worry—it's only the first 20 or 30 cuts that really sting."

What's more horrifying than a warrior who's an expert with anything that has a point or an edge? What if said warrior also has a magical streak? His bewitched blades can strike fear in even the most vicious of monsters. (Other hunters tend to give him a wide berth, too.)



JESSALYN

CLASS: BARD

CHIB: SONGBIRD

♪ *"Mama always said that I was born to play, but
Until the war is done, I'm solemn-sworn to slay."*

Making music is all she's ever wanted to do. Sadly, the demand for winged songstresses just isn't what it used to be. Supporting live music falls low on the list of priorities when there are monsters about, tearing people to shreds.

She's always been a proactive kind of girl, so she decided to do her part to eliminate the obstacles to her professional aspirations. She's as handy with a weapon as she is a lute, so perhaps the day will come when the only thing she has to kill is her set list.



HOBBS

CLASS: WOODLING

CHIB: SNAIL

"If you wanna keep your eyeballs, you'll keep 'em offa me."

When Hobbs struck out on his own to see what the world had to offer a self-sufficient goblin, it didn't take him long to find out: hatred, mistrust, and prejudice against his kind.

In addition to the chip on his shoulder, Hobbs has a habit of wearing trophies from his kills, and he's particularly fond of mummy wrappings. Sure, they can get a bit ripe, but they serve as a warning to any other beasties that cross his path.



AMBERLYN, QUEEN OF THIEVES

CLASS: WOODLING

CHIB: RAT

"I can break your bank, break your heart, or break your skull. Kinda depends on my mood."

She learned her lesson a long time ago: You're either a hustler or you're getting hustled. She won't take advantage of those in need, but she doesn't suffer fools—and she has no qualms about making *them* suffer.



THE PALACE GUARD

CLASS: EXPLORER

CHIB: NEECHY

"I may be a pawn right now, but one day I'll be the one moving the pieces."

As one of the newest members of the King's Guard, he feels he has something to prove. He's the first to arrive and the last to leave, and he's disciplined and loyal to a fault. He has ambitions beyond being a guard, but everyone has to start somewhere, right?





FROG MAN
CLASS: EXPLORER
CHIB: PIGLET

"The best way to disarm an enemy is to turn him into a friend."

He was plucked from his tiny pond and transformed by a lonely mage into something not quite man and not quite frog. But soon the mage tired of him and focused his efforts on animating a porcelain doll, leaving him heartbroken...abandoned...discarded.

He struck out on his own, vowing never to be the cause of anyone's heartache. He's aware of the dangers the world presents, but it doesn't stop him from always extending a hand in friendship.

THE FIGHTER
CLASS: SLAYER
CHIB: BUNNY



"If you want to disarm me, you'll have to cut off a limb. Good luck with that."

She wasn't bad with a sword, she was okay with a staff, and her archery skills were passable. But she'd witnessed enough warfare to realize that "good enough" was a one-way ticket to an unmarked grave.

When she stumbled upon a group of people training in what they called the "Art of Eight Limbs," she knew she'd found her path. She could become more skilled with weapons or she could become the weapon. The training was difficult; her choice was not.



THE PRINCESS
CLASS: SLAYER
CHIB: PANDA



"I've dealt with two-faced debutantes, gossiping socialites, and lying politicians. I think I can handle a few pesky monsters."

She was born into royalty and privilege, but monsters recognize neither. Being a ruler doesn't count for much if all your subjects are dead. One day she'll take her rightful place in the line of succession, but for now she's traded her scepter for a blade.



THE APPRENTICE
CLASS: SLAYER
CHIB: PUP



"I've always been a disappointment to my father. For those who expect me to die out here on my own, I aim to disappoint them, too."



His father sent him off to learn the art of monster-slaying. Unfortunately, his combat tutor was carted off in the night by a pack of hellhounds only a month into his training. He's inexperienced, outmatched, and overwhelmed, but he's not going to let that deter him from his twin goals of slaying monsters and reaching puberty.

THE PRODIGY
CLASS: MESMERIST
CHIB: POSSUM



"Does it even count as talent when it's this easy?"

The Prodigy hails from a long line of gifted Mesmerists, but she's on a completely different level. Making magic comes as naturally as breathing for her; her only challenge is staying motivated. After all, it only takes one lapse in focus and... well, a prodigy takes up the same amount of space in a tomb as anyone else.



REWARD

\$50,000



THE KRAKEN CREW

CLASS: KRAKEN
CHIB: OCTOPUS

They wreak havoc upon the seas, but they're more organized than pirates. They cause a ruckus wherever they dock, but they're not thieves and cutthroats. They've been known to lend a hand to the downtrodden, but their methods are harsh even by vigilante standards.

Some say they're the naval equivalent of The Skeleton Crew—that once upon a time they were complementary branches of the same military force—but it's unclear how much truth there is to the rumor.



THE NANCE

CLASS: SLAYER

CHIB: BAT

"To reclaim my humanity, I must first forsake it."

Though her loathing for the vampire who turned her is absolute, it's futile to deny her new nature. No longer able to trust herself around humans, she makes the heartbreaking decision to isolate herself from those she holds dear.

Seeking solitude, she finds refuge among the bats and quickly grows fond of them. Though destroying the one who made her into this abomination is her only hope of undoing the curse, she finds herself drawn to the isolation...and to the satisfaction of her ever-present thirst.



SHASHA

CLASS: WOODLING

CHIB: JACKALOPE



"Oopshie!"

Her intentions are great. If earnestness were a weapon, the monsters wouldn't stand a chance. Unfortunately, her formidable skill with a bow is often compromised by her clumsiness, making her nearly as much of a threat to her friends as to her enemies.

She means well. Really, she does. Just be careful she doesn't mean you well into an early grave.



MAJIKY MAGIKA

CLASS: MESMERIST

CHIB: FOX

(With apologies from the creators: Sometimes ya just gotta give the backers what they ask for—no matter how sucky.)

"Abraca-yada-yada"

There was this one magic chick who knew magic...so she wanted to be part of D6...so now she is.





"Heroes aren't born; they're built. Moment by moment and choice by choice."

"But...it's just a game."

When she wandered into the village just before dusk one day, those were the first words she spoke. Her clothes, cut in a style no one had ever seen before, were tattered. There was a nasty gash across her forehead, and she was in shock. "It was just a game," she mumbled again. "I want to go home now. I don't understand...it was just a game."

A retired hunter named Nomi felt compassion for her, took her in, and offered to train her. Through no small amount of pain and sweat, she transformed a soft, fragile, lost girl into a hardened hunter who knows that if she ever makes it home, the person who returns won't be the same one who left.

THE SILK MAIDEN

CLASS: SLAYER
CHIB: BUNNY

"If I'm close enough to kiss you, I'm close enough to cut you. Pucker up, pal."

When the sultan claimed her sister, she was at the market, selling the fine silks for which her family was known. Though being away on that fateful day spared her from the sultan's harem (to acquire twins of such beauty would have certainly pleased the evil man), she was racked with guilt that she hadn't been there to help her sister.

Beauty is not all the two women share; they both possess the same iron will and sense of justice. One day the two will be reunited. In the meantime, she vows to combat evil with whatever means are at her disposal.



MARIE
CLASS: EXPLORER
CHIB: FISH



DISASTERNAUT

CLASS: SLAYER
CHIB: P.E.T.

"I've always dreamed of becoming a Disasternaut. After all...everyone dies, but not everybody gets to be the FIRST to die."

He's a member of an elite squad. Their mission: Colonize uninhabited celestial objects at any cost. They take the most dangerous assignments with the least friendly odds. The problem, of course, is that this strange place he's found himself in is *plenty* inhabited. One second he and his partner are investigating an unstable wormhole; the next they're...well, he's not sure what their current 20 is.

He's not going to let a little thing like a wrong turn prevent him from doing his job, though. He has a mission, by golly, and he's not going to be thwarted by—HOLY ****, IS THAT A WEREWOLF?! WHAT THE **** KINDA PLACE IS THIS?!



THE MISSIONARY

CLASS: CLERIC
CHIB: PANTHER

"There's the side of me that loves to help others. And there's the side that loves to hurt those who try to stop me."

When he crossed into the southern lands, in the area known as The Fields of Violence, he wasted no time declaring himself Holy Protector of the Region. By day, he ministers to the poor, the sick, and the needy. By night, he dispenses eternal justice to monsters who dare to oppress those under his protection. Those who know him would be hard-pressed to say which is greater: his devotion to his flock or his skill in combat.





REI-GO! AND DAISA-FRO!

CLASS: EXPLORER

CHIB: BABY BARON

"We'll do whatever it takes to protect the world—and the universe—from Professor Demoner."

Rei-go! and Daisa-fro! have one job, and they take it seriously: Foil Professor Demoner's megalomaniacal plan to control the universe. They do so with the assistance of super-robot Scarlet Baron. (Or Scarlet Baron does so with their assistance, depending on how you want to look at it. A super-robot isn't much good without someone to operate it.)

The dastardly Demoner invented a machine to transport Rei-go!, Daisa-fro!, and Scarlet Baron to him. The good news: The device malfunctioned and sent the two of them to this place instead, sans the robot. Scarlet Baron is paired to its handlers, so even if he manages to find their mechanical companion... no dice, Demoner!

The bad: They're stuck here with no idea how to get home. Ah, well. Monster hunting passes the time as well as anything else, right?



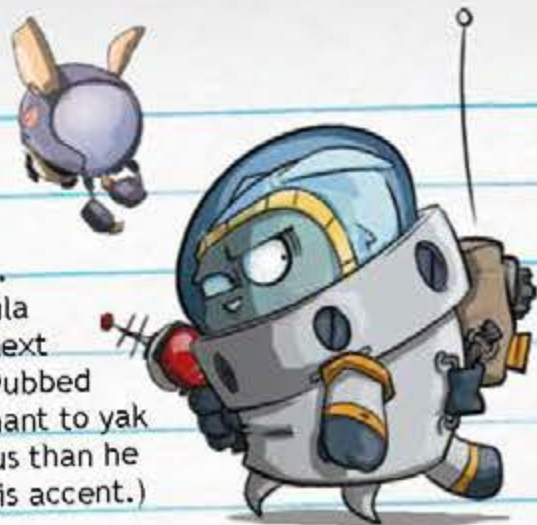
THE CATSTRONAUT

CLASS: MESMERIST

CHIB: P.E.T.

"Hccccckk...hccccckk...hccccckk...aaaaaick!"

No one knows where he came from, including himself. One second he was on the outskirts of the Orion Nebula training for a mission he can't quite remember; the next he was in this place with a nasty bump on his head. Dubbed "Herr Bawll" by a group of rival hunters for his penchant to yak up a wad of fur after a kill, he's much more dangerous than he looks. (If you think he looks weird, you should hear his accent.)



THE DISASTERKNIGHT

CLASS: SLAYER

CHIB: P.E.T.

"Zero percent chance of success? Nowhere to go but up!"

One day, far in the future, there will exist an elite unit of astronauts tasked with accomplishing the impossible. They'll conceive the inconceivable like it's their job—because, well... it is. They won't know about the Disasterknight, but they'll be following in his footsteps nonetheless.

The Disasterknight fights—and defeats—the fiercest critters when the odds just don't make any damn sense. He's never uttered the word "Why" without following it up with "not." His tactics defy any discernible pattern, and his methods defy any conventional logic. Somehow those hides keep stacking up, though, and the other hunters can only shake their heads in disbelief.



ENEMY X

CLASS: MESMERIST

CHIB: P.E.T.

"I go to war with kaiju daily. The fear you people have of these so-called 'monsters' is laughable."

He's tracked his prey across the known universe, but wherever he is now is decidedly *unknown*. He's not sure where—or when—that accursed Disasternaut warped them, and he is not happy about it.

No matter—he's not about to let a little trans-dimensional travel keep him from his nemesis. He'll keep his skills sharp by taking out a few monsters while he's here.



STALK
 CLASS: WOODLING
 CHIB: POSSUM

"Now you see me; now you...dead."



The word "superhero" doesn't exist where he's from, but if it did, Stalk would fit the bill. He's deeply steeped in the traditions of the Woodling way, but he's not bound by them. He's nearly invisible in the woods, but he's trained himself in the art of camouflage in other environs, as well.

Are you sure that village elder is a village elder? Are you absolutely certain that alluring tavern wench is whom she appears to be? If Stalk is in the vicinity, the answer to both questions is a resounding "no."

He's even learned to disguise his scent, so monsterkind is just as likely to be flummoxed by him as any of his human rivals. This comes in handy when he's lurking about in dragons' lairs. (Much like his friend Skella, he's never met a dragon he didn't think would make a nice pair of boots.)

SKELLA DEKILL
 CLASS: SLAYER
 CHIB: PORCUPINE



*"Are you willing to give your life to take mine?
 If not, I've already won."*

Considering challenging her? Don't. Think you can beat her? You can't. Because even if you do, you still don't. Venom-tipped weapons. Exploding potion bottles in her bag. A tiny vial of deadly poison tucked into a false tooth. Skella's not afraid to do whatever's necessary to slay her enemies—even if it means dying herself.

How do you defeat someone who values the death of her enemies more than her own life? The only person in the world she cares for (and certainly the only one who cares for her) is Stalk. Their personal history is shrouded in mystery.

Oh, and one more thing about Skella: She really, really, *really* doesn't like dragons.



FICTION



“A curse on the prince and everything he touches.”



If talking big were a feat of valor, the prince would have gone down in history as the bravest man to ever live.

