

INTRODUCTION

Legends is a roleplaying and campaign game system set in the world of Super Dungeon. In Legends, Heroes brave a series of **adventures** as part of an overall narrative **campaign**. Between adventures Heroes will learn from their previous experiences, increasing their skill and ability.

Legends is a stand-alone rules system, designed to be played using Super Dungeon's range of miniatures and dungeon tiles. One player will assume the role of the Consul, controlling the dungeon and monsters, while the remaining players assume the role of the Heroes.

ROLEPLAYING SUPER DUNGEON

At its core, Super Dungeon is a combat game inspired by classic hack-and-slash video games. But that is only the beginning of the inspirations behind Super Dungeon. It is also built upon a deep love for classic Japanese roleplaying games (JRPGs), adventure games, and traditional pen-and-paper tabletop games. Legends draws its inspiration from these well-loved genres to allow players to craft their own stories in the world of Crystalia.

Legends provides the structure to add narrative meaning to your adventures, to link them together and tell an overarching story. While the focus of Legends remains upon exploring dungeons and defeating monsters, players are encouraged to tell the story of what occurs between adventures. Haggling with cranky shopkeepers, bartering with the local thieves guild for rare potion ingredients, solving a sage's riddle, convincing a kobold cult to leave town, or just enjoying a quiet night at the local pub, can be rewarding experiences in themselves.

Players choose a Hero to serve as their avatar in the game. The Heroes band together to form an adventuring party with other Heroes played by their friends. Together, this band of intrepid Heroes will battle through adventures using dice, miniatures, and their imagination.

The heart of Legends is the Consul. The Consul is the player who assumes the role of the storyteller and guide. The Consul creates campaigns and adventures, manages the monsters and dungeon, and narrates the action for the Heroes as they embark upon their mighty quests. The Consul also serves as arbitrator for game rules, and may use, adjust, and fashion the rules in any manner they see fit to tell their story and ensure that players are having fun!

Legends is a cooperative storytelling game. While it is certainly possible for the Heroes to "lose" an adventure through being destroyed or failing to accomplish the adventure's goals, this should never be the goal of the Consul. Instead, it is the Consul's job to make sure that players are kept engaged, challenged, and are active participants in the story being told. When an adventure does take a wrong turn and the Heroes suffer an unfortunate result, the Consul should use the defeat as an opportunity to take the story in a new and interesting direction.

PLAYING THE GAME

Games of Super Dungeon: Legends follow the same basic structure.

1. Players determine who will be the Consul. The Consul runs the adventure, controlling all of the monsters, and managing the encounters.

!X! CALLOUT !X!

PLAYING WITHOUT A CONSUL

The rules presented throughout the game assume one player will be playing the Consul. However, it is possible to play pre-made Super Dungeon: Legends adventures without a Consul. Rules for playing without a Consul are presented in the “Playing Arcade Style” section of the Consul’s Grimoire.

!X! CALLOUT !X!

2. The remaining players choose which Heroes they will play, forming the adventuring party. Players may choose one of the twelve premade Hero cards included in this box, or may build their own Hero using the rules presented later. Along with the Hero’s card, each player will need a Super Dungeon model to represent their Hero on the dungeon map. The rules are designed assuming a party of 3 - 5 Heroes. This may necessitate that a player play more than one Hero, or for you to modify the rules slightly to account for more or fewer Heroes.

3. The Consul builds a unique adventure or selects a pre-made adventure to play. The nature of the adventure selected may limit the selection of Heroes that the Consul makes available for play. For instance, if the adventure centers around purging the Fae Wood of corruption, the Consul may require players to play Heroes thematic to the adventure, such as druids, rangers, and barbarians.

4. Play an adventure. The Consul guides players through an adventure. If this is your first time playing, we recommend you start with the *Road to Crystalia Castle* introductory adventure.

During the adventure the Consul will layout the dungeon, control the monsters, and describe the details and story of what is occurring in the game. It is the Consul’s responsibility to make sure the players know all options that are available to them in any given situation.

The Hero players control their models, describe what they want to do, and interact with the challenges the Consul places before them. Not every situation in Super Dungeon: Legends is decided by combat. Players should be creative in how they deal with a challenge. Perhaps it is better to bribe or sneak around a monster instead of fighting it. It is up to the Consul to listen to all of the player’s ideas and guide them through the consequences of their determined course of action. Often this will be determined by the roll of dice, even outside of combat.

5. After an adventure, the players have downtime. During downtime, Heroes may use the rewards they gained during the adventure to customize their Heroes to fit their own particular play style and vision of the character. The Consul uses downtime to determine the next adventure and tailor its challenges to the players’ new abilities.

6. Play another adventure! After downtime the cycle of adventures and downtime continues! Super Dungeon: Legends has no true end. Players may use their Heroes in multiple adventures until they feel it is time to retire their Heroes and begin new ones.

WHAT YOU NEED TO PLAY

Before you get started, Hero players will need to gather all the items they need to play a game of Legends.

INCLUDED

These are the items Hero players will need to play the game and are included in the box game.

- **How to Play:** (This book!) This book teaches you the core rules for Super Dungeon: Legends.
- **Heroes:** Twelve premade Hero cards are ready for you to use, along with six Hero models to represent them in the dungeon. Once you've played a few games, you can even build your own Hero with the Hero Handbook!
- **Super Dungeon Dice:** Twenty 6-sided dice in five sparkling colors and one golden 20-sided die are yours to roll.
- **Backpack:** Not the one on your back. It's a card. In the box. Grab it!
- **Heart & Potion Tokens:** Heroes keep track of their hearts and potions using these tokens.
- **Hero Handbook:** This book tells Hero players how to read their Hero cards, how to rank up, and provides rules to build your own Hero and build a story around them.
- **Consul's Grimoire:** This book is for the Consul player's eyes only, and includes rules for playing adventures along with several prebuilt adventures to get you started playing.

NOT INCLUDED

These are the items that are not included in the box and Hero players will need to find themselves.

