

CRAFTING RECIPES

You start with a crafting table and a furnace in your hero's workshop.
You can carry up to five pieces of any resource at a time.

⚔ WEAPONS		
↓ ITEM	↓ REQUIRES	↓ GRANTS
Wooden Sword	1 wood	2 Damage
Stone Sword	1 wood + 2 stone	2 Attack, 2 Damage
Iron Sword	1 wood + 2 iron	3 Attack, 6 Damage
Diamond Sword	1 wood + 2 diamond	4 Attack, 8 Damage
Bow	1 wood + 3 string	2 Attack, 3 Damage in 1st round
Crossbow	1 wood + 1 iron + 1 string	2 Attack, 2 Damage

🛡️ ARMOR		
Leather Armor	4 leather	1 Armor
Iron Armor	4 iron	2 Armor
Diamond Armor	4 diamond	4 Armor

⚒️ PICKAXES		
Wooden Pickaxe	Have at Start	Can roll on Mining Table
Stone Pickaxe	1 wood + 2 stone	Roll two dice on the Mining Table and pick the result you like best
Iron Pickaxe	1 wood + 2 iron	Roll three dice on the Mining Table and pick the result you like best
Diamond Pickaxe	1 wood + 2 diamond	Can mine obsidian

💣 KEY ITEMS		
Torch	1 wood + 1 coal	Can enter dark areas
Bucket	3 iron	Can change lava to stone
Boat	5 wood	Can cross water
TNT	3 gunpowder	Can explode

THE MAP

32

THE VILLAGE

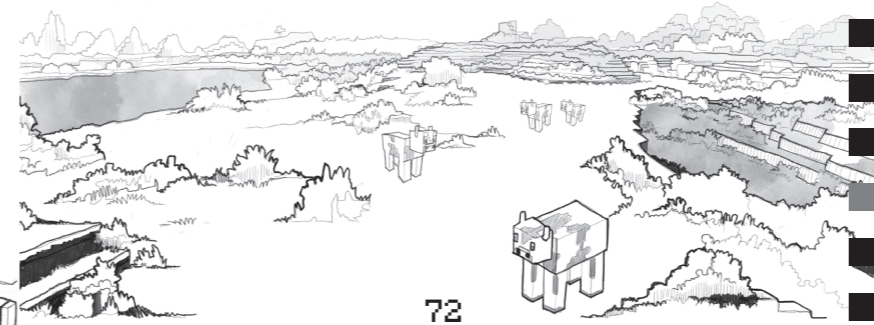
This is your home base, the place you live and are trying to protect.



44

THE MINE

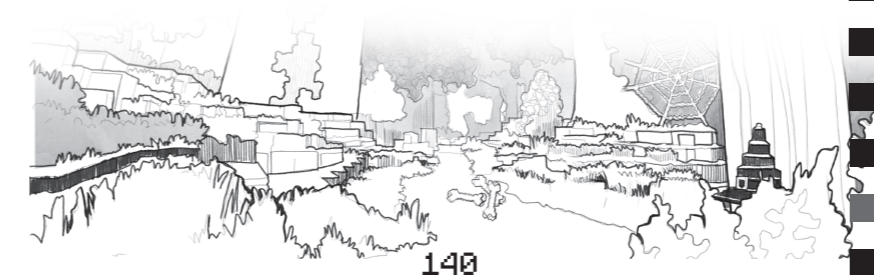
This is where you like to mine for things you need for your building projects. The villagers always seem afraid of it for some reason.



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THE PLAINS

This is an open, grassy region where mobs of all sorts roam wild and free. At least here you might see trouble coming your way.

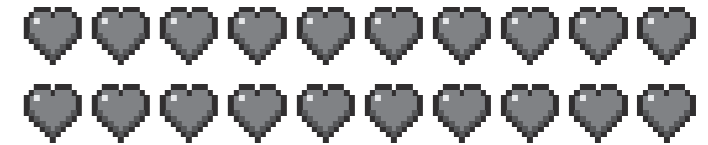


140

THE WOODS

This is a dark and thick forest filled with all sorts of mobs. You think the illagers live somewhere inside it, but you haven't found their base—yet.

