



DUNGEONS — OF — INFINITY

◀ REFERENCE GUIDE ▶

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COMPONENTS



Enemy Cards
Minion (52)



Store Cards
Equipment (18)



Enemy Cards
Sentinel (8)



Store Cards
Items (38)



Enemy Cards
Dungeon Lord (3)



Reward Cards (80)



Dungeon Lord Event Cards (3)



Risk Cards (128)
32 of each Body, Chest, Debris, and Mist card.



Hero Ability Cards (80)
8 for each of the 10 heroes

Campaign Cards (32)



Threat Meter Card (1)



Hero Player Board (10)



- Card Draw Tokens**
- ◆ Dungeon Lord Event (3)
 - ◆ Debris (7)
 - ◆ Body (7)
 - ◆ Chest (7)
 - ◆ Mist (9)



- Damage Tokens**
- ◆ 1 Damage (11)
 - ◆ 3 Damage (9)
 - ◆ 5 Damage (5)



- Status Effect Tokens**
- ◆ -1/-2 Defense (8)
 - ◆ Confusion/Stun (6)
 - ◆ -2 AP/-2 Power (6)
 - ◆ -3 Health (6)



- Standees**
- ◆ Heroes (10)
 - ◆ Dungeon Lords (3)



Merchant Markers (5)



Wood Cubes (10)



D20 Dice (6)



Turn Order Tokens (5)



- Hazard Tokens**
- ◆ Lava (1)
 - ◆ Chasm (1)
 - ◆ Flood (1)



Cave-In / Door (10)



Reference Tokens A-G (14)



- Gold Tokens**
- ◆ 1 Gold (20)
 - ◆ 5 Gold (10)



Dungeon Tiles (31)



Tile Content Chart (4)



Rope Tokens (5)

TERMS AND CARDS

ABILITY CARD (ABILITIES)

Each Hero has a unique set of Ability Cards. These cards represent the special abilities that your Hero can use during the Game. Each Hero starts with 4 Ability Cards. Each time a Hero Levels Up, they gain another Ability Card to use. Modifications to Hit Chance (HC) do not stack if you use an ability more than once a Turn.



- Name of the Ability
- Level of the Ability
- Range: The furthest row you may attack in an enemy formation (Range 3 can attack up to the 3rd enemy row).
- Tile Range: The amount of Dungeon Tiles away you can use this ability.
- Action Points needed to use the Ability
- Modification (Mod): Stat affected by the Ability and Level modification.
 - If there is a "+" sign, this number is added to the Hero's Stat.
 - If there is **no** "+" sign, the number is the Hero's Stat.
- Additional Modification. Other Stats that are modified.
- Text: Details on the use of the Ability.
- Experience gained by using this Ability.
- Number of Rounds Ability is active. (Event Length Meter)

If an Ability causes you to draw a Lord Event Card, you do it immediately.

ACTION POINT (AP)

Action Points determine how many actions you may take each turn. Almost everything you do in Dungeons of Infinity takes at least 1 AP, and a list of actions that require AP is below. Action Points cannot be saved from one Turn to the next, but you can start an Ability that takes more than 1 AP one Turn and finish it the next. (see Starting An Ability).

- Requires 0 AP: Dropping an item from your inventory.
- Requires variable AP: Using scrolls and Abilities.
- Requires ½ AP: Running

- Requires 1 AP: Equipping Items, Movement, Normal Attack, Blocking, Picking Up Item(s), using an Orb, Shout, use a potion, install an Orb in a weapon, some Scrolls, examine a Body or Debris, open a Chest with a key, cut a Rope, trade with other Hero, and take an item from an exhausted Hero.
- Requires 2 AP: Interact with the Merchant, Retreat from an enemy, successful disengaging from PvP Combat, and Sneak.
- Requires All AP: Rest, crossing a Rope, Digging Out, Medical Dungeon Tile, and Training Dungeon Tile.

A Hero's AP are treated as a modification to an enemies attack. A Hero with 4 AP will get to subtract 4 from each enemies Hit Chance when attacked.

AP -2 TOKEN

An AP -2 Token is placed on the Dungeon Tile, where the triggering event occurred. A second AP -2 Token is placed on the Hero Board of every Hero, who was in the Dungeon Tile at the time or passes through the Dungeon Tile while the AP -2 Token is in effect. The only way to remove an AP -2 Token from a hero's card is to Rest 1 Turn. Heroes with two or less AP when they receive an AP -2 Token immediately end their Turn because they have no remaining AP. A Dungeon Lord who enters a Dungeon Tile marked as AP -2 is not affected.



A Hero will always have at least 1 AP.

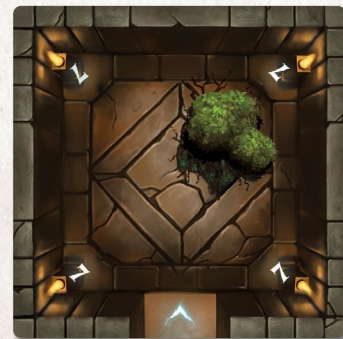
ATTACHING A CARD TO YOUR HERO

When you attach a card to your Hero, you place it on the Hero's image on your Hero Board. The effect on the card is active as long as the card is attached to your Hero.



BLOCKING (COMPETITIVE GAME OR CAMPAIGN GAME WHEN DICTATED BY THE RULES)

A Hero may block the movement of another hero as they pass through a Dungeon Tile. To block, the player turns their Hero on its side in the Dungeon Tile, they wish to prevent Movement through. It is the last action a Hero may take in their Turn and takes 1 AP to perform. The blocking Hero has complete control over who they choose to block.



When the Hero, you wish to block, enters the Dungeon Tile, the blocking Hero initiates Combat with the entering Hero, though they do not attack. Blocking is the one instance where the Hero initiating Combat does not attack first.

To continue moving, the Hero who is being blocked must Escape. They also may attack the blocking Hero. The Hero who is blocking may disengage from Combat at will and does not need to Escape.

BODY, BODY TOKEN

A Body Token is placed in a Dungeon Tile when the revealed Dungeon Tile contains a Body per the Tile Content Chart (see Risk Cards). A Hero must use 1 AP to examine a Body and is under no obligation to examine the Body. The player would draw a Body Risk Card to determine what they discovered on the Body. After the Body is examined, remove the Body Token from the Dungeon Tile.



CARRY LIMIT

The Carry Limit is the number of Items your Hero can carry before becoming Encumbered. The Hero loses an AP for every item they are carrying above the Carry Limit. A Backpack counts as 1 item towards the Carry Limit, regardless of the number of items inside of it (see Items). Pocket Items do not count against the Carry Limit (see Items). For the penalty of exceeding your Carry Limit, see Encumbered.



CASUAL GAME

In a Casual Game, you do not use the Threat Meter and do not draw Lord Event Cards. A Dungeon Lord will never enter the Dungeon. You also ignore all Catastrophic Events.

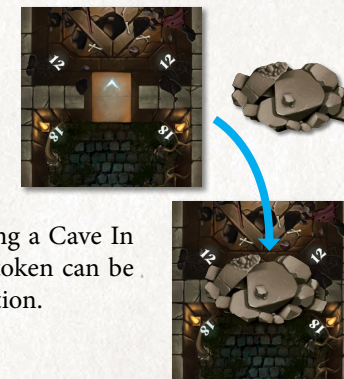
CATASTROPHIC EVENTS

A Risk Card with this symbol is a Catastrophic Event. Catastrophic Event cards are ignored in some game scenarios. You would discard the card and draw another if the scenario you are playing does not use Catastrophic Events.



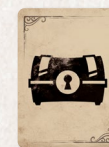
CAVE IN

Certain events can cause a Dungeon Tile's doorways to collapse, which is a Cave In. If an event causes a Cave In, all exits/entrances to/from the Dungeon Tile are sealed. The Cave In is represented by placing a Cave In Token on each doorway. Each token can be removed by the Digging Out action.



CHEST, CHEST TOKEN

A Chest Token is placed in a Dungeon Tile per the Tile Content Chart (see Risk Cards). You need a key or Ability Card to open a Chest. Your Hero must have and spend 1 AP to open a Chest with a key and is under no obligation to open the chest. Only a few Heroes have Ability Cards that allow them to open a Chest without a key. The number of AP required to use an Ability depends on the Hero and the Ability Card. The player would draw a chest Risk Card to determine what they discovered in the opened chest. After the chest is opened, remove the Chest Token from the Dungeon Tile. A key may be reused.



COMBAT

Combat is triggered in Dungeons of Infinity by five different events:

- A Risk Card is drawn.
- Dungeon Lord movement (see Lord Event Cards).
- A Hero entering a Dungeon Tile that contains enemies not already engaged in Combat. These enemies are immediately focused on that Hero.
- A Hero attacking another Hero (see PvP).
- A Hero entering a Dungeon Tile where there is combat and choosing to attack one of the enemies.

When Risk cards cause combat, draw the specified number of Minion or Sentinel Cards (see Notations on Risk Cards). Then place them from left to right above the Hero Board of the player who drew the Risk Card. Place a maximum of 3 enemies in the first row, and then the 2nd row, and if necessary, the 3rd row. **For each row, draw one Reward Card and place it face down next to each row, even if there is only 1 enemy in that row.**

There is always a **maximum of 3 enemies per row and three rows of enemies** for a maximum of 9 enemies focused on one Hero. **If there are more than nine enemies in an attack group place the extra enemies under the last enemy in row 3.** If another Hero enters the



Dungeon Tile, these enemies will focus on the Hero who just came into the Dungeon Tile. Otherwise, these extra enemies will enter Combat as enemies in this formation are defeated.

When enemies are focused on a Hero, they will not disengage unless they are attacked by another Hero who has entered the Dungeon Tile



When a Hero enters a Dungeon Tile that contains enemies that are not currently focused on another Hero, the enemies immediately form up and Focus on that Hero based on the above rules. They act as if a Risk Card has just been drawn. **Shuffle the enemies** and place them in front of the Hero as outlined above.

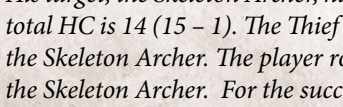
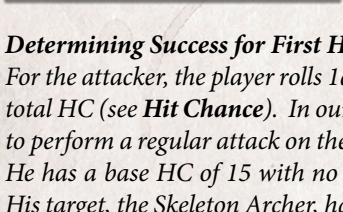
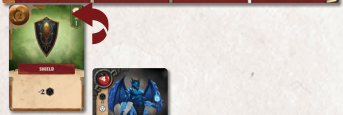
Any Hero may enter and leave a Dungeon Tile that involves Combat as long as no enemies are focused on them. The Heroes may also enter a Dungeon Tile and join the Combat in progress by selecting one or more enemies to attack (see Range and Joining Combat).

Any Hero with enemies Focused on him may not leave the Dungeon Tile until they either Retreat, become Exhausted, or defeat all of the enemies. If another Hero is attacking the Hero, then Escape must be used instead of Retreat.

A Hero may only attack 1st-row enemies unless they have Range attacks.



When an enemy is defeated, and there are enemies in a row further back, it is replaced by the enemy directly behind it in the next row. If there is not an enemy right behind the newly vacated spot, then the **player chooses which enemy to move into the empty slot.**



Heroes attack first using AP unless Surprise is indicated. The Hero may attack any enemy within their ange that they wish. When a Hero has exhausted all AP, each front-row enemy attacks once in order from left to right. Then, any enemy with Range attacks may then attack from the back rows (see Range).

