

Shadow Delve

essential edition 0.80

Introduction

Shadow Delve is a lightweight competitive dungeon crawl for 2 to 4 players, with a 2 hour play time.

Components

Shadow Delve assumes that the players have the following components for a standard game:

- 3 Hero models
- 3 Dungeon Tiles
- 3 Spawn Point sets
- 1 mini-Boss & 1 Dungeon Boss models
- 1 set of 12 Creep models
- Treasure Chest and Boo Booty models
- Start Marker and Princess Coin
- Loot and Treasure cards
- Dice and various counters

If the players have additional components, they will have more options to play larger and/or more varied games.

Players, Get Ready!

Shadow Delve is an opposed game, in which one player acts as Consul controlling the monsters, against the Party of remaining players controlling the Heroes. The Heroes will enter the Dungeon, seeking out the Dungeon Boss, hoping to defeat it:

- **Heroic Victory** – If the Heroes defeat the Dungeon Boss, the Heroes are victorious.
- **Consul Victory** – If the Consul defeats 3 (or more) Heroes, the Consul is victorious.

Party Chooses Heroes

The Party selects 3 Hero models in their collection. A variety of Hero types and abilities will usually provide a superior experience, but Players may choose duplicates if they have such models available.

Consul Chooses Monsters

The Consul will then select the monsters appropriate to the agreed upon game size. The Consul may also select duplicates if such models are available.

- **Dungeon Boss** – The Consul should start by selecting the Dungeon Boss. Each Dungeon Boss comes with several unique Treasure Cards that can only be won by combat, forming the core of the **Super Treasure Deck**, below.
- **Mini-Boss** – next, the Consul selects a mini-Boss. The mini-Boss comes with a unique Treasure Card that is also shuffled into the **Super Treasure Deck**.
- **Spawn Points** – then, the Consul selects 3 Spawn Points. If choosing a paired spawn point, the set of 2 Spawn Points must be taken. Each Spawn Point comes with a group of monsters which are added to a combined **Spawn Pool** of monsters that the Consul may spawn, even if their spawn point should be destroyed during the game.
- **Creeps** – then, the Consul selects a set of Creeps, setting the models aside, outside the Spawn Pool. Creeps may be spawned and respawned over and over again, limited only by the 12 models in the chosen set.
- **Boo Bootys** – finally, the Consul selects 2 Boo Booty cards to add to the **Treasure Chest Deck**.

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Game Setup

Build the Dungeon Map

First, the Players must build the **Dungeon Map** using any Dungeon Tiles available in their collection. Each Dungeon Tile has a Doorway centered on each of its edges, where they may connect. Where Tiles connect to each other, the interior Doorways create a **Hallway** that models may move and see through. Each exterior Doorway along the edge of the Map is an **Entrance**.

To start, the Heroes first select and place a Tile as the **Starting Tile**, and then place the **Start Marker** in an empty square adjacent to one Doorway as the **Starting Entrance** from which they will enter the Dungeon. The Consul then selects and places the remaining Tiles to form a chain of Tiles connected by Hallways, one after another. The Consul may not place more than one Tile adjacent to the Starting Tile, so the Dungeon will be laid out as an "I" or an "L".

Prepare Loot and Treasure Decks

The Players create the three Loot and Treasure decks:

- **Loot Deck** – the Loot Deck contains all common Loot;
- **Treasure Chest Deck** – the Treasure Chest Deck contains all shared Treasures, along with the both Boo Booty cards; and
- **Super Treasure Deck** – the Super Treasure Deck contains all of the unique Treasures for the Dungeon Boss and mini-Boss selected by the Consul.

The Players randomly shuffle and cut each deck, before placing it face down.

Consul Prepares Supers

The Consul selects the order in which the Super monsters should appear, starting with any mini-Boss and finishing with the Dungeon Boss. Once this order is set, it may not be changed.

Consul Places Spawn Points

The Consul places all of the Spawn Points on the Dungeon Map, one spawn point per dungeon tile, at the location designated for that dungeon tile. When activated, the spawn points will produce minions until they are destroyed by the Heroes.

Heroes Enter the Dungeon!

Place each Hero in an empty square adjacent to or atop the Start Marker, representing the Heroes entering the Dungeon. The Heroes are prepared, so place **1 Potion** counter on each Hero's card. In addition, set aside the **Princess Coin** for the Heroes to use.

