

ADVANCED DUNGEONS & DECISIONS



Rules

Recommended ages 7 and up

What you need: This Rulebook, some friends, and four six-sided dice for each person.

Choose one person to be the **Storyteller**. The other players choose a hero type. **Warrior**, **Magician** or **Bard**. Place 1 **D6** (Six-sided dice) on each number on your character card. This keeps track of how much **damage**, **magic** or **music** they can be attacked with before they run away. As you play these numbers can get reduced. If any of them go to 0, the character runs away, falls asleep or is otherwise defeated. Once all the heroes are defeated, or after they win an encounter, place all the dice back to the numbers on the card. If there is an X next to their skill, they can't use it. **+0** means they can use the skill but they just don't get any points to add to their roll.

The **Magician** can turn into a cat (or other animal). If they are an animal when attacked with a **Smashey** attack, they get a special **Dodge** move. The **Magician** can Roll a dice. On a 4 or more you make them miss! This Dodge does not work against other **Magical** and **Musical** attacks. Instead of an animal, they can say they are using some other type of trick to use this ability.

ENCOUNTER:

When the **Storyteller** starts an encounter everyone takes turns including the monsters. Go in a circle around the table. The storyteller chooses who goes first.

Anytime you want to do something difficult in the story, roll a D6. The **Storyteller** tells you what number to roll or higher before you roll. They pick a number between 1 and 6. Add a + bonus if you have skills related to what you are trying to do. If you roll a 1 you ALWAYS fail even if you have a +1 bonus. If you Roll a 6 you ALWAYS succeed, no matter how hard. If the players want to sneak around the bad guys to avoid them they all have to make a **Sneaky** roll. Some characters have a **Sneaky** +1 bonus on their card. Example: Roll a 2+ (2 or more) is easy, 4+ is hard, 5+ is very hard.

MONSTERS:

These have the same type of cards as the heroes. If you try to beat a monster, Choose a **Smashey**, **Magic** or **Musical** attack. Roll a D6 and compare to the monster's dice tracker number in the matching category. You succeed if you roll equal to or higher than the number on the **Dice Tracker**. If you win, subtract 1 from their **Dice Tracker** and turn the dice to the side with the reduced number. Once any of the dice go to 0 on any of the **Dice Trackers**, the monster is defeated.

WARRIOR NAME: _____

ADD TO
YOUR ROLL:

+1 **SMASHEY** :



x **MAGICAL**:



+0 **MUSICAL**:



+0 **SNEAKY**

MAGICIAN NAME: _____

ADD TO
YOUR ROLL:

+0 **SMASHEY** :



+1 **MAGICAL**:



x **MUSICAL**:



Animal Form: 4+ Dodge

+1 **SNEAKY**

BARD NAME: _____

ADD TO
YOUR ROLL:

x **SMASHEY** :



+0 **MAGICAL**:



+1 **MUSICAL**:



+0 **SNEAKY**

EXAMPLE:

The **Warrior** Dwarf wants to do a **Smashey** attack on a skeleton. He rolls a dice getting a total of 4. Adds his +1 **Smashey** bonus making his roll a five. The Skeleton has a **Smashey dice tracker** set at 2. The Dwarf rolled higher than a 2 so he wins! The Skeleton is damaged and goes down to 1 on the **dice tracker**. The **BARD** goes next but can't smash the skeleton because there is an X next to his "**Smashey**". So he tries to use a Musical attack. The Skeleton has a 5 on the "**Musical**" **dice tracker**, so the **BARD** rolls a dice and needs a 5 or higher. He rolls a 4 but has +1 to musical attacks, so he makes it! The Skeleton is reduced to 4 in the Skeleton's **Musical** tracker. The Skeleton goes next. Skeletons can't use anything but a **Smashey** attack because there is an X next to everything but "**Smashey**". The **Storyteller** rolls for the Skeleton and gets a 2 to attack the **BARD**. The **Bard** has a 3 on his **Smashey** dice Tracker so the Skeleton misses. The **Warrior** goes next and Rolls another "**Smashey**" attack. He gets a 2 +1 for the bounus = 3. The attack wins again and the Skeleton loses his last 1 remaining "**Smashey**" point and is defeated.

Storyteller:

As the **Storyteller** it is your job to make the game fun! You get the final say so you make the rules! You can change the rules too, just be nice and have fun with the other players. You want to challenge the players, not defeat them all the time. Give them some sort of treasure after the encounter, this can be gold, food or one of the items below.

When the players use their attacks they have to tell you what they are trying to do.