He was haughty, headstrong, boastful, and self-centered. The king, all too familiar with his son's nature, assigned him relatively minor tasks in hopes of mitigating the damage he could do. He thought surely his son would eventually learn some humility. Or wisdom. Or empathy. A shred of something that would indicate he had the temperament necessary to rule a kingdom. The king prayed nightly that day would come sooner rather than later.

Tales of the prince's folly spread throughout the kingdom. There's the story about the time the prince led an expedition to track down a certain rare herb prized by the royal apothecaries. Though his second-in-command, a good man named Velore, warned him against it, the prince insisted on searching a marsh near the edge of the sea right as the tide was coming in. Several bog trolls—no more than children, judging by their size—fled the rising waters in terror. Meanwhile, the prince's men, possessing neither the experience nor the anatomical advantages provided by webbed feet and waterproof skin, squelched through the muck at a pace so agonizingly slow it was likely to get them drowned.

“Aha! See there? Watch how they scurry! They know better than to trifle with me!” exclaimed the prince.

They know better than to trifle with the ocean itself, which is more than some of us can say, thought Velore. But he held his tongue, both because he was a man with a family to feed and because the prince had never heard a bit of constructive criticism he couldn't ignore—and sometimes punish.

There's the story about the time the prince commandeered kegs of the finest ale from every brewery and tavern within a twenty-mile radius to slake his thirst during a routine scouting mission. Those proprietors bold enough to ask for payment were scolded by the prince and told that their payment was “the gratitude of the kingdom itself, and if that weren't enough, there were stockades that might alter their opinions.” The prince followed through on his threat when, for obvious reasons, both the quantity and quality of ale requested for the king and queen's anniversary celebration a month later were not to his liking.

The gods had heard the grumbling against the prince. But while stubborn pride and vain entitlement were certainly nothing to be proud of, they weren't uncommon to those among the ruling class. But one day the prince did something the gods were unable to brush off so easily.

There had been reports of entire farming families in the southern regions slaughtered by a roving pack of gnolls. The prince begged the king to allow him to lead an attachment of soldiers to hunt down the monsters. “This is my chance for glory, Father!”

"A good ruler focuses his efforts on service, not glory, my son," chided the king.

"Yes, Father. Of course. So why not allow me to serve?"

The king eventually acquiesced, not out of any confidence in the prince's fitness for the task (he had none), but out of necessity. With most of his top commanders spread throughout the kingdom on various assignments, he simply didn't have the manpower to spare anyone else to lead the expedition.

"Follow me, and we'll make quick work of these blasted creatures," the prince assured his men. "I've the bravery, the experience, and the insight into their nature to ensure success in our task." The soldiers doubted he had any of the above, but loyalty and obedience were their lot, so they had no choice.

The prince and his attachment set out, keeping a watchful eye in case the gnolls had moved further north. Once they'd ridden outside the capital and its outlying districts, they saw nothing but fields and the occasional stray dog for two full days. But on the third day, they came upon a few scattered cattle—or what had once been cattle. They'd been shredded almost beyond recognition. "We must be getting close," said Velore to the men. "Eyes open." As if to emphasize his point, they heard something that sounded like a strangled growl far in the distance. It wouldn't be the last one.

"Indeed," the prince said, scanning the nearby woods warily. "Courage, men! The soldiers rode on.

Not long after breaking camp on the fourth day, a lookout spotted a farmhouse far in the distance and the prince sent a scout ahead. "Learn what you can, but don't dally." The choked growling was increasing in both frequency and intensity, and when the scout didn't return, the soldiers began to murmur amongst themselves.

"Hush, you lot," commanded the prince. "We'll all go down together to investigate."

"Your Highness," replied Velore. "If you would permit it, I would like to leave some men behind to stand watch from this ridge. The land slopes downward significantly from here, and I would feel more secure in the knowledge that we're maintaining a presence on the high ground."

The prince laughed in derision. "I'm sure you would, but our job isn't to make you feel more secure. It's to take down these accursed gnolls."

"I understand, Your Highness, and am humbled by your wisdom" replied Velore with as much deference as he could muster. He'd learned long ago that though the prince was likely to veto any suggestion offered that was contrary to his first impulse, groveling and flattery improved one's odds. Velore, though a proud man, would swallow his pride in an instant when his men's well-being was at stake.

As the company approached the farmhouse, they could see that huge swaths of the fields had been trampled. When they arrived, they were greeted by a gruesome sight. The front porch was soaked with blood and the doorway was splintered. As they approached the threshold, the stench caused several to lose their breakfast. There were remnants of several corpses scattered throughout the house, none of which would have been recognizable to even their closest kin. They found one of the scout's arms.

The soldiers looked to the Velore, and he looked at the prince, who had gone a sickly shade of white. When he realized his men were awaiting his orders, he cleared his throat and began to speak. "I believe the wisest thing to do at this point would be to return to the castle and bring reinforcements."

"With all due respect, Your Highness," replied Velore, "I believe we should continue to track the creatures. By the time we return to the castle for more men and make the ride back, who knows how many more they will kill? Besides, with our forces so scattered at the moment, the kingdom simply has no more men to spare."

"Are you questioning my orders, Velore?" the prince asked, his voice breaking.

"Certainly not, Your Highness," said Velore. "Your wisdom far exceeds my own in such matters. I am merely offering some alternative strategic insight into the current sit—"

His thought was interrupted by a scream from the rear ranks of the unit. In the brief moment it took for the soldiers to whip around, weapons at the ready, the gnoll ripped out the man's throat and took off toward the ridge. His brothers-in-arms watched in horror as the soldier spent his last precious seconds of life seizing violently in the creature's jaws. The gnoll crested the ridge, and the men's hearts fell at what they saw.

The company was flanked by the biggest and fiercest gnolls the men had ever seen—and they now held the high ground the unit had occupied only hours before.

Velore, battle-hardened and brave, didn't waste any time gawking; instead he began to bark orders. "To your horses, men! We have them outnumbered,

but if we hesitate—even for an instant—they’ll be on us. Our only chance is to overwhelm them before they attack. Four columns! Break up the pack and make them fight us on our terms!”

“No!” shouted the prince. “Retreat!”

Velore was incredulous. “Your Highness,” he said, “I implore you. We must go on the offensive. If we turn our backs to them now, they’ll be on us in moments. They can sense weakness, and it will only spur them on faster.”

“Y—y—yes,” stammered the prince. “Of course. Just testing your mettle, Velore. Once again, you passed with flying colors. Lead on! I’ll bring up the rear so I can observe how they respond to our formations and plan our counterattack accordingly. Once we’re upon them, I’ll break off to lead another column.

“First half of the line, stay with your captain. Second half, stay with them, single file, until you see me riding ahead, and then join me. When we crest the hill, divide the lines again to form two more. We shall overwhelm them! The headsman awaits any man who looks back; there’s not a second to lose! Forward, men! Ride!”

Velore, well aware that precious seconds were ticking away and not caring that the prince had basically parroted his instructions (albeit in a much more long-winded manner), rode hard, leading his men into the fray. The prince waited until the last of his men had passed and was out of earshot before turning his horse to head in the other direction.

What seemed like an eternity passed as the men climbed the hill, the latter half expecting the prince to ride ahead of them at any moment. They dared not look back for fear of surviving the gnolls only to lose their heads after the battle for disobeying the prince’s order.

But the prince never rode ahead, which meant the latter half of the line never broke off. With but one line of soldiers to focus on and no pressure from the enemy, the gnolls attacked without mercy. The pack ran over and through the line at will, at first picking off individual soldiers, their screams echoing over the countryside. Though the soldiers fought valiantly, the gnolls had erased the unit’s advantage in numbers. It wasn’t long before the pack ran ramshod over the entire unit, overwhelming them with their ferocity.

The lucky ones died quickly. But a few of those who weren’t so fortunate could faintly make out, far in the distance, the prince’s back as he retreated as fast as his mount could carry him. He was careful to follow his own orders: He never looked back.

The first curse came from Velore. With his last breath, as his belly was being ripped open by two gnolls fighting over his innards, he whispered, “A curse on the coward prince and everything he touches.”

His dying men followed suit, cursing the prince, the womb that had borne him, the king who had given him authority, the kingdom. They cursed the prince’s foolishness, his cowardice, and all cowards. They cursed the land itself. Their curses commingled with their blood, and both seeped into the earth. The gods heard the words of the doomed men, and this time they could not turn their backs.

Some say this is when it started, when cowardice first began to be punished with transformation. Some even say the prince was first to change, transfiguring to a kitten in his saddle while in retreat. “But who would have been left to see it?” answered the doubters, to which the storyteller would shrug and reply, “Just repeatin’ what I heard.”

What is on record is that the prince was never seen again. And after a while, the reports of seeing hunters transfigured into other, lesser creatures after fleeing a battle became far too numerous to discount as mere stories. It’s common knowledge these days that some hunters choose to be transformed rather than risk a grisly death. And just as common is the curse still uttered after the clink of tankards in every dusty tavern frequented by soldiers: “To the coward prince. Long may he suffer.”





"I fight them. I used to be like you. A soldier..."



The cries of the wounded rise and fall in a maddening, discordant symphony. The rare moments of silence are unpredictable and fleeting, the morbid song halting only for a moment before picking up again.

Vhon doesn't add his voice to the chorus of the dying, but it's not for lack of suffering; the pain is unlike any he has ever felt. He would cry out, too, if he could, but he has so little air to spare. His breathing hitches, and his best efforts are rewarded with a wheezy whistle. He knows he has a punctured lung, and it's but one injury among many.

He tries to push himself up to survey the damage, but a white-hot bolt of agony shoots through his spine, momentarily robbing him of what little breath he has. *Back broken. Probably in several places. But not completely or I wouldn't be able to feel any of this.*

He's witnessed other men with serious injuries succumb to shock. He once saw a man wandering aimlessly through a village that had been ambushed, his arm lopped off at the shoulder by an orc's axe only moments before. He was dragging it behind him, the now-useless appendage still holding tight to his sword. There's a part of Vhon that would welcome shock, but he shakes off the thought. No, when death comes for him, he wants to look it in the eye.

He loses some time. He must have nodded off at some point because now the sounds of the dying are fewer and further between. *Dead men know how to hold their tongues.* Except for the occasional cry, it's mostly silent now, other than that infernal whistling coming from Vhon's ruined lung. He nods off again, and this time he doesn't wake up on his own. Someone is shaking him. Very gently.

"Awaken, brave one," a man's voice says. "I have a favor to ask."

Vhon tries to tilt his head to see who is speaking and is rewarded with another sickening jolt of pain. "I'm afraid I'm a bit indisposed at the moment," he rasps. "What with the dying and all. Pity you didn't catch me a few hours ago. Likely I would have been happy to help."

"You are certainly flippant for one so near the end. Why?"

"Look around," says Vhon, wheezing. "Those men screaming? And the ones no longer able to? I fought alongside them. Many were my friends. My brothers. If I think about that for too long, I'll go mad. If this is my day to face death, I'd prefer to do it with my sanity intact."

"Yes. Yes, I think I understand. It has been a long time, but I believe it was the same for me."

Vhon closes his eyes. There's never a good time to be pestered by a lunatic, but even if there were, this wouldn't be it. *Is this what I get for choosing lucidity at the end?*

His breaths are becoming increasingly shallow, and he knows it's not going to get any better. He takes another gulp of air to refill his leaky lung and gets a nose full of rot and death. "A long time since what? What was the same?" He gets no response at first. Just as Vhon thinks his new acquaintance has abandoned him, the stranger speaks again.

"You don't have a lot of time. I had hoped to be able to explain things better before you passed, but it can wait until after. They're coming soon."

It's only now, perhaps because he's so aware of his own labored breathing, that Vhon realizes his new acquaintance hasn't taken *any* breaths. Not while speaking. Not while silent. None. A chill runs up his arms, and he realizes it's strangely comforting. It's the only physical sensation he's felt since waking up on the battlefield that hasn't been painful. "Who are you?" he asks.

There's the slightest whisper of movement as the mysterious man shifts around and moves closer so Vhon can see him. What looks him in the eyes is missing one of its own...along with most of its face.

The...*thing*...is wearing what appears to be an old military uniform, moth-eaten and bloodstained. Very old, in fact; if Vhon's military history serves him, that style of tunic hasn't been worn for nearly three hundred years, the force that bore them long conquered. What skin remains on its body is loose and has a slightly congealed look to it. *Your uniform doesn't fit for shit, but it hangs better than your flesh does.*

The thing salutes, and the disturbance of air sends a whiff of the decay Vhon caught earlier. There are dead men whose innards are spilled around him and dying men whose bowels have let go. *I know of only one thing that can produce a stench so great that it obliterates the scents of the dead and dying.*

"You're one of them," says Vhon. "The Undead. But how? You're speaking." *And well, at that.*

Vhon had run across various Undead several times in his decorated military career—zombies, skeletons, and several abominations he couldn't name. They didn't speak. They didn't think. Their strength was derived from their numbers, their persistence, and whatever evil animated them and allowed their curse to be passed on to others. Vampires were the only Undead that had any intelligence, and thank the gods he'd never run across one.

Half of the creature's face opens into a rictus of rotting teeth, exposed gums, and atrophied muscle. It's horrifying until Vhon realizes it's the thing's version of a smile. Then it's even more horrifying. "That stings, brave one," it says. "Though I suppose I can't blame you for thinking it. But no...I am not one of the Undead. Indeed, I am undead, but as you'll soon understand, there's a distinct difference."

"I don't—"

"I fight them. I used to be like you. A soldier. I fought well. I fought fiercely. I fought for my family...my friends...my village. And in the end, like you, I lay gasping on a battlefield, waiting for death to come. And come it did, but not before I got a different visitor, much like you are now. I am here to offer you something, Vhon. A chance to keep fighting."

