

Super Dungeon Pathfinder v0.04

This is an alternate rule set for Super Dungeon Explore, with the intent to allow for a quicker game and more fruitful experience for both the Hero Party and Consul.

Tenants:

MiniBoss Spawners

MiniBosses and the Boss(es) replace Spawning Points, they will be referred to as "Spawners" in this document.

On the Ground

The dungeon is made up of one tile per Hero, each with 1 MiniBoss, except for the tile farthest from the Hero Party which has the Boss.

If the scenario includes multiple Bosses, then start with the tile farthest away, place the next Boss on the tile next farthest away, etc.

Custom Warbands

A Warband can be customized to the Consul's liking, select Lesser Monsters as follows:

1 type of 16-Bit character per Spawner.

1-3 of a 16-Bit character per Spawner.

7-10 skulls worth of Lesser Monsters per Spawner.

1-6 of a 8-Bit character per Spawner.

If multiples of the same Spawner are selected, they are considered Group Spawners.

An additional +1 skull per Group Spawner past the first is available.

Spawning Limits

The number of skulls that can be spawned by a single source is generally 7, but Group Spawners will sometimes spawn additional skulls of Lesser Monsters.

Group Spawners can also be referred to as a Spawn Group.

The Spawning Limit for the Spawn Group is $7 * N$ (Number of Group Spawners) + N-1.

When the Spawn Group spawns Lesser Monsters, each Group Spawner must spawn at least 7 skulls of Lesser Monsters each, if available.

If less than 7 monsters per Spawner are available to spawn, then any Spawner may spawn up to 7 skulls of Lesser Monsters.

Boss Rush

Instead of using Spawning Groups of Lesser Monsters, a Spawner may take a "partner" MiniBoss/Boss and neither Spawner is allowed to spawn Lesser Monsters for the duration of the game.

This effectively allows 2 MiniBosses per tile.

Multi-Boss

For a higher difficulty, each MiniBoss may be substituted for a Boss, if players agree on this.

Boss Ahoy!

Boss Spawn card effects and Mighty Monster Chart Boss Sightings occur the first time a Hero is on the same tile or within attack range of a Boss.

Long Lasting

Status effects are only removed by Remedy, Heal, or Vigor.

Treasure is Key

Use the Forgotten King Basic Actions: Smash Chest, Unlock Treasure Chest, and Pick Lock.

Deactivated

Activate Spawn Points do not count as Spawners and do not spawn Lesser Monsters in SDPathfinder.

More Than Monsters

Monsters may gain Hearts and Potions as Heroes do. Upon wounding a Hero, the Consul gains Loot as Heroes do when killing models in 2.0, except when a Hero is killed: the Consul then gains a Treasure. In the case that a Boss kills a Hero, the Consul may gain a Relic instead.

On the House!

If a MiniBoss / Boss does not already have a Potion Slot, they may have a maximum Potion slot of 1, and select one of the following Potion abilities:

- 1) Yum Berry: Remedy
- 2) Goo Berry: Heal 2
- 3) Shield: Add 1 star to defense rolls
- 4) Strength: Add 1 to offense rolls
- 5) Boom: Range 6, Burst 1 Dangerous
- 6) Zoom: +2 Movement
- 7) Gunho: +1 Action
- 8) Blink: Teleport 5
- 9) Curse: Add status effect (Chose on creation)
- 10) Flame / Ice / Poison Breathe: Spray 3, Dangerous. Causes Fire / Ice / Poison

Selection

Decide which players will be playing for the Consul, and which players will be playing for the Heroes. Divide the Heroes and Spawn Groups up appropriately.

Decide how many Heroes / Bosses will be used in the scenario, and select 1 tile per Hero (preferably from the same set). Select 1 door on the outside of a tile to be the Heroes' Entry Point to the dungeon (you can mark it with a Start Button).

Deployment

The Heroes deploy within 4 squares and line of sight of the entry point, the first MiniBoss is deployed on the opposite half of the same tile. If there are 2 or more MiniBosses/Bosses on the first tile, then position them as evenly as possible from the opposite door within 4 squares of the door.

The tile farthest from the entry point is where the first Boss is deployed, the next farthest where the next Boss is deployed until all Bosses are deployed. The remaining Minibosses each are deployed on the empty tiles.

