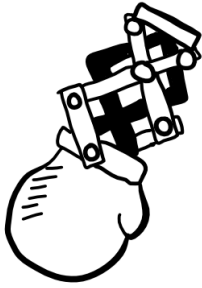
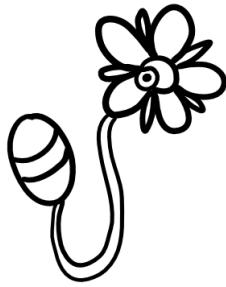


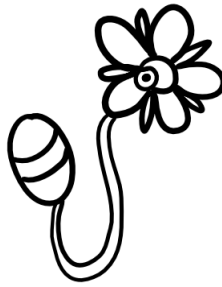
When you select and pay for a weapon, add to your stats, writing the new total in the next open box. You may carry as many weapons as you want, but you must find a way to glue/tape them to your card.



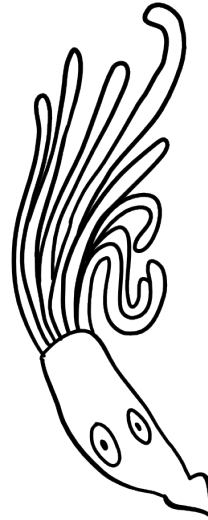
BOXING GLOVE (1 GOLD)  
+ 3 STRENGTH  
-2 HEALTH



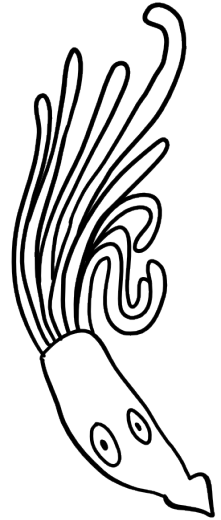
POISON SPITTING FLOWER (1 GOLD)  
+ 1 SANITY



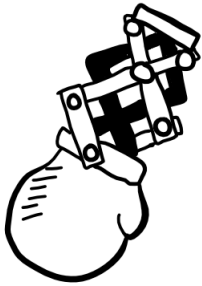
POISON SPITTING FLOWER (1 GOLD)  
+ 1 SANITY



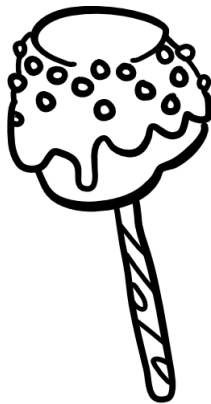
SQUID (2 GOLD)  
+2 SANITY



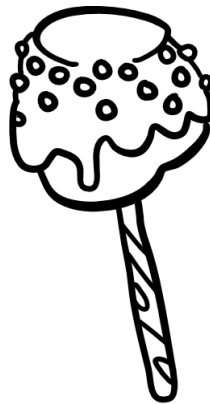
SQUID (2 GOLD)  
+2 SANITY



BOXING GLOVE (1 GOLD)  
+ 3 STRENGTH  
-2 HEALTH



CANDY APPLE MACE (2 GOLD)  
+2 STRENGTH



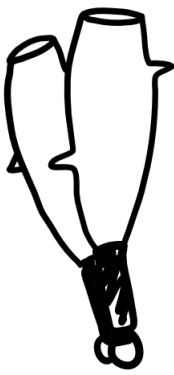
CANDY APPLE MACE (2 GOLD)  
+2 STRENGTH



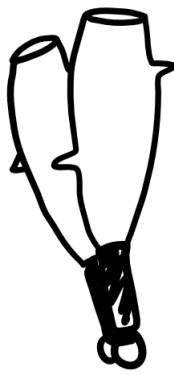
TRUMPET (1 GOLD)  
+1 STRENGTH



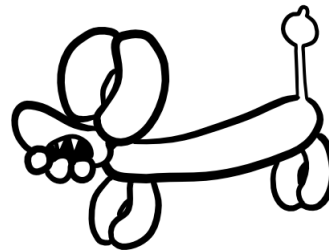
TRUMPET (1 GOLD)  
+1 STRENGTH



JUGGLING PINS (1 GOLD)  
+1 STRENGTH  
+1 SANITY  
-1 HEALTH



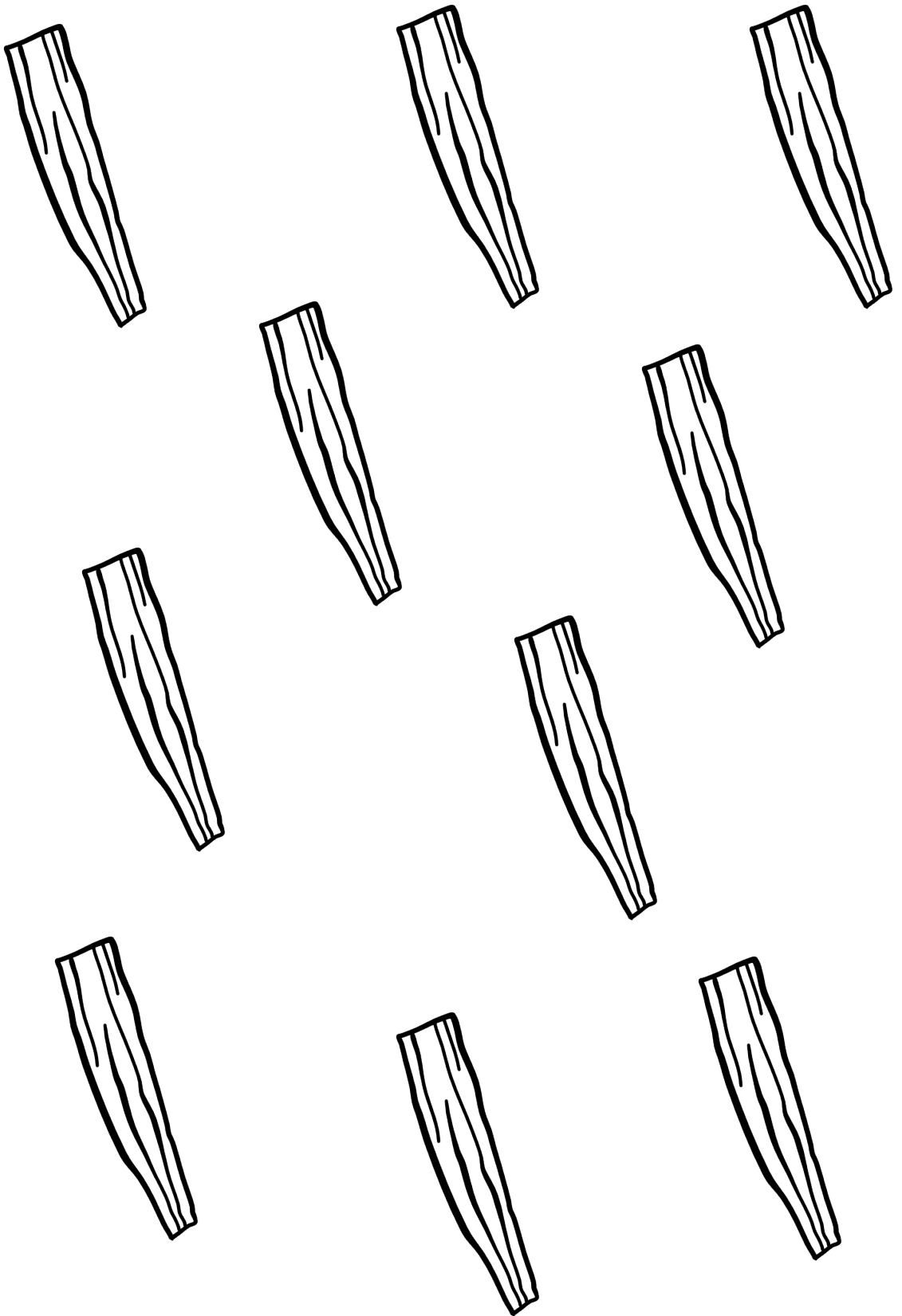
JUGGLING PINS (1 GOLD)  
+1 STRENGTH  
+1 SANITY  
-1 HEALTH