CHARACTER SHEET



NAME _____

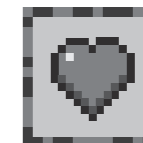
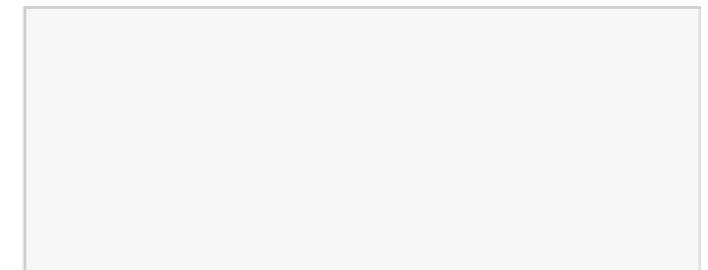
ATTACK _____

DAMAGE _____

ARMOR _____

RESTARTS _____

INVENTORY



HEARTS: 20



ATTACK: 1



DAMAGE: 1



ARMOR: 0

QUICK-REFERENCE RULES

HEARTS

Your hero starts with 20 Hearts. When your hero takes damage, cross off the corresponding number of Hearts on the hero sheet. For instance, if the hero takes 4 damage, cross off 4 hearts. If the damage gets healed, erase the marks off that number of Hearts instead.

If this happens, go back to *The Start* (page 22) so you can try again. Your hero respawns in bed, fully healed and with all inventory intact.

ATTACK

This is the number of dice your hero can roll when attacking a mob. Your hero starts with 1 die, but you can gain more dice later.

DAMAGE

This is the number of Hearts you mark off of a mob with a successful attack. Your hero starts out with a Damage of 1, but you can find or craft items to improve that.

ARMOR

Armor protects a hero from damage. When a mob hits a hero, check the level of the hero's Armor and subtract that many Hearts from the Damage taken, all the way down to zero. Your hero starts out with no armor, but you can find or craft armor as you play.

COMBAT

During combat, you can roll up to your Attack number in dice.

EXAMPLE: If you have Attack 3, you can roll up to 3 dice.

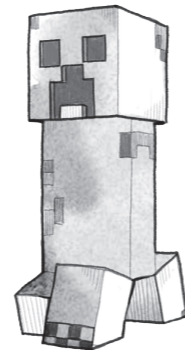
Each time your hero attacks, take your dice and decide how many you want to roll. The more dice you roll, the more aggressive the attack, but the more dangerous the failure!

When you're starting out, your hero has an Attack of 1, so you only get to roll 1 die. As you play through the book, your hero can gain more Attack dice, giving you more options to choose from.

- **ONE ATTACK DIE:** a cautious attack, either at range or with quick hit-and-run tactics.
- **TWO ATTACK DICE:** a steady but careful series of blows.
- **THREE ATTACK DICE:** a reckless flurry of blows.
- **FOUR ATTACK DICE:** a wild, all-out assault.

You roll all your chosen Attack dice at once. Any die that comes up equal to or greater than the mob's Defense is a hit. Subtract your Damage from the mob's Hearts for each hit.

Any die with a result under the mob's Defense is a miss—and the mob hits *you* instead. For each hit, take the mob's Damage and subtract your Armor from it. If any damage gets



through, subtract that amount from your Hearts. Attacking with more dice can allow you to do more damage, but it puts you at greater risk of getting hurt.

On top of regular damage, rolling the same numbers on any of your dice (doubles, triples, or quadruples) means something extra happens. For your hits, that includes extra hits and maybe even a critical hit! For your misses, that means your hero takes extra hits, but it also triggers the mob's special effect (which is listed on the mob's profile).

MULTIPLE HITS

DOUBLES: Add +2 hits.

TRIPLES: Add +3 hits and roll on the Critical Hit Table.

QUADRUPLES: Add +4 hits and pick a result from the Critical Hit Table.

MULTIPLE MISSES

DOUBLES: The mob does +2 hits, and its special effect activates.

TRIPLES: The mob does +3 hits, its special effect activates, and you roll on the Critical Miss Table.

QUADRUPLES: Your hero instantly loses the battle.

Note that some mobs may have their own results for multiple misses, which are listed in their profile, but use this list as the default.

CRITICAL HIT TABLE

ROLL	RESULT
1	You win the battle!
2-3	If you win the battle, you roll a 6 for any loot the mob has.
4-5	If you win the battle, gain 1 diamond.
6	If you win the battle, gain 2 diamonds.

