DUNGEONEER

Version 2.3

Dare to enter the grim fantasy world of Dungeoneer! In Dungeoneer you take the role of a hero trying to complete a series of challenging quests. These quests require your hero to travel to different parts of the Dungeoneer realm to perform mighty deeds. On your turn you will also act as the Dungeonlord, and thwart the other heroes' attempts to finish their own Quests. You win the game by being the first hero to successfully complete 3 quests, or by defeating all the other heroes as the Dungeonlord.

Dungeoneer is an adventure card game designed for ages 12 and up, and takes about 20 to 30 minutes per player. Each set has either 1 or 2 decks, each of which accommodates 2 players and may be either combined with other Dungeoneer decks or played as a stand-alone game. Dungeoneer is a self-contained game with a complete set of cards; it has no randomization. These rules are designed to explain the basic game, but many of the cards in Dungeoneer are designed to alter, tweak, or even override the rules. Each rule may be read as saying "unless a card specifically states otherwise."

COMPONENTS

Each deck has 55 cards, including 1 Cut-out card, 3 Tracker cards, 3 Hero cards, 7 Quest cards, 11 Map cards, and 30 Adventure cards; a double-deck set has twice as many of each card type. You will also need 2 six-sided dice per player for making rolls and keeping track of Life points, 2 tokens for each player to track Glory points, and 2 tokens per player for Peril points. Extra tokens and dice also come in handy. Pennies and nickels work well, but red and green glass gaming stones are ideal. You may use a pencil and scratch paper instead.

Cut-out Card: This card is used to create hero tokens that represent the heroes on the map, and marker tokens that show where on the map certain items are located. To show linked locations, place a lettered marker on the map space and its corresponding marker on the card represented there (A:A, B: B). Keeping the tokens folded with a paper clip will allow them to fit back into the box.

Tracker Cards: Place tokens on the current number of Glory and Peril points your hero has accumulated to keep track of them. You will spend these Glory points to play Glory cards for your benefit; your opponent will spend your Peril to play Peril cards against you. Use multiple tokens to track higher numbers; there is no upper limit. Each Tracker card has reference information on the reverse side to be used during play.

Hero Cards: Each Hero card has an illustration, a name, the race and class of the hero, Life points, a special ability, and carry maximums that limit the number permanent Boon and permanent Treasure cards in your Inventory — the area on the table in front of you where you keep readied cards. The Hero card also has scores for Melee, Magic, and Speed for each Level; a higher value means the hero can perform that task better. Life points represent how many wounds the hero can absorb before being defeated. Some effects, like that from playing a "Potion of Healing" card, allow a hero to recover lost Life points up to the Life point score indicated on the Hero card.

Quest Cards: The game is won by completing 3 Quest cards. Each Quest card has an illustration, a name, a type, a grade (heroic, epic, or legendary), location(s) where it can be completed, criteria to complete it, and a reward for completing it. Your hero gains Levels by completing Quests of the appropriate grade.

Map Cards: These cards create the Dungeoneer realm. They are either black-bordered Dungeon spaces (passages and rooms) or white-bordered Wilderness spaces (roads and sites) depending on the set you purchased. Map cards are laid out in the play area to create the fantasy realm in which the heroes adventure. Each Map card has an illustration, a name, a type, a Glory value, a Peril value, and 4 exits. Some Map cards have an effect that is activated when a hero enters it on his turn. In addition, Wilderness Map cards have Terrain icons such as desert, forest, mountains, plains, swamp, urban (buildings and cities), or water that trigger certain card effects.



ADVENTURE CARD

Adventure Cards: Players use these cards for beneficial effects on themselves or adverse effects on their opponents. Adventure cards are divided into Glory cards and Peril cards: Glory cards are beneficial Boons or Treasures that you pay Glory to play on yourself, while Peril cards are adverse Banes or Encounters that you take Peril from your opponent to play on him. Each Adventure card has an illustration, a name, Glory or Peril cost to play it, time when it may be played, duration that it stays in play, a specific category that it falls into, a stat banner providing a summary of the effect, and an effect. Note that a card in your hand has no effect until it is put into play by paying its cost.

Adventure cards remain in play for different lengths of time according to their duration type.

Attachment: This card attaches to another card; place it behind the card to which it is being attached. An Attachment is discarded if its "host" is discarded or returned to your hand. It can not be played unattached. An Attachment does not affect the Peril cost for a monster to attack, and does not count toward a hero's Boon, Treasure, or Pack limits.

