Dungeoneer

Version 2.1 Optional Rules

These optional rules provide a variety of modifications to your Dungeoneer play experience. Many of these came out of ideas proposed during development of the game, and many more came from playing at conventions and various other gaming groups.

It's not recommended that you use all of these ideas together at once, but experimenting with a few can be rewarding and fun. Be judicious when choosing which set of optional rules you want to incorporate. Some of them work very well together, but some of them may contradict in unexpected ways. For example, you could not use both Respawn and Restart together, since they are two different ways of dealing with a defeated hero.

This rules expansion is divided into four sections: Standard, Campaign, Solitaire, and Customized. The Standard section is a diverse collection of optional rules that can be incorporated into almost any mode of play. The Campaign section describes a way to play Dungeoneer that is similar to a role-playing game experience, in which 1 player acts as the sole Dungeonlord and the other players act as Heroes only. This section also has modifications that enhance the Campaign mode of play. The Solitaire section describes a whole new way to experience Dungeoneer. You may not always be able to get together with your gaming group, or you might just want to do a little dungeon exploring on your own; in this case, you can simply shuffle a Dungeoneer set and play solitaire. The Customized section describes a unique way to combine Dungeoneer sets by picking and choosing the cards to go into your deck, and playing competitively against your friend's custom-built deck.

STANDARD OPTIONS

These rules apply to the basic mechanics of Dungeoneer, and can be used in most games.

GENERAL PLAY OPTIONS

Looting: When a hero is defeated, his Treasures are left on the map. Use a marker token on the space, and set his readied Treasure cards aside with the corresponding marker token on them. Any hero in that space may pick up 1 Treasure and place it readied in his Inventory at the cost of 1 Movement for each Treasure card looted this way.

One-Way Door: When a Wall touches a door, that door becomes one-way. You may pass through it on the door side as normal, but the Wall blocks the way back. (The "no stranded maps" rule still applies, if there is no way in to the Room/Site.)

Timed Spikes: When you enter a space with Spikes, you may choose to either pay 1 Movement to ignore the Spikes, or roll to overcome the Threat of the Spikes. This simulates your hero either moving slowly through the space to avoid triggering the Spikes, or rushing through the Room/Site to avoid them as they are activated.

No Forced Discard: During your Discard/Draw phase you do not have to discard, though you may discard 1 if you choose to (as normal). You do not fill your hand. Instead, you draw 1 card and may pay 1 Glory per additional card you want to draw. If you have 5 or more cards in your hand, you may not draw more cards, but you are not forced to discard, even if you have more than 5 cards.

Right-Angle Map Placement: Map cards may only be placed at a right angle to one another, never parallel. This is an interesting change from the standard placement rules, since this creates a more square-shaped map. Be careful when moving, since the cards may slide around a little easier.

Balanced Exit Difficulty: So you think it's not fair that higher-level heroes can usually walk through exits with little difficulty, while low-level heroes struggle? Simply add the hero's level to the Threat number.

Stacked Decks: If you want to scale the difficulty of the game to the level of the heroes, you can stack the various decks. In the Adventure deck, sort them in order of their Peril and Glory value. Shuffle the 1s and 2s together, the 3s and 4s together, and the 5s and higher together, then stack them with the 1s/2s on top, the 3s/4s next, and the 5s and higher last. For the Map deck, deal out Quests, separate the Maps required for all Quests, then shuffle them separately and place them on the bottom of the Map deck.

Secret Quest: When dealing out personal Quests, deal 1 face down to each player. This is the player's secret Quest and is revealed when that player attempts to complete it.

Related Terrain: When laying out Map cards in the Wilderness, similar terrain must be placed next to each other or as close as possible. This creates areas of forest and city (for example) grouped together for a more "believable" Wilderness map.

All Global Quests: Instead of players getting personal Quests, all Quests are global. During set-up, turn over 2 Quest cards face up; each time a Quest is completed turn over a new Quest card. This creates an exciting, tension-filled Dungeoneer experience.

