



# SDRP - How to Play

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*I want to thank the Super Dungeon community for helping to keep the game I love alive. Your support has been an inspiration to stay creative and make these ideas of ours a reality. - Jenna 'Aella13' O'Connor*

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# What is Super Dungeon Role Play?

Super Dungeon Role Play (SDRP) is a ruleset combining Super Dungeon Explore with tabletop roleplay, written by fans Jenna "Aella13" and Phil "Pdoink" O'Connor. It transforms Super Dungeon from a one-off dungeon crawl experience to a narrative one, where games are connected to tell a story.

The game is intended for a group of four; where three players will each control a Hero as they progress through the story, and one player will be the Game Master who is in charge of the monsters and the overall flow of the story. The Game Master can design their own story, or use a pre-written campaign such as [Corruption](#) written by Pdoink and Aella13.

## What's the Same?

Many elements of Super Dungeon Explore are maintained in an effort to retain the game's identity. SDRP uses the original Super Dungeon models, maps and dice. The cards are used in the same way, and rules such as targeting, moving and aoe attacks all work the same. Original Super Dungeon rules should be sourced from the [Super Dungeon Wiki](#) or from the discord community ([invitation](#) at the top right).

## What's Different?

### Choosing a Consul Player

Instead of choosing one player to be the Dark Consul, one player must be chosen as the [Game Master](#) (GM). The GM controls the monsters like the original Dark Consul, but additionally they act as the story's narrator and make rules moderations, if needed.

### Selecting Heroes

SDRP is designed around a party of three Heroes. If the party numbers are greater or less than three, the GM will need to make some adjustments. These three Heroes will play through the entire campaign, leveling up and growing together.

You have two options for selecting Heroes:

1. Select a Hero from your Super Dungeon collection and use their character card with all of the stats and abilities that they come with. Some abilities may need to be [modified](#).
2. Create a [custom](#) Hero.

The first option may result in some Heroes being much stronger or weaker than average, as standard Super Dungeon Heroes vary wildly in their effectiveness. The GM may have to make adjustments to the difficulty of combat encounters.

It is recommended that the party consists of one Hero that favors STR, one that favors WILL and one that favors DEX. An unbalanced party consisting of two or three Heroes that favor the same stat can still complete the campaign, however, they may find it more challenging. These Heroes will have to share their loot and they may not be able to complete some skill challenges.



## Encounters

Regular Super Dungeon games consist of one single game in one dungeon. In SDRP, the players might fight monsters, or talk to non-player characters (NPCs) or solve puzzles. These scenarios are referred to as encounters. Encounters which use maps are referred to as Combat Encounters.

## Skill Checks

Some actions will require a skill check. This involves rolling dice for a corresponding stat and comparing it to a target number. This is the minimum number of stars needed to succeed. Skill check suggestions for many actions are provided within the campaign description, however, creative players may require the GM to adapt on the fly. Try to gauge the difficulty of the check by comparing it to others in the chapter and don't be afraid to refuse the roll if the action is implausible, or could derail the story.

Stat	Example Skill Checks
<b>STR</b>	Climbing, jumping, swimming, lifting or pushing heavy objects, endurance
<b>ARM</b>	Not typically used for skill checks
<b>WILL</b>	Magical knowledge, persuasion, deception, intimidation, perception, medicine
<b>DEX</b>	Acrobatic stunts, maintaining your balance, picking a lock, disarming a trap, sneaking, wilderness survival


Note that ARM is not typically used for skill checks, and attempting to dodge attacks using dexterity is not allowed, as this is covered by the defense roll.

Skill checks mostly occur outside of combat. If a player wishes to attempt an action during combat, the skill check may require spending an action point. This represents the amount of time required to attempt the task. For example, "I'm going to try climbing over the wall" takes longer than "I call out to try and convince them not to attack." The GM should decide whether the attempted task will take longer than 5 seconds. If so, the Hero should spend an action point to attempt the skill roll.

## Knowledge Checks

Knowledge checks are a special kind of skill check. Dice are rolled to see if a Hero has knowledge pertaining to a particular topic. The knowledge topic is specified in brackets, for example:

**[Knowledge (heraldry) WILL roll of 2 stars or more to identify the coat of arms]**

Heroes who have background knowledge pertaining to the topic gain a  bonus when attempting the skill roll. Heroes without background knowledge can still make the roll, but they will not gain the bonus.

When making a knowledge check, the player should justify to the GM how their character would have that knowledge. For the example above, a paladin-type character would probably know about heraldry. A rogue-type character would typically not, but they might have encountered the information by chance.



## Out of Combat Actions

Although it would logically make sense for the Heroes to be able to use all of their actions outside of combat, doing so will break the balance of the game. For example, a Hero with a healing ability could spend as many actions as needed in order to heal the whole party between every fight. This would make the game far too easy. To keep the game challenging, Heroes are limited in the actions they can take outside of combat.

When not on a combat encounter map, Heroes can:

- Move to different locations
- Talk to NPCs
- Purchase items from merchants
- Make skill checks
- Equip items/swap equipment
- Use potions (so long as they have potion tokens to spend)
- Use a Tent item to heal the party

Heroes can only use their action points when on a combat encounter map.



## Building the Dungeon

Unlike normal Super Dungeon, the dungeons are built according to the campaign's description. For example, here are the instructions for "The Absurdly Spacious Sewer" encounter in Corruption Chapter 1:

### COMBAT ENCOUNTER: THE ABSURDLY SPACIOUS SEWER

#### Maps:

- Crystal Dungeon 10

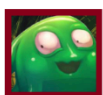
#### Spawning Pool:

- 2x Big Gross Slimes
- 6x Diminutive Gross Slime

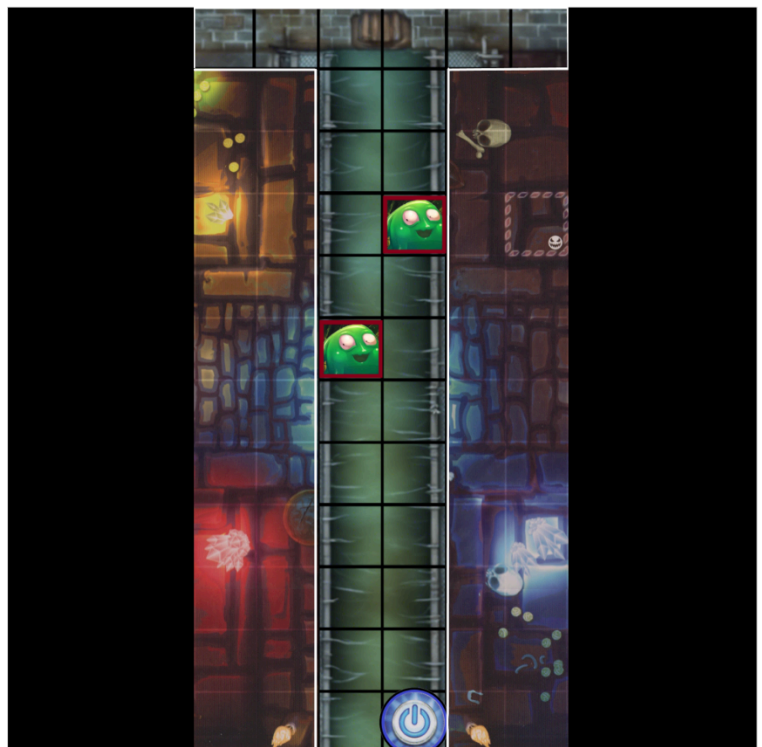
#### Map Assets:

- 1x Sewer

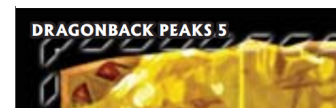
#### Key:



Big Gross Slime



This encounter instructs you to use Crystal Dungeon number 10. You will notice that some of the tile's space has been blacked out. Some encounters will not use the entire tile. It's recommended that those parts of the map are obscured (such as with paper or black cardboard).



The tile name and number can be found in the top corner of the map tile as shown here.

The encounter description also tells you which monsters to use and where they are spawned at the beginning of the encounter. There are no spawning points or treasure chests in this encounter.

The Corruption campaign uses map assets to add story details to Super Dungeon maps (provided at the end of each chapter). The map assets are designed to be printed, cut out and placed on top of the maps. In this example, the “Sewer” map asset (shown with a white outline) transforms the crystal dungeon into a dark sewer.