Instant: The card is immediately discarded when it is played; its effect is temporary, affecting only the turn in which it is played.

Monster: Monster cards are discarded when their Life points reach 0. A monster card is in a space only when it is attacking; otherwise it is in a player's hand or Pack.

Permanent: The card remains in play in your Inventory unless you are forced to discard by a card effect. Heroes have a limit to the number of Permanent Boons and Permanent Treasures they may have in play in their Inventory at one time, as indicated by each Hero card's carry limits. This limit does not apply to any other kind of cards.



CUT-OUT



TRACKER



HERO



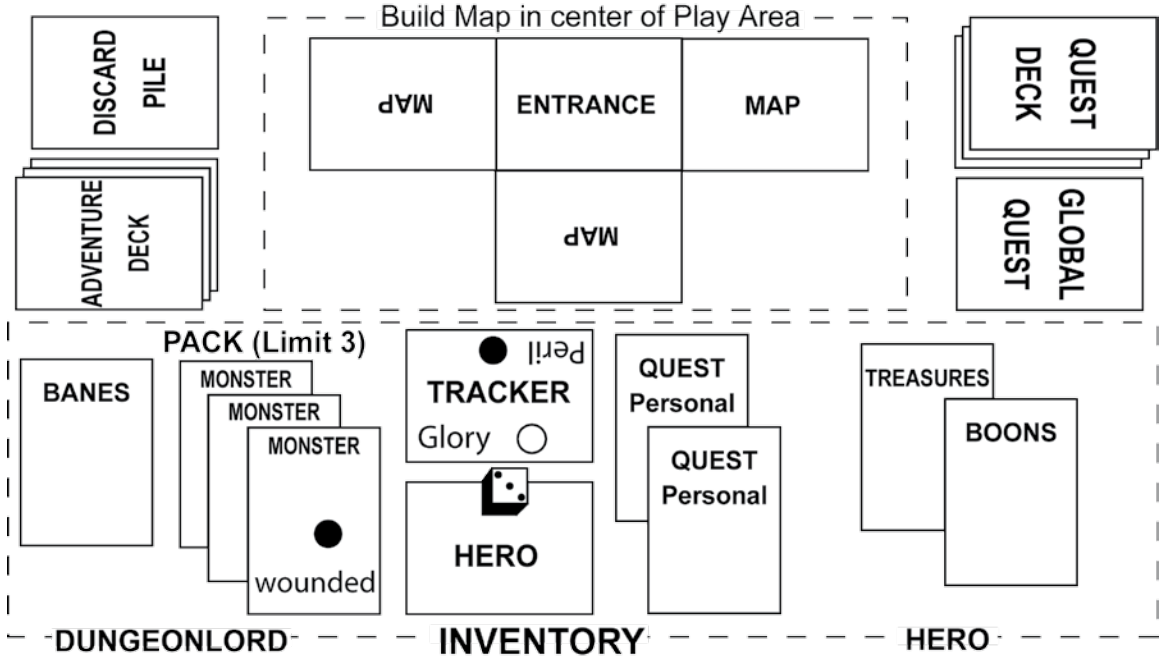
QUEST



MAP



ADVENTURE



SET-UP

Sort the cards into separate decks according to their backs. Then, look through the Map cards and pull out the card with the Entrance symbol. This starting space is set face up in the middle of the play area. Randomly select any 4 passages/roads (including "grim" passages/roads) and connect one of them to each exit of the Entrance, in a legal orientation (see map diagram). Shuffle each deck separately.

Deal each player 1 Hero card randomly and place it face-up in front of him. This area is called the player's Inventory. Place a die over the starting Level on your Hero card, with the number 6 face up to show your current Life points. Set the remaining Hero cards aside; they will not be used.

Give each player a Tracker card to place next to his Hero card with the Glory side turned towards him.



ENTRANCE

Cut each Cut-out card token along the dotted line and fold at the solid line. Next, each player finds his hero token and places it on the Entrance, then collects 1 Peril and 1 Glory for entering the Entrance. Move a token onto the green "1" on your Tracker card to mark this Glory, and another on the red "1" for the Peril.

Deal 2 Quest cards to each player face up. These are the player's Personal Quests, and only he may attempt to complete them on his turn. Deal 1 Quest face up next to the Quest deck. This becomes the Global Quest, which anyone may attempt to complete on their turn.