Vhon tries to speak but is cut off by a bout of coughing that sprays blood down his chin. When it tapers off, he takes a ragged breath. "How do you know my name?" he asks the creature. "And what should I call you?"

The thing sits down, and Vhon can hear the creaking and cracking of exposed bone. "I've been following you for several days now," says the creature. "I lost most of my other senses in death. I can neither smell nor taste, and my sense of touch is not like what you know. But in return for our service, we are granted other gifts, one of which is the ability to sense bravery in the living. Yours is a beacon, clear as torchlight in darkness to my kind. It's among the strongest I've seen."

Vhon laughs, which kicks off another coughing fit. "I hate to disappoint you, but you have the wrong man," he says when he's finished, gasping for air. "You must be looking for one of the other soldiers. I've seen men leap into a fight without a moment's hesitation. If there's an iota of fear in their bodies, it's well hidden. *Me? I'm scared shitless every time I charge into battle.*"

"Yes. You are. And yet still you charge."

Vhon starts to speak, but the thing continues. "As for your other question...I don't have a name. Or, rather, I don't have one of my own. I forsook it and took on another. We are the Undread."

"We?"

"There are more of us, though our ranks have dwindled over the last few years, even as the monsters' numbers have grown. We are an ancient organization—a secret society dedicated to the eradication of the Undead."

"Sounds like an exercise in futility if you ask me. Not to mention self-loathing."

It's not easy for Vhon to read the Undread; facial expressions tend to become a bit murky when most of the face is gone. But he's pretty sure he catches more than a hint of annoyance. "We may resemble them," the creature says, "but the resemblance is purely physical in nature, as surely you've noticed by now."

"You're certainly smarter," says Vhon. "But with a four-syllable vocabulary, they set a pretty low bar."

There's a moment of stillness between the two, the only sound the sporadic moans of those still clinging to life. Vhon is the one to break it. "I still don't understand. What is it? The favor you came to ask. Ask it so I can die in peace, Undread. I'm afraid you're going to be disappointed, though. As you can see, I have little left to offer."

"I want you to join us, brave one. Fight with us against the Undead. Against *all* the monsters."

"In case you haven't noticed," says Vhon, struggling for breath, "my fighting days are over."

"They don't have to be," says the Undread. "Soon your mortal life will end. Sadly, there is nothing that can be done to change that. But what I can do is offer you a second chance. If you agree to my terms—term, actually—you'll rise again immediately after your body dies, and you'll become one of us."

"I value my soul, Undread. Even if I could be fully restored, I wouldn't trade it. And I certainly won't bargain for whatever poor imitation of life you offer in exchange for it."

The Undread's laughter was dusty and putrid. "I don't need your soul, brave one! I just need a bite. You see, there is one other way we're like the mindless dead: We have to feed. We don't require nearly as much flesh as they do, though. Just a bite can sustain us for months. Sometimes years. Our diet is significantly more restrictive than theirs, though."

"Do tell."

"We can feed only on the bravest of the brave. They must be mortal and they must still have blood pumping through their bodies. And in exchange, we offer a place in our ranks."

"So let...me...get this...straight," Vhon says. It's becoming more and more difficult for him to breathe, and he's getting less and less oxygen for his efforts. He knows he'll soon be unable to speak, so he gulps as much of the putrid air as he can and pushes through. "You get to munch my flesh and in return, I get to forgo my well-earned peace in favor of eternal warfare? You really, *really* need to work on your salesmanship, friend. Why ask at all? I can't move. I can barely breathe. Why not just take what you want?"

There's a moment of silence, and when the Undread speaks, Vhon can hear hurt in its voice. "I would not do that even if I could," says the Undread quietly. "I would perish first, and trust me—as much as you long for your end, I long for mine even

more. I have been fighting for centuries, and I can take my eternal rest whenever I choose. But there remains work to be done, so still I fight. I do not claim to understand the magic that makes this transaction possible. But I do know the gift must be given freely."

Vhon coughs violently, and a spray of blood paints his tunic. When the spasm has run its course, he takes a greedy gulp of air. He tries to speak but cannot.

"You don't have long, brave one. Whatever your decision, make your peace. A horde of Undead is a half hour behind me—perhaps less—and they're coming this way. I will make my rounds on this battlefield and offer the last bit of mercy I can."

Vhon's eyebrows pinch in a question, and the Undread continues. "Though you are the only one of these who meets our standards, there are other brave soldiers. For those who are too injured to recover but may still be alive when the horde arrives, I can offer a quick death. It's much better than the alternative—for them and for the rest of us who would have to face them once they've turned."

The Undread slips away, and Vhon closes his eyes. *Just a moment. Just a moment to rest and catch my breath.* But he knows that's never going to happen, and he forces himself to stay awake and conscious. He thinks how nice it would be to be free of pain. To breathe freely and easily. He wonders how he could have ever taken such simple pleasures for granted.

He thinks of his little sister and his saint of a mother, both killed by a kobold raid several years ago, right after he'd enlisted. His heart is full at the thought of seeing them again.

Then he thinks of all the other families. Those who are under siege daily. Those who will lose loved ones, either to the Undead or the rest of their cursed kin. Attacks have risen dramatically over the last few years, and the threat only seems to be growing.

When the Undread returns, Vhon utters the last words he'll ever have breath for: "Which part of me looks tastiest, Undread?"

The Undread gives him a sad smile. "It will hurt, brave one" the Undread says as it bends down, its rotting joints creaking as it lowers itself to settle alongside Vhon. "But not for long." When the Undread's decaying mouth closes on Vhon's abdomen, the pain is immediate and sharp, but then it's over. He's barely breathing at all now, and the darkness begins to envelop him, quickly reducing his field of vision to a single pinprick of light. *Forgive me, Mother. Forgive me, Halara. I'll see you again one day, but my fighting is not yet finished.*



While baby snores,
the monster roars
and mother stands her ground.

Fights tooth and nail
to no avail.
That bastard strikes her down.

Its snout blood-red,
it lifts its head
to sniff the autumn air.

Another scent:
Is that a hint
of baby it smells there?

A hunter sees
from nearby trees
what that fell creature's done.

He's tracked the beast
from west to east.
From morn to night he's run.

The monster's ears
perk up; it hears
the hunter in pursuit.

A deep, low growl
and then a howl
arise from that foul brute.

Its bloodlust fed,
it leaves for dead
this child that's now bereft.

The babe, between
two rocks unseen,
sleeps till the beast has left.

The baby wakes.
A coo she makes
in hopes her mother hears.

But mother sleeps,
so baby weeps.
Now who will dry her tears?
That precious newborn's tears?

The baby's cold,
small hand he holds.
He moves his lips in prayer.

What will he do?
If not him, who
will take her in their care?

Those first few weeks,
the hunter seeks
a home for that sweet lass.

But drapes are drawn
and livestock gone
in every town they pass.

The townsfolk fear
the beast that's near;
they will not risk the cost.

With windows barred
and hearts deep-scarred,
too many they have lost.

Each day that breaks,
the baby wakes
and squeals to greet the dawn.

The hunter sighs,
begins to rise,
and issues forth a yawn.

And so it goes.
The baby grows
as weeks and months pass by.

That little girl
is his whole world—
the apple of his eye.

Years tick away,
and then one day
the girl picks up a blade.

“Today’s the day,
I hope and pray.
Please teach me now your trade.”

The hunter’s heart,
it breaks apart.
He’s kept her safe thus far.

But still, he knows
the threat, it grows,
He readies her for war.

She lacks in skill
but not in will.
She gives her all each day.

Her muscles sore,
she asks for more—
won’t train at all halfway.

Through blood and tears,
she perseveres,
gets better every week.

Works hard and long,
grows fast and strong,
perfecting her technique.

One afternoon
in early June,
the girl and hunter fight.

Their steel rings out:
a training bout
that drags on into night.

The kin turned foe
trade blow for blow,
with neither yielding ground.

(They do this dance
with blade and lance—
each day they do a round.)

“Today’s the day,
I hope and pray,”
the girl says to her pa.

“One day, my dear.
Not now, I fear.”
Her sword hilt strikes his jaw.

He hits his knees
and stars he sees.
He wipes away a tear.

“You improvised,
your blow disguised.
My daughter’s now my peer.
The sword beside my spear.”

The years, they pass,
and that sweet lass
is now a woman grown.

The two now ride
both far and wide,
together on their own.

Each hide they claim
helps make their name,
but they are not done yet.

Though their fame grows,
the hunter knows
he has but one regret.

He’d never killed
the beast that filled
the land with so much pain.

Both far and wide,
he’d searched and tried
to blot that evil stain.

But then one night,
the bright starlight
goes for a moment dim.

First comes a howl
and then a growl.
The hunter’s face grows grim.

The girl, too, hears
it as it nears—
leaps up with sword in hand.

She’s unaware
the beast that’s there
once terrorized the land.

The hunter sighs,
begins to rise.
“Stay here this once, my dear.”

“But why this time?
You know that I’m
the sword beside your spear.”

“I know, my sweet,
but I must meet
this enemy alone.

“I tracked this beast
from west to east—
the vilest that I’ve known.

“I saw it slay
a woman. Nay,
not any woman, though.

“This girl it slew
looked just like you.
I’ve let you down, I know.

“I gave pursuit.
That wretched brute,
by grace, did not kill you.

“It failed that night,
and now I fight
to make it 0 for 2.”

She starts to rise.
Her tear-filled eyes
meet his and catch the light.

“You’ve never let
me down, and yet
I’ll stay right here tonight.”

On hearing this,
a single kiss
he plants upon her cheek.

“I’ll be back soon.
By this full moon,
I’ll slay this beast I seek.”

And then he’s gone,
and she’s alone.
Feels guilty and relieved.

She counts to ten
and then again.
Her father she’s deceived.
She *hopes* that he’s deceived.

Far back she walks
and deftly stalks
him, matching pace for pace.

"I've taught you well,"
he'd often tell
her, pride upon his face.

As they move through
the woods, they, too,
are being stalked in kind.

The beast they track
has doubled back,
deception on its mind.

She hears it first:
a growl, the burst
of foliage as it springs.

She flips and lands,
then quickly stands
to face the threat it brings.

The hunter turns
and quickly learns
his deepest, darkest fear

Is drawing nigh.
And in reply,
he charges with his spear.

She draws her sword.
Her pa runs toward
the beast with all his might.

He flies right past
her, now at last
this enemy he'll fight.

Her pa jumps high—
his battle cry
reverberates so clear.

His jaw is set.
He'll only get
one chance to throw his spear.

He preps his throw,
but even though
he's strong and deadly yet,

He's not as fast
as he was last
that fateful day they met.

The beast somehow
seems stronger now,
as fast as it was then.

It's hard to gauge:
Does evil age
at slower rates than men?

As he draws back,
the beast's attack
destroys the hunter's spear.

Its giant paw
swipes once. A claw
cuts deep from ear to ear.

The girl's sword gleams
with bright moonbeams
as she now joins the fight.

"You S.O.B.
Come deal with me.
You'll feel my steel this night."

The beast stands there
and sniffs the air—
gets wind of her sweet sweat.

The woman's smell
it knows full well,
although they've never met.

So many years...
A woman's tears...
He slayed her without care.

And then the thought
it may have caught
the scent of baby there.

It takes the bait.
She knows the fate
of her dear pa relies

On her. So now
with furrowed brow,
she looks into its eyes.

The brute and girl
rush headlong, whirl—
a furious display.

The hunter sees
these enemies,
their savage blood ballet.

He's helpless now
to keep his vow
to guard this girl so dear.

His lifeblood drains,
the ground it stains,
as his end now draws near.

He sees their foe
crouch down so low,
then pounce to tear her throat.

A tuck, a roll—
she thwarts its goal.
It swipes and gets her coat.

And on they fight.
A snarl, a bite,
a parry, and a slash.

A deadly brawl
too close to call—
a legendary clash.

Through blade and jaws
and razor claws,
their dance is all a blur.

Each block and blow,
so long ago,
he'd taught them all to her.

Years melt away
back to the day
he found her and was blessed.

That little girl
that's now his world,
the heart within his chest.
His head falls to his chest.

She's breathing hard,
lets down her guard.
Her sword drops to the ground.

She's fought so long
this beast so strong.
A second wind it's found.

The creature grins
as it begins
to move in for the kill.

It's time to feed
that endless need,
the pit it cannot fill.

The girl falls down,
face on the ground,
hands digging in the dirt.

Pathetic thinks
the beast. *She stinks
of grief and spite and hurt.*

The beast leaps high
into the sky.
The moment now is here.

It's only then
it enters in
its mind: *She has no fear.*
She does not smell of fear.

It sees a glint
of sharpened flint
she'd grabbed while on the ground.

Her father's spear
tip, shattered near
the spot she'd lain face down.

The beast falls fast.
The very last
its cursed eyes will see:

A flash of cuts
its putrid guts
spilled by its enemy.

With furtive glance,
she'd seen her chance,
her motive well disguised.

With furrowed brow,
twice orphaned now,
the girl had improvised.

Her tears make streaks
down dusty cheeks,
her head on her pa's chest.

"Today's the day,
I hope and pray,
you get your well-earned rest."