DEFEATED HERO OPTIONS

It can take away from the fun of the entire group when someone is removed from the game while everyone else is still playing, having fun. Choose one of the following options to replace the standard defeated hero rule.

Respawn: When a hero is defeated, that player discards all his cards, except his Quests (but loses any Escort Quest items in progress), and draws a new hero. He starts in the Entrance of his choice at 1st level with 6 Life.*

Restart: When a hero is defeated, that player discards his hand and all Treasures, but keeps all Boons and Quests (he loses any Escort Quest items in progress). He is relocated to the nearest Entrance with full Life and draws a fresh hand of 5 cards.*

* Optionally, in the case of Escort Quests, the item may be dropped in the space the hero is defeated and the Quest becomes a global Quest; its location is indicated with a marker token.

MOVEMENT RESTRICTIONS

Movement is the heart of the tactics of Dungeoneer. How you spend your Movement points can determine whether or not you win the game. The Movement rules have a significant impact on the balance of the game, and gaining more Movement points as your hero advances creates a definite advantage. To further balance the strategy and reduce the impact of luck on the game, you can choose 1 of these Movement options to replace the standard rules governing Movement points.

Natural Movement: replace the Reset phase with the following wording:

> **1. Reset Phase:** All exits are reset and temporary card effects from previous turns are no longer in effect. Your hero's Movement points are reset to 3 plus any additional Movement points gained from other card effects. Your readied cards with an upkeep cost are paid now or returned to your hand.

A hero gets 3 Movement points per turn; this does not limit card effects that specifically add more Movement points, such as Tanin Shadefoot's Quicken ability. The hero's Speed score may continue to increase — making him more adept at overcoming traps and exits — but does not contribute to Movement points. This makes the game more balanced between heroes of various levels, and far more competitive. It speeds up the beginning and slows down the end of the game a little.

Metered Movement: As above, but if you feel 3 Movement points is too restrictive with this rule, and Speed is too useless, you can change the base Movement points to 2 per turn and add:

> You gain 1 additional Movement point for every 3 points of Speed your hero has.

Restricted Movement: A hero may never move more than 3 spaces per turn by spending Movement points. Heroes still acquire Movement points normally to use for various tasks, such as initiating a Challenge or attempting Quests, but may not physically move more than 3 spaces in a turn with Movement points. This does not restrict Movement that does not require the expenditure of Movement points such as Warp, Shift, and Teleport cards, or Map card effects.

CAMPAIGN RULES

This advanced option is best played with 3 or more players. In campaign mode, 1 player acts as the sole Dungeonlord while all the other players take the roles of heroes. The heroes try to win as a party. This happens when they complete at least 3 global Quests and each hero has completed his secret Quest. The Dungeonlord wins when he has defeated a number of heroes equal to the number of hero players in the game. He may even defeat the same player's hero multiple times to achieve this. He can stack up defeated heroes, face-down, similarly to the way Quests are turned over when they're completed. The Dungeonlord gets a special wandering pack to move around the map and harass heroes with by attacking them, or stealing Escort type Quests in progress (but the wandering pack may not complete Quests).

Additional Parts: In addition to six-sided dice and tokens, 1 big scary-looking toy that still fits on a map card is useful as the Dungeonlord's wandering pack.

Set-Up: Separate the Adventure deck into 2 decks — all the Boons and Treasures go into one Glory deck for hero players to draw from, and all the Encounters and Banes go into one Peril deck for the Dungeonlord to draw from.

• Deal out 1 Hero card face up to each hero player.

• Deal out 1 secret Quest card face down to each player. These are kept secret from the Dungeonlord, but the hero players may show them to each other. A player must complete his own secret Quest; these are treated as personal Quests. Deal out 2 global Quests. It is the Dungeonlord's duty to always keep 2 global Quests face up.

• Take the Entrance and 4 random Passages/Roads from the Map deck. Place the Entrance in the center of the play area; connect each Passage/Road to an exit of the Entrance.

• Give each player a Tracker. Each player places a token to represent his hero on the Entrance and collects the Peril and Glory listed on the Entrance.

• Deal 1 Adventure card face down to each hero player. The Dungeonlord draws 7 Adventure cards into his hand.

