



# MONSTER OF THE MONTH

## A GAME FOR ONE OR MORE PLAYERS

### ITEMS NEEDED

**One paper monthly calendar:**

Standard rules use a Gregorian calendar, but the rules can be modified for other calendars.

**1 six sided die:** Having one die per player can be more convenient.

**3 meeples plus 1 more per player:** The meeples must be easy distinguish from one another. Painted miniatures FTW!

**20 health tokens plus 20 more per player:** A notepad and pencil can be used instead to track health.

**100 treasure tokens:** You can use coins or coloured poker chips to indicate different amounts. For example, a nickel could be five treasure, while a penny is one. This way, you won't need as many tokens.

### STARTING THE GAME

Each meeple starts with 20 health. Take that many health tokens and put them in front of you. When you take damage, return that much health to the supply; when you heal damage, take that many tokens back. Open the calendar to the first month of the year and place a meeple for each player on the first date. For a Gregorian calendar, place them on January 1st. The player who has lived the most calendar days gets the advantage of going first and play proceeds clockwise from them.

If you want to play a shorter game, start and end at whatever month you want.

### TURN SEQUENCE

First, take note of the day of the week on which you start your turn. Look up the modifier for that day. It applies for your whole turn.

On your turn, roll your die and move your meeple. You must move the full number of spaces, either forward or backward, along the sequence of dates, stopping if you reach the first or last day of the month.

Once you have landed on a date, find the event table associated with it and roll a die. Read out the event matching your die roll.

After you roll your event, if there is a monster in your date, you must fight it. If there are multiple monsters, you have to fight them all, but you can choose the order in which to fight them.

If you kill a boss, clear all of the meeples from the calendar, turn to the next month, and place all of the players' meeples on the first day of that month. If there are no months left in the year, the game ends.

### COMBAT SEQUENCE

Roll a die and deal that much damage to the monster. If you kill the monster you loot it of all its treasure and it does not get to attack you back.

If the monster you attacked is still alive, roll a die and take that much damage. If you die, drop all of your treasure in that date. The first player to end a turn there gets the treasure. If the number you rolled was a six and you didn't die from the damage, the monster gets a special hit. Read the entry for that monster to see what happens.

### ENDING THE GAME

The game ends when the last boss of the last month is killed or, in a multiplayer game, when only one player remains, in which case that player wins. If the game ends with the death of the last boss, the remaining players compare the amount of treasure they have collected, with the winner being the one with the most. Ties are permissible. In a solo game, treat your treasure count as a "high score" that you can try to beat next time.

## GUIDE TO THE MONSTERS OF EACH MONTH

Each month has a boss and two minions. Each month they have different stats, abilities, and loot. If your year has more than twelve months, you can repeat the sequence. Note that these monsters are somewhat aligned to the seasons on the northern hemisphere of Earth; to match them to the southern hemisphere, rotate the monsters forward six months. For other planets, feel free to place them where they make the most sense.