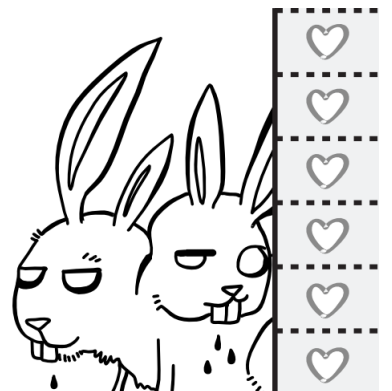
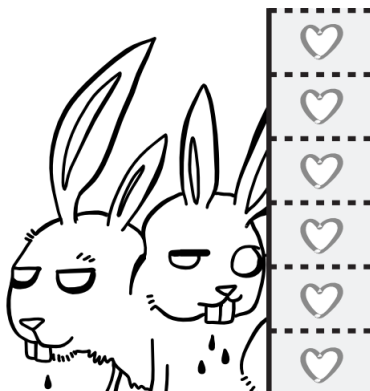
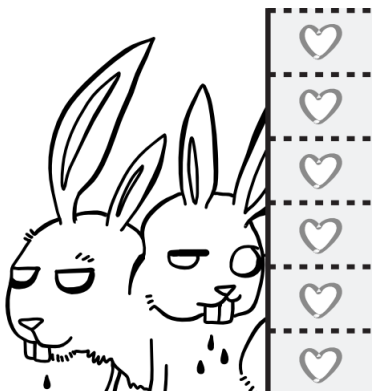
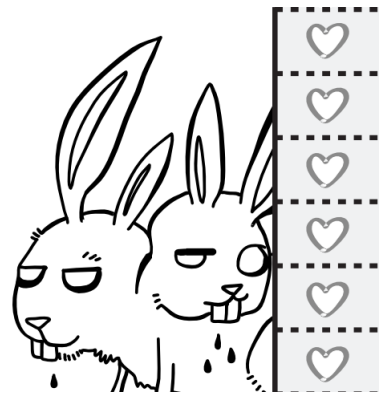
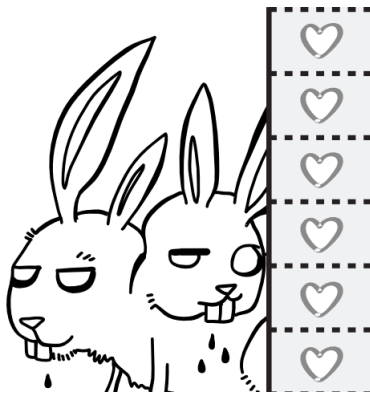
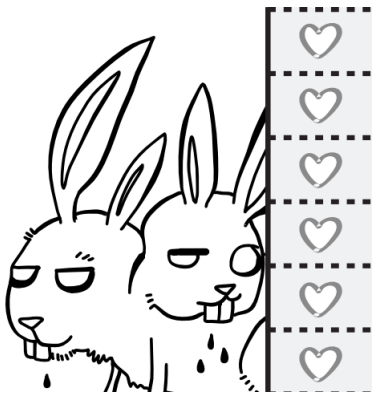
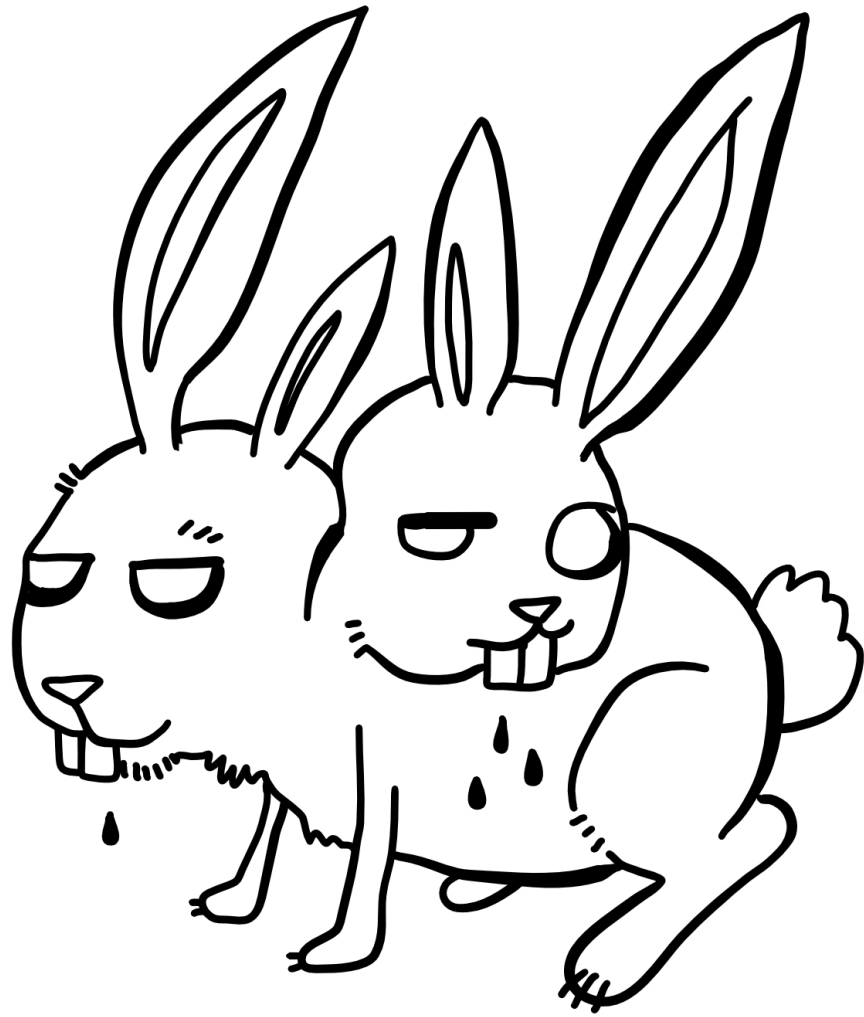
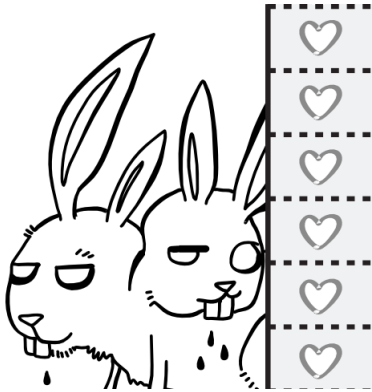
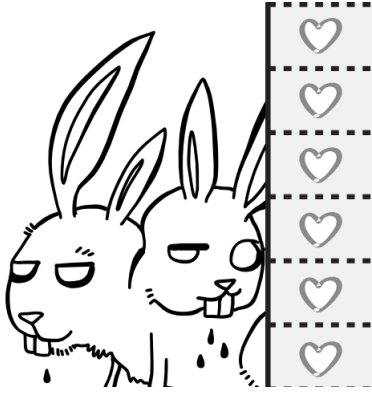