CAMPAIGN TURN ORDER

The campaign turn cycle is different from regular competitive play. The Dungeonlord takes his turn, and then each player gets a Hero phase starting with the player seated to the left of the Dungeonlord. This is treated as 1 large turn, so cards that are in effect for the duration of the turn stay in effect until the Dungeonlord's Reset phase.

1. Reset Phase: All exits are reset, cards that may only be used once per turn may be used again, and card effects that only last a turn are no longer in effect. The Dungeonlord's Movement points are reset to the highest Speed score in his pack.

2. Dungeonlord Phase: The Dungeonlord has the initiative and performs the following actions in order:

a. Build: the Dungeonlord draws 3 Map cards and places each consecutively, the first one connected to a space a hero is in, or as close as possible, in a legal position.

b. Adventure: The Dungeonlord may spend his Peril, in conjunction with any other player's Peril, to play Banes and Encounters. Play Encounter cards all at once; Banes may be played at any time during the Adventure step of the Dungeonlord phase. Combat is resolved as normal, with the following modifications:

• Move Wandering Pack: The wandering pack moves like a hero but it ignores space effects, exits, and obstacles (but not Walls) and it may choose to activate Map card effects, just like a hero can. Your wandering pack may initiate 1 free Challenge (attack a hero) each turn during your Adventure step. (The wandering pack is not created until the Dungeonlord has a surviving monster after a combat – see Pack, below.)

• Response: If there are multiple defenders in a space, the defending players assign defenders to attackers (no more than 1 defender per attacker).

• Pack: Once a Dungeonlord has a wandering pack started, he places a token on a space in which one of his monsters attacked to represent the pack. New monsters may be added to the wandering pack during this Pack step, regardless of the space in which they were played. A hero with 0 Life is defeated. The player controlling that hero discards all cards except Quests and Treasures, and draws a new hero. This new hero starts at level 1 with 6 Life. A marker token is placed on the space he was defeated in and on his Treasure cards to indicate that his Treasures are in that space and may be taken (see Looting, above).

• Reward: For each wound a monster inflicts on a hero, the Dungeonlord collects 1 Peril to spend at will. For each wound a hero inflicts on a monster, that hero collects 1 Glory. Heroes may play permanent Boons and Treasures only during the Reward step of a combat they are involved in. Instant- and Response-type Boons and Treasures are not limited this way.

c. Discard/Draw: The Dungeonlord may discard 1 card if he chooses to from his hand or wandering pack, and must fill his hand to 7 cards.

3. Hero Phase: after the Dungeonlord phase, the hero players each get a Hero phase in the order in which they're seated to the Dungeonlord's left. A hero's Movement points are reset to his Speed score. The Hero phase consists of 2 steps:

a. Adventure: During the Adventure step, a hero may perform the following actions in any order:

• Move: This works as in standard play. If you move into a space with a wandering pack, 1 of the monsters of the Dungeonlord's choice in the pack gets a free attack on your hero. If you do not spend all your Movements, you may save 1 to spend off-turn. Place 1 token on your Hero card to indicate this.

• Loot: You may spend 1 Movement to pick up 1 Treasure that has been dropped in your space and place it readied into your Inventory.

• Pass a Treasure: You may spend 1 Movement to pass a readied Treasure to another hero's Inventory in the same space, if they have slots available and are willing to take it.

• Explore: You may spend 1 Movement to draw and place 1 Map card next to the space your hero is in, or as close as possible, if there are any remaining in the Map deck. This may only be done once per turn.

• Attempt a Quest: A secret Quest must be revealed before attempting to complete it.

b. Discard/Draw: you do not have to discard, but you can choose to drop 1 readied Treasure in your space (use a marker token to indicate this) or to the discard pile. Draw 1 Adventure card from the Glory deck, and any number of additional Adventure cards at the cost of 1 Glory each.

Special Actions: Some actions may be taken on or off turn, as indicated here.

• Play Anytime-type cards.

• Play Response-type cards if it is the Response step of combat.

• Activate the effect of a readied card if the card permits it.