## Substitutions

It's very likely that your collection may not have all of the maps or models suggested by the campaign. Simply swap the map or model for something that you do own. Ideally, the map should have few internal walls. Alternatively, you can use this [Generic Map](#) designed to match the bases of Super Dungeon models. Any substituted monsters should use the same base size. You'll just be using the model as a proxy, and should still use the descriptions and rules of the model described in the encounter.

## Monster Cards

Many monsters will use the standard Explore mode cards, however, some monsters are custom made for SDRP. At higher levels, the monster's stats are increased as the players progress through the campaign. Standard monsters have an icon in the bottom right corner of their card. Custom monsters will usually resemble a preexisting Super Dungeon model, which should be used to represent them on the board.



This monster has the 8-bit icon in the bottom right corner of the card, it is a standard explore mode card.



This monster has unique name, it is a custom monster. The image suggests using the Emerald Slime creep as the recommended model.



This monster's name matches the Pudge standard monster, but it does not have an icon. This monster has the same abilities as the standard Pudge but its stats have been adjusted to a higher level.

## Spawning

Monsters do not spawn like in regular Super Dungeon. Instead, they are placed on the board according to the instructions for the encounter. Use the key and the map to spawn the monsters at the beginning of the encounter.

Heroes will enter the map as normal, on or adjacent to the Start Token shown on the map.



## Initiative Order

Instead of taking turns where the Heroes go first followed by the monsters, SDRP activations happen in rounds. At the start of a combat encounter all Heroes and monsters will roll their DEX for initiative. Take note of the number of stars rolled and then activate the models in order from highest to lowest. All monsters with the same name roll once and activate together. Once all Heroes and monsters have activated in order of initiative, the round is over and a new combat round begins with models activating in the same order. Activation tokens are not used, as initiative dictates the order of activations. All spawned monsters will activate, ignoring Skull Points.

In the event of a tie, the tied models should reroll their initiative until one result is higher. For example, in the combat encounter The Absurdly Spacious Sewer, the three Heroes and the monsters roll their DEX and get the following results:

Model	First Roll (Tiebreaker)	Total	Initiative Order
Deeproot Druid	★ □	1	Fourth
Glimmerdusk Ranger	★ ★ □	3	First
Gloomborn Champion	★ ★ ( ★ □ )	2 (1)	Second
Big Gross Slime x 2	★ ★ ( □ □ )	2 (0)	Third

In this example the Glimmerdusk Ranger activates first, followed by the Gloomborn Champion, then the Big Gross Slimes, and lastly the Deeproot Druid. Once the round is finished, they begin again from the top in the same order.

Initiative rolls may sometimes be modified:

- **Special encounter rules** - Succeeding/failing a non-combat encounter may award bonuses/penalties to a future combat encounter.
- **Surprise** - Sometimes, the Heroes may anticipate that a combat encounter is about to start and may wish to sneak up on their enemies. The Hero with the lowest DEX stat in the party rolls their DEX and the monster with the highest WILL stat rolls their WILL. Compare these results and whichever side rolls higher gains 🐾 to their initiative roll.
- **Fleeing an encounter** - If the party returns to a combat encounter that they previously fled from, all monsters gain 🐾 to their initiative rolls and cannot be surprised.




## Fleeing an Encounter

A Hero may choose to flee from combat. They will need to move their model onto the Start Token and then spend an action point, making a DEX roll to attempt to leave the map. The target number for the DEX roll is equal to half of the level of the combat encounter, rounded up. For example, to flee a combat encounter in Chapter 3 of Corruption, the target number would be 2 stars ( $3 \div 2 = 1.5$ , rounded up). If the roll succeeds, remove that Hero from the map. If it fails, they will need to spend another action point in order to try again.

Some maps have multiple Start Tokens as they can be joined from multiple directions. In this case, the party might flee to a different Start Token than the one they used to enter the map. Be warned though, this may lead directly to another combat encounter. If it does, the monsters from the first encounter may follow the party through to the next map. The GM should read the encounter descriptions, then use their discretion regarding what makes the most logical sense.



If the Heroes escape successfully, they are free to make [Out of Combat Actions](#), such as using the Tent item to heal the party. If the party later returns to a combat encounter that they previously escaped from, all monsters gain  to their initiative rolls and cannot be surprised. Heroes may flee from any combat encounter unless otherwise specified.

## Resting and Healing

Heroes can gain hearts and potions from rolling when performing offensive actions, as normal. Heroes may fully heal all party members at once (remove all wound tokens and status effect tokens) if they use a Tent item. Tents cannot be used during a combat encounter.




## Spending Princess Coins

Unlike regular Super Dungeon Explore, the game does not end if a Hero's activation begins and there are no Princess Coins remaining to resurrect them. Instead, the remaining Heroes can continue to fight and, if they are successful, they will be able to use the Tent item to restore the defeated Hero to full hearts and potions once the encounter ends. If the party chooses to resurrect a defeated Hero during combat, spend a Princess Coin at the beginning of the defeated Hero's next activation.

The defense bonus granted by spending a Princess Coin lasts until the end of the current chapter, not the entire campaign. Remove all Princess Coins from Hero cards at the end of each chapter.

## Potions, Hearts and Princess Coins

At the start of the campaign, all Heroes start with one potion token on their card and six Princess Coins in the party's backpack. Potions and hearts can be rolled up as usual during combat encounters, but Princess Coins are a scarce resource. Heroes will not gain Princess Coins at the start of other chapters, but there will be some opportunities to acquire them throughout the campaign.

Blue (support) potions  and red (offensive) potions  function in the same way as in Super Dungeon Explore. There is no longer any Consul Turn, so green (emergency) potions  may instead be used during any monster activation in the round.



A new type of potion has been added for SDRP, the yellow (limited) potion: 🍷. Limited potions appear as rewards for some encounters and are available from some merchants. Once a limited potion has been acquired, it goes into the party's backpack and any Hero may use it. Limited potions function in the exact same manner as blue (support) potions, however, they are all one use only and do not require spending a potion token to use. Simply remove that limited potion from the backpack to use it. Note that a model may still only drink one potion during its activation by default.



## Loot

Unlike regular Super Dungeon, loot and treasure are not drawn in the middle of combat. Instead, each encounter specifies loot that can be obtained by meeting specific conditions. Cards for equipable loot are provided at the back of each chapter.

Heroes cannot equip items during combat. Between encounters, Heroes can equip items as an [Out of Combat Action](#). They can also swap equipment between party members. Equipment that has been swapped out is not discarded, instead it returns to the backpack.

Unlike regular Super Dungeon, Heroes cannot exchange loot cards for treasure cards. Treasures are a much scarcer reward in SDRP. Instead, players are encouraged to sell equipment which they no longer need to merchants.

## Merchants

Over the course of the campaign, Heroes will be able to gain currency called crystals (◇) which can be spent at merchants to buy items. Merchants do not sell equipment cards, but they will buy them for 20◇ per card. Different merchants sell different goods. Some of the items you may find at a merchant include:

- Tents (to heal the entire party between combat encounters)
- Limited potions (one use only)
- Potion tokens
- Princess Coin tokens
- Cosmetic items

## Power-Up

There is no Power-Up phase in SDRP. The party will not draw or equip cards during combat and there is no mighty monster chart to advance or boss sightings to apply. Instead, monsters level up between chapters of the campaign.

Princess Coins may be spent at the beginning of a defeated Hero's activation. The party may choose not to resurrect a fallen Hero, such as if they are on the brink of victory and plan to use a Tent anyway, or if they plan to flee.



## Skull Points

Skull Points are ignored in SDRP. All monsters in a combat encounter will activate during their initiative order.

## Boss Fight

Relics are not used in SDRP as there are often no spawning points alongside Dungeon Boss fights.

Boss Spawn effects are not used in SDRP as the Dungeon Boss often starts the encounter already spawned.

Step 1 of timeout is slightly modified. In addition to discarding equipment cards, the party may also choose to discard crystals (◇) from the backpack. The chosen Hero Heals 1 for each equipment card or 20◇ discarded.

## Levelling Up





At the end of each chapter, Heroes will level up. Levelling up grants cumulative bonuses to stats and one new enhancement per level from the [Level Up Tables](#).