COMPONENTS



BASE COMPONENTS

1 Players Manual (with Rules)



1 Dual-Sided Game Board



1 Compass Dial



1 Compass Dial Token



4 Punchboard Signs



32 Stat Tiles



50 Gold Coins



1 Hide Collection Board & Monster Board



1 Set of Hero Dice



1 Set of Enemy Dice



1 Cloth Enemy Token Bag



70 Enemy Tokens



20 HP/ Buff Coins



4 Class Minis



8 Environment Minis



44 Hero Standees



44 Hero Cards



4 Action Markers



10 GM Tokens



4 Class Boards



4 Gather Boards



8 Potion Bottles



12 Skill Markers



4 Cash Cube Tokens



4 Companion Tokens



54 Advantage Cards



54 Heroic Quest Cards



45 Bounty Cards



44 Alliance Cards



EXPANSION COMPONENTS

3 Class Minis



16 Environment Minis



8 Hero Standees



8 Hero Cards



3 Punchboard Card Carts



3 Class Boards



3 Cash Cube Tokens



1 Punchboard Fountain of You & Coin Tray



6 Potion Bottles



9 Skill Markers



4 Curse Castle Standees





RULES



HOW TO USE THESE RULES

Greetings, gamers! You're about to embark upon an exciting journey full of strategy, creativity, and a whole lotta monster-murderin'! But first, you'll need to do something slightly less exciting: You'll need to learn the rules. (Or at least con a friend into learning them so they can teach you the game.) We're here to offer you a few tips for making the most of this experience.

If you're new to the world of D6, Parts I and II are written with you in mind. Read both before you begin to play the game. We cannot stress this enough: *You'll need to read all of both sections of Parts I and II to fully understand how to play D6.* There's a lot of informational interdependence in D6, which is just our fancy way of saying, "There's a lot of stuff to know, and you need to know *all* of it."

In Part I, you'll learn how to set up the game and the basics of how to play.

In Part II, you'll take a deeper dive into the components and some key concepts. Mastering this information will help you become a more knowledgeable, well-rounded player.

In Part III, you'll learn about non-standard game modes. Please note: You'll still need to read Parts I and II to play them. The standard game is the building block for all game modes!

In Part IV, you'll learn a bit about the expansion, and we'll offer some homebrew tips.

Part V is a quick-start guide for those who have played the game before but need a quick refresher.

Our final recommendation: If possible, use the rules posted on our website (certifiablestudios.com). While the rules in this book should get you where you need to go, it's best to think of the D6 ruleset as a living document. Since the most up-to-date version will live on our website—along with any other resources for the game—it just makes sense to refer to those if you have access to them.

Happy hunting, heroes!

THINGS TO KNOW BEFORE YOU BEGIN

Before you dig into the nitty-gritty of the rules, there are a few things you'll need to know.

OBJECT OF THE GAME

There are plenty of fun things to do as you explore the world of D6. Collecting cool weapons, stockpiling gold coins, and using potions are just a few of the (many) enjoyable parts of playing the game. There are so many options, in fact, that it wouldn't be too difficult to be overwhelmed by them if you weren't careful.

That's why it's important to remember the objective of the game. To win, you'll need to be the player with the most glory points at the conclusion of the game.

There are two ways to get glory points:

- › Collect bounties.
- › Kill Guardians that are worth glory points.

Since there are only a few Guardians worth glory points, you'll be spending most of your time either chasing bounties or gaining the resources to chase bounties. Almost everything you can do on your turn should be executed with this in mind.

If you're playing D6 for the first time, this terminology is new to you. You don't know what a bounty is, what Guardians are, etc. As you work your way through these rules, though, it's good to keep your eye on your primary objective. All will be revealed soon. Just keep reading!

ABOUT THE DICE

The D6 base game comes with two sets of dice. There are six blue hero dice and seven black enemy dice. (The additional die in the enemy set is a percentage die, which you'll use when rolling for GM events. You'll learn more about these later.) You're free, of course, to use any dice you like. D6 is perfect for players looking to try out their latest set.

Assuming you use the dice that come with the game, you'll roll the hero dice when it's your turn, and you'll roll the enemy dice when you're acting as someone's GM (Game Master). See p. 158 to learn more.

In a game called D6, you might assume you'll often be rolling a D6. You'd be assuming correctly! It'll be your default die throughout the game. You'll roll for stats with it. You'll do stat checks with it. In the absence of a stronger weapon, you'll fight with it.

Don't worry; you'll still get plenty of use out of your other dice. That said, unless explicitly stated, assume that you'll be rolling a D6 when instructed to roll.

"RANDOM" THOUGHTS

Throughout these rules, you'll run across the word "random" on a semi-regular basis. Whenever it or any of its variations appear—either in the rules or a GM event—it means you or an opponent will either have to draw or roll. For instance, "place a random enemy" on the board would mean to draw an enemy token from the enemy token bag. "Place an enemy in a random space" on the map would mean to roll the die corresponding to the map you're using (D10 for standard or D12 for advanced) to determine where to place the enemy.

READ THE SIGNS. AND THE BOARDS. AND...

You'll need to digest quite a bit of information to develop a comprehensive D6 strategy. "But isn't that what these rules are for?" you ask? Well, yes. But a lot of that information is also concisely conveyed on various game components. Pay close attention to the boards, the signs, etc. They contain lots of helpful reminders that can help you master D6—all without having to refer back to these pesky rules! In particular...

GET TO KNOW YOUR CLASS

Whether you're playing D6 for the first time or you're a seasoned hunter playing with a class board that's new to you, it's important to familiarize yourself with your class before you begin the game. The skills unique to each class can be powerful resources in your quest to track down bounties, so taking a few moments before your first turn to get the "lay of the land" may make the difference in winning and losing.



PART I

SETUP AND HOW TO PLAY





SETUP

CHOOSE YOUR CLASS BOARD

There are four classes in the base game: Explorer, Mesmerist, Slayer, and Woodling. (The expansion also includes the Bard, Cleric, and Werewolf classes.) As you'll see on the class boards, each class possesses unique skills that allow for differences in gameplay, as well as a stat that gets a +1 advantage.

CHOOSE YOUR HERO CARD

Within the lore of D6, each hero is assigned a class. (You can find each character's class and backstory beginning on p. 87.) That said, as a rule, it's perfectly fine to play a hero designated one class as another. The differences are purely aesthetic, so just pick whichever hero you like the best!

Of course, if you'd rather stick to playing a Slayer character on a Slayer class board for the sake of continuity or storytelling, that's fine. But you certainly don't have to.

The exception to this rule is the Werewolf. If you're playing as a Werewolf, pick a character with a Werewolf chib on the back of the card.

PLACE YOUR ACTION MARKER

Place your action marker (the green cube) in the "R" square under "ACTIONS." Each time you perform an action during your turn (the only time you may perform actions), move the marker down a space. Once your marker is on "3," you're out of actions. (You may, however, perform as many non-action tasks as you like before ending your turn.) When you're ready to end your turn, place the action marker back in the "R" square.

PLACE YOUR HP

Place three red health point (HP)/buff coins, heart side up, in the slots at the top of your class board.

GM'S NOTE:

While HP and buffs are two very different things, they're (quite literally) two sides of the same coin. Place the "heart" side up to designate HP and the "+1" side up for a buff.



PLACE YOUR CASH CUBE

Each Cash Cube is color-coded to a specific class board. Place your Cash Cube in the bottom-left of your class board, directly beneath your hero card.

CHOOSE YOUR GATHER BOARD

The gather boards all possess the same bonuses, but each board is arranged a bit differently. They are not class specific, and no board has an inherent advantage over another. In other words...just pick one!

Place Your Potions

Choose two potion bottles and place them in the "Alchemy" section of your gather board.

CHOOSE A MAP.

There are two maps (one on each side of the game board). The standard option has a more traditional map-like appearance and—while still plenty challenging in its own right—is more appropriate for beginning players.

The advanced map features a completely different look—more like a hand-drawn game master's (GM's) map. In addition to the aesthetic differences, the gameplay is more difficult, with additional spaces to explore and new challenges for the more seasoned (or more adventurous) player.

SET UP THE GAME BOARD

Choose How to Play Your Hero:

Choose whether to use your class pawn or your hero card's matching character standee. (Either is fine; it's strictly a matter of preference.) Place your pawn or standee in the Village; this is where all players begin the game.

Place Environment Pieces:

Collectively place the eight environment pieces (four terrain pieces and four dungeon pieces) on the map. Players may decide among themselves how to determine placement (random placement, dividing pieces among players to place, etc.).

You cannot place identical environment pieces in any given space. (For example: Placing a dungeon and a cemetery in the same space is fine; placing two dungeons in a space is a no-no.)



Place Enemies:

Players then draw enemies from the bag (two per player) and randomly "spawn" (place) them.

Place Compass Dial:

Place the compass dial into the hole at the bottom of the game board (bottom right for the standard map or bottom left for the advanced map). Place the compass dial token into the compass dial.



Place Signs:

There are four punchboard signs that, in addition to adding to the “playset” aesthetic of the game, act as reminders for various tasks you may complete during your turn. Though you may place the signs anywhere you choose (based on table layout, individual preference, etc.), we have some recommendations for where they might be most helpful.

The Village Signs: Place these two signs next to the Village as a reminder that all of these tasks can be completed only in the Village.

Resource Sign: Place this sign anywhere but the Village to signify that these tasks may be completed anywhere (including the Village).

Card Decks Sign: Place this sign anywhere, but give it a little distance from the board, if possible. Place the Advantage and Heroic Quest decks on their corresponding sides of the sign.

Place Stats and Coins:

Place the gold coins, the red HP/buff coins, and the stat tiles in three neat piles off the board, within reach of all players. (If you have the expansion, refer to p. 174.)

SHUFFLE AND DRAW

Shuffle the Heroic Quest and Advantage decks. Each player draws one card from each deck.

Shuffle the Bounty deck. Draw the top three cards from the deck and place them face-up. These are the bounties that players will pursue for glory Points.

GM'S NOTE:

The number of Heroic Quest and Advantage cards you can hold in your hand is determined by your strength stat. (See your Gather Board for details.) When you've reached your hand limit, you can't draw any more cards without spending or discarding a card to bring your hand below the limit. If you choose to discard to make room for a new card, you must discard before you draw.

GM'S NOTE:

The number of gold coins beside each listing on the signs is the cost of that particular item/location/task. (You'll pay any gold coins owed back to the game by placing them back into wherever you're keeping the bank/“stash” of gold or the coin tray* if you have the expansion.)



CHOOSE THE LENGTH OF YOUR GAME

Players will collectively decide how many rounds to play. A standard hunting season is three rounds, with each round consisting of one turn per player. An extended hunting season consists of six rounds. Between each round, a GM event takes place. Each round is numbered, and the “00” represents a GM event. Starting at “1,” measure your progress throughout the game by moving the compass dial clockwise.

ROLL FOR STATS

The final bit of setup that must take place before the game begins is stat placement. All players will take turns rolling for stats. (Yes, you'll use a D6.)

Rolling a 3, 4, 5, or 6 will translate to a stat of the same. (Rolling a 4 translates to a stat of 4, etc.) The minimum for any stat is a 3, though, so rolling a 1 or a 2 will also translate to a 3.

Generally speaking, the higher the stat, the better. That said, rolling low comes with its own reward: You'll receive one coin for every stat roll of 1-3 (which again, all translate to a 3.)

Each class board has a certain stat that receives a +1 advantage. For instance, if you're playing with the Mesmerist class board, it receives a +1 advantage in skill. So if, for example, you roll a 3 for skill while playing with the Mesmerist class board, you'll factor in the Mesmerist's +1 class advantage and assign a 4 to your skill. (In this case, you'd still collect your free coin. A coin is awarded based strictly on the number you rolled.)

A 6 is the maximum for any stat, so a +1 stat advantage cannot be applied to a roll of 6 to make it a 7. This means there's always a chance you'll fail your stat roll. (You have to roll under your stat; a tie won't cut it.)

When a number is rolled, immediately place the appropriate tile into the slot beside the desired stat. For instance, if you haven't rolled any stats yet and you roll a 6, a 6 must be assigned to one of the four stats before you roll for the next one.

If any of your stat rolls aren't what you were hoping for, don't worry: You'll have an opportunity to raise them while in the Village! You either pay two coins for Training Camp, or you can pay one coin to try your luck at the Fountain of You.

GM'S NOTE:

Your stats determine your character's proficiency in various categories vital to your success in D6. There are times during the game when you must perform a stat check. For it to be successful, you must roll under the stat you're checking. (A tie isn't good enough.)

GM'S NOTE:

Low stat rolls provide the first opportunity to gain gold coins in D6. (Don't worry; there are others!) Keep an eye on how much gold you have, though. You can't hold more than 10 gold coins at a time. Once you've hit your limit, you'll have to spend some before collecting more.

PLACE YOUR SKILL MARKERS

Skill markers are color-coded to their corresponding class boards. Based on your skill stat, place the appropriate number of skill markers in the top (locked) row and/or the bottom (unlocked) row. (See p. 163 to learn more.)

DETERMINE PLAYER ORDER

Use your preferred method for determining player order. (It doesn't matter as long as all players agree to it.) Player one will bear the responsibility of reading all GM events aloud between rounds. (Learn more about GM events on p. 159.)

ON STEALTH AND "STEALTHING"

If you move into a space with an enemy/enemies present, you cannot perform an action without engaging it/them in combat...unless you're able to stealth past it/them. "What exactly does that mean?" you may ask? Well, we're glad you asked.

Thematically, it means that you're quiet enough to move in the vicinity of a baddie without being detected by said baddie. Mechanically, it means that you've had a successful stealth check/roll. (If you guessed that you'll be using your D6 and that you'll need to roll under your stealth stat for a successful roll, you've clearly been paying attention!)

If your stealth check is successful, congratulations—you're stealthy! You don't have to engage them in combat unless you so desire.