Combat Example:
In this example, the Thief drew a Mist Risk Card, which resulted in seven enemies. The enemies will be placed as shown below. Place a Reward Card to the left of each row of enemies.

Attack Order: Unless the text of the Risk Card includes a combat modification, the first round of Combat happens in this order:

The Thief attacks first (as long as he has sufficient AP). All three first-row enemies attack from left to right, and the Sub Demon in the 2nd & 3rd rows attack with their Range abilities.

Enemy Movement:
The Thief was able to kill the first-row Skeleton Archer. The Enemy Cards directly behind the vanquished foe (the second and 3rd-row Sub Demons) move forward into the vacated spot. All movement is done immediately when an Enemy Card is removed from play. The Reward Card in row 3 is also revealed as there are no longer any enemies in that row.

increases by 1 (see **Experience** and **Experience Meter**).

Calculating Damage for First Hero Attack:
For the successful Normal Attack, the Thief's total Power of 2 is compared to the Skeleton Archer's total Defense of 3. Subtracting the target's Defense from the attacker's Power results in -1 (2-3). According to the Damage rules, a result of -1 does 1 point of Damage to the target's Health. The attacked Skeleton Archer has a Health of 3, so it is not yet defeated. The player places a -1 Damage Token on the injured Skeleton Archer.

Determining Success for Second Hero Attack (2 AP):
The Thief's player decides to use his remaining 2 AP to perform a backstab per the Thief's Backstab Ability Card. Backstab adds a +3 to the Thief's Power and +2 to the Thief's HC. The Thief's new total HC is 17 minus the Skeleton Archer's white -1 HC for an HC of 16 (15 + 2 - 1). With the d20, the Thief rolls a 16. The attack was successful because the player needed to roll 1 - 16. For the successful Backstab, the Thief's Experience increases by 1 (see Experience and Experience Meter).

Calculating Damage for Second Hero Attack:
For the successful Backstab attack, the Thief's new total Power of 5 (base 2 +3 for Backstab) is compared to the Skeleton Archer's total Defense of 3. Subtracting the target's Defense from the attacker's Power results in 5 - 3 = 2. According to the Damage rules, a result of +2 does 2 points of Damage to the target's Health. The attacked Skeleton Archer had a remaining Health of 2 with the Damage -1 Token, so it is now defeated. The Thief has killed the Skeleton Archer and removes that Enemy Card from the formation followed by enemy movement as described above.

COMBAT ORDER

Hero-versus-monster Combat always occurs in this order, unless modified by the drawn Risk Card:

1. Hero attacks the enemies using any available Action Points.
2. All first-row enemies attack the Hero, who may subtract their AP from the enemies' HC unless modified by the Risk Card.
3. All second and third-row with proper Range attack the Hero.
4. Any other Hero who enters the Dungeon Tile may join the Combat and attack the enemy/enemies of their choice.
5. Enemies attacked by another Hero breaks Focus from the original Hero, focuses on the new attacking Hero, and attacks when the Hero has used all their AP.
6. If a third or subsequent Hero enters the Dungeon Tile and engages in Combat, repeat steps 4 and 5 per additional Hero.

If five Heroes engage in Combat that round and one enemy is attacked five different times by all five Heroes, that enemy will attack five times that round.

CONFUSED

Confusion is a combat effect. When an enemy is confused, place a confused Token on their card. During their Turn, Confused enemies will attack an adjacent enemy. If there are no other adjacent enemies to attack, they simply do nothing, including attacking a Hero. Confusion lasts one Turn. If a Confused enemy has an ability which affects others, that Ability ceases to function



until Confused condition is removed. During the End of Round Actions (see Rounds), remove the Confused Token.

A Hero may also be Confused, in which case a Confused Token is placed on the Hero. When Heroes are Confused, they will attack another Hero in the **Dungeon Tile** instead of an Enemy. If there are no other Heroes in the Dungeon Tile, then they stand there in a daze and attack no one. See **Enemies with Abilities that affect Heroes**.

CREVICE TOKEN

A Crevice Token is placed on a Dungeon Tile when the floor of the Dungeon Tile collapses. This event is brought about by a Risk Card. Crevices can only be crossed by using a Rope. You are not able to teleport into a Dungeon Tile with a Crevice Token.



CURRENCY

Armiger Coins are used to purchase from the Merchant, and to meet game objectives. They are Pocket Items, which do not count against your Carry Limit. You may exchange your Gold for Armiger Coins at the Merchant.



DAMAGE, DAMAGE TOKENS

Damage is a reduction in Health, typically as a result of a successful attack (see Health and Health Meter, and Exhaustion). After a Hit is successful (see **Resolving Combat**), Damage is calculated by subtracting the target's Defense from the attacker's Power (Power - Defense = Damage). If the computed Damage is either 0 or -1, then the target still suffers 1 Damage. If the calculated Damage is -2 or less, then the target takes no Damage. Even if an attack does no damage, any elemental or Poison damage is still applied if the attack hits.



Example: Your Hero has a Power of 7 and your target has a Defense of 10. Your Hero is unable to cause Damage to that target unless you either increase your Hero's Power or decrease the target's Defense through abilities. If the attack caused Fire Damage, then even though the attack caused 0 damage, it would generate 2 Fire Damage if the target is weak to Fire.

Use Damage Tokens to keep track of Damage on enemy cards.

DEBRIS, DEBRIS TOKEN

A Debris Token is placed in a Dungeon Tile when the revealed Dungeon Tile contains Debris per the Tile Content Chart. A Hero must use 1 AP to examine Debris and is under no obligation to examine the Debris. The player would draw a debris Risk card to determine what they discovered in the Debris. After the Debris is examined, remove the Debris Token from the Dungeon Tile.



DEF, DEFENSE

This number represents an enemy or Hero's Defense and directly affects the amount of Health loss if an attack hits (see **Damage**). Various spells, scrolls, and equipment can increase your Hero's

Defense while other things can decrease your Hero's Defense. An enemy's Defense can be changed by Hero Abilities and other enemy abilities.

DEF -2 TOKEN

A Def -2 Token represents a degradation of a piece of protective equipment. The Token is placed on the Dungeon Tile, where the triggering event occurred. A second Def -2 Token is placed on an equipped piece of Armor or footwear. This affects every Hero who was in the Dungeon Tile at the time or passes through the Dungeon Tile while the Def -2 Token is in effect. If the affected Hero does not have any armor or footwear equipped, then the Def -2 Token is placed on an empty equipment slot on the Hero Board. This effect stacks, so every time a Hero passes through this Dungeon Tile, another Def -2 Token is placed on the Hero Board. A Hero's minimum Defense is 0, regardless of the number of Def -2 Tokens, so all negative Defense values due to Def -2 Tokens are treated as a Defense of 0. There are two ways to remove a Def -2 Token from a Hero's equipment:

1. Exchange the affected equipped item with a different piece of equipment.
2. Paying the Merchant to repair your damaged item (see **Merchant**). The Def -2 Token stays with that item even if it no longer equipped. Un-equipping it and placing it in your inventory does not remove the Def -2 Token from it.

A Def -2 Token is also placed on a Hero after they have finished Running. During end of Round actions turn the Token over to the Def -1 side.



A Dungeon Lord who enters a Dungeon Tile with a Def -2 Token is NOT affected.

DIE ROLL NOTATION

Dungeons of Infinity uses standard dice notation of XdY, where X is the number of dice, and Y is the type of dice or number of sides of the dice. For example, rolling a single twenty-sided die to determine Initiative is rolling 1d20.

DIFFICULTY

You may change the difficulty of the Game by changing when you begin drawing Lord Event Cards or using a Hard Tile Content Chart or a combination of both.

- ♦ To make the **game easier**, set the Threat Meter at a higher starting number.
- ♦ To make the **game harder**, set the Threat Meter at a lower starting number.
- ♦ You also may use a Hard Difficulty Tile Content Chart to play a more challenging game. You will experience more Mist.
- ♦ Add Stretch Goal Minions.



DIGGING OUT (ALL AP FOR 2 OR 4 TURNS)

To pass through a Dungeon Tile doorway that has been covered because of a Cave In, your Hero must dig it out. There are two ways you can clear a covered entrance to a dungeon Tile:

Use your hands. Without a Pick Axe, your Hero must use all AP each Turn for four complete Turns to remove the Cave-in. You must draw 2 Lord Event Cards for each of the four Turns with a Noise level of 4.

Use a Pick Axe. With a Pick Axe, your Hero must use all AP each Turn for two complete Turns to remove the cave-in. You must draw 1 Lord Event Card, for each of the two Turns with a Noise level of 6.

DOOR TOKEN

Used in the Campaign Game to block some doorways. The campaign will instruct you how to open or remove them.



DROPPING AN ITEM

It costs zero AP to drop any number of Items, and you may drop an item when it is not your Turn. You may use a Tile Token to mark the location of the item(s) which you dropped.

DUNGEON LORD

Each Dungeon has a Lord who rules the roost. When you and your party enter the Dungeon, this Lord is not aware of your Presence. The longer you are in the Dungeon and the more you explore the more attention you will attract. The better chance there is that this Lord will investigate and start tracking you down (determined by the Threat Meter). The scenario you are playing determines which Dungeon Lord is in the current Dungeon. For Dungeon Lord appearance and movement see **Lord Event Cards**.

Note: If the Dungeon Lord has not moved or attacked in a round, draw 1 Lord Event card. The Dungeon Lord will move three towards the target of that card.

When you defeat a Dungeon Lord, draw 4 Reward Cards.

DUNGEON LORD ENCOUNTERS HEROES

When Dungeon Lord encounters a Hero during its movement, it attacks immediately. If multiple heroes are in the Dungeon Tile, the Dungeon Lord attacks the Hero it was moving toward as instructed by the Lord Event Card. If that Hero is not present, the Dungeon Lord attacks the Hero with the highest Noise. The **four** exceptions are:

- ◆ If the Dungeon Lord is in a rage (see **Rage Run**)
- ◆ If the Dungeon Lord enters a Dungeon Tile and the Hero is already engaged in Combat. The Dungeon Lord takes its place in the attack formation and can only attack if its Range allows it to attack.
- ◆ If the Dungeon Lord is in attack formation, it will attack the minion in front of it during the enemies' attack phase. If the minion is defeated, the Dungeon Lord will move into the vacated slot. It will do this every round until it is in the front row and can attack the Hero.
- ◆ If the Hero in the Dungeon Tile is exhausted, the Dungeon Lord will not attack.

If the Hero has used Sneak this Turn or is currently resting, the Dungeon Lord will not attack that Hero.

DUNGEON LORD IN DUNGEON TILE WITH HEROES, BUT NOT FOCUSED ON THEM:

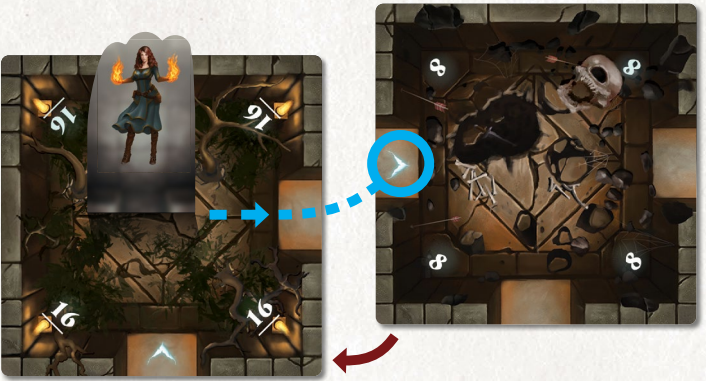
When a Lord Event Card is drawn, the Dungeon Lord will automatically and immediately attack the Hero in the Dungeon Tile with the highest Noise unless it is a Rampage card.