Hero Level	Bonus	Enhancement
Level Two		Novice
Level Three		Novice
Level Four	AND	Adept OR Novice
Level Five	AND	Adept OR Novice
Level Six	AND	Legendary OR Adept OR Novice

Note that the monsters in SDRP level up as well. Players are encouraged to evenly spread their bonuses between offensive and defensive stats or they might find higher levels to be difficult.

## Hero Ability Modifications

Some ability rules from Super Dungeon Explore need to be modified for SDRP. The following table lists recommended changes.

Original Rule	Super Dungeon Role Play Modified Rule
<b>9 Lives</b>	One Use Per Chapter. When a model with <b>9 Lives</b> takes their last wound, immediately roll  . Remove one wound counter for every star rolled. If no stars are rolled, the model is destroyed.
<b>Angry Walrus</b>	At the end of the round, the GM rolls  . If no stars are rolled, nothing happens. If any stars are rolled, the GM may move the model with <b>Angry Walrus</b> up to one square for each star rolled and then make a basic melee offensive action against any other member of the party in range.
<b>Clever</b>	When another party member triggers a disarmable Trap, a model with <b>Clever</b> may suffer a wound to cancel the Trap effect.
<b>Convergence with the Goddess</b>	If the party contains one more Heroes with <b>Convergence With The Goddess</b> , at the beginning of a Hero's activation, the party may discard 50◇ from the backpack to select a Princess Coin that was not used and spend it to permanently place it on any one Hero's card, this Princess Coin grants the Hero  to defense rolls for the remainder of the chapter.
<b>Dungeon Map</b>	If the party contains one more Heroes with <b>Dungeon Map</b> , at the beginning of the encounter, after map assets have been deployed but before monsters are spawned, all friendly models may be spawned up to 3 squares away from the Start Token.
<b>Equip Gadget and Overly Prepared</b>	<p><b>Overly Prepared:</b> At the start of a combat encounter select six item cards from the party backpack. Place these cards in a place the party may easily reach them. Whenever a member of the party is affected by <b>Equip Gadget</b>, they may choose and equip one of these items. At the beginning of that Hero's next Activation, they must return the item equipped in this way to the backpack.</p> <p><b>Equip Gadget:</b> Heroes may choose and immediately equip one of the items from the <b>Overly Prepared</b> pile. At the beginning of that Hero's next Activation, they must return the item equipped in this way to the backpack.</p>
<b>Fixable</b>	When removing wound tokens from a model with <b>Fixable</b> as a result of a support action remove 1 additional wound token.
<b>Keep the Sake Flowing</b>	A model with <b>Keep the Sake Flowing</b> may drink two potions per round (up to two green potions and up to two red/blue/yellow potions), so long as the potions are different. At the beginning of its activation, if this model has no potion tokens, it suffers one wound.
<b>Luck</b>	When a model with <b>Luck</b> opens a Treasure Chest, they gain an additional 50◇ in addition to its contents.
<b>Moon's Blessing</b>	A model with Moon's Blessing gains an additional  when levelling up at the end of a chapter.
<b>Never-Lost</b>	This Pet's Master may discard a potion token to reroll a failed defense roll when a Trap is triggered.
<b>Paired Hero</b>	Paired Heroes share level up bonuses between them. For one level, one Hero will gain the stat bonus and the other will gain the enhancement, and the following level they will alternate.

<b>Privateer</b>	If the party contains one more Heroes with <b>Privateer</b> , they gain an additional 10◇ per mini-boss or dungeon boss destroyed.
<b>Read the Wind</b>	A model with <b>Read the Wind</b> may roll  when the round ends. Keep this die on the Hero's card and discard it next time the round ends. After dice are rolled by any Hero for any reason, this model may discard the die to add it to the roll.
<b>Shapeshift</b>	In addition to the standard <b>Shapeshift</b> rules, when levelling up, the Hero must decide which of their cards gains the level up bonuses and enhancements. Alternatively, they may replace the standard Shapeshift rules with Alternative Shapeshift described in the <a href="#">Novice Level Up Table</a> .
<b>Smuggler</b>	At the start of the combat encounter select five item cards from the party backpack. If this model is removed from play, you can choose to discard these cards in place of using a Princess Coin. Alternatively, so long as a mini-boss or dungeon boss is on the board, if these items have not been discarded they may immediately be equipped. Any items not discarded are returned to the party's backpack at the end of the combat encounter.
<b>Throw Me A Fish</b>	When another Hero begins its activation on the same tile as a model with <b>Throw Me A Fish</b> , the Hero may discard 20◇ from the backpack. If it does, the model with Throw Me A Fish may immediately take one basic offensive action.
<b>Werecursed</b>	When the third round of a combat encounter begins, a model with <b>Werecursed</b> will Shapeshift into the listed Model.

## Optional Rules

**Greater/Fewer Heroes** - The game has been designed around three Heroes. If fewer Heroes are playing, the combat may be too difficult and the party may not be able to complete some skill challenges. The GM should see how the party fares and consider lowering the amount of loot rewards, skill check requirements and monster numbers. If greater than three Heroes are playing, they should do the opposite.

**Swapping Heroes** - The story assumes that the same Heroes are continuing the journey, making friends and learning about the world. A player may wish to sub out a defeated Hero for a different one. They should level up the new Hero to the same level and swap loot as needed from the backpack. From a story perspective, the new Hero should be assumed to have been brought up to speed by the other Heroes about what has happened previously in the story.

**Pets** - Pets may slow the gameplay down significantly. Additionally, starting with a Pet precludes the Hero from gaining Pets provided by the campaign. If Pets are used, they will need to be leveled up using the Pet Level Up Bonus card provided at the end of each chapter. Instead of spending loot to summon a Pet, spend the equivalent number of action points.





# The Role of the Game Master

The GM performs many tasks in SDRP; they control the monsters, deliver dialogue, make decisions regarding rules and sometimes modify scenarios. Don't be intimidated though, ultimately everything in the game can be ignored or reinterpreted in pursuit of the GM's main role - to make the game fun for their players. If you're ever stuck, just ask yourself - would the players find this more fun? Perhaps there's a particularly grueling encounter that the players are stuck on; maybe they're losing badly or they're getting frustrated by traps. You are free to skip it, give them hints, let the trap break or the monster trip on its own boots. At the end of the day the details don't matter, just have fun with your friends!

## Preparing for an Encounter

Before beginning an encounter, the GM should read through the scenario and take note of special rules or events which will occur. They should also print out necessary materials such as monster cards and map assets, and ensure their device is charged so that they can refer to encounter rules and dialogue as needed.



## Acting as the Narrator

SDRP campaigns tell a story; the GM acts as the narrator and gives voice to all of the characters. The Corruption campaign includes colour coded text to aid the GM:

- BLACK text - instructions to the GM (NOT to be read aloud).
- *PURPLE italics - a description of a scene (GM to read aloud).*
- GREEN text - NPC dialog (GM to read aloud, in-character if possible).

Story NPCs offer an opportunity for the GM to communicate in-character as per the NPC's dialog tree. Optionally, GMs may find it easier to disclose the dialogue choices to players, simulating a scripted video game. Here is an example from Corruption Chapter 1:

- *Talking to the nun*
    - **Asking the nun's name:** You may call me Sister Temperance.
    - **Asking about the festival:** Today marks 100 years since the slaying of the terrible dragon Brackenscale by the travelling hero... (she takes a long-suffering breath) Ser Stabby McDragonstab. (muttering) ... ridiculous name.
      - **Asking about Ser Stabby:** The histories tell that the good knight ventured into the fae woods with a group of other adventurers in search of treasure. They braved many random encounters then came across the dragon in his hoard and a great battle took place. Only one of the heroes survived to slay Brackenscale: the good knight. (muttering) ... and now we're stuck with his name written all over town.
        - **Asking about Stabby's adventuring party:** As with all historical figures of legend there's a great deal of written lore on the deeds and adventures of Ser Stabby's travelling companions. If you're interested, I can dig some of it out of our library for you. Come back later.
- QUEST: LEARN MORE ABOUT SER STABBY.**

The players can choose to talk to the nun (or not!). If they do, they can ask various questions. Asking about the festival leads to other topics and also gives the players a quest.

Some NPCs are background characters without dialog trees. If a player asks questions of a background NPC, they will only repeat basic phrases (such as greetings). The GM may use a background NPC to point the Heroes to a more appropriate Story NPC or encounter.

## Quests

Quests offer a way to steer the players towards important story points in the narrative. They usually involve going to a specific location or fighting a particular monster. Players will gain quests by talking to various NPCs. By completing the quest, players will gain crystals (◇) as a reward.