Deal 5 Adventure cards to each player face down. These cards form the player's hand and can only be viewed by the player. Set the remaining Adventure deck aside, but within everyone's reach. Now you may begin play starting with the winner of a die roll, who is now Player A.

THREATS

Threats are used to represent a risk or difficulty a hero must overcome. Threats are not the same as combat, though they often take place during a combat. A Threat is a special die roll where the opponent rolls 1 die and adds the score that the card asks for to the roll. Usually this is his hero's Melee, Magic, or Speed, depending on the form of Threat, but any score could be specified — even your hero's current Life points or Level. If the opponent matches or beats the Threat number, he receives the success result; otherwise he gets the fail result. Unless otherwise stated, Trap-type Threats affect all heroes in the same space, but they each roll individually.

EXAMPLE THREAT

Player A spends 2 of Player B's Peril to play a Trap on Player B. The Trap reads: "Speed Threat 5+, fail: take 1 wound." Player B rolls 1 die and gets a 3, he adds his Speed score of 2 to the roll. His total is 5, which equals the Threat of 5+. He overcomes the Threat, but gets no reward because there is no explicit success result. If he had rolled 4 or less he would have suffered the fail result.

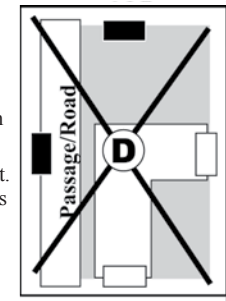
TURN ORDER

A player goes through 5 phases in his turn: *Reset, Dungeonlord, Build, Hero, and Discard/Draw*. The turn then passes to the next player to his left. A round is completed when each player has had a turn.

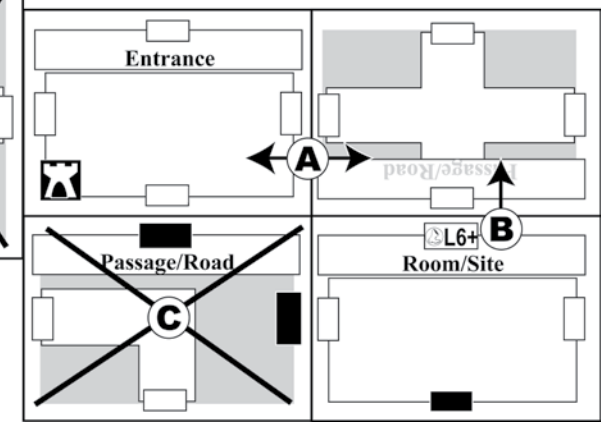
1. Reset Phase: Exits and Traps are reset. Temporary card effects from the previous turn are no longer in effect, and card effects that can only be used once per turn may be used again. Your cards in play with an upkeep cost are paid for now or return to your hand. Saved Movement points from previous turns are lost and your Movement points are reset to equal your Speed score. All spaces, except the one you are in, are treated as "new" to your hero again.

2. Dungeonlord Phase: Peril-funded Adventure cards in your hand that are marked with the Dungeonlord play time, such as Banes and Encounters, may be played on the table now. Choose an opponent with enough Peril to pay for the card and spend his Peril to play the card on him. Peril cards that do not target a specific opponent's hero may use anyone's Peril except your own. You are limited in the number of Peril cards you may play only by the amount of Peril available. You can not combine Peril from different opponents to fund a single card, and you may never spend your own Peril.

Banes can be played at any time during your Dungeonlord Phase, before or after Encounters are resolved. Encounters are played all at one time during your Dungeonlord Phase, in order of attack, to allow your opponents an opportunity to strategize their responses. If you play an Encounter that means that you are attacking (initiating a combat); follow the combat sequence below. A monster (or hero) may initiate no more than one attack per turn; this costs a hero 1 Movement, but is a free Movement for a monster. A monster must have its Peril cost paid each time it attacks, however.



MAP PLACEMENT DIAGRAM



3. Build Phase: Draw and place 1 Map card in any legal location. Skip the Build Phase if all the Map cards have already been placed.

Each Map card must connect to another Map card (Map Placement Diagram examples A & B), and no Map card or section of map may be "stranded" so that it has no way for a hero to get back to the rest of the map (example C).

Each Map card must be placed parallel to the Entrance card as in the map diagram, never at a right angle (example D). Also, you may never create a closed map that has no connections available for more Map cards to be played.