DUNGEON TILE

Each Dungeon Tile represents a Tile in the Dungeon with one or more doorways. The doorway with the blue arrow is the entry point through which the Hero or Ability travels to reveal the Dungeon Tile. The white number on the Dungeon Tile is used with the Tile Content Chart and Lord Event Cards.

LAYING DUNGEON TILES

The first time a Hero reveals a Dungeon Tile, you must draw a Dungeon Tile.



Example: You've drawn a Dungeon Tile 8. Your Hero is in Dungeon Tile 16 and moving East (or right on the map). To place the new Dungeon Tile, align the blue arrow on tile 8 with the doorway through which your Hero is entering the new Dungeon Tile. If you reveal a Dungeon Tile using an Ability, you also line up the blue arrow as if the Ability were crossing the blue arrow.

*Now that the new Dungeon Tile is placed on the map, check the number of the Dungeon Tile against the Tile Content Chart. This will determine what object or event is in the Dungeon Tile (see **Tile Content Chart**). Checking the Tile Content Chart, you see that tile 8 has a Body. You would place a Body Token on the Dungeon Tile.*

Note: Do not roll the d20 to determine what is in a Dungeon Tile!

When doorways line up as you place new Dungeon Tiles to build the Dungeon, you may pass back and forth through that doorway at will. You cannot move back and forth if both adjacent Dungeon Tiles do not have doorways in the shared wall. One doorway and a wall constitute a blocked path, as is the case between tiles 5 and 16 in the example to the right.



If you place a Dungeon Tile that closes off the dungeon. Place that Dungeon Tile at the bottom of the Dungeon of Infinity Dungeon Tile stack. Then draw the next Dungeon Tile. See diagram below for an example of this problem.



In the example, the Fire Wizard wants to move south from Dungeon Tile 20. The player draws Dungeon Tile 17. This Dungeon Tile will completely close off the Dungeon to any further exploration.

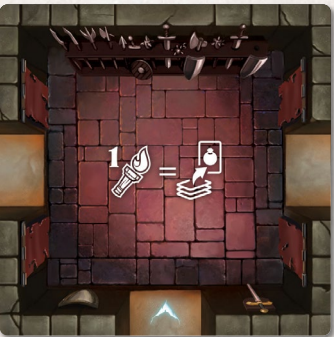
Place tile 17 at the bottom of the stack from which it was drawn and draw another Dungeon Tile. Below, you can see that now you can continue exploring beyond the new Dungeon Tile to the west.



SPECIAL DUNGEON TILES

EQUIPMENT DUNGEON TILE:

This Tile contains 4 Reward Cards. Draw 4 Reward cards. Use a Tile Token to mark the cards in the Tile. A player must be in the Dungeon Tile to look at the cards. You may choose one card per Turn. (1 AP)



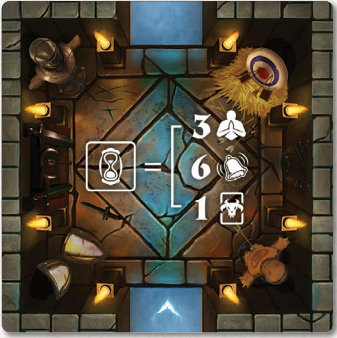
MEDICAL DUNGEON TILE:

Rest for an entire Turn in the Medical Dungeon tile and heal 10.



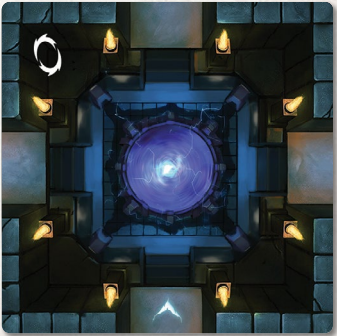
TRAINING DUNGEON TILE

Train for an entire Turn to gain 3 Experience points. You must draw a Lord Event card each Turn you are training. Noise 6.



TELEPORTATION DUNGEON TILE:

There are two of these Dungeon Tiles. Both Teleportation Dungeon Tiles must be in the Dungeon to use the Teleporter. The Hero must use 1 AP to activate the Dungeon Tile and teleport to the other Teleportation Dungeon Tile. If not =, they may travel through the Dungeon Tile as normal.



A Dungeon Lord who enters this Dungeon Tile stops, then teleports when he moves next. He does not use the teleporter tile to determine the best path to a hero. A Dungeon Lord in Run Rage will run right past the Teleporter.

ELEMENTAL

Some Heroes and enemies can attack with or are weak to fire and/or ice.



If an enemy or Hero is weak to an element., when they are attacked with that element, they **take two extra damage**. Even if the main attack did no damage, you still receive two damage if the attack hit.

The Elemental Weakness effects do stack. For example, your Hero is weak to Ice and Fire, and they are attacked by an enemy that causes Ice and Fire Damage. Your Hero would take four extra Damage total: 2 for Ice and 2 for Fire. Also, see **Poison**.

ENCUMBERED

A Hero becomes Encumbered when the number of carried non-Pocket Items exceeds the Hero's Carry Limit. While Encumbered, Heroes have their AP reduced 1 for each item over their carry limit.

Example: Your Hero has 5 AP and a Carry Limit of 3. If this Hero were carrying five Items, then you would only have 3 AP available each Turn. The two Items beyond your Carry Limit cause your Hero to be Encumbered and lose 1 AP for each item over 3.

ENEMY CARDS

Enemy Cards represent the monsters in the Dungeon who try to kill the Heroes. The cards contain all of the information needed to Resolve Combat.



1. **Health:** The amount of Damage an enemy, can take before being eliminated. At 0 or below, it is removed from the game.
2. **Hit Chance:** The roll needed to hit a target. In this case, a roll of 1–18 would hit the target.
3. **Hero Hit Chance Modifier:** When this minion is attacked, add this number to the Hit Chance of the attacking Hero.
4. **Name:** Species or name of an enemy.
5. **Type:** Minion, Sentinel or Dungeon Lord.
6. **Range:** Maximum row from which the enemy may attack a Hero.
7. **Power:** Base Damage this enemy will cause when attacking.
8. **Elemental Damage:** Indicates whether this enemy causes Fire, Ice, or Poison Damage.
9. **Defense:** The amount of Damage this enemy can absorb before taking Health Damage.
10. **Weakness:** Element that this enemy is weak to.
11. **Ability Text:** Text describing any special abilities this enemy uses.

When building your enemy deck, it's highly recommended that you only add two enemy groups with a star in the upper right corner. Adding too many of these minions can make the game unwinnable.

ENEMY COMBAT

Enemies will attack 2nd unless the attack is a Surprise Attack that dictates that the enemy attacks first for the first round. When an enemy attacks a Hero, the Hero may subtract their AP from the enemies' HC.

For example, if the enemy has an HC of 18 and the Hero has 4 AP, the final HC for the attack will be 18 – 4 or 14. This rule can be overridden by events that take place during the game. For example, some spider attacks negate this effect when their attack hits a Hero.

ENEMIES WITH COMBAT ABILITIES

Sometimes an enemy has an ability which assists, or buffs, its fellow enemies. These abilities are shown on the Enemy Card in the ability text section of their Enemy Card (see Enemy Cards). These abilities affect the other enemies in the combat formation but do NOT modify itself. For example, an enemy with a Healer ability will heal everyone but itself, and a Construct who adds to the Defense of fellow enemies does not add to its own Defense.

ENEMIES WITH ABILITIES THAT AFFECT HEROES

Sometimes an enemy has an ability, which causes an effect on a Hero. This effect takes place as soon as the enemies attack hits and is removed just before the enemy attacks again. If the enemy is defeated or the Hero retreats, the effect is removed.

EQUIPMENT CARDS

See Reward Cards.

EQUIPPING ITEMS (1 AP)

You may equip as many items as your Hero has slots. It takes 1 AP to equip items. You may equip more than 1 item. Place each Item Card under the appropriate slot on the Hero Board. You may only equip an item in a slot if the icons match.



A two-handed item is placed in the middle, taking up both the right and left hand. Equipped items can modify, but **not** replace or supersede your base stats such as Defense, Power, and Hit Chance.

For example, the knife Saskia equipped adds 1 to her base Power of 4. You can move her Power slider to 5. Equipped items can even add Elemental Damage to attacks.

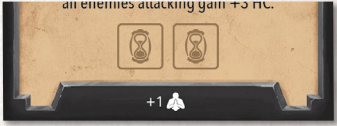
ESCAPE (2 AP ON SUCCESS, 1 AP ON FAIL)

Escape is use to disengage from Hero vs. Hero combat. To attempt to Escape from Combat with another Hero. (See **PvP Combat**) Roll 1d20 (see **Die Roll Notation**). If you roll greater than 8, your Hero fails to escape the attacking Hero and must use 1 AP. If you roll 1-8, your Hero escapes the attacking Hero. Once successful,

the Escape moves the Hero to an adjacent Dungeon Tile at the expense of 2 AP. Unless hindered by new obstacles, subsequent moves require the regular use of Action Points.

EVENT LENGTH METER

You find this on some Ability Cards and Scrolls. Each hour glass represents a Turn. This is how many Turns the Ability or Scroll with last.



EXHAUSTED

A Hero whose Health Meter is reduced to 0 or below is Exhausted. Being exhausted is handled differently in each game type. See below for details.

- ♦ **Cooperative Scenario:** The game is lost.
- ♦ **Competitive Scenario:** The Exhausted Hero must Retreat to a previously discovered dungeon Dungeon Tile. There can be no enemies in this Dungeon Tile. If no adjacent Dungeon Tiles are free of enemies, your Hero may Retreat to a non-adjacent Dungeon Tile. You cannot end your Retreat in a Dungeon Tile with a deployed Rope; if a Rope is deployed in the Dungeon Tile, your Hero must continue retreating.

The Hero must Rest for two full Turns to set their health to 10.

Another Hero may use 1 AP to steal any 1 item, up to 4 coins, or a Pocket Item from the Exhausted Hero, if in the same Dungeon Tile during the two Turns of Rest. (They may not steal equipped items)

If at the end of a specific round, two or more Heroes are exhausted and in the same Dungeon Tile, and they will wake up at the same time. No matter which player goes first between the two or more Heroes, none of the Heroes can take items from another Hero as they are all waking up simultaneously.

If an exhausted Hero wakes up in a Dungeon Tile with a Dungeon Lord, the Dungeon Lord is **not** considered Focused on the Hero. The Hero may leave the Dungeon Tile without having to Retreat. But they may be attacked by the Dungeon Lord if a Lord Event card causes that event.

DURING MINI-CAMPAIGN:

If a Hero becomes exhausted during a dungeon in a mini-campaign you the player has two choices:

1. Your Hero sits out 1 Round and returns with a Health of 10.
2. You lose the Dungeon and must play it again.

The Dungeon Lord will react as if it is a competitive game. See above.

EXPERIENCE AND EXPERIENCE METER

Heroes begin a new game at Level 1 (see **Level**), and to progress to higher Levels, Heroes need to gain Experience. Experience is a number between 1 and 15 that represents the Hero's progress towards the next Level. Heroes get 1 Experience point when they successfully attack an enemy with a regular attack or sneak past enemies in a Dungeon Tile. Certain abilities, as shown on each Ability Card grant experience.



