

CREATE A HERO

- Your hero starts with:
 - ▶ 3 HEARTS
 - ▶ Small pouch
 - ▶ 3 ENERGY
 - ▶ A sword
 - ▶ 15 GEMS
 - ▶ A special item
- Roll or pick an item from the table.
- Your hero has the following ATTRIBUTE values: 3, 3, 2—you decide which ATTRIBUTE gets which value.
- Determine what your hero looks like.
- Give your hero a name.
- Buy additional items if you want to.



1D Special Item

- Candle.** Lights up dark places, immolates objects.
- Bow.** Ranged weapon. Infinite arrows.
- Boomerang.** Can retrieve items from a distance. A successful attack stuns the monster (not bosses) for the next ROUND.
- Magic cape.** Can make wearer invulnerable—uses 1 ENERGY per round. Must be activated before dangerous action rolls.

1D Body Hair Clothes

- | | | | |
|---|-------|--------|--------|
| 1 | Lean | Brown | Blue |
| 2 | Burly | Red | Red |
| 3 | Small | Yellow | Green |
| 4 | Round | Black | Purple |

DD Name

- | | | | |
|----|-------|----|--------|
| 11 | Iros | 31 | Rhyss |
| 12 | Reglo | 32 | Eri |
| 13 | Eko | 33 | Nessa |
| 14 | Mila | 34 | Lomio |
| 21 | Kodu | 41 | Kinela |
| 22 | Onola | 42 | Jevo |
| 23 | Riya | 43 | Ethali |
| 24 | Alon | 44 | Rinu |

HERO AGENDA

- ▶ Explore Cerulea.
- ▶ Help its friendly inhabitants.
- ▶ Find dungeons and clear them from monsters.
- ▶ Fight the evil influence of the Shadow King.

Long ago, the three Divine Dragons created the mythical realm of Cerulea—a vast kingdom of green fields, blue lakes, deep forests, volcanic mountains, and hot deserts.

The world is locked in a perpetual cycle of conflict between good and evil—the Guardian and the Paragon bravely defend the world against the Shadow King and his army of monsters. All three have been reborn numerous times throughout history.

Now, the Shadow King has returned once more. But the Guardian and the Paragon are still nowhere to be seen... New heroes must come to Cerulea's aid!

HEROES OF CERULEA is a tabletop role-playing game about exploring dungeons, solving puzzles, and fighting monsters. You work together to experience an unpredictable story, while you're creating it—you're both the main characters and co-authors.

Rules are used to represent your hero's skills and the probability that their actions succeed. Dice rolls make the story more dynamic and interesting. The goal of the game is the experience—you can't really win or lose.

You Need

- ▶ 2–5 friends, including you—it's dangerous to go alone.
- ▶ About 3 hours to play.
- ▶ A prepared dungeon (Woodland Temple, for instance).
- ▶ Hero Sheets (one per player, excluding the MASTER). You can download them from the publisher's website.
- ▶ Pencils, a pen, and erasers.
- ▶ At least one four-sided dice—preferably five or more.

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Version

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bläckfisk
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HEROES OF CERULEA

Pixelated Dungeon Crawl RPG



RULES

Bläckfisk Publishing

BASICS

- ▶ **One of you acts as the MASTER.** You control and portray the game world—including its inhabitants. You describe environments and situations, as well as decide what happens following the heroes' actions (and the results of dice rolls).
- ▶ **The rest of you are players.** You each control and portray a hero in the game world. You act through your heroes—freely and spontaneously—by describing their actions and reactions.
- ▶ **Use the game's mechanics** only when failure could be both reasonable and interesting as an outcome.
- ▶ **The rules are a tool box.** You use them as a starting point, and improvise when the need arises.
- ▶ **You only play the situations you feel are relevant and interesting.** Otherwise, just skip the situation by summarizing it.

DICE

This game only uses four-sided dice. "D" means "die". 1D is one die, 2D is two dice, etcetera.

"DD" means you roll two dice—the first die represents the tens digit; the second represents the ones digit. For example: if you roll 3 and then 1, the result is 31.