If the players rush through non-combat encounters and don't talk to NPCs, then they will not only miss story content but also the monetary rewards. If the party is about to leave an area and they have missed a quest, consider using a background NPC to make mention of it in passing so that the players are hinted towards picking up the quest.

## Controlling Monsters

The GM controls monsters in the same way the Dark Consul does. Instructions for combat encounters will include suggested actions for monsters. For example:

- Dust Mages will use Mend Bones if they are in range of a Bone Pile token, followed by a basic magic attack. The newly spawned undead will immediately activate.
  - Otherwise they will use Bone Cold.



However, smart monsters are intelligent enough to override their default strategies when it would ultimately cause them harm. You should always assume that the higher the monsters' grade, the more intelligent they are. That is:

*Creep < Minion < Elite < Mini-Boss < Dungeon Boss*

Mini-bosses and Dungeon Bosses especially should be smart enough to avoid obviously bad decisions. For example, imagine that the monster has a choice of two targets. It would normally choose the one with the lowest defense stat, but what if that target has a Counterstrike ability? Or moving near them would cause them to suffer status effects? The GM may need to adapt the monster's behavior in response to the Hero's tactics. Generally speaking, monsters will try to cause the most damage while suffering the least damage to themselves.

## Managing Skill Checks

Many encounters will contain skill checks. The purpose of a skill check is to see whether a Hero successfully performs a chosen action. If they meet the number of stars on the skill roll, they succeed; if they don't, they fail. Sometimes on a fail, nothing will happen. For example, the Hero doesn't possess knowledge pertaining to the situation and the encounter moves on. Sometimes, failing a roll will result in damage to a Hero, such as triggering a trap, or it may lead to a different encounter.

Here is an example from Corruption Chapter 3 (note the links have been removed for the example).

- **OPTION 3 - Attempting diplomacy:** Players may attempt to engage the trolls in conversation. The trolls are naturally suspicious and not particularly friendly. Heroes must make a **[Persuasion WILL roll of 5 or more stars]** to convince/bamboozle the guards to let them into the village. **NOTE:** some things that come up in conversation will automatically fail the roll, these include any mention of Zo-Konda, Kogo'Zun, Chief Taka'Ka, Van'Shar, the tower, Glitch or the Nemesis.
  - **On fail:** *Plainly unconvinced, the troll guard NPC levels his spear at you and his companion shouts the alarm back towards the village. Kogo'Zun bursts from the bushes behind you and shouts to you as he dashes towards the fenced-off hut. Deal with them, bruddas, I'll snatch what we need!*  
**GO TO COMBAT ENCOUNTER: ROLLED A FOUR ON STEALTH**
  - **On pass:** *The troll guard NPC seems unconvinced but not hostile. He looks to his companion, who shrugs and mutters something about not being paid enough for this. The guards relax a little, but don't take their eyes off you.*  
**GO TO RETRIEVING THE KEY**

In this encounter, the Heroes need a “key” from a hostile troll village. One of the options they can choose is to persuasively charm their way past the guards. If the Hero rolls 5 or more stars using their WILL stat, they have passed the skill check and the players can continue to seek the key. If the Hero rolls lower than 5 stars, they fail the skill check. This triggers the suspicions of the troll guards and leads immediately to a combat encounter.

Sometimes a creative player may suggest an action which has not been covered in the encounter guide. The GM should refuse this roll if the action is implausible, or could derail the story. Otherwise, in the interest of fun, the GM should consider making up an appropriate skill check. Refer to the example [skill check table](#) to choose an appropriate stat and try to gauge the difficulty of the check by comparing it to others in the chapter. If an action would be so easy that success is assumed, it does not require a skill check.

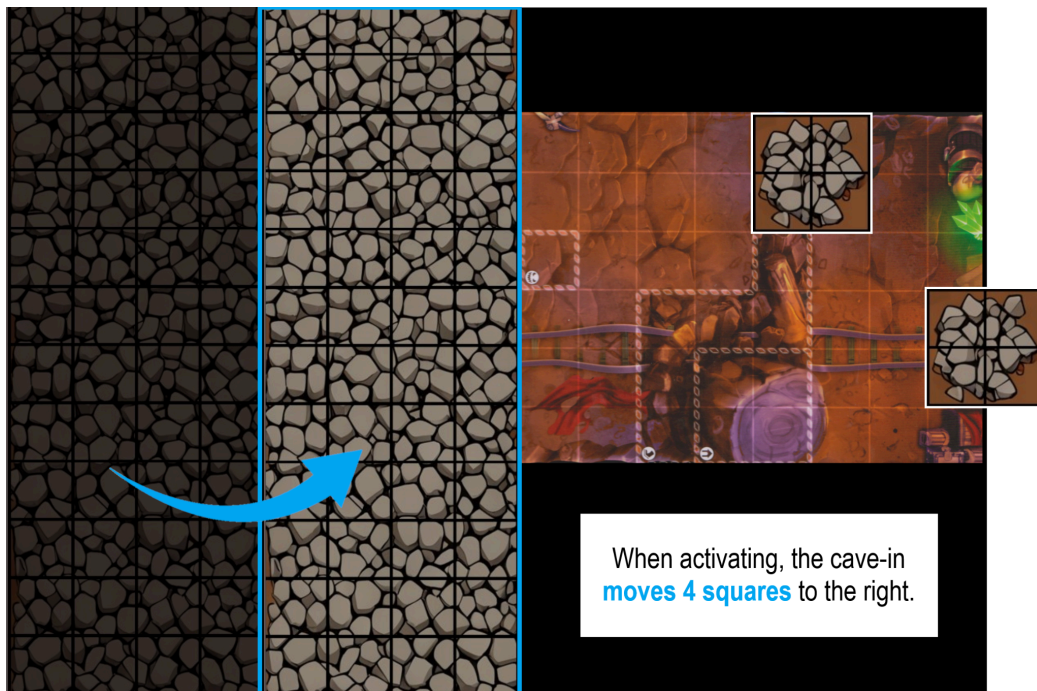
For example, in the previous scenario a player might want to climb up on top of a troll hut to see if they can find a way to the key. They would need to roll DEX (sneaking) to hide from the trolls and STR (climbing) to scale the hut's walls, then WILL (perception) to spot what they're searching for. This sounds very difficult! Looking at the rolls in Chapter 3, the difficulty of skill checks average around 2-3 stars per roll. Consider making these actions a 4 or 5 to represent their formidable challenge. If the Hero fails this impromptu stunt, it would definitely summon the guards and begin the combat encounter!





## Encounter Special Rules

Some encounters contain additional rules. Perhaps an event happens at a certain time or the environment itself acts as a potential threat. In this example from Corruption Chapter 2, rocks are falling from the roof as the cavern collapses.



This is no longer a standard fight. If the Heroes stay where they are to fight the monsters, the cave-in will crush them! In this encounter, instead of simply defeating the enemies the objective is to escape the falling rocks. The GM needs to manage the cave-in and any consequences which may arise.

## Altering the Difficulty

The GM may need to alter the difficulty of an encounter or even an entire campaign to suit their group. This might be because a standard Super Dungeon Hero is particularly strong/weak, or there are greater/fewer than three Heroes in the party. It could also be because of a particular party's composition; for example, one group might put all of their stats into offense. They'll pack a great punch but they might also be overwhelmed if they get attacked. Another group might play very defensively with a tank dedicated to defense and a healer. Perhaps that group is very survivable but has trouble dealing enough damage to tough enemies. Every group is different, so the GM may need to make adjustments.

Sample modifications include:

- Increasing/decreasing a skill challenge's difficulty
- Adding/removing monsters
- Adding/removing monster hearts/action points
- Increasing/decreasing monster offense/defense rolls
- Increasing/decreasing the amount of loot/crystals
- Increasing/decreasing Princess Coins/tents/potion tokens

It can be tricky to find the appropriate difficulty level. If the game is too hard, the players may get frustrated at losing, but if it's too easy the game can become dull. The GM should see how the party fares and step in if they think the party is getting discouraged.





## Creating Your Own Encounters

The Corruption campaign is a self-contained story with its own monsters, traps and characters. A group may wish to run their own campaign which could give them greater freedom.