- **Players:** You can't play a game without players!
- **A Consul:** You're going to need one of these to run the game. (If no one wants to play the Consul, you will need to read "Playing Arcade Style" in the Consul's Grimoire.)
- **Wet Erase Marker or Pencil:** If you're playing using the laminated Hero cards and Backpack you will need a wet erase marker to keep track of changes to your Hero. If you're using a paper Hero card and Backpack you will need a pencil and eraser. We recommend having a variety of colors to use (markers or pencils). Lots of the elements in Super Dungeon are based on color, and while you can simply write down the color of attributes such as dice or affinity it's much more fun to color them in!

EXTRA FUN STUFF

- **Soda Pop & Snacks:** Tasty treats make every game better!
- **More Dice:** Having your own set of dice is super handy. Extra Super Dungeon dice are available in Black-Handed Henry's Potion Party. It's a dice pack that includes a pirate potion-making game. Nice!
- **Heroes Galore:** Soda Pop Miniatures has a giant line of adorable Super Dungeon Miniatures to represent any Hero you can imagine. You can also download different premade Hero cards from www.sodapopminiatures.com.
- **Paper Hero Cards:** You can download a printable pdf of the Hero cards from Soda Pop Miniatures' website.

That's it! Heroes have it so easy. Any extra items the Consul needs to play are listed in the Consul's Grimoire.

GAME DICE

Super Dungeon: Legends uses multiple types of custom dice to resolve combat, tests, and other actions.

!X! CALLOUT !X!

DICE FACE CHART: All five colors of dice showing every face.

!X! CALLOUT !X!

!X! HEART BLUE !X! SAPPHIRE DICE

Sapphire dice are blue in color. When a **!X! Blue Heart !X!** Heart is rolled during an attack roll, a Heart has popped out! The attacking model may Heal one Heart on any friendly model for each Heart rolled. (See **Healing**, page !X!.) **Hearts only appear during attack rolls and only if the target is Knocked Out.**

!X! POTION RED !X! RUBY DICE

Ruby dice are red in color. When a **!X! Red Potion !X!** Potion is rolled during an attack roll, a Potion has popped out! For each Potion rolled, the attacking model may add one Potion token to any Hero's Potion Track that has an open space. **Potions only appear during attack rolls and only if the target is Knocked Out.**

!X! HEART/POTION GREEN !X! EMERALD DICE

Emerald dice are green in color. When a **!X! Green Potion/Heart !X!** Potion/Heart is rolled during an attack roll, both a Potion and a Heart have popped out! For each **!X! Green Potion/Heart !X!** symbol rolled, the attacking model may add one Potion token to any Hero's Potion Track that has an open space, and may Heal one Heart on any friendly model. **Potions and Hearts only appear during attack rolls and only if the target is Knocked Out.**

!X! LIGHT YELLOW !X! CITRINE DICE

Citrine dice are yellow in color. When a **!X! Yellow Light !X!** Light is rolled during a defense roll, the model may make the attacking model reroll one die for each Light result rolled. **Light results are generated only during defense rolls.**

!X! SHADOW PURPLE !X! AMETHYST DICE

Amethyst Dice are purple in color. When a **!X! Purple Shadow !X!** Shadow is rolled during an attack roll, the attacking model must make one additional Basic Attack for each Shadow result rolled. However, the attacking model also suffers one wound for each Shadow result rolled. *Such is the price for tapping into the Dark Realm!* Attacks gained from Shadow ignore further Shadow results. **Shadow results are generated only during attack rolls.**

!X! BLUE 1 STAR, RED 2 STAR, GREEN 3 STAR, YELLOW 4 STAR, PURPLE 5 STAR !X! STARS

All dice have faces made up of a number of stars. Stars are used to determine how successful the model is in the action it is performing. After rolling your dice, add up all of the stars rolled to determine your total number of stars. This value is then compared to either an opposing roll or a static defense value to determine if your action succeeded.

!X! BLANK FACE OF EACH DIE TYPE !X! DARKNESS

Blank faces on dice are call darkness. Darkness results do not have any value when making rolls. However, some abilities tap into the power of darkness, and certain effects will trigger by rolling darkness. When this is the case, the ability will specify how darkness is used.

!X! STAR ICON !X! BONUS STARS

Bonus Stars are white in color. Bonus Stars are not technically dice. Anytime a model has Bonus Stars listed, the number of stars shown is added to the final result of the roll. If a model has only Bonus Stars listed, then no dice are rolled and only the number of stars shown are counted as the result of the "roll".

!X! D20 !X! GOLDEN EYE OF THE GODDESS

The Golden Eye of the Goddess is a twenty-sided die. The Golden Eye is used only for unique situations and to roll on charts to determine random results.

!X! CALLOUT !X!

DICE NOTATIONS

It can often be expedient to notate dice in a shorthand format according to the number and color of dice rolled. This notation uses the colors of the dice, instead of the gem names, since they are often easier to recall.

B = **!X! Blue Heart Face !X!** Blue (Sapphire) Dice
R = **!X! Red Potion Face !X!** Red (Ruby) Dice
G = **!X! Green Heart/Potion Face !X!** Green (Emerald) Dice
Y = **!X! Yellow Light Face !X!** Yellow (Citrine) Dice
P = **!X! Purple Shadow Face !X!** Purple (Sapphire) Dice
W = **!X! White Star Icon !X!** White Bonus Stars
D20 = Golden Eye of the Goddess

For example:

3B = Roll 3 Blue (Sapphire) dice.

1W2B = Roll 2 Blue (Sapphire) dice and then add 1 Star to the result.

2R1Y = Roll 2 Red (Ruby) and 1 Yellow (Citrine) dice.

+1G = Add 1 Green (Emerald) die to the current roll.

-1P = Subtract 1 Purple (Amethyst) die from the current roll.

!X! CALLOUT !X!

