

BRIDGEQUEST!

Modifying Steve Jackson's *Munchkin* into a campaign-style game

ruleset 1.4.2

play tested by the Morazis and GHR guys

Card based role-playing adventure

1-3 players

Playtime 3-20 hours

Ages 13+

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Why Turn *Munchkin* Into a Campaign?

I, like you probably, was an avid *Munchkin* player. At the turn of the century I would get together with my friends and play for 8 hours twice a week. We have had so many good times playing this game. But then I realized something. There was always this disappointment when it was over. Sure, you can take it out on the munchkin who won, blaming them for the feeling but it was actually the disappointment of spending so much time building a character only to have to start again from scratch in the next game. You may have been an Evil Epic Wizard Elf but at the start of the next game you were a normal human and only luck would decide how you turned out. Further, you can't play *Munchkin* with less than 3 players so if people had last minute plans the entire game would have to be put on hold. Thus, the concept of *BridgeQuest!* was born.

The Story

There is a bridge that connects every planet in the multiverse, transporting travelers between worlds. For centuries the doors on our world have remained relatively quiet but now, enemies have broken through, invading our cities and abducting our people. You and your allies have been assembled to track their Boss back to their world and secure the Bridge.

The Goal(s)

Get to the topmost world and exit into Boss Mode, defeating the Boss and any other enemies left on the Bridge. This is not always possible in the first game.

The long term goal throughout the series of games in a campaign is to build up your character's sheet to become the biggest, the strongest or the most equipped for combat. However, there are many paths to victory:

- 1) by defeating the Boss in Boss Mode, a player gets to make **4 additions** to their sheets (*see: Additions to Sheets*)
- 2) by helping another player by joining them in combat against the Boss, a player gets to make **3 additions** to their sheets
- 3) by simply making it to Boss Mode or winning in any way other than defeating the Boss, a player gets to make **2 additions** to their sheets
- 4) by getting on the Bridge for at least one turn and leaving the game via Homeworld, with or without closing the Bridge, a player gets to make **1 addition** to their sheet

GMs Pre-Game Setup

You will need at least 40 Dungeon cards from the various *Munchkin* sets in order to set up the Bridge for your players to traverse. Before your first game begins, you will need to separate your Dungeon cards into four even piles to begin marking doorways on them.

- Your first stack will have four doorways per card, one coming from each corner.
- Your second stack will have three doorways per card, rotating the blank space after each card (i.e. upper right, lower right, lower left, upper left) to create a variety of doorways coming from the corners.
- Your third stack will have two doorways per card: lower corners, left corners, top corners, right corners, top left and bottom right, bottom left and top right
- Your fourth stack will have one doorway per card, rotating it around after each card (i.e. upper right, lower right, lower left, upper left)

Split your portal cards into seven piles and create a variety so they read:

- Change the column you're on
- Change the world you're on

- Change the row you're on
- Change the column of your choice
- Change the world of your choice
- Change the row of your choice
- Change the entire bridge

All of the above can be in addition to or instead of the effects already on the card.

Games can be very long so you're going to want at least one full *Munchkin* deck with all of the expansions and it can be helpful to have more than one set mixed together for item and enemy variety. Balance is important! When mixing decks make sure that you're keeping the same proportions of monsters, curses, portals, etc. as well as one-shots, gear and GUAL cards as Dork Towers intended. Nothing can bog down a game worse than arbitrarily splitting decks, leaving your players with no one to fight and nothing to fight it with.

You will need between 15-20 named figurines of various sizes. You may need or want more as a campaign progresses as these become your player characters, enemies and allies. You will also need one big figure to be your Boss character. Again, likely more as the campaign progresses. Any standalone characters will do.

You will need one six-sided die (d6) and one 20-sided die (d20) per player, one d20 for the GM and one set (or more!) of dice for standard tabletop roleplaying. These sets consist of a four-sided die (d4), an eight-sided die (d8), two ten-sided die (d10), a twelve sided die (d12) and a d20.

Similarities between *BridgeQuest!* And *Munchkin*

Character Development

Character building is the same in both games. Two hands worth of items, one big item, one headgear, one footgear, one armor, one steed/vehicle/ship, one hireling/ally/sidekick etc., one race, one class, one style, one faction, one accent, one affiliation unless using the standard in-game cheats or modifiers as listed on the cards.

Curses

Curses can still be used to affect other players. When a curse hits a player their Karma

Two Munchkins to a fight

Team-ups in a combat are limited to the person fighting and one additional player.

Starting Hand

Players are initially dealt four Door cards and four Treasure cards.

Tapping

Only cards with a gold value can be played on the table face-up to reduce hand size.

Hand Size

Players are still limited to five or less cards in their hand at the end of their turn (unless special exceptions exist).

Sacrificing Allies

Hirelings/allies/sidekicks, etc can be sacrificed to avoid Bad Stuff and they can carry one item that is not big or two-handed.

Turn Phases

Player's turns work (mostly) the same with the exception of the differences noted (*see: How BridgeQuest! and Munchkin are different*).

Equipping Before Combat

Items that give a power bonus must be equipped before Kicking Down the Door.

The player's cards in play cannot be changed during combat except by doing a DEX check (*see: Making a DEX check*).

Kicking Down the Door

If you Kick Down the Door, you must face combat until it is resolved either by winning by more than one or facing the Bad Stuff.

Curses from Kicking Down the Door have an immediate effect.

Portals when Kicking Down the Door have an immediate effect and cause you to Kick Down an additional Door.

If there is no monster when you Kick Down the Door you can either Loot the Room and take a face down Door card or Look For Trouble and fight a monster from your hand.

Monsters

The number of treasures and levels for beating monsters is the same as listed on the card as well as the effect that the monster has on the combat, advantages, disadvantages, etc.

Running Away

The monster the player is running from has to be announced before a Run Away attempt can be made.

Edge-to-Edge Rule

Changing worlds, either through travel or portals, has the same edge-to-edge rule that dungeons have. The effect is immediate and there is no time in-between worlds.

Differences between *BridgeQuest!* And *Munchkin*

Wandering Monsters

While Wandering Monster cards can be used to add monsters to combat, they always make every monster on the Bridge take one move toward the nearest player, as determined by the GM. This is true whether the Wandering Monster is played from the player's hand or if it comes from Kicking Down the Door.

Adjacency

Since players have the choice to either adventure together or split up on the Bridge, certain things like trading items, assisting in combat, using physical one-shot items like potions or backstabbing has some limits based on Adjacency. Players must be in the same world or in worlds touching each other to do any of the above. There is one anomaly however with worlds that have a doorway back to Homeworld, the world with the exit is adjacent to Homeworld but not vice versa unless it is on the first row. While Adjacency is about cards that are touching each other Near Adjacency refers to any card that is touching an Adjacent card.

GUAL cards

The goal of the game is to get to the topmost row and then exit into Boss Mode so obviously getting to level 10 (or level 20 in epic games) becomes obsolete. Instead each level you gain becomes your opportunity to make one move on the board (*see: Moving*).

Power Ranks

Like leveling up, every time you move up one row on the Bridge, your combat strength goes up by one and every time you go down a row, your combat strength goes down. The row you're on is also the number of power ranks that you have available.

Beginning Move Phase

Each player's turn starts with a move phase to allow them to get out of a situation that has overwhelmed them or move into a combat that did not exist at the end of their last turn. Each player's turn also ends with a move phase.

What makes a game Epic?

When Kicking Down the Door, players will Kick Down one when they're on any row less than 5. They Kick Down two Doors when they are on row 5 or higher.

Power Differentials

In combat, the player (or players) must win by one or more (unless special exceptions exist) and by less than 10. For every unit of 10 that the munchkins are up by, they must Kick Down additional Doors, called a Power Differential; one Door for every unit of 10 when on rows 1-4 and two Doors for every unit of 10 when on row 5 or higher. Players may not alter their combat bonus via one-shot items or in any other way until after the first Power Differential is resolved.

The extra cards that are turned over must be resolved in this order: Wandering Monsters, Portals, Curses and then any card that immediately affects combat. Additional monsters are added to the combat, along with all of their effects, and character modifying cards (race, classes, factions, etc) are placed off to the side face-up until the combat is resolved. If the player wins, the extra character modifying cards are given to them to be placed in a special tapped

pile that must remain face-up on the table and are never considered as part of the hand. They cannot be used as payment as in “discard a card to...” They are potential aspects of the player’s character and nothing more.

Every time a Power Differential is resolved the munchkins have the ability to take action. However, they continue getting more cards in the same way until they are winning by 9 or less or they start making run away attempts.

Running

Run Away attempts are made on the player’s d20. A successful Run Away attempt is 5 or less. However Run Away modifiers adjust this window. On a 1, the player escapes and draws a face down treasure. A 20 adds death to the Bad Stuff of the monster.

Charity Phase

Cards are never given to another player for Charity. They must be played.

Changing the Bridge

Once per turn, a player may discard four cards to act as a portal, changing either the row or the column that they’re on.

Discarded Cards

Any cards that are discarded from the hand either by choice or due to Bad Stuff, Curses, etc immediately go into effect. Monsters enter the world that the player is located in, curses affect the player playing them, Portals are immediately triggered and Wandering Monsters go into effect.

On-Table vs In-Hand

Treasures that are received face down may go into the hand and be used later as cards for payment as in “discard a card to...” However, treasure that is

received face up due to a team up in combat or any other way must remain face up on the table and can never be used as cards.

Death by On Table Monsters

The Bad Stuff of on table figurines is always death. When a player dies, they drop all of their items and all the cards in their hand. Any cards that can have an effect come into play. The player then must rename their character and has the choice to begin the game again from Homeworld on their next turn, if there are other players still in the game. If they are the only player still in the game, the Bridge collapses and the game is over. If they are not, they re-roll their enemies list, do ally and item checks just as if they're starting a new game.

More Uses for Glue

Any item that has the word "Glue" in the title can be used to keep a single world from changing due to the effects of a portal. Worlds can be unglued by using a Wishing Ring (or its deck equivalent).

More Uses for Wishing Rings

A Wishing Ring can additionally be used as a Curse Magnet which draws all Curses toward the afflicted player. The effect can be removed with another Wishing Ring.