RABID BALLOON ANIMAL (1 GOLD)  
EACH ENEMY YOU FIGHT IS DAMAGED 2 AT THE BEGINNING OF YOUR BATTLE.



RABID BALLOON ANIMAL (1 GOLD)  
EACH ENEMY YOU FIGHT IS DAMAGED 2 AT THE BEGINNING OF YOUR BATTLE.

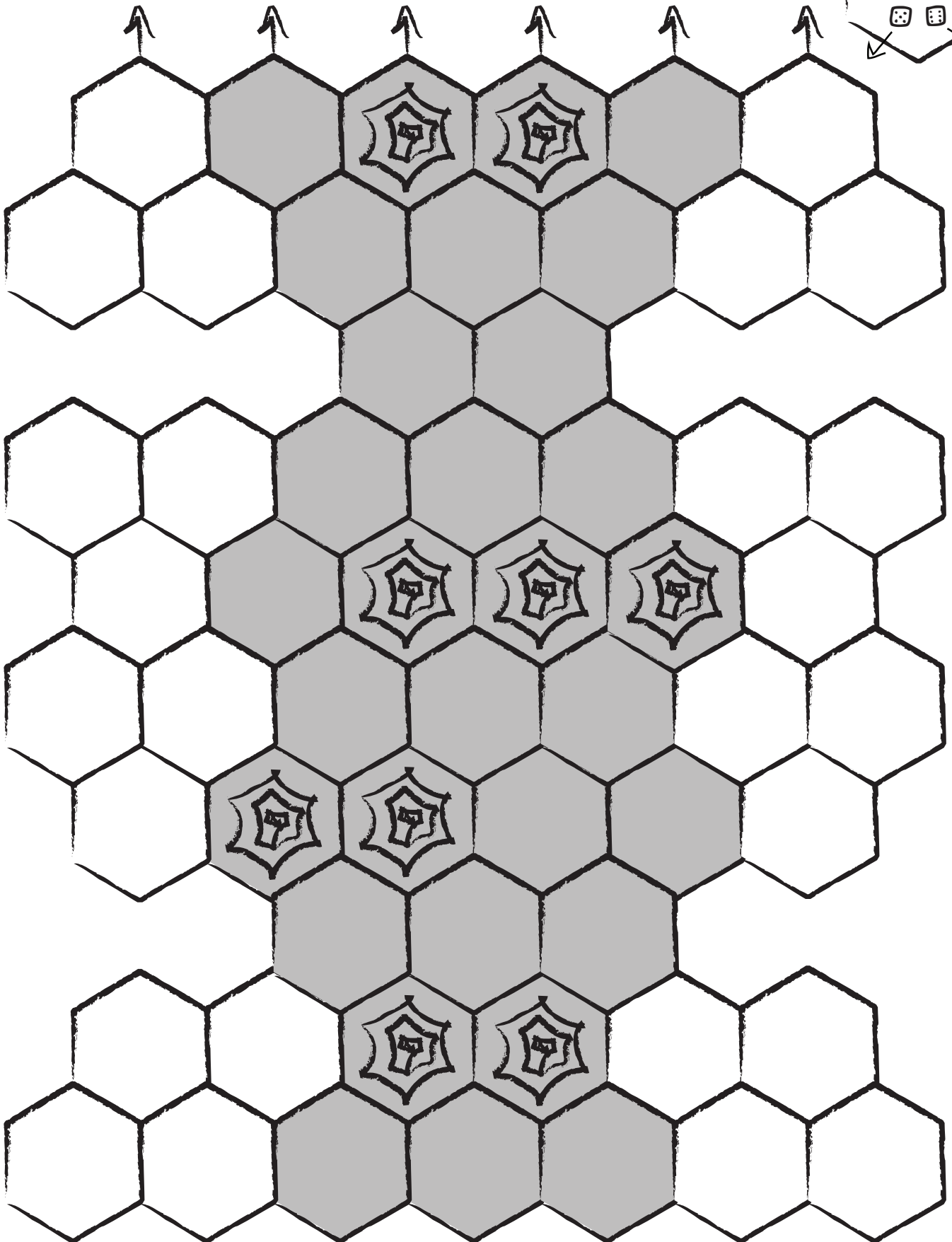
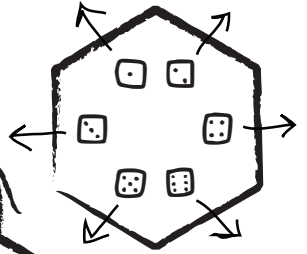






