

## HOW TO PLAY

### Objective:

Adventure through The Dungeon of Nearfall during the day and fend off monsters during the night. On the 4th night, you fight your allies.

### Setup:

1. Separate all pieces into separate piles.
2. Put the item tokens into the bag.
3. Flip character tiles upside down and mix them up.
4. Starting with the youngest player, pick a character tile at random and put it into your player board face up.
5. Put your corresponding colored character tokens onto the starting tile.

### Gameplay:

Gameplay is split into 8 phases (4 of which are daytime, 4 of which are nighttime) beginning with daytime and alternating throughout the course of the game.

**Daytime:** Players explore the dungeon and loot treasure chests for items to defend themselves. There are 3 rounds in each daytime phase. During daytime, players can explore new rooms by walking through open doorways, beginning with the youngest player and proceeding clockwise. He/She rolls a d20 to see what room effect that room has, and does as it says. Then he/she loots the room, grabbing 2 items at random from the item bag. He/She puts them in corresponding spots on his board. The game board consists of 10 item slots: 4 armor slots, 2 weapon slots, and 4 backpack slots, which are open to any item. Upgrades remain in your backpack slots even when in use. Players can only carry 2 weapons if they are both Light weapons.

**Night:** After the 3 rounds of day, the monsters spawn. One player rolls a (designated amount) die to determine what kind of monster spawns. Place a monster token in each unoccupied room. The youngest player starts each round. Monsters move and fight every round after the last player takes their turn. The night does not end until all monsters have been slain.

**Combat:** To attack, players must be in the same room as the target of the attack (unless performing a ranged attack, which must be performed within an unobstructed straight line of rooms equal to the weapon's range). That player rolls dice equal to the dice specified for the weapon/weapons in use. Then, that player adds their strength stat and subtracts it by the amount of armor the opposing target controls, rounded down to the nearest integer. The opposing target receives the given amount in damage, reducing their HP equivalently. If at any time a player or monster would go to 0 HP, they are dead, and are removed from the game.

**Action Points:** To perform actions during your turns you use action points or AP. Your AP allow you to: Attack, move, trade items, use items on yourself or someone else in the same room as yourself and run through rooms occupied by monsters. It takes 1 AP to avoid monsters in 1 room (For instance, running through a room with 2 monsters would cost 1 AP for the movement and 1 AP for running through monsters (even though there are 2), thus adding up to 2 AP)

**Character Stats:** Each character has four stats: Strength, Constitution, Dexterity and Knowledge. These stats are directly added to necessary dice roll values. In addition, each character has a special ability:

- Concoct: Healing Potions Heal 10 Instead of 6
- Armor: Permanent -1 Armor

- Investigate: Advantage on room effects rolls
- Scope: +3 Damage with Bow/Crossbow
- Immune: Immune to Poison
- Create: Beginning the game with one random item. Re-pick if it is a trap.

**Room Effects:** When a room effect requires a stat roll, roll a d20 and add your modifier of the designated stat. If the total is equal to or higher than 13, you succeed. Otherwise, you fail. Results are shown on the Room Effects sheet.

**Ending the Game:** On the 4th night, instead of monsters spawning, the players initiate in combat amongst themselves, to determine the champion of Nearfall. Combat follows all the normal rules. Teaming, breaking promises, and betraying teammates are all legal parts of the game.

<b>Weapons</b>	<b>Upgrades</b>	<b>Items</b>
Rapier (Light/Piercing) - 1d4	Improved Cross Guard (Use one AP next turn to block 2 damage) Use on Shortsword, Longsword, or Rapier	Arrows/Bolts (For use by Bows and Crossbows)
Club (Light/Bludgeoning) - 1d4	Spike Upgrade (+2 Damage) Use on Bludgeoning Weapons	Bandages (Heals 1 a turn, for 5 turns)
Spear (Versatile/Piercing) - 1d6/1d8	Poison Vial (Attacks inflict Poison damage every turn) Use on Dagger/Bolts/Arrows	Health Potion (Heals 6 HP immediately)
Brass Knuckles (Weightless/Bludgeoning) - 1d4	Attachable Chain (+1 Damage, +1 Range) Use on Heavy Weapons	Antidote (Removes All Poison Counters)
Mace (Versatile/Bludgeoning) - 1d6/1d8	Sharpening Stone (+2 damage) Use on Slashing Weapons	
Shortsword (Light/Slashing) - 1d6		
Longsword (Heavy/Slashing) - 1d8		
Bow (Heavy {Range:5} /Piercing) - 1d12		
Crossbow (Light {Range:4} /Piercing) - 1d10	<b><u>Armor</u></b>	<b><u>Traps</u></b>
Battle Axe (Heavy/Slashing) - 1d8	Metal -1.5 damage	Spike Traps 1d8
Warhammer (Heavy/Bludgeoning) - 1d8	Chainmail -1 damage	Dart Traps 1d4 + poison
Dagger (Light/Slashing) - 1d4	Leather -0.5 damage	Acid Traps 1d8 + poison
Whip (Light {Range:2} /Bludgeoning) - 1d6	Shield(Light) -1.5 damage	Fire Traps 1d6