Month	Type	Name	Health	Gold	Special Hit
1 (January)	Minion	Ice Sprite	4	1	Player hit and all players in this date are frozen and miss their next turn
	Boss	Jack Frost	8	3	Player hit and all players in this date and adjacent dates (diagonally and orthogonally) are frozen and miss their next turn.
2 (February)	Minion	Dark Faerie	4	2	Player hit drops 1 treasure token (if they have one) in this date and moves one day backward (if possible). The first player to end a turn where the treasure landed gets it.
	Boss	Queen Mab	8	4	Player hit drops 1d6 treasure tokens (up to the number they have) in this date and moves 1d6 days backward (stopping at the first of the month). The first player to end a turn where the treasure landed gets it.
3 (March)	Minion	Wolf	5	1	Player hit suffers an additional 1 damage.
	Boss	Werewolf	10	3	Player hit suffers an additional 1d6 damage.
4 (April)	Minion	Pixie	4	1	Player hit exchanges their meeple's position with that of the player to their left.
	Boss	Auberon	8	3	Player hit exchanges their meeple's position with that of the player to their left and both players take 1 damage.
5 (May)	Minion	Dryad	5	1	Monster heals 1 point of damage.
	Boss	Treant	10	3	Monster heals 1d6 points of damage.
6 (June)	Minion	Fire Sprite	4	1	Player hit and all players in this date take an additional 1 damage.
	Boss	Fire Elemental	8	3	Player hit and other all players in play take an additional 1 damage.
7 (July)	Minion	Bugbear	5	1	Player hit runs in fear 1d6 days backward (stopping at the first day of the month).
	Boss	Hill Giant	10	3	Player hit is knocked back to the first of the month and misses their next turn.
8 (August)	Minion	Water Sprite	4	1	Player hit is jettisoned forward 1d6 days (stopping at the last day of the month).
	Boss	Old Faithful	8	3	Player hit is jettisoned to the 16th of the month.
9 (September)	Minion	Goblin	3	0	Player hit loses 1 treasure token (if any). The goblin steals it for its boss. Increase the boss's treasure drop by 1.
	Boss	Goblin King	7	0	Player hit loses 1d6 treasure tokens (up to the number they have). Increase the boss's treasure drop by the same number.
10 (October)	Minion	Ghost	4	1	Player hit is haunted and fights the ghost again at the end of each player's turn until their turn comes up again, even if they are not in the same date.
	Boss	Spectre	8	3	Player hit is haunted and fights the spectre again at the end of each player's turn until their turn comes up again, even if they are not in the same date. The spectre rolls two dice in each fight and takes the highest one.
11 (November)	Minion	Pirate	4	1	Player hit loses 1 treasure token (if any) and places it on the last day of the month. The first player to end a turn where the treasure landed gets it.
	Boss	Pirate Captain	8	3	Player hit loses 1d6 treasure tokens (up to the number they have) and places them on the last day of the month. The first player to end a turn where the treasure landed gets it.
12 (December)	Minion	Wind Sprite	4	1	Player hit places one of their treasure tokens in another date of their choice in the same week. The first player to end a turn where the treasure landed gets it.
	Boss	Djinn	8	3	Player hit exchanges all of their treasure with the player still in play who has the least treasure.

## GUIDE TO THE MODIFIERS OF EACH WEEK

Each day of the week (Sunday – Saturday) has a different movement, defensive, or offensive modifier.

1 (Sunday)	Add or subtract one from your movement roll this turn.
2 (Monday)	You may move to any other weekday 2 (Monday) before rolling to move.
3 (Tuesday)	Add one damage every time you attack a monster this turn.
4 (Wednesday)	You may add or subtract one from your event roll this turn. If you roll zero, no event occurs. If you roll seven, choose any event in the list for that day.
5 (Thursday)	If you defeat a monster this turn, take another full turn.
6 (Friday)	Take one less damage from every monster attack this turn.
7 (Saturday)	You may reroll any one die this turn (even the die used by a monster to attack you), accepting the second result as final.

## GUIDE TO THE EVENTS OF EACH DAY

Each day of the month (1 - 31) has a random table with six events.

DAY 1	
Roll	Event
1	Find a minor healing potion: Heal 1 wound.
2	Find a healing potion: Heal 1d6 wounds.
3	Find a major healing potion. Heal 2d6 wounds.
4	Pickpocketed: Lose 1 treasure.
5	Pickpocket: Steal 1 treasure from any other player in this date.
6	Heist: Steal 1 treasure from every other player in this date.

DAY 3	
Roll	Event
1	Take cover: When you fight a monster here, take no damage when it attacks you. Only applies to the first monster fought.
2	Partial cover: when you fight a monster here, take half damage (rounding down) when it attacks you. Only applies to the first monster fought.
3	Monster takes cover: When you fight a monster here, you do no damage when you attack it. Only applies to the first monster fought.
4	Monster takes partial cover: When you fight a monster here, you do half damage (rounding down) when you attack it. Only applies to the first monster fought.
5	Sneak away: If there is a monster here, move one day forward or back.
6	Snipe: If there is a monster one day forward or back from here, do one damage to it. If that kills it, place all of its treasure on the date where it died. The first player to end a turn there picks up all the treasure.

DAY 2	
Roll	Event
1	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.
2	Burst of speed: Move ahead another 1d6 days and roll on that date.
3	Psychic homing beacon: Move the meeple of the player on your left to this date.
4	Lucky strike: If a monster is on this date, do 1 damage to it.
5	Fear scroll: If a monster is on this date, move it 1d6 days forward.
6	Teamwork: If any other players and at least one monster are on this date, you may choose to roll an extra die for each extra player when you fight. If you kill a boss, give any one of assisting players one treasure.