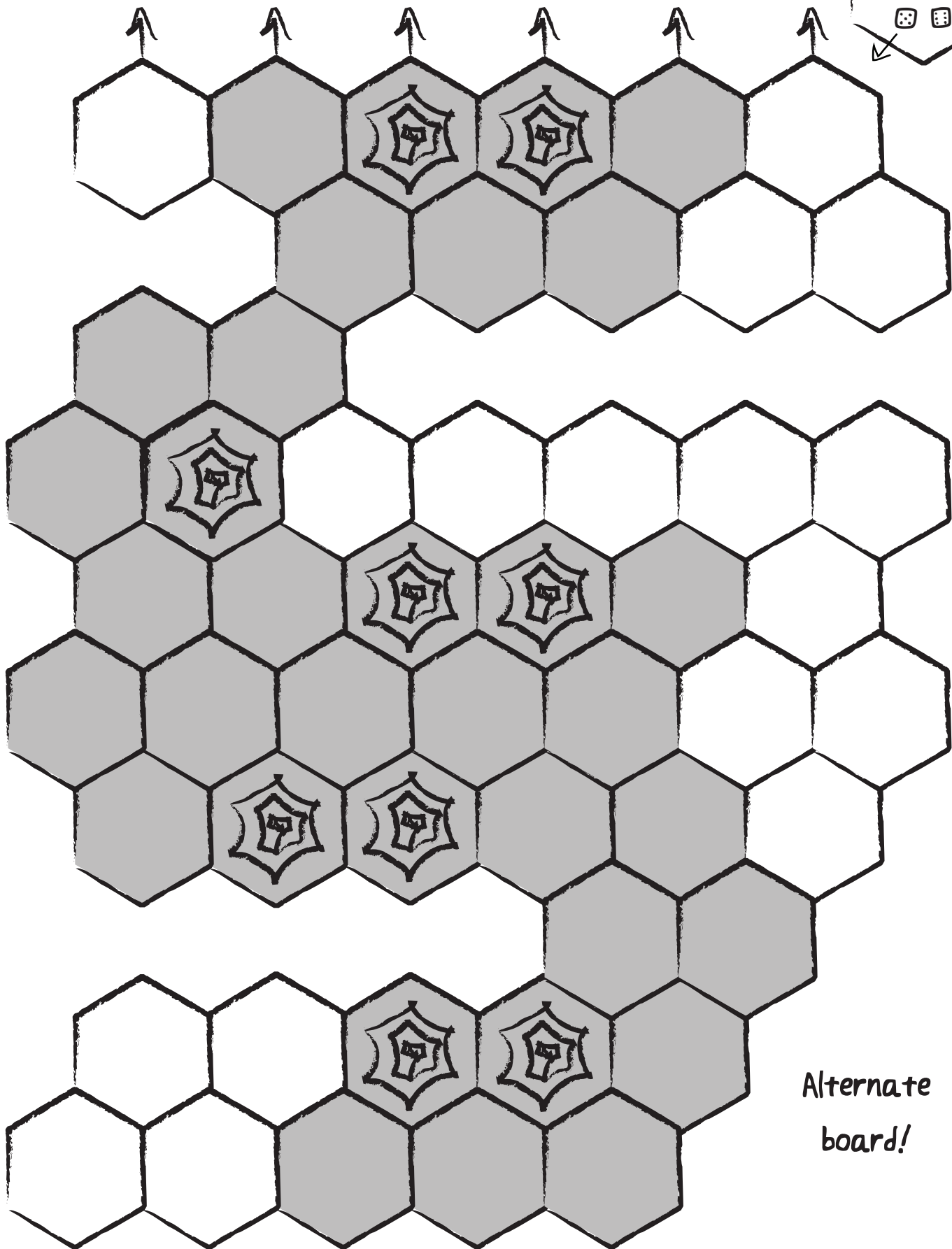
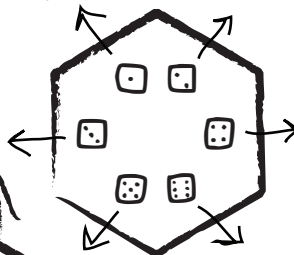
Select this board, or the one on the back of the page

spider movement





Spider Movement



Alternate  
board!

## → Battle results!

IF YOU BRIBED HIM: He chucks the action figure at the face of the person who owned it, but he takes the gold. The owner of the action figure must attach it to their head in some way.

IF YOU FOUGHT HIM: Choose one person to be a fighter. They make a strength roll.

IF YOU FAIL: He beats your fighter, then he beats on the rest of you, just for fun. Hardened criminals do that sort of thing. Fighter loses three health, everyone else loses one.

IF YOU SUCCEED: You beat him! You pick his pockets. The fighter gets three gold (for beating him), and everyone else gets one.

IF YOU TRIED REASON:

### **A5, no A3:**

He really likes all y'all's hair. He fines you one gold each, but lets you pass, and tells you about a short-cut. Circle B2 on your decision card.

### **A4, no A3:**

Choose one player to make a smarts roll

Success: You make sense. You all may pass.

Failure: He whumps you and takes your money. Everyone loses 2 health, 1 gold.

### **IF YOU HAVE A3:**

You notice the hardened criminal eating a fish sandwich. Strange. He's so distracted, that you just mosey on by.

# Beasties

You continue down the dark corridors of clouds, when you come upon a room with five doors, and a plaque. Since you always read the plaque, you learn that that the doors ahead are magical doors: only one person may enter each per day. The doors themselves have signs, with a vague description of what lies within:

## ↩ ⚡ SOLO DECISION:

CHOOSE YOUR BEAST (one per person. If more than 5 players: two of you can squeeze through each door.)

The old one.

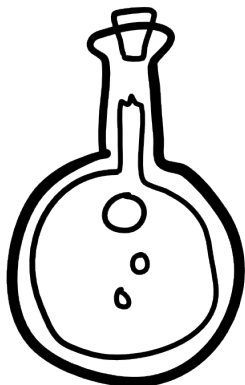
The hungry one.

The one with good ears.

The inflatable one.

The sneaky one.

Everyone must make a decision before turning the page. The person with the lowest smarts makes the first choice (because everyone else is too smart to go first), continue around the table clockwise.



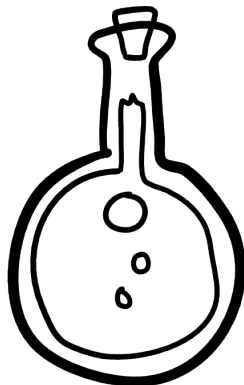
Swig 1

Swig 2

Swig 3

**Potion - 2 gold**

Swig after any failed roll, one swig per roll.  
You may re-roll that failed roll. If it's a  
smarts/strength/sanity roll, re-roll one or both dice.