COMBAT

Combat follows these steps: *Attack, Response, Attack Roll, Counter-attack Roll, Compare Results, Challenge, Pack, and Reward.*

A. Attack: The attacker chooses the target hero and form of combat (Melee, Magic, or Speed) for each of his attacking cards; he may only choose an attack form in which his card has a standard attack symbol. The attacker's special effects, other than hit effects, may be activated now at his choice.

B. Response: The defender may play cards or special abilities marked with the Response play time.

C. Attack Roll: The attacker rolls 1 die for each attack and adds the respective score (Melee, Magic, or Speed) from each attacking card to its roll.

D. Counter-attack Roll: The defender rolls 1 die against each attack and adds his hero's score (Melee, Magic, or Speed) to it. The defender can not choose which form to defend with, since it was already chosen by the attacker.

E. Compare Results: For each attack, the player with the highest total hits and inflicts 1 wound on his opponent's monster or hero, unless the hit effect on the Encounter card states otherwise. A tie result does nothing. Wounds are subtracted from the Life points of a card; track these with the die on your Hero card or by adding tokens to your monster card. A card is defeated and discarded when its Life points reach 0; if this is a hero, it means his player is out of the game.

F. Challenge: A hero who was attacked may now initiate a single attack on one of the cards that just attacked him or another hero in the same space at the cost of 1 Movement point, but only if his player saved a Movement point from the previous turn. Follow the steps above with the hero becoming the attacker, but don't repeat this step. See Special Actions for more on challenges.

G. Pack: Each monster that is not wounded may go back into either your hand or your Pack (part of your Inventory of cards in front of you) at your option. Each monster that is wounded must go into your Pack or be discarded. Each monster that is defeated is also discarded. You are permitted up to 3 monsters in your Pack at a time, and these are played in the same way as those from your hand; excess monsters of your choice are discarded.

H. Reward: For each wound a monster inflicts on a hero, the player who controls that monster may assign 1 Peril to a player of his choice. For each wound a hero inflicts on a monster, that hero's player gets 1 Glory. This reward step applies to all monsters except those from Quest cards; they have their own special reward described on the Quest card.

COMBAT FORMS & SYMBOLS

A monster or hero may only initiate an attack in a combat form (Melee, Magic, or Speed) in which it has a standard attack symbol.

● **Standard Attack Symbol:** Monster or hero may attack and counter-attack in this form.

◆ **Counter-attack Symbol:** Monster or hero may only counter-attack in this form; it may not initiate an attack unless it has another form with a standard attack symbol.

✹ **Hit Symbol:** This describes the entire effect of a successful attack.

EXAMPLE OF COMBAT

Step A Attack: *Player A spends Player B's Peril to play 1 Undead and 1 Demon on Player B's hero. Player A declares that the Undead and Demon each attack with Melee. The Demon has a special effect when it attacks: "All heroes in its same space must overcome Magic Threat 5+ or take 1 wound." So, Player B rolls 1 die (he rolls a 4) + Magic (his hero's score is 1) = 5. This matches the Threat and so he succeeds. (Note that Player A would also have to overcome the Demon's Threat if his hero was in the same space as player B!)*

Step B Response: *Player B plays a Response-timed Boon card called "Repel," which costs him 3 Glory. This card discards a target monster so he targets the Undead card, which is immediately discarded.*

Step C Attack Roll: *Player A's Demon has a Melee score of 1. He rolls 1 attack die for it, getting a 4, and adds the Demon's Melee score of 1, so its attack total equals 5.*

Step D Counter-attack Roll: *Player B has a Melee score of 2 and he rolls a counter-attack die against the Demon. He must use his Melee because the attacker chose that as the form of combat. He rolls 1 against the Demon and adds his hero's Melee score of 2, so his defense total equals 3 against the Demon.*

Step E Compare Results: *Player A's Demon's total of 5 beats Player B's hero's total of 3, so the Demon scores a hit (1 wound) on Player B's hero. Player B adjusts the die on his Hero card to take off 1 Life point.*

Step F Challenge: *Player B could initiate 1 attack on the Demon with his hero if he had a Movement point left. He would go through steps A to H again, skipping step F, but as the attacker this time; the monster would be the counter-attacker.*

Step G Pack: *Player A chooses to put his Demon in his Pack to save for use later, so he places the card on the table in front of him. It is no longer considered to be in any space on the game map. If it had been defeated it would be discarded.*

Step H Reward: *Player A's Demon scored 1 wound and so he can assign 1 Peril to any player; he gives Player B the Peril.*

(Note that the specific cards used in this example may not appear in this set, but similar cards are in all sets.)