Day 4	
Roll	Event
1	Gambling house: Place up to three of your treasure tokens on this date. Say a number out loud between 1 and 6. Roll a die. If you guessed the right number, take back your treasure as well as twice that amount from the supply. If not, return all the gambled treasure to the supply.
2	Bloodsport: Take 1d6 damage. Gain 1d6 treasure.
3	Sleep at an inn: Heal 1d6 damage. Miss your next turn.
4	Get drunk at an inn: Lose 1d6 treasure, if you have it. Take 1 damage. Miss your next turn.
5	Protect the town: If you defeat any monsters here this turn, gain 1 extra treasure.
6	Driven out of town: If you fight a monster here this turn and don't kill it, the player to your left may move you one day forward or backward.

DAY 5	
Roll	Event
1	Help out a farmer: Heal 1 damage. Lose your next turn.
2	Help out a miner: Gain 1 treasure. Lose your next turn.
3	Help out a ranger: If there are any monsters within two squares (forward or backward), deal 1 damage to any one of them. If that kills it, place all of its treasure on the date where it died. The first player to end a turn there picks up all the treasure. Lose your next turn.
4	Help out a guard: If there is a monster here, deal 1 damage to it. If that kills it, take its treasure. Lost your next turn.
5	Help out a sailor: Move to any other date this month with the same weekday and roll again.
6	Don't help anyone: No effect.

DAY 7	
Roll	Event
1	Rallying Cry: Roll 1d6. Move all players that are no more than that number of days away (forward or backward) to this date.
2	Lure: Roll 1d6. Move all monsters that are no more than that number of days away (forward or backward) to this date.
3	Make tracks: Move 1d6 days forward or backward and roll again.
4	Treasure Map: Roll 1d6. Place two treasure tokens on a date that is either that many days forward or backward from you. The first player to end a turn there picks up all the treasure.
5	Push into the river: Roll 1d6. Move any one other meeple (player or monster) on this date that many squares forward or backward.
6	Longbow: Roll 1d6. If there is at least one monster exactly that many days away (forward or backward), choose one and deal 1d6 damage to it. If that kills it, place all of its treasure on the date where it died. The first player to end a turn there picks up all the treasure.

DAY 9	
Roll	Event
1	Impassable Crevasse: Move 1d6 days backward and roll again.
2	Unfavourable Terrain: If you fight a monster this turn, it rolls twice and takes the higher roll.
3	Cut the rope bridge: Kill all monsters on this date, but collect no treasure.
4	Slick Manoeuvre: Move any one monster on a date this week to this date. When you fight it, roll twice and take the higher roll.
5	Terrain Advantage: If a monster hits you this turn, ignore any other effects besides damage.
6	Avalanche: Take 1d6 damage.

DAY 6	
Roll	Event
1	Sap: If any other players are here, pick one to miss their next turn.
2	Shiv: Deal 1 damage to any other player here.
3	Rob: Steal 1 treasure from any other player here.
4	Opportunistic Spectator: If at least two other meeples are here (players or monsters), choose any two of them to fight each other. If any die, take all of the treasure.
5	Ambushed: If there is another player here, take one damage, give them one of your treasures (if any), and miss your next turn.
6	Trade: If there is another player here, you may choose to give them a treasure to gain one health or take one of their treasures (if any) to restore one of their health.

DAY 8	
Roll	Event
1	Lost in the Wilderness: Miss your next turn.
2	Meet a kindly hermit: Heal 1d6 damage.
3	Loot a corpse: Take 1 treasure token from the supply.
4	Deadfall trap: Take 1d6 damage.
5	Fall in a swamp: Return 1 treasure token to the supply.
6	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.