Swig 1

Swig 2

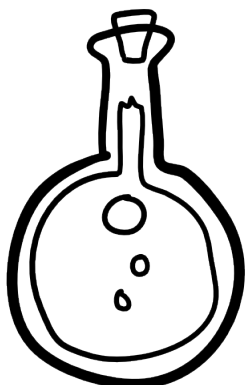
Swig 3

**Potion - 2 gold**

Swig after any failed roll, one swig per roll.  
You may re-roll that failed roll. If it's a  
smarts/strength/sanity roll, re-roll one or both dice.

**Mask - 3 gold.**

Probably not useful. And it's  
kind of ugly and splinterrific.



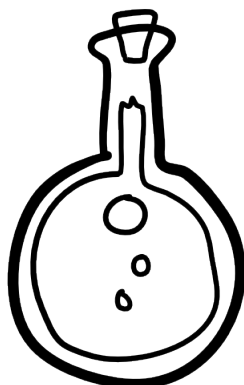
Swig 1

Swig 2

Swig 3

**Potion - 2 gold**

Swig after any failed roll, one swig per roll.  
You may re-roll that failed roll. If it's a  
smarts/strength/sanity roll, re-roll one or both dice.



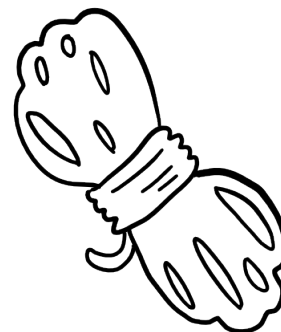
Swig 1

Swig 2

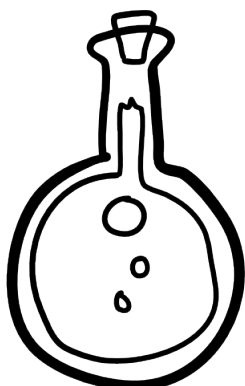
Swig 3

**Potion - 2 gold**

Swig after any failed roll, one swig per roll.  
You may re-roll that failed roll. If it's a  
smarts/strength/sanity roll, re-roll one or both dice.

**Rope - 5 gold.**

Could be useful.



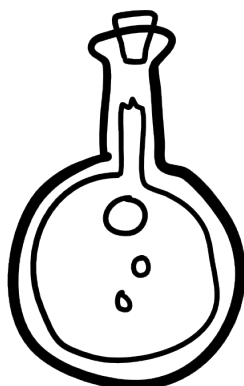
Swig 1

Swig 2

Swig 3

**Potion - 2 gold**

Swig after any failed roll, one swig per roll.  
You may re-roll that failed roll. If it's a  
smarts/strength/sanity roll, re-roll one or both dice.



Swig 1

Swig 2

Swig 3

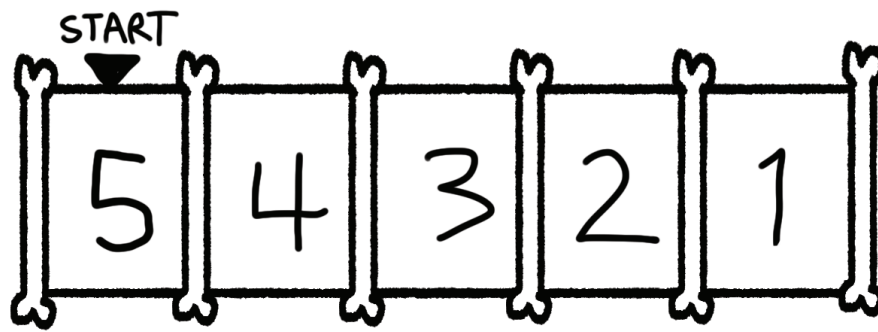
**Potion - 2 gold**

Swig after any failed roll, one swig per roll.  
You may re-roll that failed roll. If it's a  
smarts/strength/sanity roll, re-roll one or both dice.

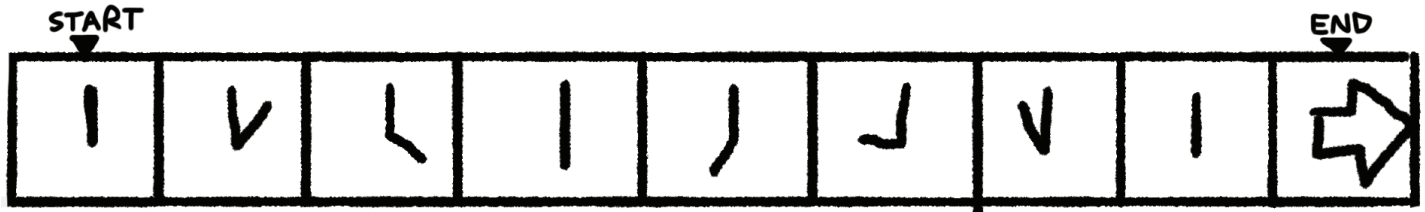


**Nacho Hat - free!**  
Wear nachos on  
your head. Because.





SKELETON METER



TIME METER

Cut out the skull, and give it to the adventurer with the lowest smarts.

Smarts

Crumple up the bottom third of this page. This is the skull which you will throw from person to person. IF A PLAYER DROPS THE SKULL their character is damaged one point. The longer the throws, the greater the glory.

Once the time meter cannot advance any more, you've successfully escaped the block of bones.

