

1. Go around the table clockwise, taking turns reading these cards aloud.

2. With your companions, you have explored a dungeon. It was full of traps and fierce monsters, but you triumphed over it.

3. You were led by a comrade you all loved. He or she lost their life in the dungeon's last fight, against the most formidable monster.

4. Now, you're on the way back, to exit the dungeon and go home.

5. You are welcome to look through the "Comrade" cards for inspiration. If there is one that seems right for the group, place it on the table to inspire your story.

6. Shuffle the "Question" cards and place them facedown in the center of the table.

7. When you have read the "Instruction" cards, continue clockwise with the "Question" cards. Take turns reading the questions out loud. Interpret these questions, and answer them however you wish.

8. Other players may ask you questions or make suggestions on your turn, but whether you answer those questions or include those suggestions is entirely up to you.

9. Place the X-Card somewhere everyone can easily reach it. If you encounter a card, or an answer, that you don't want to be included in the game, tap the X-Card. That content is removed from the game.

10. If you draw a card that is removed this way, simply draw another card. You can "X" a card that you drew yourself.

11. You can also pass on your turn. To do so, give the "Question" card you drew to the next player, and say: "I'd like to hear your answer to this question."

12. A "Question" card can be passed around the table until someone applies the X-Card to it or answers it.


LAST DUNGEON



INSTRUCTIONS

A hand-drawn dungeon map with a central hallway and several rooms. The walls are filled with a dense, cross-hatched pattern. A small table and chair are visible in one of the rooms.

LAST DUNGEON



INSTRUCTIONS

A hand-drawn dungeon map featuring a large central chamber with a curved wall and a doorway. The walls are filled with a dense, cross-hatched pattern.


LAST DUNGEON



INSTRUCTIONS

A hand-drawn dungeon map with a complex layout of rooms and corridors. The walls are filled with a dense, cross-hatched pattern.

LAST DUNGEON



INSTRUCTIONS

A hand-drawn dungeon map with a large, open area and a curved wall. The walls are filled with a dense, cross-hatched pattern.

LAST DUNGEON



INSTRUCTIONS

A hand-drawn dungeon map with a central hallway and several rooms. The walls are filled with a dense, cross-hatched pattern.

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13. Each player writes in front of them five headings corresponding to the five stages of grief: “Denial”, “Anger”, “Bargaining”, “Depression” and “Acceptance”.

14. These five steps are not a realistic depiction of how grief works but will materialize how the characters will process their comrade’s death. You can be broad in interpreting them.

15. When you answer a “Question” card, you may place it face up below one of the five headings. The headings can be completed in any order you want.

16. When everyone has put at least one card below each heading, each player answers in turn these questions: “Will you go on other adventures? With whom? What image of your comrade will you keep?” Then, the game is over.

17. Whoever wants to can now draw the first “Question” card. On these cards, the word “companion” refers to the other players’ characters, the word “comrade” to the deceased character.

X



LAST DUNGEON



INSTRUCTIONS

LAST DUNGEON



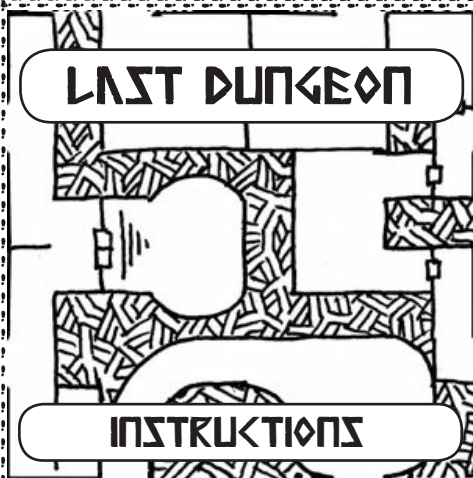
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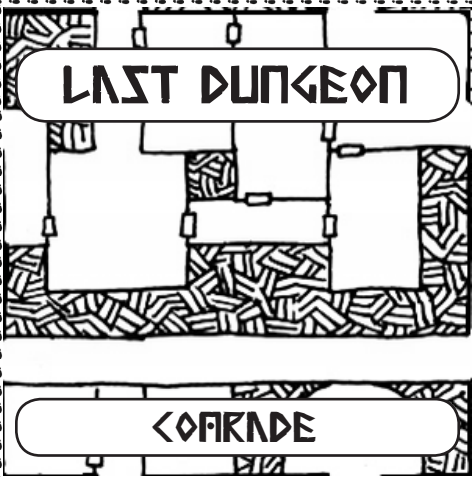
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LAST DUNGEON



