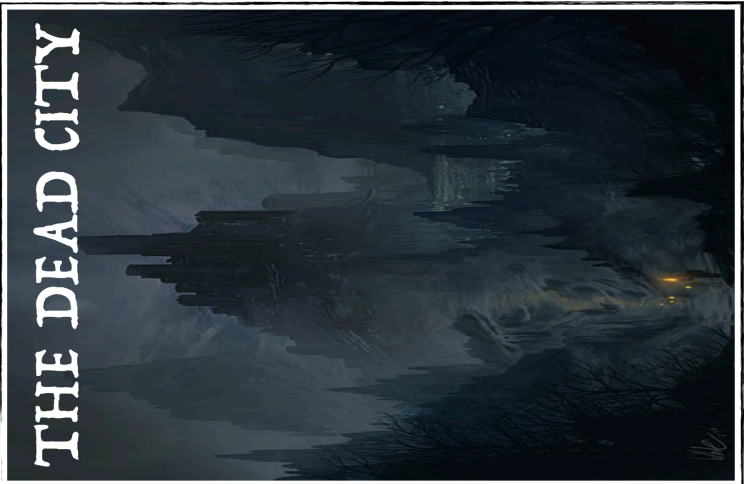


Enemy Evolution	Room Description	Room Type	A
Horrific	Hallowed	Armory	A
Stealthy	Lonely	Garden	K
Elemental	Infested	Museum	Q
Tough	Deceitful	Barracks	J
Slow	Sinister	Church	10
Spider	Black	Alleyway	6
Flight	Dread	Tavern	8
Fast	Silent	Workshop	7
Nest	Arcane	Well House	9
Ferocious	Dead	Tower	5
Undead	Frozen	Crypt	4
Poisonous	Dark	Mausoleum	3
Giant	Evil	Library	2



The Dead City sits as a broad invitation to wonder to wander in a world of horrors and mysteries. The city is a procedurally generated solo/coop adventure utilizing the Rusty Dagger system where you go on delves trying to map the city, find riches, and survive. Below is what you will need in addition to the Rusty Dagger Core Rules, Hero Rules, and this booklet.

Deck of Playing Cards, 6 x Beast/Monster Minis, 6 x Undead Minis, 6 x Insect Spider Minis, 6 x Construct/Demon Minis, 2 x Doors, 8 x Treasure Chests, 8 x Small/Tall Obstacles (Pillars), 6 x Big/Tall Obstacles (Bookcase), 6 x Big/Low Obstacles (Coffin), 6 x Large/Low Obstacles (Tables & Well), 6x Small/Low Obstacles (Crates/Barrels), 4 x Each Hindering Ground Size, and assortment of hero minis. Additionally, any miniatures you would like to use for the evolved enemies, but not required.

1. Assign and name 4 selected model types to the suits and stats below:

Beast/Monster	Hth: 6 Mov: N	AD: D10	Ability: None
Undead	Hth: 4 Mov: S	AD: D6+2	Ability: Undead
Insect/Spider	Hth: 5 Mov: F	AD: D8	Ability: None
Construct/Demon	Hth: 7 Mov: N	AD: D8+1	Ability: None
2. Create your character and 3 companions. (Use same character creation rules for the companions except instead of selecting a title, choose any one ability)
3. Visit the tavern and purchase any items you think you may need. You must buy at least one Battered City Map to define the required length of your delve. (Start with this step if this is a subsequent delve for your character and you don't need to replace any companions)
4. Draw a room from the deck. The suit on this card will determine the enemies (above) that you will face. If a Joker was drawn, draw a catacomb door on the card and draw another card. Roll a D6 to determine how many enemies. If the card already had a named room identified, add an evolved enemy to the card by drawing a card to identify the evolution (using the chart) with the type being identified by the suit on this card. Write this new enemy on the card leaving room, because it could evolve even further. If the room has not yet been identified draw a card identifying the type of room you have discovered (using the chart) and draw another card to identify the rooms description (using the chart). Write the room type and description on the card. The type of room will specify the terrain, while the description will affect gameplay.
5. Determine entrance and exit doors by rolling a D6 for each and place them just outside their corresponding row on opposite ends of the board. You and your companions will begin off the board and have to enter thru the entrance. You are attempting to make it across the board thru the exit while collecting loot and killing monsters along the way.