### When you have the skull:

Do a smarts, strength, or sanity roll



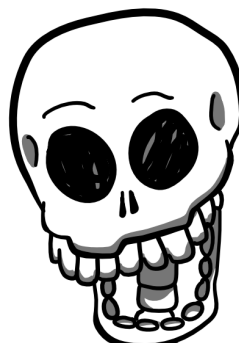
Any roll

#### Success

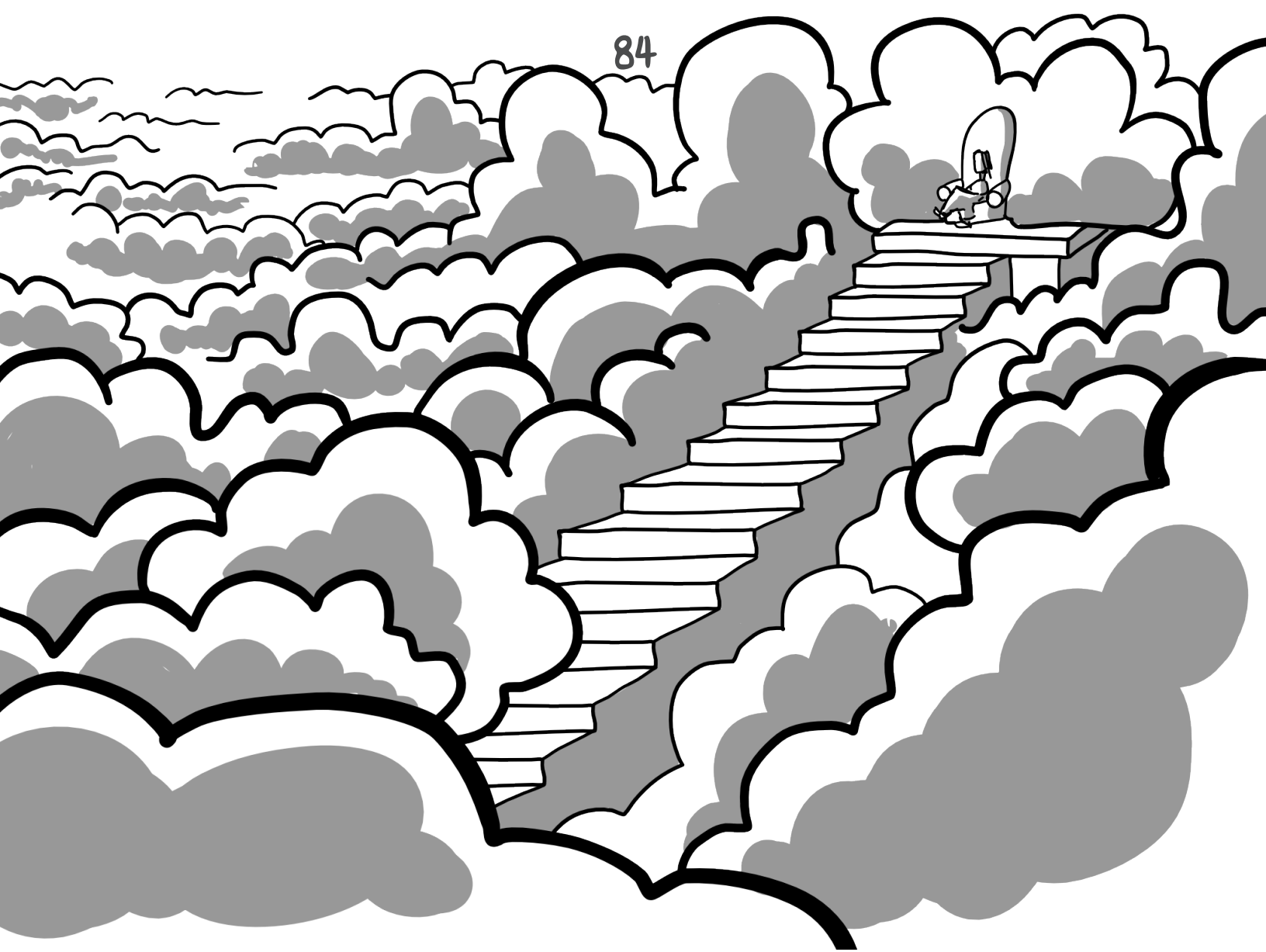
Pass the skull to a player of your choice.  
Advance the time meter.  
(cross off the left-most empty box)

#### Failure

Raise the skeleton meter 1 (cross off the left-most empty box) and roll a single die. If that number is higher than the skeleton meter, take one damage.



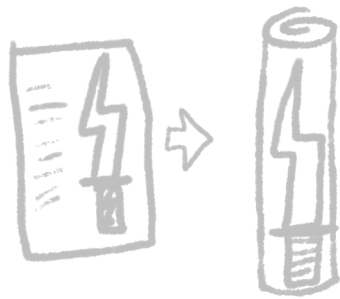
Skull (crumple up this section of the page to make the skull)



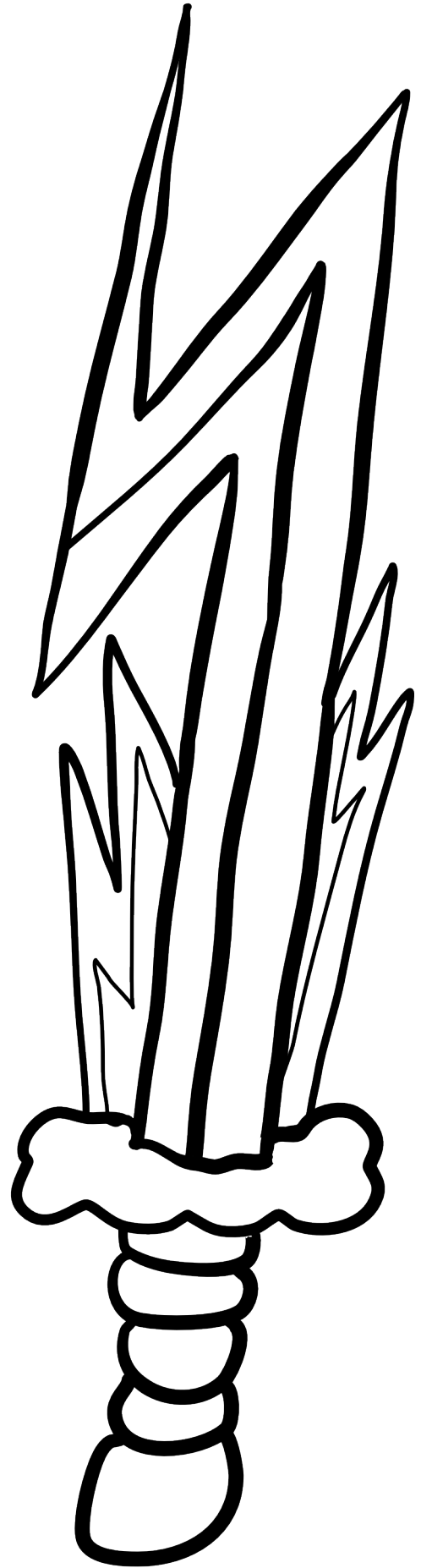
You squint your eyes to make out the throne, and with a shock you realize there's a figure sitting in the giant golden recliner.

You can't see who it is, but you feel that someone's beaten you to the piles of treasure, as seen on TV. At the base of the steps, there's an amazing weapon.

