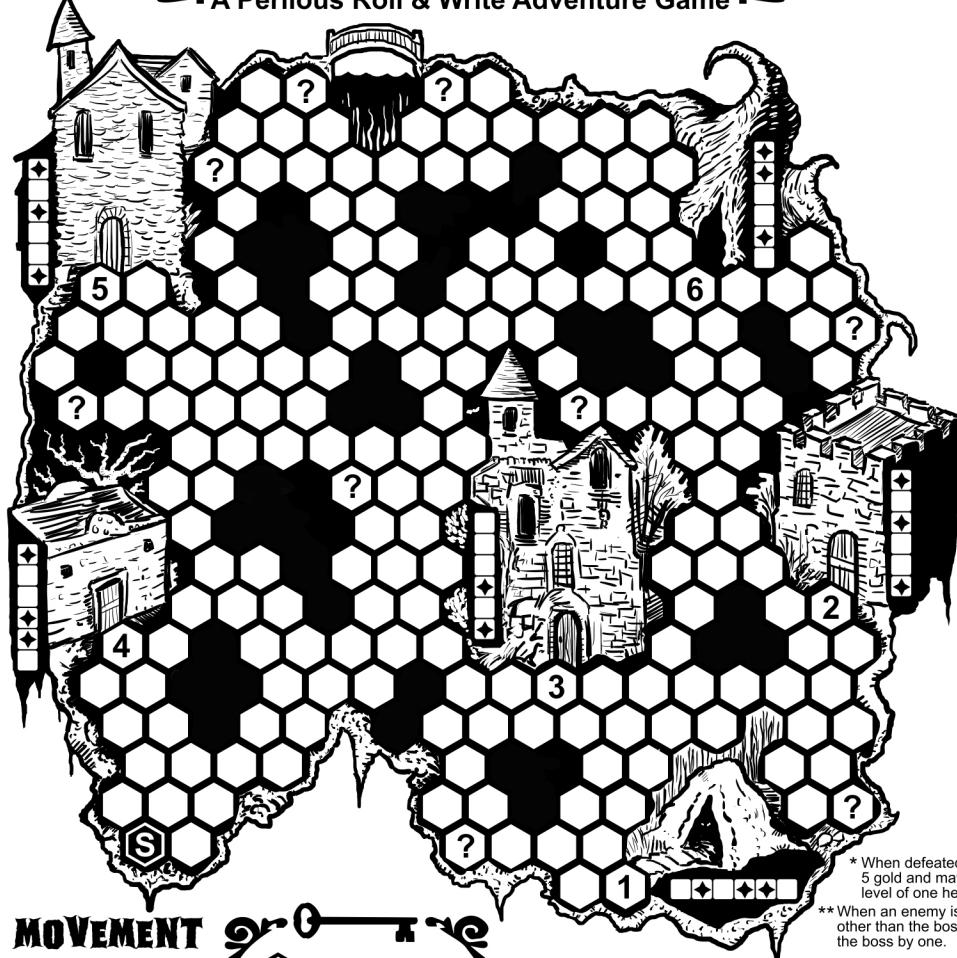
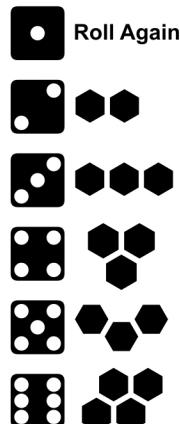


DOOM-REALM

- A Perilous Roll & Write Adventure Game -



MOVEMENT



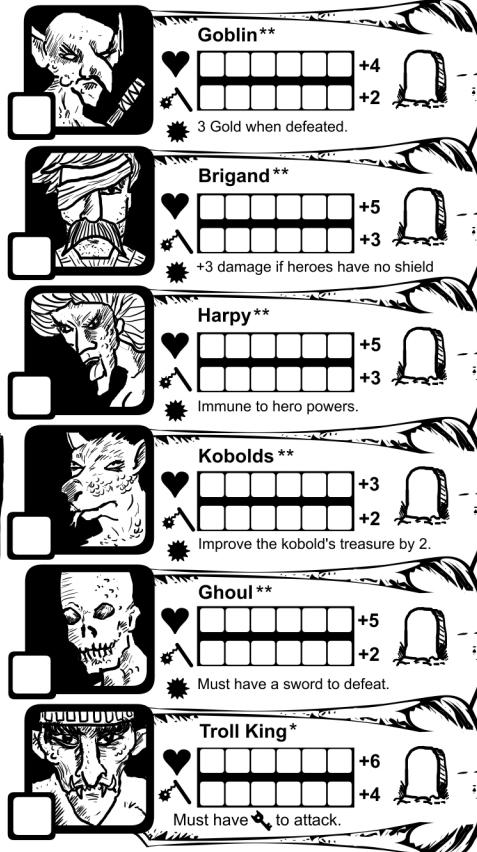
- 1 Location
- 1 Locked Location
- ? Random Encounter
- S Start Location
- Hexagon Obstacle

Final Score
 1 point for each marked box on a enemy when defeated.
 1 point for each marked box on a treasure when collected.
 2 points for each random encounter completed.
 1 point for every two gold remaining.
 1 point for every spare round remaining.
 5 points for defeating the boss enemy.
 -5 points for each dead hero.

RANDOM ENCOUNTERS

Compass - Explore any two hexes.	Trap - 2 damage unless disarmed.
Camp - 1 hero of your choosing gains 1hp.	Dark Storm - Increase level of a location.
Hidden Stash - You find d6-3 gold (minimum 1).	Merchant - Buy either a sword or shield for 3g.

ENEMIES



TREASURE

- Locked Chest
- Trapped Chest - Deals 2 damage
- Sword
- Shield
- Candle - Explore two hexes
- Potion - Heal 1hp
- Purse - 2 Gold
- ? Random Encounter
- Master Key - Unlocks Boss Lair

RISE OF THE TROLL KING

Rolls

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