STANDARD EXITS

Open: There is no Threat to beat in order to move through an Open exit.

L (Locked/Lost): Overcome the Threat or lose 1 more Movement to go through. If you fail but don't have any Movement points remaining, the exit is open but you have not yet moved into the new space. Place your hero token on the exit to indicate that it remains Open for everyone while you are there. Your hero is treated as still being in the old space.

T (Trapped/Treacherous): Overcome the Threat or take 1 wound as you exit. If you fail, you still pass through. Trapped/Treacherous exits are actually Obstacles, not Traps.

Wall/Impassable: You may not move through a Wall or an otherwise Impassable exit from either side.

ALTERNATE EXITS

Sewer: You may pay 1 Movement point to relocate your hero to a corresponding Sewer (A:A, B:B).

Portal: You may pay 1 Movement point to relocate your hero from a Portal to its corresponding Dungeon Entrance (A:A, B:B), or to move from that Dungeon Entrance back to the corresponding Portal space. The letter is assigned to an Entrance/Portal pair by the player who draws the Portal card; he chooses which Dungeon Entrance the Portal exits to when he places it, and puts corresponding marker tokens on both Map cards.

OBSTACLES

Hazard: This provides a bonus to all Encounter Traps played in this space.

Pit: Your hero must overcome the Threat or fall in. Tip your token on its side to indicate this. While your token is tipped it can not move until you pay 1 Movement point to untip it. This is the only penalty associated with being tipped.

Spikes: You must overcome the Threat. If you fail, take 1 wound.

4. Hero Phase: During your Hero Phase you may perform any of the following actions in any order, as many times as you choose, and are limited only by your Movement points: *move, explore, play Glory cards, and attempt quest.*

Move: Each Map card is also a space on the game map; the area between Map cards is never considered a space. You may move your hero through a viable exit to an adjoining space at the cost of 1 Movement point; an adjoining space is another Map card connected to your Map card by any exit (even a Wall/Impassable exit), and a viable exit is an exit that is not blocked by a Wall/Impassable exit and that connects to an adjoining space. You must overcome the Threat score of the exit on the space you are leaving if there is one; *ignore the exit of the space you are entering*.

As you enter a new map space on your turn, you collect the Peril and Glory value of that space if you have not already been in that space this turn. Record the points on your Tracker card with tokens. If it is not your turn when your hero is moved, you do not collect the Peril and Glory points. If the space has an Obstacle effect described in its center area, you activate it as soon as you enter the space if it is your turn, but do not trigger it off turn.

Explore: You may draw and place additional Map cards at the cost of 1 Movement point each.

Play Glory Cards: Glory-funded Adventure cards that indicate they may be played during the Hero Phase, like Boons and Treasures, may be played from your hand into your Inventory now. You may play as many as you have Glory resources to pay for. Remember, though, that your hero is limited to the number of Permanent Boons and Permanent Treasures he may have in play at one time, as indicated on your Hero card. (Instants and Attachments are not limited in this way.) Also, you may not have more than 1 Treasure of the same type in play at a time, such as 2 helmet Treasures. (Boons are not limited this way.) A card that is played into your Inventory after having its Glory or Peril cost paid is then available for you to use and is said to be readied; a card in your hand has no effect in the game until readied.

Attempt Quest: Each Quest card identifies a task to be completed, and the specific location where this task must be performed. You choose when to attempt a Quest as part of your Hero Phase; it is not automatically attempted when you enter the designated location. All Heroes can pursue Global Quests, but only the first player to accomplish the task collects the reward. Only you may attempt your Personal Quests. The first attempt at a Quest each turn is a free Movement; additional attempts cost 1 Movement point each. If you succeed and complete a Quest, collect the Quest reward in the bottom right corner and turn the card over (or rotate it 180 degrees in the case of an Artifact-type Quest). When you have 3 completed Quests, you win the game! Also, when you complete a Quest it ends your Hero Phase, and you go immediately to your Discard/Draw Phase. A completed Quest is no longer in play, unless it is an Artifact. If a Global Quest is completed, draw a new one; Personal Quests are not renewed (unless you're playing an Epic or Legendary game, see Combining Sets). Each Quest has different criteria to complete it, but they fall into these general categories: *Artifact, Chance, Effect, Escort, Sacrifice, Search, Slay, and Threat.*

QUEST CATEGORIES

Artifact: Instead of being turned over when completed, the Quest is rotated 180 degrees; this is why the reward is written upside down. An Artifact provides a permanent increase in a hero's score when it is completed. Artifacts are not Treasures and do not count towards the player's Treasure limit, or conflict with other Treasures; you could have an Artifact helmet and a Treasure helmet at the same time, for example.