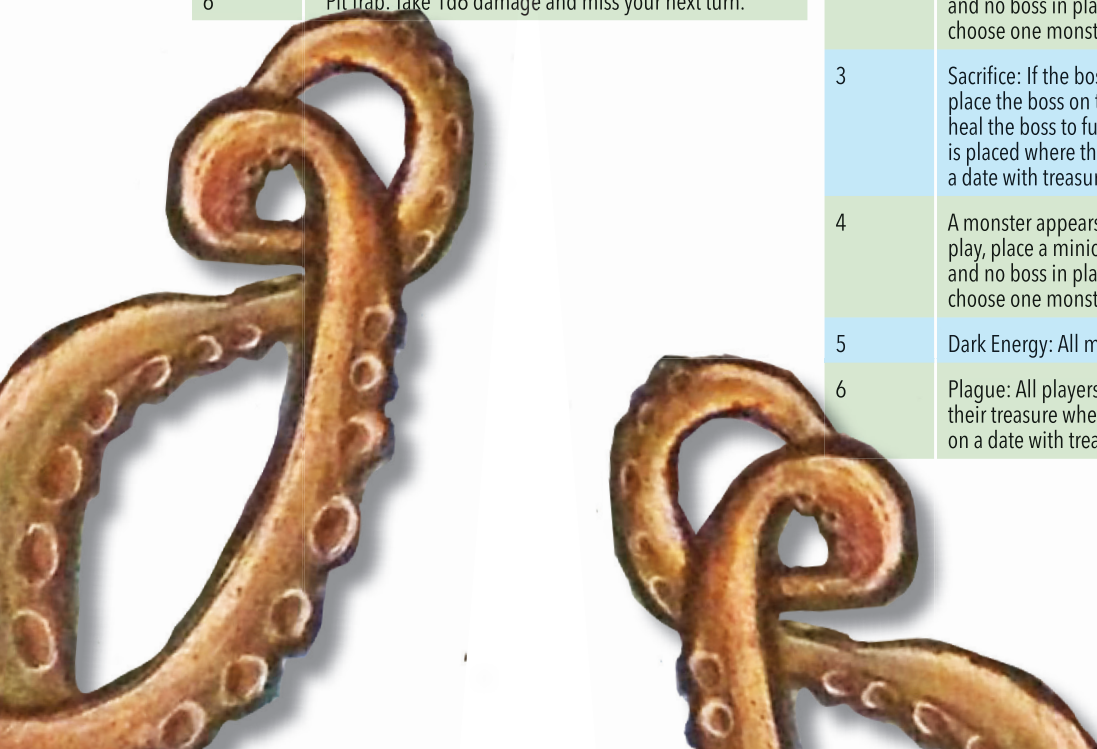
DAY 10	
Roll	Event
1	Darkness: You may choose not to fight this turn.
2	Cave: You may choose to heal 1d6 damage and skip your next turn.
3	Heroic Effort: If you fight this turn, you may choose (before rolling) to take a point of damage and add an extra die to the damage you deal.
4	Cornering the Enemy: If you fight a monster this turn and do not kill it, you may choose to fight it again. If it attacks you during the second fight, it rolls an extra die for damage.
5	Mercenaries: If any other players are here, you may pay each of them 1 treasure to add an extra die per treasure spent to your damage roll when you fight a monster this turn.
6	A monster may appear: You may choose to put a monster in play. If you do, follow these rules: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.

DAY 11	
Roll	Event
1	An Ill Wind Blows: Take 1 damage, place 1 of your treasure tokens (if any) on this date, move backward one day, and roll again. The first player to end a turn on this date picks up all the treasure.
2	Food Poisoning: Take 1 damage and miss your next turn.
3	Forced March: Take 1 damage. Move 1d6 days forward and roll again.
4	Blood Trail: Take 1 damage. Roll 1d6. Choose one monster (if any) that is that many days away (forward or backward) and move it here.
5	Hit the Dirt: Take 1 damage. If there is any monsters here, choose one not to fight.
6	Surprised: Take 1 damage. If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.

Day 13	
Roll	Event
1	Tracking: If there is a monster on any date this week, choose one, move to it, and roll again.
2	Lasso: If there are monsters on any dates this week, choose one and move it here. When you fight it, roll an extra die and keep the highest when you make your attack.
3	Going Solo: If there are any other players here, choose any other date this week and place them on it.
4	Teleport Scroll: Move to any date of the month and roll again.
5	Cheap Healing Potion: Roll a die. On an even roll, heal that much; otherwise take that much damage.
6	Pit Trap: Take 1d6 damage and miss your next turn.

DAY 12	
Roll	Event
1	Blackguards: If there are any other players here and you fight any monster this turn, add an extra die per other player to the monsters' attacks against you. If you die, the other players divide your treasure equally amongst themselves, returning any remainder to the supply if the amount does not split evenly.
2	Betrayal: If there are two or more other players here, choose two. They each roll 1d6 and deal that much damage to each other. If any of them die, divide their treasure amongst all surviving players here, returning any remainder to the supply if the amount does not split evenly.
3	Sharing is Caring: If there are any other players here, pool all of your treasure with theirs and divide it amongst the lot of you, keeping any remainder for yourself if the amount does not split evenly.
4	A Gathering: If there are any other players in the same week as you, move them here.
5	Dark Bargain: Move any one monster here. Do not fight any monsters this turn.
6	Fireball Trap: Deal 1d6 damage to all meeples on this date, including yourself. If any die, all their treasure is dropped here. If you survive to the end of your turn, claim all of the treasure; otherwise, the first player to end a turn on this date picks up all the treasure.