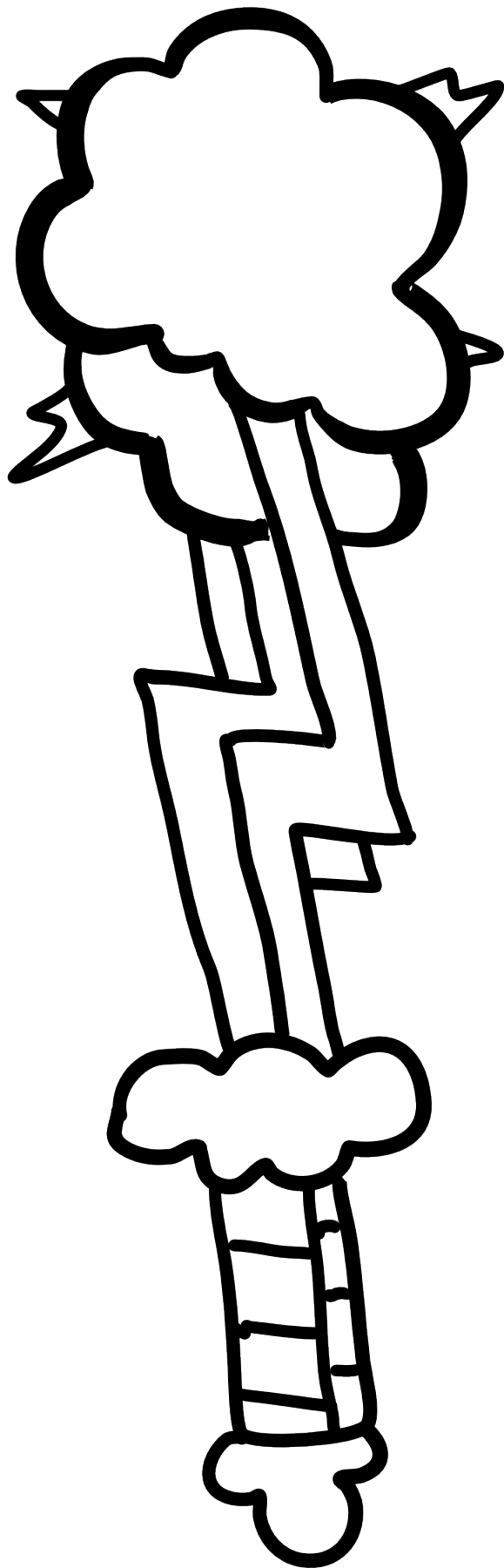
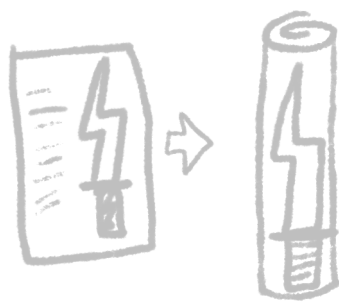
CONGRATS! You've found the LIGHTNING SWORD!  
Cut this entire page out of the book, roll it up, and tape it to make a sword. You'll need it.



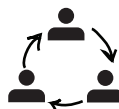
(You may choose either the lightning sword, or the cloud club on the other side of the page)



CONGRATS! You've found  
the CLOUD CLUB!  
Cut this entire page out  
of the book, roll it up,  
and tape it to make a  
club. You'll need it.



The person with the highest strength goes first. Play proceeds clockwise.



On your turn, you may:

 **Attack**

OR

**Assist**

OR

**Distract**

Do a strength roll



success

failure

Damage dragon 1 for each point under your strength you roll.  
Minimum: 1

Damage yourself 1.

Do a smarts roll



success

failure

You may add 1 to any player's strength, if their strength is 9 or below.

Reduce your sanity by 1.

Do a sanity roll



success

failure

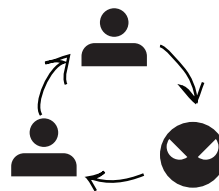
The Dragon's next attack roll is -1.

The Dragon ignores you, which is kind of a relief.

### Dragon Attack:

After everyone has taken a turn, once per round, the Dragon attacks!

Roll one die.  
Determine the attack according to the die roll:



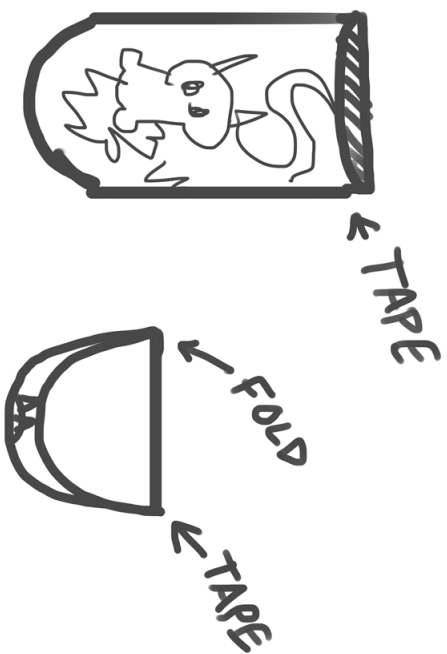
Wound one non-ghost player of your choice twice.