Chance: Achieve a sequence of numbers rolled on a number of dice as described on the Quest card.

Effect: This Quest has an effect on the player while it is in play. If the Quest is Global it affects all players, but its reward goes only to the player who completes it.

Escort: Go to the first location specified and place a token on the Quest card, then go to the other location required and remove the token. An Escort Quest that is Global becomes a player's Personal Quest when he places a token on it; turn over a new Global Quest in this case. Placing or removing the token is a free action that must be done during your Hero Phase. A token can be voluntarily removed while your hero is on a space other than that specified by the Quest card. In this case, the token stays in that space and may be picked up (placed) by another hero who enters it; that hero then takes the Quest card as his Personal Quest even if he already has 2 Personal Quests. An Escort Quest with a token may also be stolen with a successful attack on that player's hero by another hero in the same space, at a cost of 1 movement; see Special Actions for more on challenges.

Sacrifice: Pay the price described on the Quest card to complete it.

Search: Instead of giving a specific location, the Quest's objective must be searched for. To make a search, follow the criteria described on the Quest card; normally this requires you to pay 1 Movement and roll 1 die while on a particular type of Map space, adding +1 to the roll for each space your hero is from the nearest Entrance. If your search matches or beats the search number, you find the Quest objective. Only then can you make an attempt at completing the Quest. If you don't complete the Quest on the same turn you successfully searched, a new search will be needed before trying to complete it again on a later turn.

Slay: Defeat the monster listed on the Quest card. The monster attacks first as a free movement, as per the normal combat rules; the player seated to your left can act as the Dungeonlord. After the monster attacks, you may attack it with your hero as a challenge for 1 movement. Quest monsters do not go into your hand or Pack, and they are not worth Glory or Peril.

Threat: Overcome the Threat on the Quest card. The first attempt is generally a free Movement, then you must pay 1 Movement for each retry. You can try as many times as you have Movements. Failed attempts affect everyone in the space.

5. Discard/Draw Phase: If you have any cards in your hand, you must either discard 1 of them, 1 Treasure card from your Inventory, or 1 Encounter card from your Pack. Boon cards may not be discarded from play this way. If you have no cards in hand, you do not have to discard. If you did not move at all during your turn, collect the Peril and Glory for the space you stayed in, but you don't trigger its effect or Obstacle. If you did not use all your Movement points, you may save 1 to use for an off-turn action. Indicate this by placing a Glory token on your Hero card and remove it when used; it's removed on your next Reset Phase if not used off turn before then. Draw your hand back up to 5 cards from the Adventure deck, shuffling in the discards if the deck is depleted. This ends your turn.

SPECIAL ACTIONS

You may perform the following actions either on or off-turn.

Play an Anytime Card: You may play a card that says "Anytime" in its play time field if you have the resources available to fund it.

Play a Response Card: On your opponent's Response step, you may play cards or special abilities marked with the Response play time.

Activate a Readied Card: You may use the effect of a card in your Inventory, including your hero's special ability, if you have the resources required to fund it.

Challenge: Once per turn at the cost of 1 Movement point, your hero may initiate an attack. Follow the combat sequence described under Dungeonlord Phase. This attack may be on a monster immediately after it has attacked your hero, including monsters on your Quest cards, or you may attack another hero directly with your hero if he is occupying the same space. If you hit, you may either inflict wounds or take a hero's Escort-type Quest if it has a token on it; see Escort under Attempt Quest.

Untip Your Hero: A tipped hero is unable to move until you pay 1 Movement to untip him.

UNIVERSAL RULES

Rules Priority: Specific wording on cards take priority over any rule in this rule sheet.

Dice Modifiers: Any effect that modifies dice must be played or specified before any dice are rolled.

General Resolution Order: In case of conflict, this is the order in which cards and their effects are resolved: Boon (including hero special ability), Treasure, Bane, exit, Movement point spent, hero enters space, Peril and Glory collected, map space effect occurs, Encounter, attack roll, counter-attack roll, Quest, player who's turn it is, the next player in the turn order, and so on.