- ♦ To advance from level 1 to level 2: 10 Experience
- ♦ To advance from level 2 to level 3: 12 Experience
- ♦ To advance from level 3 to level 4: 14 Experience
- ♦ To advance from level 4 to level 5: 15 Experience

See the **Level Up** section for what happens when you gain enough Experience to Level Up.

FLOOD TOKEN

A Risk Card can flood a Dungeon Tile. If a Dungeon Tile is flooded, then the Flood Token is placed on it. A flooded Dungeon Tile can only be crossed with a Rope. You are not able to teleport into a Dungeon Tile with a Flood Token.



FOCUSED

When an enemy is attacking a Hero, it is placed in front of the Hero Board. It is considered Focused on that Hero. Other Heroes may enter and leave the Dungeon Tile at will. The enemy will not bother them.

If a Hero enters a Dungeon Tile with enemies who are not focused on a hero, they immediately Focus on the Hero who just entered the Dungeon Tile. When a Dungeon Lord enters a Dungeon Tile with multiple heroes, he acts as described in Lord Event Cards section.

GOLD

Gold is found in Chests. Gold has enough weight and bulk to require inventory space and count against your Hero's carrying capacity (see **Carry Limit**). The equivalent amount of Coins is shown as a number in the upper left corner of the card (see **Currency**). Every card of gold counts as 1 against your carry limit. You can exchange Gold for Coins, with the Merchant. Coins are Pocket Items and do not count against your Hero's Carry Limit.

HEALTH AND HEALTH METER

Each Hero starts the Game with a fixed amount of Health. The starting Health amount is the number circled on the Health Meter on their Hero Board. Each Hero gains Health as they Level Up. A Hero's Health may never go above their current Level's maximum Health.



When your Hero's Health reaches five or below, your Hero is Weakened. When your Hero's Health drops to 0 or below, your Hero is Exhausted (see **Exhausted**).

HEALTH -3 TOKENS

This Token marks a Dungeon Tile where Heroes will lose 3 health. This token is not removed for the rest of the Game unless removed by a hero ability. Any



Hero who enters the Dungeon Tile immediately loses 3 Health. The Hero loses an additional 3 Health if they start the next Turn in this Dungeon Tile. A Dungeon Lord who enters a Dungeon Tile with a Health -3 Token is not affected.

HERO BOARD

Each Hero has a board that shows all of the relevant information for that Hero. It meters to track Level, Health, Power, Defense, and Action Points with slots for equipped Items.



1.

Name and type
2.

Poison/Elemental Weakness.
3.

Unique Ability
4.

Base Hit Chance value.
5.

Noise
6.

Carry Limit
7.

Base Power and Range
8.

Base Defense
9.

Base Action Points (AP)
10.

Health Meter
11.

Current Level
12.

Experience Meter - the amount of Experience to reach the next Level
13.

Lord Event Actions
14.

Sneak and Escape rolls
15.

Equipment slots - Only equipment with the matching icons on the cards.

HIT CHANCE

Hit Chance (HC) is the chance an attack will hit its target. It is a number between 1 through 20.

- Black HC adds or subtracts HC from the enemy attack.
- White HC adds or subtracts HC from the hero attack.

INITIATIVE

Player order is determined by an Initiative roll at the start of each round. Each player rolls a 20 sided dice (1d20). The lowest number has Initiative for that round. Players take their Turns in order from lowest roll to highest roll number, just like counting up. Each player takes a Player Order Token, numbered 1 – 5, to help keep track of player Turns each round.

The player who rolls the lowest may pass their Initiative and go last. The next lowest roll then has the Initiative. **Only the player who rolled lowest may choose to pass and go last.** No other player may pass that round.

ITEMS

All Items are either regular Items or Pocket Items. A regular item counts 1 against your heroes carry limit unless it is equipped. A Pocket Item will have a “pocket” on the card. Pocket Items do not count against a Hero’s Carry Limit. See **Hero Board** for equipping items.

JOINING COMBAT

If a Hero enters a Dungeon Tile where a group of enemies is already Focused on another Hero. This Hero may attack the enemies from the back of their formation (rows reversed). They may attack any enemy within their Range. Each enemy attacked is placed in front of the attacking player Hero Board. The enemy’s Focus has now changed to the new Hero, and all rules pertaining to this state apply. (Any ability card that overrides this takes precedence.) The newly engaged Hero must defeat this enemy to leave this Dungeon Tile, or they must Retreat.



Hero joining combat



After the Hero has attacked this enemy, the enemy then has the opportunity to attack the Hero who just attacked them. This applies even if this enemy has already attacked during this round. Thus one enemy may attack multiple times during a round if they are attacked by more than one Hero who enters the Dungeon Tile during this round of play.

Reward Cards stay in the row they were laid even if all enemies from that row have moved to Focus on other Heroes. You cannot reveal that Reward Card until all enemies from that row are defeated.

LAVA, LAVA TOKEN

If a Dungeon Tile is filled with Lava, a Hero may pass through it and lose seven Health points. A Hero cannot end their Movement in a Lava-filled Tile. The Hero must have and use 2 AP to move through the Lava-filled Dungeon Tile. If you do not have 2 AP or cannot exit the Lava tile for any reason, you may not enter it. If a Dungeon Lord enters a Lava-filled tile, it takes 3 points of Health Damage. The Dungeon Lord must also exit the Dungeon Tile during the same Turn. If any Dungeon Lord movement ends in a Lava filled Dungeon Tile, they would move one additional Dungeon Tile.



Note: You are not able to teleport into a Dungeon Tile with a Lava Token.

LEVEL

This is the Hero’s Level, which is between Level 1 and Level 5. Heroes’ abilities get stronger as they gain Levels, and they can then equip better equipment.

LEVEL UP

When a Hero reaches a new Level, as per the Experience section, five things happen:

1.

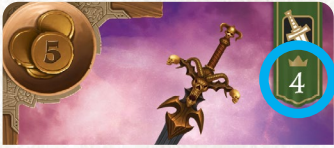
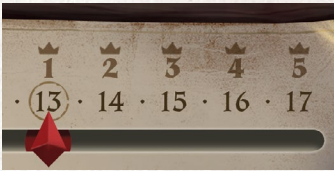
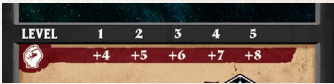
The Hero gains a new ability card equal to the Level the Hero just reached.
2.

The Hero can immediately perform abilities at the new Level with any new Powers for that Level.
3.

The Hero instantly heals up to the new Level’s maximum Health, per the Health and Health Meter section; and
4.

The Hero can equip and use equipment with a Level requirement equal to or less than the new Level.
5.

Reset the Experience Meter to 0.



LINE OF SIGHT



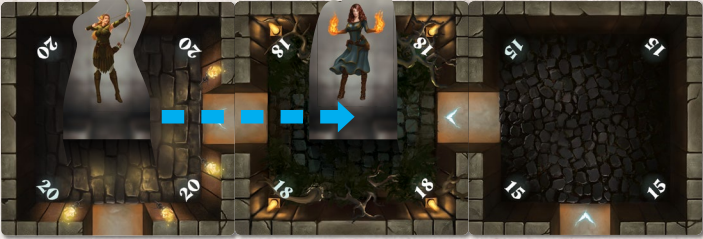
Heroes wanting to attack an enemy outside of their current Dungeon Tile with a ranged weapon or a spell must have a clear Line of Sight. This only comes into play for abilities that have a Range of 2 or more Dungeon Tiles. Line of Sight is always in a straight line.

To have a clear Line of Sight, there must be no walls, enemies, other Heroes, or physical obstacles (Rock Slide Token) between the attacking Hero and the target. If any enemy or Hero is in the Dungeon Tile between the attacking Hero and the target, then the Line of Sight is not clear.

Note: The Hero in between cannot choose to step to the side and clear the Line of Sight.



Example: Lona wants to attack a group of enemies in tile 15. She has Line of Sight since there is nothing between her and tile 15.



Lona intends to attack a group of enemies in Tile 15. She DOES NOT have a Line of Sight because Cephrenrene is in the way. She could move to tile 2, where she would have Line of Sight to tile 15.

LORD EVENT CARDS

Lord Event Cards are drawn to determine where the Dungeon Lord appears and how it moves after it appears in the Dungeon.

You only begin drawing Lord Event Cards when the Threat Meter reaches 0 or when your mini-campaign game tells you to draw them. Before the Threat Meter reaches zero if you are instructed to draw Lord Event Cards you lower the threat meter the number of cards you would have drawn.

DRAWING LORD EVENT CARDS

There are two times during your Turn as a player that you will draw Lord Event Cards (see Turns). You immediately draw a Lord Event Card, if instructed to do so on a Hero’s Ability Card. You also will draw Lord Event Cards during after-turn maintenance based on the actions your Hero took during their Turn (see Turns). These events do stack.

Example: You are the Warrior, and, during your Turn, you ran two Dungeon Tiles, moved another one Dungeon Tile, and were then engaged in Combat. Each of these actions requires that you draw a Lord Event Card at the end of your Turn.



So, in this case, you would draw three Lord Event Cards. If the Dungeon Lord appears in the Dungeon when the first card is drawn, the next two cards drawn would determine movement per the Lord Event Cards rules.

You only draw one Lord Event Card per action taken. If you move or run two Dungeon Tiles, you still only draw one Lord Event Card.

Lord Event Cards are only drawn based on the actions of the Heroes. Dungeon Lord’s actions never prompt the drawing of Lord Event Cards. For example, a Hero retreats from Combat with three minions. He is attacked by an enemy as directed by the Retreat rule. This is considered Combat and would require a Lord Event Card to be drawn during the after-turn maintenance (see Turns). If the Hero was retreating from a Dungeon Lord, a Lord Event card would not be drawn as this is a Lord Event action.

If a Dungeon Lord enters a Dungeon Tile and attacks a Hero, you DO NOT draw another Lord Event Card. This action was prompted by the movement that resulted from a Lord Event Card already being drawn.

If every Hero in the Dungeon is in the same Dungeon Tile as the Dungeon Lord, DO NOT draw Lord Event Cards.

READING LORD EVENT CARDS

Before the Dungeon Lord Has Appeared: The number in the circle is where the Dungeon Lord will appear if that number matches the number on any revealed Dungeon Tile. Place the Dungeon Lord on the matching Dungeon Tile.



After the Dungeon Lord Has Appeared: The bottom section of the card is used to determine the Dungeon Lord's movement. The Dungeon Lord may move and attack more than once each round.

Dungeon Lord Movement: There are four types of Dungeon Lord movement towards closest, towards quietest, towards loudest, and towards a specific Noise. There are two special Dungeon Lord conditions in Combat and Rampage.

Note: If the Dungeon Lord has not moved or attacked in a round draw 1 Lord Event card during the end of Round activities. The Dungeon Lord will move three towards the target of that card.

Moves 1 towards the Closest Hero: Dungeon Lord immediately moves 1 Dungeon Tile towards the closest Hero. If two or more Heroes are equally the closest, then the Dungeon Lord moves towards the Hero with the highest Noise. If there is still a tie, players choose.

Moves 1 towards the highest Noise: the Dungeon Lord immediately moves 1 Dungeon Tile towards the highest Noise in the Dungeon.