CRITICAL MISS TABLE

ROLL	RESULT
1	A friend of the mob joins the fight. Double your foe's current Damage. (Ignore this if you roll it a second time in the same battle.)
2	The mob rallies, regaining their full health. Erase any marks on their Hearts.
3	Your weapon breaks.
4	Your armor breaks.
5	Your weapon and armor break.
6	You take a step backward into a pool of lava and lose the battle.

IF YOU WIN: If your hero beats all the mobs in an encounter, you win the battle. Check the mobs' profiles to see about any loot you might earn. If you get any, add that to your inventory.

Your hero instantly heals all damage. Erase any marks you made on your Hearts. Then finish reading the section to see what happens next.

IF YOU LOSE: If your hero loses the battle, go to *The Start* (page 22) to try again. Your hero respawns in bed, fully healed and with all inventory intact. Erase any marks you made on your Hearts and put a mark in one of the Restart boxes on your hero sheet.

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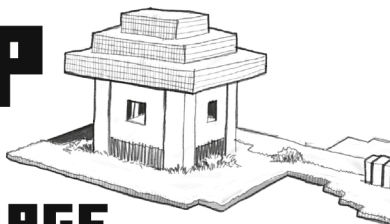
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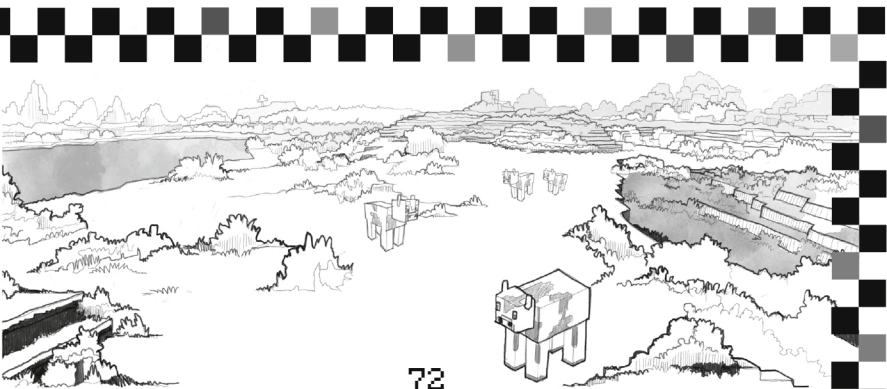
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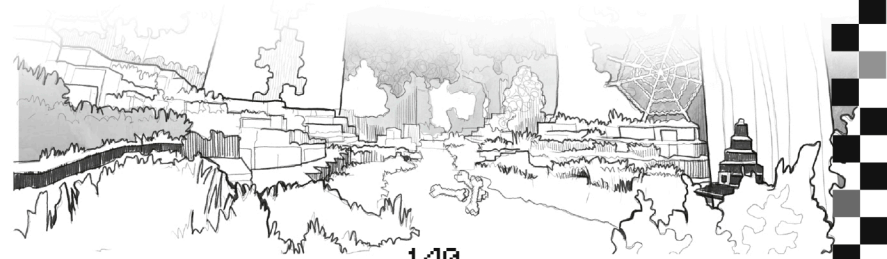
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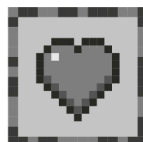
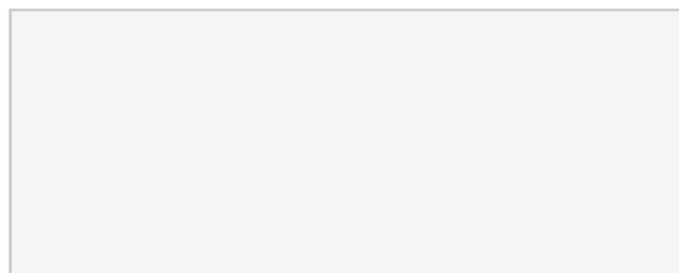
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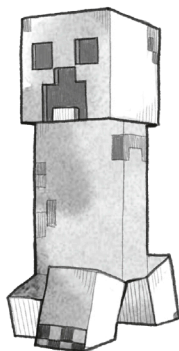
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