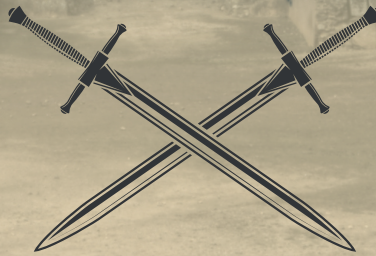


# Dominus Cædis



**A SIMPLE, NO-FRILLS  
DICE MANAGEMENT GAME**

# Dominus Caedis



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A Game By: Casey Owens

*This is a work of fiction. Unless otherwise indicated, all the names, characters, businesses, places, events and incidents in this book are either the product of the author's imagination or used in a fictitious manner. Any resemblance to actual persons, living or dead, or actual events is purely coincidental.*



# Become The Master of the Slaughter: Step Into The Arena with Dominus Caedis

Enter the arena in *Dominus Caedis*, where the clash of steel and the roar of the crowd define the fate of those who dare step into the ancient arenas of Rome.

You, a lone gladiator, will face a grueling journey that will push your limits, both physically and mentally, as you battle your way through six increasingly treacherous tiers. Each tier represents a new level of danger, with deadly challenges designed to break the spirit of the unprepared.

The arena is unforgiving, and only the strongest, most cunning warriors can hope to survive its trials. Your goal is clear but perilous: survive long enough to conquer each tier and emerge as the arena's ultimate champion.

Every victory brings you closer to glory, but every failure may cost you your life. In this battle for survival, there is no room for weakness or hesitation. Only those who can balance strategy and luck will survive.

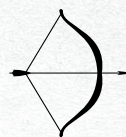
## NPC COMBATANTS



The Criminal  
*Tier 1*



The Lion  
*Tier 2*



The Archer  
*Tier 3*



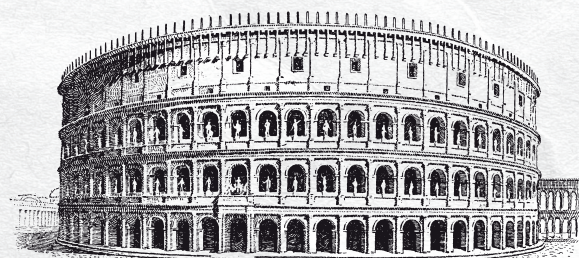
The Chariot  
*Tier 4*



The Retiarius  
*Tier 5*



The Champion  
*Tier 6*



### NOTE:

**THIS IS A GAME. I DO NOT  
CONDONE ANY VIOLENCE. ANYONE  
WHO COMMITS VIOLENCE IN REAL  
LIFE IS A LOSER AND A MORON.**

## The Path to Fortune and Glory is Treacherous.

At the start of the game, you control 5 dice—your most precious resource. These dice represent your gladiator's willpower, skill, and ability to survive. Each die rolled offers a chance to advance or fall short of victory. But be warned:

- If a die roll does not meet the required numbers for the tier, it costs you **1 heart** from your health pool.
- All numbers in the tier sequence must be accounted for to kill the NPC combatant and move forward.
- Rolling a number that is already in sequence **DOES NOT** result in the loss of a heart.
- You **DO NOT** have to roll more than the minimum number of dice required by the current tier.

The dice are your lifeline and, sometimes, it's smart to not risk them —so, wager them wisely. Any wagered dice that don't meet the requirements must be counted, even if you defeated the tier with the same roll.

### Wager Your Health, Achieve Great Fortune!

Your gladiator (*give him or her a name!*) starts with **16 hearts** in your health pool. Every time a die fails to meet the required sequence, you lose **1 heart**. If your health pool is depleted, the game ends and your gladiator's journey is over. Use your hearts wisely—every decision counts.

The game continues until either you complete all six tiers or you lose all your hearts. Hearts are equivalent to the number of re-rolls you require throughout play.

## **Dice Shifts: A Gladiator's Last Resort**

Once you conquer Tier 3, you earn a Shift, a powerful ability that allows you to alter a single die roll by adding +1 or -1 to the result.

Use it wisely—it's your only chance to salvage a failed roll or improve your odds in a critical moment. Remember, the Shift is only available after completing Tier 3, so make sure to strategize how and when to use it.

## **Victory Conditions: Becoming a Legend**

You win *Dominus Caedis* by successfully completing all six tiers. Each tier you complete brings you one step closer to victory, but every failed roll brings you closer to defeat. Can you navigate the arena, defeat the challenges, and emerge victorious?

Remember, if you run out of hearts, you lose the game, and your gladiator's journey ends in failure. The road to becoming a legend will not be easy - but think how great you'll feel if you pull it off!

## **Ready to Enter the Arena?**

Prepare yourself, gladiator. The arena is ready, the fans are excited, and your fate awaits. Will you emerge as the victor, or will your dice betray you? There's only one way to find out.

# THE CHAMPION



# THE RETIARIUS



TIER 5

# THE CHARIOT



TIER 4



# THE ARCHER

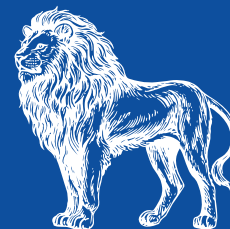


TIER 3

# THE LION



TIER 2



# THE CRIMINAL



TIER 1

# HEALTH POOL