Curses

When a curse hits a player their Karma drops by 1. (*see: Moral Consequences*)

Card Interpretation for Single Player Games

Since *BridgeQuest!* can be played by a single player and players can become non-adjacent to each other, some cards and powers like: Enthral for a Bard, a Thief's Backstabbing, Lurina Steed Chow, Steal a Hireling (just to name a few)

stop making sense and must be applied to either the player's sheet or the appropriate deck's discard pile. This allows a bard to enthrall an ally from their sheet for one combat and a thief to backstab themselves or their hireling. Players can "steal" hirelings and steeds, etc by using the card and searching the discard piles. (*see: Further Games, Single Player*)

Equipping Potions

"Usable once only" items that are used to affect combat by adjusting the player or monster combat ST, remove a monster, or allow them to make a successful Run Away attempt must be equipped to a hand like a one-handed item in order to be used in a combat. A player may only have up to 5 of these types of items equipped to that hand but may also use any number of open hands that they have for carrying these types of items.

Combat Bonuses for Potions

Additionally, potions have no face value. Potions that are worth +2 or +3 roll on a d4 to determine their effectiveness in combat and potions worth +4 or higher roll on a d6.

Setting up Character Sheets

- At the top of the page, write the character's name chosen by the player.
- Underneath, write the character's race which is the name of the figurine.
- Below race write the character's chosen gender, male or female.
- Make a place for the player's Karma score.
- Make a place for the player's Level. Player's Level starts at 1.
- In the upper right corner of the page make a place for the character's strength (ST), dexterity (DEX), wisdom (WIS) and constitution (CON)
 - Character's ST is initially determined by rolling a d4.
 - Character's DEX is initially determined by rolling a d6.

- Character's WIS is initially determined by rolling a d8.
- Character's CON is initially determined by rolling a d10.
- Character's Karma is initially determined by rolling a d12.
- Split the space in the upper third of the page for two categories: items and powers.
- Split the bottom two-thirds of the page for two categories: enemies and allies.

Beginning the Game

Have the players roll their d20s, the highest roller gets to go first. In case of a tie, have the tied players roll off against each other.

Setting up the Bridge

Initially only the spine of the Bridge is set up:

Column 3 (7, 2, 11, 20),

Column 4 (1 & 3) &

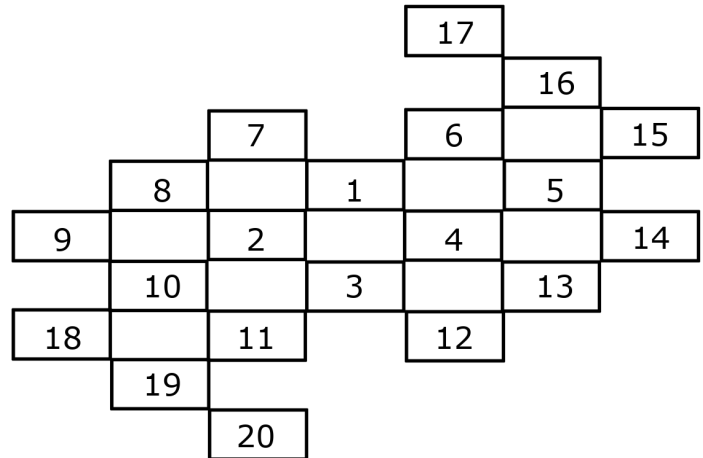
Column 5 (17, 6, 4, 12)

but more worlds will become available when

setting up the enemy

locations and when

Portals are played.



Determining enemies locations

In a player's first game, all new players will do a check against all the figurines - including the Boss - to determine whether they give them an advantage or disadvantage in combat.

The GM rolls their d20 to set the figurine's attitude toward the world and, beginning with the first player, they roll their d20s. If a player is **over** the GMs roll, that figurine is an enemy of that player by the difference between the GMs roll and their own (i.e. GM rolls a 7 and player 1 rolls a 10, player one is enemies with that figurine by 3). The reverse is also true, if the player rolls **under** the GMs roll, the player is allies with the figurine by the difference between their rolls. The player writes the figurine's name and the number in the appropriate column. In the case of a tie, the player has made an enemy of that figurine by 2.

Figurines are then placed on the Bridge on the number of the world equal to the enemy number of the first player to take them as an enemy. When placing the enemies on the board, the GM gets to determine which corner they go in on the world and which way they are initially facing. In worlds with multiple enemies, they cannot be placed on the same corner until every corner is filled and every corner has to be filled twice before a third enemy can be placed in the same corner again.

If every player rolls under the GMs roll and everyone at the table is allies with the figurine, the figurine goes into the Friendzone making them eligible to be taken on the Bridge. (*see: Taking Allies*)

If it is not a player's first time and they've already established relationships with the figurines, they only have to do checks against their enemies list. The player rolls their d20 trying to roll under the number listed on their sheet. If they roll over or tie the number, the enemy goes on the Bridge at the number that is the difference between their enemy number and their roll (i.e. an enemy has a 3 on the sheet and they roll a 10, the enemy goes on world 7).

For first time players whose figurines don't have established relationships with the other players, have one player roll their d20 to establish their mood and have the other player(s) roll their d20(s) to discover whether they're an enemy or an ally in the same way that the figurines were determined. Do this with every player who does not have an established relationship with the other players.

Deal out Door and Treasure cards

Taking Allies

Players may make a once-per-game attempt to take an ally from the Friendzone. The attempt must be made from Homeworld. The player must discard a card from their hand and roll their d20 under the ally's number on their sheet. The

difference between their roll and the ally's number is the ally's combat bonus for the game (i.e. the player is checking on an 18 ally and rolls a 2, the ally has a +16 bonus). If they roll over the number they can't take the ally and don't get to make another attempt. On table allies always double the cost of travel.

Taking Items

If a player has items stored on their sheets from previous games, they can make as many attempts as they want from Homeworld to take those items with them. To begin any attempt they must discard a card from their hand and roll under the number listed on their sheet for that item (*see Additions to Sheets*).

Notes About Rolling the d20

When checking to establish relationships with the figurines, doing enemy checks, attempting to take an ally or an item or using powers in-game, know that rolling a 1 is considered a BIG victory and so the player gets a bonus for it. When establishing a figurine as an ally it means that they get whatever they rolled plus 1. When taking an item or ally or using a power in-game they get to increase the number on their sheet by 1.

The same but opposite effect is true if they roll a 20 when establishing relationships, doing enemy checks or attempting to take an ally or an item or using powers in-game. Not only do they not get to do what they were trying to do and lose the cards they've spent but also the number on the sheet has to go down by 1.

Calculating Combat

ATT/DEF

You may want a calculator and a sheet of rule paper unless you're a math whiz. Things can get hairy in the middle of combat as the players are worried about dying and the GM is trying to calculate Attack and Defense scores.

An item that is **ATT by default** is one that gives a permanent combat bonus and is carried in the character's hand(s). An item that is **DEF by default** is one that gives a permanent combat bonus and is worn by a character. Items that don't have this designation can be added to ATT or DEF, this includes but is not limited to hirelings, pets, undefined or cheated items, powers, etc.

A player's ATT is calculated by their ST, their active on-table combat bonuses designated for ATT and their power level. A player's DEF is calculated by their CON and their active on-table combat bonuses designated for DEF.

Card Monsters

Monsters strengths are determined by the level written on the monster's card. Levels 1-5 rolls on a d6, Levels 6-10 rolls on a d10 and Levels 11-20 rolls on a d20. They may have monster effects that may add or subtract from the combat.

On Table Monsters

The GM rolls a die based on the figurine size in proportion to each other; a d4 for smaller figurines up to a paired 2d10 for the big Bosses. Add the die roll plus the row the figurine is on and the Relationship Bonus with the player(s) in combat. Relationship Bonuses takes into account whether they are allies or enemies on the player's character sheet, letting the number indicate by how much. (*see Beginning the Game, Determining enemies' locations*)

Monster ATT/DEF

After the GM has rolled the monsters ST and added any bonuses, the GM rolls a d10 to determine which portion goes to their ATT/DEF. The number rolled is multiplied by 10% (rounding down) to determine ATT, the rest being put toward DEF.

(Example: Leo the Cowardly has 52 ST at the beginning of combat and the GM rolls a 4, 20 is ATT and 32 DEF)

Note on Treasure

The amount of treasure given is always related to the die they're rolling on. Monsters rolling on a d4 give one and Bosses on the 2d10s give six. Minibosses and Bosses give two travels each, every other figurine is worth one.

And, finally... Calculating Combat

When a player Knocks Down a Door and faces a Monster, the GM first calculates the Monsters' ATT vs the player's DEF. If the Monster's ATT is greater, the player must immediately Run Away.

If the player has DEF remaining after the ATT, the GM calculates their ATT vs the Monster's DEF. If the player's ATT is greater by less than 10 the player collects the Monster's Travels and Treasures. If the player's ATT is greater than Monster's DEF by 10 or more, resolve the Power Differentials.

It is possible to sneak up on Monsters. When a player is in a World where there are Monsters already in the World but they don't find a Monster by Knocking Down the Door, the player gets First Strike and the GM calculates their ATT first before the Monsters go after their DEF.

Hordes and Team-Ups

During combat the collective ATT/DEF of the Monsters is calculated against the player's ATT/DEF but die rolls and potions can affect individual Monsters.

Players can receive help from one other player. This can give an advantage or disadvantage from their Relationship Bonus between the two player's character types and their On Table Allies and Enemies.

Using Items and Powers From a Character Sheet

In *BridgeQuest!*, items are anything that gives a combat bonus or “usable once only” items. Items that give a combat bonus must be equipped and can only be picked up in Homeworld. In order to take them, the player must have the necessary slot available (i.e. no other footgear, if its footgear; no other steeds/vehicles if its a steed or vehicle, etc) and then must discard a card from their hand to make a check on their d20. If they roll under the number on the item they can take it for the game and it grants its permanent bonus until it is lost, stolen or discarded. Players are allowed to do as many checks as they have cards available to sacrifice from their hands.

To use “usable once only” items saved on a sheet, the player must discard a card and then reduce the number of items they have available by one.

To use a power saved on their sheet, players must discard a card to do the check and then roll their d20 under the number on the sheet paying any additional required fee (i.e. the wizard's charm spell which requires the player to discard their entire hand). Players are allowed to do as many checks as they have cards available to sacrifice from their hands.

Who Cares About WIS?

Since *BridgeQuest!* can be played by a single player and players can become non-adjacent to each other, doing a WIS check can help the player avoid consequences that would be otherwise unavoidable. In Cthulhu for

instance, if everyone in the game becomes a cultist, the game is over so doing a successful WIS check would allow the solo player to continue playing.

Non-adjacent players can also use a successful WIS check to avoid the effects of a dungeon or monster that forces them to team up with other players (since that may not be a possibility for them) or any other effect of a monster that enters combat. A player must do a new check for every effect they're trying to avoid.