- ♦ Bomb Noise 8
- ♦ Explosion Noise 7
- ♦ Shout, Cave-In Noise 6
- ♦ Digging out w/Pick Axe Noise 6
- ♦ Digging out w/hands Noise 4

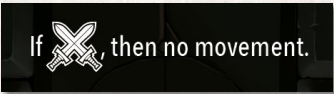
Moves 1 towards Hero with # Noise: Dungeon Lord immediately moves 1 Dungeon Tile towards the Hero with that exact Noise. If there are two Heroes with this same Noise, the Dungeon Lord moves towards the closest Hero. If there is a tie, the players choose. Otherwise, moves towards the highest Noise. If that specific Noise is not in the Dungeon, the Dungeon Lord will move towards the highest Noise.

Moves 1 towards the Hero with the lowest Noise: Dungeon Lord immediately moves 1 Dungeon Tile towards the Hero with the lowest Noise. If there are two Heroes with this same Noise, the Dungeon Lord moves towards the closest Hero. If there is a tie the players choose

Heroes who are Exhausted or who have only Sneaked have a Noise of zero and are never a target of the Dungeon movement.

COMBAT

If a Lord Event Card has this icon and text on it, a Dungeon Lord who is currently engaged in Combat, will not move. He will attack the Hero it is focused on. If this is not possible, it will attack the minion or Sentinel in front of it in the formation.



If this text and icon are not present on a Lord Event Card and the Dungeon Lord is currently focused on a Hero. He will disengage from Combat and move. Unless the Lord Event card would have caused him to move towards the Hero, he was Focused on.

Example: The Dungeon Lord is fighting the Paladin when "Moves 1 towards the highest Noise" Lord Event Card is drawn without the Combat icon and text. If the Paladin was not the highest Noise in the Dungeon, the Dungeon Lord would disengage and leave his Dungeon Tile. If the Paladin was the highest Noise, the Dungeon Lord would attack the Paladin again.

RAMPAGE

Some Lord Event Cards have the keyword Rampage on them. This means that the Dungeon Lord goes into a rage and runs in a random direction for three Dungeon Tiles. The direction is determined by rolling 1d20 and referring to the Rampage Lord Event Card drawn, as shown to the left.



He will not stop running to engage any Hero. If the Dungeon Lord stops in a Dungeon Tile with any Heroes present, it does not attack while the Heroes are given a free attack, if they so desire. If the Dungeon Lord is already in Combat when a Rampage card is drawn, it will disengage from Combat, go into a rage, and run in a random direction as described above.

If the Dungeon Lord is blocked initially or during its movement in a direction determined by the d20 roll, it remains in that Dungeon Tile. He does not attack or focus on any Hero in the Dungeon Tile. If the Dungeon Lord is Focused on a Hero, he will disengage, even if it can't move.

LORD EVENT ACTIONS ON HERO BOARD

When the Threat Meter has been removed from the Game, this section and Ability Cards determine when you draw Lord Event Cards. At the end of their turn, a player will draw 1 Lord Event Card for each action they did during their Turn that appears in this section on their Hero Board.

*To the right we see the Assassin would only draw a Lord Event Card at the end of her Turn if she had been in Combat this Turn.*It does not matter how many attacks she made, she would only draw one Lord Event Card.*



To the left is Lord Event Actions from the Warrior's Hero board. Akachi is a much louder Hero, and he draws Lord Event Cards whenever he runs, is in Combat, or moves from 1 Dungeon Tile to another. If he moved 3 Dungeon Tiles, he would draw 1 Lord Event card at the end of his Turn. If he was in Combat, Ran, and moved into a Dungeon Tile, he would draw 3 Lord Event Cards.*



Note: Ability cards might cause them to draw more Lord Event Cards. But they are drawn immediately and Lord Event Actions are drawn at the end of their Turn.

LORD EVENT TOKEN (NOISE 6)

This Token goes on the Dungeon Tile, where the event happened and is not removed unless a Hero uses particular abilities to remove it. Any Hero who enters the Dungeon Tile immediately draws a Lord Event Card and resolves it, see the Lord Event Cards section. In a Casual game, ignore the event and action. A Dungeon Lord who enters a Dungeon Tile with a Draw Lord Event Token ignores the effect.



MERCHANT (2 AP)

A brave Merchant sits in the Starter Tile, with whatever he could bring along. To see what the Merchant has available for purchase:

- ♦ Shuffle the Store Item Deck and draw the first 6 cards and lay them face-up in a row.
- ♦ Then shuffle the Store Equipment Deck, draw the first four cards, and lay them face-up in a row.



There are two different periods where the Heroes may interact with the Merchant:

INITIAL PURCHASES (0 AP):

On your first Turn, you may buy and equip any of the 10 Items which the Merchant brought with him (4 Store Equipment and 6 Store Items) without being required to use AP. The Merchant replaces the Item or Equipment Store Card by drawing from the appropriate deck. The new item replacing the item sold cannot be bought by the same Hero that Turn. The Hero may also order an item from the Merchant. See below 2b.

VISITING THE MERCHANT (2 AP):

By using 2 AP in the Merchant Tile, you can take any combination of the following actions:

1. **Purchase:** Purchase any item or equipment from the Merchant's inventory.
2. **Order:** Ask the Merchant to send a runner into town to obtain a specific item or piece of equipment. This takes three Turns. Get the item from the appropriate Store Deck and place a

Merchant Token on the item's card with the 3 pointing toward the item's name. During the end of Rounds action, rotate the Merchant Token one place counter-clockwise to decrement the number. The round after it reaches 1 any Hero may now purchase this item. You may only request an item when you are in the Merchant's square.

3. **Heal:** Acquire healing at the cost of 1 Coin per three Health points
4. **Repair:** Pay the Merchant 2 Coins/Gold per item you wish to have repaired.
5. **Sell:** Sell any Items found within the Dungeon (Reward Card items) for full market value. The Merchant will not buy back Items you purchased from him.

MERCHANT TOKEN

The Token used to keep track of when an item ordered from the Merchant is available to purchase.



MIST RISK CARDS

You draw a Mist Risk Card whenever you enter a Dungeon Tile that contains Mist. If there is a Mist Token on the tile, remove it. Here is a list of special events that occur on Mist Risk cards:

Draining Your Will: When you draw this card, you place a Power -2 Token on the Dungeon Tile and your Hero. The Power -2 Token remains on the Dungeon Tile. It affects every Hero who enters this Dungeon Tile unless a hero's Ability removes the effect.

anchors away: When you draw this card, you place an Action Point -2 token on the Dungeon Tile and your Hero. The Action Point -2 token remains on the Dungeon Tile. It affects every Hero who enters this Dungeon Tile unless a hero's Ability removes the effect.

Silence Would be Golden: When you draw this card, you place a Draw Lord Event Token on the Dungeon Tile. The Draw Lord Event Token remains on the Dungeon Tile. It affects every Hero who enters this Dungeon Tile unless a hero's Ability removes the effect. You draw 1 Lord Event card every time your Hero is in this Dungeon Tile. You draw the Lord Event card immediately. You may draw more than one card per Turn; this is a Noise 6 event.

Help!: When you draw this card, you place a Health -3 token, and the Hero loses three Health. The Health -3 token remains on the Dungeon Tile. It affects every Hero who enters this Dungeon Tile unless a hero's Ability removes the effect. You lose three Health every time you enter the Dungeon Tile. You lose three Health if you start your Turn in this Dungeon Tile.

Corrosive: When you draw this card, you place a Def -2 token on the Dungeon tile and an equipment slot on your Hero Board. The gear in that slot is damaged. The Def -2 token remains on the Dungeon tile and affects every Hero who enters this Dungeon Tile unless a hero's Ability removes the effect.

If you place the Def -2 token on an open equipment slot and you

equip a new item in that slot, the Def -2 is covered up and no longer takes effect. If you lose that equipment, the Def -2 is in effect again.

If you place the Def -2 on an equipment slot that contains equipment, that piece of equipment is damaged. If you remove the equipment, the Def -2 no longer affects the Hero.

Option Card: The option remains until a hero resolves it. The first Hero may choose to leave and not attempt the option. Place a Tile Marker on the card and the Dungeon Tile.

Surprise Event: The effect of the Surprise only affects the first Hero to enter the Dungeon Tile. When a Surprise Event is revealed before a Hero enters the Dungeon Tile, it is no longer considered a surprise.

MIST TOKEN

Mist Tokens are used to denote Dungeon Tiles that contain Mist. These are used when the Dungeon is set up before you begin playing, such as a mini-campaign story dungeon. They are not used when playing a scenario.



MOVEMENT (1 AP)

A Hero must have and expend 1 AP to move from one Dungeon Tile to another.

NOISE



Heroes make Noise as they perform actions in the Dungeon. The higher the number listed, the more Noise they make. The Noise number can be used to determine the Dungeon Lord's movement (see **Lord Event Cards**). If a Hero sneaks or rested with their last action, their Noise is 0, and this Hero cannot be tracked or attacked by the Dungeon Lord this round.

Some situations make extra Noise that lasts the entire round.

SPECIAL SITUATION NOISE

- ♦ Bomb Noise 8
- ♦ Explosion Noise 7
- ♦ Digging out w/Pick Axe Noise 6
- ♦ Shout/Cave-in Noise 6
- ♦ Lord Event Token Noise 6
- ♦ Digging out w/hands Noise 4

NORMAL ATTACK (1 AP)

A Hero may perform a Normal Attack at the cost of 1 AP. A Normal Attack's Power is calculated by adding any equipped Items that have a Power value to the Hero's base Power value. The Hero gains 1 Experience point (see **Experience and Experience Meter**) if a Normal Attack hits, even if it does no Damage to the Hero's enemy.

ORBS

Found in Debris or on bodies. Orbs are pocket Items and can be installed in a weapon for 1 AP. Once installed, the Orb is permanently a part of that weapon and cannot be removed. The Ability of the Orb enhances the weapon and increases its value by 2.



Example: You install the Jasper Orb on the knife, Wolf's Bite. The knife lowers the Hero's Noise to 1 when equipped.

PICKING UP ITEMS (1 AP)

You may pick up any number of Items lying on the dungeon floor of the current Dungeon Tile by expending 1 AP. These Items may be dropped by your Hero, another Hero, or by defeated enemies.

PLAYER ORDER TOKEN

Player Order Tokens are used to indicate the order in which Heroes take their Turns for that round. At the beginning of a round, each player receives a Player Order Token, numbered from 1 to 5. They place it on their Hero Board to designate when they take their Turn during that round.

POCKET ITEM



Many Items are small enough to carry in your pouches or pockets. These small Pocket Items do not count against your Hero's Carry Limit. Cards that represent Pocket Items have this symbol in the lower right corner of the card.

POISON

Some Heroes and enemies can attack with or are weak to Poison. If an enemy or Heroes attack is enhanced by Poison, any target weak to Poison takes the attack Damage as well as two extra Damage. Even if the main attack did no Damage, you still receive two Poison Damage if the attack hits.



The Poison and Elemental Weakness effects do stack. For example, your Hero is weak to Poison and Fire, and they are attacked by an enemy that causes Poison and Fire Damage. Your Hero would take four extra Damage total: 2 for Poison and 2 for Fire.

POWER



Power is an Enemy and Hero's Ability to do Damage to an opponent. The Heroes base Power may be increased by equipped Items, ability cards, scrolls, or Orbs. An enemy's base Power may be increased by other enemies abilities.

POWER -2 TOKEN

This Token goes on the Dungeon Tile where the event happened and is not removed for the rest of the Game unless removed by a Hero's Ability. This token affects any Hero also in the Dungeon Tile during the event or who enters the Dungeon Tile later.