If you roll your stealth stat or over, that's bad news: The enemies in your space know you're there and are ready to throw down with you, whether you

want to or not. You're not allowed to perform any actions, and you're now engaged with every enemy in that space. (Perhaps it's small consolation, but you can choose the order which you'd like to fight them.)

GM'S NOTE:

If you want to perform an action in an enemy-occupied space without engaging, you must perform a stealth check prior to each action you perform. For instance, if you move into a space and want to gather while there, you'll need to perform a stealth check. If it's successful, you're still stealthy. (If it's not, you're engaged with all enemies.) If you want to perform another action—moving into another space, for instance—you'll need to do another stealth check.

A few things of note concerning stealth:

If you begin your turn with an enemy or enemies in your space, stealthing is not an option. You are automatically engaged with every enemy in that space.

You cannot stealth past a Cash Cube (Learn more about Cash Cubes on p. 155.)

If you fail a stealth check—and therefore find yourself engaged with an enemy or enemies—you cannot end your turn before fighting it/them without first using some non-action means to escape the engagement. For instance, using an available skill or chibbing out (see p. 151) would disengage you from combat, and you'd then be free to end your turn. If you end your turn before expending all three allotted actions, however, you won't earn your two Heroic Quest cards. (See p. 167).

If you rent a horse and you have to pass through a space with an enemy en route to your destination, you'll still have to roll for stealth while in the enemy-occupied space.

If you fail your stealth check, your beloved steed has made his last ride, and your horse rental was for naught; you're now forbidden from moving the extra space. And no, you don't get the coin back. (RIP, beloved steed and the gold coin you used to rent it.)



KNOW THINE ENEMY

Sure, sometimes you want to avoid a fight. But at the end of the day, this is a game based on slaughtering unsavory critters. Let's get to know them, shall we?

No monsters are ever slain in vain. Some 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:

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



Poison:

Taking a hit from a monster in the Poison class is a bit different. Instead of losing HP, you'll drop one of your stats by 1. Poisonous monsters include flesh leeches, giant spiders, and mushrooms. They have a green border.

In addition to monsters, you'll also occasionally run across a Guardian. Guardian tokens are easily identifiable by their white borders.

Guardians are your enemies, and some are even worth glory points. (And all are worth two coins.) What they are not—at least not within the world of D6—is monsters. Here are a few things that set them apart:

- › There are no bounties for Guardians.
- › They can't be given combat buffs or extra HP.
- › They're not placed on your gather board.
- › They don't receive any environmental advantages.

The Guardian classes are:

Dragon:

Place next to your gather board when defeated. (They're worth glory points, which will be tallied at the end of the game.)

Plants of Eden:

These gain strength for every other Plant of Eden on the board. A single Plant of Eden has a natural attack of three; you do not roll for it. For every additional Plant of Eden on the board, each Plant of Eden gets +1 to its attack. For example, if there are two Plants of Eden on the board, each one has an attack of four; if there are three, each has an attack of five (and so on). When defeated, Plants of Eden are immediately placed back into the bag.

Kraken:

Place next to your gather board when defeated. (They're worth glory points, which will be tallied at the end of the game.)

ENEMY ENGAGEMENT

And now...it's time to learn how to fight!

GM'S NOTE:

Though in other contexts they might have similar meanings, fighting and hunting are two very different tasks in D6. Fighting refers to enemy engagement (combat) and does not qualify as an action. Hunting is the process of drawing a random enemy (that you may or may not engage in combat with) into your space and does qualify as an action.

1. Before combat begins, you must declare that you're about to fight. Once you've made this declaration, you must give your opponent(s) a reasonable amount of time to play any cards before you commence combat or choose your weapon.

2. Your opponent(s) now have the opportunity to buff the monster. (You can't buff Guardians.) There is no limit to the number of players who can play cards/buffs or the number of cards/buffs they can play.

3. Roll the die corresponding to the weapon you're using while the current GM rolls the die that corresponds to the enemy you're fighting. Once you've rolled your hero's die (or dice in some cases), no more cards/buffs may be played by your opponent(s).

Heroes have a natural D6 combat roll. This means unless you're playing an Advantage card to use a different—or even additional—weapon or your hero is in their chib form, you'll be rolling a D6 when fighting an enemy.

FRIEND



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.



Each type of enemy uses a specific weapon (die) during combat. The tougher the enemy, the stronger the weapon (and thus the higher the die). In addition to any buffs your opponents place on your adversary, remember that most monsters have natural environmental advantages that need to be taken into account, as well.

GM'S NOTE:

Keeping track of the compass dial and noting its position has special significance when it comes to combat. On the standard map, there are either one or two rounds of the game (depending on whether you're playing a standard or an extended hunting season) known as the Hunters' Moon. During a Hunters' Moon, all monsters receive +2 to their combat rolls. (Just monsters, though; the Guardians don't get an advantage here.) On the advanced map, there are some additional round modifications, so remember to move the compass dial between rounds and pay attention to the instructions on the map!

4. After all rolls, enemy buffs, and environmental advantages have been accounted for, tally up both the enemy's combat total and your own. If the enemy's total is higher than yours, you lose one HP. This is assuming you're not buying/using Advantage cards, using consumables, etc. to avoid taking the hit. (See GM'S NOTE on p. 150. To learn what happens when all HP is lost, see "Death and the Styx River" on p. 157.)

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.

If the enemy is a monster that satisfies a bounty, collect its Bounty card and place it on the “Bounties” section (the backpack) of your gather board. Place the enemy back into the bag. Flip over the top card in the Bounty deck to replace the collected Bounty card, and place it beside the other two active Bounty cards. (There must always be three Bounty cards in play.) Spawn a new enemy on the board from the bag.

If the enemy is a monster that doesn't satisfy a bounty but qualifies as a specialty hide, place its token in one of the three specialty hide slots. (Check the “Specialty Hides” section of your hero's gather board; each board has a different combination of qualifying hides.)

If the enemy is a monster that neither satisfies a bounty nor qualifies as a specialty hide, place its token in the “Wild Hides” section of your hero's gather board. When this section has been filled, convert one of the wild hides into a specialty hide of your choice, and return the other wild hide to the enemy token bag.

If the enemy is a Guardian worth glory points (any Dragon or the Kraken), place its token beside your gather board, right next to the backpack. You'll add its glory points to your point total at the end of the game.

If the enemy is a Guardian worth no glory points (any Plant of Eden), place its token back into the bag.

If the enemy is a Cash Cube, return it to its owner. They'll place it back into its slot on their class board, from which it can be redeployed at their discretion. (Note: Do not collect two coins when defeating a Cash Cube.)

If there's a tie (if your combat total and the enemy's total are the same), the winner is determined by your strength stat. If you have a strength of 6, you win ties; if you don't, well...you don't. In that case, a tie is the same as a loss. (Time to up that strength stat—winning ties can be extremely helpful!)

GM'S NOTE:

When you're fighting an enemy, your roll is not an indication of what HAS happened, but what WILL happen if you don't take steps to change it (play Advantage cards, buy Dogmud to reroll, etc.)

5. Once you're engaged with an enemy, you remain engaged with that specific enemy until you destroy it, it kills you, or you disengage from combat.

If there are other enemies in a space with you, you don't have the option of, say, taking a hit and then engaging with another (perhaps weaker) enemy before returning to the first one. So if you've given it your best in combat with an enemy and you take a hit (lose an HP), it may be time to re-evaluate your situation and consider your options for disengagement.

ENEMY DISENGAGEMENT

At its core, D6 is about one thing: killing stuff and collecting hides. (Okay, so two things.) During a typical game, you'll run up against a wide array of baddies. It's up to you to tweak your strategy according to the creature you're up against.

Occasionally during the course of combat, you'll realize you've bitten off more than you can chew. There are several ways a player can disengage from combat. This is usually done after an unsuccessful combat roll is made but before any damage is taken.

If available, you can Hero Swap by changing places with another player's hero, putting them in harm's way and saving yourself.

You could drink your Wingso Flightamous potion and return safely to the Village. There are also a few Heroic Quest cards that can get you out of trouble.

CHIBBING OUT

Sometimes the only way to win a fight is to run away from it. (Cowardice may not be sexy, but it does have its uses—like keeping you aboveground.)

If you run up against a particularly nasty enemy and you're getting your hide handed to you, you have the option of chibbing out. On the reverse side of every hero's card is that hero's chib. This is the creature your hero must revert to in order to avoid the fight and run away. If you decide to chib out, flip your hero card to the chib side. (It will stay on this side until you return to your heroic form.)

When you chib out, you're no longer engaged with an enemy. Place your pawn/standee in an adjacent space without losing any HP or an action.

For all heroes not playing as a Werewolf, your natural D6 will now be replaced by a D4. The good news? This makes it easier to roll under your stealth and “peace out” while you're in your chib form. The bad? Your combat rolls are going to be lower, meaning you're not the fearsome hunter you once were. Unfortunately, the bad news doesn't stop there. You can't count on any help from Advantage cards because you're not allowed to play them while in chib form.

For heroes playing as a Werewolf, chibbing works a bit differently. A Werewolf's chib is actually stronger than the hero in their “normal” heroic form because a Werewolf chib is the hero in Werewolf form. A Werewolf chib will roll with a D8. Sounds great, right? Well...sort of. But there are downsides, too. A Werewolf may not enter the Village



while in chib form. Also, rolling with a D8 makes it harder to roll below your stats.

If you decide to chib out, you'll be stuck in your chib form until you can gather a potion (Acupunch) to return you to your heroic form. Once you've used Acupunch, flip your hero card back to your hero's heroic form and trade your chib's weapon (die) for your D6.

BEGINNING YOUR TURN

To begin your turn, you'll always perform an enemy spawn roll and an open gather. Though the sections are listed separately below, these two rolls are performed simultaneously. In other words, roll the D10 or D12 (depending on the map you're using) for the enemy spawn and the D4 for the open gather at the same time. Once you've done so, follow the accompanying directions for each section.

ENEMY SPAWN

In the world of D6, there's never a shortage of enemies to fight. The enemy spawn roll determines where on the map each new enemy will be placed.

Roll either the D10 (when using the standard map) or the D12 (when using the advanced map). After the enemy spawn roll, the current GM (the player to your left) will pull a random token from the bag and place it in the corresponding space. Each player will do this at the beginning of every turn.

One more very important note about spawning enemies: Each time a bounty is collected, another enemy will immediately be spawned onto the board. Like we said before...no shortage of enemies!

OPEN GATHER

Each time a player performs an open gather, every player collects a reward. This is not to be confused with a personal gather.

The rewards are numbered 1-4 at the top of the gather boards. Though each gather board has the rewards listed in a different order, the rewards themselves are identical. They are:

- › Collect two gold coins (for spending)
- › Draw one Advantage card (to improve combat)
- › Fill a potion in the Alchemy section (to receive/enhance various abilities)
- › Wild (allows you to choose one of any of the other rewards)

To perform an open gather, the active player will roll the D4, and each player will collect the reward on their gather board that corresponds to the number of the roll.



SPENDING YOUR ACTIONS

Though there are many tasks you can complete on your turn, there are only three that qualify as actions: hunting, gathering, and moving.

Hunting:

Sometimes you may be in a space that's eligible for a bounty, but the required monster class is nowhere to be found. Or maybe you can't reach a monster you'd like to fight with your remaining actions. Whatever your reason, there are times when you might want to hunt for an enemy you don't currently have access to.

When you spend an action to hunt, the acting GM will draw an enemy from the token bag and place it in your space.

Gathering:

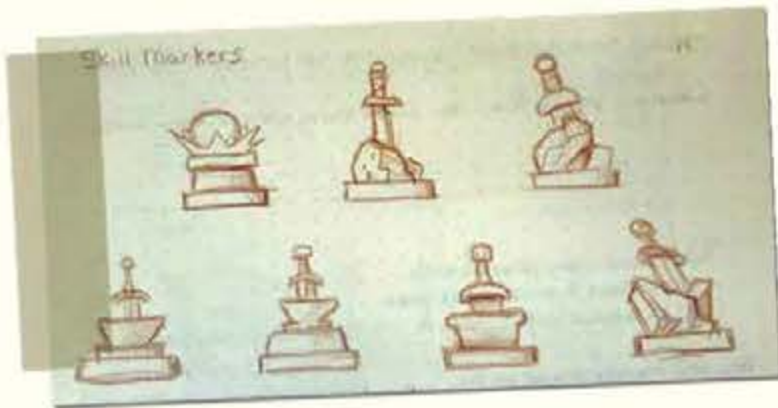
To gather, roll the D4 and collect the corresponding reward on your gather board. Unlike the group gather that occurs at the beginning of every player's turn and that benefits all players, this is a personal gather and only affects the active player.

Moving:

Move your hero pawn or standee one space on the game board (as the map allows).

You're allowed up to three actions per turn, and you may perform them in any combination (e.g. hunt, hunt, move; gather, move, hunt; move, move, move).





NON-ACTION TASKS

If you limit yourself to performing only your three actions during each turn, D6 will quickly lose its luster. (Also, you'll almost certainly lose.) There are many other tasks you may perform that don't cost any actions, and there's no limit to the number of non-action tasks you may perform during any given turn. In fact, there are plenty of occasions when the bulk of your turn will likely consist of non-action tasks.

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.

HERO SWAPPING!

Though the class boards describe how each skill works, there's something special about Hero Swap that's important to note: If another player Hero Swaps with you, you get a free personal gather roll! (This should take the sting out a bit, and it's a good team strategy.)



Drink a Potion:

There are a number of potions you may use to aid in your quest to outfight/outlive/outlast monster-kind. (See "Alchemy" on p. 164.)