Active Tile – A Dungeon Tile becomes "Active" if there is a Hero on it or on a directly adjacent Tile. Once a Tile becomes Active, it remains an Active Tile until the end of the game, even if the Heroes should exit from it and vacate all adjacent Tiles.

With the Heroes on the Starting Tile, both the Starting Tile and the tile adjacent to it are Active Tiles, for a total of 2 Active Tiles at the start of the game.

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Game Rounds

Each Game Round, the Consul or Party take turns activating one type of models in the following order:

1. Consul's Spawn Points,
2. Consul's Super Monsters,
3. Party's Heroes, and then
4. Consul's Minions.

When models are activated, they are each activated one at a time, before, going on to the next model, until all models of that type have activated. No model may activate more than once per game round.

1. Spawn Points

At the start of each round, the Consul activates each spawn point on an active tile.

Spawn Minions – If the Boss Fight has not yet started, then the Consul may spawn minions:

- **3 Heart** point (*single*) – first **3 Skulls (8-bit only)**, then **3 Skulls (8-bit and/or 16-bit)**; and/or
- **4 Heart** point (*paired*) – first **2 Skulls (8-bit only)**, then **3 Skulls (8-bit and/or 16-bit)**.

The first spawn is limited to 8-bit minions, and 4-heart spawn points are limited to only 2 skulls; later spawns are up to 3 skulls, and may also include 16-bit minions. Each monster's card shows the number of Skull points that it is worth, along whether it is an 8-bit or 16-bit minion. To spawn minions, place them within 3 squares and in sight of a spawn point.

2. Super Monsters

After spawning, if there are any Super monsters (i.e. mini-Bosses or Dungeon Boss) in the Dungeon, then the Consul may activate each of them, one at a time, until each Super monster has activated once.

Spawn Creeps – If a Super monster rolls a **potion** in a winning attack, then the Consul may re-roll the potion die and spawn a Creep for each star rolled. The Consul places each model adjacent to any entrance.

3. Heroes

The Party activates Heroes, one at a time, until all Heroes have activated once.

Equip Items – Heroes may equip items at any time. A Hero has 4 item slots and may equip one item per slot. If the Hero already has an item in that slot, the new item replaces it, destroying the old item. If the Hero prefers to keep their existing items, then the new item is simply discarded and disappears into the darkness. Once equipped, items cannot be un-equipped or transferred to another Hero.

4. Minions

The Consul activates all remaining 8-bit and/or 16-bit minions on active tiles, one at a time, until each minion has activated once.

Spawn Supers – When a mini-Boss or Dungeon Boss spawns, the Consul places the model adjacent to any entrance.

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Spawning Limits

When the Consul spawns Minions, Creeps and/or Bosses, a few common restrictions apply:

- Spawned models may only be spawned on empty squares.
- If the spawned model is on a large base, at least part of the base must be within the designated spawning area.

If the Consul is out eligible monsters, due to a lack of models (i.e. creeps, or minions in the spawn pool) or a lack of empty space(s) on the map, then they may not be spawned.

And... Action!

When a model is activated, it may move up to its movement limit, and perform any number of actions allowed up to its action point limit.

Additional actions may be performed by models meeting the necessary requirements:

- **Run** – Any model may use all of its AP to move a second time.
- **Open Treasure Chest** – A Dexterous or Strong Hero may attempt to open a Treasure Chest as a (1) AP action, rolling its Dex or Str, respectively. If at least **2 stars** were rolled, then remove that Treasure Chest from the board, and the Heroes then draw **1 Treasure Card** from the **Treasure Chest Deck**, that may be equipped by any Hero in the party.
- **Restore Hero** – A Hero (or Super) may attempt to restore itself or an adjacent model as a (1) AP action, rolling its Will. If any stars were rolled, then remove **1 wound** or status effect from that model.
- **Use Princess Coin** – If the Heroes have the Princess Coin, any Hero may use as a (1) AP action. Remove up to **3 wounds** and/or status effects from *each* Hero, and then give the Princess Coin to the Consul.

Boss Fight!

The Boss Fight starts when the Consul spawns the Dungeon Boss.

Spawn Points

Once the Boss Fight starts, the Consul may no longer use spawn points to spawn minions. Instead, *each* Spawn Point on an active tile grants the Dungeon Boss **+1 AP and +1 MP**.

Any minions still on the map may be activated as usual.