The Power -2 Tokens are cumulative, so one is added to the Hero's card each time the Dungeon Tile with the Token is entered. However, a Hero's Power cannot go below zero. The only way to remove a Power -2 Token from a Hero Board is for the Hero to receive healing from any source. This healing only removes the Power -2 token(s) without raising the Health of the Hero.

PVP, PLAYER VERSUS PLAYER (COMPETITIVE GAME ONLY)

There are no limits to Player versus Player (PvP) Combat in Dungeons of Infinity. You may attack any player at any time for any reason, but it's not the best way to make friends. Player versus Player combat is handled as any other combat following the same combat rules, with the following exceptions:

A hero may not Retreat from PvP combat but instead may attempt to Escape. With enough AP, a Hero may try to escape more than once per Turn.

The Hero who initiated the attack may break off the attack at will with no restrictions or penalties.

If the Hero who initiated PvP combat is attacked by monsters, including having them change Focus to him or her. Then that Hero is no longer considered to be in PvP combat with another Hero. The previously attacked Hero may move about freely and no longer needs to roll to Escape any PvP combat.

Multiple heroes may be involved in the Combat, taking Turns attacking any and every Hero in the Dungeon Tile as their amount of available AP allows. Order of attacks are handled via regular Initiative die rolls each round (see Initiative).

LOOTING AN EXHAUSTED HERO (1 AP)

Any Hero may steal 1 unequipped item from another Exhausted Hero by using 1 AP.

RANGE

There are two types of Range. The first type is within a formation. The second type is a Range of multiple Dungeon Tiles.

RANGE WITHIN FORMATION:

This symbol represents Range within a formation. The number in the crosshairs represents how many rows into a Formation a Hero may attack and from which row an enemy may attack a Hero.

- ♦ A Hero with no Range may attack Row 1 only.
- ♦ A Hero with a Range of 2 may attack Rows 1 and 2.
- ♦ A Hero with a Range of 3 may attack Rows 1, 2, and 3.

When another Hero joins Combat, they may attack enemies according to the following conditions:

- ♦ **No Range:** May only attack the last row of enemies.
- ♦ **Range of 2:** may attack the back two rows.
- ♦ **Range of 3:** may attack any enemy.

RANGE ACROSS MULTIPLE DUNGEON TILES:

This symbol represents the number of Dungeon Tiles a Hero may be away from an enemy and attack them. Enemies do not have this type of Range.

The number in the box is the number of Dungeon Tiles away that you may attack with Line of Sight (see **Line of Sight**). You may attack enemies that are not presently Focused on a Hero. Just set up the enemies in formation as if they were focused on a hero. You may target any enemy in the formation.

REST (ALL AP)

A Hero may Rest if they have all their AP available, and no Heroes or enemies are focused on them. A Resting Hero has 0 Noise, cannot be considered closest, and cannot be attacked by the Dungeon Lord.

A Resting Heroes may heal or restore lost Health. To calculate if a Hero regains Health when resting, roll 1d20. If the roll is less than or equal to 20 minus the Hero's current Health, then the Hero heals **6 Health**.

Example 1: A Hero currently has a Health of 4, so the target is 20 - 4, or 16. If the player rolls 1 through 16, then the Hero regains 6 Health.

Example 2: A Hero currently has a Health of 15, so the target is 20 - 15, or 5. If the player rolls 1 through 5, then the Hero regains 6 Health.

A Hero's Health may not exceed the maximum number listed on the Hero Board for the current Level (see **Health and Health Meter**).

RETREAT (2 AP)

A Hero may Retreat from Combat with a monster (for PvP, see **Escape**). The Hero must have and use 2 AP to Retreat. A weakened Hero who only has 1 AP may retreat (see **Weakened**). The Hero moves into a new Dungeon Tile and is attacked by the monster with the highest Power in row 1 before moving into the new Dungeon Tile. The Hero may not subtract AP from the enemy's HC when attacked during the Retreat. This attack is considered to be Combat and will cause the Hero to draw a Lord Event Card after their Turn. (Unless the Dungeon Lord is the enemy attacking the hero.)

If there are other Heroes left in the Dungeon Tile after a Hero successfully retreats, then any enemies that had been focused on the retreating Hero will automatically change Focus to the remaining Hero with the **highest Noise value**.

If a Hero successfully retreats from a Dungeon Lord, who-executes its free retreat attack, and there are other Heroes still in the Dungeon Tile, the Dungeon Lord will automatically focus on the remaining Hero with the highest Noise but does NOT get another attack. If there is a tie for highest Noise, the Hero who retreated gets to pick which Hero the Dungeon Lord focuses on. You do not draw a Lord Event Card for a Dungeon Lord's Retreat attack.

REWARD CARD

You receive Reward cards when you defeat enemies.

1. **Value:** The value of the item in Armiger coins.
2. **Type Icon:** The type of item, shield, sword, Armor, robe, etc.
3. **Level:** The Level the Hero must attain to equip the item.
4. **Name:** The name of the item.
5. **Affect:** The stat affected by the item and amount that you add to that stat.
6. **Text:** Item's unique ability.



REWARD DROP

Defeated enemies drop rewards based on the number of rows in the enemies' attack formation (see **Combat**). Each row of enemies will drop one reward item when they are defeated. As you build the attack formation, draw 1 Reward Card for each row of enemies that you create. You draw a card even if there is only one enemy in a row.

Assign the Reward Cards to rows and place them face down in the row to which they are assigned. When a row is cleared of enemies, you may reveal the Reward Card for that row. Any Hero in the Dungeon Tile may spend 1AP to pick up the item, even if Combat is not complete (see **Picking Up Items**).

Some cards state a specific number of Items dropped. Place that number of Reward Cards in the Dungeon Tile with the Hero when the card's criteria is met.

*When you defeat a **Sentinel Enemy**, draw 2 Reward Cards.*
*When you defeat a **Dungeon Lord**, draw 4 Reward Cards.*

RISK CARDS

There are four different types of Risk Cards:

- ♦ Body
- ♦ Chest
- ♦ Debris
- ♦ Mist



You draw a Risk Card whenever you want to examine a Body, Debris, or Chest Token in a Dungeon Tile based on the Tile Content Chart.

It takes 1 AP to examine a Body or Debris token.

To open a Chest Token requires a key (1 AP) or an Ability (Number of AP depends on the Ability).

The Mist is unique in that it does not take any AP to examine. Apply the results of a revealed Risk Card immediately. If the card reveals enemies and there are no Heroes in the Dungeon Tile, draw the correct number of enemies and mark the Dungeon Tile and enemy stack with a Tile Token (see **Tile Tokens**).

When you draw a Risk Card, you always apply the result(s) immediately.

UNDERSTANDING ENEMY DRAW NOTATION ON RISK CARDS

#H: This denotes the number of Heroes in the Dungeon (max 5).

***Note:** This is not the number of players as a player may choose to play multiple Heroes.*

NOTATION ON RISK CARDS

#H: Draw the number of enemies equal to the number of Heroes in the Game.

If you have 2 Heroes in the Game, you would draw two enemies.

#H + 1: Draw the number of enemies equal to the number of Heroes in the Game, plus 1.

If you have three heroes in the Game, you would draw four enemies.

#H + 2: Draw the number of enemies equal to the number of Heroes in the Game, plus 2.

If you have 4 Heroes in the Game you would draw six enemies.

#H + 3: Draw the number of enemies equal to the number of Heroes in the Game, plus 3.

2(#H): Draw two times the number of Heroes in the Game.

If you have 5 Heroes in the Game, you would draw ten enemies.

2(#H)–1: Draw two times the number of Heroes in the Game, minus 1.

If you have 5 Heroes in the Game, you would draw nine enemies.

UNDERSTANDING SPECIAL TEXT/POWERS ON RISK CARDS

Ally Card: Some bodies are not dead. They are Allies that will join you on your quest. You can accept their help or move on without them. If you decline their service, they will leave the Dungeon. When you allow one to follow you, they attack enemies and get attacked, just like the Hero:

- ♦ They only attack first-row enemies.
- ♦ When they attack, you draw a Lord Event Card for their attack.
- ♦ The enemy they attack will attack the ally and not you.

Option Card: Found in the Mist Risk Cards offering you 4 choices.

Sneak: You may try and Sneak past the enemies. If you fail, the enemies attack you. The enemies get the bonus on the card in the sneak section and remove the card from play.

If you succeed, the card is still in play and must be resolved the next time a hero enters this Dungeon Tile. Mark the Dungeon Tile and the enemies with a Tile Token. Include the Option card at the top of the enemy stack.

Approach: Has a Power test and 1D20 roll. If you succeed, the test removed the card and the enemies from play. If you fail, the enemies attack you.

Attack: You choose to just attack the enemies. Remove the card from play.

Retreat: Return to the Dungeon Tile you entered from and mark the Dungeon Tile and the enemies with a Tile Token. Include the Option card at the top of the enemy stack.

He Just Won't Shut Up: No special rules for this card.

Place the Dungeon Lord Card: Found in Chests Risk Cards. If the Dungeon Lord is already in the Dungeon, then move it to the Dungeon Tile as instructed on the Risk Card. If there is not already a Dungeon Lord in the Dungeon, this card causes it to appear in the Dungeon Tile as directed on the Risk Card. Shuffle the Lord Event deck and begin drawing cards to move the Dungeon Lord. DO NOT place another Dungeon Lord in the Dungeon unless your scenario allows for another Dungeon Lord. Remove the Threat Meter from the Game.

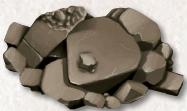
Surprise Event: Found in the Mist Risk Cards. A Surprise Event only takes place when the card is first drawn. If a Surprise Event is

drawn as part of an Ability that reveals what is in the Dungeon Tile, ignore the Surprise Event and draw enemies as if it were a normal Mist Risk Card. If the surprise event is enemies attacking first, the Hero may Retreat per normal Retreat rules.

Teleport Scroll: Found in Chest Risk Cards. You teleport to another Dungeon Tile in the Dungeon based on the text at the bottom of the card. A Dungeon Tile with a Crevice, Flood, or Lava is not an eligible destination for teleportation. If none of the Dungeon Tiles are eligible for teleportation, then put your Hero on the Starter Tile.

ROCK SLIDE TOKEN

Immediately after a rock slide event, one entrance to the Dungeon Tile in which the event occurred is covered by a rock slide. If there is no door on the wall where the rock slide happened, then go clockwise around the Dungeon Tile until you come to an open door. Place the Rock Slide Token on that door. See also **Cave In** and **Digging Out**.



ROPE (1 AP TO DEPLOY, FULL AP TO CROSS)

Rope can be purchased from the Merchant. Heroes use Ropes to cross Dungeon Tiles that have been flooded or a hole that has appeared in the floor. A rope cannot be used to cross a lava-filled Dungeon Tile (see **Lava**). It takes 1 AP to deploy the Rope, and it takes all your AP to cross from one side to another. If your Hero does not have their full amount of AP for that Turn, including after deploying the Rope, they must wait until the next Turn to use all of their AP to cross. Ropes are long enough to reach all doorways in a single Dungeon Tile, so you do not need multiple ropes to cross to different doorways in the same Dungeon Tile.



Once used, the Rope cannot be recovered. It remains across the Dungeon Tile, where it was deployed until someone cuts it.

Cut Rope: It takes 1 AP to cut a rope. A cut rope is removed from the board.