DAY 14	
Roll	Event
1	Evolution: If there is no boss in play, choose any minion in play and replace it with the boss. Damage the minion had taken does not carry over to the boss. If there is already a boss in play, heal it to full. If there are no monsters in play, heal yourself to full.
2	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.
3	Sacrifice: If the boss is not in play, kill all minions and place the boss on this date; otherwise, kill all minions and heal the boss to full. The treasure from any minions killed is placed where they died. The first player to end a turn on a date with treasure picks it all up.
4	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.
5	Dark Energy: All monsters in play heal 1d6 damage.
6	Plague: All players take 1d6 damage. If any die, leave their treasure where they fell. The first player to end a turn on a date with treasure picks it all up.



DAY 15	
Roll	Event
1	The Boss Appears: Whether or not the boss is in play, place it here.
2	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.
3	Unsuccessful Teleport: Leave all of your treasure here and move to the first day of the month. The first player to end a turn her picks up all the treasure.
4	Disintegrate Scroll: If there are any monsters here, choose one. Kill it but take none of its treasure.
5	Monster's Lair: If there are any monsters here, choose one of them. Suffer the effect of its hit (but with no damage roll), just as if it had hit you.
6	Offensive Teleport: Move any other meeple in play to any date in the month except this one.

DAY 17	
Roll	Event
1	The Boss Appears: Whether or not the boss is in play, place it here.
2	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.
3	Unsuccessful Teleport: Leave all of your treasure here and move to the first day of the month. The first player to end a turn her picks up all the treasure.
4	Disintegrate Scroll: If there are any monsters here, choose one. Kill it but take none of its treasure.
5	Monster's Lair: If there are any monsters here, choose one of them. Suffer the effect of its hit (but with no damage roll), just as if it had hit you.
6	Offensive Teleport: Move any other meeple in play to any date in the month except this one.

DAY 19	
Roll	Event
1	Tracking: If there is a monster on any date this week, choose one, move to it, and roll again.
2	Lasso: If there are monsters on any dates this week, choose one and move it here. When you fight it, roll an extra die and keep the highest when you make your attack.
3	Going Solo: If there are any other players here, choose any other date this week and place them on it.
4	Teleport Scroll: Move to any date of the month and roll again.
5	Cheap Healing Potion: Roll a die. On an even roll, heal that much; otherwise take that much damage.
6	Pit Trap: Take 1d6 damage and miss your next turn.

DAY 16	
Roll	Event
1	Fountain of Youth: Heal up to full.
2	Force Field: Move all other meeples here forward or backward one day, as a group.
3	Divine Intervention: If you fight any monsters here this turn, kill them without rolling.
4	Pool of Vigor: Take another turn after this one.
5	Scroll of Protection: If you fight any monsters this turn, they do not roll to damage you and none of their hit effects are triggered.
6	Magic Purse: Gain 1d6 treasure tokens.

DAY 18	
Roll	Event
1	Evolution: If there is no boss in play, choose any minion in play and replace it with the boss. Damage the minion had taken does not carry over to the boss. If there is already a boss in play, heal it to full. If there are no monsters in play, heal yourself to full.
2	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.
3	Sacrifice: If the boss is not in play, kill all minions and place the boss on this date; otherwise, kill all minions and heal the boss to full. The treasure from any minions killed is placed where they died. The first player to end a turn on a date with treasure picks it all up.
4	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.
5	Dark Energy: All monsters in play heal 1d6 damage.
6	Plague: All players take 1d6 damage. If any die, leave their treasure where they fell. The first player to end a turn on a date with treasure picks it all up.