Some things to consider:

- **Story** - A story can tie disparate combat encounters into a more compelling drama. Instead of fighting some random dungeon boss, now you're fighting the dastardly recurring villain, saving the damsel in distress or hunting for long lost treasure. Consider what could compel your players to become invested in the story.
- **Items** - Equipment in SDRP should be awarded sparingly. Not only does this make obtaining treasure feel more special, but it also prevents encounters from becoming too easy. The difficulty level of SDRP assumes that, on average, a Hero should be fully equipped with loot by the end of chapter 2, have one treasure by chapter 4 and an additional treasure by chapter 6. Awarding items more or less frequently may change the difficulty level.
- **Other Rewards** - Quests award 10◇ upon completion. Beating a combat encounter awards 5◇, beating a mini-boss awards 10◇ and beating a dungeon boss awards 20◇. Consider awarding Princess Coins, potions tokens and tents as rewards in addition to loot. Having one merchant available per chapter enables the party to spend their rewards and gain additional items.
- **Monsters** - Monsters will level up their stats as the campaign progresses. The table below details this cumulative progression. Note that "Offense" refers to the monster's main attack stat (which is not always STR), "Defense" refers to their defense (usually ARM) and "Substat" refers to the remaining two stats. Pets level up using these same bonuses.



Monster Level	Offense Bonus	Defense Bonus	Substat Bonus
Level Two	+1	+1	+1
Level Three	+1	+1	+1
Level Four	+1	+1	-
Level Five	+1 AND +1	+1	+1
Level Six	+1	+1	+1

## Unusual Situations

There will be times where something unexpected happens, and the GM will need to make a judgement ruling. Sometimes strange things should be ignored for the sake of the game. For example, a mounted character might travel into a narrow cave which might normally spook the animal, but it's just a game so we turn a blind eye to logic for a moment. At the end of the day, the aim is to create a fun experience. Try to go with the flow and if something truly strange happens, just blame it on the bugs in the code!

# Creating a Custom Hero

Use the card creator labelled "[SD Card Creator](#)" to make a custom Hero card (alternatively, simply keep track of your character on paper).

Follow these steps to make a custom SDRP Hero:

## Step 1. Assign points

- 6 movement points
- 3 action points
- 1 potion
- 5 hearts



## Step 2. Add a shield icon to ARM for defense rolls



## Step 3. Choose one the following dice pools to apply to each stat

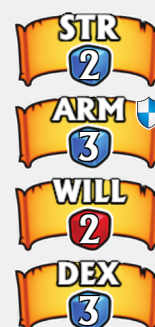
i) Balanced:



ii) Specialised:



iii) Custom (with GM's discretion)



## Step 4. Choose one basic attack

i) Melee (STR focussed) \_\_\_\_\_



ii) Magic (WILL focussed)



iii) Missile (DEX focussed) \_\_\_\_\_



## Step 5. Choose crystal affinity

i) Citrine (STR focussed)



ii) Sapphire (ARM focussed)



iii) Ruby (WILL focussed)



iv) Emerald (DEX focussed)



## Step 6. Choose Race

i) Human: Choose one additional basic attack from the options presented above and choose one additional crystal affinity as a dual affinity.

ii) Elf: Add one movement speed.

iii) Dwarf: Add one heart and lose one movement speed.

iv) Freyjan: Add the [modified](#) "9 Lives" Ability. (Note that it may be used once per chapter in SDRP)

v) Other: Other races are assumed to have the same bonuses as humans. Custom racial modifiers may be negotiated with the GM.

## Step 7. Choose three enhancements

Choose three enhancements from the [Novice Level Up Table](#). At least one of these must be a potion action.

## Step 8. Name your character

## Sample Custom Hero

Hiyo Razorclaw is a Freyjan Hero with a balanced statline.



She specialises in WILL, so she has a magic basic attack and ruby crystal affinity.

Her enhancements are:











- Potion Master (ability)
- Ray of Confusion (action)
- Phantasmal Wings (potion)


















































## Novice Level Up Table













NAME	TYPE	DESCRIPTION
<b>Alchemy</b>	Ability	When a model with <b>Alchemy</b> rolls a heart they may choose to gain a potion instead.
<b>Backstabber</b>	Ability	When a model with <b>Backstabber</b> suffers a wound, it may place the wound token on an adjacent friendly model instead.
<b>Blessed Strike</b>	Ability	A model with <b>Blessed Strike</b> gains +1 to all offense rolls it makes for each spent Princess Coin on its card.
<b>Corpse Stench</b>	Ability	When a model with <b>Corpse Stench</b> suffers damage, all adjacent enemy models suffer  .
<b>Defender</b>	Ability	Models without <b>Defender</b> that are adjacent to a friendly model with <b>Defender</b> cannot be targeted by offensive actions.
<b>Discipline</b>	Ability	A model with <b>Discipline</b> gains  to all rolls while it is adjacent to at least one other friendly model.
<b>Dread</b>	Ability	A model with <b>Dread</b> gains +1 to all offense rolls if it is currently benefiting from Stealth or Nether Ash.
<b>Fire</b> 	Ability	Models with the <b>Fire</b> ability inflict the  status effect upon a successful attack.
<b>Fly</b>	Ability	A model with <b>Fly</b> treats difficult terrain, chasm, and structure squares as open squares. All non-blessing tile effects in those squares are ignored. Structure squares do not block line of sight to or from models with <b>Fly</b> .
<b>Fury</b>	Ability	A model with <b>Fury</b> gains  to offense rolls for each wound it is currently suffering.
<b>Have a Heart</b>	Ability	A model with <b>Have a Heart</b> benefits from hearts it rolls on failed actions, as well as successful actions.
<b>Healer</b>	Ability	When a model with <b>Healer</b> rolls a potion they may choose to gain a heart instead.



<b>Hex</b> 	Ability	Models with the <b>Hex</b> ability inflict the  status effect upon a successful attack.
<b>Holy</b>	Ability	A model with <b>Holy</b> may reroll a single dice when making an attack roll versus undead or demons.
<b>Hunter</b>	Ability	A model with <b>Hunter</b> may reroll a single die when making offensive actions which target spider, gnoll, or orc models.
<b>Immune: Fire</b>	Ability	A model with Immune: Slow is immune to the  status effect.
<b>Immune: Hex</b>	Ability	A model with Immune: Slow is immune to the  status effect.
<b>Immune: Poison</b>	Ability	A model with Immune: Slow is immune to the  status effect.
<b>Immune: Slow</b>	Ability	A model with Immune: Slow is immune to the  status effect.
<b>Oracle</b>	Ability	When this model wins an offense roll, if it rolled no potions or hearts, it may choose to count as having rolled one potion or one heart.
<b>Pep Talk</b>	Ability	Heroes gain +1 WILL for each model with <b>Pep Talk</b> adjacent to them.
<b>Poison</b> 	Ability	Models with the <b>Poison</b> ability inflict the  status effect upon a successful attack.
<b>Potion Master</b>	Ability	A model with <b>Potion Master</b> may use one additional potion during their activation.
<b>Proficient</b>	Ability	Models with <b>Proficient</b> may take the basic Interact or Open Chest action without spending action points, once per turn.
<b>Ravage</b>	Ability	When a model with <b>Ravage</b> inflicts damage on a single target with an offensive action, it may choose to suffer one damage to inflict an additional damage to the target.
<b>Alternative Shapeshift and Knocked to My Senses</b>	Ability	This model can spend an action point to shapeshift into an animal form. Increase the Hero's base size to large and gain +1 Heart and  STR. The Hero keeps all status effects and tokens, and retains its previous abilities. Additionally, the shapeshifted Hero gains the ability <b>Knocked to My Senses</b> . When a model with <b>Knocked To My Senses</b> suffers a wound, it rolls  , if it rolls no stars, it shapeshifts back to its original form. At the beginning of their activation, the shapeshifted Hero may choose to remain in their animal form, or return to their original form.