• Aid: Play an Instant Boon or Treasure, or activate a readied one, to benefit another hero in the same space, if the player performing the action has the resources available (Movement points or Glory).

• Initiate a Challenge: This costs 1 Movement. A Challenge is a Combat initiated by your hero or the wandering pack. Your hero or wandering pack must be in the same space as the character you are challenging. A challenge may be used to attack a wandering pack in the same space, or to attack a hero in the same space, in order to inflict a wound or to steal an Escort Quest in progress from that hero or wandering pack.

CAMPAIGN OPTIONS

Equipped Monsters: the Dungeonlord may choose Treasure cards to go into his Peril deck, but may only play them on a monster in his wandering pack. A monster may have 1 Treasure card equipped, and benefit from the effect of that card; treat this as an attachment. If the monster is slain, any hero in the same space may ready the Treasure card at no cost that turn, otherwise it goes into the Dungeonlord's discard pile at his next Reset phase. This rule may cause some weird combinations and effects that are difficult to adjudicate.

Enhanced Dungeonlord: During his Discard/Draw phase, the Dungeonlord may spend 1 Peril per additional card over 7 he wants to draw.

SOLITAIRE RULES

Objective: Complete 3 Quests and return to the Entrance space you started in to win.

From the Adventure deck, remove Shift- and Warp-type cards, and other cards that require multiple heroes. Separate the Adventure deck into a Glory deck (Boons and Treasures) and a Peril deck (Banes and Encounters). Deal yourself 3 Quest cards face up, and set the Quest deck aside.

Each time you enter a space, collect only Glory and roll a number of dice equal to the Peril value of that space. For each die that is equal to or less than the Peril value, turn over a card from the Peril deck. Treat these as being "played" and monsters as "attacking." Resolve Banes first as necessary. Banes that affect only specific monsters or traps remain until the appropriate monster or trap is played. All monsters are discarded at the end of combat. To increase the difficulty to hard, during the Pack step the highest-Peril-value monsters still alive will go into the Pack (this Pack has the normal 3-monster limit). Each turn that you draw a monster from the Peril deck, the monsters in the Pack will attack as well.

For cards that have the # variable, use the Peril value of the space your hero is located in. To increase the difficulty to hard, also add a roll of 1 die to that value.

For each monster you defeat you may draw 1 card from your Glory deck immediately. At the end of your turn (Draw phase) you may draw 1 card. Play permanent Treasures only during the Reward step of combat. Play permanent Boons only while in an Entrance space. Instants and Responses are not limited this way.

1. Reset

2. Dungeonlord Phase

a. Roll for Random Encounters

b. Combat (as standard)

3. Build Phase

4. Hero Phase (perform actions as in standard Hero phase)

5. Draw (1 card from Glory deck)

Solitaire works well with the Stacked Decks option (under Standard Options, above).

CUSTOMIZED DUNGEONEER

This section describes 2 ways to customize your Dungeoneer game. The first method, called Competitive, plays like standard Dungeoneer except that each player draws from his own deck.

The second method, called Customized Campaign, plays like campaign play as described above, except that each hero player chooses the cards for his own hero to draw from (Adventure cards funded with Glory such as Treasures and Boons), and the Dungeonlord player chooses all the other cards (Map cards, Quest cards, and Adventure cards funded with Peril such as Encounters and Banes).

COMPETITIVE

Combine multiple sets and choose the cards selectively from each set to customize your Competitive deck. Each player builds and draws from his own deck. The objective of a competitive deck is to create a focused hero and an adventure to defeat your opponent's hero. This means selecting Quests, Maps, and Peril cards (Banes and Encounters) that complement the theme of your deck. The Glory cards (Boons and Treasures) you choose for your deck should be those designed to aid your hero in overcoming the adventure created by your opponent.

During set-up, each player chooses 1 global and 2 private Quests for the opponent seated to his left. One player provides an appropriate Entrance. If you are playing both Dungeon and Wilderness sets together, you will need both Entrance types and at least 1 Portal map card. Lay out the entire map, taking turns drawing from your own Map deck as for the Revealed map rule. The objective of the game is the same as in standard play: complete 3 Quests or be the last hero alive.

