

Story

The wizard of tower Branagh has begged you to brave the Dungeons of the Morag Cairn in search of an alchemy ingredient, the rare Ember Lily. Take an item as a token and influence your way through the dungeons to find the treasure. Be wary of the 3 factions in the dungeons and their Laws.



Laws

GOBLINS: Might makes right.

The Goblins believe that if you seem strong then you are a great warrior. One might be able to scare the goblins into submission.

BANDITS: Money is King. The human faction will do anything for money. Their greed knows no bounds. With the right tools, one could convince them it's an investment to let you through.

ORCS: Gods are Plenty. Orcs are easily convinced by the magical arts. A simple artifact should be evidence enough that you are divine.

Want More?

You can find more art and fantasy content on my website or my social media!

@wdsfreeman
or
wdsfreeman.com

Thanks so much for reading and playing, be sure to tag me on social media and tell me how your games go!

Additional Rules

+Make up stories about each win and loss to make the game more immersive!

EX: "I try to show off my cool weapon to the orcs but they hit me with a drumstick!"

+Make switching items take up a turn in multiplayer to really spice up the competition!

+Eulogize your lost heros for even more fun. And make sure to celebrate the winners!



WDSFreeman



Laws
of the
Underground

a game by:
WDSFreeman



How To Play

Select a starting item before each room.

Roll a 6-sided die to determine what faction controls the next room. Then determine whether you beat them or not. If you win, collect your treasure.

If your item is strong against your opponent you beat the room. If it is weak, you lose. If it is neutral, you must roll 2 6-sided dice. You beat the room if the value of your roll is 7 or higher.

Collect 3 keys of a kind or one of each to unlock the chamber where the Ember Lily grows.

Each loss in a room means you lose one heart. Lose all three hearts and perish in the muck of the Morag Cairn.

For multiplayer: take turns rolling rooms and see who gets the lily first!

+Additional rules on the back!

Item Wheel

Item	Law	Strong*	Weak**
Morningstar	Intimidate	Goblins	Orcs
Coins	Bribe	Bandits	Goblins
Heirloom	Impress	Orcs	Bandits

*Your item is strong against this faction.
 **Your item is weak against this faction.

Inventory

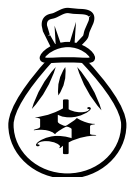
Items*

*select one before each room

From the Wizard's Notes:



The Morningstar is an intimidating weapon.



A large bag of Coins can be used to persuade the greedy.



The wizard's Heirloom is a sparkling magical artifact.

Keys



○○○

Black Key



○○○

Gold Key



○○○

Green Key

Hearts



You feel healthy and confident!



Your vision swims as you steady yourself!



The cairn may soon be your tomb...

Rooms

Roll	Faction	Treasure
1-2	Goblin	1X
3-4	Bandits	1X
5-6	Orcs	1X

The Ember Lily

As you enter the chamber of the Ember Lily, you immediately feel the warmth. Taking the flower stings your fingers slightly, but you manage to carry it out of the cairn and back to the wizard safely. He pays you handsomely for your efforts.

