






# Throws

-  Player has to hit it off the box, it still has to hit outside the target as well.
-  Player flicks die off the back of his hand.
-  Player must blow on the die while throwing it.
-  Player throws dice under one leg with shooting hand.
-  Player throws the dice with eyes closed.
-  Player must bounce dice twice outside target.
-  Player places die on elbow and throws it.
-  Player throws die between hands with prayer like gesture.
-  Player throws die with "weak" hand. (not writing hand).
-  Player puts die in another players hand and moves it to throw die.
-  Player holds card horizontal and makes die bounce between him and target.
-  Player puts card off edge of table and hits it from below to make die throw (look at picture).
-  Player throws die and hits off his head.
-  Player shoots with back to target (can still look at target).
-  Player throws while die is under table edge.

-  Player throws cube up in air, then slams it back towards table.
-  Player sits on ground and throws die. Must keep eyes under surface of table.
-  Player jumps and throws dice before landing on the ground.
-  Player jumps and turns in the air; throws die on landing.
-  Player takes one or two steps back and throws die.

# Reminders

- \* icons with target must hit target to activate.
- \* Reduced and redirected damage doesn't happen when taking defeated damage.
- \* You can't take back Hero dice against boss.
- \* Hitting center of target is worth 10 damage.
- \* Hitting center with Hero Icon is instant kill (boss included).
- \* Shop: 3 Cards + 1 per player; 1 coin per health; 2 coins per die.
- \* Healing Fountain: All players fully healed.
- \* Treasure: Reward on room; If equipment draw one off top of deck.

# Player Sheet

-  Throw die again for another attack. Only once per turn.
-  Add extra damage to result.
-  5 damage no matter result.
-  Heal one hero the amount of attack.
-  Lose 1 life for double damage.
-  Heal all heroes x amount.
-  +1 Damage till end of fight. Take back at end of fight.
-  Gain Random equipment at end of fight.
-  Monster into toad.
-  2 less damage till end of fight.
-  +4 Damage against sworn enemy (on character sheet).
-  Reroll die just rolled.

-  If you miss target, no damage.
-  Add 2 gold to chest.
-  Add Monster to inventory at end of fight. Later discard to add damage to fight. Can have multiple monsters.
-  Place marker on character sheet. Player takes no damage till end of fight.
-  Monster Loses Special ability till end of fight. Pay 1 gold to activate.

# Monsters

-  Player loses one equipment of choice when shot is missed.
-  Monster heals X life when shot is missed.
-  Treat the "1 zone" as a miss.
-  Lose one coin when shot is missed.
-  Cannot use the dice of that color to fight monster.
-  When shot missed, all players take damage.

# Items

-  Heal one hero x amount.
-  Heal all heroes x amount.
-  Add extra damage to result.
-  Throw die again for another attack.
-  X less damage when miss.
-  Deal Damage to monster equal to damage taken.
-  If you miss target, no damage.