ATTRIBUTES

Heroes have three ATTRIBUTES.

- ▶ **MIGHT** (push, attack, heave, wreck)
- ▶ **BRAVERY** (jump, defend, climb, resist)
- ▶ **INSIGHT** (discover, shoot, tinker, persuade)

HEARTS & ENERGY

- ▶ When you lose HEARTS, it's only temporary—you can restore them.
- ▶ If you have 0 HEARTS left, you become unconscious. You regain 1 HEART when someone wakes you up, or when the fight is over.
- ▶ If all heroes are unconscious, they awake outside of the dungeon—and all the monsters inside have respawned.
- ▶ Some items consume ENERGY when used—if you lack the required ENERGY, you cannot use the item.
- ▶ Outline your maximum HEARTS and ENERGY with a pen, or color them in with ink.
- ▶ Cross the lost HEARTS and ENERGY, with a pencil.

ACTIONS

Describe the action your hero wants to attempt.

Based on the action, pick the most appropriate ATTRIBUTE. Roll as many dice as your value in that ATTRIBUTE. The highest individual result counts:

- ▶ **1-2** = Failed action, 1 HEART lost (if the action is dangerous)
- ▶ **3** = Successful action, 1 HEART lost (if the action is dangerous)
- ▶ **4** = Successful action
- ▶ **Additional 4's** = Extra successful action

- ▶ If you have 0D or less, roll 2D and use the lowest result.
- ▶ When you DEFEND, a 3 is enough to avoid losing HEARTS.
- ▶ You can spend 1 ENERGY ahead of your roll to get +1D.
- ▶ Favorable or disadvantageous circumstances can add or remove a die ahead of rolls. The MASTER has the final word.
- ▶ For extra successful actions, the MASTER decides something appropriate based on the situation: depleting an extra HEART for a monster, saving a friend from a failed roll, etcetera.

Only players make ACTION ROLLS. If a monster acts against a hero, a 1-2 means the hero fails and the monster succeeds (the hero loses 1 HEART); a 3 means they both succeed (they both lose 1 HEART); and a 4 means the hero succeeds and the monster fails (the monster loses 1 HEART).



MONSTERS

- ▶ Like heroes, monsters have HEART ratings, which varies between different monsters.
- ▶ Each successful attack against a monster depletes 1 of its HEARTS—when the monster has 0 HEARTS left, it's defeated.
- ▶ A monster's attack (normally) depletes 1 of a hero's HEARTS, when the hero rolls a 3 or lower on a combat ACTION ROLL.
- ▶ Some monsters have special abilities and actions.

ROUNDS

As long as there is no time pressure or combat, you don't need to consider time keeping. Under more intense circumstances, actions are divided into ROUNDS. Each ROUND is a couple of seconds long.

During a ROUND, participants can initiate one action and move a short distance. You can always DEFEND incoming attacks, even if you have initiated another action.

First, the MASTER describes the actions of monsters. The players then decide their heroes turn order for that specific ROUND, and everyone describes their hero's actions. Then the players make ACTION ROLLS.

ITEMS

Items are tools that can give you new possibilities and improve your ability to perform actions.

Heroes start with a small pouch, with 4 inventory slots. Through finding bigger pouches, they can increase their number of inventory slots.

- ▶ Items take up one slot each.
- ▶ GEMS, food, keys, and TRINITY FRAGMENTS don't take up slots.
- ▶ You can switch which slot holds which item freely, without it counting as an action.
- ▶ The monsters' items cannot be used by heroes. And when a monster is defeated, its items disappear with it.

Trinity Fragments

Each fragment can give one hero the opportunity to reroll an ACTION ROLL once per session, and use the best of the two results.

Shops

- ▶ **Snack** (restores 1 HEART and 1 ENERGY): 5 GEMS
- ▶ **Meal** (restores 3 HEARTS and 3 ENERGY): 10 GEMS
- ▶ **Bomb** (can blow things up; count as 2 hits on a monster): 5 GEMS