<b>Rolls</b>	<b>Effects</b>	<b>Success (13 or higher): w/ Str: Extra Dice Token, w/ Spd: Dice Reroll Token, w/ Srch: Dice Increment Token, w/ Hlth: +2 HP</b>
1	Str or Spd (Falling ceiling)	Fail: Take 1d8 Damage
2	Srch or Hlth (Snake bite)	Fail: 1d6 and Poison Token
3	Spd or Srch (Magic riddle)	Fail: 1d6 Damage
4	Str or Hlth (Spider attack)	Fail: Take 1d4 Damage and Poison Token
5	Spd or Hlth (Noxious fumes)	Fail: Poison Token
6	Dread Aura	(Dread token in room - one less die for damage in these rooms; in order to deal damage in this room, one must spend an extra dice token)
7	Mimic Chest (Replaces one of the chests in the room)	Fight the Mimic to receive your items
8	Str or Srch (Puzzle lock) chest can't be opened (Applies to one of the chests in the room)	Fail: Don't get the item, it goes away
9	None	None
10	None	None
11	None	None
12	None	None
13	Triskaidekaphobia	Remove all Extra Dice Tokens, Dice Reroll Tokens, and Dice Increment Tokens from your player board.
14	Vault (Srch check for 3 items) (Replaces chest in the room)	Fail: Vault token stays in room (Can only be attempted once a turn)
15	Voice of the Angels	(VotA Token - one more die for damage in these rooms)

16	Combat Training Course	Dice Reroll Token - Stat dice or Damage dice
17	Library	Dice Increment Token - Stat dice or Damage dice
18	Weights	Extra Dice Token - Damage dice only
19	Fireplace	+10 HP (not over max HP)
20	Adrenaline	Take 1 of your choice of Extra Dice Token, Dice Reroll Token, or Dice Increment Token.

<b>Room Possibilities</b>	
1	Straight
2	Comer
3	T
4	None

## **Monsters**

### 1 Hellhounds

Hp: 5

Damage: 1d8

Movement: 3

Resistance: Slashing

Ability: When you end your turn, take 1 damage for each one in the room with you

### 2 Zombie

Hp: 15

Damage: 1d6

Movement: 1

Resistance: Bludgeoning

Ability: +1 damage for each one in the room

### 3 Phantom Duelist

Hp: 10

Damage: 1d10

Movement: 2

Resistance: Piercing

Ability: When dealt damage, roll a d20; if it is an odd, this monster attacks back for 1d4 damage if in range of 1

### 4 Wraith

Hp: 8

Damage: 1d12

Movement: 2

Resistance: None

Ability: Walks through walls

### 5 Skeletal Archer

Hp: 7

Damage (range of 5): 1d10

Movement: 1

Resistance: Piercing

Ability: Attacks 2 times per turn

### 6 Skeletal Knight

Hp: 12

Damage: 1d8

Movement: 2

Resistance: Slashing

Ability: takes 1 less damage

7 Troll

Hp: 11

Damage: 1d10

Movement: 1

Resistance: Bludgeoning

Ability: Sweep = deals damage to adjacent rooms as well

8 Spider

Hp: 5

Damage: 1d4

Movement: 2

Resistance: None

Ability: When it deals damage, it Poisons as well

\*Special\* Mimic Chest

Hp: 7

Damage: 1d8

Resistance: None