Competitive deck requirements:

• 1 Hero

• 3 Quests with no duplicates

• 8 Maps: 4 Rooms/Sites with no duplicates, 4 Passages/Roads for which duplicates are okay. (The total number of required Map cards can change, if all players agree on the number, but there should be no less than 8 and an equal ratio of Rooms/Sites to Passages/Roads.)

• 40 Adventure cards with no more than 4 duplicates of any 1 card, and not more than 4 Shift- and/or Warp-type cards total

• Spare cards: 1 Dungeon Entrance, 1 Wilderness Entrance

Now, choose a theme from Melee, Magic or Speed. The best heroes specialize in one thing, and find ways to compensate for their weaknesses. For example, you may create a sorceress that is excellent at Magic, has a very high Magic score, and can do a lot of cool effects through Boons that complement her Magic. Since she is weak at Melee, she could be outfitted in Armor, Shields, and Helmets that absorb Melee wounds. Or you may want a warrior who is the master of Melee, and choose cheap Magic defensive cards for your deck like Magic Protection. Or you could forego specializing in combat and create a quick thief. Unfortunately, moving fast generates a lot of Peril, so you'll want stealth cards such as an Elven Cloak or Boots of Silence to reduce your Peril.

Once you've chosen the theme for your hero, it's time to figure

out the adventure. It's important to have a strong theme here as well. Do you want undead hordes? Packs of vermin? Or should strange fiends be the bulk of your Peril cards? Perhaps you don't want any monsters, and want an adventure full of traps. The decision is yours, but once you choose a theme, everything should work towards it. Undead should have Banes that enhance their ability to attack. And Quests you choose should also fit with that theme, because you can use the Banes in your undead-themed deck to make Quests such as Impale Vladimir (Slay – Undead) much harder to complete.

There are two card types that almost every good deck will have: Shift- and Warp-type cards. These allow you to move heroes and map cards around to benefit you and hinder your opponent. Make sure to choose Shifts and Warps that work well with the Maps you've picked.

Note that each Dungeoneer set is composed almost entirely of unique cards; there are no duplicates, so each provides a great value. Even purchasing 2 copies of a set gives you no more than 2 duplicates of any 1 card.

CUSTOMIZED CAMPAIGN

For a customized campaign game, create a Hero Player and a Dungeonlord deck.

Hero Player Glory Deck

• 1 Hero

• 40 Boons and/or Treasures with no more than 4 duplicates of any 1 card

The objective of each player is to aid his party in completing their required Quests. It's not enough to just survive; it's more important that the party succeeds. This may mean sacrificing a hero for the good of the party.

When creating your Glory deck, it is best done in conjunction with the other players so that you can create a balanced party. Someone should specialize in Melee, someone else should specialize in Magic, and it's good to have someone with a reliable healing ability. The Dungeonlord must give you an idea of what the adventure will be, such as a Forest or Dungeon, with undead or demons. Or you can play hardball and just go for it without any hints from the Dungeonlord.

Dungeonlord Peril Deck

• 3 Quests, plus 1 additional Quest per player

• 6 Maps per player, equally divided: 3 Rooms/Sites with no duplicates, and 3 Passages/Roads for which duplicates are okay

• 50 Banes and/or Encounters with no more than 4 duplicates of any 1 card

• No more than 2 Warp- and/or Shift-type cards per player

Your objective as the Dungeonlord is to defeat all the heroes. In order to win, you must defeat a number of heroes equal to the number of hero players. To do this you will need an array of Banes and Encounters that complement each other, and that work well with the Quests and Maps you've chosen.

Card Drafting

At least 1 Dungeoneer set per 2 players is required (or 1 per player using the single-deck sets). Set all the Dungeoneer card sets you intend to play with face up. Before any cards are chosen, determine initiative and establish play order. Starting with player 1, each player chooses 3 cards for his customized decks, until all cards are chosen. Players then create their decks from the cards they've chosen using the deck requirements as described above.

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