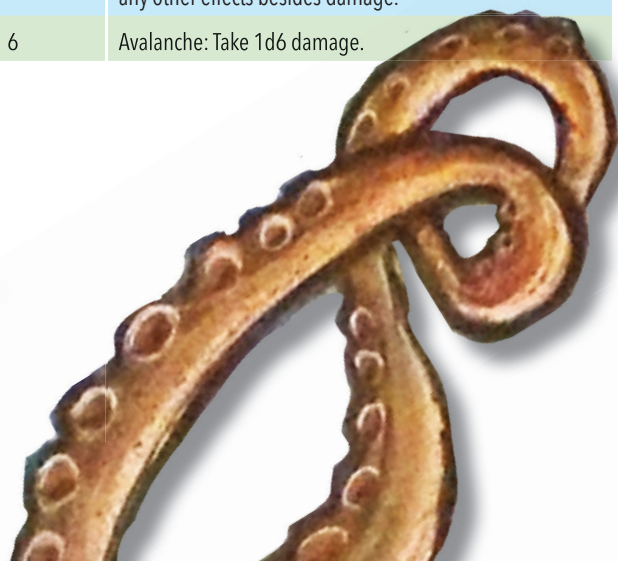


DAY 20	
Roll	Event
1	Blackguards: If there are any other players here and you fight any monster this turn, add an extra die per other player to the monsters' attacks against you. If you die, the other players divide your treasure equally amongst themselves, returning any remainder to the supply if the amount does not split evenly.
2	Betrayal: If there are two or more other players here, choose two. They each roll 1d6 and deal that much damage to each other. If any of them die, divide their treasure amongst all surviving players here, returning any remainder to the supply if the amount does not split evenly.
3	Sharing is Caring: If there are any other players here, pool all of your treasure with theirs and divide it amongst the lot of you, keeping any remainder for yourself if the amount does not split evenly.
4	A Gathering: If there are any other players in the same week as you, move them here.
5	Dark Bargain: Move any one monster here. Do not fight any monsters this turn.
6	Fireball Trap: Deal 1d6 damage to all meeples on this date, including yourself. If any die, all their treasure is dropped here. If you survive to the end of your turn, claim all of the treasure; otherwise, the first player to end a turn on this date picks up all the treasure.

DAY 22	
Roll	Event
1	Darkness: You may choose not to fight this turn.
2	Cave: You may choose to heal 1d6 damage and skip your next turn.
3	Heroic Effort: If you fight this turn, you may choose (before rolling) to take a point of damage and add an extra die to the damage you deal.
4	Cornering the Enemy: If you fight a monster this turn and do not kill it, you may choose to fight it again. If it attacks you during the second fight, it rolls an extra die for damage.
5	Mercenaries: If any other players are here, you may pay each of them 1 treasure to add an extra die per treasure spent to your damage roll when you fight a monster this turn.
6	A monster may appear: You may choose to put a monster in play. If you do, follow these rules: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.

DAY 21	
Roll	Event
1	An Ill Wind Blows: Take 1 damage, place 1 of your treasure tokens (if any) on this date, move backward one day, and roll again. The first player to end a turn on this date picks up all the treasure.
2	Food Poisoning: Take 1 damage and miss your next turn.
3	Forced March: Take 1 damage. Move 1d6 days forward and roll again.
4	Blood Trail: Take 1 damage. Roll 1d6. Choose one monster (if any) that is that many days away (forward or backward) and move it here.
5	Hit the Dirt: Take 1 damage. If there is any monsters here, choose one not to fight.
6	Surprised: Take 1 damage. If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.

DAY 23	
Roll	Event
1	Impassable Crevasse: Move 1d6 days backward and roll again.
2	Unfavourable Terrain: If you fight a monster this turn, it rolls twice and takes the higher roll.
3	Cut the rope bridge: Kill all monsters on this date, but collect no treasure.
4	Slick Manoeuvre: Move any one monster on a date this week to this date. When you fight it, roll twice and take the higher roll.
5	Terrain Advantage: If a monster hits you this turn, ignore any other effects besides damage.
6	Avalanche: Take 1d6 damage.



DAY 24	
Roll	Event
1	Lost in the Wilderness: Miss your next turn.
2	Meet a kindly hermit: Heal 1d6 damage.
3	Loot a corpse: Take 1 treasure token from the supply.
4	Deadfall trap: Take 1d6 damage.
5	Fall in a swamp: Return 1 treasure token to the supply.
6	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.

DAY 26	
Roll	Event
1	Sap: If any other players are here, pick one to miss their next turn.
2	Shiv: Deal 1 damage to any other player here.
3	Rob: Steal 1 treasure from any other player here.
4	Opportunistic Spectator: If at least two other meeples are here (players or monsters), choose any two of them to fight each other. If any die, take all of the treasure.
5	Ambushed: If there is another player here, take one damage, give them one of your treasures (if any), and miss your next turn.
6	Trade: If there is another player here, you may choose to give them a treasure to gain one health or take one of their treasures (if any) to restore one of their health.