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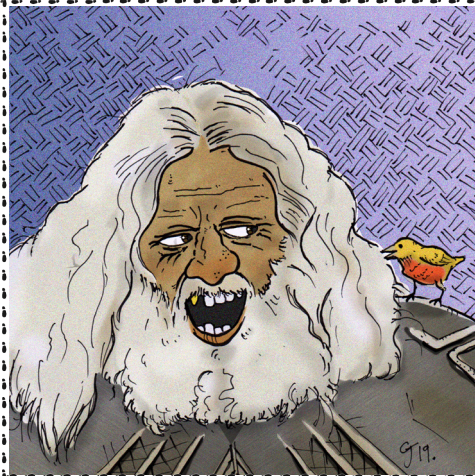
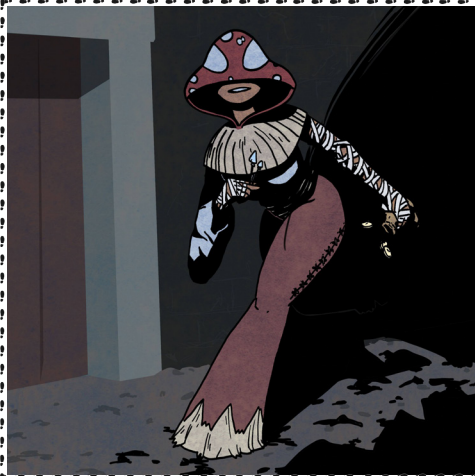


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How did your comrade help you to overcome one of the dark aspects of the dungeon? Can you still do it without their help?

Which aspect of your comrade used to fill you with wonder?

Why do you think one of your companions is a burden for the others? How do you tell them?


Which secret about your dead comrade do you still keep for yourself?

Which piece of equipment do you lack in a crucial moment?

You realize at the last second one of your companions is about to set a trap off. Why don't you warn them immediately?

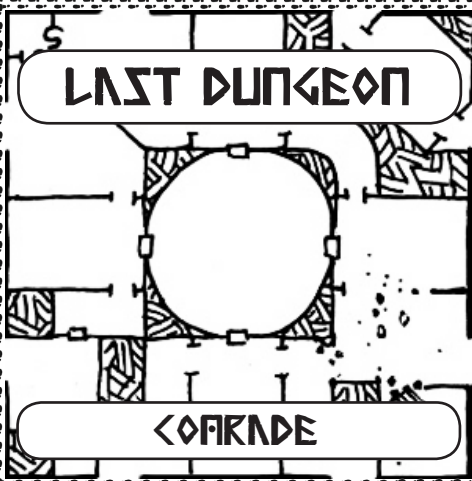
You share a memory of your companion during a short rest. Why is this memory only comforting for some of you?

LAST DUNGEON



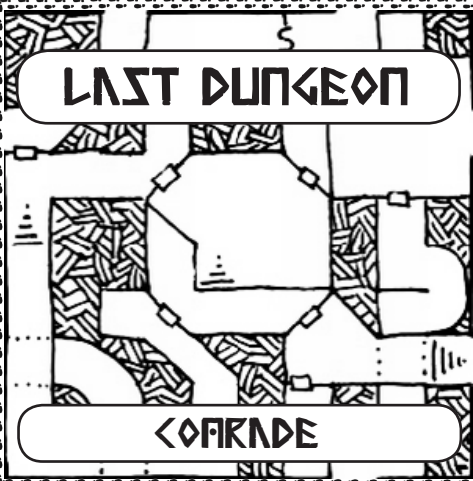
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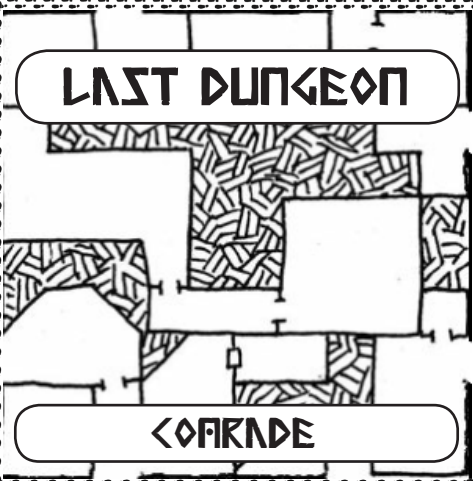
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COMRADE