Buy Consumables:

Consumables can be purchased at any time, whether in the Village or out on the hunt, as long as you have the coins to do so—including during combat with an enemy. Undead on your tail? Buy some Holy Water! Need a do-over on that crappy roll? Buy some Dogmud! Need more info? Here's your sign! (No, really... everything you need to know is on the handy-dandy signs that come with the game, so refer to them at will!)

GM'S NOTE:

A player may end their turn before spending all three allotted actions. By doing so, however, the player will forfeit the two Heroic Quest cards they would have collected by spending all three actions.

Buy Advantage Cards:

You may buy Advantage cards (see "The Cards" on p. 166) at any time during your turn—even after an unsuccessful combat roll.

Play Cards:

Learning when and how to best play the cards you've acquired is vital to your success in D6. Heroic Quest and Advantage cards are instrumental in increasing your chances of winning a fight—as well as the chances of tossing a wrench in the plans of your opponent(s).

CASH CUBE

When you're hunting baddies, it can feel like you against the world. Wouldn't it be nice if somebody had your back? That's where the Cash Cube comes in.

Of course, your Cube doesn't work for free; you have to hire it. (Even the gelatinous among us have to make a living, after all.) Here are a few things you need to know about your Cash Cube:

Can be purchased for two coins at any time during your turn.

Is not a monster and cannot be treated as such (can't be buffed, etc.)

Can be purchased anywhere (including the Village.)

Can be placed in any space but the Village.

Will not attack its owner (or the owner's allies in Alliance mode).

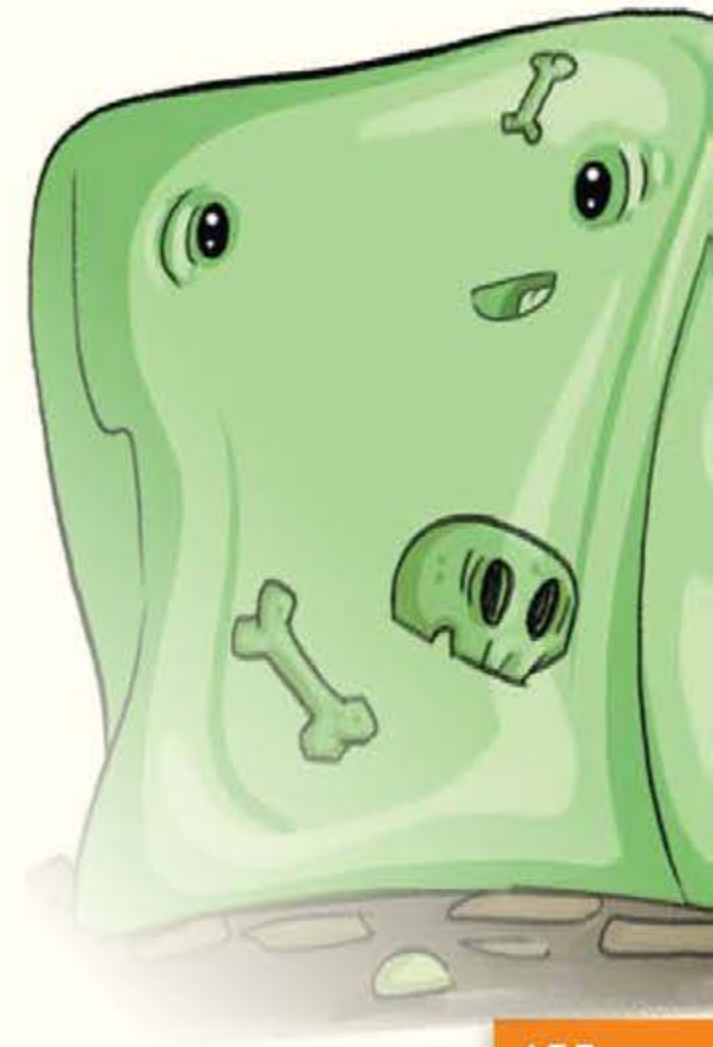
All Cash Cubes use a D12 for combat rolls and have 1 HP. When a Cube is defeated, it is returned to its owner. No coins are earned by the hero who defeats it.

Must be immediately placed in a space when hired. (You can't spend your two coins to "reserve" your Cube; it's already being reserved for you. You're paying to deploy it.)

Players cannot stealth by a Cube. They're paid to lie in wait for opposing players, and they're very good at their job. The moment a player enters the same space as a Cube that doesn't belong to them,

they're engaged with the Cube—and therefore any other enemies in the same space. (The squelch of a weapon coming into contact with a Cash Cube is unmistakable; every enemy in the space can hear it.) If the owner places their Cube in the space you're currently occupying, you're automatically engaged with it when you begin your turn.

If a player has already deployed their Cube, they may choose to move it to another space by rehiring it. During their turn, a player may pay two coins to rehire a deployed Cube. There's no limit to the number of times a Cube can be hired.





(R)EST

Once you've taken all of your actions—along with any non-action tasks you'd like to complete—without dying, it's time to end your turn. Move your action marker back to (R)EST, and collect two Heroic Quest cards as a reward for having a successful (complete) turn.

If you decide to end your turn before you've completed all your actions, move your action marker back to the (R)EST position. Since you've had an unsuccessful (incomplete) turn, you'll collect no Heroic Quest cards.

Whether or not your turn is successful, it's helpful (and just polite) to verbally announce to the table that you've completed your turn once you return your action marker to the (R)EST position. Once your action marker has been returned to (R)EST, the next player's turn begins.

GM'S NOTE:

You may end your turn with an enemy in your space without engaging or stealthing. Though at first glance it may seem this would violate the rules of stealth, it does not. Say, for instance, your last action was to hunt, which brings an enemy into your space. Though you're required to roll for stealth before performing an action, you're now out of actions. You couldn't perform another one even if you wanted to! Whether or not you perform other non-action tasks before ending your turn, you are not yet engaged with this enemy. Of course, if both you and this enemy (and/or any other enemies) are still in this space when your next turn rolls around, you will automatically be engaged with them.

DEATH AND THE STYX RIVER

Once you've been killed (lost all your HP), have no fear: In D6, death is never the end. Your hero is sent to the Styx River (and there are repercussions), but there's still more game to play. Here's what happens when you go down fighting:

Your turn is over.

Lose all collected hides. (Just your specialty and wild hides, though. You'll keep your bounties—and the glory points that go along with them.)

Lose all Heroic Quest Cards.

Your action marker is placed in (R)est Mode, but you gain no Heroic Quest cards.

The Ferryman returns all your lost HP and drops you off at a random space at the start of your next turn.

GM'S NOTE:

Though death is usually a result of losing all your HP, there's one more way to meet your demise: taking one too many hits from a monster from the Poison class. Rather than causing HP loss, a poisonous monster drops a stat by 1. No stat can drop below "3", so if all your stats are a "3" and you're hit by a poisonous monster, you're dead. (This is a rare occurrence, so hopefully this misfortune never befalls you.)



OTHER CONSIDERATIONS

THE ROLE OF THE GM

(CURRENT AND COLLECTIVE)

Up until now, the term “GM” has referred to the current GM—the person to the immediate left of the active player. It’s the responsibility of the current GM to draw enemy tokens during the active player’s turn and place them on the board. The current GM will also roll the enemy’s die when the active player is engaged in combat.

Though the active player’s “current GM” has special responsibilities (as mentioned above) all players act as the “collective GM” when the active player is engaged in combat. This means that all players have the ability to buff the monsters with which their opponents are engaged (when they have the cards to do so).

(Remember: Players can buff monsters, but *not* Guardians.)

After the active player has announced their intent to fight a monster (but before they play Advantage cards or roll for combat), the other players, acting as the collective GM, may choose to buff that monster. They may play as many buffs as their hands allow.

After a round of combat—regardless of whether the player or monster is victorious—all collective-GM-added combat buffs are discarded. If the monster is victorious, it will retain any added HP. If it loses the engagement, it will lose one HP. (HP remains on an enemy until it is dealt damage.)



But remember: Because Advantage cards can be bought and played anytime during a player’s turn, the player can still improve their weapon or attack roll after the collective GM’s buffs are played.

GM EVENTS

After each round, players will roll for a GM event. Events alter gameplay in a variety of ways. Some have positive outcomes, others have negative outcomes, and still others have a variety of possible outcomes depending on the player’s choice and/or pure chance. Some events don’t greatly impact the flow of the game; others change it dramatically.

Using your preferred method of rolling 1-100 (see below), roll for an event from the Player’s Manual. Follow the directions, make any necessary decisions, and move the compass dial—it’s time for the next round. After that round is over, repeat the process.

How to Roll for GM Events:

There are a number of different methods to roll 1-100. Here’s a method you might use, but it’s certainly not *the* method. Feel free to use whatever means you choose; just be sure to decide before you roll for a GM event and that all players agree on the method used.

Use the regular D10 for “0-9” and the D10 percentile die for the “tens.” Both the “0” on the regular D10 and the “00” on the D10 percentile equate to “0” except for when you roll both a “0” and a “00.” This roll equates to “100.” For example:

$$00 \text{ (percentile)} + 1 \text{ (D10)} = 1$$

$$20 \text{ (percentile)} + 4 \text{ (D10)} = 24$$

$$60 \text{ (percentile)} + 0 \text{ (D10)} = 60$$

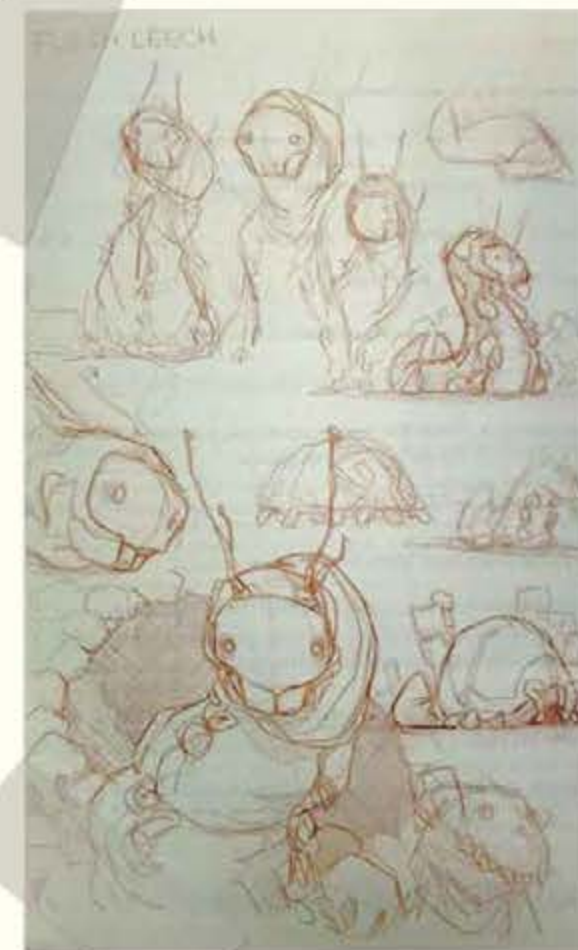
$$00 \text{ (percentile)} + 0 \text{ (D10)} = 100$$

GM’S NOTE:

In addition to the primary list of 100 events, there are some alternate lists included in the Player’s Manual. Use these if you’ve been playing DG for a while and have started running into some of the same events or if you’d just like to try something different!

THE END OF THE GAME

Once the game is over, all players will tally their glory points. The player with the most glory wins! If there’s a tie in glory points, victory goes to the player with the most gold coins. If there’s a tie in gold coins, the player with the highest stat total wins.



PART II

COMPONENTS AND CONCEPTS



THE MAPS

While there are aesthetic and mechanical differences between the two maps (one on each side of the game board), they work similarly.

THE STYX RIVER

In addition to the spaces you can travel to and through by traditional means (10 on the standard map and 12 on the advanced), each side features an additional space: the Styx River.

SPACES

There are arrows on the borders of adjoining spaces that clearly define your options for movement.

ENVIRONMENT PIECES

There are eight environment pieces in the base game of D6: four dungeon pieces and four terrain pieces (one cemetery piece, one forest piece, one hills piece, and one trails piece). During setup, players will place them in any numbered space they wish, as long as no space contains two or more identical pieces. (For instance, a cemetery and a forest in the same space are fine; two dungeons in the same space are not.)

All monsters except those in the Poison class receive a +1 advantage in a specific type of environment. (Each enemy's token features an icon showing where it gets an environmental advantage.) Guardians receive no environmental advantage.

COMPASS TIMER

Each side has a space to set the compass dial. Place either the D6 coin (sold separately) or the punchboard compass dial token inside the compass dial.



THE VILLAGE

The Village is the closest thing D6 has to a “home base.” It’s a safe place for hunters: No enemies are allowed in the Village, and no enemies (or other players) may harm you while you’re there. It’s a place for hunters to turn in their bounties, heal their injuries, and ready themselves to resume their adventures.

Since this is where you’ll begin the game, it’s beneficial to know what you can do there—as well as what you can’t.

WHAT YOU CAN DO IN THE VILLAGE FOR FREE

Empty your pack:

As soon as you enter the Village, any bounties in your pack are cashed in for glory points automatically. (Don’t forget, though: You can carry no more than three at a time.) Once in your pack, a bounty is locked in your pack and cannot be exchanged for another. (You’re still welcome to kill a monster that would otherwise qualify as a bounty, but it won’t be added to your pack; it’ll be treated just like any other monster.)

Heal:

When you lose HP on your adventures, it’s placed in the Village. As soon as you re-enter the Village, you’ll immediately regain all lost HP.