MODIFYING THE RULES

Super Dungeon: Legends is a toolset to guide your adventures and tell your story. You are free to modify existing rules or create new rules of your own to enhance the experience for your group. It is always best for all players in your group to discuss and agree to any rules changes before beginning your game. That way nobody is surprised in the middle of an adventure! The Consul is the final authority and arbitrator when it comes to making rules decisions. It is up to the Consul to make sure all rules changes are fair to all players, and if there is a question on a rule to make the final decision on how the group will play it.

While Super Dungeon: Legends provides you with the tools for roleplaying and narrative gaming, it is entirely up to the players to decide how invested they wish to be. If your group prefers to just play linked combat adventures and power up their Heroes in preparation for the next adventure, with no roleplaying, that is perfectly fine. There is no wrong way to play!

ADVENTURES

An adventure is a single game session of Super Dungeon: Legends. There are multiple types of adventure: Fight, Monster Mash, Dungeon Dive, and Storybook.

FIGHT

A Fight is a single combat encounter with one or more monsters. Fights only involve combat, and are typically only played in a single room or dungeon tile. Fights are the fastest way to play a game of Legends.

MONSTER MASH

A Monster Mash (or Mash) is a series of linked Fights in a single dungeon, typically of escalating difficulty.

DUNGEON DIVE

A Dungeon Dive (or Dive) is similar to a Mash, except in addition to combat encounters it will also include non-combat encounters. Non-combat Encounters can include choices, puzzles, traps, obstacles, secrets, hazards and other situations which require the players to do more than fight.

STORYBOOK

A Storybook is a special kind of adventure, because it includes roleplaying. When roleplaying, players can act out and describe their Hero's actions to build a unique story. Roleplaying can be as simple as creating a unique look and personality for your Hero or speaking with the dungeon boss to learn of its sinister plans. Storybook is not an adventure by itself, but can be added to any of the adventure types above (e.g. A Storybook Dungeon Dive) to create a rich and unique adventure.

CAMPAIGNS

A campaign is a series of linked adventures designed to tell a specific story or to accomplish a set goal. The campaign follows a set group of Heroes, called a party, over the course of these adventures. After each adventure, both the Heroes and Consul will grow in strength and capabilities, reflecting their increased knowledge, skills, and equipment.

PLAYING ADVENTURES

Adventures are run and controlled by the Consul. Full details on the components and how to run an adventure are explained in the Consul's Grimoire. This section covers the Hero specific components of playing in an adventure.

STORY

All adventures focus around telling a cooperative story (or part of a story). An adventure's story does not need to be complex. An adventure that focuses on something as simple as defeating a bunch of monsters that have made a dungeon nearby or rescuing a group of kidnapped villagers can provide an enjoyable evening. In fact, adventures are best when they are kept simple and focused. If the Consul is running a campaign, a single adventure's story is likely only a single chapter of a larger narrative. Perhaps, upon rescuing the kidnapped villagers, your Heroes discover that a family heirloom was stolen from one of them? Future adventures can then discover why the heirloom was important, who stole it, and ultimately defeating the villain to reclaim the prize.

Essentially, the story serves as the "hook" or reason the Heroes are adventuring. All premade adventures include a story section for the Consul to reveal to the Heroes. Consuls creating their own adventures use their imagination to weave their own story!

REWARDS

While many Heroes are altruistic and are willing to serve in the best interest of Crystalia, a nice reward is always a wonderful token of appreciation. Rewards for adventures can be varied and may include Loot, Wonders, or simply vital secrets to reveal the next step your Heroes must take to accomplish their larger goal within the campaign.

Some rewards will allow your Heroes to rank up at the end of the adventure, which will cause them to advance in power. When you gain a rank up reward, during downtime Heroes advance to their next rank.

DUNGEON MAP

Adventures are played on a dungeon map. The dungeon map may be pre-designed dungeons like those included in this box, dungeon tiles from other Super Dungeon products, or even a one-inch square grid map that the Consul draws on as the Heroes advance. This section describes the elements of the dungeon, and unique features you may encounter.

!X! CALLOUT !X!

Hidden Dungeons

Players may choose to use hidden dungeons when playing an adventure, meaning the Heroes cannot see the entire layout of the dungeon until they explore it. When placing dungeon tiles, begin with the tile designated as the **First Tile**. Then only place additional tiles when the Heroes enter them, or can see inside of them. When using a premade map such as the poster maps provided in the Legends box set, cover any unexplored areas with sheets of paper until they are revealed.

!X! CALLOUT !X!

SQUARES

Every dungeon tile has a grid of squares on it. Squares are used for movement, range, and determining area effects.

A model may never move into or through a location on a dungeon tile that does not have a square. Likewise, no action or ability can affect a location that does not have a square.

OPEN SQUARES

Squares that do not have a tile effect are called open squares.

WALLS

Walls are represented by a black line between squares. Models cannot move or draw line of sight through walls.

DOORWAYS

Doorways are the area where rooms or tiles connect. Models cannot move through doorways that are not connected to another doorway.

DOORS

Most doorways in a dungeon are open, allowing models to freely move between rooms. However, some adventures will indicate that a door be placed. Heroes cannot see the dungeon or monsters behind a closed door, and may not move beyond a door without first opening it by using the Interact action. Once a door is opened remove its token from the dungeon. It can be assumed that pesky monsters keep the door from closing again, or that it retracts into the floor or ceiling. Monsters cannot open a door.

LOCKED DOORS

Some doors are locked by powerful magic, arcane wards, or just a good sturdy lock. Locked doors cannot be opened until a specific condition is met as outlined in the adventure. Once the condition has been met the door may be opened as normal.

TILE EFFECTS

Some squares have unique effects, called tile effects. Squares with tile effects have a grey hatched border and an icon that represents the effects of the square.

!X! ICON !X! Difficult Terrain: Each square of difficult terrain counts as two squares for the purposes of movement.

!X! ICON !X! Chasm: A model that moves into a chasm square suffers one wound and its model is moved back to its start location.

!X! ICON !X! Structures: Models cannot move or draw line of sight through structures. A structure is treated exactly as if it were a wall.