<b>Slayer</b>	Ability	A model with <b>Slayer</b> may reroll a single die when making offensive actions which target dragon, kobold, or drake models.
<b>Slow</b> 	Ability	Models with the <b>Slow</b> ability inflict the  status effect upon a successful attack.
<b>Spongy</b>	Ability	When a model with <b>Spongy</b> is targeted, Push the model that targeted them 1 square after the action has been resolved, even if the model with <b>Spongy</b> was destroyed.
<b>Steady</b>	Ability	A model with <b>Steady</b> may not be Pushed, Pulled, or Compelled by enemy models.
<b>Surefoot</b>	Ability	A model with <b>Surefoot</b> treats difficult terrain squares as open squares. All non-blessing tile effects in those squares are ignored.
<b>Tough</b>	Ability	During its upkeep, a model with <b>Tough</b> removes a single wound token.
<b>Cleave</b>		 ,  , Sweep 1
<b>Drain Life</b>		 , Massive Damage. Any friendly Hero may Heal 1 for each wound inflicted.
<b>Fire Arrow</b>		 ,  DEX, 
<b>Forceful Shot</b>		 , Massive Damage, Brutal Strike
<b>Leaping Attack</b>		 , Pounce
<b>Power Attack</b>		 ,  STR, Massive Damage
<b>Rain of Arrows</b>		 , Burst 1
<b>Ray of Confusion</b>		 , Lance 6, 
<b>Ricochet</b>		 ,  DEX, Hookshot
<b>Summon Vines</b>		 , Cross 4, 










Warp		 , Retreat
Whirling Blades		 , Wave 1
At Your Back		 ,  , Switch places with target Hero.
Brew Potion		 , This model gains one potion token.
Defensive Ward		 , Aura 3,  ARM
Healing Invocation		 ,  , Heal 1
Horn of Victory		 , Aura 3,  to offensive actions.
Lulling Melody		Wave 2, WILL vs WILL, Compel 2
Mark Target		 , Mark
Bottled Vengeance		 , Deadly Defense
Elixir of Fury		 ,  STR, Ravage
Field Rations		 , Heal 1, Remedy
Fire Bomb		 ,  , Wave 1, 
Icy Breath		 ,  , Lance 3, 
Ironskin		 , Sturdy
Phantasmal Wings		 ,  WILL, Fly
Potion of Warding		 , Aura 3, +1 ARM











<b>Powdered Venom</b>		 ,  , Burst 1, 
<b>Smoke Bomb</b>		 ,  DEX, Stealth
<b>Superspeed</b>		 , +3 Movement
<b>Increased Range</b>	Upgrade	Increase the range of one basic offensive action by 2.
<b>Magic Basic Attack</b>	Upgrade	Gain one basic magic attack,  .
<b>Melee Basic Attack</b>	Upgrade	Gain one basic melee attack,  .
<b>Missile Basic Attack</b>	Upgrade	Gain one basic missile attack,  .
<b>Mount</b>	Upgrade	Your character rides a mount. Increase the Hero's base size to large and gain +2 Movement.
<b>Potion</b>	Upgrade	Increase the maximum number of potion tokens this Hero can carry by 1.
<b>Shield</b>	Upgrade	Add a shield icon for defense rolls on another stat. <i>NOTE: this stat should not be the same as the Hero's main attack stat as the character will be greatly unbalanced.</i>



































# Adept Level Up Table




































NAME	TYPE	DESCRIPTION
<b>Artillery</b>	Ability	An action with <b>Artillery</b> may target any square within range, even if no model occupies the square.
<b>Berserk</b>	Ability	During its activation a model with <b>Berserk</b> may make a single Melee Attack costing no action points.
<b>Black Ice</b>	Ability	Enemy models that end an activation within 2 squares of this model are moved two squares directly away from the model with <b>Black Ice</b> .
<b>Blood Drinker</b>	Ability	When a Model with <b>Blood Drinker</b> inflicts a wound, they may remove one wound or one status effect token from their card for every heart rolled.
<b>Brutal Strike</b>	Ability	When this model wins an offense roll, add +3 stars to its total.
<b>Bulldozer</b>	Ability	A model with <b>Bulldozer</b> may move through enemy models, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.
<b>Burrow</b>	Ability	A model with <b>Burrow</b> may move through walls, and treats difficult terrain and structure squares as open squares. All non-blessing tile effects in those squares are ignored.
<b>Dungeon Map</b>	Ability	If the party contains one more Heroes with <b>Dungeon Map</b> , at the beginning of the encounter, after map assets have been deployed but before monsters are spawned, all friendly models may be spawned up to 3 squares away from the Start Token.
<b>Eternal Flame</b>	Ability	Enemy models within 2 squares and Line of Sight of a model with <b>Eternal Flame</b> do not remove the  status effect at the end of their activation.
<b>Feint</b>	Ability	When a model with <b>Feint</b> makes an offensive action, they may choose one dice from their target defense roll and force them to reroll the result.
<b>Formless</b>	Ability	At the beginning of this model's activation it may increase one attribute by  . This bonus lasts until it is activated again.
<b>Fortify</b>	Ability	A model with <b>Fortify</b> gains  ARM for each enemy adjacent to them, to a maximum of  ARM.








<b>Frenzy</b>	Ability	A Model with <b>Frenzy</b> gains  on offensive rolls against any model that is suffering one or more wounds.
<b>Ghost</b>	Ability	A model with <b>Ghost</b> ignores walls for the purposes of Line of Sight and Movement.
<b>Grabby</b>	Ability	An enemy model that is adjacent to a model with <b>Grabby</b> may not move.
<b>Heart Attack</b>	Ability	When making an offense roll, a model with <b>Heart Attack</b> counts any hearts rolled as two hearts.
<b>Heroic Mob</b>	Ability	Friendly models within two squares and Line of Sight gain <b>Mob</b> . When making a melee offensive action, a model with <b>Mob</b> adds  to their offense roll for every additional model with Mob that is in range of their target, up to  .
<b>Illumination</b>	Ability	Models that target an enemy model within 3 squares of a friendly model with <b>Illumination</b> may reroll a single dice.
<b>Immobile</b> 	Ability	Models with the <b>Immobile</b> ability inflict the  status effect upon a successful attack.
<b>Immune: Immobile</b>	Ability	A model with Immune: Immobile is immune to the  status effect.
<b>Immune: Knockdown</b>	Ability	A model with Immune: Knockdown is immune to the  status effect.
<b>Insight</b>	Ability	When a model with <b>Insight</b> is targeted by an offensive action, it may force the attacker to reroll one die of its choice from the offense roll, before making a defense roll.
<b>Knockdown</b> 	Ability	Models with the <b>Knockdown</b> ability inflict the  status effect upon a successful attack.
<b>Leadership</b>	Ability	If another Hero activates after this Hero, during the same turn, that Hero gains +1 action during the activation. This bonus action may only be used on support actions.
<b>Mastery</b>	Ability	Once per activation, this model may use a unique action listed on the card of an adjacent friendly model.
<b>Parry</b>	Ability	After a model with <b>Parry</b> suffers damage due to a critical success, it may immediately make a basic melee attack against the model that caused the critical, if able.

<b>Pile-On</b>	Ability	A model with <b>Pile-On</b> gains  STR if its target is suffering  .
<b>Predator</b>	Ability	When an enemy model moves out of a square that is adjacent to a model with <b>Predator</b> , the model with <b>Predator</b> may immediately make a Melee Attack against that model.
<b>Protector</b>	Ability	Enemy Monsters that have Line of Sight to this Hero may not target other Heroes which are adjacent to this Hero with offensive actions.
<b>Rabid</b>	Ability	When this model activates roll  and consult the following: <b>No stars:</b> this model moves as close as it can to, and attacks, the closest friendly model. In the case two models are equally close, this model's controller chooses. <b>One star:</b> this model may activate normally. <b>Two or more stars:</b> this model may activate normally and gains  STR and  during this activation.
<b>Selfless</b>	Ability	Once per turn, when an adjacent friendly model suffers a wound, this model may suffer it, instead.
<b>Shatter</b>	Ability	A model with <b>Shatter</b> gains  to offensive rolls if its target is suffering  .
<b>Sidestep</b>	Ability	A model with <b>Sidestep</b> may immediately move one square when it makes a successful defense roll.
<b>Squirrely</b>	Ability	When a model with <b>Squirrely</b> makes a defense roll, it may choose one of its dice and reroll it.
<b>Stocked and Stingy</b>	Ability	A Model with <b>Stocked</b> begins the combat encounter with its maximum number of potions, however, they also gain the ability <b>Stingy</b> . A model with <b>Stingy</b> may not share its potions with friendly Heroes .
<b>Student</b>	Ability	Once per combat encounter, a model with <b>Student</b> may use a single unique action listed on the card of any other Hero.
<b>Tainted Blood</b>	Ability	Enemy Models Within three squares of a model with <b>Tainted Blood</b> do not remove the poison status effect at the end of their activations.
<b>The First Stone</b>	Ability	A model with <b>The First Stone</b> gains  to all offensive rolls for each wound it is suffering, to a maximum of  .
<b>Toxic Blood</b>	Ability	A model that inflicts a wound against a model with <b>Toxic Blood</b> suffers  .
<b>Uncanny Awareness</b>	Ability	A model with <b>Uncanny Awareness</b> ignores Stealth.