Since wishing rings (and their deck equivalents) are freely available, WIS checks cannot be used to cancel the effects of curses, traps, disasters, etc.

Likewise, since Run Away attempts can be adjusted with (many) in-game items, WIS checks can't be used to avoid the effects of Bad Stuff (that's what heirlings/allies are for!)

Any WIS check drops the WIS number on the player's sheet by one.

Putting the CON in Combat

CON checks can be a useful way to make a combat more manageable. Once per combat while making Run Away attempts, the player(s) may choose to do a CON check after they've made enough successful Run Away attempts to lower the monsters' strength to a total that they can overcome. If two players are in the fight, both players must make their CON checks. A CON check is made by rolling their d20s under the CON number on their sheet. If they successfully make the check(s), they re-enter combat against the remaining monsters with all the same effects as the first time they initiated combat. If they are unsuccessful they must continue making their Run Away attempts.

CON checks can also mean the difference between life or death. If the player is hit with Bad Stuff that includes death, the player makes a CON check. If they are able to roll their d20 under the CON on their sheet, they escape combat and are able to keep their stuff, their name and take their final move phase.

Any CON check drops the CON number on the player's sheet by one.

Making a DEX Check

Sometimes a player enters combat and they realize they're wearing the wrong gear for the fight or they left their favorite sword behind. If they are able to roll their d20 under the DEX on their sheet, a player can make one change to their equipped gear.

DEX checks can also be made if one player is trying to pass another adjacent player an item during combat. In order to make the exchange, however, both players need to complete successful DEX checks.

Any DEX check drops the DEX number on the player's sheet by one.

Moral Consequences

Who says a fun game is all just fun and games? Being a good little Munchkin increases your Karma and being a poopy little pain does the opposite. But what is "good" and what is "bad" and how does alignment affect your combat score, anyway? (Which is really the most important question.) Karma is a running stat and carries over from game to game without having to be specifically added to a sheet (*see: Additions to Sheets*).

Being Good

There are ways to increase your Karma:

1. Helping another player in combat without a reward
2. Taking a curse off another player
3. Playing 5 or more GUAL cards on another player at one time
4. Using a Loaded Die or Reloaded Die to help another player
5. Closing a Seal
6. Getting literal food for the party

Any time that a player gets good Karma, they receive a Fairy Dust.

Why be good, though? Weeeell, for every +10 Karma points you have banked, you get a +1 for every ally and monsters get a +1 against you.

“But I want to be eeeeeevil,” you say. Well, for every -10 Karma points you have banked, monsters and your allies get -1.

Being a Poopy Little Pain

There are ways to decrease your Karma:

1. Getting another player killed
2. Playing a curse on another player
3. Steal a combat from another player or cause them to Run Away
4. Use a Loaded Die or Reloaded Die to hurt another player
5. Permanently removing a body part
6. Opening a seal
7. Carrying a Cursed item or being in the same World as a someone with a Cursed affects the players on every players turn

Any time that a player gets bad Karma, they receive a Spell.
In a dispute between Loaded Die and Reloaded Die, the last card being played is the one that gets the Karma point.

Karma points can be used during the initial setup of the game when players are rolling in Enemies and Allies (*see: Beginning the Game*). If a player has positive Karma, they can use points in units of 10 to make a roll more likely to occur by adding 1 point to the roll for every unit of 10. A player with negative Karma can use points in the same way but they make the roll less likely. Any player can adjust their own die rolls or another player's.

A player can bend reality for 10 points of Karma after they have received more than 100 or -100 Karma points (*see: Bending Reality*).

Changes to Karma

The player's running Karma score is returned to zero when their character dies.

Major Karmatic Events

Sometimes players get so caught up in being good (or eeeevil) and their Karma gets away from them. Is suicide the only option? Fortunately, no and you can thank player Jay who's name means "Something, something, water, something, something, palm trees," in his native language.

Big Pluses, Much Friends

- Win the game but give up at least 3 Additions to Your Sheet to the player that was not involved in the final combat (+50 pts)
- Rescue a captured player (*see: Further Games, Captured Players*) (+30 pts)

- Use a Wishing Ring to play “Curse Magnet” on yourself and take the hit for the other players (1 pt for every curse taken from another player)

Big Minuses, Much Poopy

- Steal a Cursed item from another player and then kill them with it (*see: PVP*) (-50 pts)
- Win the game by intentionally opening all 7 seals (-30 pts)
- Get a player captured (*see: Further Games, Captured Players*) by closing the Bridge on them (-30 pts per captured player)
- Play a Wandering Monster into a player’s combat that gets the Munchkins killed (-20 pts per player)

Moving

A player can only cross from one world to another via a doorway marked on the card. If there is a doorway on the card that they are on but not on the world they’re going into, the doorway is only one-way. If there is no doorway on the corner they want to move through but there is one on the world they want to move into, they cannot cross.

Each of the following costs one move:

- Crossing through a doorway
- Turning
- Crossing a world
- Any of the above moves that your on-table ally takes with or without you

The worlds that the player passes through have no effect on them, it’s only the final world that they land on that influences them and those effects are immediate and ongoing.

Players cannot pass through a world that is occupied by any monsters, they must stop in that world and resolve their combat before they can continue. If it is during their first move phase, then they can continue moving afterwards but if it is their second move phase they must resolve the combat on their next turn.

If monsters have moved into the player's world since their last turn they do have the ability, if they have the moves, to leave the world before Kicking Down the Door.

Players can enter the Bridge from Homeworld to any row that has a doorway that isn't connected to any other world on the map. However the cost doubles at every row. For instance, to enter world 20 costs 1 move per character; to enter world 19 from the Homeworld costs 2 moves per character. Any of the worlds on row 3 costs 4 moves per character and it continues doubling so that entering world 17 costs 256 moves per character to reach from Homeworld.

Exiting the Bridge from any row always takes the player back to Homeworld unless they make the move from world 17 in which case it pushes everyone into Boss Mode.

Monster Movements

As the players move up the Bridge they will sometimes leave a number of hordes in their wake. At the end of every player's turn the monsters move up the same column they're already on to either match or exceed the same row as the lowest level player. For instance, monsters that were left in world 20 will move up to world 11 if the lowest level player is on row 3 and will move up to world 2 if the lowest level player is on row 4.

Monsters will not move from a world that is occupied by a player when a Wandering Monster is played. They will instead use their movement to turn or cross the same world.

Concluding the game

TPK

Unfortunately the game can end with everyone dead. This can happen when there isn't a player still in the game who is able to end their turn (alive) so that another player can re-roll in.

Various *Munchkin* Conclusions

Any *Munchkin* rule that concludes the game (with or without winners) concludes *BridgeQuest!*, as well (with or without winners).

Stepping off the Bridge

A player can leave the game at any time by returning to Homeworld and announcing that they're leaving the game. Anyone in Homeworld can choose to close the Bridge and end the game for everyone as long as there are no monsters in Homeworld. Players that are still on the Bridge when the Bridge gets closed become captured and must be rescued in a subsequent game.

Boss Mode

Whenever any player reaches world 17 and then moves off the Bridge, everyone on the Bridge goes into Boss Mode along with every remaining monster on the Bridge. Players face combat as usual until all of the monsters are defeated or all the players have been killed. Players do not have the opportunity to rejoin the game if they get killed in Boss Mode. By surviving Boss Mode, every player gets to add a Level to their sheet.

Additions to Sheets

Players may save either items or powers to their sheet equal to the degree of victory they've had in the game (*see: The Goal(s)*). If an item gives both a power and a combat bonus, they must choose or spend the points for both and when they use it in-game they must equip the item in Homeworld and pay the cost for the power when they use it. Items and powers can be anything that the player has active or tapped at the end of the game.

Items that give a combat bonus are added to the Items section on the sheet and the player rolls their d20 to set its value. Since sheet additions happen outside the game, no roll enhancing items or powers can be used to affect this number. The number is then written beside the item along with any necessary descriptions such as powers granted or slots required to use (i.e. -1 handed Sword of Smiting +6).

Items that are usable once only are added to the Items section on the sheet and the player rolls their d6 to set their quantity; a d4, if the GM deems the item to be too powerful or just 1 if the GM deems the item to be very, very powerful.

Powers are added under the Powers section on the sheet and the player rolls their d20 to set its value. Since sheet additions happen outside the game, no roll enhancing items or powers can be used to affect this number. The number is then written beside the item along with any necessary descriptions of how the power works (i.e. Warrior - Win Ties in Combat)

Buuut, players don't have to just save *Munchkin* stuff, they can also focus on their metagame abilities like:

- Raising their ST, WIS, DEX or CON
- Adjusting their relationships with enemies or allies
- Making it more likely that they can take an item next time

To adjust any of the numbers on their sheet (except enemy and ally relationships), players can choose to spend a point from their degree of victory to roll a d4 and add that number to the already existing number.

To adjust relationships with enemies and allies, players can add or subtract one point from the enemy's or ally's number for every point they choose to use from their degree of victory.

Note on Building Cursed Items

Item enhancers can be added to any item with a combat bonus that has been added to the player's sheet. A player can choose to save all of the enhancements on that item using one point from their degree of victory. However, they should be warned (and they never listen but they should be warned anyway) building a massive weapon is a curse on Bridge. The bigger the weapon, the bigger the Power Differential and the bigger the Power Differential the more traps, portals and Wandering Monsters come from the Door. An item becomes officially CuRsEd™ when it reaches a combat bonus of 100 or more.

Further Games

Captured Players

Players that were captured by being unable to get on the Bridge before it collapsed are assigned to a random location that are determined by a roll of the GM on a d20 at the beginning of a new game. They are treated like monsters for all intents and purposes until a player can reach them, do a successful ally check against them and lead them back to Homeworld.

New Enemies

Every time a Boss is defeated, a new Boss gets introduced into the next game along with two new Minibosses. This allows the campaign to go on for as long as players want to keep leveling up their characters. This also allows the GM

to keep up with their player's items and powers, introducing effects on the new Bosses to bring balance back to the game. (i.e. a player that has built a overpowered big item might need a Boss introduced that is immune to big items or a player that has an item that gives them an unlimited hand size might need a Boss that removes cards from their hands)

Bosses on the Bridge

Each time a player defeats a Boss they add it to a special Bosses section on their sheet. Whenever those players join a game, they do an enemy check against those Bosses and on a failure, the Bosses are placed on the Bridge. The Bosses still roll on 2d10s when faced in combat.