!X! ICON !X! Goddess: Goddess squares are structures. A model adjacent to a Goddess square may spend its action to heal one wound.

!X! ICON !X! Sentinel: Sentinel squares are structures. A model adjacent to a Sentinel square may add +1B to its defense roll.

!X! ICON !X! Champion: Champion squares are structures. A model adjacent to a Champion square may add +1B to its attack roll.

!X! ICON !X! Lava: A model moving into Lava squares suffers Fire.

!X! ICON !X! Brambles: A model moving into Brambles squares suffers Poison.

!X! ICON !X! Secret Passage: A model that moves into a secret passage square may then move onto any other secret passage square in the dungeon.

!X! ICON !X! Frozen: A model moving into Frozen squares suffers Ice.

ADVENTURE PHASES

Adventures consist of a series of phases, made up of multiple **exploration** and **encounter** phases, in any combination. During exploration the Heroes are free to move about the dungeon to discover its mysteries and search out its hidden secrets. During an encounter Heroes are faced with a challenge they must overcome. This challenge is often combat with monsters, but can also be a non-combat encounter where the Heroes must overcome an obstacle or interact with a story element such as a non-player character. Most adventures will consist of several exploration and encounter phases in various configurations.

EXPLORATION

During exploration, Heroes may move about the dungeon unhindered, as permitted by the Consul. Generally, during exploration Heroes do not need to adhere to any sort of activation order, do not need to count spaces when moving, or keep track of actions they take. This is not to say that exploration is a free-for-all. Players should be respectful of one another and the Consul; telling the Consul and other players what they would like to do, then resolving that course as determined by the Consul, before moving onto other players.

Exploration is an ideal opportunity for Heroes to stop and assess where they are at in the adventure. The following are some common tasks to accomplish during exploration.

- Interact with treasure tokens to draw loot.
- Drink potions to heal.
- Trade your equipment with other Heroes or with items in the backpack.
- Equip new equipment or items from the backpack, found during exploration, or gained from previous encounters
- Take a look at the room to search it for clues or bits of story.
- Decide on your next course of action.

It is important to note that, unless the Consul says otherwise, exploration is NOT downtime. A dungeon is a dangerous place and monsters aren't going to let a pesky group of Heroes make camp, train, or craft while they sit idly by in the room next door

Exploration ends when an encounter occurs. The timing of this is determined by the Consul, and can occur at any time, even in the middle of a task the Heroes were trying to accomplish. Monsters and traps wait for no Hero!

TREASURE

Treasure tokens are sources of loot. A Hero may use the Interact action during exploration or during an encounter to recover a treasure token it is adjacent to. Flip over the treasure token to reveal the number of loot cards the Hero draws, then discard the token. Items which are drawn are immediately placed in the backpack. (See page !X!). Equipment that is drawn may be retained by the Hero or placed in the backpack. Note that if the equipment was drawn during an encounter, the Hero may not equip newly drawn equipment until the next exploration phase.

EQUIPMENT

Over the course of the game Heroes will earn special loot called equipment. Equipment can provide bonuses to attributes, special abilities, and unique actions. Heroes may carry any amount of equipment, but may only ever gain the benefits of two pieces of equipment. When a Hero decides which equipment it will benefit from, the card is **equipped**. Place it face up in one of the two slots on the Hero's card.

ENCOUNTERS

While the most common encounter is combat, it is not the only type. Dungeons are often full of traps, obstacles, puzzles, and other unique situations which the Heroes must confront, called non-combat encounters. Most encounters follow an established set of rules which govern how to resolve them. You are encouraged to use these rules as guidelines to be creative with how you resolve an encounter. Just because an encounter begins with combat doesn't mean it needs to end that way. Perhaps the fight was just a misunderstanding!

COMBAT

The most common type of encounter is a combat encounter where Heroes must fight monsters. Use the following rules to resolve a combat encounter.

ROUNDS

A combat encounter consists of a series of rounds. Each round consists of a Hero Turn and a Consul Turn. Once each side has had a turn, a new round begins. Rounds continue until all models on one side have either fled the encounter or been Knocked Out.

1. SETUP MONSTERS

The Consul places the monster models (or tokens) on the dungeon map.

2. ROLL INITIATIVE

The Heroes and the Consul roll 3B (make only one roll for all the Heroes and one roll for the Consul). The side which rolled the most stars takes the first turn. Ties go to the Heroes.

3. TURNS

During a turn every model for a single side will **activate**. During the Hero Turn, every Hero will activate in any order. During the Consul Turn, every monster will activate in any order. Heroes and monsters are not required to activate in the same order from round to round.

During its activation a model may make a single movement and perform a single action, in any order. A model must complete its entire activation before another model may activate.

ACTIONS

The following actions may be taken.

Basic Attack: The model makes its basic attack.

Unique Ability: The model uses one unique ability.

Drink a Potion: The model removes one potion token from its card to heal 2 hearts.

Use Item: The model uses a consumable item card and resolves the effect written on its card. Once the card's effect has been resolved it is discarded.

Some item cards have a potion icon. In order to use these items, the model must discard the card **and** remove a potion token to cause the effect. Potion tokens spent in this way do not heal.

Heroes may also take the Use Item action to use an item in the party's backpack. Some adventures will specify unique uses for items in the backpack. However, if this is not the case you are encouraged to use the items creatively. Perhaps the monsters you are fighting would happily leave you alone in exchange for a piece of candy!

Run: The model moves four squares. A model may Run in addition to taking its normal movement.

Interact: The model interacts with an element of the encounter or the dungeon as determined by the adventure's special rules. This includes actions such as pulling a lever, disarming a trap, searching treasure piles, etc.

MOVEMENT

A model may move up to four squares. The model may freely move through tokens, templates, and friendly models. A model may not move through enemy models, move into a square which it does not have line of sight to, or end its movement in a square occupied by another model.

When moving a large model with a base that occupies more than one square, count movement exactly as though it were a small model. At the end of its move place the model so that at least part of its base occupies the last square counted. This may be used to "squeeze" through narrow single square areas. However, no part of its base may be placed in a square farther than the last square counted, so as to gain additional movement.

