

**RULES:** Start with Health 10, Gold 0, Heat 0

**COMBAT:** Roll on the monster table to see what you are fighting. Roll a dice for yourself and for the monster. Add any bonuses. Highest score wins, the lowest loses 1 health point (HP).

**GOLD:** Spend gold in the shop for bonuses any time you want.

**HEAT:** Add (or subtract) heat for each room you enter. If Heat ever reaches 20, you pass out - GAME OVER!

**LAVA POOL**  
HEAT + 3

**EMBER WORMS**

**HEAT + 1**  
**GOLD + 2**

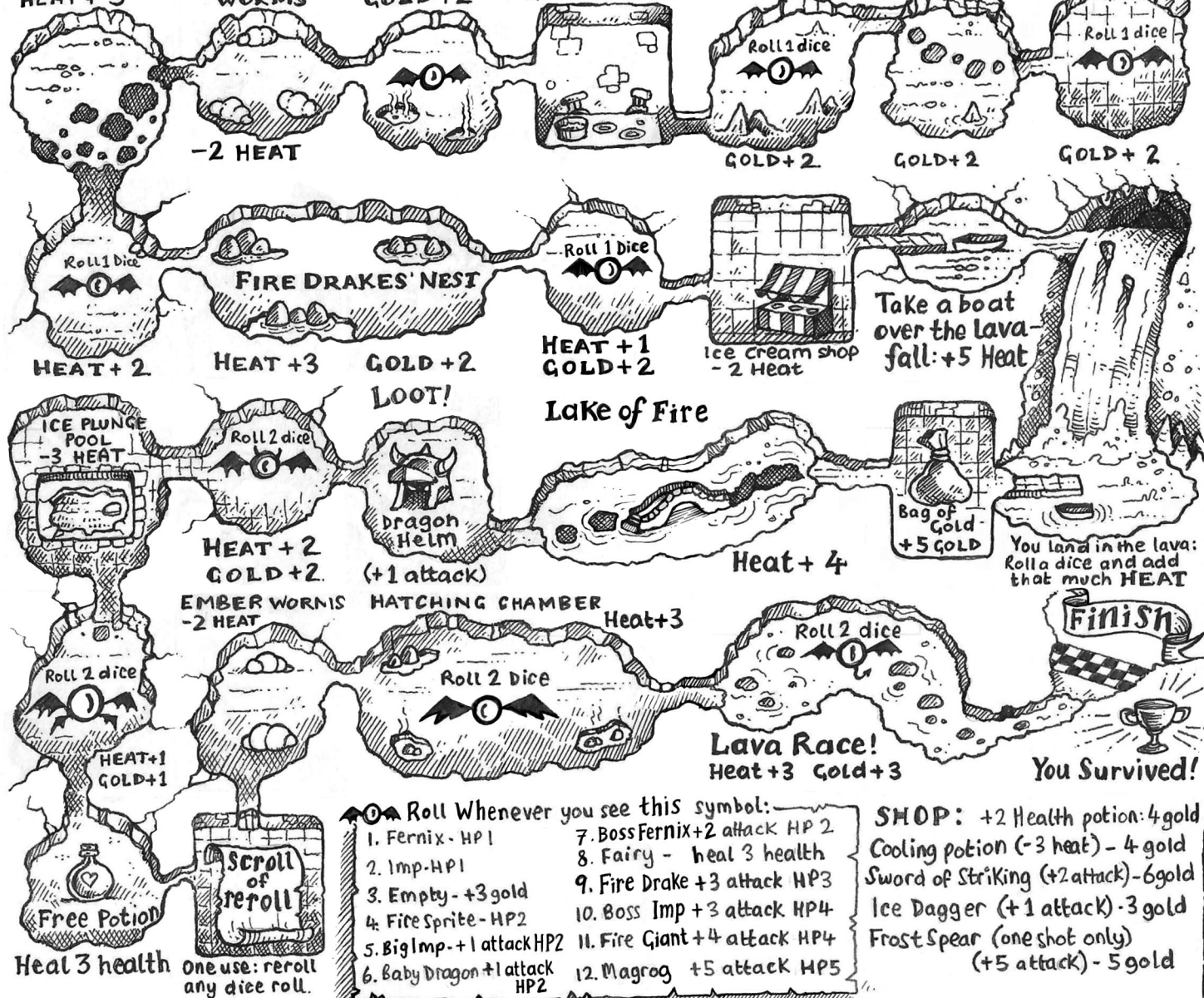
**CHILI FOR DINNER** - +2 HEAT

**HEAT + 2**

**HEAT + 3**

» MOUNT FLAMBO «

**DUNGEON RUNNERS**



Roll Whenever you see this symbol:

- |                              |                              |
|------------------------------|------------------------------|
| 1. Fernix - HP1              | 7. Boss Fernix +2 attack HP2 |
| 2. Imp - HP1                 | 8. Fairy - heal 3 health     |
| 3. Empty - +3 gold           | 9. Fire Drake +3 attack HP3  |
| 4. Fire Sprite - HP2         | 10. Boss Imp +3 attack HP4   |
| 5. Big Imp - +1 attack HP2   | 11. Fire Giant +4 attack HP4 |
| 6. Baby Dragon +1 attack HP2 | 12. Magrog +5 attack HP5     |

**SHOP:** +2 Health potion: 4 gold

Cooling potion (-3 heat) - 4 gold

Sword of Striking (+2 attack) - 6 gold

Ice Dagger (+1 attack) - 3 gold

Frost Spear (one shot only)  
(+5 attack) - 5 gold

**EQUIPMENT:**



Cut out, stick to card and use as a playing piece