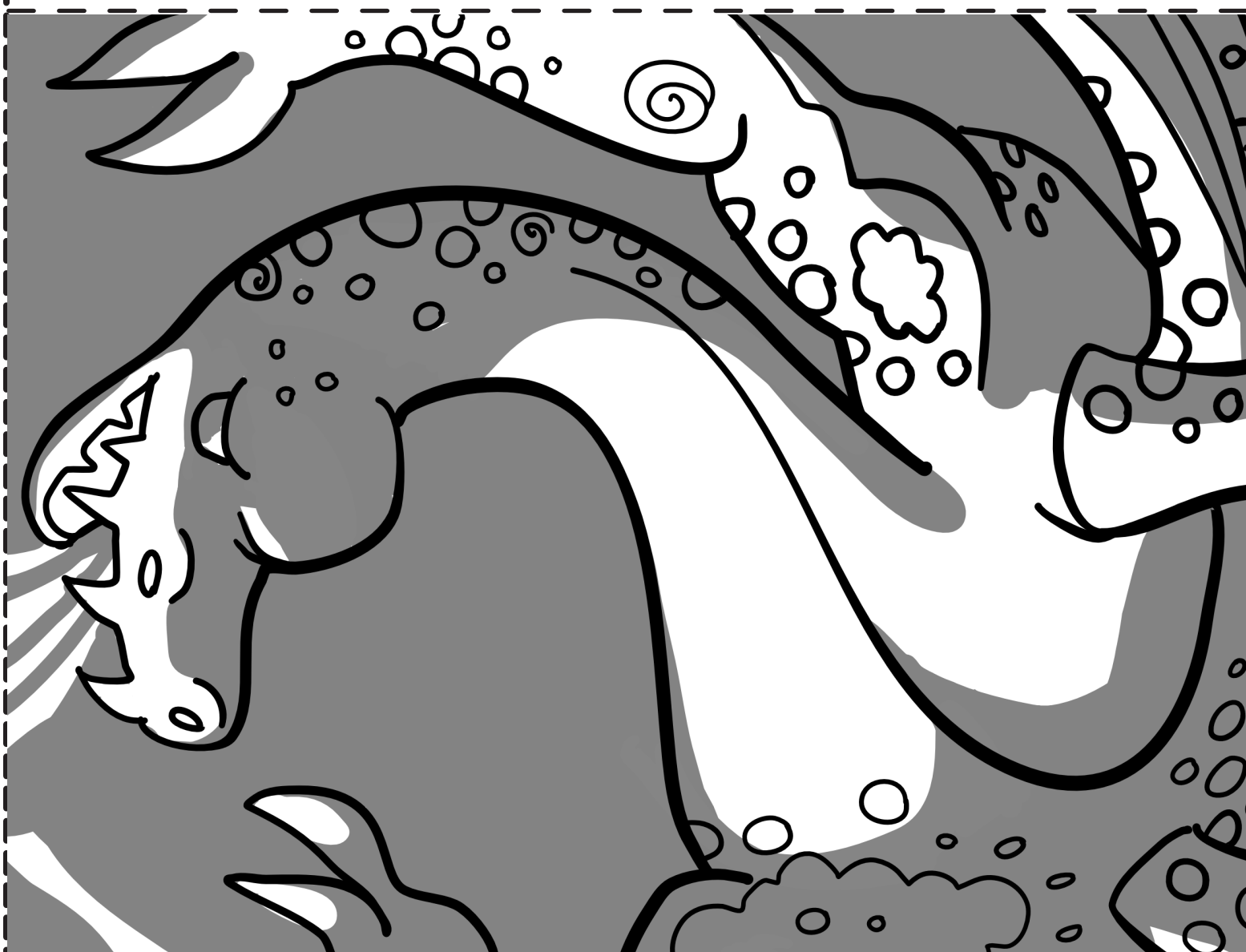
Everyone rolls one die. Anyone who rolls 3 or lower receives one wound.



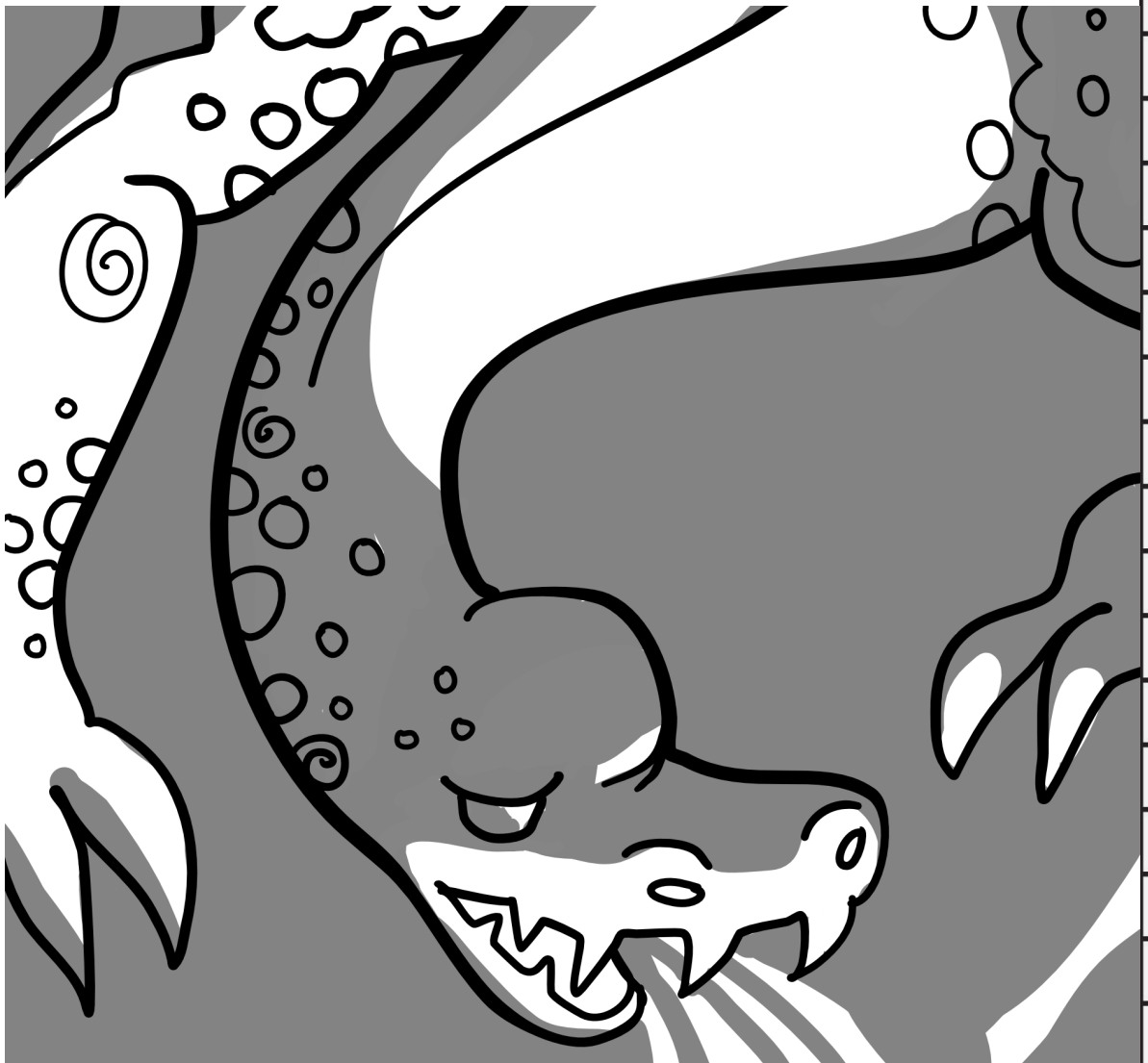
Everyone must lose three health, or reduce strength by 2, permanently.



Tear/cut the page out of the book, fold at the dotted line, and tape the edges of the page together. Stand the dragon up on the table.



Five and six player  
games, add this health:



# Dragon Health