WHAT YOU CAN PAY TO DO IN THE VILLAGE

If you’re feeling a bit adventurous, you can drink from the Fountain of You. For the price of one coin, you can roll to raise a stat. If you roll higher than a stat you’d like to raise, you’ll change it to the rolled number. If the roll is equal to or lower than any stats you’d like to raise, nothing happens. (You won’t lower a stat; you lose nothing but the coin you spent to try your luck.)



Training Camp:

Not much of a gambler? You can choose to spend two coins to raise any stat by one.

Refresh Skills:

You can refresh your used skill markers at the rate of one coin per skill marker.

WHAT YOU CAN'T DO IN THE VILLAGE

- › You can’t be targeted by other players or by enemies.
- › You can’t use skills.

THE CLASS BOARD

A. Actions:

During your turn, you’ll have three actions consisting of any combination of moving, gathering, and hunting. When you perform any of these actions, move your action cube down to track your remaining actions. Once you have completed your turn, return the action cube to (R)est.

B. Hero Card:

Place it either to the side of your class board or in the slot to the left with the list of actions. When you’ve been transformed into your hero’s chib form, flip your card so that your chib is displayed (the cute little animal on the back).

C. Stats:

Before the game, each player uses a D6 to roll for stats. When a number is rolled, it is immediately assigned to a stat by the player. (This is done by placing a corresponding stat tile in the appropriate slot under “STATS” on your class board.) For instance, if a player has not rolled any stats yet and rolls a 6, that 6 must be assigned to one of the four stats before the next roll. Once a roll is assigned to a particular stat, that’s where it stays—that is, unless you pay to raise it via Training Camp or the Fountain of You in the Village. Rolling a 1, 2, or 3 results in a 3 for a stat. (The minimum for any stat is a 3.) During setup, players receive one coin for every stat roll of 1 - 3. Even if that particular stat is bumped up due to a +1 class advantage (see below), you’ll still receive a coin, as the actual roll and not the resulting stat is the determining factor. You only receive a coin for a stat of 1 - 3 during the initial setup of the game. You do not receive a coin if you roll 1 - 3 during stat checks or any Fountain of You rolls. Each class board has a specific stat that receives a class advantage. When a number is assigned to this stat, the stat will increase by 1 (unless it’s already a 6, which is the maximum).

D. Health Points (HP):

Place three HP tokens in the recessed slots in the top-center of the class board. When you take a hit during combat, place an HP token in the Village. When your HP is restored (either when returning to the Village or after dying), replace it in the slot(s).

E. Skills:

Place three skill markers under the “SKILLS” heading on your Class Board. The number of skills you’ll have access to at the beginning of the game is determined by your skill stat (the last stat listed under “STATS”).

- › Skill stat of 3 = Unlock 1 skill marker.
- › Skill stat of 4 = Unlock 2 skill markers.
- › Skill stat of 5 = Unlock 3 skill markers.
- › Skill stat of 6 = Stack skills (two max).

When you want to use a skill, you’ll move a skill marker from the unlocked row to the appropriate skill to indicate that the marker has been used.

For instance, if your skill stat is a “4,” you’ll begin the game with two unlocked skill markers. You’ll place two skill markers on the second (unlocked) row in the recessed area under “SKILLS.” The other will remain on the top (locked) row. You can refresh your used skill markers while in The Village at the rate of one coin per refresh. (And, as mentioned in “Stats,” you can use the Fountain of You or Training Camp while in The Village to increase your Skill stat, thus increasing the number of skills unlocked.)

F. Cash Cube:

Your Cash Cube acts as both enforcer and emissary. Cubes can be very helpful, but they don’t work for free.



THE GATHER BOARD

Though there are slight differences in the gather boards, they aren't class-specific. Just grab the one you want!

GATHER REWARDS

To start their turn, the active player will roll a D4 for the open gather.

During an open gather, the active player (the player whose turn it is currently) will roll a D4. Each player will collect the reward corresponding to that particular roll. Though the rewards are ordered differently on each gather board, they're all the same. They are:

Two Coins:

Collect two coins.

Advantage Card:

Collect an Advantage card.

Alchemy:

Place a potion bottle. (Or move a potion bottle from one potion space to another if you've changed your mind.) When you've spent a potion during gameplay, place the potion bottle back into one of the recessed potion bottle slots. If both potion bottles are already placed on a potion when Alchemy is rolled again, you may move one of your bottles to another potion if you choose." Only one potion bottle may be on any given potion at a time; they do not stack.

Wild:

Choose any one of the other three you'd like!

A personal gather works the same way as an open gather, except it counts as an action for the active player, and thus only the active player reaps the benefits.

HIDES

Not every monster you'll have the opportunity to kill will have a bounty on it. Don't worry, though—no monsters are ever slain in vain.

At the bottom of your gather board, there are two sections to place hides from the monsters you've slain.

Wild Hides:

When you kill a monster that doesn't fulfill any of your gather board's specialty hide requirements, you'll place its hide in one of the two recessed slots in the "Wild Hides" section.

When both "Wild Hides" slots are filled, you may convert one of the wild hides to any specialty hide you need. (Return the other wild hide to the bag.)

You're now free to collect another pair of wild hides.

Specialty Hides:

Each gather board has its own combination of specialty hide requirements.

When you collect a monster's hide that satisfies your gather board's specialty hides requirement (indicated by the icons in the three recessed slots in the "Specialty Hides" section), place its token in one of the slots.

When you've collected all three specialty hides required by your gather board, you're eligible to turn them in to transform any monster into a class of your choice—and that monster's weapon into a D6! (When you're ready to do so, simply return the hides to the bag.) After turning in your specialty hides, you're free to collect another three and repeat the process as desired.

There are two primary reasons you might want to avail yourself of this powerful spell:

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).

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 than transform it into a Bandit class (not 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).

C. Bounties:

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

You can't carry more than three bounties at a time. When you've reached your limit, you must drop them off in the Village before collecting more. (Do this

by placing them under your gather board, beneath your backpack). You don't have to wait until you've hit your limit; it's certainly permissible to drop off less than three bounties.

If the game ends before you're able to drop off all collected bounties, have no fear: You'll still gain glory points for any bounties left in your backpack.



THE CARDS

BOUNTY CARDS

The primary way to accumulate glory points in D6 is by collecting bounties. This is where the Bounty cards come in.

Each card has four components:

Story:

This is the “why” of the Bounty card. It explains exactly what this creature did to deserve a good killin’. If you’re the type of player who likes their games as flavorless as a generic grocery-store pizza, by all means, skip this part. But the rest of you narrative-hungry gamers know how much good storytelling can add to the experience, and you’ll want to read it.

Monster Type:

This is the “what” of the Bounty card. It tells you what kind of monster you’re looking for. There’s even a graphic of the monster tokens featuring the baddies from that particular monster class so you’ll know which ones to look for.

Glory Points:

This is the “how many” of the Bounty card—as in how many glory points the bounty will be worth when you’re tallying scores at the end of the game.

Space:

This is the “where” of the Bounty card. It tells you which space the monster needs to be in (and thus which space you’ll need to be in) for it to qualify as a bounty.

ADVANTAGE CARDS

It’s all in the name with Advantage cards. Each one grants you, the hero, a combat advantage in the form of either a weapon or a hero buff. If it’s a weapon, the card will

tell you which die to roll and give any special instructions. Ditto on the special instructions if the card is a hero buff.

Dual Wield:

A weapon with Dual Wield allows you to use another weapon simultaneously for the purpose of increasing your attack roll. For example, if you have a weapon that’s a D8 Dual Wield, you may choose to play it in conjunction with another Advantage weapon. (You would roll both the D8 and the other weapon at the same time; your attack roll would then equal the sum of the two rolls.) Even if you don’t have another Advantage weapon, your natural D6 weapon can be used as your secondary weapon with Dual Wield. No more than two weapons can be used at one time for any reason.

GM’S NOTE:

When using Dogmud with a Dual Wield weapon, you may reroll only one of your dice.

Ranged:

When you’re using a ranged weapon, you’re close enough to damage your enemy, but far enough away that they can’t damage you.

If you roll higher than an enemy while using a ranged weapon, you’ve hit them and they’ll lose one HP, as always. (Unless they have extra buffs, they’ll be defeated, as enemies only have one natural HP.)

If an enemy rolls higher than you while you’re using a ranged weapon, you take no damage. (It’s a swing and a miss.) You lose no HP.

Ranged does not mean you’re in a different space than the enemy. You may only engage with enemies whom you’re sharing a space.

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

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.



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.



PART III

OTHER GAME MODES

SOLO & CO-OP

In the solo and cooperative (co-op) versions of D6—known collectively as Hide Collection mode—glory points don't come into play at all. In this mode, the primary objective is to collect hides. Bounty collection will extend the time available to complete your objective.

GM'S NOTE:

Except where noted below, the rules for the solo and cooperative modes are the same. Though there are notable ways that solo and cooperative modes differ from the standard version of D6, many of the rules are the same. If a topic isn't addressed in the solo/cooperative ruleset, players should assume the standard rules apply.

HIDE COLLECTION

To be successful, you must collect a hide of each monster type. With five monster classes and three monsters within each class, there are a total of 15 different monsters.

Before the game starts, pick eight bounties at random from the Bounty deck. These are the only bounties available during the course of the game.

Monsters killed can be applied to one and only one of each of the following: bounties, hide collection, or wild hides.

WINNING AND LOSING

You'll begin the game with a total of four turns. (In co-op, players will alternate turns but still move the compass dial forward at the end of each turn.)

Returning your bounties to the Village allows you to move the max turn counter,

which increases the number of turns available to achieve your objective. Each bounty returned to the Village allows you to move the counter once. Collecting a bounty by killing a monster isn't enough to move the counter; you **MUST** return the bounty to the Village to gain an extra turn. If you run out of turns before collecting all necessary monsters, the game is over. If you collect all necessary monsters before running out of turns, victory is yours!

SETUP

Gather Board:

If you're playing the solo version, it's very important that you use only the gather board marked with the red dot. (It's on the top of the board, to the right of the GATHER BOARD title.) In co-op mode, each player is free to use the gather board of their choice.

Hide Collection Board:

When playing the solo version, place the companion token of your choice into the recessed slot in the companion carrier. (For more on companions, see p. 171.) Companions are not used in the co-op version.

Place three skill markers from another class on the section of the board that reads "Heroic Benefits." (Don't place them into the recessed slots; you'll use these later.)

Insert the compass dial in the hole on the board. Place either the D6 coin or the punchboard compass dial token inside the compass dial. Point the dial at "1." (In the standard game, the compass dial keeps up with which round you're on; in the solo/co-op games, it keeps up with which turn you're on.)

Place the red action marker in the "4" slot. The action marker acts as your max turn counter and goes up one spot for every bounty you return to the Village.

GM'S NOTE:

The max turn counter (the red action cube) helps you keep up with the maximum number of turns you have to win the game. The compass dial helps you keep up with which turn you're currently on.

GM'S NOTE:

Setup for the remaining boards is identical to that of the standard game.

Spawn/Gather:

Spawn four enemies at the beginning of the game.

At the beginning of each turn, spawn and gather. (In solo mode, spawn two enemies and gather twice. In co-op, spawn one enemy and perform one open gather.)

Just as in the standard game, an enemy will be spawned each time a bounty is collected.

Heroic Quest Deck Replacement:

The Heroic Quest deck is completely removed from the solo and co-op versions. In its place is a section on the Hide Collection board called Heroic Benefits. (Items 1-8 will be available in solo mode; all 10 items will be available in co-op mode.) At the end of each turn, rather than drawing two Heroic Quest cards, you'll roll a die (the D8 for solo and the D10 for co-op) to determine which item you'll receive.

Skill markers will be used to indicate the items you've chosen. You may hold items as long as you want, but when you run out of markers to place, you either:

1. gain nothing from future rolls, or
2. must choose to assign one of your markers to a new item, losing the previous item.

Special Enemies:

The kraken and all dragons are worth any one hide on the Hide Collection board. These enemies' tokens must be placed in the chosen space immediately. (Sorry—you can't wait until the end to see what you still need!) Plants of Eden aren't used for hide collection, wild hides, specialty hides, or bounties. They're strictly nuisances that must be dealt with. (They're still good for two coins, though, so exterminate the suckers!)

Specialty Hides:

Specialty hides work similarly to how they do in the standard game, except rather than transforming a monster into a class of your choice, you're transforming it into a specific monster of your choice.

Players have two options with how to approach this. Which one you choose is completely up to you and your fellow players. (Just make sure you reach an agreement before the game starts!)

Standard Option: Once you've exchanged your hides to transform a monster into a specific monster of your choice, that monster will, according to the standard specialty hides rule, now employ a D6 weapon for one round of combat.

Advanced Option: Once you've exchanged your hides to transform a monster into a specific monster of your choice, it will become that monster in every respect, including using the same weapon that monster would normally use.

In either case, 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.

Companions:

Behaving much like Cash Cubes in the standard game, companions provide a helping hand to heroes in the solo version of D6. (There are no Cash Cubes in solo or co-op play.)

Your companion replaces the Advantage card reward in all gather rolls. (Remember to use the gather board with the red dot at the top during solo play!)

GM'S NOTE:

During the rest of the game, Advantage cards are still in play. They're purchased and utilized just as in the standard game.

There are a total of four companions, and each one offers a specific combat advantage. Some advantages are applied only in certain environments; others are unaffected by environment. In any case, any potential advantage is activated only when your companion is sharing a space with your hero.

Choose wisely which companion you'd like to take with you on your adventure. You only get one, and you'll keep it for the duration of the game.