<b>Unstable Design</b>	Ability	When a model with <b>Unstable Design</b> suffers a critical hit, it immediately performs the Vent Steam action. If the model with <b>Unstable Design</b> would be destroyed by the critical, it uses Vent Steam before being removed.  <b>Vent Steam:</b>  ,  ,  STR Wave 1
<b>Vile Stench</b>	Ability	Enemy models may not end a move adjacent to this model unless they take a WILL check and roll 1 or more stars.
<b>Virulent</b>	Ability	A model with <b>Virulent</b> gains  to offensive rolls if its target is suffering 
<b>Wind of Blades</b>	Ability	A model with <b>Wind of Blades</b> may spend all of its movement points to make a single missile attack basic offensive action.
<b>Wisdom</b>	Ability	A model with <b>Wisdom</b> gains  that may only be used to take support actions.
<b>You're Alone</b>	Ability	A model with <b>You're Alone</b> gains  to offensive actions that are targeting a model that has no other models friendly to it within two squares.
<b>Bullrush</b>		 , Lance 5, Charge
<b>Fan of Knives</b>		 , Sweep 2, 
<b>Focused Spark</b>		 ,  WILL
<b>Grenade</b>		 ,  , Burst 1, 
<b>Harpoon</b>		 ,  DEX, Pull 6
<b>Heroic Strike</b>		 ,  STR
<b>Ice Cage</b>		 ,  WILL,  , 
<b>Reposition</b>		 ,  DEX, after completing this attack, this model may move up to 3 squares.
<b>Telefrag</b>		 , if the target is destroyed, place this model in the square the target had occupied. This action may only be taken once per turn.

































<b>Apothecary</b>		 , Wave 2, Remedy
<b>Barkskin</b>		 ,  , Place a crystal token on target Hero. The target gains  ARM while it has this token. Discard the token at the start of this model's next activation.
<b>Covering Fire</b>		 ,  , Target another Hero. All offensive actions targeting the Hero reduce the result by 1.
<b>Dig</b>		 , Burrow. This model may immediately move up to three squares. This action may only be taken once per turn.
<b>Double Time</b>		 ,  , target other Hero may move a number of squares up to its movement stat.
<b>Garden of Brambles</b>		Aura 3, enemy models treat the affected squares as Difficult Terrain.
<b>Repulsion</b>		Wave 1, Push 1.
<b>Bamf!</b>		 , Teleport
<b>Caffeine</b>		 , 
<b>Concoction of Keeness</b>		 ,  WILL, Improved Critical
<b>Draught of Dark Blessings</b>		 , Dark Radiance
<b>Panacea</b>		 , 
<b>Potion Toss</b>		Place one potion token on any Hero's card.
<b>Shield of Thorns</b>		 , Backlash
<b>Springstep</b>		 ,  STR, this model's basic melee attacks gains Pounce.
























<b>Tincture of Traversal</b>		 ,  DEX, Surefoot
<b>Trollsblood</b>		 , Regenerate
<b>Vampiric Drain</b>		 , whenever this model deals a wound, it Heals 1.
<b>Heart</b>	Upgrade	Increase the maximum number of hearts this Hero has by 1.
<b>Initiative</b>	Upgrade	Gain a +3 bonus to initiative rolls.
<b>Skill Bonus</b>	Upgrade	Choose either STR, DEX or WILL. Gain a +3 bonus to skill checks based on the chosen stat.

# Legendary Level Up Table

NAME	TYPE	DESCRIPTION						
Ambush Predator	Ability	After an enemy model enters a square adjacent to a model with <b>Ambush Predator</b> , the model with <b>Ambush Predator</b> may make a basic attack action against it.						
Backlash	Ability	If a model targeted by an offensive action possesses <b>Backlash</b> and wins the defense roll, the model making the offense roll suffers one wound. Each model may only be wounded by <b>Backlash</b> once per wound.						
Bane	Ability	Models with the <b>Bane</b> ability inflict the  status effect upon a successful attack.						
Counterstrike	Ability	When a model with <b>Counterstrike</b> suffers a wound, it may immediately make a single Melee Attack targeting the model which inflicted the wound, so long as the model is within range.						
Dark Radiance	Ability	All offense rolls and defense rolls made against a model with <b>Dark Radiance</b> reduce the result by 1.						
Deadly Defense	Ability	This model may score critical successes on defense rolls. If it does, the attacker suffers a wound.						
Elemental Affinity	Ability	<p>A model with <b>Elemental Affinity</b> may choose one element from the following list at the beginning of the combat encounter and gain that element's abilities. They may choose a different element at the start of the next combat encounter.</p> <table><tr><td><b>Spirit:</b> Feint</td><td><b>Void:</b> Predator</td></tr><tr><td><b>Earth:</b> </td><td><b>Air:</b> Sidestep, Surefoot</td></tr><tr><td><b>Water:</b> </td><td><b>Fire:</b> </td></tr></table>	<b>Spirit:</b> Feint	<b>Void:</b> Predator	<b>Earth:</b> 	<b>Air:</b> Sidestep, Surefoot	<b>Water:</b> 	<b>Fire:</b> 
<b>Spirit:</b> Feint	<b>Void:</b> Predator							
<b>Earth:</b> 	<b>Air:</b> Sidestep, Surefoot							
<b>Water:</b> 	<b>Fire:</b> 							
Ice	Ability	Models with the <b>Ice</b> ability inflict the  status effect upon a successful attack.						
Immune: Bane	Ability	A model with Immune: Bane is immune to the  status effect.						
Immune: Ice	Ability	A model with Immune: Ice is immune to the  status effect.						

<b>Improved Critical</b>	Ability	This model's Critical hits inflict an additional wound.
<b>Run Down</b>	Ability	This ability may only be selected if the Hero also has the “ <b>Mount</b> ” upgrade. Once per activation, a model with <b>Run Down</b> may move onto the same square as an enemy model. The enemy model suffers Compel 2 and one wound.
<b>Sense Weakness</b>	Ability	A model with <b>Sense Weakness</b> gains +1 to offensive actions targeting a model with one or more status effects.
<b>Stealth</b>	Ability	Actions targeting a model with <b>Stealth</b> reduce their Range by 3, to a minimum of 1.
<b>Strength of Virtue</b>	Ability	When a model with <b>Strength of Virtue</b> would gain a status effect, it may roll  . If any stars are rolled, it does not gain the status effect.
<b>Sturdy</b>	Ability	A model with <b>Sturdy</b> never suffers more than a single wound from a single action, such as critical hits or Massive Damage.
<b>Armor Piercer</b>		 8,  DEX,
<b>Cursed Blade</b>		  STR,  ,  , 
<b>Dragon Slayer</b>		 , If Dragon Slayer inflicts a wound, it inflicts one wound for every star the offense roll exceeded the defense roll.
<b>Fireball</b>		 , Burst 1, 
<b>Headshot</b>		 6,  DEX, Massive Damage
<b>Lightning Bolt</b>		 ,  WILL, Arc
<b>Meteor</b>		 ,  6, Burst 2, Hookshot
<b>Scatter Shot</b>		 ,  , Wave 8
<b>Ultimate Smash</b>		 2,  STR, Improved Critical