ROUNDS

Dungeons of Infinity is played in rounds. Also, see **Turns**. Each round consists of the following:

1. Player order determined by Initiative (see **Initiative**).
2. Pass out Turn Order Tokens according to Initiatives.
3. First player's Turn.
4. First player's after-turn maintenance.
5. For each subsequent player, repeat steps 3-4.
6. **End-of-round actions:** After all players have taken their Turns, if there are enemies on the board, apply any actions listed on their Enemy Cards, such as healing from a Mage or changing the card orientation for Confused or Stunned enemies. Also, decrement any event length events or counters (and don't forget the Merchant Token!).

RUNNING (1/2 AP)

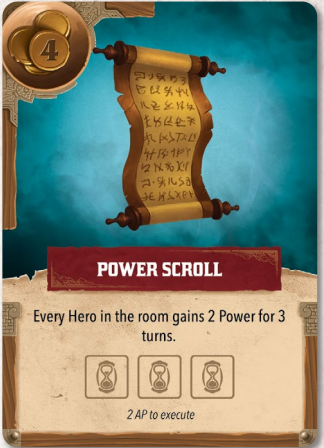
You may move twice as fast by running, which expends ½ AP per Dungeon Tile moved. Some Heroes are required to draw an extra Lord Event Card if they run. When your Hero is Running, place a

Def -2 Token on your Hero Board. During the maintenance phase of the round, turn the Token over to the Def -1 side. During the maintenance phase of the next round, remove the Token. If the Hero continues to run on the following Turn after they ran, turn the Token back over to the Def -2 side.

SCROLLS (1 - 4 AP)

Enhancement scrolls (1 AP): Scrolls which enhance a Hero's attacks. A Hero may use the Scroll to enhance another Hero's regular attacks. Still, it will not enhance the attacks for both Heroes – only for one of them.

Teleportation scrolls (2 - 4 AP): You may teleport 1 to all heroes to another Dungeon Tile in the Dungeon depending on which Scroll you are using.



All other scrolls (2 - 4 AP): When these scrolls take effect, they affect every Hero in the Dungeon Tile at the time that they are used. A Dungeon Tile-wide enhancement does not start until the next turn of the Hero who used the Scroll. A Hero may start a scroll one Turn in a Dungeon Tile with no other Heroes and finish it the next Turn after other Heroes have arrived. Every Hero that enters the Dungeon Tile by the time the Scroll takes effect gains the Scroll's effects. This applies even in a competitive game.

SENTINEL ENEMY CARD

A Sentinel is a stronger enemy that might appear in the Dungeon via a Risk Card or via a Hero shouting in the Dungeon (see also Shout). They operate the same way as a Minion, in that they do not move about the Dungeon as a Dungeon Lord does.

*When you defeat a **Sentinel Enemy**, draw 2 Reward Cards.*

SHOUT (1 AP)

Three things happen when you shout:

1. Draw a Lord Event Card,
2. Your Noise is set to 6 in that Dungeon Tile*
3. Roll 1d20:
1 – 3: Draw a Sentinel Enemy Card. The Sentinel will Focus on the Hero who shouted.
4 - 20: Nothing else happens.

*A Dungeon Lord will **move towards the Dungeon Tile** where the Hero shouted and not to the Hero who shouted if they move to another Dungeon Tile.

SNEAK (2 AP)

There are two types of Sneak:

SNEAK TO MOVE QUIETLY:

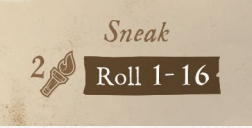
It costs 2 AP to move one Dungeon Tile. Your Noise is set to 0. Your Hero cannot be tracked by the Dungeon Lord.

If every Hero has used sneak in a round and there is a **Dungeon Lord** in the Dungeon. The **Dungeon Lord** will move in a random direction 3 Tiles. Roll 1D20 (1-5 = North, 6-10 = East, 11-15 = West, 16-20 = South).

You cannot use sneak to get past Mist that is undiscovered in the campaign game.

SNEAK TO PASS ENEMIES:

You may also try to sneak past enemies in a Dungeon Tile. The Hero Board has the success roll. If you are successful and do not have an AP to leave the room, you may stay in the Dungeon Tile without being attacked and leave the next round without being attacked.



The Hero gains 1 Experience point for successfully sneaking past enemies.

If you fail to sneak past enemies, then all the enemies will Focus on your Hero. It is considered a Surprise Attack. The Hero cannot subtract AP from the enemy HC when attacked for 1 Turn. The Hero may use the rest of their AP before being attacked.

If you fail, it still costs 2 AP.

START AN ABILITY

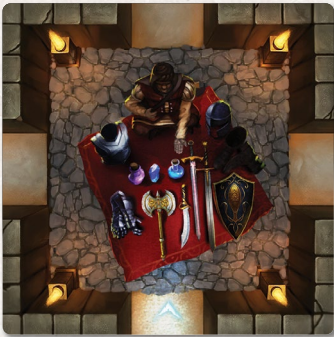
A Hero may start any ability or Scroll that they do not have enough AP to complete this Turn (this only applied if more than 1 AP is required). Place the Ability/Scroll Card on your Hero Board. Place a cube on the card for each AP you are applying to the ability/item this Turn. **You must finish** at the start of the next Turn or remove the cube(s) and stop the ability/Scroll.



Example: The Warrior has applied 2 AP to the Power Rage Ability. Next Turn, you will only need to use 1 more AP to use the Ability.

STARTER TILE

This is the first Tile of the Dungeon, and it starts the Game on the table. Every Dungeon is built from this Tile. You may go north, east, or west from this Tile. **No Dungeon Tile may be placed below (south) of the Starter Tile.** A Hero must be in the Starter Tile to interact with the Merchant. Many Scenarios require the Hero to reach this Tile to be completed.



STORE CARDS

These cards represent Items for purchase from the Merchant (see **Merchant**). There are two different types:

- ♦ Item Store Cards (scrolls, potions, keys, etc.)
- ♦ Equipment Store Cards (weapons and armor)

You layout 6 item Store Cards and 4 Equipment Store Cards to start the Game. You always replace any card that is bought with a new one from the same deck.



STORY CAMPAIGN CARDS



There are some Risk Cards, Enemy Cards, and Hero cards that are only used in the story campaign games. These cards will have the campaign name in which they are used printed on the card and this symbol in the upper right corner of the card. Only use these cards for the specific story campaign game listed.



STUNNED, STUN TOKEN

Stunned targets' AP is reduced to zero, and they cannot perform any more actions during the current Turn. Place a Stun Token on the Stunned target. While Stunned, this target can be attacked with no fear of counter-attack. The Stunned effect lasts for one Turn. During the end-of-round actions (see **Rounds**), remove all Stunned Tokens from Heroes and enemies. Some enemies have abilities that enhance other enemies in the same Dungeon Tile. If one of these enemies is Stunned, then their Ability ceases to function until the Stunned condition is removed. A Stunned enemy does not move to fill in empty places in an attack formation or change its Focus.



Heroes may also be Stunned. A Stunned Hero has zero AP and can no longer act that Turn. When a stunned Hero is attacked, since they have 0 AP, there is nothing to subtract from an attacker's HC. Place a Stun Token on the stunned Hero to indicate the Stunned condition.

Heroes who become Stunned after they have taken their Turn in a round do not remove the Stunned Token during end-of-round actions (see **Rounds**). They must be Stunned for one full Turn.

SURPRISE ATTACK

Found on Surprise Event Mist Risk Cards. Surprise Event Risk Cards have an Event Length Meter of 2. For two Turns, the Hero who was attacked cannot subtract Action Points (AP) from the enemy Hit Chance (HC) when attacked. Or the enemies get to attack first; the specific Surprise Event Risk Card drawn will list which penalty to use. This does not apply to Heroes who enter the Dungeon Tile after the attack has begun. Surprise Attacks also do not apply if the Dungeon Tile is revealed before any Hero enters the Dungeon Tile. Such as the Wizard using the Fire Light ability. If the enemies attack first, the Hero may still Retreat before they attack.

THREAT METER

The Threat Meter is used to determine when you begin drawing Lord Event Cards in Scenario games. Place a marker cube on the Threat Meter based on the number of Heroes in the Dungeon. Decrement the meter for each new Dungeon Tile you discover. (Discovering two Dungeon Tiles moves the marker down spaces 2)

- ♦ You decrement the Threat Meter 1 when you run.
- ♦ You decrement the Threat Meter 2 when you begin Combat. You do not decrement the meter as Combat continues.
- ♦ You decrement the meter for each Lord Event card you are required to draw.

Do not use the Lord Event portion of the Hero Board until after the Threat Meter reaches zero. At which point, you discard the Threat Meter and begin drawing Lord Event Cards based on the Hero board and Ability cards.

- ♦ 1 player game begins at 12.
- ♦ 2 player game begins at 14.
- ♦ 3 player game begins at 16.
- ♦ 4 player game begins at 18.
- ♦ 5 player game begins at 20.

Numbers above 20 can be used when adjusting the game difficulty.

TILE CONTENT CHART

The Tile Content Chart is used during a game of Dungeons of Infinity to determine what is in a newly discovered Dungeon Tile. The number on the Dungeon Tile will determine what you find.

STANDARD	
Tile Number	Risk Card
1-6	Body
7-12	Debris
20-25	Chest
13-19	Mist

If the Dungeon Tile contains Debris, a Body, or a Chest, then place the appropriate Token on the Dungeon Tile. You do not place a Mist Token on the Dungeon Tile if it has a Mist; instead, you draw a Mist Risk Card and resolve the card immediately.

There are 4 Standard Dungeon Tile Content Charts and 4 Hard Content Charts. (They contain more Mist.) You usually randomly pick a chart before you begin to play a Scenario.

TILE TOKENS

If Heroes leave a Dungeon Tile with Items or enemies in it, then a matched pair of Tile Tokens are used to track the Dungeon Tile and its contents. Place one Token on the Dungeon Tile and the matching one on the cards, equipment or enemies, that are in the Dungeon Tile. You also use a Tile Token to mark enemies revealed by a Hero's Ability, such as the Fire Mage's Fire Light Ability.



Example: The 2 enemies and Reward Card are in Dungeon Tile 7.

TRADE ITEMS (1 AP)

Heroes in the same Dungeon Tile with each other may trade or exchange items. The active Hero may use 1 AP to give or take as many items as agreed upon by the two players. It does not cost the non-active Hero any AP.

TURNS

Here is a summary of a turn sequence. A Turn refers to all of the actions one Hero takes while they are active during a Round. A Round encompasses all actions of all Heroes and enemies. A Round includes the Turns of all Heroes and monsters.

THE SEQUENCE OF PLAYER ACTIONS EACH TURN

1. Use Action Points (AP).
2. Draw any immediate Lord Event Cards (from Ability Cards or Risk Cards).
3. Health and Experience changes are always applied immediately.

AFTER-TURN MAINTENANCE

1. Draw Lord Event Cards based on the actions listed on Hero Cards
2. Increment or decrement any counters not already done during the turn

WEAKENED

When a Hero's Health is at five or below, they are weakened. This is also signified by the dark circle around the number 5. The Hero's total AP, Power, and Defense are cut in half, rounded down.



Example: The Warrior is weakened and has equipped Armor with a Defense of 2 and a Sword with a Power 1. His total Defense was 5 + 2 = 7, making his Weakened Defense 3. His Total Power was 5 + 1 = 6, making his Weakened Power 3.

If a Hero receives a Scroll benefit when weakened, the Hero immediately loses the Scroll benefit. Additionally, during combat, a weakened Hero may Retreat with 1 AP.