Room Type - If a Joker was drawn, draw a catacomb opening on the card (this will be for future expansions)

Library: 6 Bookcases
Mausoleum: 2 Coffins, 4 Pillars
Crypt: 6 Coffins
Tower: 6 Pillars, 1 Table
Well House: 1 Well, 4 Groups of Barrels/Crates
Workshops: 3 Tables, 1 Bookcase, 2 Pillars
Tavern: 5 Tables, 3 Pillars
Alleyway: 6 Groups of Barrels/Crates
Church: 1 Coffin, 2 Tables, 6 Pillars
Barracks: 4 Pillars, 2 Bookcases, 1 Group of Barrels/Crates
Museum: 4 Bookcases, 2 Tables, 4 Pillars
Garden: 8 Pillars
Armory: 4 Bookcases, 4 Pillars

Terrain
Bookcase - Big, Tall Obstacle
Coffin - Big, Low Obstacle
Pillar - Small, Tall Obstacle
Table - Large, Low Obstacle
Group of Barrels/Crates - Small, Low Obstacle
Well - Large, Low Obstacle

Additional Items List
Torch (TW): Good for 10 drawn initiative tokens, gives the ability to obtain LOS to ranged enemies while in the Dead City

Battered City Map (10W): Roll 2D6 +2, this will determine how many rooms must be drawn on your delve. May buy multiple maps if looking for a different length delve.

- thru the entrance. You are attempting to make it across the board thru the exit while collecting loot and killing monsters along the way.
6. Randomly place the specified terrain according to the room type.
 7. Randomly place 4 treasure chest/tokens in the room just as you would terrain.
 8. Spam enemies w/ any evolved enemies spawning first.
 9. Once all characters have exited the board thru the exit or chose to backtrack thru the entrance, grant your character .5 SP for each enemy killed. Roll a D10 for each treasure chest/token collected granting that much wealth unless a 10 is rolled, then you draw for an artifact (consult table).
 10. If you failed to kill the evolved enemy (if one existed in this room), draw a card and add this evolution (consult the table) to that enemy by writing it on the card. Allowing these evolved enemies to live just makes them stronger.
 11. If your character was killed, the party was lost in the delve along with all their items. Write your character's name on the room card you died in. His corpse, and more importantly his loot, may yet be found one day.
 12. If your character (and any companions) made it thru the exit, repeat steps 4-11 until your delve into the Dead City is complete.
 13. If your character (and any companions) chose to backtrack, you must re-encounter all your previous rooms adding evolved enemies to any rooms where one doesn't already exist.

Room Description
Evil: Add D6 AD to all enemies in this room

Dark: 2 characters must have LOS to attack at range

Frozen: At the beginning of every characters activation test Drawn vs CR: 8, if fail, lose 1 health

Dead: When an enemy is defeated test Wisdom/Luck, if fail, the enemy remains with 1 health

Arcane: Cannot use magic in this room

Silent: This room begins with no enemies. At the beginning of every activation test Survival vs CR: 8, if fail, spawn 2 enemies

Dead: At the beginning of every activation test Guile/Candor vs CR: 8, if fail, lose this activation

Black: This room has an evolved monster the first time it is revealed

Sinister: Potions do not work in this room

Deceitful: The entire room is Hindering terrain

Infested: Add 3 large/low obstacle (nest) that will spawn 1 more enemy every round until destroyed; Hth:3, Mov: N/A, AD: D8

Lonely: No treasure chests are in this room

Hallowed: This room has but 1 door (entrance), but 4 additional treasure chests. Must back track to survive.

Enemy Evolution
Giant: 2x2 base; melee range 2; +1 AS to hit (melee/range)

Poisonous: If damaged, move reduced to crawl until removed

Undead: Must roll a 5 or 6 on killing blow to kill

Beast: Attacks all targets in melee range

Insect: Add large/low obstacle (nest) that will spawn 1 more enemy every round until destroyed; Hth:3, Mov: N/A, AD: D8

Fast: Mov:E -1 AS to hit (melee/range)

Fight: Ignore terrain and models

Spider-like: Add 3 large hindering w/ test vs. Agility vs CR: 8, if fail move this enemy within base contact and attack

Slow: Mov:S; +1 AS to hit (melee/range); -2 AS to Escape

Tough: Attacks w/ AS 8 or less do not deal wounds

Elemental: Will attack at range and attempt to stay away from the heroes

Stealthy: 2 characters must have LOS to attack at range

Horrific: -1 Initiative token

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