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QUESTION

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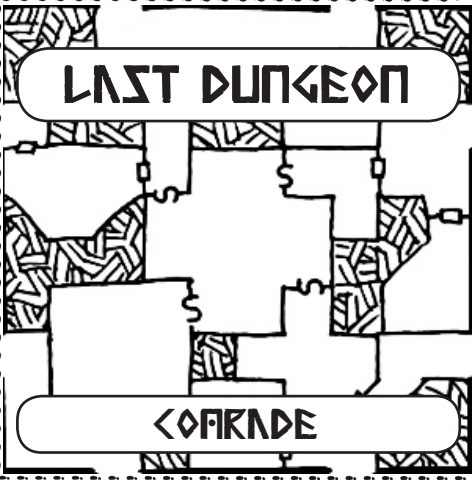
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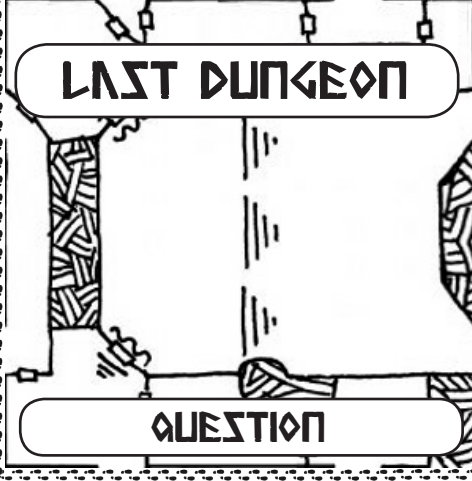
COMRADE

LAST DUNGEON



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QUESTION

Which enemy who fled during your dungeon exploration comes back to assault you? Who in your group deals the fatal blow to them?

Why can't you stand one of your companions? Was it already the case before?

With which of your companions do relations go beyond friendship?

A part of you is relieved your comrade has died. Why? Do you blame yourself for it?

Which of your companions would make a suitable leader, according to you?

Why did your comrade chose you amongst ten others for this expedition?

In which circumstances do you feel your comrade still walks next to you? How do you realize your mistake?

Which sign left by your comrade takes on another meaning during your trip back to the exit?

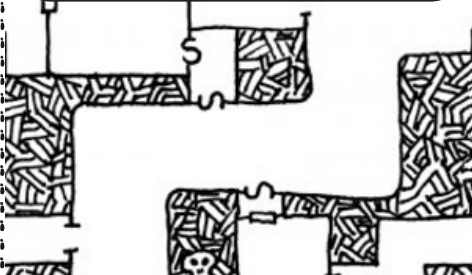
You walk across one of the dungeon's rooms, your mind focused on your comrade's death. How do your companions save you from a dangerous threat? Do they blame you for it?

Which precious equipment do you lose because of your distraction?

How does a dream about your comrade accompanies you the next day?

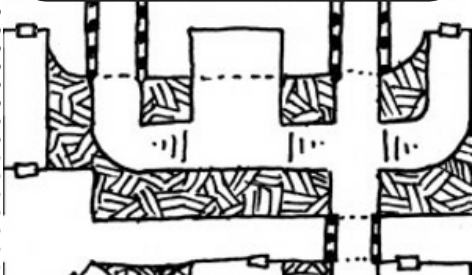
To which of your companions do you now refuse to listen? Why?