!X! Movement Diagram !X!

ATTACKING IN COMBAT

A model may attack by either taking the Basic Attack action or by using a unique ability which is an attack. There are three types of attack: Melee, Magic, and Missile. The attacking model is called the **attacker**. The model being attacked is called the **defender**.

!X! MELEE ICON !X! MELEE ATTACKS

Melee Attacks target a single model in an adjacent square (including diagonal), and in line of sight. Melee Attacks against models suffering a status effect add +1B to the attack roll.

!X! MAGIC ICON !X! MAGIC ATTACKS

Magic Attacks target a single model up to four squares away, and in line of sight.

!X! MISSILE ICON !X! MISSILE ATTACKS

Missile Attacks target a single model up to six squares away, and in line of sight. Missile Attacks cannot be made against a model that is adjacent to the attacking model.

LINE OF SIGHT

Models require **line of sight** to target another model. A model has line of sight when it can draw at least one straight line from any point of its square to any point on the intended target's square. The line cannot contact walls, structures, or enemy models, including where these elements meet on a corner.

A large-based model's line of sight is only blocked by an enemy model if the enemy model is also a large-based model. Likewise, small-based models may draw line of sight to a large based model over enemy small-based models.

A model with the Fly ability ignores all models when determining line of sight, regardless of the model's base size. Likewise, models may always draw line of sight to a model with the Fly ability.

Tokens and templates do not block line of sight. A model always has line of sight to itself.

ATTACK & DEFENSE ROLL

An attack is made by rolling the attribute dice associated with the attack, i.e. STR for Melee, WILL for Magic, DEX for Missile. Attack rolls are opposed by a defense roll made by the target of the attack using its ARM.

After the roll, both players add up the number of stars which they rolled. If the attacker rolled more stars, the defender suffers one wound and removes a heart token from its card. If the defender rolled equal or more stars, the defense was a success and no wounds are suffered.

!X! CALLOUT !X!

EXAMPLE ATTACK & DEFENSE ROLLS

Attacker	Defender	Result
2B, XB, 1B	XB, 1B, 1R	Attacker wins! Defender suffers a wound.
1R, XR	1B, 1B, 2B	Defender wins! No wound suffered.
1B, 1B, 1R	XR, 3R	Defender wins! No wound suffered.
2R, XR, 3G	1B, 2B, XB	Attacker wins! Defender suffers a wound.

!X! CALLOUT !X!

MODIFIERS

Some models will have abilities, skills, or status effects which can modify the results of a roll. When this is the case, the rules of the effect will specify how the modifier works.

REROLLS

If a model has an effect which allows it to reroll it must select all dice it wishes to reroll before making any rerolls. If both the attacker and defender have effects which allows rerolls, the attacker must decide which dice to reroll before the defender. A model may never reroll a die which has already been rerolled.

SUPPORT ABILITIES

Some unique abilities are designated as **Support**. Support abilities have varied and unique effects on the game. There are many types of support abilities and each one will explain how it works in its description. However, all support abilities follow one basic rule—**support abilities never cause wounds**.

THE LIFE BAR

During an adventure it is likely that a Hero will deal damage, suffer damage, and be healed.

All models have a life bar. The number of colored-in red hearts on the life bar is the model's **maximum hearts**. A model may never have more heart tokens on its track than its maximum hearts.

GAINING HEARTS

All Heroes start with a maximum of three Hearts. As a Hero advances in rank it becomes more resilient and earns extra hearts as shown. When the Hero achieves a new rank which grants an additional heart, simply color in the marked heart.

SUFFERING WOUNDS

At the beginning of an adventure, place a heart token on each space of the life bar, up to the model's maximum hearts. Whenever a model suffers a wound, remove one heart token.

Many monsters only have a single heart. For these monsters it is not necessary to use heart tokens. When the monster suffers a wound, simply remove it from the dungeon.

KNOCKED OUT

When a model removes its last heart token it is Knocked Out. When a Hero is Knocked Out, place a Knockdown token on its card. The Hero cannot be activated until it is healed, though it may not activate during the same turn on which it was healed, subsequent turns it may activate normally. When a monster is Knocked Out, it is removed from the dungeon.

!X! CALLOUT !X!

Combat is a big part of Super Dungeon: Legends. If you are playing with children and are uncomfortable with the concept of monsters being killed or destroyed, emphasize that the monsters are knocked out when defeated and scamper off to their lairs.

!X! CALLOUT !X!

HEALING

There are several ways in which a model may be healed, including potions, items, and unique abilities. When a model is healed, place the number of heart tokens back on the model's heart track specified by the effect that was the source of the healing.

Heroes which were knocked out, and are then healed, remain knocked out until they begin a Hero turn with at least one heart token. Monsters which have been knocked out cannot be healed.

ROLLING HEARTS

A model can be healed when a heart is rolled during an attack roll which results in a monster being knocked out.

UNIQUE ABILITIES

Several models have unique abilities that can heal.

POTIONS

A model may remove a potion token from its card to heal two wounds on itself or another friendly model. Place a heart token on up to two empty spaces of the healed model's life bar, up to the model's maximum hearts.

Heroes that are knocked out may not use their own potion (remember they cannot be activated)—another Hero will need to use their potion to help their knocked out companion!

!X! CALLOUT !X!

Potions are a perfect way to help adjust the difficulty of an adventure during play. If the Heroes are having difficulty, provide them with an extra potion or two as a reward. If they are easily beating up the dungeon, restrict the number of potions awarded.

!X! CALLOUT !X!

RESTING

Resting is usually only allowed during downtime and not during an adventure. When models have the opportunity to take a rest, they are healed completely. Place a heart token on each space of the model's life bar, up to the model's maximum.

NON-COMBAT ENCOUNTERS

While much of the focus of Super Dungeon is on combat, that does not stop the Consul and players from creating rich stories and entertaining situations that occur outside of combat, or even outside of the dungeon! The Consul may choose to deal with non-combat encounters in a couple of ways.