DAY 28	
Roll	Event
1	Gambling house: Place up to three of your treasure tokens on this date. Say a number out loud between 1 and 6. Roll a die. If you guessed the right number, take back your treasure as well as twice that amount from the supply. If not, return all the gambled treasure to the supply.
2	Bloodsport: Take 1d6 damage. Gain 1d6 treasure.
3	Sleep at an inn: Heal 1d6 damage. Miss your next turn.
4	Get drunk at an inn: Lose 1d6 treasure, if you have it. Take 1 damage. Miss your next turn.
5	Protect the town: If you defeat any monsters here this turn, gain 1 extra treasure.
6	Driven out of town: If you fight a monster here this turn and don't kill it, the player to your right may move you one day forward or backward.

DAY 25	
Roll	Event
1	Rallying Cry: Roll 1d6. Move all players that are no more than that number of days away (forward or backward) to this date.
2	Lure: Roll 1d6. Move all monsters that are no more than that number of days away (forward or backward) to this date.
3	Make tracks: Move 1d6 days forward or backward and roll again.
4	Treasure Map: Roll 1d6. Place two treasure tokens on a date that is either that many days forward or backward from you. The first player to end a turn there picks up all the treasure.
5	Push into the river: Roll 1d6. Move any one other meeple (player or monster) on this date that many squares forward or backward.
6	Longbow: Roll 1d6. If there is at least one monster exactly that many days away (forward or backward), choose one and deal 1d6 damage to it. If that kills it, place all of its treasure on the date where it died. The first player to end a turn there picks up all the treasure.

DAY 27	
Roll	Event
1	Help out a farmer: Heal 1 damage. Lose your next turn.
2	Help out a miner: Gain 1 treasure. Lose your next turn.
3	Help out a ranger: If there are any monsters within two squares (forward or backward), deal 1 damage to any one of them. If that kills it, place all of its treasure on the date where it died. The first player to end a turn there picks up all the treasure. Lose your next turn.
4	Help out a guard: If there is a monster here, deal 1 damage to it. If that kills it, take its treasure. Lost your next turn.
5	Help out a sailor: Move to any other date this month with the same weekday and roll again.
6	Don't help anyone: No effect.



DAY 29	
Roll	Event
1	Take cover: When you fight a monster here, take no damage when it attacks you. Only applies to the first monster fought.
2	Partial cover: when you fight a monster here, take half damage (rounding down) when it attacks you. Only applies to the first monster fought.
3	Monster takes cover: When you fight a monster here, you do no damage when you attack it. Only applies to the first monster fought.
4	Monster takes partial cover: When you fight a monster here, you do half damage (rounding down) when you attack it. Only applies to the first monster fought.
5	Sneak away: If there is a monster here, move one day forward or back.
6	Snipe: If there is a monster one day forward or back from here, do one damage to it. If that kills it, place all of its treasure on the date where it died. The first player to end a turn there picks up all the treasure.

DAY 31	
Roll	Event
1	Find a minor healing potion: Heal 1 wound.
2	Find a healing potion: Heal 1d6 wounds.
3	Find a major healing potion. Heal 2d6 wounds.
4	Pickpocketed: Lose 1 treasure.
5	Pickpocket: Steal 1 treasure from any other player in this date.
6	Heist: Steal 1 treasure from every other player in this date.

## MODIFYING THE RULES FOR DIFFERENT CALENDARS

A Gregorian calendar has twelve months per year, seven days per week, and between twenty-eight and thirty-one days per month. If your calendar has fewer months or days in any of these categories, just play with the rules as is; if it has more, just repeat the appropriate sequence from the beginning for the extras.

DAY 30	
Roll	Event
1	A monster appears: If there are fewer than 2 minions in play, place a minion on this date. If there are two minions and no boss in play, place the boss on this date. Otherwise, choose one monster and move it to this date.
2	Burst of speed: Move back another 1d6 days and roll on that date.
3	Psychic homing beacon: Move the meeple of the player on your right to this date.
4	Lucky strike: If a monster is on this date, do 1 damage to it.
5	Fear scroll: If a monster is on this date, move it 1d6 days backward.
6	Teamwork: If any other players and at least one monster are on this date, you may choose to roll an extra die for each other player when you fight. If you kill a boss, give any one of assisting players one treasure.



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