SPECIAL HERO RULES

ALCHEMIST SPECIAL RULES

The Alchemist throws bombs as her primary Combat action. Because she is a right-handed bomb-thrower, she never equips anything in her right hand.

POWER

Throw roll: Bulls Eye 1-14/Short 15-17/Long 18-20

The Alchemist Hero Card has a section above the Power Slider entitled “Throw Roll.” Whenever the Alchemist throws a bomb, you must roll 1d20. The roll determines the outcome:

- ♦ 1-14: Bull’s eye. The bomb lands on its target.
- ♦ 15-17: The throw is short of its target.
- ♦ 18-20: The throw goes long.

If an Ability Card modifies the Throw Roll, your Throw rolls are modified as follows:

LEVEL	1	2	3	4	5
	0	1	2	3	4

Level	2	3	4	5
Bulls Eye	1-15	1-16	1-17	1-18
Short	16-17	17	N/A	N/A
Long	18-20	18-20	18-20	19-20

On the Alchemist Hero Card, there is a Unique Ability note under her weakness section. If the Alchemist’s attack roll was a 1 through 3 on the 1d20 bomb throw roll, every enemy who has been affected by the bomb will Focus on her. If she is in another Dungeon Tile, the enemies will move into that Dungeon Tile and Focus on her. They will attack the Alchemist as per Combat rules.

The Alchemist always throws a bomb at the main formation of enemies, whether they are Focused on the Alchemist, another Hero, or no one because there are no Heroes are in the room. If there are no Heroes in the Dungeon Tile with the enemies, they stay in their formation as if they were attacking a Hero.

	1	2	3
ROW 3		18-20	
ROW 2		1-14 	
ROW 1		14-17	



THROWING A BOMB

A bomb throw can be aimed at any row or column. A bomb throw may miss short or long. But it will never miss left or right. Let’s assume a Level 1 Alchemist.

The Alchemist wants to throw a bomb to hit the target at Row 2 Column 2. Marked with the red asterisk. If you roll a 1 – 14, the throw will hit the target. Bulls Eye! The Alchemist gets an experience point.

A roll of 15-17 will fall short and land in Row 1, Column 2. If you

roll an 18-20, the throw is long and will land in Row 3, Column 2. Where the bomb lands will dictate the enemies that are affected by the bomb.

Bomb ability cards have a 3x3 grid representing an Area of Effect (AoE). The center of the grid is where the bomb actually lands, not necessarily where it was aimed.

To the right is the Bomb Ability Power grid. The middle is where the bomb lands. Ten is the Power that is used to calculate the Damage done to any enemy in that location. The numbers around the 10 are Power used to calculate AoE splash Damage to other enemies.

5	5	5
4	10	4
5	7	5

Above, you see the Power grid of the Alchemist bomb. The Power that each enemy would be attacked with if the Alchemist aimed for row 2, column 2 and got a Bull’s eye. Below you see the same grid if the Alchemist threw short.

The first row of Damage does not hit the Alchemist. The Alchemist can only hit herself if she aims at Row 1 and throws short. In that case, she is attacked with the closest middle Power. In this case, a Power of 7.

The Alchemist may throw a bomb into an empty room. No roll is necessary; the bomb makes the Noise on the Ability Card, and you will draw the number of Lord Event Cards required by the Ability. If a Dungeon Lord is drawn to the Noise made by an Alchemist throw, it is drawn to the room where the bomb was thrown, not where the Alchemist is.

	1	2	3
ROW 3			
ROW 2	5	5	5
ROW 1	4	10 	4



ASSASSIN SPECIAL RULES

When the Assassin uses Shadow Attack, enemies do not break off and attack her. They have no idea where the attack came from.

FIRE MAGE SPECIAL RULES

The Fire Mage regular attacks deal Fire Damage.

ICE MAGE SPECIAL RULES

Ice Travel special rules:

Can be used to cross a Flooded Token or Crevice Token Tile. It cannot be used to pass over a Lave Token Tile. The Ice Travel stops at a Lava tile.

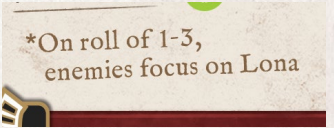
A Dungeon Lord uses the path whenever he enters a Dungeon Tile with an Ice path. If He enters the middle of the path, he will

travel in the direction based on the Lord Event card drawn. If it is not clear which way he should go, the players decide. He does not stop to engage any Heroes along the path and moves to the end of the ice path.

The Ice Mage’s regular attacks deal Ice Damage.

RANGER SPECIAL RULES

On the Ranger’s Hero Board, there is a note in her Power section. If the Ranger attack roll was a 1 - 3 and the target was not Stunned or otherwise incapacitated, then the targeted enemy will break from the enemy formation and Focus on the Ranger. If she is in another Dungeon Tile, the enemy will move into that Dungeon Tile and Focus on her. They will attack the Ranger as per Combat rules.



Arrow Thrust is considered Melee Combat, requiring you to draw a Lord Event card.

If the Ranger has an Ally attached to her Hero Board and this ally attacks an enemy, draw a Lord Event Card at the end of your Turn.

THIEF SPECIAL RULES

If the Thief has an Ally attached to his card and this ally attacks an enemy, the Thief must draw a Lord Event Card at the end of his Turn.

WAVE WARPERS SPECIAL RULES

When the Wave Warper attacks an enemy, you subtract the enemy’s Defense from her Hit Chance roll.

Example: If she were attacking this Spider with a Defense of 4. Her Hit Chance for the attack would be her Hit Chance (17) minus the Defense of the Spider (4) or 17 – 4 =13. In this case, the Wave Warper would hit the Spider with a roll of 1 – 13.

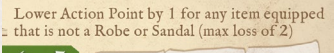


MONK SPECIAL RULES

The Monk is a bare fisted fighter. He does not use weapons and may only carry Items in a backpack, which will lower his AP by 1*.

- ♦ The Monk may equip a shield in either hand, but must lower his AP by 1*.
- ♦ The Monk may equip Armor, but must lower his AP by 1*.
- ♦ The Monk may equip a robe, which does not lower his AP.
- ♦ The Monk may carry Pocket Items.

* 3 is the lowest number of AP he may have on any given Turn. If an item is discarded, he immediately regains an AP, unless he still has two of the above equipped.



The Monk cannot use Meditation heal if involved in Combat. If Monk is attacked during meditation, it must stop and start over after resolving Combat (taking 2 Turns).

QUICK REFERENCE

HERO ACTIONS

Action Points	Actions
0	Drop Equipment
1/2	Running
1	Equipping Items, Movement, Normal Attack, Blocking, Picking Up Item(s), using an Orb, Shout, use a potion, install an Orb in a weapon, some Scrolls, examine a Body or Debris, open a Chest with a key, cut a Rope, trade with other Hero, and take an item from an exhausted Hero.
2	Interact with the Merchant, Retreat from an enemy, Escape PvP Combat, and Sneak
All	Rest, crossing a Rope, Digging Out, Medical Dungeon Tile, and Training Dungeon Tile.
Variable	Using scrolls and Abilities

SPECIAL SITUATION NOISE

- ♦ Bomb Noise 8
- ♦ Explosion Noise 7
- ♦ Digging out w/Pick Axe Noise 6
- ♦ Shout/Cave-in Noise 6
- ♦ Lord Event Token Noise 6
- ♦ Digging out w/hands Noise 4

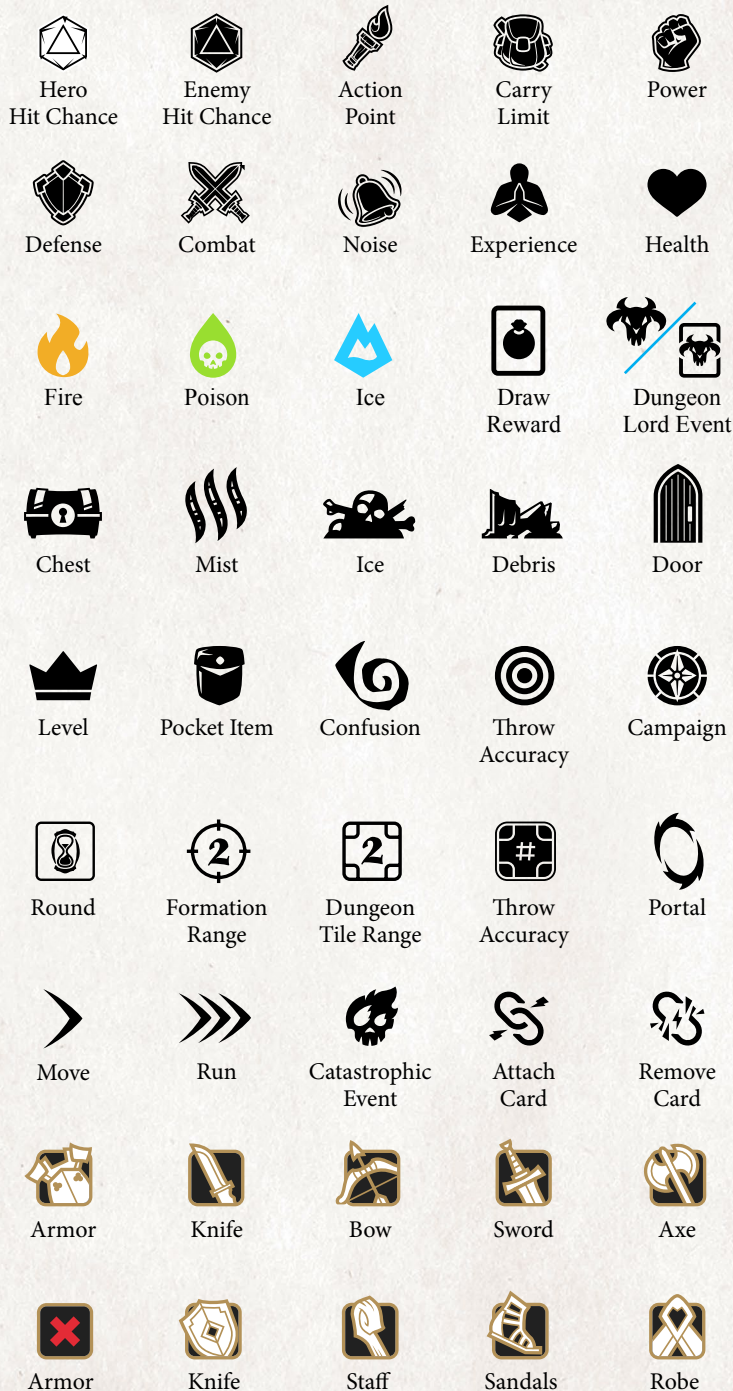
COMBAT

- ♦ Heroes may subtract their AP from an enemies HC.
- ♦ Power – Defense = **Damage**
- ♦ A result of 0 or -1 cause **1 damage**.

ROUND STRUCTURE

1. Determined Initiative and pass out Turn Order tokens.
2. Player turns:
 - i. Use Action Points.
 - ii. Draw any immediate Lord Event Cards as a result of Ability or Risk Cards.
 - iii. Immediately apply Health/Experience changes.
3. Player after-turn maintenance:
 - i. Draw Lord Event Cards based on the actions listed on Hero Boards.
 - ii. Adjust any counters that haven't already been moved.
4. For each subsequent player, repeat steps 2 and 3.
5. **End-of-round actions:** After all players have taken their Turns, any enemies on the board apply any actions listed on their cards, such as healing or status change. Also, decrement any event length meters and the Merchant token.

ICONS



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