ATTRIBUTE TESTS

The most common way resolve non-combat encounters is to have the Heroes perform attribute tests. To perform an attribute test the Consul determines one attribute (STR, ARM, WILL, DEX) that most applies to the situation at hand. The Consul can use the guides below to assist them when making a determination, but should feel free to use whichever attribute makes the most sense to them and their players.

Strength (STR): Strength is a measure of a Hero's raw physical power. It can also reflect how physically imposing they appear.

Armor (ARM): Armor is a measure not only of a Hero's physical protection, but their innate toughness and resilience. It can also reflect sheer dogged determination and stubbornness.

Willpower (WILL): Willpower is a measure of a Hero's intelligence or wisdom. It can also reflect their mental fortitude and charisma.

Dexterity (DEX): Dexterity is a measure of a Hero's nimbleness and general athleticism. It can also reflect cunning and quick wit.

STRENGTH	ARMOR	WILLPOWER	DEXTERITY
Climbing	Determination	Persuasion	Acrobatics
Intimidation	Endurance	Diplomacy	Awareness
Jumping	Health	Disguise	Cunning
SMASHING	Resilience	Tracking	Disarming
Swimming	Survival	Insight	Escape
Lifting	Taunting	General Knowledge	Sleight of Hand
Blocking	Inspiration	History	Sneaking

After determining the attribute which will be used, the Consul determines if the test is opposed or passive.

Opposed: Opposed tests are made exactly the same way as attacks. The model making the test is the attacker and the model (or object) seeking to oppose the test is the defender. When a test is failed it is left to the discretion of the Consul to determine if the Hero may make another attempt.

Passive: A passive test is not actively opposed by the target or any other party. Instead, the Consul determines the difficulty of the task at hand and assigns it a defense value. The Hero then makes an attribute roll, including any equipment or modifiers. If the Hero rolls higher than the defense value, the test has succeeded. If the Hero has rolled equal or lower, the test has failed. When a test is failed it is left to the discretion of the Consul to determine if the Hero may make another attempt. Below is a basic chart that can be used to help determine the defense value based on the difficulty of the task at hand.

Difficulty	Defense Value
Easy	0
Normal	1
Moderate	2
Difficult	3
Hardcore	4

Consider the following examples:

Annoyed by the merchant's greed, the Blackguard decides to intimidate the merchant into lowering her prices. The Consul determines that the Blackguard may use his STR to intimidate the merchant. The merchant does not have attributes of her own so the Consul sets a passive defense value of two. The Blackguard rolls his STR, resulting in five stars, easily cowing the merchant.

With all their rope disintegrated, the Consul (unsurprisingly) decides that running across the acid pool is incredibly dangerous and will require two ARM attribute tests. One to avoid taking damage and one to avoid melting, and that the test must be made crossing both ways. The Consul sets a passive defense value of three for the damage and of four to avoid melting. The Fighter makes two ARM rolls for going across, resulting in two stars and six stars. The Fighter suffers one wound but avoids melting. On the return trip two more ARM rolls are made, resulting in three stars and one star. The unfortunate Fighter suffers a second wound and one piece of equipment melts away!

The Consul determines that the Mage must use his WILL attribute to recall and accurately tell his story. The test is opposed by the Ghostfire Troll's own WILL who feels particularly stubborn and uncooperative. The Mage and the troll both roll their WILL attributes. The Mage rolls more stars than the troll, succeeding in the test. Surprisingly happy after the story the troll lets them pass.

The Rogue must sneak past the watchful, but drowsy Deeprout Druid. The Consul determines this will be an opposed roll, with the Rogue using her DEX and the druid using his WILL. Both Heroes make their attribute roll, resulting in the Rogue exceeding the druid's roll. A thief in the night, the Rogue steals a leaf from the sacred tree.

!X! CALLOUT !X!

Defense values can be notated in a shorthand form using two methods: **!X! Shield Icon !X!** plus the number value or DF plus the number value. For instance, a defense value of 3 can be indicated as either **!X! Shield 3 !X!** or as DF3.

!X! CALLOUT !X!

MODIFIERS

Sometimes Heroes will have skills that can modify an attribute test in a specific situation. When this occurs the Hero may add +1B to the attribute test.

In addition to skills, there may be other effects, items, or situations which can modify an attribute test. Typically an adventure will list these modifiers in the rules of the encounter. The Consul may also determine a modifier specific to the situation.

ADVANCED ENCOUNTER RULES

After playing several encounters using basic rules, you are ready to explore new and powerful abilities. This section covers advanced combat and rules.

AREA EFFECTS

Area Effects are powerful actions that affect more than one square. There are three types of area effect, Aura, Burst, and Lance. Area effects affect every model in the area regardless of the effect. That means a Hero can

accidentally hurt a fellow Hero or benefit a monster! Area Effects cannot affect squares behind walls or structures. (See Tile Effects.)

AURA

An Aura effect is centered on the user's square and affects every square within X squares of the user, including the user's square. Auras remain in play, centered on and moving with the user, until the beginning of their next activation.

BURST X

An action with Burst affects the targeted square and multiple squares around it. Determine a Burst effect's target as normal using the action's description. After the target square has been selected, it and every square within X squares of the target square are affected.

LANCE X

A lance hits every square in a six-square line starting with a square adjacent to the model using the lance. **Lances may not be drawn diagonally.**

IX! Candy Callout IX!

COMBOS

Many actions and attacks have the ability to combo with other effects. Learning how to combine and stack these effects can be the key to incredible combos and battling difficult monsters such as dungeon bosses.

IX! Candy Callout IX!

ENGAGED TARGETS

Models can work together to achieve greater results in combat. When a model has an enemy in a square adjacent to it, the model is **engaged**. Models making a melee attack against a target may add +1B to their attack rolls if the target is engaged with more than one enemy model (including the model making the attack).