Joining a Game Late

Since *BridgeQuest!* can be a multi-hour/multi-day trek across the Bridge, it is reasonable that other players may join at a time later than the official start of the game. This is totally allowed - likely over the objections of your current players since: any player joining the game late has to do a check for *any* enemies that are currently off the Bridge, even the ones that have been previously defeated. Any of the expansions (*see: Expansions*) that would be applied to the player would be reapplied to the Bridge if necessary.

Joining the Game from a Different Campaign

Players will sometimes get very excited about playing, build their characters up over a few months and then get busy and not have time to play any more. (Big GM sadface) But life goes on and other players will start a new campaign, facing off against the first Boss and leveling their characters up over a few months. Suddenly! An old player will call the GM and announce that they're back in town and they're ready to dust off their character sheet (Big GM happyface). However, you'll soon notice that the old player has more Bosses

and Minibosses on their sheet than the current players and the new figurines that have been introduced while they were gone are on the new players' sheets. What is a GM to do? Make 'em establish relationships with any and all characters that are not on their sheet! (Player horrorface) The Boss that goes into play on that game is the highest level Boss on any of the player's sheets.

Bending Reality

A player has metagamed so hard they've become invincible!!! Nothing can affect them and they manipulate every combat they're in; they've essentially become a god. Why not stroke their already over-inflated ego by letting them ignore or modify the rules? Once per game, a player with a CON, WIS or DEX stat over 20 may sacrifice one point to temporarily change one aspect of the game. However it must only be one thing that's changed (i.e. open a portal, change one portion of the Bridge, remove one monster from combat, etc) and is at the GMs discretion to decide when its too much.

PVP

Not that anyone has ever used this ruleset because everyone who plays *Munchkin* and *BridgeQuest!* are 100% cooperative players whose only desire is to see other people succeed but... in the case where one player wants to flex on another player, know that it is a possibility. The attacking player enters combat against the defending player on their turn in the same way that they would any other combat: they Knock Down the Door and deal with a Power Differential. All the effects of combat are the same with this notable exception: if the attacking player wins the combat, the defending player is killed and has to go through the re-spawning process as usual. If the defending player survives, death is in their Bad Stuff and the attacking player is killed, going through the re-spawning process. The items that the killed player is carrying goes to the victor.

Single Player

Whether you're a GM trying to get a hang of the rules or running a campaign for your only friend, there is a time and place for solo play. For the most part, everything works the same as playing with a party except... if the player has a character sheet for the ally they're taking with them, they can play both sheets. In order to support the payments for both, a player's hand size is doubled and anything that increases hand size is worth twice as much.

Expansions

As the players start to level up its a good idea to throw in some extra pieces to slow them down and make it more of a challenge to reach Boss Mode. As in *Munchkin* all enemies of the same type get a +5 bonus each when they're in combat together.

Pigs

Pigs are used to create attrition on players sheets. You need one per row for every item or power the player(s) have that are at 10 or more. Pigs sit off the Bridge until someone ends their turn on the row they're on. Once a pig has been triggered, the GM rolls their d20 to make them appear in a random world. Pigs are faced in combat and occur, like a curse, before combat begins. The GM rolls a d6 to determine what section they hit.

1 - ST

2 - CON

3 - WIS

4 - DEX

5 - Items

6 - Powers

Player's choice if they don't have either items or powers.

If the GM rolls a 5 or a 6 and the player has multiple items or powers the GM rolls an appropriate die to randomly select one. Then GM rolls the d4 to determine how much the selection goes down by.

Players can avoid confronting a pig by using a Wishing Ring (or its deck equivalent) but the pigs don't leave the Bridge until they've got their pound of flesh (mmm... bacon). Any pigs leftover either untriggered or on the Bridge when the players push into Boss Mode go into Boss Mode with the players and must be dealt with.

Cats

Cats are cute but a real pain around board games because they always like to cause a - wait for it - catastrophe. There are several levels of cats.

Regular Cats

Regular Cats go after the things the player has on the table and/or their ability to move. During the setup of the game, the GM rolls a d8 to determine what row the cats are on and cats sit off the Bridge until someone ends their turn on that row. Once the cats get let out of the bag, the GM rolls their d20 for each cat to make them appear in a random world. They are the first monster to affect combat and they will continue to affect any combat they're in until they are defeated. They affect another player joining the fight and hit the player(s) again when the player(s) roll a successful CON check to re-enter combat.

GM rolls any die. If it's odd, the cats scatter the player's items on the table. Roll a d8 to determine how many items the player has to discard.

If it's even, the cats make the player lose cards from their hand. Roll a d8 to determine how many cards they lose.

If the player(s) are unable to pay the required sum they need to lose the remainder in moves, putting them in the negative if necessary.

In combat they roll on a d10 as their bonus along with the row they're on.

In Bread Cats

In Bread Cats are doing their best. Sometimes they'll help you, sometimes they'll harm you. During the setup of the game, the GM rolls a d8 to determine what row the In Bread Cats are on and cats sit off the Bridge until someone ends their turn on that row. Once the cats are triggered, the GM rolls their d20 for each cat to make them appear in a random world.

In combat the GM has the player call odd or even and then rolls their d20. If the player is correct the In Bread Cats help, if they are incorrect, the In Bread Cats harm them. The GM rolls a d12 and draws that many items from the treasure deck, any items that grant a combat bonus (including one shots) are given to the In Bread Cats as their strength. Add the row they're on, if the In Bread Cats are enemies of the player and subtract the row they're on if the In Bread Cats are allies. If the In Bread Cats are defeated the items they are using are given to the player in lieu of treasure.

Fighting Cats

Fighting Cats are BIG AMGRY! Like regular cats they scatter either items or cards but unlike regular cats they don't go after moves until after both items and cards have been dispersed.

During the setup of the game, the GM rolls a d8 to determine what row the Fighting Cats are on and they sit off the Bridge until someone ends their turn on that row. Once the Fighting Cats storm the Bridge, the GM rolls their d20 for each cat to make them appear in a random world. They are the first monster to affect combat and they will continue to affect any combat they're in until they are defeated. They affect another player joining the fight and hit the player(s) again when the player(s) roll a successful CON check to re-enter combat.

GM rolls any die. If it's odd, the Fighting Cats scatter the player's items on the table. Roll a d20 to determine how many items the player has to discard.

If it's even, the cats make the player lose cards from their hand. Roll a d20 to determine how many cards they lose.

If the player(s) are unable to pay the required sum they need to lose the remainder from the other category (i.e. if they initially lost items, they have to lose the remainder in cards and vice versa). If they run out of both items and cards, they have to lose the remainder from moves, going into the negative if necessary.

In combat they roll on a d20 as their bonus along with the row they're on.

Weird Boys

The weird boys minibosses don't like things that are normal and have the ability to change people's appearance. When the player enters combat against a weird boy, the GM rolls a d6 to see which body part they're targeting.

1. Head
2. Left arm
3. Body
4. Right arm
5. Feet
6. The player gets to choose one of the above

The GM then rolls a d4 to see how that body part is affected

1. Player only has one
2. Player has two
3. Player has three
4. Player loses all the ones they have

Ponies

Ponies are fast, getting to make two moves when a Wandering Monster is played. They give the player a -1 to Run Away for every Pony in the fight.

During setup, the GM rolls a d10 to determine how many are going to appear during this game and then rolls a d20 for each of them to determine their location on the Bridge.

In combat they roll on a d20 as their bonus along with the row they're on.

Gelatinous Cubes

A classic monster coming back with a twist. Gelatinous Cubes start out as a Miniboss that rolls on a d20. At the beginning of the game they start in a random world as assigned by the GM rolling their d20. With each Wandering Monster played, if there are other monsters in the same room as them, instead of moving the GM rolls any die. If the result comes up odd, the Cubes eat the monster, adding its strength to its own in combat. The GM does this for every monster in the room with them. Any monster that is not eaten gets to take its movement from the Wandering Monster.

When a player faces off against a Gelatinous Cube in combat, they have to first do a CON check to see if they get eaten before anything else happens in the combat. If they are eaten, the combat is over and they lose the rest of their turn. They remain in the Cube, doing a CON check on every turn, until they either make their check or their CON is reduced to 1 at which point they remain in the Cube - not dead - until another player can kill the Cube. The combat strength of the player is added to the strength of the Cube for the entire time they're inside of it. If they are still in the Cube at the end of the game, they will begin the next game in the Cube as well until they can be rescued.

If a player passes their CON check, they must face off against the combined strength of everything inside the Cube, including the relationships that they have with the monsters (and players) inside the Cube.

Regardless of what is inside the Cube, the number of the treasures it gives is always only five.

Dogs

Otherwise known as the “never say I’ve never done anything nice for you” piece. Dogs are always friends. During the setup of the game, the GM rolls a d8 to determine what row the Dogs are on and they sit off the Bridge until someone ends their turn on that row. Once the Dogs show up, the GM rolls their d20 for each dog to make them appear in a random world.

Dogs always assist by the amount rolled on a d12 minus the row they’re on because they’re good bois (and gurls). Instead of giving up their treasure, at the end of combat Dogs can be adopted into a pet slot to give their roll on the d12 as a permanent bonus to the player. They can be built up with steed/vehicle/ship enhancers and are affected by anything that refers to a steed/vehicle/ship. They cannot be sacrificed in the place of a player to deal with Bad Stuff because shame on you.

Zombies

Zombies are a hidden enemy whose locations are only known to the GM until combat begins in the world they’re in. During the setup of the game, the GM rolls a d10 to determine how many zombies there are in the game and then secretly rolls their d20 for each zombie, assigning them to random worlds until the time comes.

At the start of any combat they’re in (and after both pigs and cubes, if they’re in the combat), the player does a CON check against each zombie. If they fail the check, the GM rolls a d4 to see by how much the player needs to reduce their base ST. Unlike most figurines, their Bad Stuff is not death - there are fates worse than death. Starting with the initial failed Run Away attempt, the player does a CON check to see how bad the zombie’s bite is and the GM rolls a d4 to reduce the player’s base ST again.

If they fail, CON check occurs on every turn they have after it until their ST reaches 1 or they use a Wishing Ring (or its deck equivalent) to remove the effects. If their ST reaches 1, they become a monster at their full remaining combat strength and are controlled like the other monsters by the GM until they are killed by another player. It is only at this time that they may respawn, if they choose.

If the game ends with them as a zombie they are a zombie at the beginning of their next game.

In combat they roll on a d10 as their bonus along with the row they're on.