LAST DUNGEON



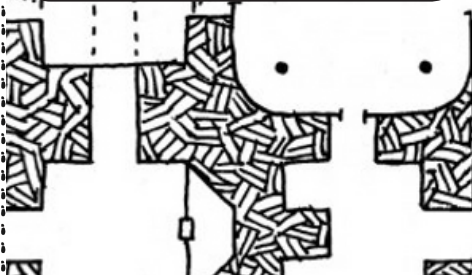
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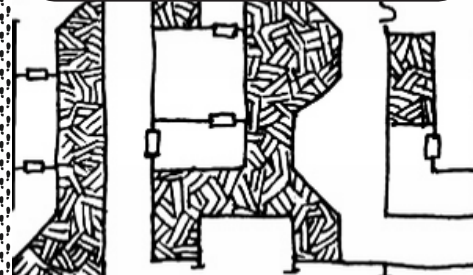
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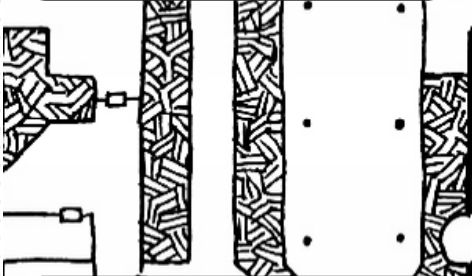
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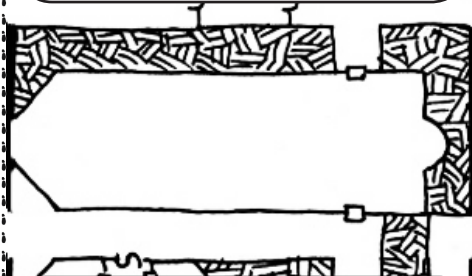
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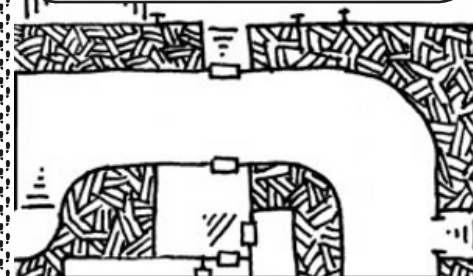
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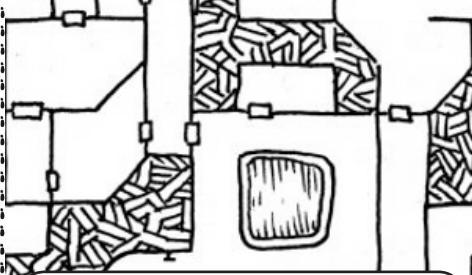
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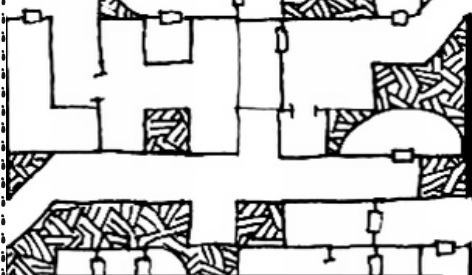
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QUESTION

How do you put your companions in danger to prove your worth?

Which of your companions forces you to admit your comrade is really dead? How? Do you believe this admittance?

Why is it to you that one of your companions confesses their sadness? Why can't you comfort them?

You go through a room you didn't explore on the way in. Why had you avoided it?

Which essential role are you forced to take on in the group now that your comrade is not here? Why don't you want to take it on?

Which of your companions do you accuse of being responsible of your comrade's death?

In your anger about your comrade's death, you destroy something in the dungeon. Why shouldn't you have done it?

You should have been able to overcome this danger. Why are you forced to run away from it?

Why do you suspect one of your companions of having betrayed you?

Why don't you spare a creature who is begging for mercy when attacked?

Why are you forced to leave the body of your comrade behind?

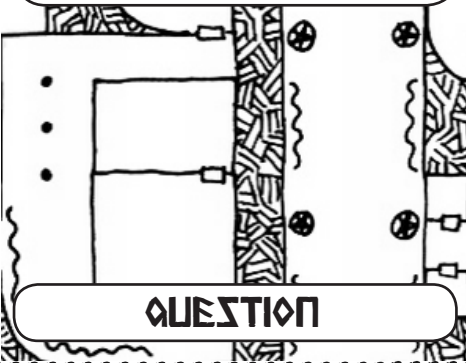
A quarrel breaks out among your companions. Why? Who do you side with?

