

DYNAMOD DUNGEON DIVE

A cooperative dungeon exploration game

- Win: At least one Hero survives, no Monsters remain on tiles, and all living Heroes return to start position.
- Lose: All Heroes are defeated, or players surrender.

SETUP

- Choose Heroes
 - Each player takes 1 Hero.
 - Add tokens to match numbers on bottom of figure: Health ♥ Attack ✂ Movement 🐾 Defense 🛡
 - Attach the appropriate Hero head, recommended to face forward towards Health ♥ token slot.
 - The Hero Special ★ abilities are listed below.
- Prepare Tokens
 - Treasure 💠 and Trap ■ tokens stay face down
 - Designate a discard pile for used tokens.
 - Relics stay face down and are put aside.
- Prepare Monsters
 - Monster figures upright with stats facing down
 - Heads are attached when Monsters are drawn.
- Place the spinner and damage tracker within reach of all the players, set the damage tracker to 0.
- Prepare Tiles
 - Place tile with 4 footprints as the starting tile.
 - Apply the steps for tile placement below.
 - Place Heroes on the footprints.
 - Shuffle all other tiles face down.

TILE PLACEMENT

- Add walls and doors in white-outlined borders.
- Place doors where borders have arrow indicators.
- Place Treasure 💠 and Trap ■ tokens face down.
- For each Monster symbol:
 - Draw a Monster figure.
 - Add starting stat tokens based on bottom stats.
 - Add the appropriate Monster head.

EXPANSION

- A Hero at the edge of a tile can expand the dungeon:
- Draw and place a tile on the same edge, rotate freely
 - Apply the steps for tile placement above.

TREASURE & TRAPS

Treasure 💠

- Figure must end movement on the cell.
- Flip the token and apply the effect.
- Remove and discard the token.

Trap ■

- Triggered by passing over or landing on the cell
- Movement stops immediately.
- Flip the token and apply the effect.
- Remove and discard the token.

DEFEAT

- When a figure (Hero or Monster) loses all Health ♥:
- Remove it from the board.
 - Discard its tokens.

URNS

- Figures may move and attack in any order.
- Only 1 attack per turn.
- Movement may be interrupted by an attack, opening and closing doors, and then resumed.
- Only attack and move in straight lines, not diagonally.

COMBAT

- Attack an adjacent enemy
 - Spin once per Attack ✂ token on figure.
 - Each ✂ result on spinner deals 1 damage.
 - Increase the damage tracker for each damage.
- Defend
 - Spin once per Defense 🛡 token on figure.
 - Each 🛡 result on spinner blocks 1 damage.
 - Reduce the damage tracker for each block.
- When landing on Special ★, optionally also use special ability once this fight.
- After the fight, remove Health ♥ tokens for damage remaining on the tracker and reset the tracker to 0.

MOVEMENT

- Move up to Movement 🐾 token count on figure.
- Walls and closed doors block movement.
- Figures cannot move through enemies (unless otherwise allowed by ability).

HEROES

- Optionally rest instead of any actions, if not within Movement 🐾 range of any monster, gain +1 Health ♥ (up to number printed on bottom of figure).

MONSTERS

- Monsters wake if a Hero is in Movement 🐾 range.
- Once awake, a Monster never goes back to sleep.
- After all Heroes finish their turns, activate each Monster in any consistent order
- Monsters don't avoid traps or act tactically, however treasures and traps apply to Monsters.
- Monsters continue attacking the same Hero unless the Monster moved after the previous attack, even when forced to do so.
- Monsters can open doors when stepping aside while crowded or when pushed with a Hero ability.

Monsters make no choices, follow these rules in order:

- If adjacent to a Hero → Attack.
- If adjacent to multiple Heroes → After attacking, step 1 cell away if possible (they avoid being crowded).
- Otherwise → Move toward the nearest Hero. If multiple Heroes are equally close, players choose.

RELICS

After winning the game and clearing at least 4 tiles:

- Draw 1 relic per surviving Hero.
- The group chooses 1 relic out of the drawn ones.
- Relics are one-shot, used in a future game.
- Choose Hero to carry the relic at start of next game.
- At any time, apply a RELIC EFFECT, then discard it.

RELIC EFFECTS

+ ♥ relic:

At any time, add 1 Health ♥ token to an ally, including when reaching 0 Health ♥.

+ ✂ relic:

At any time, add 1 Attack ✂ token to an ally.

+ 🛡 relic:

At any time, add 1 Defense 🛡 token to an ally.

+ 🚶 relic:

At any time, add 1 Movement 🚶 token to an ally.

+ ★ relic:

At any time, use an ally's Special ★ ability.

- 🛡 relic:

At any time, remove 1 Defense 🛡 token from an enemy.

- 🚶 relic:

At any time, remove 1 Movement 🚶 token from an enemy.

HERO ABILITIES

Warrior

- Ability — Berserk:
If adjacent to 2 or more enemies, gain +1 attack spin.
- ★ Cleave:
Deal 1 damage to a different adjacent enemy.

Knight

- Ability — Hold the Line:
When an adjacent enemy moves away, it immediately takes 1 damage.
- ★ Shield Bash:
Push 1 adjacent enemy 1 cell, don't move the knight.
If enemy is pushed into a wall or closed door, deal 1 damage.

Rogue

- Ability — Backstab:
If attacking from the side or behind an enemy, double that attack's damage.
- ★ Dash:
After acting, move 1 additional cell.

Paladin

- Ability — Aura of Protection:
When not moved this turn, 1 damage to Paladin or adjacent allies is redirected and damages the attacker instead.
- ★ Immobilize:
Choose 1 adjacent enemy; it cannot move on its next activation.

MONSTER ABILITIES

Orc

- ★ Frenzy:
If adjacent to 2 or more Heroes, gain +1 attack spin.

Troll

- ★ Smash:
If attack deals damage, deal +1 damage.

Wraith

- ★ Lunge:
After attacking, optionally move 1 cell, even through walls and doors.

Golem

- ★ Brace:
Immediately block 1 damage when defending.

QUICK GLOSSARY

- Activation:
One Figure's full turn.
- Adjacent:
Directly next to another Cell (sharing a side).
- Cell:
One square on the board.
- Damage tracker:
Counter used during a fight to track damage, then reset to 0.
- Defeated:
When a Figure has no Health ♥ left and is removed.
- Discard:
Remove a used Token or Relic from the game.
- End movement:
The Cell where a Figure finishes moving this turn.
- Expand:
Place a new Tile from an explored edge.
- Figure:
Any Hero or Monster piece.
- Movement range:
How many cells a figure can move in one turn based on its Movement tokens.
- Special ★:
Spinner result that counts as a success and can trigger a special ability once per fight.
- Start position:
The footprints on the starting Tile.
- Token:
Markers for Health ♥, Attack ✂, Movement 🚶, and Defense 🛡.
- Turn:
One figure's full sequence of actions before the other figure acts.
- Wake:
When a Monster becomes active because a Hero is in Movement range.