Ninjas

Ninjas are an elite enemy type that are pulled out when players get too big for their britches. Ninjas will move into any combat that is on the same row or column as them or ones they are adjacent to. When they enter combat (or a helper enters combat against them) they immediately make the player discard the item (or items) giving the player the biggest combat bonus, using that bonus to aid the Ninjas in combat.

In combat they roll on a d20 as their bonus along with the row they're on.

Meeps, Generics & Minions

Meeps, Generics and Minions are monsters from all the same set that don't really have any special powers and are used to open the Bridge up a little bit more, if necessary, or just add more cannon fodder. They can be of various sizes and follow regular monster rules. Like other monsters of the same type (undead, sharks, goblins, etc) every monster of the same type gets a +5 when

they end up in the same combat together. The GM rolls an appropriate die to determine the quantity and then rolls a d20 to assign their locations.

Mini Warriors

Mini Warriors are little guys who roll on a d6 but they also get a bonus that's written on their back. This bonus adds an additional 1, 5, 10, 25, 50 or 100 to their strength. They get this in addition to their team-up bonus and the level they're on.

Portals

Since moving around the board can be expensive and not always easy, it's fun to add shortcuts between totally unconnected portions of the Bridge. You will need pairs of tokens placed in the middle of the world card, requiring both a move to get to them and a move to get through them. They respawn if the world they're on is changed due to a Portal card. New portals open on the following conditions

Portal types

Blue

Blue portals are for long-distance trips. The first blue portal spawns at a random location determined by a roll on a d20 by the GM. The opposite end of the blue portal is placed on the farthest corresponding location on the Bridge (i.e. a blue portal on world 20 opens a corresponding location on world 17, world 18 opens at world 15, world 2 opens at world 4, etc). Blue portals can be opened intentionally at their location by a player who discards four cards from their hand on their turn.

Red

Red portals spawn at the location of a player on the Bridge when they kill a cat or are killed on the Bridge. The opposite end of the red portal is placed at a random location determined by a roll on a d20 by the GM.

Black

Black portals appear when a player is killed in Homeworld. They appear in the location of the largest monster horde on the Bridge. If all hordes are approximately the same size, the GM assigns them a number (or group of numbers) and rolls an appropriate die to place the portal (i.e. if there are two equal sized groups the GM would give them a designation of “odd” and “even” and roll any die; if there were three groups, they could call “1-2”, “3-4”, “5-6” and roll a d6, etc). The opposite end of the black portal is placed at a random location determined by a roll on a d20 by the GM.

Multiple Portals of the Same Type

In the case where there are four (or more) portals of the same color on the Bridge, players can choose which end to come out of.

When two portals of the same color appear in the same world, players in that world or attempting to travel through that world must stop and do a CON check to not get sucked into it. Players fall indefinitely through the Portals, unable to play, until they can make a successful CON check on their turn or their CON is reduced to 1, whichever comes first. Players who have their CON reduced or are still in the Portal when the Bridge closes are captured (*see: Captured Players*)

Hidden Treasures

Hidden Treasures mimic Mimics of old, sometimes giving amazing treasure and sometimes unleashing a problematic enemy. The GM rolls a d4 during the setup of the game to see how many will be on the Bridge. If the GM rolls a 4, there are no Hidden Treasures. The GM then secretly rolls a d20 to determine if there will be a treasure or a monster in the box, if the GM rolls a 20 a monster goes in the box. The GM secretly puts in either the monster or the treasure and they are assigned to random locations that are determined by a roll of the GM on a d20. Hidden Treasures only stay at that location until the World they're in changes. If they're not opened before then they disappear for the rest of the game.

When a player reaches a Hidden Treasure they can make an attempt to open it by doing a DEX check and see what's inside. However once it's open the effects are immediate, initiating combat. If a player would like to check to see if there's a monster inside before they open it up, they can make a WIS check. If the check is successful, the GM warns them if there's possibly a monster inside. If they roll a 1, the GM secretly shows the player what's inside.

Treasures

Hidden Treasures are more powerful than items from the deck and chosen at random by the GM at the start of the game.

Smoke Bombs

Usable once only items that must be equipped. Add a +5 to a Run Away attempt but must be played before the attempt is made.

Fire Extinguisher

Stops one item from being a Fire Flame attack or makes one monster immune to fire flame attack lose its immunity.

Gas Cans

Usable once only items that must be equipped. Can turn one item into a Fire Flame attack as long as the player already has at least one Fire Flame attack in play already. Also can be used in combat involving a creature who is on fire or while the player is wielding a Fire Flame attack for a +d10 in combat.

Handcuffs

Usable once only items that must be equipped. With a successful DEX check, the player can capture one monster from the combat. The monster is removed from the current combat and becomes a usable once only item that takes a hand if the player wins the combat. The monster can be played into any other combat the player is in for the monster's combat ST.

Canteens

Usable once only items that must be equipped. Play a canteen into a combat where a player has already made CON check to re-enter combat to make an additional CON check. Players can play as many canteens into a combat as they have available.

Sign Posts

Usable once only items that can be played from the hand or the table. A signpost opens doors that didn't exist in the world previously. They can open as many doors as there are signs on the post.

Mortars

A two-handed, Big item that can be used to launch usable once only items with a combat bonus from anywhere on the table into any Near Adjacent world.

Bazooka

A Big item that gives a +5 in combat, it is a one-handed item if used by itself but can also become a two-handed item by equipping it with a hands worth of usable once only items that grant a combat bonus. Each of the usable once only items shot from the bazooka are worth double their rolled combat value.

Sniper Rifle

A two-handed item that must be equipped, allows the player to add +10 to either side of a combat from any location, Adjacent or not.

Fused ARC reactor

Primitive technology that got hit with channeled lightning. It works good but it's incredibly unstable. A Big item, it gives +d20 to attack but has to be checked at the beginning of combat and at every power differential. If the player fails the check, the ARC reactor gets an inverse score (i.e. if the reactor was getting a +5 and the player rolls a 6, the reactor is at a -5).

Samurai Swords

One-handed items that don't take a slot and grant +8 in combat are allowed to be used without a DEX check if the player has them equipped and then gets a hand free during combat (i.e. by using all the potions in one hand or losing an item to a Trap, Curse, etc.)

Machine Guns

Do 2d8 damage in combat and give the player first strike.

Marine Cap

Gives a +10 to the player's Karma score.

Fashion Boots

Footgear that is +10 to defense, winged boots give +2 to Run Away

Cobra Joe's Armor

Armor that gives +10 to defense, it ignores bonuses from Monster Enhancers but still grants extra treasures.

Big Ol' Door

Big one-handed item. It's dumb but it's +20 to the player's defense.

Mounted Machine Gun

A usable once only item that must be played before Knocking Down the Door when there are on-table monsters in the world. It does d20 damage to the monster of their choice before combat. It is possible to win the combat this way and the player is allowed to still Knock Down the Door like usual if they do. If the monster they choose is defeated by the attack, the player gets their levels and treasures, removing them from combat. The player may target special characters like Pigs, Cats and Cubes to remove them before their pre-combat effects are triggered.

Tow Line

If the player has one vehicle/ship/steed they can equip this to that item to allow them to take two more vehicles/ships/steeds.

Binoculars

Usable once only items that can be played from the table or the hand. Small ones let the player look at the top 3 cards of any deck, medium size ones allow them to look at 5 cards and the largest one allows them to look at the top 10.

Beacon

A usable once only item that can be played from the hand or the table. Play on any world to bring a Portal of their choice to their location.

Potion Bags

Items that don't take a slot and allow the player to carry 5 more usable once only items that must be equipped and grant a combat bonus. The *more* is stressed because in order to use them, the player must have a hand assigned to Potions already.

Potion Backpack

Items that don't take a slot and allow the player to carry 10 more usable once only items that must be equipped and grant a combat bonus. The *more* is stressed because in order to use them, the player must have a hand assigned to Potions already.

Computers

Two-handed usable once only items that allows the player to hack any deck they choose, arranging the entire thing in any order they want with a successful WIS check.

Black Ops Recon 2: Rainbows and Unicorns Helmet, The Revenge

A Big usable once per game item that can be played from anywhere. Play to have the GM calculate the combat ST of the monsters and one or two players before the combat begins. Gives first strike to the player's side.

Saddle Bags

An item that allows the player to carry 3 extra cards.

Utility Belt

Yeah, it's that utility belt, an item that doubles the player's hand size.

Extra Ammo

A usable once only item that must be equipped allowing the player to add the bonus of an equipped item into combat again.

Cherry Clusters

A usable once only item that must be equipped. When the player throws it into combat they get a one-time +d20 or +d4 which can be applied up to 4 times at the player's discretion throughout the combat.

Lunchbox

A usable once only one-handed item that must be equipped. The player can use it to lure one monster of Level 20 or below from combat to become the player's pet immediately.

Wind-Up Chicken

During their Equip Phase before Kicking Down the Door, the player can put a Wind-Up Chicken into an Adjacent World (*see: Adjacency*), allowing it to Knock Down the Door for them in that World. If they find a monster, they go into combat against that monster. The Chicken is 5/5 in combat and if they win, the treasure is left facedown in the World.

After the Chicken's combat is resolved, the player is allowed to move, equip items and Kick Down the Door.

Role Playing Grenade

This is a Big Two-Handed item that requires an additional two hands worth of potion to use. When a player enters combat with the Role Playing Grenade, they target one enemy, load the potions into it and roll a d100. If the number rolled is greater than the enemy's defense, they are blown away, giving up their levels and treasure. If it is not, the potions do the damage they rolled and the monster remains in the fight. Potions used this way cannot be saved through Tattiplant or the deck equivalent.

8-Bomb

8-bomb is a one-handed usable once only item. It is generally useful in that it can be used to increase the monster or munchkin Combat ST

but it also has a secondary function where it can be used to make a Wish (*see: Bending Reality*).

The player makes the request of the GM and if they approve, they throw the potion into combat to help the side they want and then make their roll. This roll cannot be altered with a Loaded Die, Reloaded Die, etc the player has one chance at getting their Wish.

If the player rolls an Affirmative Answer, they get their Wish, the 8-bomb is taken out of the game and cannot be reused. If they get a Non-Committal Answer, they do not get their Wish but the 8-Bomb is put in the discard pile and anyone with a Wand of Dowsing, Cosmic Cube or deck equivalent retrieve it after combat to use at a later time. If they get a Negative Answer, they do not get their Wish and the 8-bomb is taken out of the game.