LAST DUNGEON



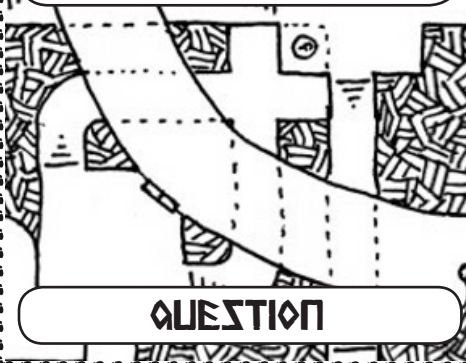
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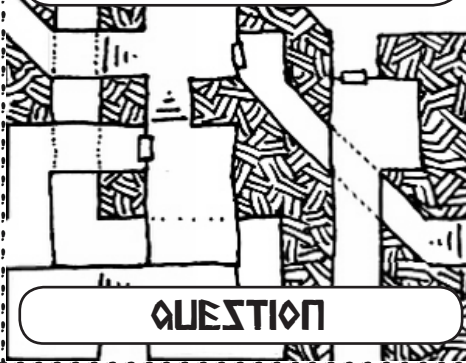
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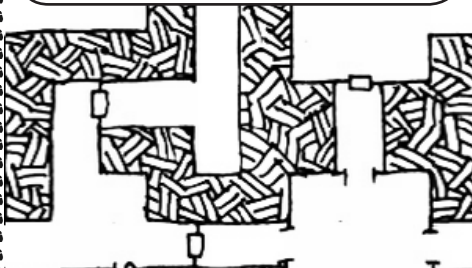
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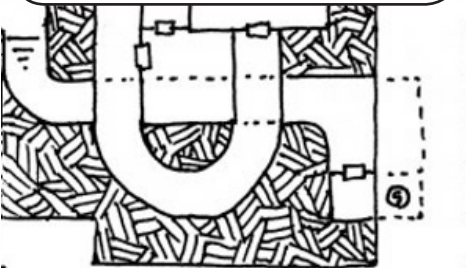
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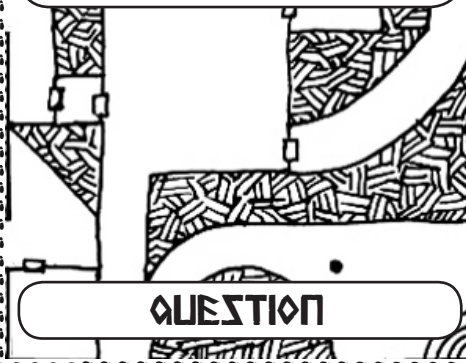
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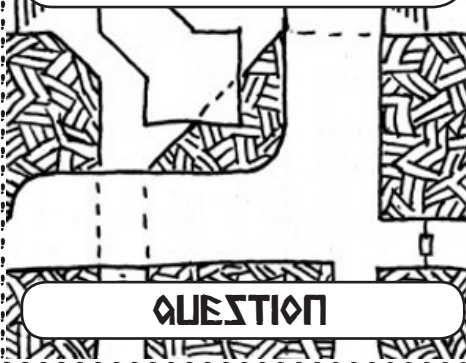
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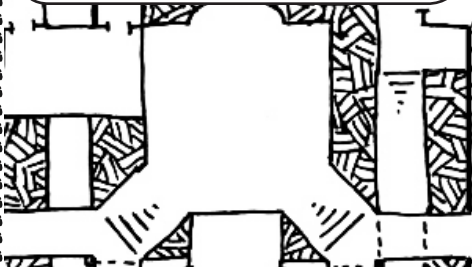
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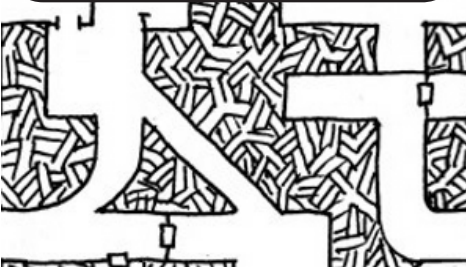
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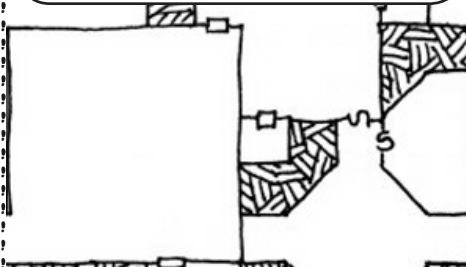
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QUESTION

Your comrade once did something reprehensible. Why do regret keeping silent in front of it?