The Bird: The Bird allows you to roll an additional D4 in combat—but only if you're using your D6. (It doesn't offer assistance during combat if you're using any other weapon.)

The Kitten: The Kitten gives +1 to your combat roll.

The Crustacean: The Crustacean gives +2 to your combat roll while in any space containing a dungeon. (It doesn't offer assistance during combat in any space not containing a dungeon.)

The Wasteland Wisp:

The Wasteland Wisp gives +2 to your combat roll while in any space containing a terrain: forest, trails, cemetery, or hills.

GM'S NOTE:

The Wasteland Wisp's ability does stack. You'll get +2 to your roll for each type of terrain that's in the space you're sharing with the Wisp. For instance, if you're in a space containing a forest, trails, and hills, you would get +6 to your combat roll.

When you roll a "1" in a gather, you'll do one of three things depending on your companion's location:

1. If it's in its companion carrier, deploy it to your space on the map.
2. If it's already in your space on the map, gain two coins.
3. If it's anywhere else on the map, you have the option of moving it to your space.

Gray Kitty—

Located in the Advanced hero deck.



The act of spending an action (moving the action marker) allows your companion to move one space. (Doing so is an option, not a requirement.) If you use rent-a-horse, your companion still only moves one space.

GM'S NOTE:
Since Grapejib Juice allows you to spend one extra action, it also gives your companion one more opportunity for movement.

You may Hero Swap with your companion. If you lose HP while your companion is in the same space as you, it will be recalled to its companion carrier. (If it's not in the same space, it will be unaffected.)

ALLIANCE

Alliance is a four-person team-play mode (2v2) of D6. Though the game works very similarly to the standard version, there are a few differences.

SEATING ORDER MATTERS

Teammates should sit across from one another. (The next player to act will serve

as the active player's GM, and a player may not serve as their teammate's GM.)

THE ALLIANCE DECK

While a player draws two Heroic Quest cards during their (R)est phase, their teammate will draw two Alliance cards.

Some Alliance cards will help your team; others will hurt the opposing team.

All Alliance cards have red banners at the top and are therefore played out of turn. You'll never play an Alliance card during your turn.

If for some reason a player is ineligible to draw Heroic Quest cards at the end of their turn, their partner is ineligible to draw Alliance cards then, as well.

If two teammates are sharing the same space, either may give Advantage cards and/or gold to the other during either of their turns.

GM'S NOTE:
It's at the players' discretion whether or not teammates may share knowledge of their cards with one another. (We've tried it both ways!) Just be sure to come to a consensus before the game starts!



PART IV

EXPANSION AND HOMEBREWS



THE D6 EXPANSION: IT TAKES A VILLAGE

If you have the D6 expansion, congratulations! It provides even more playability to a game that has oodles to begin with, and there are some nifty additions that upgrade the “playset” feel of the game. If you don’t have the expansion...what are you waiting for?

By and large, the expansion components are fairly self-explanatory. Their usage dovetails nicely into what you already know about the game, and there’s no need to go into too much detail. That said, there are a few things it wouldn’t hurt to mention.

ENVIRONMENT MINIATURES

There are 16 additional environment miniatures in all (eight dungeons and two each of the forest, cemetery, hills, and trails). Feel free to add these to the game board in various degrees and/or combinations to level up the difficulty of your homebrews.

CLASSBOARDS AND CLASS MINIATURES

The expansion provides three new classes (Bard, Cleric, and Werewolf) to choose from when playing the game. Each class comes with its own class board, class miniature, potion bottles, skill markers, and Cash Cube token. Just as with the classes in the base game, each expansion class has skills unique to it.

It’s important to note that the Werewolf class behaves differently than all the rest under certain circumstances:

- › With all other classes, any hero card can be used on any class board. When playing with the Werewolf class board, however, you’ll need to use a Werewolf hero with the Werewolf class board, as the Werewolves chib differently.
- › In its chib form, the Werewolf uses a D8. (Chibbing is actually what transforms the werewolf into its wolf form.) This gives it an edge in combat but serves as a disadvantage when it comes to stat checks. Plan your strategy accordingly!
- › While in its chib form, a Werewolf may not enter the Village. (But when it’s a “normal” hero, it’s perfectly fine.)
- › While in its chib form, a Werewolf may not play any weapon cards from the Advantage deck. It may use them when not in chib form, however, and it may use buff cards from the Advantage deck whether or not it’s in chib form.

CARD CARTS, FOUNTAIN OF YOU, AND COIN TRAY

These components don’t do anything to alter the mechanics of D6, but they sure do give the game an upgrade!

- › **Card Carts:** Place the Advantage deck in one cart, the Heroic Quest deck in another, and the Bounty decks in another. The carts are designed to accommodate both sleeved and unsleeved decks.
- › **Fountain of You:** Place your stat tiles in here.
- › **Coin Tray:** Place your gold coins here. (If you don’t mind mixing your coins, this is a convenient place to hold your HP/buff coins, too.)

CURSE CASTLE STANDEES

Before we go into more detail about how to use them, it’s important to note a few things about the curse castles:

- › Playing with them is completely optional.
- › They’re placed before the game. (Deploy them when you deploy the environment pieces.)
- › They can be placed in any space except the Village.
- › Despite their name, the accompanying mechanics for the curse castles don’t necessarily have to be bad. If it’s helpful, feel free to think of them as “attribute structures.” (If you think that sounds ridiculous, now you understand why we went with “curse castles.”)

The curse castles provide yet another way for players to customize their D6 experience. Whether you’re looking to increase the difficulty level or just spice up the gameplay a bit, the curse castles are just the ticket. How you use them is up to you. Want to use just one and roll to see who places it? Go for it. Want to let each player place one and decide how it works? Sounds great! For a few ideas on how to use the curse castles, see p. 176.

SUGGESTIONS

From the start, D6 was designed to have oodles of replayability. It was always intended to have plenty of flexibility so players could make it their own. (A game inspired by RPGs is ripe for homebrews, after all.)

Below, we’ve included some ideas to help get you started. Feel free to use them, mash them up, or—better yet—come up with your own homebrews. (And be sure to drop us a line to let us know how it worked out. Who knows—we may even give them a try ourselves!)

GM’S NOTE:

We’re not responsible for any game breakage due to your creativity. If you’re smart enough to cause a problem, you’re smart enough to solve it!

CREATURE QUOTA

GM’S NOTE:

This was actually the original enemy spawn rule. Though it was eventually changed, it’s still a fun twist to add to the game.

No space may hold more than three enemies. If an enemy is spawned in a space already containing three other enemies, select the next consecutive numerical space (1 through 10, looping back to 1, and ignoring the Village) and place the enemy there. Follow this rule until a valid space is found for it to spawn.

MERCENARY CUBE

Pay four gold to turn someone's Cash Cube against them.

UNEVENTFUL

Play without GM events.

FUNEVENTFUL

Play with multiple GM events per round.

OVERZEALOUS HUNTERS' MOON

The Hunters' Moon applies to *all* enemies.

HANDCUFF THE GUARDIANS

Before the game begins, remove one or more of the Guardians from the enemy token bag. (If you're playing D6, you probably enjoy a challenge. But knowing you're not going to run up against all the dragons can be enjoyable, too.)

QUIET SPACE

Once you've performed a stealth check in an enemy-occupied space, stay stealthy until you've left the space, regardless of the number of actions you perform while in that space. (Once you've left the space, though, you'll have to do another stealth check if you'd like to keep from engaging any remaining enemies.)

MELEE MODE

Every now and then, slaughtering monsters and Guardians just doesn't provide enough carnage. In melee mode, bloodthirsty heroes may engage in combat with one another while in the same space. This doesn't replace traditional combat against enemies; it's in addition to it.

After a round of combat, the losing player is transported to a random space on the board.

INCORPORATING THE CURSE CASTLES

Use a curse castle to mark where each of the following will occur:

- › "Curse of Endless Echoes" - Anytime a player is rolling for stealth in that space, they must add +1 to their roll.
- › "Gift to the Gods" - Players add a gold coin to any others earned in this space. (Instead of a monster hide earning two coins, you'll get three.)
- › "Buff the Beastie" - All beasts receive +1 to combat rolls in this space.



PART V

QUICK-START GUIDE



SETUP

1. Select a hero class.
2. Select a hero.
3. Place three HP tokens in the slots at the top of the board.
4. Roll for stats. Place stat tiles with corresponding numbers (accounting for your hero class's natural advantage).
5. Place three skill markers in the locked section under "Skills".
6. Place two potion bottles in the recessed slots on your gather board.
7. Shuffle the Advantage, Heroic Quest, and Bounty decks.
8. All players draw one Advantage card.
9. All players draw one Heroic Quest card.
10. Flip over the top three Bounty cards (for communal use).
11. Place all eight environment pieces on the game board.
12. Randomly spawn enemies on the game board (two per player).

TAKING A TURN

Spawn: Roll the D10 and place a random enemy in the corresponding space.

Open Gather: Roll the D4 and gather the corresponding reward on your gather board. During an open gather, all other players will gather the reward that corresponds to their gather board, as well.

Actions: You are allowed up to three actions per turn. Hunting, gathering, and movement are the only tasks that qualify as actions, and you may perform them in any combination.

COMBAT

1. Announce to the table that you're engaging an enemy.
2. At this time, the other players, acting collectively as the GM, have the option of playing any cards that can affect your combat with the enemy.
3. Once all players have had a chance to play a card against you, you may play any weapon cards at your disposal. (These can change the die/dice you roll for your hero.)
4. You roll your hero's die/dice, and the acting GM rolls the enemy's die.
5. You may now use any Advantage cards necessary to alter your hero.

If you are about to lose a fight, you have several tools at your disposal, including potions, skills, and the ability to "chib out." To chib out, flip your hero card, move to an adjacent space, and trade your weapon (your natural D6) for your chib's corresponding weapon. (To revert to your heroic form, you must first gather an Acupunch potion.)

RESOLUTION

After all buffs and cards have been played, tally your combat roll and enemy's combat roll. Whoever has the higher rolls wins the fight, and whoever has the lower role loses. Your strength stat determines whether you win ties.

Victory: Collect two coins (unless you were fighting a Cash Cube) and place the bounty, hide, or token in the appropriate location—either the gather board, the backpack, beside the backpack, or inside the bag.

Loss: Lose one HP and try again. There's an exception to this rule: If you lose combat with a monster in the poison class, you don't lose HP. Instead, you must drop a stat of your choice by one.

Death: Move your hero to the Styx River and end your turn. At the start of your next turn, retrieve all lost HP and roll the D10 (or D12 if you're playing the advanced map) to drop your hero in a random space.

End of Turn (Rest): Once all actions have been successfully completed, the player places the action tracker back to (R)est and draws two Heroic Quest Cards.

End of Round: Using a D10/D100 percentile die combo (or your preferred way of rolling 1-100), roll for a GM event from the Player's Manual. Follow the directions, make any necessary decisions, and move the compass dial.





CREDITS



This is the part where those Certifiable idiots offer a blanket “thank you” to everyone who helped bring D6 to life because they’re desperately afraid of forgetting someone.

Oh?

It takes a lot of people to bring a game like D6 into your living room. (Or RV. Or backyard trampoline. Or yurt. Whatever.) In addition to the paid staff, a number of other fine folks—playtesters, backers, and other “friends of Certifiable Studios”—made invaluable contributions to the game.

As much as we’d like to thank every person individually, we’re mortified at the thought of forgetting someone. We feel like we’re pretty good at making friends and not too shabby at making games. What we’re not so great at, however, is remembering which specific friends contributed to which particular games. That said, there are a few folks to whom we need to give a special shout-out.

To Patrick, Angela, @alman, and Steven...your suggestions were invaluable to the creation and organization of the rules. We owe you a huge debt of gratitude for their vast improvement. (Any ways in which they’re still deficient are, sadly, all on us.)

Thanks to Steven for painstakingly recreating an early version of the game for use on TTS. Huge ups to you, sir.

A very deep bow and tip of the hat go to Anna, Heather, and Kim for their assistance with rules testing. Thank you for putting up with our frustration and nail-biting. You earned that pizza.

Every first Friday of the month, we host a game night at Certifiable Studios aptly dubbed “First Friday at Certifiable.”

(We use all our creativity in game-makin’; we simply have none left for game-night-namin’.) It’s a gaming free-for-all that has swelled to several dozen enthusiastic gamers. When they’re not playing one of the 200+ games we have in the studio or their newest tabletop acquisition they’ve been itching to try out, they’re kind enough to playtest our newest glitchy project du jour. Thank you, thank you, thank all of you for all your contributions to D6.

During the Kickstarter campaign for D6, we held a Facebook contest in which we solicited ideas from backers for the Heroic Quest deck. We whittled down the entries to three winners and five honorable mentions and actually ended up creating cards inspired by all eight of them. Thanks so much for your contributions!

Winners

Katia Howatson
Rob Lamerton
Kyle Meller

Honorable Mentions

Kristof Brodeoux
Ivan Crojach Karacic
Dave MacDonald
Chriss Zamora
Devon Zoccole

If you contributed to the game in some way—in any way—please know that you have our undying appreciation. Certifiable Studios wouldn’t be what it is without our friends, families, backers, and other supporters.

- The Team at Certifiable Studios

Addenda

Stacking Skills

Normally skills may be used at a ratio of one marker to one skill; you must then refresh that skill to be able to reuse it. However, if you have a skill stat of "6," you have the ability to "stack" skills, meaning you can use a skill one (and only one) additional time before having to refresh it. Simply move a second skill marker from the "unlocked" row to the skill you'd like to stack (next to the marker already placed there).

Village Signs (Additional Information)



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.