Affirmative Answers:

- 1- It is certain: d20
- 2- It is decidedly so: d12
- 3- Without a doubt: d12
- 4- Yes definitely: d10
- 5- You may rely on it: d10
- 6- As I see it, yes: d10
- 7- Most likely: d10
- 8- Outlook good: d8
- 9- Yes: d8
- 10- Signs point to yes: d8

Non-Committal Answers:

- 11- Reply hazy, try again: d8
- 12- Ask again later: d6
- 13- Better not tell you now: d6
- 14- Cannot predict now: d4
- 15- Concentrate and re-ask: d4

Negative Answers:

- 16- Don't count on it: -d4
- 17- My reply is no: -d6
- 18- My sources say no: -d8
- 19- Outlook not so good: -d12
- 20- Very doubtful: -d20

Chilly Willy

He's so terrifying that he had to be locked away in ice. However, it looks like the cube is melting.... Chilly Willy is a one-handed usable once only item. The player activates Chilly Willy during a combat but it takes d8 power differentials or combats for him to get out. When he is finally free, the monsters flee and the player collects their levels but no treasure. The horde then respawns, arriving at a random location determined by the GM rolling a d20.

Shields

Shields are one-handed items worth +d8 that are equipped to DEF.

Sickle Shield

It also has two small weapons worth +d4 that can be used in combat without a DEX check if the player is able to get a hand free.

Portal Shield

During combat when the player's DEF is broken, the player may sacrifice the shield to turn one Monster's ATT against the horde.

Time Sphere

A usable once only that must be equipped. The player throws it into combat to freeze time, allowing them to equip or unequip items or Run Away automatically.

Monsters

Hidden treasure monsters always come in pairs, have a special ability and roll on a d20 for their combat strength along with the level they're on.

The Leatherback Attack Pack

This won't take very long. These guys turn whatever the player's Run Away bonus into a -2 per turtle. They're so slow they're unaffected by Wandering Monsters. That was fast, wasn't it?

Japanese Black Bears

These hungry cubs can't help themselves. To call them monsters isn't really fair to them, to be honest. It's really you, the player, who is a monster for not having enough food for them. Whenever the player encounters the bears, whether it's when they first enter the world they're in, initiating combat or dealing with a power differential, the player rolls their d20 and the GM rolls a d20. If the GM's roll is higher than the player's roll, there's not enough food for the bears and they maul the player. The GM rolls a d6 to target a part of the player's body:

1. Head
2. Left arm
3. Body
4. Right arm
5. Feet
6. The player gets to choose one of the above

Mauled body parts can't use any equipment that would normally be assigned to them and can only be healed with the use of a First Aid Kit.

Die rolls can be modified by Loaded Die, Reloaded Die or the deck equivalents.

30-50 Feral Hogs

These little babies may be cute now but once they're released into the wild they start to become a real threat. Feral Hogs get a Wandering Monster on every turn and they bring all the enemies that are in the same world as them.

The See-You-Later Alligators

Did you see those little critters pop out of the box? Nope! You only thought you did. Turns out they'll be joining the d8th combat. k bai.

Swamp

Technically not a monster since it doesn't add ST into the combat, the Swamp makes it impossible to run away unless the player rolls a 1.

Wishballz

There are 7 Wishballz scattered throughout the multiverse. They are assigned to random locations that are determined by a roll of the GM on a d20. If a player collects all 7 through the course of a game or several games, they may use them to bend reality once (*see: Bending Reality*). Unlike Portals, they don't move around when the worlds change, staying in the same location multiversally but ending up in a different world. Players may choose to keep the number of Ballz they have as one addition to their sheet (*see: Additions to Sheets*) using it up when they bend reality. If multiple Wishballz are on the same location, the player can pick up one per turn at that location or they can pick up all of them in lieu of the treasure they would win from a combat there. If multiple players are in the same world and one tries to pick up the Wishballz it initiates a combat between the players (*see: PVP*) and the winner gets the Wishballz.

The Death Stalker

The Death Stalker appears when the first seal is opened, arriving at a random location determined by the GM rolling a d20. On every player's turn, the Death Stalker makes one move in an attempt to reach the nearest player. If the Death Stalker enters a world occupied by a player, the player must discard 10,000 gold or face immediate death. If the Death Stalker is bribed he respawns in another world as determined by the GM rolling a d20. As is the case with seals, the player's death opens another seal.

If the Death Stalker kills a player, it disappears until a new seal is opened. If the player who faces the Death Stalker is immune to death, the attack still counts as a death and opens a seal but the Death Stalker is not satisfied and continues hunting. After every 7 moves, the Death Stalker opens a new seal. If the Death Stalker is not dealt with by Boss Mode, its reign of terror continues even there. The Death Stalker may be slowed down using Glue (or the deck equivalent) for d4 moves. These moves still count against the 7 but the Death Stalker stays in the same place.

Moreau's Menagerie

The good doctor has been experimenting and released his creations out into the multiverse. The Froggorilla, is a mildly sinister miniboss who permanently changes the player's gender when they enter combat against it and then continues to change their gender for every Power Differential in the combat. As is normal, every time the player changes gender they get a temporary -5 to their combat ST for the remainder of the combat. The Froggorilla gets a d20 bonus in addition to the tier that they're on.

The other beasts from the menagerie are a little more insidious when they enter combat but they do offer the player a choice: either take one of their

base stats (WIS, CON or ST), an item or a power from their sheet down by 2 points (a 2 point loss must be available for this option) or have one of those categories with more than one option available be mixed up. If they choose the latter the GM rolls a die to pick the category at random, does another roll that allows all of their stats to move one less than a complete rotation (i.e. if the player has 7 items on their sheet, the GM rolls a d6 to indicate the number of moves made) and then rolls another die to get an odd or even roll for either up or down. Since the player had a choice, none of these rolls can be modified by a reloaded die (or deck equivalent). Other beasts roll on the appropriate die for their combat strength, based on size, in addition to the row they're on.

Pocket Monsters

Pocket Monsters are high-level monsters that have their own deck. They range from 20 points to over 200 points and can have additional effects as listed on the card. They come into effect when a player has to resolve a Power Differential at level 5 or higher. The player flips a coin, if the result is heads, they get one card from the Pocket Monsters deck as one of the cards needed to satisfy the Power Differential. When they enter combat, the GM rolls 4d6 giving the monster an additional ability if they roll the number of ones listed.

Players get one Pocket Monster treasure for each Pocket Monster they defeat in combat with the rest of their treasure being given from the treasure deck. However, some of the Pocket Monsters are hiding in the Pocket Monster's treasure deck which are dealt face-up. If a Pocket Monster appears, then the player immediately re-enters combat, unable to receive the treasure until the new combat is resolved.

Pocket Monster treasure is very high level potions, poisons and bombs with ongoing effects which introduce an entirely new step to combat. If a player is losing in combat against the monsters and has an ongoing effect in play, they can choose to simply wait as their Power Differential. This does not add any more Door cards to the fight, instead allowing the ongoing effect to continue.

The Bad Stuff of every Pocket Monster is always death.

Pocket Monster Expansion

Every time a Pocket Monster card is drawn, the GM rolls d4 on-table Pocket Monsters onto the Bridge assigning their locations randomly by rolling a d20. An on-table Pocket Monsters rolls on a d20, gets a bonus for the level they're on and a +5 when in combat with other Pocket Monsters.

Squads

Squads are like any other monster except they always come in groups. They all roll on the same die sets depending on their size and move together but - Run Away attempts have to be made for each of them individually.

Copperfield: Mindfreak

When Copperfield appears in combat, the player makes a roll on a d12 and uses the result from the table below. The player can do a WIS check to avoid Copperfield's effect but must discard their entire hand (5 card minimum)

| | |
|--|---|
| | Copperfield disappears from combat and reappears in the player's next d8 combat or Boss Mode, whichever comes first |
| | The player disappears and reappears in another location |
| | Shrunk! The player fights combat with $-\frac{1}{d4}$ strength |

| | |
|--|---|
| | Player fights three Copperfields but only gains one victory |
| | Gain 4 treasures and Copperfield reappears at random location |
| | Player fights their doppelganger and Copperfield |
| | Player fights the illusion of another player who rolls the highest on their d20 and Copperfield reappears at a random location |
| | Fight Copperfield and illusions of all the monsters from the set |
| | Lose d4 turns |
| | Roll the d12 twice and use both results, ignoring 10s |
| | Player takes psychic damage, permanently decreasing their combat strength by d6 for every turn until they die or the game is over |
| | Player switches their setup, hand and character sheet with another player who rolls the lowest on their d20 |

Extra Bosses

Li'l Strange

Li'l Strange is a Boss who draws the multiverse to him. When entering combat against Li'l Strange, shuffle the discarded worlds back into the deck and add d4 worlds to the location the combat is occurring. Li'l Strange adds another d4 worlds every time a Power Differential needs to be resolved. All the worlds that Li'l Strange brings in are permanent on that location until changed by a Portal.

Gray Phoenix

Gray Phoenix is a Boss with a little extra kick. When entering combat against the Gray Phoenix, the GM rolls a die which cannot be modified by the players.

If the result of the die is odd, the Gray Phoenix is a regular Boss who gets a d100 combat bonus. However, if the result is even, the Gray Phoenix gets her regular d100 combat bonus and also gets an additional d100 bonus which cannot be modified by the players. To add insult to injury, Gray Phoenix is immune to fire / flame attacks and no player may use one-shot items to adjust the combat totals unless they are wearing headgear.

Chernobear

Chernobear is a radioactive beast from the motherland. Anyone who is in the same world as him takes permanent d10 damage for every one of their turns and every Power Differential they spend in his presence. Radioactive damage remains on the players for the remainder of the game although WIS cannot be used to avoid the effect but CON checks can and reloaded die (or the deck equivalent) can be used on each roll.

Tony Casino

Tony Casino is not a Boss you should fuhgeddaboud. When he enters combat, the GM rolls a d12 to determine how many of the player's worst enemies he calls in for a favor - they join him in combat regardless of whether or not the on-table character pieces are actually available. If the result of the die is 6 or less, the player may bribe Mr. Casino 1,000 gold per extra enemy to have them sit out the fight. However, if the roll is 7 or more there is no bribing and the players just have to dealwidit.

The Evil Emperor

The Evil Emperor has the ability to turn even your friends against you with his mind control ray. When entering combat against Zurg and for every Power Differential in the combat, the player makes a WIS check on their d20. On a failure, The Evil Emperor turns all your friends against you which includes

any other players who are in the same world as the player, any allies the player has on the table and any enemies in the combat that get an ally bonus.