You didn't want to come to this dungeon. How did your comrade convince you to explore it?

Which aspect of your comrade used to annoy you?

What deadly trap could your comrade have helped you to avoid if they were still here? What price to you pay to avoid it now?

What mighty spell could resurrect your comrade? What do you lack to complete it?

You run across the signs of a previous expedition. What hints did they left that could have helped you protect your comrade?

It seems a treasure found in the dungeon allows you to avoid death. Who comes upon you while you're examining it?

What must you give up so the monsters tracking you leave you alone?

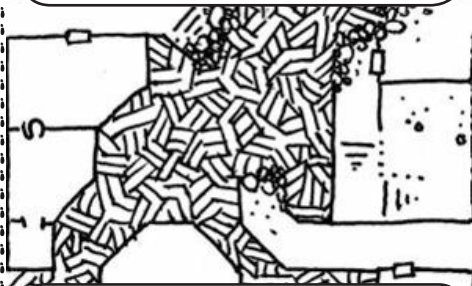
A magic vision shows you how to resurrect your comrade. Why don't you trust it?

You talk about who should have died instead of your comrade. Why don't you give your opinion?

According to you, what were your strategic mistakes during your last fight?

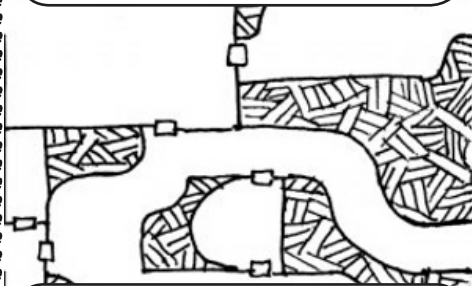
You narrowly escape death. Why do you find your survival unfair?