IMPROVISED ACTIONS

Players can often come up with uncommon or unorthodox solutions to the situations in which they find themselves. Players can take an action to come up with an improvised solution. The Consul is encouraged to find a fitting resolution (and reward) to the improvisation within the bounds of the rules.

NON-PLAYER CHARACTER (NPC)

NPC tokens represent a model that is neither monster nor Hero. NPCs can be villagers in need of saving, merchants, herbalists, or even helpful monsters. Most NPCs can be interacted with using the Interact action, and the adventure will detail what occurs.

PUSHING AND PULLING

Some actions allow a model to push or pull another model, by pushing them further away or pulling them closer. Pushed and pulled models must always move in a straight line (including diagonals), and must follow all of the normal rules for movement.

SPLITTING ATTACKS

Some models have unique attacks which allow them to split their attacks. A model that chooses to split its attacks must target two separate models. The model must decide which dice it will roll against each target before making any rolls.

STATUS EFFECTS

Status effects are negative conditions that hamper a model during its activation, making it unable to act as normal. When a model suffers a status effect, place a token on its card or next to the model. During its next activation the model suffers the negative effect. After the effect has been resolved (usually at the end of the model's activation) remove the token. A model may only ever have one of the same status effect token at the same time.

Fire: The model has been lit on fire, it suffers one wound at the beginning of its next activation.

Hex: The model feels the energy being sapped from its body, it must discard the highest die result on its next attack roll.

Bane: The model loses vitality, feeling frail and weak, it must discard the highest die result on its next defense roll.

Ice: An icy chill overcomes the model, hampering its ability to perform complex actions, it may not use unique actions during its next activation.

Slow: The model becomes slow and sluggish, it may only move two squares during its next activation.

Knockdown: The model has been knocked to the ground and must pick itself up, it may not move during its next activation.

Poison: The model has become gross and sick, retching uncontrollably, it may not attack during its next activation.

BACKPACK

The Heroes' backpack is represented by a single card and is shared by every Hero in the party. When Heroes earn an item that goes in the backpack, mark the item's space in the backpack. A Hero may use its action to use an item in the backpack, just like a normal item. When an item is used, erase it from the backpack.

The backpack can only carry so much. When every slot for a particular item has been filled, the Heroes can no longer gain more of the item until a slot has been emptied.

The majority of the items in the backpack are used for crafting strange and wondrous equipment. However, when playing Dungeon Dive or Storybook adventures the party may choose to use items in the backpack in creative ways to accomplish their tasks.

CANDY

Candy is food. Seriously. Candy is the best food. It makes you hyper, sweetens your day, and provides valuable nourishment. What's not to love? Not surprisingly, it is a favorite of Heroes and monsters throughout Crystalia.

CROWNS

Crowns is the name of money in the world of Crystalia. Crowns are useful for purchases, bribes, or just hoarding.

CRYSTALS

Crystals grow throughout Crystalia and are the source of a great deal of magic. Crushed, powdered, carved, polished, set in jewelry, used as weapons, crystals boast a wide array of magical uses. There are five types of magical crystal: Amethyst, Citrine, Emerald, Ruby, and Sapphire.

GAMES

Games bring delight to everyone and are a fun way to spend time with friends or to make new friends. They're also excellent at helping you think creatively and learn.

GEAR

Serious adventurers always have useful gear handy. Items like 50 feet of sturdy rope, crowbars, pen and ink, flint and tinder, or healing herbs can help a party get out of a tight jam. Always be prepared is the Hero motto.

MUSIC

Music brings delightful noise and song to a campfire or otherwise dull evening. Music can lift the spirits, shape the mood, or start a dance party.

PIXIE

Pixies are friendly faeries who help Heroes when they are lost, find secret passages, spy on monsters unseen, or just provide a bright cheerful glow when Heroes have trouble seeing in a dark dungeon.

TOYS

Toys are delightful and a pure expression of joy. They can make the crabbiest monster have a good day. Clever clockwork toys, dreidels, and gadgets provide useful distractions, while a cuddly stuffed toy can put a fussy one right to sleep.

DOWNTIME

Downtime is the period between adventures. This section is specifically for players who wish to run campaigns which link their adventures and progress their Heroes through the Rank system. Downtime is when Heroes have a chance to rest, recuperate, craft, train, and otherwise live their life outside of adventuring. Downtime can be as robust as players wish. It can be a simple interlude where players only prepare up for the next adventure, or it can be an opportunity to roleplay your Heroes when their lives aren't on the line.

Unless the Consul determines otherwise, the following rules apply during downtime:

1. **Heroes Rest:** The Heroes take a well deserved long rest. Heroes heal all wounds, status effects, and other game effects they are suffering.
2. **Inventory:** Players take stock of the inventory they earned during the adventure, including equipment, items, crowns, candy, toys, and other unique wonders.
3. **Crafting:** The party may spend crystals to craft new equipment.
4. **Shopping:** Crystalia has an entire industry of shopkeepers who cater to adventuring Heroes and maintain a rotating stock of unique items. Conversely, there is also a shady network of villains, monsters and other assorted evildoers who cater to the needs of the Dark Consul's minions. Heroes and the Consul may visit shops to purchase consumable items for the next adventure.
5. **Rank Up:** If the adventure rewards included an Increase in Rank, Heroes may Rank Up.
6. **Travel:** Heroes may be required to travel to the point of their next adventure. This may be as simple as saying the Heroes teleport to their next location from Crystalia Castle's Crystal Chamber, or become a separate interlude adventure if the Heroes are accosted on the road.

INVENTORY

After completing an adventure, Heroes take stock of everything they earned. Rewards earned during the adventure such as crowns and candy are recorded on the party's backpack card. Items are returned to the item deck, as the weak magic used to create the items fades to nothing with the passage of time.

!X! DISENCHANTING ICON !X! DISENCHANTING

Only loot may be disenchanted. The magic binding in loot is much more powerful than that of common items. Heroes may choose to keep loot they earned for their next adventure, or to disenchant it, reducing the equipment into the components listed on its card.

!X! EXAMPLE !X!

Two equipment cards and their components

!X! EXAMPLE !X!