Boss Timeout

If the Consul has the Princess Coin, the Dungeon Boss may use it as a (1) AP action. Remove all status effects and **5 wounds** from the Dungeon Boss; teleport the Dungeon Boss to any empty space adjacent to any Entrance; then remove the Coin from the game.

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Defeated!

A model is defeated when it suffers at least as many wounds as it has hearts, and various effects may occur as described below.

- **Collect Skulls** – When a **Spawn Point**, **mini-Boss**, or **Hero** is defeated, give a Skull Counter to a mini-Boss. If every non-spawned mini-Boss has 2 skulls, instead, add give it to the **Dungeon Boss**. If any Super monster has 2 skulls, then it will spawn at the end of the game round.

Minion

If a minion was defeated, its loss is of no particular concern. Simply remove the Minion model from the board, and return it to the spawn pool to be potentially re-spawned.

Spawn Point

If a spawn point was defeated, remove that spawn point model from the board and replace it with a **Treasure Chest**. The Party draws **4 Loot cards** from the **Loot deck** that they may then equip among any Heroes.

- **Remove Minions** – The Party selects *one* type of **Minions** for the destroyed spawn point still present in the spawn pool; then *all* models of the selected type still in the spawn pool are removed from the game, never to be spawned again. As **Spawn Points** are destroyed, the Consul will have fewer and fewer minion models to spawn going forward.

Boo Booty

If a **Boo Booty** was defeated, remove that model from the board. The Party draws **2 Treasure Cards** from the **Treasure Chest Deck**, and may choose one item to equip to any Hero, discarding the other.

Mini-Boss

If a mini-Boss was defeated, remove that mini-Boss model from the game. The Party draws **1 Treasure Card** from the **Super Treasure Deck**, and may equip it to any Hero.

Dungeon Boss

If the **Dungeon Boss** is defeated, **the Party wins the game!**

Hero

If a Hero was defeated, then the Party must give the **Princess Coin** to the Consul, and the Hero's player may either continue with the same Hero, or else select a new Hero:

- a) **Continue** – Remove all wounds and status effects from the defeated Hero; the Hero retains whatever equipment and/or potion(s) it previously had.
- b) **Select New Hero** – Remove wounds and status counters as above, and replace the defeated Hero's card and with a different Hero card. If the Hero had any equipment, the Hero's player must choose **1** item to discard. Equip the remaining items on the new Hero, and place **1** potion on the new Hero's card.

If the Party has already used their **Princess Coin**, then that Hero is removed from the game. If this was the third Hero to be defeated, **the Consul is victorious!**

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Alternate Play Modes

A typical game is described above, but players should feel free to adjust things to their liking.

Pocket Dungeon

Players may shorten the game to play on **2 Tiles**, which may be helpful when first playing.

- The Party selects **2 Heroes**; and
- The Consul selects a mini-Boss and **2 Spawn Points**.

No Dungeon Boss spawning nor Boss Fight will occur – the Heroes win if they defeat the mini-Boss, but the Consul wins if 2 Heroes are defeated.

Expanded Dungeon

Players may also enlarge the games to **4 Tiles**; these games will take longer to complete due to the increased distance the Heroes must travel into the Dungeon, along with the greater number of monsters they will encounter:

- The Party selects **4 Heroes**; and
- The Consul selects a Dungeon Boss, 2 mini-Bosses, and **4 Spawn Points**.

The Dungeon may be expanded even further by adding an additional Tile, with the Consul selecting an additional mini-Boss and Spawn Point for each additional Tile.

Adjust Difficulty

Players may adjust the difficulty of the Dungeon, for example:

- **Extra Hero** – The Party includes **1** additional Hero;
- **More Monstrous** – Spawn Points add **1** additional Skull when they Spawn Minions; and/or
- **Richer Haul** – Spawn Points provide **1** additional Loot item when Defeated.

It is recommended that initial games be played without any adjustment for simplicity's sake.

Optional Components

Forgotten King contains even more components that can be used to enhance gameplay:

Pets

Players may use Pets:

- Any Hero may take a Pet instead of starting with a Potion. The Pet is equipped like an item, but may not be replaced, transferred or discarded by the Party.

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Loot Deck

all Loot cards

Mini-Boss

Treasure Chest Deck

contains:

- *non-unique Treasure, and*
- *2 Boo Bootys!*

Dungeon Boss

Super Treasure Deck

contains Unique Treasure for:

- *Mini-Boss, and*
- *Dungeon Boss*