LAST DUNGEON



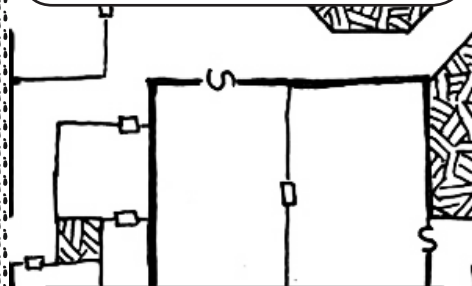
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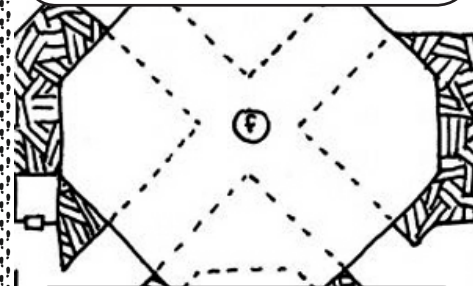
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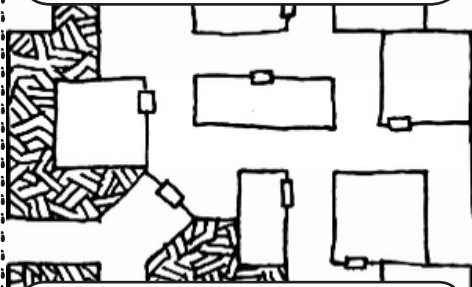
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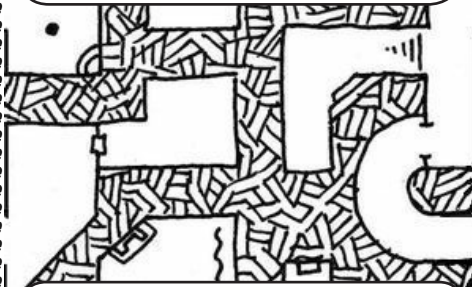
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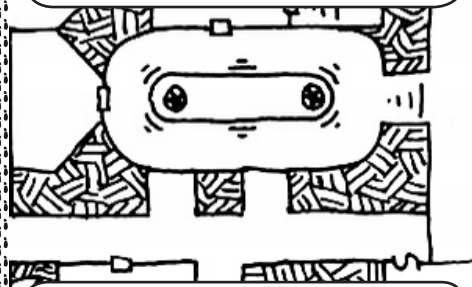
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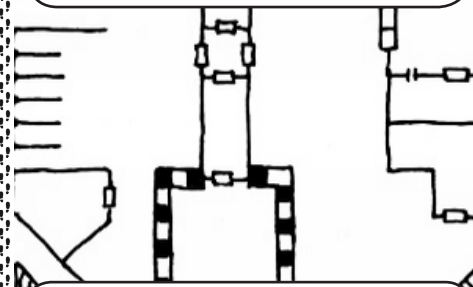
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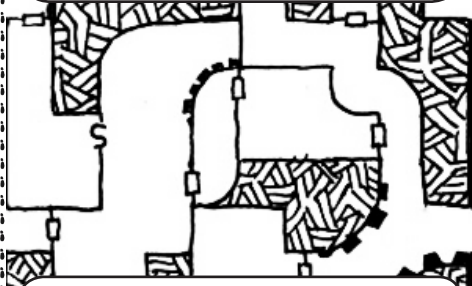
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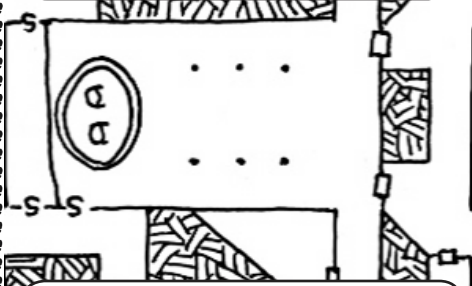
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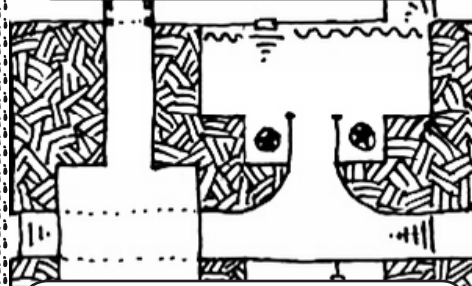
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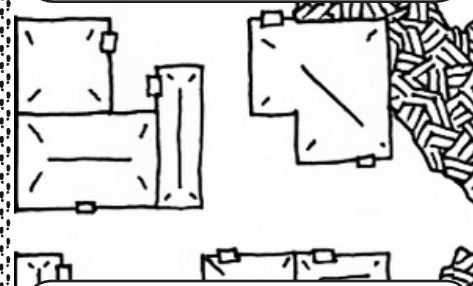
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QUESTION

What strength does your grief bring you in a crucial moment?

Why is the death of your comrade as much a relief as it is a suffering for you?

About which loved one do you think to hang on? What promise did you make them?

Why were you particularly confident when you entered the dungeon?

What enthralling vision makes you temporarily forget your sorrow?

Which of your companions would you trust enough to select them as the person in charge in a future expedition?

How does one of your companions cheer you up in the worst of moments?

In which occasion did your comrade show a weakness, and how did it make them more human?

Your comrade made you a promise they won't be able to keep now. Which one? Why doesn't it matter?

You realize your comrade had a secret goal in coming to this dungeon. Which one? Why do you only talk about it to one of your companions?

You didn't face any problems in a section of the dungeon on the way in, but it is troublesome on the way back. Why? How do you overcome it?

How have you saved your comrade's life in the past? Why couldn't you do it again in the dungeon?

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QUESTION

The death of your comrade seals a promise you made before the expedition. To whom and in exchange for what?

Why do you think your comrade shouldn't have brought you along in this expedition?

You get tired at the worst possible moment. Who pays the price for your lack of vigilance?

Which other loved one do you still mourn today?

What were your comrade's last words to you? Why do they hurt you?

Why is a painful memory brought back to your mind during the expedition?

Which possession of your comrade do you refuse to give up in a crucial moment?

How do you realize your comrade's death was in vain?

A nightmare shows the worst aspects of your comrade. Who do you share it with?

Why can't you go through the way you entered the dungeon anymore?

You have a chance to ask the specter of your fallen comrade one last question. What do you ask?

When did you realize you had deep feelings for your comrade?

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