When equipment has been disenchanted, add the components to the party's backpack and return the disenchanted equipment to the Loot Deck. Equipment that is not disenchanted may be kept by the Heroes for their next adventure.

CRAFTING

Crafting is an imprecise and dangerous art. Unchecked crafting can lead to the creation of bizarre and terrible artifacts of power, which can wreak untold destruction in the wrong hands. Because of this, crafting is strictly regulated by Crystalia Castle and the Gnomish Artificer Guild of Arealis.

Heroes must visit the legendary gnomish artificer, known only as *The Enchanter*, to get wonders crafted. The Enchanter has long held the only, “Official License to Craft Unique Artifacts, Weapons, Equipment, and Assorted Mystical Trinkets, Curios, Bits, Bobs, and Relics of Wonderment to Astonish and Assist Those in Need of Aid.”

The Enchanter officially only has a single workshop in Castletown, yet never fails to appear outside of a dungeon when Heroes are in need of crafting. Indeed, The Enchanter even appears to possess the ability to be in multiple locations at the same time. What magics govern this enigmatic figure are unknown, but The Enchanter is always happy to throw Heroes’ crafting components into the enchanted crystal crafting pot, consult the Golden Eye of the Goddess, and see what comes out.

Heroes may craft unique equipment called **wonders**. Unfortunately, the process for crafting is not an exact science and may only be accomplished with the assistance of the enigmatic Enchanter.

In order to craft a wonder choose one of the recipes from the Enchanter’s catalog. Each recipe lists the components the party must use from their backpack to craft the wonder. Remove the required components from the backpack, then roll the Golden Eye of the Goddess on the recipe’s chart. The result of the roll indicates the wonder that was created. Take the wonder’s card and give it to one of the Heroes. The Hero may now use the wonder as a piece of equipment during adventures.

Wonders may never be disenchanting. If the Hero decides it no longer wishes to possess the wonder its card is discarded.

!X! RECIPE CHARTS ICON !X!

!X!SHOP ICON !X! SHOPPING

The party may go shopping one time during downtime. Shuffle the item deck and flip six cards face up. These are the items the store has in stock. Each item has a cost listed on its card. To purchase an item, remove the cost from the party’s backpack. Give any purchased items to the Hero(es) of the party’s choice. The Heroes begin the next adventure with the purchased items.

RANKING UP

Some adventures include a **rank up!** as part of its rewards. After Heroes accomplish an adventure with a rank up! they get to advance to the next highest rank. Record your Hero’s new rank on its card. Each Hero’s class indicates the advances the Hero gains when it increases in rank. All rank advances share the following types.

ATTRIBUTE INCREASE

At every rank, your Hero may increase one of its attributes by a single dice. The type of dice is specified in your class’s ranking up section. The key rule to remember when increasing your attribute dice is that no attribute may ever have more than four dice assigned to it.

Each time your Hero ranks up it may choose to redistribute the dice it earned from previous ranks. For example: At Rank B and Rank A you assigned both of your new blue dice to your Barbarian’s STR. Upon reaching Rank S, you then decide to redistribute one of those blue dice to your Barbarian’s ARM. Then, place the +1R dice earned at Rank S into the Barbarian’s STR.

Note that you may only redistribute dice gained through attribute increases, not starting dice. You may also only redistribute your attribute dice when you rank up. You may not redistribute dice during other downtimes in which you do not rank up.

MAXIMUM HEART INCREASE

Some ranks increase the maximum number of hearts available in your life bar. When this occurs, color in the new heart. In future adventures, you will begin with the extra heart token.

MAXIMUM POTION INCREASE

Some ranks increase the maximum number of potions you can carry. When this occurs, color in the new potion. In future adventures, you will begin with the extra potion token.

NEW SKILL

Some ranks grant you a new skill. Your class will specify the rules for using the new skill. New skills are already represented on your Hero card by its icon, and a letter indicating the rank it becomes available. Once you reach the specified rank you may use the skill in your adventures.

RANK ABILITY

At Rank A and Rank X your Hero gains a new rank ability.

The pre-generated Heroes included already have their rank abilities selected. Simply mark on the card that the ability has been unlocked.

If you built your own Hero, you may choose a new ability from the class's rank ability chart. A Hero may only choose abilities from its own class.

Instead of choosing an ability, you may roll the Golden Eye of the Goddess and determine your Hero's new ability randomly.

Once the ability has been determined write its rules down on the appropriate slot on the Hero's card.

FORWARD TO ADVENTURE!

Now that you have a basic understanding of the game it is time to get ready to play an adventure. The next step for all players, Hero and Consul alike is to read the Hero Handbook.

HERO HANDBOOK

If you are using the prebuilt Hero cards from the box set you only need to read the first section, Building Your Hero. It will teach you how to read your card, and choose your game model.

If you are creating your own custom Hero you will need to read the section, Classes & Jobs. It will walk you through all of your options to create your own unique Hero.

Finally, if you will be incorporating roleplaying into your game sessions you will want to read the section, Exploring Your Hero. Which provides tips of building a personality and identity for your Hero.

CONSUL'S GRIMOIRE

The Consul's Grimoire only needs to be read by the Consul player. It will detail how to set up and run your adventures. It also includes profiles for the monsters the Heroes will face.

For your first adventure we recommend playing, The Road to Crystalia Castle adventure. Once you have a grasp on playing the game you may then choose one of the two provided campaigns to play through.

Once you and your players are ready for further adventures you can use the section, Building Adventures to build you own adventures and campaigns.

!X! CANDY CALLOUT !X!

If you are playing without a Consul at least one Hero player will need to read the section, Playing Arcade Style.

!X! CANDY CALLOUT !X!

EXPLORER'S GUIDE

The Explorer's Guide is a resource for Hero and Consul players alike. In its pages you will discover the history of Crystalia, information on its peoples, and details about the realms and cultures. The Explorer's Guide is intended to spark your imaginations for roleplaying and building your own campaigns and adventures in the exciting world of Crystalia!