Example of Resolution Order: *If your hero had a Boon card that gave him +1 Speed, but not enough Glory to play the card, he could enter a space to collect enough Glory to play the card. If the space had an effect such as "Overcome Speed Threat 5+ or take 1 wound," he could collect the Glory to play the card before the map space effect occurred.*

OPTIONAL RULES (ADVANCED)

Dungeoneer is an adventure game; however, there are several ways to enhance the strategic aspects of the game to make it more competitive.

Pick Your Hero: Each player chooses the Hero card he wants to play, starting with Player A.

Unbiased Map Placement: If you draw a Map card specifically required by one of your Personal Quests, hand it to the player to your left to place; if he requires it for a Personal Quest, he must pass it to the player to his left, and so on. If it comes full circle, then you may place it. This does not apply to Map cards required by Global Quests, and applies only to the first location listed on Escort-type Quests. This complicates, but greatly balances, the game.

No Personal Quests: All Quests are Global. Keep 2 Global Quests available at all times. An Escort-type Quest becomes Personal when a token is placed on it.

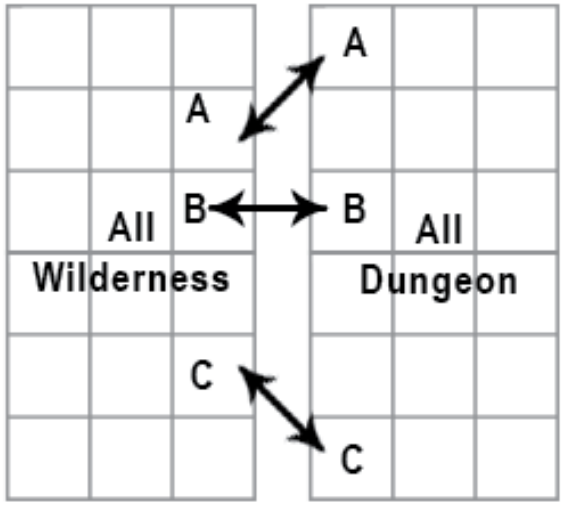
Revealed Map: The map is laid out entirely before play begins. Deal Quests first. Choose an Entrance card to indicate the initiative winner and shuffle all the Map cards together. Deal all the Map cards out, face down, one at a time to each player. The player who draws the Entrance is Player A and sets that Entrance in the middle of the play area. Moving clockwise from Player A, each player chooses one of his Map cards to place until the entire map is built. The spaces specifically required by revealed Global Quests must be placed last by the players who draw them.

Restricted Movement Points: During the Reset Phase you no longer gain Movement points equal to your Speed score. Instead, you get 3 Movement points on your Reset Phase. Increasing your Speed score does not increase your Movement points. In addition, the standard rules state that if you did not use all your Movement points on your turn, you may save 1 to use for an off-turn action; this is no longer true. Instead, if you are out of Movement points, you may earn 1 bonus Movement point by voluntarily tipping your untipped hero on or off your turn. You can use this bonus Movement point to do anything except to move.

Spike Dodging: Instead of rolling, you may choose to pay 1 additional Movement point to avoid the Spikes.

Discard is Optional: Discarding 1 card at the end of your turn is optional. You may not discard more than 1 card.

Reincarnation: A defeated hero is set aside, but that player is still in the game; he chooses a new hero at Level 1 (or 4 or 7, depending on grade). The opponent to his left places him in the Entrance of that opponent's choice. The player loses all cards in his hand and Inventory and draws a new hand of 5 cards, but keeps all his Quests.



COMBINING SETS DIAGRAM

COMMON CARD EFFECTS

#: This symbol is used to indicate a variable, the exact value of which is 0 plus the number of additional Glory or Peril that is spent at the moment the card effect is activated, as required by the card.

Bane: It is possible to include your hero in the effect of Bane cards you play so long as you never spend your own Peril.

Boon: Boons may not be voluntarily discarded from your hero's Inventory, but if you are forced to discard one by another card effect, the Boon immediately loses its effect.

Encounter: An Encounter card is played into the map space of the hero it is attacking and, unless otherwise noted on the card, may only affect heroes in that space. If the hero somehow moves out of the space before the Attack Roll step, the Encounter card may not attack or otherwise affect that hero.

Level Drain: A hero can not be drained below 1st Level.

Minion: A monster that becomes your Minion is treated as a Permanent Treasure, and takes up 1 Treasure carry slot. A minion may make 1 counter-attack per turn in your hero's place, or make 1 standard attack at the end of combat against any monster or hero that just attacked you, again instead of your own hero.