Deploy a Treasure Chest onto each tile.

Deploy the Lesser Monsters within 2 squares and line of sight of their Spawners, but not within 6 squares of the Entry Point.

Place the 2.0 Backpack Chart (with Loot, and Treasure), Relic deck and any other relevant resources nearby.

This does not use the 2.0 Mighty Monster Chart.

Difficulty Mode

For an easier experience, add one Princess Coin per Hero to the 2.0 Backpack.

Otherwise use one Princess Coin for every 2 Heroes.

For a harder experience, begin the game with no Princess Coins.

Victory

Heroes Victory: All Bosses have been destroyed.

Consul Victory: All Heroes have been destroyed.

Either the Hero player(s) or the Consul player(s) admit defeat.

Play Overview

Starting with the Heroes, turns will alternate between the Heroes and the Consul.

Heroes will activate 1 Hero, and any associated Pets, per turn.

The Consul will activate 1 Spawner per turn. The Consul will also activate up to 7 skulls of Lesser Monsters, and any Creeps that are closer to the activated Spawner than a different Spawner (including ties).

If no Lesser Monsters are activated, then a second Spawner may be activated, including any Creeps that did not already activate.

Heroes must be played in rounds, each Hero must activate before a Hero may activate again.

Monsters do not play in rounds, they may activate each turn.

Activation

Upkeep:

1. A Hero adds an activation token to the Hero's card.
2. End effects from the model's previous activation, such as Potions or Auras.
3. Spend Princess Coins.
4. Apply healing effects, such as Tough.
5. Apply status effects, such as Poison or Fire.
6. Apply all other game effects the model is subject to in the order of its player's choice.

Spawn:

1. A Spawner(s) may sacrifice 1 Health to Spawn Lesser Monsters up to it or its Spawn Group's Spawn Limit.
2. All Spawners in a Spawn Group take damage when spawning and Lesser Monsters in a Spawn Group may spawn relative to any Spawner in the Spawn Group.
3. The spawning monsters may only spawn from their Spawners.

Action: Spend movement and action points.

Power-Up:

1. If a Hero destroys at least 2 skulls of monsters on its turn, then it gains 1 Loot.
2. If those skulls were from a 16 bit monster, then the Hero gains 2 Loot.
3. If those skulls were from a Super monster or a Boo Booty, then the Hero gains a Treasure.
4. No rewards are gained from monsters destroyed on the Consul turn.
5. No rewards are gained from monsters with Insignificant.

Boss Sighting

The first time a Hero is either on the same tile, is within range of a Boss' attack, or that Boss is within range of a Hero's attack (regardless of how this occurs: such as by Compel), then apply the effect on the Boss' Boss Spawn Card.

Timeout

When the Boss is reduced to half health (rounded down) or less:

1. Remove any status effect tokens from the Boss card.
2. Boss gains Sturdy.
3. Resolve any timeout effects listed on the Boss Spawn card.

Status Effects

Some actions will cause a model to suffer a Status Effect. That model gains the appropriate token on its card.

Unlike 2.0, Status Effects are not removed at end of Activation. Any model suffering a Status Effect may use the Forgotten King Basic Action, Vigor.

1 Action Point: Augment. A model using Vigor makes a roll using its Armor attribute. If the model rolls more stars than the number of status effect tokens on its card they may remove one status effect token.

Chest Keys

When destroyed, Spawners drop keys, as they did in Forgotten King. This provides the following Basic Actions:

Smash Chest: 1 Action Point: Range 1. Draw one card from the Treasure Deck and add it to the backpack. Remove target treasure chest from the dungeon map.

Unlock Treasure Chest: 1 Action Point: Range 1. Spend one dungeon key token. Draw two cards from the Treasure Deck and add them to the backpack. Remove target treasure chest from the dungeon map.

Pick Lock: 1 Action Point: Range 1. The model makes a roll using its Dexterity attribute. If the model rolls three or more stars draw two cards from the Treasure Deck and add them to the backpack. Remove target treasure chest from the dungeon map. If fewer than three stars are rolled the Consul may replace the chest with one boo booty of their choice.