Smashy Attack: "I'm going to use my hammer!"

Magical Attack: "I'm going to shoot a fireball!"

Musical Attack: "I'm going to play a song to make the monster fall asleep!"

After they defeat the monsters, the Storyteller makes up what happens next. Each game should have at least 4 encounters. They can try to sneak around the monsters, solve puzzles, avoid hazards and find treasure.

You can make up your own heroes and monsters Just make sure that they have at least one weakness. You could have a giant that is really powerful, but can easily be defeated with music. Or a super magical wizard that can be easily defeated with smashy attacks. The key is make it fun and funny!

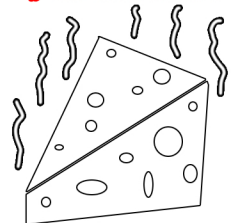
TREASURE



MASK

Get +1
Sneaky

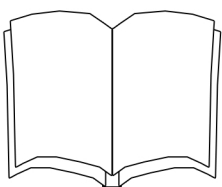
TREASURE



**STINKY
CHEESE**

Use to make
1 monster run
away (Except Rats)

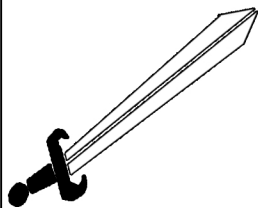
TREASURE



**LIBRARY
BOOK**

+1
to any one ability

TREASURE



BIG SWORD

+1
Smashey

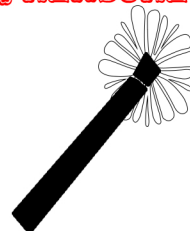
TREASURE



**MAGIC
GUITAR**

+1
Musical

TREASURE



**MAGIC
WAND**

+1
Magical

TREASURE



**HEALING
POTION**

Put 1 dice
tracker back
to full health

NIBBLES

ADD TO
YOUR ROLL:

+2 SMASHY : 

x MAGICAL: 

x MUSICAL: 

Animal Form: 4+ Dodge

+2 SNEAKY

BOSS MONSTER

ADD TO
YOUR ROLL:

+0 SMASHY : 

+1 MAGICAL: 

x MUSICAL: 

+0 SNEAKY

GOBLIN

ADD TO
YOUR ROLL:

+0 SMASHY : 

x MAGICAL: 

x MUSICAL: 

+1 SNEAKY

GIANT RAT

ADD TO
YOUR ROLL:

+0 SMASHY : 

x MAGICAL: 

x MUSICAL: 

+2 SNEAKY

OWL-BEAR-OWL

ADD TO
YOUR ROLL:

+1 SMASHY : 

x MAGICAL: 

x MUSICAL: 

+0 SNEAKY

SKELETON

ADD TO
YOUR ROLL:

+0 SMASHY : 

x MAGICAL: 

x MUSICAL: 

x SNEAKY

OGURE

ADD TO
YOUR ROLL:

+2 SMASHY : 

x MAGICAL: 

x MUSICAL: 

x SNEAKY

DRAGON

ADD TO
YOUR ROLL:

+1 SMASHY : 

x MAGICAL: 

x MUSICAL: 

+0 SNEAKY

GIANT SPIDER

ADD TO
YOUR ROLL:

+0 SMASHY : 

+0 MAGICAL: 

x MUSICAL: 

+1 SNEAKY

NAME: _____

ADD TO
YOUR ROLL:

SMASHEY:

MAGICAL:

MUSICAL:

SNEAKY

NAME: _____

ADD TO
YOUR ROLL:

SMASHEY:

MAGICAL:

MUSICAL:

SNEAKY

NAME: _____

ADD TO
YOUR ROLL:

SMASHEY:

MAGICAL:

MUSICAL:

SNEAKY

NAME: _____

ADD TO
YOUR ROLL:

SMASHEY:

MAGICAL:

MUSICAL:

SNEAKY

NAME: _____

ADD TO
YOUR ROLL:

SMASHEY:

MAGICAL:

MUSICAL:

SNEAKY

NAME: _____

ADD TO
YOUR ROLL:

SMASHEY:

MAGICAL:

MUSICAL:

SNEAKY

NAME: _____

ADD TO
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SMASHEY:

MAGICAL:

MUSICAL:

SNEAKY

NAME: _____

ADD TO
YOUR ROLL:

SMASHEY:

MAGICAL:

MUSICAL:

SNEAKY

NAME: _____

ADD TO
YOUR ROLL:

SMASHEY:

MAGICAL:

MUSICAL:

SNEAKY