Monster Special Effect: Some monsters have an effect, such as Transform, which may be activated at the cost of additional Peril when they attack. This effect may be used once each time the monster attacks. If the effect is a Threat, then it takes place before combat is resolved.

Shift: This effect moves Map cards, but the rules for placing Map cards still apply. When you shift a Map card, you may never leave a part of the map stranded with no way back to the Entrance. Wilderness connects only to Wilderness, Dungeon only to Dungeon.

Speed: If you increase your Speed through the benefit of a card effect, you do not immediately gain Movement points unless the card specifically states that you do. If your Speed is still increased when you reach the Reset Phase of your turn, then you would gain extra Movement points for it.

Storage Item: Cards take effect the moment they are played, so a card that increases your hero's carry limit can be played even when his slots are filled.

Tipping: Your hero token is set on its side to represent that your hero is immobilized. If your hero is tipped, you must expend 1 Movement to stand up. While you are tipped you may not expend Movements except to untip. There are no other penalties associated with being tipped. Some card effects may require you to overcome a Threat in addition to the Movement to stand up, as indicated on the card.

Treasure: A Treasure card that no longer has a game effect should be discarded the moment it loses its effect. A Treasure that is immediately discarded once used, like a Potion, does not count against your hero's Treasure carry limit if you use it the moment you play it.

Warp: This effect moves hero tokens. A hero collects Peril and Glory and activates the effect of the space he warps into if he moves on his turn. A hero remains in the same state he was in when warped; for example, if he is tipped he remains tipped. Generally a Warp effect may not move a hero from Dungeon to Wilderness or vice versa, unless it specifically states that it can.

You: When a card states "you" or "your," it refers to the player who controls the card.

COMBINING SETS

When combining sets, you will have a lot of Adventure cards. Separate them into a Glory deck of Boons and Treasures, and a Peril deck of Banes and Encounters. Each time you draw an Adventure card, you may choose which deck to draw from. Be sure to use separate discard piles for each.

Combining Heroic, Epic, and Legendary Sets: Begin the game with the heroic deck; epic and legendary decks are set aside. As the last player achieves epic level, replace the Adventure and Quest decks with the epic set. Do the same with the legendary decks upon the last player achieving legendary level.

When combining epic sets (Levels 4–6) or legendary sets (Levels 7–9) with heroic sets (Levels 1–3), you do not gain the epic special abilities until you reach 4th Level, and the legendary abilities start at 7th Level. Stack the heroic Hero card on top of the epic Hero card and line them up at the red line. Similarly, a legendary Hero card would go underneath the epic card. Add the totals to determine your current score in each stat. Use the epic carry totals when you reach 4th Level, and the legendary totals at 7th Level; if this results in a reduction, immediately discard extra Treasures or Boons of your choice.

When an epic set is played alone, all players start at 4th Level. Legendary games begin at 7th Level. A hero gains Levels only by completing Quests of the appropriate grade.

Unlike standard games, in combined heroic/epic/legendary games Quests act as victory points. When you achieve epic level, the epic quests are not dealt out until everyone has achieved epic levels. But you may continue to complete global heroic quests; you do not gain levels for completing them, though, only victory points. The moment the last player achieves epic level then epic quests are dealt: 2 personal quests to each player and 1 global quest. Do the same for legendary level.

The moment a player achieves the highest level possible (7th Level in an epic game, 10th Level in legendary) the game is over. Count up the completed Quests' victory points. The player with the most points wins. In the case of a tie the player with the highest level wins.

Each heroic quest = 1 victory point
Each epic quest = 2 victory points
Each legendary quest = 3 victory points

Combinging heroic and legendary sets without an epic set requires that when the last player achieves 4th Level all heroes are automatically promoted to 7th Level. Continue normally as described above.

Combining Wilderness and Dungeon Sets: Take out an Entrance from each set and place them a short distance apart in the center of the play area. Then separate the Maps into 2 decks. Heroes on a Wilderness space draw from the Wilderness deck, and heroes on a Dungeon space draw from the Dungeon deck. When building the map, all Dungeon Map cards (black border) are placed so that they connect to each other. Similarly, all Wilderness Map cards (white border) are placed adjacent to each other. However, the Dungeon and Wilderness map sections are built apart from each other and never touch; they are connected only by Portals. As the map is built, the first player to place a Map card with a Portal may then place a marker token on it and one on a Dungeon Entrance; they are then linked.

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