Bruno and the Butcher

By a weird twist of fate, a munchkin has found themselves pulled into the multiverse. After building themselves up over a long series of quests, they have finally become a Boss themselves. The Butcher is a curse magnet though so any curses that have nulled effect during the game either because they don't apply to the person they fell on or they are able to negate the effects with an item or items, instead the curses fall on the Butcher. These curses culminate until the players enter combat against the Butcher, all the curses hit them separately. Each curse can be negated with curse canceling items or powers but must be canceled separately (i.e. a Wishing Ring or deck equivalent will stop only one curse, not the entire set). Likewise since this is a Monster effect, WIS can avoid each individual curse but a player must check every single one they want to avoid.

Because the Butcher is a seasoned munchkin, he has Bruno, his sidekick, who has been beefing up with him. While the Butcher rolls on a d100 like a regular Boss, Bruno rolls $\frac{1}{2}$ d100, rounded up to the next whole number.

Penny Wiseguy

Trigger warning to all you coulrophobes, Penny Wiseguy is here to play. [cue: bizarro circus music] Penny Wiseguy is an evil Boss who doesn't play fair. Slip the Penny Wiseguy card into the Door Deck and shuffle. When it comes face up or is discarded by a player for any reason, Penny Wiseguy immediately triggers Boss Mode, taking every player and every remaining enemy on the Bridge with him. Since he's categorically harder than most Bosses, every player in the game is allowed to join the fight, adding their combat ST when

Penny Wiseguy initiates Boss Mode. If the players are able to win this way, every player in the fight gets to make 4 additions to their sheet (*see: Additions to Sheets*).

God of Death

The God of Death has nothing but time on his side. From the moment he is introduced into the game, whether in Boss Mode or on the Bridge, the GM secretly rolls a d12 and starts a timer for a number of hours equal to the roll. The players then roll their d4s and the GM secretly rolls a d4, secretly writing the name(s) of the player(s) whose roll matches the GMs roll on a piece of paper that is placed in a special location to remain untouched by anyone until the timer goes off. When the timer goes off, the name is revealed and the player's character dies. Killing the God of Death stops the timer but if he still lives after the timer goes off, the GM secretly rolls a d6 setting a timer equal to the number of hours rolled and everyone rolls again with the GM secretly writing the name(s) again.

The Cosmic Cube

A gelatinous cube from space! It's sinister! It's mechanical! And it's coming to assimilate every character on the Bridge, munchkin and monster alike. Unlike most Bosses, the cube doesn't start in Boss Mode but on the Bridge at a random location determined by a roll of the GM on a d20. For every player's turn the Cosmic Cube makes one move but unlike regular gelatinous cubes, they don't move toward the players instead toward the nearest monster consuming them if the GM rolls an odd number on the check. If the players are able to kill the Cosmic Cube, everything that it has consumed over the course of the game goes into Boss Mode and that horde becomes the Boss. If the Cosmic Cube is killed in Boss Mode it does the same, releasing all of its prisoners into a second combat which becomes the Boss.

Bunnies

Bunnies are an incredibly cute, relatively easy Boss with no special powers except there are potentially many, many of them. At the beginning of combat with Bunnies the music box starts and when the music stops, there's another set of Bunnies. Then the music starts again, repeating over and over until the Boss or all the munchkins are killed.

The Green Ghoul

When the Ghoul enters combat, the GM rolls on a d6 to set the number of bombs he throws into combat. Each bomb rolls on a d20 to determine how much damage they do in the combat. if the Ghoul rolls a 6, he does a 50-point skiff attack. While the Ghoul's rolls can be adjusted by a Reloaded Die (or the deck equivalent) if the Ghoul rolls a 6, the skiff attack can only be avoided by doing a successful DEX check.

Hexarachnid Razorweb

The GM rolls on the d6 to see how many arms the hexarachnid uses to snatch the player's largest weapons away. Each attack has to be avoided with a separate DEX check and WIS checks can only be made to give a bonus to the DEX roll. The hexarachnid doesn't know how to use the weapons though so it just throws them back at the player. The GM rolls a d100 to find what percentage of the weapon's original damage hits the player.

The Time Keeper

The Time Keeper is Death's lover, able to talk him into overlooking the demise of a monster or a munchkin in order that she may build an army out of them. Whenever a Boss or a munchkin is killed on the Bridge, the GM makes a secret roll on a d10. If the number rolled is less than the row they're

on, they are taken by the Time Keeper secretly into Boss Mode where they wait to be revealed when the munchkins challenge them.

The Phantom Shadow

The Phantom Shadow is a mysterious and elusive Boss that can materialize and disappear at will. Whenever a player Knocks Down the Door, the GM rolls a d20 and the Phantom Shadow appears in that world. When the Phantom Shadow enters combat, each player rolls a WIS check. On a successful roll, they are able to see the Shadow and attack normally. However, if no player is successful, the Phantom Shadow gains an illusion bonus equal to the number of combatants in the world, both monsters and munchkins.

Additionally, the Phantom Shadow can manipulate shadows to create dark zones on the battlefield. At the start of combat, the GM rolls a d6 to determine the number of dark zones created. These zones provide cover for the Shadow, making it harder for players to hit it. Potion rolls get a negative equal to the GMs d6 roll until a successful WIS check can be made.

Furthermore, the Phantom Shadow has the ability to drain the life force of its opponents. For every Power Differential the Shadow permanently drains 10% of the player's combat ST. This life force is then transferred to the Shadow, healing it for the same amount.

Noodie Cat

The Noodie Cat is a free-spirited and lazy boss. As soon as the player enters combat against him, they must discard all items that can be worn (including rings and amulets). This effect cannot be avoided with WIS but the player may bribe him with all the cards in their hand (minimum of 5). Clothing cannot be collected as treasure, traded or sold around the Noodie Cat.

Kyky

Kyky hides among his generals, making him sometimes impossible to detect. When entering a World with one of Kyky's generals, the player must lay down their arms: that is, tap any handed item they're carrying and place their hand face down in the World they're leaving. Anyone may pick them up when they enter that World but they are inaccessible to the player until they do. The player may sell their handed items that were tapped to the generals for double value. At the start of combat involving a general, the player does a WIS check. If they are successful, they discover Kyky and trigger Boss Mode. If no one makes a success WIS check the entire game they can win collecting their Additions to their sheets but no raise in Level and no victory for the Boss. Players will face Kyky again if they are unable to uncover him.

When players are in a world where Kyky is hidden he creates a psychic disturbance which forces all players in that World to discard d6 cards from their hands.

Kyky wields a miniature lightsaber and is in touch with the energy flowing through all things. During combat, Kyky's lightsaber adds a bonus to his combat strength, equivalent to half of the player's Combat ST.

Quest Bosses

The Death Stalker

The Death Stalker appears when the first seal is opened, arriving at a random location determined by the GM rolling a d20. On every player's turn, the Death Stalker makes one move in an attempt to reach the nearest player. If the Death Stalker enters a world occupied by a player, the player must discard 10,000 gold or face immediate death. If the Death Stalker is bribed he

respawns in another world as determined by the GM rolling a d20. As is the case with seals, the player's death opens another seal.

If the Death Stalker kills a player, it disappears until a new seal is opened. If the player who faces the Death Stalker is immune to death, the attack still counts as a death and opens a seal but the Death Stalker is not satisfied and continues hunting. After every 7 moves, the Death Stalker opens a new seal. If the Death Stalker is not dealt with by Boss Mode, its reign of terror continues even there. The Death Stalker may be slowed down using Glue (or the deck equivalent) for d4 moves. These moves still count against the 7 but the Death Stalker stays in the same place.

The Challenge

Some players try to avoid danger at all costs, not wanting to get themselves killed on the Bridge so they can squash the Boss but other players like the game to be as interesting as possible for as long as possible. This Insanity Clause exists for just such a player.

The Insanity Clause

The player must open the first Seal and then must survive to win Boss mode.

If a player wins the final Boss fight with exactly six Seals open and doesn't get killed by the Death Stalker they get to make an extra addition to their sheet.

(see: Additions to Sheets)

The Cursed Five-Handed Sword

Let me tell you the tale of the cursed five-handed sword: crafted over several generations by creatures called *It Floats*, the massive sword (a big item, of course) wields 128 points of damage and 130 against multiple combatants,

carrying five extra hands worth of items for its user. This weapon is a boss type that can only be found after a player has collected six different map pieces from particular worlds on the Bridge. These pieces can be collected over the course of one game or many and when the sixth piece is collected, all the players on the Bridge are immediately pushed into a unique Boss Mode where they go into combat against the sword itself. Upon winning, the players return to the game with the winner of the combat wielding the cursed five-handed sword and are able to keep it as an item on their sheet at the conclusion of the game (*see: Concluding the game*). If they lose, they still return to the game but all pieces of the map are lost and have to be found again. PLAYeRs, bEWaRE! Carrying around a massive sword makes you a target in the multiverse as a weapon of this magnitude creates a huge Power Differential. Use with caution lest ye fall to the curse.

The Challenge

After beating the cursed five-handed sword, the player must craft an entire cursed outfit: headgear, armor, footgear and another handed-item (*see: Notes on Building Cursed Items*). When a player with five curse items enters a new game, Draco Cinco is the Boss.

Draco Cinco

Draco Cinco lurks in the shadows of mens' minds, seeping into their dreams and disturbing their slumber with the threat of its coming. Few have seen it with their own eyes and those few have been driven insane by what they witnessed. Raving, they wander the earth unhinged and unbelieved as they try to warn others of incoming disaster. Outcasts, they've come to slowly learn that the only way they can prepare themselves is by building and wielding an array of cursed items. Anyone going into combat without a cursed items gets a -100 for every item weapon they are missing (i.e. only

having one cursed item means -400). Draco Cinco rolls on 10 paired d10s giving him potentially 500 pts in combat plus the row he's on.

The player(s) who defeat Draco Cinco get to add any power or item to their sheet, even if it doesn't exist in the game and the player that completes the quest gains a +10 DEX.

Minotaur Steve

Stephen is a “monster” only in the technical sense. He likes to think of himself as an “adventure bringer with gory pastimes.” While not being quested after Stephen likes to write poetry and relax in nature but he is very elusive because he doesn't like when he has to kill people. In fact, the players will be unable to find Stephen due to the fact that he set up 6 traps that must be faced and overcome before the player can find the entrance to the labyrinth. By facing the curse, the player gains one token that they can save or give to another player. Once one player has collected all 6 tokens on the table or their sheet, they can begin a game where they quest for the Stephen. Gameplay during this session is normal except only the player with all 6 tokens can push into Boss Mode. Once the player pushes in, the Labyrinth forms.

The Challenge

A player must be Level 20 on their sheet to trigger the Minotaur Steve quest.