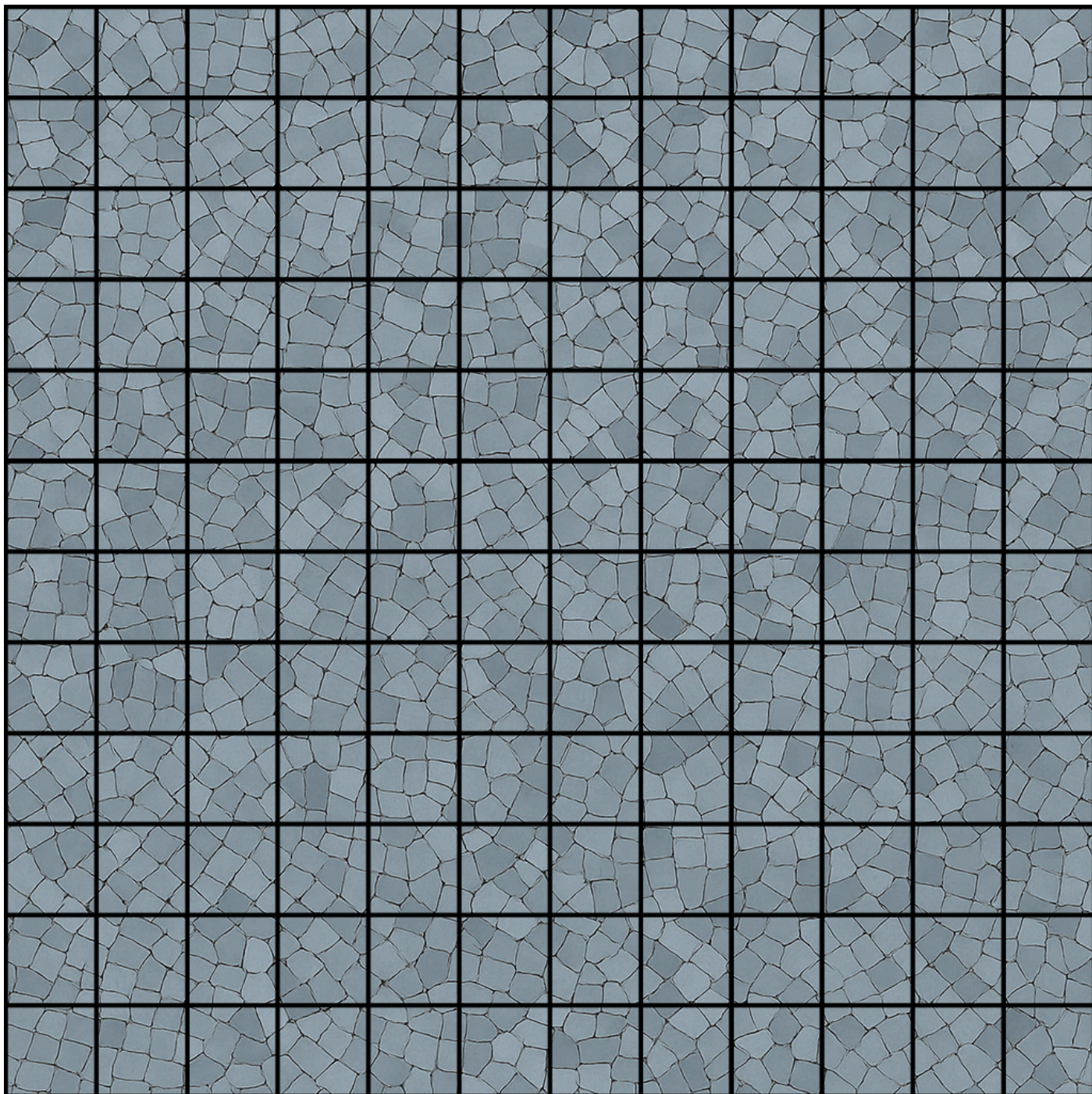


<b>Bless</b>		 , Aura 1, Friendly models may reroll one die after rolling dice for any reason.
<b>Fountain of Light</b>		 , Wave 2, Heal 2
<b>Hail of Arrows</b>		 , this model makes three basic missile attacks and then suffers one wound.
<b>Mind Control</b>		 , WILL vs WILL, target enemy model may move up to half of its movement speed and use one basic offensive action against a target of this model's choosing.
<b>Rage</b>		After every movement point spent, immediately make one basic melee attack. This model's defense roll is reduced to  until its next activation, and may not be increased by equipment (it may be increased by augments).
<b>Rallying Cry</b>		 , All Heroes in play, including this one, perform one basic offensive action.
<b>Telekinesis</b>		 , Pull 4, This action may target enemy models, friendly models, chests and tokens on the map (but not tokens on a model's card).
<b>Bulwark Brew</b>		 , When this model suffers a wound, roll  , If any hearts are rolled, the wound is ignored
<b>Nether Ash</b>		 , Actions targeting a model affected by Nether Ash reduce their Range to 1. Area effects are unaffected.
<b>Mass Heal</b>		Every Hero rolls  and Heals 1 for each star they roll.
<b>Vortex Bomb</b>		 , Burst 2, Artillery, Pull 1

# Generic Dungeon Map

## Full 12 x 12 Map

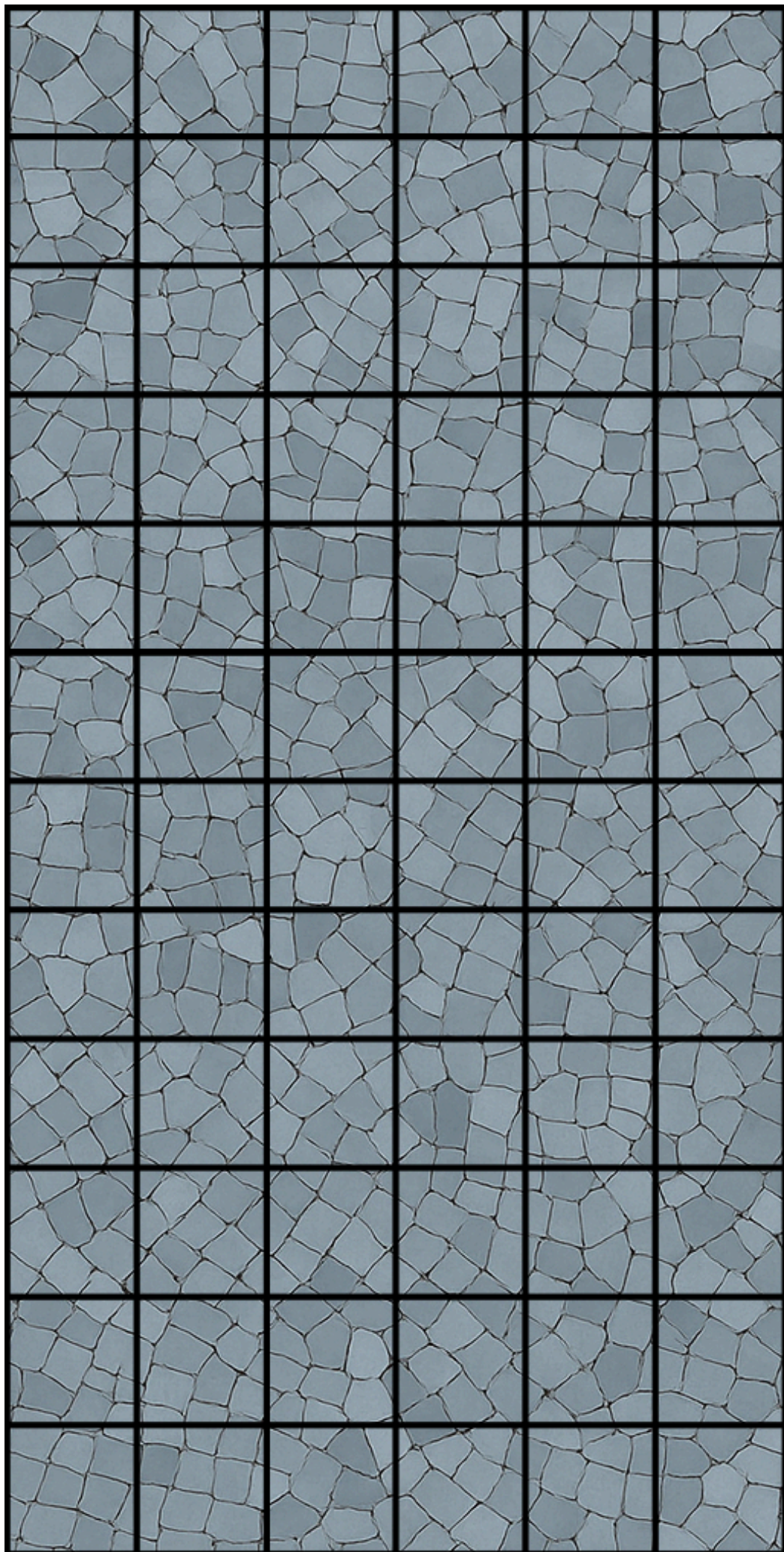
Will need to be scaled up





## Half 6 x 12 Map #1

Print at true size,  
will need to be taped  
together.





## Half 6 x 12 Map #2

Print at true size,  
will need to be taped  
together.