The Quest

In order to get the 6 tokens, the player must pass 6 challenges in order. The tokens are earned by being hit by a Minotaur curse and suffering its effects. If the curse's effects are lingering, the player must still be under its effects until the conclusion of Boss Mode to earn the token.

Level 1 - Deserted!

Lose all your allies and you're not allowed to equip anymore while you're under the effects of this curse.

Level 2 - Potion Master!

While under the effects of this curse, the player and their allies may only use their ST, ally bonuses (as listed on the card) and equipped potions in combat.

Level 3 - Crickets!

How can you applaud without hands, Mr. Anderson? The player under the effects of this curse must end their turn with zero cards in their hand or all of them become discarded.

Level 4 - Dwindling!

While under the effects of this curse, the player has a -X against every monster where X is equal to their level.

Level 5 - Respawn!

Lose all your levels, items, cards and allies. Get dealt a new hand. Have a nice day.

Level 6 - RIP a Big One!

You dead, dawg. Drop your gear, release your Monsters and Traps, and open a Seal.

The Gatekeepers

A player has completed all 6 minotaur challenges and begins a new game. Steve is not the Boss, at level 10 of the Bridge there are 3 Gatekeepers; to enter the Minotaur's Labyrinth you must get through them first. All checks during this combat come at a disadvantage, adding a +5 to the player's rolls.

Darryl**Cloak of Protection**

Gives robust resistance against external influences and attacks. Loaded Die and Reloaded Die (or their deck equivalent) cannot be used in this fight. Can be avoided using a DEX check any time a player wants to use a Loaded Die or Reloaded Die in Darryl's presence.

Darryl's Corrupting Effects

When in the same or adjacent World as Darryl, initiating combat and for every power differential Darryl rolls 3d6 and reduces the player(s) Karma by that much. At the beginning of combat, the GM rolls 6d10s and adds the player's Karma score, the player loses that many items. Can be avoided with a CON check.

Memory Erosion

Gradually erasing specific memories from individuals, leaving them vulnerable and confused. When in the same or adjacent World as Darryl, initiating combat and for every power differential, the player has 4 of the above listed moments before the powers granted to them by their race, class, faction, etc get weaker and weaker so that by the 2nd phase they are half their normal ability (as interpreted by the GM). Can be avoided with a CON check but checks continue until as long as the players still hold their skills in any capacity and are still in Darryl's presence. Darryl's effect on them is lasting even after they leave but can be repaired with Wishing Ring (or the deck equivalent) for every level needing repair, up to three.

Temporal Distortion:

Manipulation of time, allowing for brief accelerations or decelerations to gain a tactical advantage. In response to a player playing a potion, Darryl can adjust his score by d8 for every potion the player puts into combat.

Criss: Illusionist

Powers

Criss' powers manifest at the beginning of combat and they fall after all the effects of previous expansions (*see: Expansions*). This effect can be avoided by making a successful WIS check. Player rolls a d12 suffers the effect.

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| 1 | Criss summons an illusion army from the Door discards, player must defeat d8 illusion per the next d4 power differentials |
| 2 | Your strength is your weakness, Criss reverses the player's ATT and DEF for the next 3 power differentials |
| 3 | Criss inflicts the top d6 curses on the player as his Monster Effect |
| 4 | The player and Criss switch their ATT and DEF with each other |
| 5 | Criss traps the player in a mirror dimension, requiring a successful DEX check to escape or miss a turn |
| 6 | Player is surrounded by a maze of illusions. The player has a -10 to Run Away, WIS and DEX rolls get a -5 for the next d8 Power Differentials |
| 7 | Criss conjures a reality-bending vortex. The player is taken out of combat and placed in World d20 |
| 8 | Player is temporarily blinded by a dazzling illusion that makes them do a WIS check when they enter combat for every Power Differential. If they fail they WIS check, they must Run Away from all Monsters |
| 9 | Force all players to discard half of their items, rounding down |
| 10 | Roll the d10 twice and use both results, ignoring 10s |

Effects

Criss' effects are ongoing. As soon as Criss' powers (above) are resolved, the effects come into play. Once an effect is satisfied a new

effect goes into play on the player's next Power Differential until the end of combat.

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| 1 | Player experiences hallucinations. Temporarily lose 3d20 from combat total unless they can make a successful WIS check. |
| 2 | Criss creates a vortex of illusions, shuffling player's equipment and treasures randomly. Count the player's equipped Door and Treasure cards regardless of their Cheated condition, shuffle them into their respective piles along with the player's unequipped items. The cards are played face up and immediately go into play if they are allowed. Can be avoided with a successful DEX check. |
| 3 | Player's DEF become an illusion, dropping to $\frac{1}{d12}$ of what it was. Can be avoided on a successful CON check. |
| 4 | Criss alters the reality of the combat area, getting a 4d8 bonus in every combat phase. Can be avoided with a successful DEX check. |
| 5 | Player's abilities are mirrored, using their own strength against them for the next two turns. Can be avoided with a successful CON check. |
| 6 | Criss manipulates time, forcing the player to take the same power differential as the previous turn. Can be avoided with a successful WIS check. |
| 7 | Player's movement becomes unpredictable due to spatial illusions. The player must make a successful DEX check to use their ATT in the next d6 turns. |
| 8 | Criss creates an illusionary decoy, creating an extra version of himself for d4 turns. Can be avoided with a successful WIS check. |
| 9 | Player is trapped in an illusion of their greatest fear, adding +10 on all rolls for the next turn. Can be avoided with a successful CON check. |
| 10 | Roll the d12 twice and use both results, rolling 10s again. |
| 11 | Player takes psychic damage, permanently decreasing their combat strength by d6 for every player's turn until they die or the game ends. Can be avoided with a successful CON check. |

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| 12 | Player swaps their hand of cards with another player who rolls the lowest on their d20 for the next 3 turns. Can be avoided with a successful WIS check. |
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Environment

Criss' environmental effect starts as soon as the players enter combat against him. The player rolls a d12 and suffers the effect.

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| 1 | Criss transforms the combat area into an ever-shifting maze of illusions. Change the World on every Power Differential. |
| 2 | Player is transported to a surreal dreamscape, affecting their perception for the next two turns |
| 3 | Player's DEF become an illusion, dropping to $\frac{1}{d12}$ of what it was. Can be avoided on a successful CON check. |
| 4 | Criss alters the reality of the combat area, getting a 4d8 bonus in every combat phase. Can be avoided with a successful DEX check. |
| 5 | Player's abilities are mirrored, using their own strength against them for the next two turns. Can be avoided with a successful CON check. |
| 6 | Criss manipulates time, forcing the player to take the same power differential as the previous turn. Can be avoided with a successful WIS check. |
| 7 | Player's movement becomes unpredictable due to spatial illusions. The player must make a successful DEX check to use their ATT in the next d6 turns. |
| 8 | Criss creates an illusionary decoy, creating an extra version of himself for d4 turns. Can be avoided with a successful WIS check. |
| 9 | Player is trapped in an illusion of their greatest fear, adding +10 on all rolls for the next turn. Can be avoided with a successful CON check. |
| 10 | Roll the d12 twice and use both results, rolling 10s again. |
| 11 | Player takes psychic damage, permanently decreasing their combat strength by d6 for every player's turn until they die or the game ends. Can be avoided with a successful CON check. |

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| 12 | Player swaps their hand of cards with another player who rolls the lowest on their d20 for the next 3 turns. Can be avoided with a successful WIS check. |
|----|--|

- | 1 ||
- | 2 ||
- | 3 | Criss conjures a storm of illusions, reducing visibility and accuracy for both players for the next turn |
- | 4 | Player is surrounded by mirror images, creating confusion and disadvantage on attacks for the next turn |
- | 5 | Criss distorts gravity, affecting movement and making it difficult to maintain balance for the next two turns |
- | 6 | Player enters a realm of floating platforms, requiring successful DEX checks to move without falling |
- | 7 | Criss creates illusions of hazardous terrain, causing damage to both players if they move through it |
- | 8 | Player is engulfed in an illusionary fog, reducing the effectiveness of ranged attacks for the next turn |
- | 9 | Criss summons spectral illusions, distracting the player and causing disadvantage on INT checks for the next turn |
- | 10 | Roll the d20 twice and use both results, ignoring 10s |
- | 11 | Player takes psychic damage, permanently decreasing their combat strength by d6 for every turn until they die or the game is over |
- | 12 | Player swaps their current location with another player who rolls the lowest on their d20 |

The Labyrinth

The Labyrinth is a board with ten levels, each level has a number of worlds connected to it and the effects of the worlds are stacking:

Level 1 - 1 world
Level 2 - 1 world
Level 3 - 3 worlds
Level 4 - 3 worlds
Level 5 - 4 worlds

Level 6 - 3 worlds
Level 7 - 3 worlds
Level 8 - 1 worlds
Level 9 - 1 worlds
Level 10 - 4 worlds

In addition, every player who has reached the Labyrinth has to roll an unmodified check (no Loaded Die, no Karma) for every Boss they've ever defeated and the Bosses with failed checks appear on the corresponding locations in the Labyrinth:

Level 1 - 20
Level 2 - 19
Level 3 - 18, 11, 12
Level 4 - 10, 3, 13
Level 5 - 9, 2, 4, 14

Level 6 - 8, 1, 5
Level 7 - 7, 6, 15
Level 8 - 16
Level 9 - 17
Level 10 - (hi! - Steve
♥)

Before starting a combat, the player's must choose to go to either left or right. These effects are in addition to the World effects.

Left - Twilight Zone! The game enters a state of unpredictable reality. Players must swap seats with the player on their right at the beginning of each turn.

Right - Mirror Maze! Every time a player attempts to attack a monster, they must first draw a card. If the card drawn is a monster card, the attack is reflected back at the player.

Minotaur Steve rolls on 10 paired d10s giving him potentially 500 pts in combat plus the row he's on.

All players who are in Boss Mode when Steve is defeated get 7 additions to their sheet and the player who completed their quest gets an additional one and a +5 CON.

The Soulsborne Option

Some players are dissatisfied with how easy-going this game is and they need a little more oomph to make it fun again. Well, this is the option for those players. The key changes are:

Combat has to be won by more than one but less than five.

For every set of five that the player(s) are over, is an extra Door (or two extra Doors if on row 5 or higher)

Death is permanent.

If a player dies in this version they have to tear up their sheet.

This rule in particular has made grown men cry.

Traditionally this song has been played to mark the occasion:

 [Nightcore - If I Die Young \[HD\]](#)